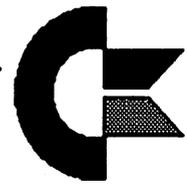


9-16-98

MEETING 64/128 USERS

COMMODORE MAILINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL



September 1998

Meeting News September 1998

Hello and a big welcome to the new members: Robert Kribs, Robert Mahlstedt, Ernest Purvis, Jr., Earl Spicer, Chris Weathington, Ron Slaminko & Charles S. Hollingsworth. 1997 RENEWALS: Fred Kieffer, Joseph Powell. ADDRESS CHANGES (see bios): Alan Dickey, Kenneth Kill. Their bios and all the other bios are listed in the membership list which comes with this issue. Also in the membership section is the E-mail addresses of members that have them and the discounts available from various Commodore suppliers. Please save this membership issue as it is expensive to print and mail. If you lose it, I will replace it for the price of printing and mailing.

E-mail updates: Dixon, Harvey (jsdixon@swbell.net) ???

Harler, Ed (ed.harler@lug.org) ^

Holman, Joey ???

Thomas, Bruce (rbthomas@edmc.net) x

Weathington, Chris (joelrpg@aol.com) x

(* = newly added) (x = change) (+ = renewed) (- = deleted) (??? = Address Rejects)

(^ = unusual characters in address such as _ R (cap) l (el) instead of l)

REPORT ADDITIONS, CANCELLATIONS,

OR CORRECTIONS TO: jfenn@lava.net.

The good news is that we have decided to keep the dues for 1999 at the present rate, \$12.00 for US members, \$14.00 US for our neighbors to the north and \$22.00 US for all other countries. The dues are remaining the same despite a postal increase in January 1999 because we have some members that give an extra few dollars each year as a donation. This year think about sending \$15.00 instead of \$12.00 and help us keep the dues as low as possible. We have had increases in printing as well as the postal increase. All donations, no matter how small, are greatly appreciated. You don't have to pay dues now, complete details will be in the November issue.

As I mentioned above, the membership list contains not only the names, addresses and bios of all the members but it also has an Information/Resource list where you can find help with a particular piece of hardware or software. These members have offered to help you in their area of expertise. The membership list contains the Information list where you can find discounts on various Commodore software and hardware. We really thank Linda Tanner for keeping this list current.

Also we want to thank Joe Fenn for keeping the E-Mail list up to date. And, last but not the least, we thank Brian Vaughan for the membership list.

♫ Tom Adams, President ♫

Meeting 64/128 Users Through the Mail

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(Checks to the trust account must be made out to ROLF L. MILLER).

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Rt.1 Box 120T

Black, MO 63625

Info/Resources

TREASURER'S REPORT

From: Rolf L. Miller, Treasurer

Following is a summary of the trust account as of July 31,1998.

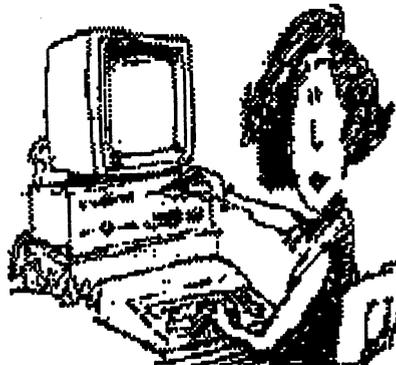
Balance			
5-31-98	\$2343.80	1-1-98	\$2507.80
	Credits		916.75
	Debits		1560.93
7-31-98	1863.62	7-31-98	1863.62

The Credits include all dues and donations received during the period. The Debits are all the expenditures (including advances) during the period, no small part of which is the cost of printing and mailing of the MailLink.

KEEPING TRACK OF MEMBERSHIP

The Treasurer's job is to manage the group's checking account and maintain a current membership roster. The records consist of the checkbook ledger, a paper copy of deposits, a word processing file of the membership list, a hard copy of the list,

and another word processing file containing a duplicate checkbook ledger and deposit record. The record keeping procedure is as follows: When checks for dues are received, a carbon copy of the deposit is made. On the copy, the name of the member and check number is noted for each item. With this in hand, the word processing file containing the membership roster is loaded and updated. At the same time, the information is penciled in on the hardcopy of the list. In addition, each entry is placed in the other word processing file of deposits. This duplicate deposit record is compared to the carbon copy for accuracy.



Finally, when the bio pages are received, each name is compared against the membership roster.

COMMODORE MAILINK POLICIES

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EDITOR'S DESK

by
Earl Williams aka EWWfishbone

Some of you might be thinking to yourselves, "what is this - the invasion of the GEOS nuts?". Well, sort of but not exactly since Bruce and I did not plan these two consecutive GEOS issues. That said, we are proud of what we can do with Geos and PostScript^(c) printing!

I have been editing our local newsletter, *The Infinite Loop*, for about seven years and have laser printed our newsletter using PostScript since getting the laser printer or for more than two years. I did take a PostScript file down to the print shop and have them print it out. That's when I learned about having the right version of Geopublaser. There's a lot to it and I have learned a tremendous

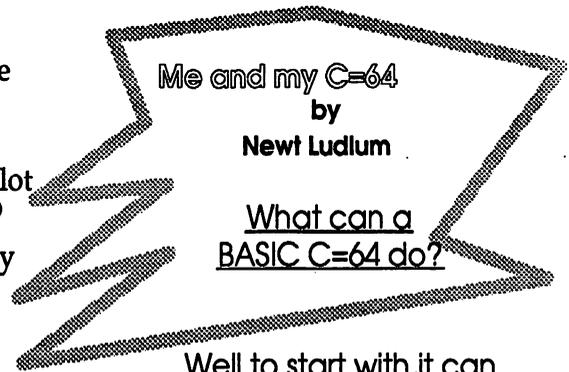
amount from folks like K. Dale Sidebottom, Maurice Randall and some local friends in the printing business. We have a lot in common with the Adobe^(R) folks and everyone knows they are the best when it comes to good desktop publishing and publishing in general. Consequently, since learning the ins and outs of laser printing, I have literally become a graphics packrat hoarding graphics from the internet and newspaper. The later by way of GeoFAX and using a small phone/fax machine as a scanner. Works great!

Now a word about the next issue

Hugh McMinamin and Jean Nance will be co-editors of the November issue of The Commodore MaiLink. Submissions should be sent to Jean to arrive by October 21st, but sooner is better. All material over about a paragraph should be on a 5 1/4 inch disk, in TWS or Pet Ascii sequential format. Please put your name, the title, and the format used on the disk. Material can also be sent to Jean by Email, jpnan@prairienet.org, but contact her first to make arrangements.

I was encouraged to list the

(Continued on Page 9)



Well to start with, it can respond to any Program that was intended for it and designed during the decade of the 80's and into the start of the 90's so long as it is on a Floppy 5 1/4 disk.

The Programs available are innumerable as all can attest to. The basic ones that I have encountered are: GEOS.1.3 & 2.0, The Write Stuff.V1 & V2, Fun Graphics Machine to include 6.6 update, The Illustrator II, Bank Street Writer (Don't laugh), The Newsroom (a real FUN program and chAllenging), The Print Shop, Label Maker by Keystone, Maverick (you really can't do without this one), Power Budget by 8 bit PD Software, Pocket Writer 3 (as a break from TWS), Doodle (uh-huh), Microsoft Multiplan by EPYX (an extremely well planned

Desterm Updates
by Matthew E. Desmond

The new version "allow(s) filetypes other than PRG", "buffers & transfers can now use PRG - SEQ or USR files...", user-port centronics printer port access, utilizing the PostScript printer for screen and buffer dumps directly and Matt has "split up the single 'PREFS.SET' configuration file into a multitude of smaller configuration profiles: Disk Profile, Modem Profile, Comm Profile, Terminal Profile, Transfer Profile, User Profile, Buffer Profile and Printer Profile. It is now much easier to know which prameters are grouped and saved together. Each telephone number entry can be associated with several of these profiles - it is now possible to associate the emulation, transfer protocol (plus the other existing stuff) with each number...". Work on VT102 & CCG emulation, Zmodem upload and new script language is ongoing.

Matthew Desmond



Electronic Spreadsheet) and of course all the issues of LOADSTAR that are currently (1998) on the market.

What a palatable menu to feast on! And of course I haven't scratched the surface of the prolific amount of Programs in PD Land. You can't have them all. And now with the Internet, how much can we absorb?

It's amazing, when you sit down in front of your C=64, as to the choice to make and how far to delve into 'THAT' program and either enjoy it (because you have conquered it) or it has become a challenge to learn all about it and eventually become another enjoyable program to pat yourself on the back as a job well done!

This leads to the gist of our LOVE for the C=64--Don't dig yourself into the black chasm of neglect in which you don't read ALL of the fine print which all Programs tend to have, and for obvious reasons. Comes to mind, my excitement on attempting to learn the fine points of a singular Program, "Illustrator II". I really didn't need all the help I solicited from good people like Jean Nance, Hugh McMiniman and Ron Hackley, if I had read

the FINE print incorporated in a fine program such as TWS (which I thought I knew almost intimately, but didn't). I hope I didn't waste too much of their time and Postage to solve my selfish interests, but folks it all came clear!!

mentioned in the last MAILINK of July, 1998 about the type or kind of peripherals that are used in my C=64 set-up, i.e., C=64C keyboard, a 1541 Disk Drive, a 1702 Color Monitor and an NX-1000C printer, plus a little UPWEGO Ink for dried out Ribbons.

It is fairly hot (today it's 112 at 0930 A.M.) and I use a Radio Shack Muffin Fan to blow across the Power Supply to keep it cool (?) and my 1541 Drive is mounted on short pieces of #2.5 pencils in four places to keep it up and above the heat pattern. Does well and stays within the Temp Specs as called for during operation (which sometimes is all day). The printer stays within spec tolerances too, so everything is operable and at best "Worry Free".

I have not as yet incorporated "JIFFYDOS" because, having (4) Disk Drives, I'm not sure at this point how many to install and can I afford four of them. I use, for some speed, wonder upon wonder, a kicker installed in the Computer named TURBO Load and Save, mfg. by Better Working Co., I think.

It is surprising how fast everything loads up and says "Howdy". I leave it plugged into the Computer and to date have not had any problems in any of my programs (with the Turbo, that is).

Don't misunderstand me -- I am not downing any of the fast load peripherals that are available on the market today, and there are a bunch, it's just the way I have been operating the basic system as described and, believe it or not, I am happy with what I have so far. I'm sure things will change, but for now ----.

My C=128 sits on the other desk and GLARES at me :(for non-use, even though it is all set up with a 1750 Clone REU and hefty Power Supply graciously obtained from Mailink Member, Rodger Jarvis (yes it's been put to use on GEOS 1.3), but now it's waiting patiently for GEOS 2.0 and when that's available I hope to make it smile again. :).

I trust that we, my C=64 and me, have instilled some little interest in some of the MAILINK Members who still use and remember the initial thrill and amazement when they unpacked or opened up their first Personal Desk Top Commodore Computer, cabled it up and flipped on the switches.

FEEDBACK

from
Rolf Miller

===RETIRE/SAVE PROGRAM

The type-in program on page 6 of the July issue contains a typo (actually an omission) in line 60.

```
60 i=.03:f=(1+i)^y:n=a-(f*s)
```

An up arrow should appear between the closing parenthesis and the Y in the formula. The up arrow (it appears as a circumflex in true ASCII) is used in programming to indicate arithmetic exponentiation (to the power of). In math, the exponent Y would appear as a superscript above and to the right of the closing parenthesis.

The omission no doubt occurred in the conversions between PETASCII and true ASCII that necessarily takes place in sending and receiving e-mail.

===PRINTERS

In speaking of choosing printers, Bruce Thomas mentioned Dot-matrix, Ink Jet, or Laser printers. That's understandable: graphics and graphic based word processors require these types of printers. Bruce certainly showed what can be accomplished with a

Commodore and a little know-how. Indeed, half the publications I get from folks using megacomputers don't look as good as the July MaiLink. This demonstrates that, regardless of the computer used, know-how is the key.

Since graphics invariably play at least some part in computer generated printing, possessing a Dot-matrix, Ink Jet, or Laser printer is a must. However, a lot of printing involves just plain text: letters, postcards, lists, reports including multiple copies, mailing labels, and the other tasks previously accomplished on the typewriter. For this work, consider using a text based word processor like The Write Stuff and a Daisywheel Printer.

A variety of used Daisywheel printers are available in the second-hand market, often for next to nothing. Many of these printers are heavy duty machines sporting a 15" carriage. There are smaller typewriter-sized models. There are even some typewriters that have a computer input port.

Because the font in a Daisywheel is determined by the print wheel, all of these machines are simple to use. And there isn't a printer interface known that doesn't work with a Daisywheel.

Those Daisywheels that use Diablo Hy-Type II ribbons are a good choice because ribbons are readily available both in nylon and carbon film. Many of these machines also use

Diablo print wheels which are common. If a Commodore DPS-1101 (it requires no interface) is found, it too is a good choice. It uses IBM Selectric II ribbons and Juki print wheels, both common.

===IBM WOES

Those with megamachines who are candid tell of experiences with their computers that reflect Francis Redmond's IBM-clone adventures. Those who aren't candid get told on by visiting relatives. But it makes no difference.

Upon return from a trip to Florida, the family announced their intended purchase of an IBM-compatible to replace their long-faithful Commodore 64. This they did amidst remarks by the teenage son of how many problems he encountered with his uncle's IBM.

It isn't that Commodores don't break down. Rather, it is a case of "the bigger they are, the harder they fall."

CAN YOU DO ONE PAGE FOR THE MAILINK?



As Bruce Thomas pointed out in the July issue, there are many members who possess the stuff to edit an issue of the MaiLink. However, as can be imagined, putting together a 20-page newsletter is no small task. Hesitation to

commit oneself to the task is understandable. But, what about one page?

If you have the time and capacity to produce one copy-ready MailLink page, the plan is to use a collection of such pages to put together the March 1999 issue.

If you can write a letter that makes sense, you can write a page for the MailLink. Write about what? For what do you use your Commodore? And how do you do it?

Then, if you can print out a page suitable for photo-copying, you can produce a page for the MailLink. And don't let the equipment you use discourage you. Most of us don't have souped-up Commodores, let alone Laser printers.

Indeed, a look through the Bio pages sees a lot of 9-pin printers. In fact, I've seen pages suitable for copying come from 803 and 1526 printers. We want to see what can be done with the equipment we have. And to that end, include in your page what you use to produce it.

THE PARTICULARS



1. Produce one or two readable pages output from a Commodore 64 or 128 ready for copying. Include your name and what you used to produce it. The page(s) may contain graphics. A page may be less than full (the editor will fill

it up).

2. Use at least a 1/2" margin around the page. The top line of each page should be a page header containing the words COMMODORE MAILINK MARCH 1999, followed by a space line. Use no page numbers.

3. Send the page(s) flat, protected by two cardboard inserts, along with a disk

containing a TWS or sequential text file of the page(s) (for the MailLink on disk) and any graphics used to:

Rolf Miller
492 Anacapa St.
Ventura, CA 93001
Deadline is Feb. 15, 1999

4. If more than one article of similar material is received, the one bearing the earliest post mark will take precedence. So, now is not too soon.

5. In the event that pages received do not copy well or are otherwise unusable, they may be edited and reprinted by the editor.

6. A prerequisite of publication is payment of 1999 dues.

Re: any subject

My thought was to target those who have never before written an article. If you have never before done that, writing about what you do is the easiest. Furthermore, it's my experience that folks very much like to read about what and how others use their machines. I would prefer;

therefore, many articles of that nature. I figure the November issue can clarify that any subject is acceptable.

Re: details of format

If you are a novice, thoughts about format, etc. can overwhelm you and stall an effort where time is short. For that reason, I would not wait till Jan. to spell-out the details on format.

"If you can write a letter that makes sense, you can write a page for the MailLink."

Re: multiple submissions

I didn't say the later wouldn't be published. I said the earlier would take precedence. But you took it to mean what I intended, and hopefully those given to procrastination will too. On the other hand, I don't want to forfeit my editorial powers as to content and be obligated to using multiple articles which say essentially the same thing.

Re: 99 dues

Based on the number who renewed late this year, I'll use any tactic I can to encourage early renewal.

Rolf

**The Commodore
and the Press
by Jean Nance**

A while back somebody sent me a newspaper clipping describing a small local Commodore user

group. It was very condescending, sort of "Here are four pathetic old coots who are sticking to an outmoded computer. Aren't they silly". I'm afraid I didn't keep the clipping, and my apologies to the person who sent it, whose name has fled my failing brain.

More recently, Charles Andrazyk sent me a very similar article from the "Tech Times" section of the St. Petersburg, Florida, "Times". The article is entitled "Clinging to the Commodore", and pictures a 73 year old Commodore user.

He is quoted as saying, "If you buy a Commodore you'll spend 10 % of your time learning how to use it and 90% of your time working". Their reply, "To be sure what is gained in ease of use is made up for elsewhere. The Commodore 64 has no hard drive, programs are run from a 5 1/4 inch disk or even slower, a cassette tape drive.

No program can use more than 64 Kilobytes of memory, and those limp along at one megahertz of speed. Forget about double clicking on an icon to launch a program,..... You must "load" a program before you can run it.

These days, running a Commodore is like using an icebox instead of a refrigerator... The Commodore doesn't even use a mouse". One Commodore user group

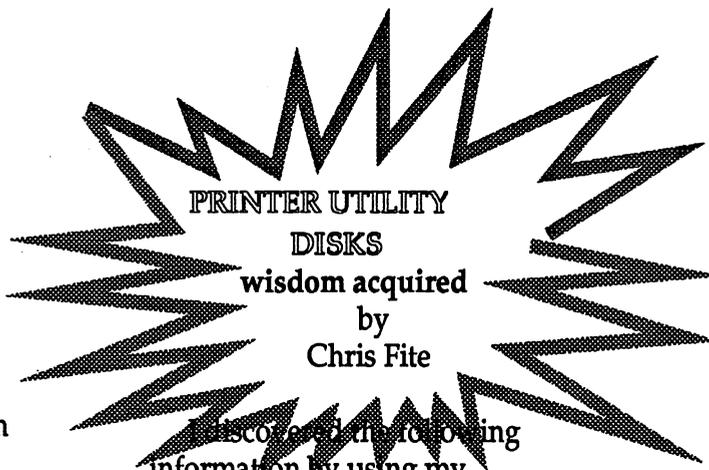
member is quoted as saying that half of their membership also have a "PC" in order to get on the internet.

Later, they say "For Commodore stalwarts, the road ahead is filled with broken sound chips, bum disk drives, and lots of thumb-twiddling as they wait for programs to load." As Charles Andrazyk remarks, "It seems ironic to me that the article was probably written to give some credit to local user groups and their members, but they made it sound like the members are wasting their time."

I would encourage Charles, and anybody else who reads this kind of thing, to write a letter to the editor, pointing out that there are hard

drives, fast 3 1/2 inch disk drives, speed up CPUs, and mouses for the Commodore, and that one can certainly access the internet with one.

Let's not take this kind of thing lying down!



discovered the following information by using my printer a lot for doing the newsletter for the Commodore 64 club I belong to....A simple way to increase

the usefulness of your printer is to write several small utility programs for it and save them all onto one disk. Label and dedicate the disk for your particular printer. Then keep the disk with the printer's handbook or owner's manual. Then whenever you need to do something special with your printer, you will be able to quickly find, load, and use the utility programs. All the printers I have used have some useful features that can only be used if you send special control codes, like "PRINT #3, CHR\$(14)", to the printer from the computer. Unfortunately, the control codes are impossible to remember and time consuming to find in the owner's manual. The solution is to make a printer utility disk.

The easiest utility programs to write are for text fonts or sizes. The most useful utilities are:

- 1) **BOLD PRINT** - this will cause the printer to print letters that have fat lines. Xerox copiers don't like normal print, they like fat bold letters. They copy much darker than the skinny normal letters. So this feature is useful if you will be making Xerox copies of your printout.
- 2) **FINE or CONDENSED PRINT** - this will cause the printer to print 17

letters per inch instead of the normal 10 letters per inch. If you are going to make many copies of a lengthy printout, then fine print will greatly reduce the number of pages you need to copy because more text can be printed per page with it, thus saving you quite a bit of money.

- 3) **WIDE PRINT** - this will cause the printer to print double wide letters. Useful for saying something important, it will catch the eye of the reader first before he reads the smaller normal size letters.
- 4) **GRAPHIC BIT MAP DUMP** - this will allow you to print a picture that is either on a floppy disk or in the computer. The wise saying that a picture is worth a thousand words is still true with computer graphics. Sometimes the best way to communicate is with a picture. Unfortunately, the graphic dump program requires considerable skill to write and may be beyond the average user's ability to create. However you might be able to buy a public domain program or

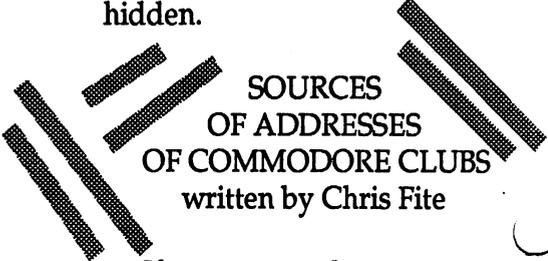
buy a cartridge (like Super SnapShot) that will do the job for you.

Here is an example of how to use these printer utilities. Lets say that you have a long eight page letter that you plan to mail to ten people, and decide to print all the copies out on your printer (not use a Xerox copier). You can save \$2.30 in postage by printing the letter by using your FINE PRINT utility program because in normal size print the eight pages will weigh more than 1 ounce, but in fine print will weigh less than 1 ounce (six pages weigh about 1 ounce) because fine print prints more text per page than the bigger normal size print. So you grab that printer utility disk, list its directory, then load and run its "FINE PRINT" program. That will set the printer into fine print mode. Then you load and run ANY word processor program, write your letter, then print out all those copies of the letter, then you're done. It's that easy. You didn't have to look up any information from the printer's manual, and you didn't have to type lengthy and complicated control codes into your computer. All you needed to do was load and run that one small simple printer utility program.

Some printers can do more than others. The lowly simple Okimate 10 printer (and probably all other printers) can do all four items listed above. At the higher end of capabilities, my Star Micronics

NX-1000C printer can also print double and quadruple size letters, half size letters, and half size graphic dumps.

Finally, the combination of a custom printer utility disk along with a simple word processor along with a feature laden printer is quite powerful, exceeding the speed, ease of use, and abilities of a desktop publishing program. That is one of the best kept secrets in the Commodore 64 community, and a secret that the printer manufacturers and commercial program companies have kept well hidden.



SOURCES OF ADDRESSES OF COMMODORE CLUBS

written by Chris Fite

If you want to know where to contact all those Commodore clubs scattered across the U.S.A. or over the world, then here are three sources of information:

- 1) **COMMODORE CLUBS:**
You can write to any club and ask for their mailing list that they use for exchanging newsletters with other clubs. About half of the clubs will answer your letter. The larger clubs have about a hundred addresses. The smaller clubs have only a few addresses.
- 2) **THE INTERNET:**
www.jbrain.com/cabo

m has a very large list of User Groups.

- 3) ARVID NELSON:
Telephone
904-272-5244, 141
Mango Ct.,
Middleburg, Florida
32068. Arvid
maintains a database
of about 500
Commodore clubs
gathered over the
years from
Commodore
magazines and
Loadstar.

None of these sources is perfect. Some clubs are not listed even though they do exist. Other clubs are listed but have died and no longer exist. A list of clubs can be useful in many ways:

- 1) To sell programs or hardware.
- 2) To subscribe to their newsletters (usually about \$15 +/- per year) to keep abreast of Commodore related information and news.
- 3) To buy programs or hardware.

Editor's Desk continued

equipment I use so here it is:
128D, 1084S monitor, CMD
FD-2000, HD-100, MIRROR 500
Mg scsi HD & Iomega ZIP drive
daisy chained, RamLink w/
16Mg Ramcard, 128SCPU w/
16Mg Ramcard, 1750 REU,
SwiftLink, BocaModem 14.4,
Okidata 180 interfaced w/
Super Grphix Sr. and a
QMS-PS800II 300-dpi laser
printer accessed by a Geocable



Graphic from the movie "Saving Private Ryan". This was a JPEG originally and transfered to a 16 color GIF and then to a Geopaint. It won't be long before we are printing directly from a JPEG and in color!

and bi-directional auto switch (this allows me to share the printer with my Compaq^(c)).

I have inserted an article on the PostScript (PS) language that I hope will enlighten you. It's an older article that is still pertinent which only attests to how good our software and machines were originally designed.

I received Wheels 64, the long awaited upgrade for GEOS, the other day and after reading the docs, installing it and now using it, all I can say is --- Wow! I'm now using native partitions, nested sub-partitions and transferring files between two windows from the same partition. Zooming along in the RamDisk in the 16Mg Ramcard inside the SCPU. And --- total utilization of the parallel cable makes accessing the Hard Drive from the RamLink and/or the SCPU ramcard amazingly fast, in fact, Instantaneous! I have run into a couple of bugs, but until I can document them I'll keep mum as they could be related to the hacked computer I am using. Meanwhile, it really does cook and that makes up for a lot of the "bugs". Since I'm such a graphics freak, as you can see, I really like the fact that graphics just come up

on the screen in a matter of a second or two. I have cut my editing to a fourth of what it used to be! We are moving ahead; a new frontier that has several people coding for our OLD Commodore.

Desterm 128 is the terminal of my choice and the author, Matthew Desmond, has released a couple of new versions still in beta. The latest being version 3.03, I assume, since I have not seen it. More about *Desterm* in the window with Matt's picture.

One of the unique characteristics of us Commodore users is oneness. But only oneness in beliefs and philosophy and not in organization. I have purposed before, that we should be more like Trout Unlimited, which I belong, or any other like minded organization which has a national, state and local group. One can belong to all or one depending on what amount of money one wishes to contribute. And, you receive either a national or state or local newsletter depending on your membership status. Meeting 64/128 User's is a start for that kind of organization. We are more of a national or international group and since so many of us belong to a local group as well, it would make sense to me to organize together to be more of a force. By uniting together we could become a stronger force commercially and collectively. It would be

Editor's Desk Continued on Page 18



Dallas Morning News
Tuesday, July 14, 1998

submitted by Francis Redmond

The following is an excerpt from an article on E-Mail;

If you don't have access to the internet you're not out of luck. Those with the most basic computer systems, even 10 year old antiques, can connect to the Ocean State Free Net. All you need is a modem and some basic software that usually come with modems.

Those who join get text only access to the World Wide Web, among other things and of course, a free e-mail account. More information is available by leaving a message for the free net at (401)272-5388.

Social Security
and Year 2000
from
Dick Estel

Footnote to Rolf's article on Social Security in the July Mailink.

I work for a county welfare

agency. Our state provides a computer link that accesses Social Security records for certain information that affects people's eligibility for benefits.

Recently the reports were missing a key element. When we checked with our systems analysts, we were informed that SSA was not currently providing that item of data. It seems they were testing their year 2000 fixes and were having problems. They had no estimate of when they would again have the necessary data for us. It look's like Rolf Miller's implied advice to get a printout of your Social Security earnings records prior to 2000 is a sound bit of advice.



Scanned/Faxed using
GeoFAX from the
newspaper

NEWEST PC FEATURE IS A DAISY CHAIN SERIAL PORT

The latest issues of the magazines U.S. News & World Report and Consumer Reports (May & June) both said that one of the improved features of the newest PC computers and the latest Windows 98 operating system is the "USB port". USB means Universal Serial Bus, which is simply a daisy chain serial bus, which allows one simple connection port to drive up to 127 peripherals. The magazines said

the USB port was one of the three top reasons to upgrade to the newest generation of computers, providing true "plug and play". But when Consumer Reports tried the USB port, they had to first load driver software on some of the computers... Our Commodore 64 and 128 computers have had this feature from day one when they were manufactured in the early 1980's. So, one of the hottest high tech features on the latest computers...has been on our Commodore computers for more than fifteen years, and we don't need to load "driver" software!

MODEM TIMES

1. Home is where you hang your *.
2. The e-mail of the species is more deadly than the mail.
3. A journey of a thousand sites begins with a single click.
4. You can't teach a new mouse old clicks.
5. Speak softly and carry a cellular phone.
6. Don't put all your hypes in one home page.
7. Too many clicks spoil the browse.
8. The geek shall inherit the earth.
9. A chat has nine lives.
10. Don't byte off more than you can view.
11. Fax is stronger than Fiction.
12. What boots up must come down.
13. Windows will never cease.
14. In Gates we trust.
15. Virtual reality is its own reward.
16. Modulation in all things.
17. A user and his leisure time are soon parted.
18. There's no place like <http://www.home.com>
19. Know what to expect before you connect.
20. Oh, what a tangled website we weave when first we practice.
21. Speed thrills.
22. Give a man a fish and you feed him for a day; teach him to use the Net and he won't bother you for weeks.

High-Powered *Wheels!*

by
K. Dale Sidebottom

Steve Grassman and I got to view first-hand the unveiling of Maurice Randall's new GEOS upgrade, called **Wheels 64**. We were all impressed! And why not? This program does everything but change the oil. Maurice demoed the installation process and then showed everyone why **Wheels** is a spectacular piece of software. We are all aware that GEOS 2.0 is now ten years old. Thus, many recent improvements in the Commodore scene have been ignored. Today, Commodore users need an operating system that will allow at least four drives, that will make maximum use of new

technologies like the RAMlink and the SuperCPU's SuperRAM card.

Many users have worried, "What's the advantage of having great new hardwares from CMD if you have no operating system capable of taking advantage of it."

No longer a problem!

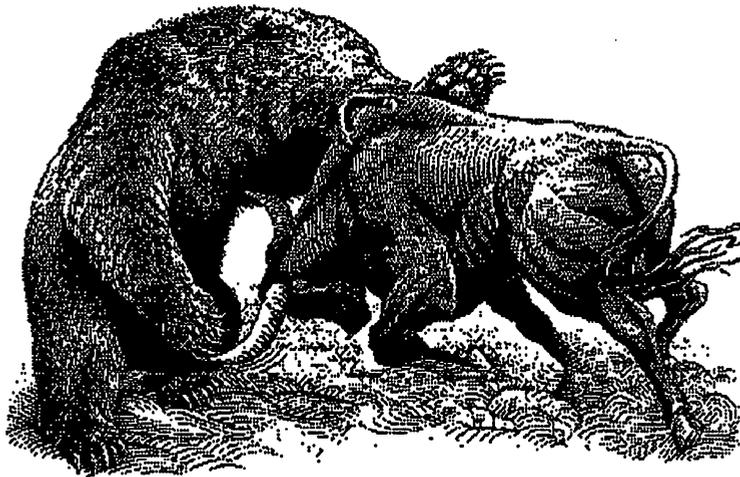
Wheels does require extra memory in the form of 128K RAM. This is equal to the memory found in the 1700, the smallest REU that Commodore made. When

you first boot up from a particular disk or partition, a dialog box asks you what RAM memory you want to use. There are four possible choices.

1. 17xx series REU
2. geoRAM/BBG Ram
3. RL/RD DACC Partition
4. SuperCPU/SuperRAM card

However, **Wheels** is a very smart program. It is able to figure out in

advance which devices are available to you and which are not. Those that are will be listed in a bold typeface. Those that are not will be in italics. We teased Maurice about one thing in particular. He is also the author of **geoSHELL**. Well, I thought that now **Wheels** is rolling, **geoSHELL** would be put on the shelf. However, **geoSHELL** is an open operating system that invites modification. Thus, any future new improvements in the GEOS operating system may show up first in **geoSHELL**. So Maurice created within **Wheels** a desk accessory which will find **geoSHELL** anywhere on the four drives and memorize its location. Up to now, you needed a program called **getshell** on every disk and partition, if you wanted these advantages. Now, **getshell** is actually built into the **Wheels** system. Is Maurice secretly using **Wheels** to promote **geoSHELL**? [Hello, Bill



Gates! :-)]

Think of your four drive devices as a 4-drawer file cabinet. It used to be that when you opened any drawer, all you found was one box! Just one undivided place to store your goodies. Now you can divide your file storage into partitions (folders), up to 255 in each drawer. Not only that, you can have separations within a folder (sub-directories) which allows you to more easily organize special projects.

Wheels will allow only 4 drives (numbered 8-11) to be accessible at one time. However, it allows you to open up to 16 windows at one time. A window may represent a drive (drawer), a partition (folder), or a sub-directory (pocket within the folder). But **Wheels** departs from our model of the file cabinet when you create a system directory (abbreviated **sys dir**).

GEOS has always used an area called the "border" as a way to move files from one page on the disk to another. The border area is therefore, accessible from any page on the disk. **Wheels** has upgraded the "border" idea to a **sys dir**, which can be used to store all the files you commonly use on every disk!

For instance, my **sys dir** stores ALL my applications, printer drivers, input drivers, fonts and desk accessories (like photo manager). I

establish this **sys dir** in nearly every new disk or partition I create. Then, if I want to make a sub-directory, I can use the same **sys dir** there that I have already established. I do not have to copy these same files into each sub-directory, thereby saving 'tons' of memory. Remember the current method for creating GEOS work disks. By the time you load it down with all your applications, drivers, DA's, fonts, etc., there was hardly any space left to actually do

your "work!" **Wheels** strives to alleviate this kind of duplication. The biggest breakthrough, however, is **Wheels**' ability to incorporate native mode partitions. CMD developed this new technology in order to create fuller utility of their large storage devices. While the 1541, 1571, and 1581 drives restrict us to 160K, 320K, and 800K respectively, CMD's native mode partitions can vary in size from 64K

(256 blocks) to 16MB (16 million bytes)! Unfortunately for GEOS users, this advanced storage system has been difficult to use. GateWAY was specifically developed for this purpose, but in my highly biased opinion, it has always been highly flawed. But Wheels makes this new technology as easy to use as a comb and a brush! You'll soon be wondering how you ever got along without them.

Maurice took some pictures of the EXPO with his new digital camera and converted the pictures to PS format so that I could bring them to you. Just one picture can easily be 600K in size. By using Wheels, I can work from a 16MB partition which scoffs at such "tiny" objects and invites more to follow.

If you are a dedicated 128-user, do not despair. Maurice claims Wheels 128 is already 70% complete, and for the first time, he is accepting advance orders on it.

If you are considering that you might want to own some Wheels of your own, keep in mind that it only requires an REU (or other RAM device), a single disk drive, and GEOS 2.0. However, this program really "struts its stuff" when you combine it with a CMD storage device, such as an FD-2000, a CMD harDrive, a RAMLink, or a SuperRAM card... You'll discover that this new Wheels is the greatest thing in racing...uh...er... Commodore!!s



Computer Terminology From

oracle-humor@lyris.oraclehumor.com

- 486 - The average IQ needed to understand a PC.
- State-of-the-art - Any computer you can't afford.
- Obsolete - Any computer you own.
- Microsecond - The time it takes for your state-of-the-art computer to become obsolete.
- G3 - Apple's new Macs that make you say "Gee, three times faster than the computer I bought for the same price a Microsecond ago.

"Syntax Error - Walking into

a computer store and saying, "Hi, I want to buy a computer and money is no object."

Hard Drive - The sales technique employed by computer salesmen, esp. after a Syntax Error.

GUI - What your computer becomes after spilling your coffee on it. (pronounced "goopy")

Keyboard - The standard way to generate computer errors.

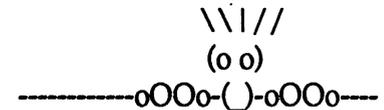
Mouse - An advanced input device to make computer errors easier to generate.

Floppy - The state of your wallet after purchasing a computer.

Portable Computer - A device invented to force businessmen to work at home, on vacation, and on business trips.

Disk Crash - A typical computer response to any

- critical deadline.
- Power User - Anyone who can format a disk from DOS.
- System Update - A quick method of trashing ALL of your software.
- Submitted by:
Dan Grossman @ yale.edu



ORACLE SERVICE HUMOR MAILING LIST

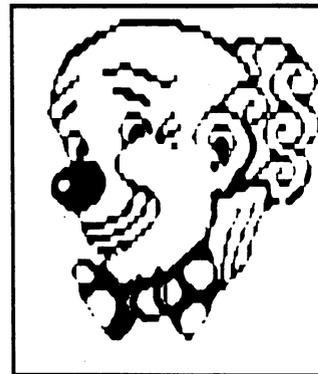
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HELPING KIDS LEARN TO READ

by
Rolf L. Miller

Words are the means by which people communicate thoughts to others. And while the spoken word is natural, words can be transmitted in several other ways. Writing is one of those other methods.

The written word is a series of characters arranged in such a way that when given their proper sound by the reader, the spoken word is reproduced. Learning how to read; therefore, requires learning the sounds of the characters. This is the function of phonics. And the computer's ability to synthesize speech allows its use in this area of teaching.

However, there is more to learning how to read than learning to sound out words. Thoughts are conveyed by the spoken word when the meaning of the words said are associated. Thus, reading comprehension comes, not from just sounding out words in a sentence, but from understanding the meaning of words as they relate to each other.

This coupling between sounding the words and understanding their meanings in association with one another is often the missing link in the mental process of children

who exhibit reading difficulties. Indeed, some children simply do not connect written words with spoken words. This shortcoming is manifested by those who read aloud in a halting manner, though sounding the words acceptably. Since the child can say the words, the pauses between words indicates that the mind is not connecting their meanings.

Fortunately, this deficiency is easily overcome. It merely requires forcing the child's mind to make the same connection between words read that it does with spoken words. And the mind will do this if the child relates to the words being read. This is the intent of beginning reading books. Sometimes, though, the child doesn't see the material presented as relevant. The remedy is a written story that recounts an occasion recently experienced by the child, like a trip to the park or a birthday party.

To write such a story, it is necessary to sit down with the child and prompt a rehearsal of the experience. Ask for descriptions of objects, colors, and other details. Make itemized notes. Then write a narrative connecting all these collections, limiting the words to those used by the youngster.

It is important that all the words in the written results be correctly spelled. And it needs to be typed or printed using an easy to read font. This makes it ideal for a spell checking word processor.

The technique works

because the child sees the words as real: they are his words. And the mind in turn comes to realize that written words are the same as spoken words, carrying the same meaning. Moreover, because the words are in an understandable context, even those not before seen are easily read. After all, children possess a large hearing and speaking vocabulary. Thus, even though a known word has never before been seen, sounding it out within the context of other known words produces a sound readily recognized.

**** * * * * *

INKJET PRINTERS ADVANTAGES & DISADVANTAGES

derived from
the December 1996 Main Line
Computer Users Group newsletter
by Emil Volcheck

Advantages

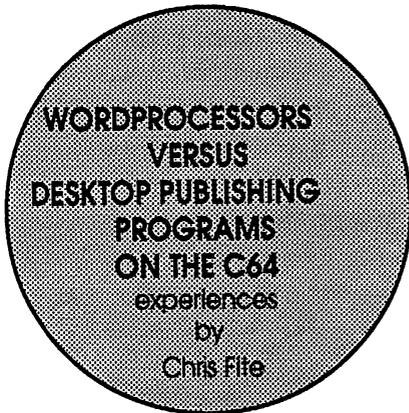
- 1) Higher quality printouts. The ink darkness doesn't fade to grey like an ink ribbon printer.
- 2) Lots of neat characters like 1/2, 1/4, and degrees Fahrenheit.
- 3) Can print documents 1/2 size.

Disadvantages

- 1) Mailing labels do not do well because 64/128 software is not set up to use the special formats found on single sheets of labels.

2) Older graphic programs (like Print Shop and Printmaster) will not work with an inkjet printer because they are geared to 7-pin or 8-pin print heads. The upgraded FGM, TWS, and GEOS will work with inkjet printers.

3) You can print only 61 lines per page, not the full 66 that dot matrix printers can do. You can't print close to ANY edge of the paper.



Over the years I have used three desktop publishing programs and two wordprocessing programs with the Commodore 64 computer along with three different printers. All of the following experiences are with a simple computer setup like only one disk drive and no extra memory or speedup hardware added.

First, wordprocessor programs are glorified typewriters.

Second, desktop publishing programs are glorified wordprocessors, in other words glorified glorified typewriters.

Third, that desktop programs will do more things (like integrated text and graphics) or do better than a wordprocessor is a fraud / hoax / erroneous.

A) Wordprocessors are easy to use, even easier than a typewriter because mistakes can be easily corrected. Desktop publishers are difficult

to use. They are slow to load, more complex to use, and slow to print.

B) Wordprocessors print finer letters because they use ASCII mode, letting the printer use its own fonts, which are the best the manufacturer could build into the printers. Desktop publishers often have crude, difficult to read letters because they use the computer's bitmap mode, which is lower resolution than the printers themselves have, or the user has foolishly chosen a less-than-best font.

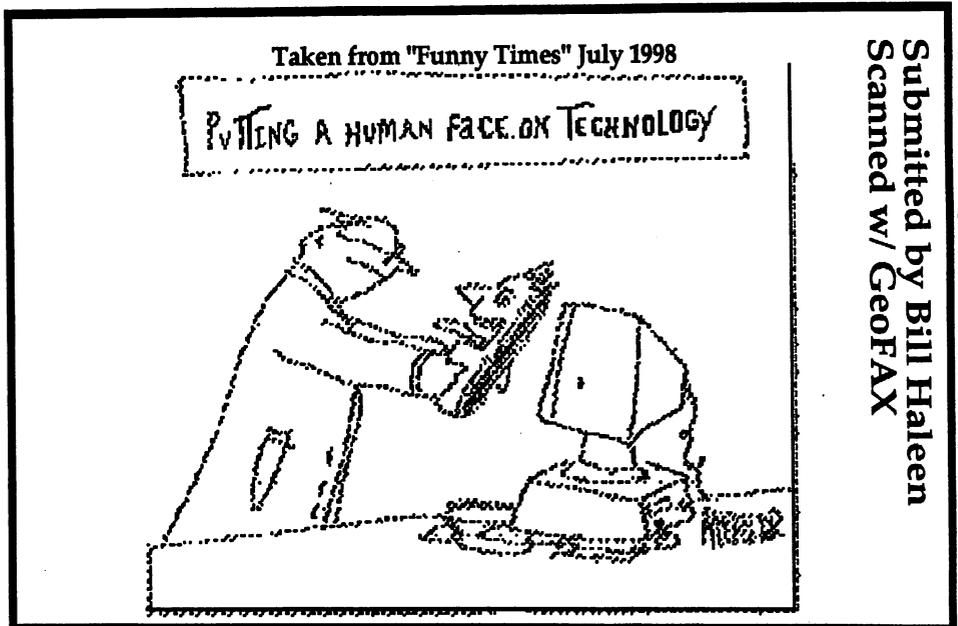
C) The promise that a desktop publishing program alone will allow you to do many more things than a wordprocessor is a hoax. The greater complexity of use

kinds of tricks (like putting ANY graphic image onto paper).

2) If you are using the same FORM with the desktop publisher over and over again, then you simply feed simple text articles into it and it automatically does all the fancy work according to the FORM. So you end up with a fancy printout with little effort on your part.

3) If you are printing double size titles or article headings. Simple wordprocessors don't allow you to do that. That is the ONLY thing that I envy the desktop publishing programs for.

4) If you are an idiot, one who lacks common sense, and thus the desktop program is smarter than you are. But then, if you are an idiot, then the complex desktop program will allow you



and the limitation that the graphics must be a digitized image renders it less useful than a wordprocessor that is used with good old fashioned common sense.

D) Everything that desktop publishing programs are supposed to allow you to do can be done easier and faster with a wisely used word processor, except under the following four circumstances:

1) If you don't have access to a xerox copier, which can do all

the freedom to make many more bad decisions than a simpler wordprocessor will allow you to make.

All the other fancy stuff that desktop programs promise can be done more easily or with better quality by using common sense and a simple wordprocessor. For example:
a) Include a picture along with the text. You can glue in anything (photo, a clipped magazine article, a digitized picture that

was printed onto paper, or a xeroxed reduced size image). I use a 30 cent glue stick, takes all of 10 seconds, faster and easier than messing with the complexity of a desktop publisher. Or you can overprint (manually back up the paper and print again) any text or graphic along with any other text or graphic.

b) Have two or three columns of text. Just set your wordprocessor's margins to a narrow printout. Then use overprinting or glue in the other columns of text.

c) Have smaller, more compact text than your printer normally prints. All the printers I have used allow you to select smaller condensed print, which is then printed when you use the wordprocessor.

Finally, common idiot problems that I have seen in finished articles or newsletters produced with (and caused by) a desktop publishing program:

1) Unreadable bold fonts (letters with fat lines) that touch or almost touch one another, making reading it very difficult.
2) Horribly formed fonts because of the zig zagged form of the low resolution bit map mode of the C64 computer (very difficult to read, even worse than the draft mode of a printer).

3) One page or less articles (this is very common, almost all newsletters have this) that are chopped up, one part is on say page 4, the remainder of the article is needlessly on page 7. The idiot desktop program will automatically mutilate simple short articles by chopping them into many pieces, forcing you to hunt around for the second half of each article.

4) Unreadable lines caused by letters in a word being spaced way apart like "t h e o g" because left and right justification used (all the words

exactly line up on the left and right margins), so the stupid program will stretch a word to fill in an entire line. This is also caused by idiot editors who could have hyphenated the next word to fill in the spare space.

Perhaps with a better computer (like a PC) or perhaps with expensive add-ons (like Perfect Print), desktop publishing works, but on a simple no frills Commodore 64 computer, desktop publishing programs stink, with exceptions, but word processors work fine.



And finally, the very name "desktop publishing" is a hoax, at least when using C64 computers. The business of publishing includes mass reproduction of the proofs

(originals). But in all the C64 newsletters that I have seen that were created by a desktop program, the mass printing was done by a xerox copy machine. The desktop program was used only for the design of the layout and the creation of the original document. A more honest name for these programs would be "desktop layout".

!!!!!!!!!!!!!!!!!!!!

CLEANING LIQUID
FOR

DISK DRIVE HEADS

reprint from Medford, Oregon
May 1998

For cleaning disk drives do not use alcohol. Instead use methol chloride which is sold at Radio Shack as R-11.

Free Disk for All Members

All new members since Jan 1998 have received a free copy of MailLink on disk. I now make the same offer to you. Send me a postcard or letter with name, address, and version choice, by 11/1/98 and you will receive the Nov MailLink on disk.

The disk comes in the standard 5.25" and 3.5" format. If unstated, a 5.25" disk will be sent.

Send to: Fred Knerr, P.O. Box 2, New Tripoli, PA 18066-0002.

Bugs-walter

If you received a copy of the MailLink on Disk for July 1998, there is problem with the 64 Reader. Please use another reader like Ultra. Two files, Feedback and Scanners, are bad. I will add the corrected files to the Sept. issue. I apologize for any inconvenience. Fred Knerr

GEOS and PostScript Printing

By
Randy Winchester

One feature sets GEOS apart from all other software for Commodore computers. It's the ability to produce high quality output on a laser printer. This month we take a look inside geoLaser and explore some hidden features not mentioned in the user's manual. There might even be a laser printer in your future ...

Top Secret Communications

A lot of people aren't going to believe this. There is telecommunications software on the Writer's Workshop disk. Not only that, but this same GEOS application can write programs. It requires no knowledge of programming to use. The programs it produces are complete, fully executable programs written in a secret high level language. The chances are, even if you have

Writer's Workshop, you've never even used this program. The application is geoLaser, and the reason most people haven't given it a try is because they don't have a laser printer to toy around with. Not many hobbyists can afford a computer peripheral that costs almost as much as a new car. Even if you have a laser printer on hand, keep reading. There are quite a few tricks you can coax out of a laser printer aside from working with GEOS. If you're like most people, you probably don't have a laser printer at home. That's perfectly alright. Not having a laser printer is what prompted me to do these experiments.

So what of the secret language? This mystery language is called PostScript, which is the language GEOS uses to communicate with laser printers. A laser printer such as the Apple LaserWriter is an intelligent peripheral in much the same way as a Commodore disk drive. It has its own RAM memory, microprocessor (a 68000, same as the Amiga!), and operating system. In some ways it makes sense to think of the LaserWriter as a specialized computer than merely a printer. It even has the PostScript language interpreter built into it.

PostScript was developed by Adobe Systems as a page description language. Its purpose is to define text and graphics objects and place them on a conceptual page located in memory. When the word is given, these graphics are painted onto a physical page on a sheet of paper. When geoLaser is used with a laser printer, it reads a geoWrite file and translates it into a PostScript program. This PostScript program is transmitted to the laser printer, where the PostScript interpreter translates it into text and graphics. When the page definition is complete, the text and graphics get painted onto a page of paper.

geoLaser isn't the only GEOS program that can output PostScript

programs. The LaserWriter printer driver also produces PostScript, and can be used with geoPaint and other GEOS applications.

Connecting to a Laser Printer
Imagine for a minute a situation in which you have a laser printer and a Commodore computer in the same room. They have to be connected in order to use them together. The LaserWriter has two communications ports, of which one is a female RS-232 jack. An RS-232 interface is required to connect the LaserWriter

with the Commodore user port. The user port is the same port used for modems. One RS-232 interface which is known to work with the Commodore and LaserWriter is the Omnitronix Deluxe RS-232 Interface. Make sure that the power is turned off on all equipment, then plug the interface into the computer, and the RS-232 connector to the LaserWriter.

Set the baud rate switch on the printer to 1200 and turn on the power for the equipment.

Start GEOS running on the computer and insert a disk with a geoWrite document and the geoLaser application. Double click on the geoLaser icon. The first dialog box will ask you to choose a baud rate. Select 1200 and click on the OK box. Then a dialog box will ask you to select a file. Pick one and click on the Open box. If everything goes well, you'll see the familiar Printing... Cancel box and the screen border colors will flash. In a minute or so, you'll have a high quality printed copy of your document.

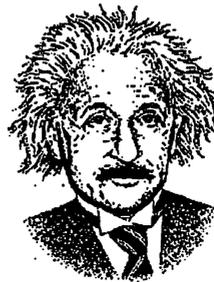
Sneaking In Through the Side Door

What if you can't get a Commodore and a laser printer together in the same room? Even if you can find a laser printer that's a big possibility, since most laser printer owners are a bit reluctant to connect to a computer that costs ten times less than their printer. There are a couple of ways in which you can get your documents printed on a laser printer you might have access to, yet can't directly

connect to. This might be a laser printer at your school or job, or one in the possession of a business, such as a copying or printing shop.

One method which has been used is to connect a 1200 baud modem to the LaserWriter. If the modem can be set to auto answer, you can call it from your computer. In the case of a Hayes command set modem which needs to have auto answer switched on, first connect the modem to a computer or terminal and issue the auto answer command (ATS0=1). Turn the computer

or terminal off, but leave the modem power on. Disconnect the modem from the computer, and connect it to the LaserWriter. Turn the LaserWriter's power on. If you run a terminal program on your Commodore computer, you can dial up and connect to the



modem attached to the LaserWriter. Once a connection is established, boot GEOS and run geoLaser or print using the LaserWriter printer driver. The output from GEOS will go to the LaserWriter, and your pages will be waiting for you. The second method opens up even more possibilities, and is the focus of the remainder of this article. In this method, PostScript files are created and saved on disk. These files can be saved by almost any computer in almost any imaginable disk format. They can be sent directly to a computer connected to a LaserWriter. If you have access to two computers with modems (one computer must be a Commodore) and terminal software, you can transfer files between them. You will need software on the receiving computer that has either a capture buffer, or can receive an incoming text file and save it to disk (sometimes referred to as session logging). A BBS (bulletin board system) program for the remote system is ideal. If you will be sending to a Unix machine or other large system, use a text editor, such as Emacs. Practically any terminal software will be fine for the Commodore end as long as it doesn't disconnect the modem from the phone line when you try to exit.

Pick a favorite

Run terminal software on both computers. You will either have to control the remote system via software over the phone lines BBS style, or have someone stationed at the remote computer who can control it for you. When the computers are connected, you will need to open the capture buffer or text file on the receiving computer. When this has been done, boot GEOS on the Commodore. From GEOS, you again have the option of using geoLaser or the LaserWriter printer driver to transmit the PostScript program. Select a GEOS document, print it, then quit to the deskTop. Restart the terminal software. If you have terminal software on a GEOS disk, you can get it running quickly by double clicking on it. Close the text file or capture buffer on the receiving computer. If you use the capture buffer method, make sure to save the buffer to disk. The file will be a PostScript program, created by GEOS.

Keep in mind that this method of transferring files is what some computer hackers would call "a grody hack." Unlike many transfers, such as those done with XMODEM or Punter, there is no check for or correction of errors on the incoming PostScript program. If you have the two computers in the same room or connected over clean telephone lines, you probably won't have any problems. If you're using noisy phone lines, you might have to try sending the file several times before you get one that works.

Printing PostScript Programs

Now that you have a PostScript file stored on a machine connected to a LaserWriter, you'll need to be able to print it. The procedures for doing this with different types of computers is beyond the scope of this short article. It should be similar to the method of connecting a Commodore to a LaserWriter, or might entail running terminal software in order

to talk with the laser printer. If you use a networked computer, such as a Unix system, some editing needs to be done on the file before it can be printed. Insert a line at the beginning which reads: %!postscript. This tells the laser printer that the incoming file is to be interpreted as a PostScript program instead of being printed as text.

GEOS has even more untapped and undiscovered capabilities. Generating PostScript files and accessing remote laser printers from GEOS applications are just a few of many things that you can do that probably weren't intended by GEOS's creators. It's nice to know that these hidden features exist, and can be easy and convenient to use.

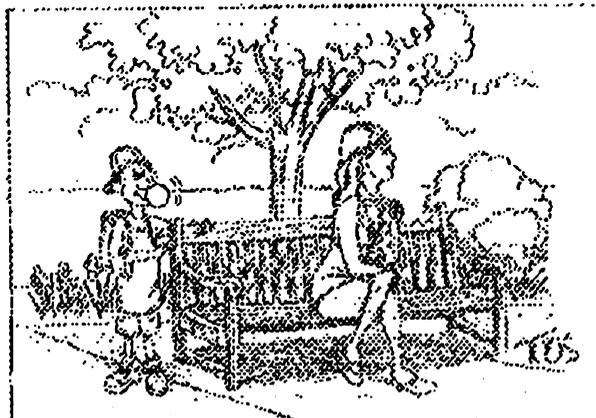
You can't argue with the results! In the next article we will dissect a PostScript program to see what makes it tick.

I would like to include your GEOS hints & tips and bug reports in future columns. If you have any brief GEOS tricks, bugs, helpful hints, or whatever, please send them to me.

Randy Winchester
P.O. Box 1074
Cambridge, MA 02142

In exchange for material submitted on disk, I'll return a disk of some of the best public domain GEOS software.

From "Funny Times" July 1998



She was eager to meet her e-mail 'partner,' knowing that the man who possessed such rare sensitivity online would be just as appealing in person.

ELECTRONIC DATA IN DANGER OF BEING LOST TO THE FUTURE

Apparently there have been some congressional hearings on the matter. According to testimony, the storing of data by electronic methods can only be maintained for a few years. They claim that electronic tapes and disks are only reliable for about five years and by ten years, the data is lost.

Author's comment,

I think the ten year limit may be rather arbitrary and chosen for safety. Personally I have some old 5.25 disks that are older than ten years and they are still usable. However I do have some that are not, particularly some of the old public domain programs. I guess each individual is going to have to make their own decisions as what to update and refresh. Personally, I would advise that anyone that has personal data that they wish to keep forever to make a print copy, or at least occasionally make new disk copies every few years.



PROTECTING YOUR ELECTRONIC RECORDS

Here's what experts recommend that personal computer owners do to protect personal data such as family records, finances and photos stashed on floppy disks or compact discs.

- Copy valuable disks every five years.
- When you get a new computer or change software, transfer all your files to the new software.
- Don't rely on electronics. Print out everything really important on high-quality, low-acid paper. Ask for alkaline paper at a stationery or office supply store.

SOURCE: Knight Ridder
Newspapers

The Dallas Morning News
Submitted by Francis Redmond

to our advantage to stick together for ideas, tips and just plain comradery. I would like to hear some feedback on this subject! On a similar note, highlights from my travels this summer: running across the Commodore store in Boise Idaho while looking for a campground one evening and going to the Colorado Commodore Computer Club's picnic in Denver. We are still alive, maybe we are threatened and endangered like some of the critters I work with, but we are not obsolete like so many are saying. That's why I think we should organize a little more. I hope that this newsletter is at least a small statement of how good it can be for the C64/128 machine. Everything you see was made or manipulated by the trusty 64 or 128 in 64 mode. You may not have all the goodies I have but you can still do what I do -- it would only take a lot more time; I know, I started out with a 64C, Okidata 180 (which I still use), a couple of 1541s and a monitor. I just kept pushing the limits, telecommunicating, asking questions and looking for bargains. That's where the club came in handy and letting people know either thru the TV or by bulletin boards at the local stores. We ran a BBs for a while but hardly anyone used it and that discouraged me. We had lots of people thinking it was just plain

too hard to get online. Its NOT! Once you are going it's a piece of cake. It would not have been possible to do this newsletter as efficiently and timely had it not been for telecommunicating. Why I check my email probably two to three times a day. Sometimes more. The modem makes all computers compatible by being able to talk to one another and communicating is the most important thing we can do. More than half of our schooling is based upon communicating to one another. Isn't it? Well, enough about that. I do hope that if you do not have a modem that you will get one and logon to the internet or to a good local BBS. Whew! I hope I made most of you happy as I tried to get at least a little of all that was sent to me -- And thanks to all that did, it made my job easier since I'm really better at editing than writing. Thanks to Jean Nance for suggestions and keeping me up on requirements. Thanks to Bruce Thomas for sending all the neat files and graphics, and thanks to Tom Adams for organizing all of this. Thanks Francis for the articles, thanks Rolf for keeping track of the money, thanks Brian for membership lists etc., thanks Fred and Joe also for articles and info. Hope that I did OK on the cartoons for you Bill. You will notice that somethings are of better quality and some are not and that's because I simply did not have enough time to mess

with them to tweak them to perfection. Such is Life! In another month I will again resume my editing post with our local group as I took two months off to do this newsletter. I'm also glad that I did this just as the football season begins. GO BRONCOS!! I'm also working on a webpage right now for my t-shirt business. Look for it soon (www.earl-ydesigns.com) So, with that note all I can say is --- "Keep on Commodoring"!!



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THE INTERNET FOR COMMODORE USERS

C64/128 Users 3rd Edition:

No Sneezing Allowed



TIFCU, or "The Internet for Commodore Users" as readers have dubbed the book, is nothing to be sneezed at. Encouraged by strong international sales VideoCam Services has updated the manual and published a third edition. The book, officially titled: "The Internet for Commodore C64/128 Users" has been expanded with an additional chapter covering TCP/IP Connections. With recent hardware and software released for the Commodore computer, it's only a matter of time before TCP/IP software is available. The additional chapter explains the terminology and

explores basic issues. When the software is available, readers will be ready to make use of it. As well, graphics used throughout the book have been updated and revised. Topics covered by The Internet for Commodore C64/128 Users 3rd Edition includes: * Hardware Basics * Term & Modem Basics * Internet Providers * Signing Up * UNIX Shell Basics * Email * Text Editors * Newsgroups * Telnet, Ping, Finger * FTP and Archie * World Wide Web * Gopher * Internet Relay Chat * Advanced Email Topics * Your Environment * Dealing With Files * TCP/IP Connections * Glossary * C= Key Equivalents * Products Source List * Internet Resource List

Other updates or additions include: * Desterm v3 * Dialogue128 * New unzip software * File transfer problems * Commodore Mailing lists * Web based Email * IRC channels * Web Browsing * Commodore FTP sites * GoDot (graphics manipulation) * CMD's SuperCPUs * CMD's RAM Expansion Units * Commodore resources

Ordering and Contact Information: Shipping will begin on Tuesday, 28 July, 1998. The Internet for Commodore C64/128 Users, 3rd Edition by Gaelyne R. Gasson Published by VideoCam Services ISBN: 0-9585837-0-6

Price per book:	Aust	USA	Canadian	DM
	\$36.95	\$29.95	\$39.80	\$41.59
Shipping per book:				
Intl Express	\$15.00	\$12.00	\$16.20	\$17.00
Airmail →	\$11.50	\$ 9.00	\$12.50	\$15.00
Economy Airmail →	\$ 9.00	\$ 7.00	\$10.00	\$11.25
Within Australia	\$ 5.00	n/a	n/a	n/a

VideoCam Services offers "The Internet for Commodore C64/128 Users" to bookstores, distributors and user groups at a discounted cost. To qualify for bulk pricing, five (5) or more books must be ordered and shipped to the same postal address.

Bulk Price per book:	Aust	USA	CDN	DM
	\$24.00	\$18.95	\$22.00	\$26.60
Shipping per book:				
Economy Airmail →	\$ 6.50	\$ 5.00	\$ 6.00	\$ 7.20

Orders can be accepted via phone, fax, postal mail, Email or the WorldWide Web. VideoCam Services accepts personal cheques, Visa, MasterCard, Bankcard and American Express. Web orders can be placed at: <http://videocam.net.au/tifcu/bookord.html>. The Internet for Commodore C64/128 Users is also available from Loadstar in the USA (1-800-831-2694). Order Item #900920. The price is \$35 US including shipping anywhere in the USA.



TIFCU continued

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Reynella, SA 5161
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FAX: +61 (08) 8387-5810
Email: videocam@videocam.net.au
Web: http://videocam.net.au

Bob Sams is looking for a program to rename a disk and/or one that will put a divider between files in the directory on a 3.5" HD disk formatted on the FD-2000 drive?
Also, Bob is looking for a manual for the Super Snapshot V5 that he uses on his C64.
Reply to: Bob Sams, PO Box 144, New Sarpy, LA 70078 or phone# (504) 764-6728

FOR SALE
1 monitor good for 128
6 1541 disk drives
1 1571 disk drive
4 printers
2 vic20 computers
3 64 computers
2 128 computers
1 cassette unit
2 magic voice syn.
All in good condition, manuals & software also.
Contact Lou Johnson for reasonable prices @
916-987-8689 Or
Email: luigipinf@juno.com
Snail mail in bio.

MAGAZINES FOR SALE
Robert Mullady, 23 Barker St, Box 327, Dannemora NY 12929-0327
Magazines to be sold in quantities () listed for entire year. \$2.00 each includes postage. Example: Run 1984 March, October (2) \$4.00; AHOY 1986 Jan to Dec (12) \$24.00.
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1994-95 ISSUES 2, 3, ... 10, 11 (10) @ \$2.00/ = \$20.00
COMMODORE WORLD
1994 ISSUE #1, 2, 3 (3)
1996-97 ISSUES 17, 18 (2)

Cincinnati Commodore Club
The CCCC has a LOT of used commercial software for sale at very reasonable prices. The club also has lots of used computers, disk drives, monitors, some printers, books and accessories at bargain prices. Because of the low prices, postage will be appreciated. Since the list is so extensive, it will be provided on a 5.25" floppy in a sequential file. The file can be read using the on disk reader or any seq. file reader like Omega-Q etc.. Send a floppy mailer with your return postage and address to:
Cincinnati Commodore Computer Club
c/o Roger Hoyer
31 Potowatomie Trail
Milford, OH 45150
Phone: 513/148-0025
Roger also has hardware, software, accessories and books for sale and on individual lists. Send SASE for copies of lists. Write to the above address specifically to Roger .

