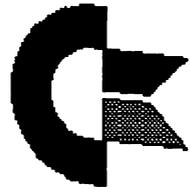
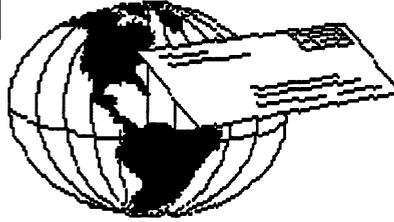


COMMODORE MAILINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL
September 1999



MEETING NEWS

by
Tom Adams

A big welcome to the new members, Al Jackson, Richard Leiby, Richard Milam, David Mohr, Michael Walton. Their bios appear in the membership list.

There is a change to the membership list this month. The E-Mail addresses are no longer printed. Brian is listing the E-Mail addresses with each member's bio. Thank you, Brian, If you want a list of addresses please contact Joe Fenn. Joe will send you a list by whatever means you prefer.

Two newsletters came back in July. Does anyone know the whereabouts of Joey Holman? If anyone corresponds with Joey, please contact me or let the member know we don't have a current address. *Sadly, we found out this week-end that the other addressee, Richard La Munyon, passed away in June from cancer. His wife Donna has donated his equipment to the CCCT club in Toledo where he was a member. The CCCT club would like to give this equipment, as a set, to a new Commodore user. This news comes from Robert Snyder, president of the CCCT club and Mailink member. Please contact Robert about this equipment. Our condolences to Donna.

The complete 64 system w/ Geos 2.0 includes:

64c with power supply
excelsior plus 5 1/4" drive
sakata sc-100 color monitor
data cassette tape drive and tape programs
speedscript
programmer reference guide
abacus Geos Inside and Out book
dozens of games/programs disks plus 20 blank disks

1541 disk drive
Epson homewriter 10 printer with stand
m-1 mouse
original geos 2.0 disks & book
script 64 w/manual
compute's 1st, 2nd, and 3rd book of commoore 64
geos tips and tricks book
all cables to hook up (plus some)



CCCT is willing to ship it FREE to someone out of the northwest Ohio area.

Take a closer look at the Information / Resource list, it contains bargains only for members and where to look and who to contact for that "unanswerable" question. A big thank you to Linda Tanner who keeps all this up to date.

Please save this list as it will not be published again until March 2000.

*Editor's note

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Through The Mail
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(Checks to the trust account must
be made out to Rolf L. Miller)

Jean Nance

1109 Briarcliff Dr.

Urbana, IL 61801

MaiLink Managing Editor



TREASURER'S REPORT

From: Rolf L. Miller, Treasurer



Following is a summary of the Trust Account as of July 31, 1999.

Balance

5-31-99	\$2418.04	1-1-99	\$2924.42
Credits	38.00		930.00
Debits	450.00		1848.38
7-31-99	2006.04	7-31-99	2006.04

The Credits include all dues and donations received during the period. The Debits are all the expenditures during the period, the largest part of which is the cost of printing and mailing the MaiLink.

Brian Vaughan

2101 Shoreline Dr. 352, Alameda, CA 94501-6207

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Editor "Information" Volunteers for "Resources"

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The Editor's Desk

by
Earl Williams

Since editing the MaiLink a year ago, a lot of water has gone under the bridge. I did get my T-shirt business on the net. I can't figure out all the hoopla about making so much money on the net!! Maybe it will happen in the future as I get more into advertising!?? Anywho, on a personal note, I had to have some surgery on my mouth in March because of my 12 yr. battle with cancer and post op.conditions. The biopsy was negative but I'm missing a chunk of my mouth. I also had some other tests and procedures because of experiencing TIAs or mini strokes. I'm fine now but a little out of breath, if you know what I mean. AND, if you havn't heard the Broncos won another Big one. That's life, take the good with the bad and keep on Commodore computing - right?! Like many of you, I find my ole 128D a joy to operate and like an old pair of blue jeans.

My equipment has not changed much. The newest thing is the tower I built for my hard drive, CD and FD drives. I also scored on an HP LaserJet IIP and have added memory and a PacificPage cartridge containing PostScript language. I say scored because I got the whole for less than \$50. I've gotten some great stuff by bidding on eBay.com. I purchased the large Hitachi SCSI 1.3 Gigabyte hard drive in the tower for \$35. It required a heavy duty power supply so thus the idea of using a tower.

With the new version of Wheels installed on my system, I'm as

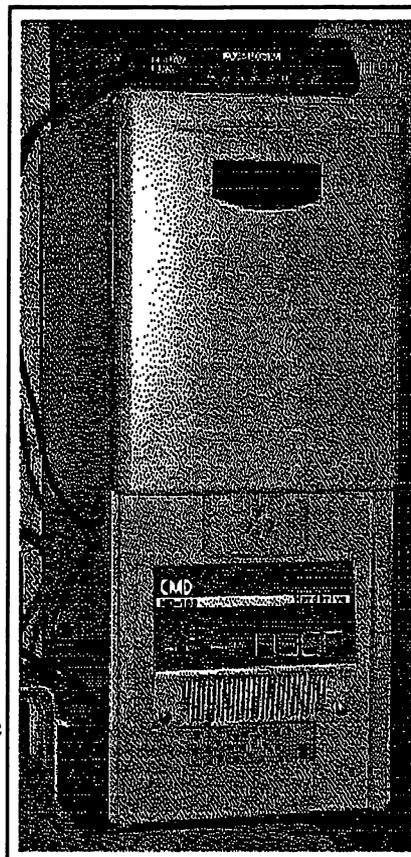
happy as a little girl! Well, pretty darned happy. The next project is the CDrom. I just need to get some software from Dale Sidebottom and I should be in hog heaven. Enough bragging.

I used Geopublish, geoPaint, geoWrite, geoDOS etc. to develop and print this newsletter. I use Little Red Reader, Big Blue Reader, Zed and Desterm3.02 to retrieve and transfer files. Some graphics are from Word Perfect clipart, digital photos I took and from the internet. The others are from scans using geoFax. If I had a PostScript level II printer then I would have put in Jpeg graphics to enhance the newsletter. Since I had saved the template from last years newsletter I did not use

Maurice's new phenomenal program PostPrint II. I think it is a groundbreaking addition to GEOS publishing. I hope you look into PPII if you are interested in desktop publishing. Color PostScript printing, large page layout, enough said. Next issues editors are Jean Nance and Hugh McMinamin. Submissions should be sent to Jean by October 21st. She would like all documents to be in TWS or Pet ASCII seq. form. Remember, all material over a paragraph are to be on a 5.25" disk. You can send documents via email attachment to Jean using jpnan@prairienet.or snailmail.Please contact Jean before sending an attachment.

I was asked to say something about

getting onto the Internet for newcomers. I simply can not emphasize enough *The Internet For Commodore C64/128Users* by Gaelyne Gasson. Gaelyne's book is a must for any Internet user. First you

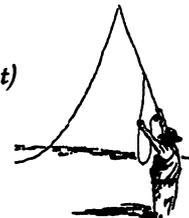


must get a shell account for text access to the Internet. Then you should get at least an external 14.4 Kbps modem and a SwiftLink (no longer produced but available used) or a Turbo232 from CMD. I can't really recommend the old Commodore modems as they are really slow for downloading. They are OK for reading text as the screen scrolls and getting on a BBS. I started with a 1200 baud modem when I first got on Q-Link and GENie but I soon tired of

downloading large files that took upwards of an hour. Those same files now take less than five minutes. So you make the call. Get Gaylene's book!!!

I hope the newsletter is informative and enjoyable to all. Thanks for all of the support from COPS, MaiLink and TIFCU. Thanks to my wife Ivy for everything and putting up with my hours of Commadoring.

Earl Williams
(www.Earl-YDesigns.com),
earlw@massive.gj.net,
earlw@gj.net or
earlwilliams@netscape.net)



Fresh from the Net compiled by Robert Bernardo

Need something like a West Coast Commodore Expo? The Vintage Computer Festival 3.0 will take place on October 2-3, 1999, at the Santa Clara Convention Center in Santa Clara, California. This third annual convention is a celebration of all computer platforms of the 1980's and earlier, including Commodore and Amiga. The Fresno Commodore User Group will run a table there, and all other C-groups are invited.

Features for this year include: An open exhibition - enter your favorite computer in the computer faire, and if your computer is judged 'Best of Show' you can walk away with the First Prize ribbon and great prizes! The Second Series of the Nerd Trivia Challenge with more trivia and more fun! More great speakers telling about their experiences in the industry! More great deals in the flea market! Tour the Computer Museum History Center!

Register by September 15 and pay only \$20 per person. That includes access to the entire event all weekend, including the speakers, the exhibit and the flea market. Kids 17 and under are admitted free, and parking

is free. Send a check or money order to: Vintage Computer Festival, 4275 Rosewood Drive #29-161, Pleasanton, California 94588, U.S.A.

If you are interested in selling at VCF 3.0, e-mail: vendor@vintage.org for booth rates and reservations. If you wish to have an exhibit at VCF, e-mail: exhibit@vintage.org. For the VCF links page, go to-- <http://www.vintage.org/vcf/vcflinks.htm>. For the Recent Acquisitions Report, go to-- <http://www.vintage.org/vcf/rar.htm>. Visit the VCF website for more information and a handy registration form ready to print-- <http://www.vintage.org/vcf/register.htm>. Sellam "Sam" Ismail, VCF organizer. E-mail: siconic@jasmine.psyber.com or dastar@verio.com. Website: www.vintage.org/vcf

Brian Watson announces that just under 50% of the available tables have been reserved at the "UK8" 8-bit enthusiasts' get-together. The UK8 Get-together is for all users of any 8-bit computer platform and will be held on Sunday, September 26 in Walsall, West Midlands, England. Each table booking costs 5 pounds UK, which includes a ticket for one person. Advance numbers of the tickets for people (2 pounds each) sold to date is already one-third of the number allowed to be sold in order to comply with the venue's safety regulations. For further details, please

e-mail: uk8@spheroid.demon.co.uk
Brian Watson, UK8
Publicity, e-mail: brian@spheroid.demon.co.uk

Itching to enter a C64 demo contest? Enter the demos in the NTSC 99 Co-op. The theme of the co-op is NTSC2000, to show that the NTSC demo scene is still alive and well and going into the year 2000. The deadline for entering names was to be April 7, and teams were to be formed and announced on April 8 on channel #C64ntsc on IRCnet. The teams were then to work on specific portions of a demo-- code, music, and/or graphics. The deadline for entering demos will be Tuesday, August 31. Send completed demos to: chambers@compmore.net

The DejaVu II demo party is coming. It will be held on July 9-11 at the Carlisle Business Centre, 60 Carlisle Road, Bradford BD8 8BD, England. The competition is open to various platforms-- C64, Amiga, PSX, PC, and Wild (any form of multimedia). The grand prize winner for the C64 will receive 200 pounds (\$328). For the Amiga, the demo winner will receive 350 pounds (\$574), and for the winning Amiga 40K demo, 150 pounds (\$246). For more info, go to the DejaVu website at: www.dejavu.org.uk (Unfortunately, this site is

not accessible by Commodore computers using Lynx on-line.)

Centsible Software announces that they have received some Dyan disks from the inventory buyout of a repair shop in St. Claire Shores, Michigan. Dyan disks are precisely formatted disks used for checking disk drive alignment. Also, they received six SX64's. For more details and prices on the above items or their over 3,000 software titles in stock or to order a free catalog, they can be reached at: Centsible Software, 8818 College Ave., Berrien Springs, MI 49103, U.S.A.. E-mail: cents@sprynet.com Phone: 1 800 640-6211 (orders), 1 616 471-1089 (info), FAX:1 616 473-3456 Website: www.centsible.com

Maurice Randall announces that PostPrint II is now ready for its first release as a beta test program. If a user has a Level 2 PostScript printer, he will have the ability to paste as many as 16 JPEG images on a page and print them out. The images can be positioned anywhere on the page and can be resized or stretched to any proportion horizontally or vertically.

PostPrint II requires Wheels 64 or Wheels 128; it won't work with GEOS. Because PP II is still a beta program, many more

features are planned: the ability to load in a geoPublish document and paste JPEGs right into any defined region or anywhere on the page, just as as in pasting a photo scrap from within geoPublish; handling the printing of geoPublish documents, even on a level 1 Postscript printer (though such printers won't be able to print the JPEG images); and laying out the geoPublish document in many different formats, i.e., rotating the pages sideways and shrinking the page down so that two pages can fit sideways onto a single sheet for folding into flyers or booklets.

Presently, PostPrint II is being be distributed to owners of Dale Sidebottom's Laser Lovers disk (which contains the original PostPrint). If you plan to order the LLD disk sometime in the future, then Maurice will trust you and still send PostPrint II.

PostPrint II can be obtained in the following ways: send an e-mail at arca93@delphi.com , and Maurice can send back a file attachment to an e-mail message; if the user has an account on Delphi, Maurice can send it as an e-mail message that can be extracted to the user's workspace and thus be downloaded from there; or Maurice can attach it to an e-mail message on his BBS where it can be downloaded.

Maurice Randall reports that all Wheels users should now

be upgraded to V4.2 except for those that have not yet sent in their registration. There are only 4 Wheels 128 users that haven't sent in their registration yet, but there are 26 Wheels 64 users for which have not sent in their registration. Sending in the registration is important in order to receive the info on the latest Wheels; future Wheels applications may not support anything older than Wheels V4.2. To receive the free upgrade, send in your registration, and Maurice will send you a new disk. The following Wheels 128 registrations have not been received: WH-xxxxB numbers-- 1072, 1075, 1076, 1079 The following Wheels 64 registrations have not been received: WH-xxxxA numbers-- 1022, 1025, 1026, 1097, 1103, 1104, 1106, 1108, 1109, 1110, 1114, 1115, 1116, 1118, 1119, 1120, 1158, 1163, 1181, 1192, 1196, 1202, 1204, 1211, 1219, 1220.

Some of the first Wheels 128 V4.2 disks that were sent had an error in the keyboard table for the USA keyboard. The key combination CMDR/LEFT-ARROW acted just like CMDR/CURSOR-LEFT. Maurice sent e-mail to those that he had e-mail addresses for to explain how to correct the problem using a sector editor. For others, he sent a new disk. If you're one that still has this problem, contact Maurice know, and he'll send a new disk. The easiest

way to identify this problem is to open up a geoWrite file and go to the second page. Now press CMDR/LEFT-ARROW to move back to the first page. If it works, everything is OK. If not, then the fix is needed.

At the Lansing Area Commodore Club (LACC) Expo on May 1, Maurice Randall introduced the beta version of the new GeoShell 3.0. Having different, smaller, and faster code, GeoShell 3.0 is an entirely new program to replace the older version. Taking up the entire screen, it still sports the command line interface (CLI) for giving commands directly but now also has menus and icons which can be configured. It also has icons to show up to four disk drives. Maurice warns that GeoShell 3.0 is just for Wheels 64/128. Though GeoShell 3.0 is not ready for distribution, pricing will be the same as the older version at \$24.95. An upgrade price has not been decided for those who have the older version.

Maurice Randall has released a new Wheels 64/128 application called, "Finder". This is a file-finding utility and can search any drive or ramdisk used in Wheels. Currently, it can be downloaded from Delphi as well as Maurice's BBS. It has also been sent to Creative Micro Designs so

they can include it on their website. Maurice can also send it as file attachment through e-mail. The file is a .wr3 file and will require Wraptor V3 to dearchive it. Wraptor V3 can be downloaded from Loadstar's site at www.loadstar.com Maurice Randall, Click Here Software Co., P.O. Box 606, Charlotte, MI 48813, U.S.A.. E-mail: arca93@delphi.com BBS: (517) 322-2386 Phone: 543-5202 Website-- <http://people.delphi.com/arca93>

Todd Elliott is marketing his GeoWrite v2.2 patcher program. His patch will upgrade a user's copy of geoWrite 128 v2.1 to a v2.2. As reported earlier, the patch will give GW 128 rewritten dialog/disk icons and boxes, and add 4-drive support. The cost is \$6 dollars, including shipping anywhere in the continental U.S. As for Canadian orders, there would be an extra \$1 required. U.S. funds only. For international orders, e-mail him for more information. Do not send cash. Include an e-mail address, if you have one, so that confirmation of payment can be sent. Important: Please specify a disk format. His preferred format is the HD 3.5" disk (FD-2000 formatted), but he can use the ordinary 5.25" disk media (1541 formatted) or the DD 3.5" disk (1581 formatted), the latter two media being more difficult to acquire. Specify if you have a SuperCPU, which version it is (v1 or v2), and how much

SuperRAM it contains. Note that a SCPU is NOT required to run the patcher program or even geoWrite 128 v2.2; he just wants to know this so he can add a SCPU-specific bonus demo to any 3.5" disk media orders. He would also love to know your computer system (i.e., does it have a RAMLink? SCPU?), and what major GEOS software you use and have. This information isn't necessary, but he would like to make a survey of GEOS users and their computer systems. Mail payment by check or money order to: Todd S. Elliott, 2906 Kathleen St., Riverside, CA 92506, U.S.A.. E-mail: eyethian@juno.com

Ron and Ruth Hackley announce that the Super Fun Graphics Machine (a.k.a. FGM v8) is to be released in Loadstar 64 #182 (August issue). Super FGM is a graphics manipulation program/publisher for the Commodore 64. Compared to v6.6, the new FGM has many new features including REU support, 24-pin support, NLQ printing for 8-pin & 24-pin, import clipart into demos, import word processor text onto screens, flow the text around graphics, import geoPaint, and much more. Issue #182 will be a three-disk issue with the "usual" LS files on one disk, the FGM docs on disk two, and FGM occupying disk three. The new FGM is NOT available through the Hackleys. For more

information, contact Ron and Ruth at:
fgm@rosenet.net

In issue #180 of Loadstar 64, it was announced that it will definitely continue to the end of the year 2000. Publisher Fender Tucker and his wife, Judi, have taken "solemn vows of poverty". If renewed in 1999, subscriptions are still \$69.95 for 12 issues, \$79.95 for international subscriptions. However, if renewed in 2000, prices will increase to \$80 for one year, \$90 internationally.

Until August 31, Loadstar is having a back issue sale on all Loadstar 64 monthly issues and Loadstar 128 quarterly issues. Each issue is \$6. Louisiana residents add 4% sales tax; international orders must include 50 cents extra per each issue. Send your orders to: Loadstar, BIS99, 606 Common Street, Shreveport, Louisiana 71101, U.S.A.. Phone: 1 800 594-3370 (orders), 1 318 221-8718 ext. 257 or 287 (information). FAX: 1 318 221-8870. E-mail: judi@loadstar.com VISA/Mastercard/Discover / American Express accepted. Check/money order in U.S. funds.

Thomas Hechelhammer has developed a SID-cartridge for the Commodore VIC-20. At present it's an alpha-version with external 12V DC supply. The

cartridge is an expansion port extension, and in the rear a user can plug a memory cartridge. There is a connector for the monitor and a cable with plug for the VIC audio/video port. Programs would have to be developed, or current programs would have to be modified in order to make use of the SID cartridge. Thomas welcomes your comments; he can be reached at:
Thomas.Hechelhammer@t-online.de

According to Randy Harris, president of the SouthWest Regional Association of Programmers (SWRAP) of Chicago, the idea of Creative Micro Designs making a new printer interface is not dead. After telephoning the company, Randy says that CMD is still looking into several design possibilities.

Also according to Randy and confirmed in Commodore World magazine #25, CMD is down to their last CMD 1750XL 2-meg ram expansion units. Once all remaining REU's are sold, the product will be discontinued due to lack of new REC controller chips.

Jason Compton, writer for various magazines like Commodore World and the defunct CU Amiga Magazine, has married.

GO64! goes English. Starting with the August, 1999 issue, GO64! magazine will publish an English version in addition

to its current German version. GO64! is a monthly magazine which has just celebrated its second anniversary. Full of Commodore news and software/hardware reviews, the magazine comes with a coverdisk of programs related to the month's articles. Trial subscription - 3 issues - 18 Euros (approx. \$21). One-year (12 issues) subscription - 64 Euros (approx. \$74) a year. Subscriptions have to be paid in advance, either by credit card (VISA only) or by remittance in cash or check. Address: CSW Verlag, Goethestrasse 22D-71364, Winnenden, Germany. Telephone or FAX: 49 0 71 95/6 11 20. E-mail: go64@c64.org The Go64! homepage is now also in English. Check it out at www.go64.c64.org (or if browsing with a real C64/128, then www.cunet.de/go64/go64.html and click on "text")

Due to a lack of funds, the British magazine, Commodore Faction, has gone out of production.

Tom Gosser announces Chrome Mag, a new GEOS/Wheels disk-based magazine that runs under GEOS or Wheels. He states that there will be articles from Maurice Randall, Bo Zimmerman, Cindy Simms and others in the GEOS world. Each issue contains the latest and best demos of current GEOS programs,

artwork, PD and shareware and original programs. The Chrome Mag presenter is being authored by Bo Zimmerman of geoBrowser and geoBEAP fame. Published 4 times a year, the first issue shipped May 1, 1999. Chrome Mag is being offered at a special introductory price of \$25 US/\$30 international. Single and sample issues are not available. Send check or money order to: T. Gosser Publications, 955 Washington St., Douglas, WY 82633, U.S.A.. E-mail: combug@delphi.com

geoDOS has been improved. geoDOS is a tool to read and write MS-DOS formatted disks and to convert directly from ASCII to GeoWrite and vice versa. The `gd_convert` module of the program had not been modified for English from the original German. That has now been corrected with the help of Geoff Sullivan. To get the updated module, contact Geoff at: sunfish@gis.net Website: www.gis.net/~sunfish

Ullrich von Bassewitz announces version 2.2 of CC65, a C crosscompiler/crossassembler combo for 6502 systems. CC65 has C and runtime library support for most CBM machines. The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work. Here is a list of some of the many features of the

compiler: 1. Includes a C compiler, macro assembler, archiver, linker and a frontend (`compile&link`) utility. The assembler generates relocatable object files, the linker is very configurable and allows overlays, ROMable code, splitted output and much more. 2. The compiler is not quite ISO-compatible, however, a large subset is supported. 3. Supported target systems are the C64k, C128, C16, C116, Plus/4, CBM 600/700 family (programs run in bank 1), newer PET machines (not 2001). For all these systems a precompiled runtime and C library is available. Supporting more targets is not very difficult since the C library was written with portability in mind. 4. Several system specific support routines like a conio library or modules for joystick access are available. 5. The assembler and linker do also support the 65816 as a target; however, the compiler is not able to generate code for this CPU, and there is no RTL support. 6. Lots of docs and a few sample programs included. 7. Easy interfacing between C code and assembler. 8. Full screen debugger for most machines as a linkable module. 9. Full source code available as well as binaries for Linux (RedHat 5.x RPM), OS/2, DOS, and Windows 95/98/NT. For convenience, Ullrich put all doc files also on the web server-- <http://www.von-bassewitz.de/uz/cc65/doc/> For more information and links to the

FTP server, see the cc65 main page-- <http://www.von-bassewitz.de/uz/cc65/> For direct download, use <ftp://ftp.musoftware.de/pub/uz/cc65/> The cc65 mailing list-- subscribe by sending an e-mail to majordomo@musoftware.de with the command `subscribe cc65` in the body of the mail. E-mail: uz@musoftware.de

The Transactor Online Archive is on-line. The Transactor was a popular 1980's Canadian magazine for 8-bit Commodore computers, which was renowned for its overall high quality and the unusually deep technical level of its articles. This archive is made available to the public with the written permission of the effective copyright holder of The Transactor, namely Karl Hildon, the Editor-in-Chief. Craig Bruce has permission to make all issues available, except for the Inner Space Anthology. If you would like the Anthology, you can buy a recently reprinted one from Mr. Hildon in paper form (e-mail karlh@shaw.wave.ca). After the 35 or so issues that he has left are gone, then Craig will be allowed to scan it into TOA. The issues are presented in the form of large JPEG and GIF images. The magazine was printed with black & white pages inside of a color jacket, and so the color jacket is in JPEG

format and the inside pages are in 4-grey-level GIF format. All images are scaled to 960 pixels across by approximately 1300 high, to fit across a 1024-pixel screen. The original 300-dpi scans are also available if anyone wants to attempt OCR (optical character recognition), although they are pretty large (about 1MB per page). Craig has also made experimental 640-pixel-wide VBM (for ACE-128/64) images available for viewing on Commodores. The small image size can make the text a bit hard to read, but they fit conveniently on a 320 or 640-pixel Commodore screen. These images are available from--
<ftp://csbruce.dhs.org/pub/cbm/magazines/transactor/vbm/v6i3/> and at--
<http://www.pobox.com/csbruce/commodore/transactor/>
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csbruce@pobox.com
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www.pobox.com/csbruce or
www.cubewerx.com

HyperLink 2.0, the next version of Computer

Workshops' hypermedia client, has been released! Using HyperLink, you can create electronic books and documentation with hyperlinks, inline images, and your own machine language extensions with a sophisticated, easy-to-use interface. Its features: tested compatible with SuperCPU and most emulators, disk drives and fastloaders; color inline image support; easy API for adding ML extensions, sophisticated LinkScript text markup language; enhanced viewer interface, complete online help, two full demonstrations included. The free client supports all the features of the Registered client, except that you cannot access files directly. Free client owners also cannot distribute or create HyperLink scripts. Registration is just \$7 (\$10 for hard copy documentation) and includes registration key and full online or paper documentation, including



how to create your own applications. Watch for the HyperLink contest later this year, with cash prizes for winning entries! Details will be posted. Download the free client, see screenshots, and get the free client manual

from--
<http://www.armory.com/~spectre/cwi/hl/> or watch

comp.binaries.cbm for postings. Cameron Kaiser, E-mail:
ckaiser@stockholm.ptloma.edu
Website--
<http://www.armory.com/~spectre/cwi/personalwebpage-->
<http://calvin.ptloma.edu/~specte/>

To be placed on our computer history lecture announcement list:
info@computerhistory.org
Donations:
<http://www.computerhistory.org/donor>.
<spicer@tcm.org>

NOTICE

I sent an order to the Upwego Computer Supply, recommended by Frank Redmond on page 15 of the July issue. It was returned, no such person at that address. I had a problem reaching Frank. He thinks they are now out of business. This notice is to save people from sending orders and money to them.

Jean Nance

"Effective with issue 26, Commodore World will be produced by CSW Verlag, publishers of GO64! and will become known as GO64!/Commodore World. The magazine will be produced in the English language and all outstanding issues due to Commodore World magazine subscribers will be provided in this new format."

TWS TIP #8 FILE PREVIEWING

How often have you been in the situation of composing a document and realizing there was a piece of another document that you needed to grab to put in the current work of art? Then, again, you are not quite sure which file it is that contains the gem.

IN TWS 128 ONLY, rather than load each file into the extra text area to check (or because the extra text area already has another document in it), why not just look thru the files for the piece you want and load the correct file, once?

Well, tap CTRL, then \$ - the disk directory will scroll by. When you see the filename you want to look at, press and hold down a shift key to stop the scrolling. Using the up/down cursor key move the > indicator to the desired filename, then press v (for view). The file contents will scroll by on your screen - without affecting text in either the main or extra text areas. Neat and simple!

Another way is to tap the up-arrow key, then L (for load). You will get the listing of files on the active disk. Move the cursor to the desired file, then press v (for view) and the file will scroll on the screen.

By the way, these only work if the files you want to view are normal TWS files (filename starts with a hyphen, and the file itself is a PRG type containing screen code characters).

TWS TIP #9 FAST DOCUMENTATION FILES

As many of you are aware, documentation files included on disks come in a variety of formats, including common PETSCII sequential text files, files created by a variety of word processors AND (the best from a user standpoint) a BASIC program that can be loaded and run to put the docs on your screen (or to your printer). It can be a bit of work with any of them, other than the BASIC program, to get them to your readable use.

However, the BASIC program, while user friendly, is a pain to prepare for the author and an even greater pain to revise and edit (for anything other than typo correction, or very minor cosmetics). Result - you do not see many of them!

Yours truly recently (re-)discovered a very handy utility that makes creation and/or editing of such BASIC programs a real breeze. It takes advantage of a program called SPEEDSCRIPT TO BASIC, published by COMPUTE! magazine, on p. 80 of the August 1986 issue (included on club disk Cnnn). The program loads in a SPEEDSCRIPT created text file, rapidly converts it into a series of data statements (observing proper word wrap) then generates a BASIC program to print these to your screen, one screenful at a time!

You create the starting file easily, edit it just as easily as any other document and then re-run the utility to create your new or revised BASIC documentation file.

What's more, since THE WRITE STUFF creates the same type of text file as SPEEDSCRIPT, the utility works just as well with TWS as it does with SS!

P.S: that's why this is a TWS TIP, in case you had not guessed!!!

TWS TIP #10 DIRECTORIES IN TWS

In response to a question about reading and printing out disk directories while working in TWS, the following suggestion was made FOR USERS OF TWS 128:

- 1) make sure that you have your TWS startup defaults to give you an extra text area
- 2) when you want to print that directory, press CTRL-Q to switch to the alternate text area
- 3) you will still have the "Command Mode:" prompt at top of the screen; so press L
- 4) when the prompt asks for the filename, type \$0 and press RETURN
- 5) the directory will load in - you can edit and print it; then another CTRL-Q will get you back to your original work

Note: when printing directories especially long ones, I like to print them double-column. If you want to do that, just set the column margin to, say, 4 before you print the directory and you'll get two columns. Reset the column margin to 0 before you go back to your original work.

see also some further possibilities in TIP #14.

TWS TIP #11 TWS 128 (EXTRA) HELP

As a TWS 128 user, are you aware of the huge passel of EXTRA on-line HELP available to you? If not, then hear this!

In the 40-column version (unfortunately not in the 80-column!), when you go into the HELP option, you have access to sixteen (16) screens (yes, Virginia, 16) of on-line

Questions and Answers

ANSWER

In response to Bill Kennedy's question in which he wrote: "I have a 5 1/4 disk that has a directory locked so it will not show the files or its header. What are the ways to 'lock' a directory this way and how do you unlock it?"

I was told that a simple way to hide files in a disk menu is to include 3 CHR\$(0) in the first file name (or any file above those you wish to hide) like:

```
A$=CHR$(0):SAVE
```

```
A$+A$+A$+"FILENAME",8
```

Renaming using the same will also work, as well as applying it to the disk name when formatting a disk.

The reason it works is because the directory is loaded as a program file. Three CHR\$(0)'s mark the end of a program file. Thus, when the load encounters the three CHR\$(0)'s, it stops loading. However, this procedure does not prevent directly reading the directory, which many DOS wedges do.

There are other ways to prevent the directory from displaying. About the only method of uncovering the means used is to look at the directory with a disk doctor-type program which examines each byte of the disk's contents. This is also the means by which it can be "unlocked" because these types of programs allow changing each byte's value. So, for example, changing the CHR\$(0)'s to spaces (decimal 32) would defeat the "lock."
Rolf L. Miller

From jfenn@lava.net Sat Jul 24
To: MaiLink List
<mailink@videocam.net.au>
Subject: Re: printer ribbons

The NX10 series ink-ribbon-cartridge is the \$\$\$#!? ones that are extremely hard to do. I mean if you want to slot the box so you can eyedrop ink into them on the fly. I tried several of them and since there is a loose shaft inside that presses against the roller wheel, it falls out and very hard to re lid the cartridge and keep that dude in place. The only alternative then is to hand spin the ribbon as you apply a schwab stik to the ribbon and keep adding fresh ink that way. Do not pop the lid of the cartridge or you will be sorry. The NX2400 series like I also have is no problem.

Long as you have a cartridge you can re do it with fresh ink. I popped the lid (top) off the cartridge using a knife blade. Do it carefully otherwise the nibs that go into holes in the bottom of the cartridge box will snap off. Once the lid is off, make a slot about 3/8" by two inches long right over the area where the ribbon is all squashed together.

Then snug the lid back on the cartridge. After that just run a basic loop that will route to to printer and spin the ribbon. Usually you have to use a . at the start of the print statement and another . about 180 spaces later at the end of the print statement for it to work properly. Run the loop and just eye drop ink into the slot you made about a drop or 2 for every 2 lines of spinning. This will ink it. I got my ink by the quart from same place you referred to. I have not seen any star ribbons

"new ones that is" being sold anyplace. Not *COSTCO*, not *KMART*, Not *SAMS CLUB*, Not *Comp/usa*. So hold on to your old ones for dear life. The NX10 ones have been extinct for some time
Joe (aka kilroy)

Press Release



From July's editor Charlie Colwell, "there is a Commodore related web site that has Commodore history and other commodore information. It is
<www.hut.fi/misc/cbm/docs/>.

From Chris Fite; "...information ... about an unusually good publication about where to get Commodore products". "(Roger Long) ...sells a high quality laser copy for \$5 (including postage), but it can be copied at precisely 60% Xerox reduced size two pages at a time onto 8.5 X 11" paper (with a border at the top to punch holes for a 3 hole binder or folder)". Chris suggests that someone could do this and sell copies for about \$2.50 + \$1.00 (requested by the author). The online version may be viewed at <<http://home1.gte.net/longrj2/>>. The 52 page Products List is available in printed, 1541/1581 disk and email versions and may be ordered from Roger at: ☒ Commodore Products Source List, Roger Long, 1815 97th St. S., Apt. V7, Tacoma, WA 98444
Printed version: \$5.00, Disk version: \$3.00, E-mail version: free.

HURRAH FOR THE NEW YORK TIMES!

by
Jean Nance

Members have sometimes sent me newspaper articles that dealt with the Commodore computers. They were annoyed by these articles, and so was I. "Look at these silly people who still stick with this outdated and ridiculous little computer" was the general view.

The New York Times again lives up to its reputation for good journalism. The July 22nd edition of the Times had an article in the "Circuits" section by Jennifer B. Lee: "Living the 8 Bit Dream in a 32 Bit World - A Desire for Simplicity, Nostalgia, and Classic Design Attracts Users to Vintage Computers." The article primarily features the Commodore 64, although there is discussion of the Sinclair Spectrum and the Apple IIe.

The article treats the users of vintage computers with respect. It is explained why some of us stick to the Commodores. The author says, "Thousands of people appear to have turned to old computers (or stuck with them), out of a feeling of nostalgia, a desire for simplicity, and an appreciation for classic design. In the realm of digital machines, where

today's computer is out of date tomorrow, there can be great satisfaction in taking a digital Model T out for a spin."

Ms. Lee interviewed Fender Tucker, editor of Loadstar, and quotes him as saying "Commodores are for people who aren't all that sure that the computer revolution has made our lives better". Douglas Cotton of CMD, Maurice Randall, Commodore programmer, and Steve Judd, who puts out a web page on Commodore programming were also interviewed. Doug estimates that more than a million Commodore 64s are

64."

There is a consideration of the popularity and importance of games. "For all those who actually own old computers, there are hundreds of thousands more who pretend that they do by using a generation of emulators, which allow the 32 bit PC's to imitate primitive Commodores, Spectrums and Apples. Thousands of old games are available for downloading on the web"

The article has a list of resources for information, hardware and software, and



still in service around the world, of the approximately 20 million that were sold from 1982 to 1992. Maurice says, "If you don't need to do a lot of high-powered graphical work, they're perfect. They don't crash, they don't have viruses, and they don't break down as often" Steve Judd, a mathematician at Los Alamos National Laboratory, says, "You don't say Mozart, Shakespeare and van Gogh are good for their time. They are just plain good. I make that claim for the Commodore

a table comparing the technical specifications of the Commodore 64 with those of the more powerful systems. For example, it would take 15 C-64s to get the processing strength of MS-DOS, 1,000 to equal the processing of

Microsoft Word, and 4,000 to equal Lotus Notes. There are pictures of Doug Cotton and Steve Judd.

Do I have any complaints? Other than games, and Maurice Randall's GeoFax, there is no discussion of what Commodore users DO with their computers. It could have been explained that there are excellent word processors, data bases, spreadsheets, terminal and graphics programs for the 64 that serve almost any need for the ordinary user.

The complete text is available on the internet. Gary Noakes has put it on our "MaiLink on the Net". For those who don't have access to the net, Paul Berry has offered to send a hard copy of the text to anyone who will send him a stamped, self addressed envelope.

1581 Partition Study by W. R. Kennedy

In the CBM 1581 Disk Drive User's Guide, on page 77 it says: "A partition area is created by the following command (file # should be opened to the command channel, open 15,8,15 first, then:

```
Print#file#,"/0:partition
name,","+chr$(starting
track)+chr$(starting
sector)+chr$( < # of
sectors)+chr$( > # of
sectors)+",C
```

The rules are given:

1. The partition area must be at least 120 sectors in size.

2. The starting sector must be zero.

3. The ending sector must be a multiple of 40.

4. The area to be allocated cannot contain track 40 (the original system track).

I studied this formula for hours, tested it in every way possible and couldn't ever figure it out. Finally, I decided that something was missing. With the disk drive, there was a demo disk that has a program called "Partition Aid". I decided to see if this just might be a basic program. I loaded it, and then listed it. Sure enough, it was in basic. The program shows that the above equation is given in line 1220, thus:

```
1220
cm$="/0:"p$+","+chr$(t)+chr$(s)+c
hr$(a2)+chr$(a1)+",c
```

Of course, p\$ is the partition



name, t is the beginning track number, and s is the beginning sector number (ALWAYS ZERO). Now, what were a1 and a2? In line 1210, just above the equation line, it gives them, and this is what the book didn't tell:

```
1210 a1=int(n/256):a2=n-a1*256
```

Now, n is the number of sectors in the partition and the program in line 1141 limits this to no less than 120. The program has parts that

request all the other variables.

When all these are inserted in the equation on page 77 with a1 and a2 inserted for the last two terms instead of the cryptic, undefined, terms there, then the equation will indeed make a partition.

Isn't it nice to be able to understand what the book so lamely tried to explain?

Anyhow, there is a much easier way to make partitions in your 1581 disk if you have the little program disk entitled "1581 Toolkit."

One of the program's menu items is, "create partitions". When selected, it shows all 80 tracks including track 40 in red so you can't miss it. There on the screen is a "C" (for create), a "D" (for delete) and an "R" (for read). When you press "C" it requests you to press "space" to begin the partition track. When you do that, it marks the beginning track with a white vertical bar in which you write the partition name with a "return" afterwards. After the return, the cursor moves down 3 tracks (=120) so you can't put less than 120. (40 sectors per track). You can move the cursor to where you want to the right to make the partition larger. However, it will not let you include track 40. Finally, it requests a space to mark the end of the partition. When you do this the partition is created and

when it is through, the created partition is shown in a different color.. You can "read" into this partition by placing the cursor anywhere within the partitioned area and press "R". This opens the partition and gives the name at the top. To create a partition within a partition, you just do what you did to form the original partition. Partitions still have to be formatted. (The User's Guide tells how to read into a partition to format it, very well).

The "D" key gets rid of a partition with an "ARE YOU SURE? Y/N." Be careful here, because if you have any files in that partition, Goodbye files!

Partitions can only be entered from the "root". If you are in a partition and want to get to the root, just press the back-arrow key.

I hope this clears up some problems people may have with creating partitions. I wonder how CBM in their manual, made such a chore out of something so simple?

Run the following short program and it will show you how all the variables relate to one another.

```

10 open 1,4,7:cmd1
20 print#1,"track sectors    a1
a2"
30 print
#1,"-----
-----"
40 for t = 1 to 80
50 s = t*40
60 a1 = int(s/256):a2 = s-a1*256
70 if s<120 then 90
80 if t = 40 or t = 39 or t=38 then 90

```

```

85 if t = 79 or t = 80 then 90
87 print#1,t,s,a1,a2
90 next t
95 print#1:close1:end

```



THE FIVE CENT REVIEW:

A Nickel's Worth of Opinion on Every Program I've Ever Used

by Dick Estel

Tidbits by Kilroy jfenn@lava.net

Those with SuperSnapshot V5 Cartridges might need this mod if they want to leave the cartridge plugged into their RAMLINK empty slot.

Open the cartridge and look down at the board. In the lower left of center area there should be two little square pads with a trace between them. With a shrp knife, slice the trace so the two pads are no longer connected together. Then spot solder a wire to each of these pads and run it through small holes in the cartridge top. Connect a switch so you can connect the pads together and mount it on top of the cartridge. After that if the switch is open the cartridge though left in RL will not cause problems.

If you close the external switch, then when you fire up the computer the cartridge comes up as normal and defaults to 64 mode.

Note! The Datel AR4-5-6 cartridges also have the same problem as the SSV5. I could not completely isolate the AR4's for some reason, even with slicing the "ground" buss. They refuse to let go of the system and must be removed when not in use. Even on card extenders like the cardco 5 slot, and the cmd's both of which offer 4 or 5 isolating dipswitches, with all of them turned off, the AR's simply don't let go entirely.

A title like this obviously has to contain a certain percentage of hyperbole. My actual goal in writing this article was to present a capsule review of every program I've ever used enough to form a fair opinion. Where I feel comfortable doing so, I've provided a rating from 1 to 10, with 1 being best. In some cases I don't use the program any more because I use a PC program; but my assessment of the Commodore programs is still valid.

My first word processor was Word Pro. I don't recall much about it, but it left a lot to be desired. I rented Pocket Writer from a local software rental store, and was highly impressed. It had WYSIWYG display, sorting capabilities, and a lot of other features. I ordered it in a package along with Pocket Planner and Pocket Filer, and used it for several months until it was displaced by The Write Stuff.

The immediate advantage of TWS over Pocket Writer was the simple word macro feature, faster input (WYSIWYG displays are naturally slower than straight screen font displays), and much simpler command structure. I kept Pocket Writer for years before selling it; and it's an excellent program, but I never loaded it after I started using TWS. Write Stuff 2, Pocket 4.

I had an earlier data base, possibly File Pro, that had very tedious data input. I set up my

address file on Pocket Filer, which works great and is very flexible, but I've never updated it. In fact, this program offers a lot more power than the average user needs unless you are setting up a business-type data base. I finally just put my address list in TWS.

Pocket Planner is used to keep track of my bank balance, my rental property, my budget, and to do my income tax computations. Like all the Pocket programs, it is a complex program with lots of features, and I don't use it enough to be familiar with most of what it can do. For the few files I do maintain, it is easy to use and has never given me any problems. A rating of 3.

I bought SuperCat to catalog my growing disk collection, but ended up using the shareware program DCMR. SuperCat is about three times as much work to enter data, and offers fewer features. DCMR reads the filenames from the disk, then lets you delete or modify them, type in names from the keyboard, or eliminate a whole page of file names (useful when the disk has a lot of subordinate files that work with the main program but don't need to be listed). DCMR has the fastest sort routine I've seen in ANY Commodore program. There's a lot of flexibility in how you print out the lists. Rated 3.

With all those catalogued disks, a label maker is a must. I tried Label Wizard, a favorite of many users. It's pretty simple to use, lets you save text (such as addresses), and uses Print Shop graphics. However, I ended up using geoLabel, which offers a

lot more control over what the label looks like. GeoLabel is not nearly as easy to use as Label Wizard, but for a regular, experienced GEOS user, it doesn't matter.

I'm not a computer artist but everyone usually ends up with a drawing program of some sort. I use GEOS almost exclusively, although I have dabbled with the drawing feature of Print Shop. I bought the OCP Art Studio/Advanced Art Studio package, which is very highly rated, primarily with the hope that my daughter, a talented artist, would use it. She's more comfortable with traditional materials, however; so I can't really report on this program. For original drawing, GEOS is fair for original creation (something I do very little of); very difficult for color drawing, and excellent for manipulating and modifying existing graphics. GeoPaint alone has a lot of limitations, but the various programs that have been created to augment and support it, make it the most flexible and versatile text and graphics system available.

GeoPaint and geoWrite can be used together as a poor man's desk top publishing program, but the real star of this segment of the Commodore world is geoPublish. Although I created the club's newsletter using geoPublish for several years, it is such an extensive program that there are features that I never got into. It is not particularly intuitive, but the old fashioned technique of reading the manual and just sitting down and trying things allowed me to become very comfortable with the program after a few weeks of use.

Before geoPublish there was Paperclip Publisher, a program that

aspired to greatness and fell short. The basic operation of the program was fine, but it did not allow use of two drives or a RAM expander, making it the dead turtle of Commodore desktop publishing. Rated 8.

Even before Paperclip, I tried out Outrageous Pages. On my scale of 1 to 10, I rate it a 12. Hard to use, strange on-screen interface, and just a dog in general.

In the area of combining text and graphics, there are several programs that really don't have the features or power to qualify as desk top publishing programs, but do have their uses. These include Newsroom, Print Shop and PrintMaster. Although people have used Newsroom to create newsletters, it is very time consuming and in my opinion the printed output is not acceptable (rated 8). Print Shop (5) and PrintMaster (3.5) are very similar, with PrintMaster taking the prize because it lets you see what your creation looks like and you can save your file, two features Print Shop lacks. For signs, greeting cards, flyers, and the like, I always use GEOS, but Print Shop or PrintMaster come out of the box when I need a banner.

I've used two pretty good directory organizers. My first choice is called Directory Assistance. After it loads the directory into memory, you can sort the entire list, sort a range of file names, move file names around, and insert divider lines. Only when everything is arranged as desired do you give the command to re-write the directory. Davis Directory Designer accomplishes the same task, and is also easy to use; I just

happened to get a copy of Directory Assistance before I saw DDD. Though both rate a 3, neither will recognize a second drive, or my CMD hard drive.

This led me to DEdit 7.1, available in both 64 and 128 versions. Written to deal with hard drive native partitions, this program lets you select the drive, partition and subdirectory you want to work with. It is not actually as flexible in use as the older programs, but it accomplishes the job adequately. I give it a 4.5. (When I started using the hard drive, I had to switch to newer programs in several categories, because many of the older disk utilities don't recognize the HD.)

For disk copying on Commodore 15x1 drives, it's hard to beat Maverick (rated 2). Fast Hack 'Em also works fine (rated 3), and offers the added benefit of a 128 version that will copy double-sided 1571 disks. Neither one likes the hard drive, but the drive came with disk and file copy programs that are every bit as good as the old standbys.

For pre-hard drive file copying, I like the copier that is included in the Super Snapshot V5 cartridge. Although Maverick and Fast Hack'Em both have file copy capability, the SSV5 menu system just seems to be a little more logically organized. Once I put the hard drive into my system, I need a file copier that would work with it (SSV5 does not get along well with the HD at all). The program included with the drive, FCopy, works fine for all file copying. It's whole disk counterpart is MCopy, which copies to and from disks or partitions (both source and target

must be the same format; i.e. a 1541 emulation partition can be copied only to a 1541 disk or similar partition).

Although it's not hard to load a program from a directory listing or by simply typing LOAD "PROGRAM",8, people have enjoyed making custom menus as long as we've had computers. My long-time favorite is the one we used on our club Disk of the Month, simply called Menumaker. It has a clean, easy to use display; and lets you give a short description of each program. Some menu programs automatically include everything on the disk, but Menumaker lets you chose the desired programs. This is a vital feature when you have a program such as Name That State, which includes 48 Doodle files, one for each continental U.S. state.

With the hard drive I've been using a very nice program called EZ Loader Menu. In keeping with the way files must be organized on large storage devices, this program lets you include files from any partition and/or subdirectory, and loads them from the menu. Another useful feature is the ability to give the program a meaningful name on the menu display.

This is important for programs that contain several files, and may load from something called "Boot", "Loader," or some other uninformative name. I rate this program #1.

Telecommunications is not a major activity for me, but I've used several terminal programs. One of course was Q-Link's proprietary terminal/interface program, which is useless with anything but Q-Link, and therefore useless for the rest of time. I've forgotten what C64 term program(s) I tried out; in

the 128 mode I have tried Bob's Term Pro, DesTerm, and NesTerm. DesTerm was the best of these, with more features than I could ever use, but it had some problems working with my equipment, so I mostly used NesTerm, an older, simpler program. Since my BBS activity has always been very limited, the ability to save phone numbers in a file and autodial, which all these programs can do, is about all I ask. Another requirement is convenient upload/download capability, and most programs meet this requirement well. Ultimately I settled on Dave's Term, a program from LOADSTAR 128. Since it was a 1990's program, I assumed it would have all the latest capabilities. It does indeed--like all major terminal programs, it does a lot more than I will ever ask of it. When I used it to capture a lot of informational text from GENie, the 60,000 kb buffer was a definite advantage. However, the program had serious problems displaying text on the Internet. (Rated 3) . Uploading and downloading files from a BBS, including major on-line services like GENie or Q-Link often involves compressing and uncompressing the programs. The most commonly used program of this type for Commodore has been ARC, including the self-dissolving version (SDA). Creating and dissolving ARC files and creating SDA's requires the use of a complex command structure, similar to MS-DOS. Arc Aid, a shareware program released a number of years ago by a high school age programmer, adds a menu-driven program to

the basic ARC program, making it simple to create ARC or SDA files. Self-dissolving ARC files, as the name implies, are dissolved just by loading and running them. ARC files can be dissolved with Arc Aid, as well as some other utility programs. Arc Aid is a bit flaky in some of its functions, but when you know how to avoid these problems, it performs its work very well (rated 4).

Another program that can dissolve ARC files is Omega-Q, a multi-purpose utility program distributed on Q-Link. In addition to dissolving ARC, LYNX and LIBRARY files, Omega-Q has a file copier, directory editor, and many other features. Omega-Q is available on many BBS's and club libraries, so the demise of Q-Link does not end the availability of this versatile program.

Uploading and downloading GEOS files requires an additional step. To upload, they must be changed from the proprietary GEOS USR format to PRG or SEQ files. After downloading, they must be changed back. Several versions of a program called Convert are available to accomplish this.

In the last days of Q-Link a programmer uploaded GeoPack, which not only does the conversion to and from, but also compresses and uncompresses the files. The convenience this version offers earns it a 2.

Now we come to a broad, indistinct category I call "fun stuff." Few of these are games as such, and I'm not much for traditional computer games. These tend to be trivia type

programs, many of them focusing on a specialized subject, and many of them were published on LOADSTAR.

Anyone who came of age during the late 50's and fell in love with rock and roll will feel his/her pulse quicken at the sight of a title like "Who Sang Teen Angel," which covers music from the mid ^Q 50's through the ^Q 80's and presents you with a song title, and a multiple choice listing of artists. ("Teen Angel" was one of the first and probably the most popular of the "dead girlfriend" songs.) If the song is from the 50's or the 60's, I can claim 100% accuracy; later material sometimes presents a challenge. There are similar programs covering history, U.S. presidents, authors, world cities, world capitals, and state capitals. I'm still trying to beat the default high score on some of these, but I can get 100% on state capitals every time.

A program I mentioned earlier, Name That State, offers a different type of challenge, requiring you to name a state after viewing an outline map. The state is shown in context of the entire continental U.S., and the only place I had difficulty is with some of the small northeastern states (mostly because it's hard to see the shape of the smallest ones).

I showed this program to my 10-year old grandson and a friend, and they got as excited playing it as they do with shoot-em-up arcade games. Needless to say, I didn't tell them it was educational!

If you like card games, LOADSTAR is again the best source. They have published a few dozen solitaire games over the years, but my favorite is Our Own Klondike, on issue 120. The later

versions have a great-looking, easy to use interface. And if you get frustrated because you don't win enough, hunt up Kato's Solitaire. You're almost sure to win! (I could not locate this with the LOADSTAR index program, but the time frame is during Kato's testimony at the O.J. Simpson trial.)

After the previous paragraph was written, LOADSTAR did it again--on issue 138 they topped themselves with a mouse-operated version called Star Klondike. Individual cards and arrays are moved around simply by clicking and pointing. Anti-mousers can stay with the earlier version, but if you're addicted to rodent input, this game can be learned quickly and easily (although beating it is a different story!)

The only other card game I play very much is Blackjack. I love to risk those big sums without really having to open my wallet! Of course, if you walk away thousands ahead, you can't spend it, but you don't have to wire home for bus fare when you lose! The best Blackjack game I have found is called Blackjack Tutor (you'll find it on the May 1991 Disk of the Month). There are of course many others, including Casino Blackjack on Loadstar 107.

Another great program in the educational but fun category is Sky Travel. This astronomy program was published by Commodore itself, and is well worth hunting down if you have any interest in this subject. In addition to extensive astronomical information, the main part of the program is a sky map that lets you look at any part of the sky, at any time backward or forward for

about 10,000 years. Of course, the first thing you want to do is set it for local coordinates (36 degrees, 44 minutes, 12 seconds north latitude; 119/47/11 west longitude for Fresno). This allows you to discover such information as the fact that the bright object crossing the southern sky all summer was the planet Jupiter. Or you can find out where to look for Scorpio while you're watching for Santa on Christmas Eve. The program includes a 138 page manual which contains a vast amount of information in addition to instructions on how to use the program. This is more like 25 cents worth than a nickel, but it would take several pages to write a review that really does justice to this great program.

A program that sounds like it might be related (but is not) is Time Traveler. In effect, TT is a data base of news events, prices, and other information about each year of the century. When you run it, TT asks you for your name and a date, and whether this is a birth date or wedding date. The program then displays average salary, average cost of a new house, and prices on a number of other items, both for the year specified and for 1989 (the year I purchased my disk). In addition you will learn who won the major Oscars in that year, who was president, who won (and lost) the World Series and several major news items from the time. The information can then be printed out in a nice format. This is a fun program (rated 3), but as time goes on, the comparisons are getting more and more out of date. A letter to the company a year ago did not

return but was not answered.

One of the favorite uses of a computer is to catalog one's family tree in a genealogy program. I tried several of them, and found only one that I felt was worth the effort--Personal Ancestral File (PAF). This program was produced by the Church of Jesus Christ of Latter Day Saints (Mormons), and my version works under the Commodore 128's CP/M mode. This version will actually run on just about any CP/M computer. It allows printing of all the standard genealogical displays: Ancestral tree, descendent chart, family groups, etc. There are quite a few commercial and public domain genealogy programs, but this one is worth hunting down.

Anyone who uses GEOS even half-way seriously ends up using some of the literally hundreds of programs that have been created as public domain, shareware or commercial offerings to make GEOS easier and more fun. Dozens of these programs are worth having. I guess my number one favorite is still geoWizard, Jim Collette's task switching utility. This lets you open any application or desk accessory from within another one. Included in the package is MiniDesk, an excellent desk accessory that lets you copy to and from any of three drives.

A program I can't live without is Paint Scrap by Dennis Seitz. This application allows you to clip any size photo scrap, up to the full page, from a geoPaint document.

Another neat little goody that I use regularly is ScrapGrab. One of the limitations of the Photo Manager is that it only operates on scraps and albums on the same disk. ScrapGrab and PhotoGrab can be used to copy a scrap from an album

on any of three drives, and save it to the drive it was launched from. Since ScrapGrab is a desk accessory, it's useful when you're working on a geoPaint document and realize you need a scrap from another disk. You can click on GEOS, click on ScrapGrab, and get the needed clip without leaving geoPaint. PhotoGrab is an application that has to be run separately, but it can capture a larger scrap.

Programmer Nate Fiedler created a program similar to, but in some ways better than, geoPaint, called geoCanvas. Although it was a commercial program, Nate released it to public domain when he went on to other pursuits. Its best feature is the ability to open three windows, which can be three different geoPaint files, or three views of the same file.

As this article was being completed, Maurice Randall's Wheels came on the scene. This is a significant revision of the whole GEOS operating system. The initial 64 release was essentially a beta version, so it is a bit early to give this program a full assessment. I think it will prove to be essential for people using GEOS on a hard drive or RAMLink system.

There you have it, more than you ever wanted to know about over three dozen Commodore programs. With thousands available, this just scratches the surface--but out of this batch, you could find enough programs to make your Commodore do probably 90% of what most people would want from this seemingly immortal machine.

(Reprinted from The Interface, newsletter of the Fresno Commodore User Group, Fresno CA)



Used ware, original disks and manuals. Prices include handling and shipping. Limited quantities: first come, first serve.

FAST LOAD cartridge: \$9. If you have never experienced the joy of loading Commodore 64 programs up to 5-times faster, don't you owe it to yourself? And the Epyx Fast Load cartridge does more than just fast load: it lists directories without disturbing programs in memory, allows single keystroke load and save commands, copies files and disks, even contains a machine language monitor, and more.

PRINTSHOP: \$9. This is the most popular greeting card creation program in its original box with unused colored paper and envelopes.

PAPERCLIP II 128: \$8. This word processor comes in its original box with a built-in spell checker, screen preview, add/subtract column of numbers, and more.

ORACEL: \$8. This powerful database management program for the 64 (the manual tells how it will sort an entire disk full of records in under 15 seconds!) comes in its original box.

GENERAL LEDGER & ACCOUNTS RECEIVABLE Business Systems (two business application programs for the 64) by Timeworks: \$8.

WORD WRITER 128 by Timeworks: \$8. This is a

popular 80-column word processor for the 128 which includes spell checker and thesaurus.

WORD WRITER 64 by Timeworks: \$7. This is a popular word processor for the 64.

DATA MANAGER by Timeworks: \$6. Organize information with this database for the 64.

BANK STREET WRITER & SPELLER: \$5. A word processor and spell check (two programs) for the 64.

USED DISKS: 10 for \$4, 40 for \$13. Many of these disks come from former Commodore users. Each has been visually inspected for flaws and appear suitable for reformatting.

WANTED

Does anyone have the old MAD Magazine with the program for drawing a hi-res picture of Alfred E. Neumann? Keith Keller

A used GEOS 2.0 Program. I will accept the 64 or the 128 version. Please contact me with a price if you can help. Thanks Franklin R. Murrell Jr. 33 Forest Ave. Mystic, CT 06355 Ph# (860) 536-9308

NEW MEMBERS

See bios in this issue

Al Jackson, Richard Leiby, Richard Milam, David Mohr, Michael Walton

ADDRESS CHANGES

See bios in this issue

Sherry Freedline, Christopher Ryan

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