



JULY is an Important Month...



When Americans in the U.S. and Canada celebrate Independence.

We remember the Birth of Freedom in a Burst of Brilliant Color Filling the Sky!

These themes of freedom and color are also important to us as Commodore users. So shall we celebrate both in this issue.



GoDot...The Best Program You Aren't Using

By Dale

We now have a way to place geoPaint "creations" into our COLOR printed documents, and we can even place Fun Graphics Machine (FGM) images into our publications as well. (These are black and white until converted to geoPaint and "painted.") Is it time then for us to explore what might be the best program for creating color images with Commodore.

I truly believe that the answer is **GODOT!** Of course, I can't be certain, because like all other Americans, I really know nothing about it. My only contact with this program is what I read in GO64! Magazine. What I read there indicates that Arndt Dettke, the author, has outdone himself in creating what is probably the finest "image processor" the 64 has ever had.

I really feel sorry for the guy. Arndt (pronounced like "aren't with a broad 'a'") is the one person in Germany who is a constant participant online. It is sad to hear him grit his teeth in wonder as to why we Americans never use GODOT to solve any of their graphic problems. *I tell him the truth!*

"Arndt, nobody on this side of the 'pond' even knows how to open your program. I don't know anyone who uses it! I purchased it from CMD a couple of years back, but I haven't really gotten around to putting it in the drive yet. By the way, why are you so discouraged?"

In desperation, Arndt programmed an EPS creator that can convert his "masterpieces" into Encapsulated PostScript files. These make it possible to use PostPrint and drop them anywhere into a DTP document. You could also use them for cards and letters! The possibilities are endless!

It is funny to this GEOS user, that GODOT is basically ignored by GEOS and non-GEOS users alike here in America. I want you to know that Arndt is a really cool guy. This man is always polite and answers his emails religiously. Someday I hope to discover how it is that his genius is so completely overlooked here in the U.S. and Canada.



1. AQUA---Would this be the Extreme Sports version of the "Wet Shirt Contest!"
2. AURORA ---The Northern Lights have come to CommodoreLand!
3. LUCKYLUKE---Now this is one swingin' Cowboy!
4. HAWK2---Arndt is justly proud of this one. It has won awards for him. But wouldn't you call it OWL2?

Available from...<http://www.godot64.de/download>

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All manuscripts, or any material for review or publication should be sent to the editor of the next issue (see "Editor's Desk"). Commodore Mailink reserves the right to edit submissions.

Meeting News

by Tom Adams

This issue is a bit different than those of the past. First of all there are some color pages. Then there are pictures of some members and officers of the group. Yes, my picture is one of those being printed in this issue. Dale Sidebottom is the co-editor along with Jean Nance. Dale is printing all the copies on his color printer.

We are still looking for editors and articles for future Mailinks. Remember that this is your newsletter. If you have nothing to say then we have nothing to print. A general rule with the Commodore Mailink is that we only print material submitted by members. We do not copy from other newsletters. So again if the members don't submit material then there is no newsletter. Please sit down with your word processor of choice, even if it is only a pencil, and write an article. It doesn't have to be the Magna Carta, just your thoughts on your computer, your favorite program or game, or just your thoughts about the future of Commodore.

Speaking of the future of Commodore, this is an announcement from Creative Micro Designs (CMD). "As of June 1, 2001, CMD will no longer be accepting any new orders for Commodore related equipment. We will, however, entertain all serious offers for the purchase of remaining parts, inventories, and production rights to CMD products."

There is a very real possibility that Maurice Randall (Wheels, geoFAX, etc.) will be taking over the production of the Commodore equipment that CMD was selling. We wish him the best of luck and hope things work out in that direction.

The next issue is the September issue with your bio. Please take a minute and check the March membership list and see if there are any changes to your bio or you wish to update the information.

Robert and Annette Snyder announce the birth of their daughter, Catherine Anne Snyder, sister to Helena and Jacob Snyder. Born at 1:50 a.m. June 11, 2001. Weight 8 pounds, length 20 inches. Mother and daughter (and the rest of the family) are doing fine.

THE PHOTOGRAVURE



Tom Adams
MaiLink's distinguished President

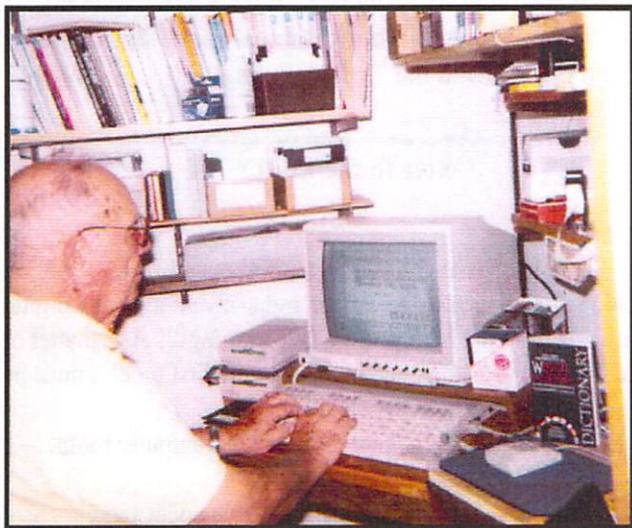


THE CO-EDITOR'S DESK

by Jean Nance

I accepted disk submissions for this issue, and made sure that the "Officers and Policies" were accurate. I condensed the information on Maurice Randall and his new project, from a longer Email article. I did some editing of the material sent to me, to shorten items. I sent everything to Dale Sidebottom on disk on June 20th. All decisions as to what to use and what not to use from that point on were Dale's.

I do not consider myself a co-editor of this issue, just a helper. I had no information about what submissions Dale had received until July 5th, and then only in a phone call. Dale sent me two articles as attachments to an Email message on the 6th. There was no time for joint decisions. The copies were to reach Tom Adams by the 9th. All credit for the issue goes to Dale, and I am sure he will appreciate comments and kind words.



Paul Berry, May's MaiLink Editor
Another outstanding job!



MaiLink's Newest Member!

To the right...Mother, Annette, and Baby Catherine are doing fine.

To the left...Father, Rob, seems also to have "survived the ordeal."



THE OTHER CO-EDITOR'S DESK

by K. Dale Sidebottom

I am sorry that this publication did not turn out as Jean and I originally planned. My procrastination is such that there simply wasn't time for the usual give-and-take. Obviously, this is a warning to all of you who are "chomping at the bit" to become MaiLink co-editors in the future. Apparently, I would be a poor partner, and for this I sincerely apologize to Jean, even as I thank her for the help she gave so graciously.

Meanwhile, amidst my moments of procrastination, I worked very hard on this issue. That's because I am concerned to see our computer family steadily decreasing in population. The MaiLink, which once numbered more than 300, is now down to 150. Many other clubs have suffered much worse! Clearly, the expectations of our members are changing.

I would like us to address these concerns together. I ask to be allowed to share my thoughts on the situation, and then I would like to hear yours. Is that okay with you?

You may be saying to yourself, he doesn't need my permission, BUT I DO...as demonstrated by your willingness to read the articles in this issue and to consider ideas that may not exactly mirror your own. In return, I promise to "listen" to your responses, both those posted on the MaiLink Mail List, and those sent to Linda Tanner next month as "Letters to the Editor." I suspect that if this issue elicits a large amount of discussion, your next MaiLink editor is going to be one "happy camper"! ;-)

The purpose of all this is to strengthen a positive dialogue within the MaiLink that will enable us to move in the right direction. **The need for change is eternal, but we want it to evolve in a healthy and harmonious way to the end that the future of Commodore will be as glorious as its past!** In this way, we can best protect and preserve the freedom and independence that is so much a part of our heritage.

Thank you for everything you do to support Commodore!

ADDRESS CHANGES by Brian Vaughan

Larry Lathrup

5984 S. Crumbling Ridge Street
Henderson NV 89015-1612

Frank Redmond (same location, different address)

219 AN CO Rd. 4413
Palestine TX 75801-0914

Michael Walton

10105 Ridgewood Drive
Twinsburg OH 44087

Brian Vaughan's extension to his zip code is 6207.

SEPTEMBER ISSUE REQUIREMENTS

By Linda Tanner, the next MaiLink editor

Submissions sent by snail mail would be best. I cannot download email. I will accept 5 1/4" or 3 1/2" disks, in TWS preferably, but also will accept GEOS or just about anything commonly used in CommodoreLand. I will even accept hardcopy if it isn't toooooo long. (I actually don't mind retyping something unless it is over 4 pages long.

August 15th is a good cut-off date for me.

And yes, please solicit anyone and everyone who may have some skill or knowledge to list with us in our "Information & Resources" section. Maybe they need to know they will not be inundated with requests of all sorts. Maybe they imagine bags full of letters pleading for help in their respective areas of expertise. It isn't like that at all. If they are lucky, they will get occasional requests for help if they list themselves in the "Info." pages.

Letter to the Editor

Dear Editor;

For a couple of years now, I have used my Christmas gift: an E-machine, Epson printer, a scanner and last year a Kodak digital camera came from the family! I am still learning!?! As a matter of fact the E-machine is down again, and not the first time! I must be doing something that just keeps crashing it!?

I have three setups of Commodore in the computer room...

1. A C64, 1541, 1541II
2. A C128, 2 - 1541s, and 2 - 1581s with a data switch
3. A 128D, 1571 and a CMD 40meg HD.

The only problem, I never figured out how to use the CMD hard drive. Members have tried to help me through the steps, but since I learned and used a Xetec Lt. Kernal HD, the CMD hard drive is just too different.

My son-in-law is the computer expert. He always asks, "When are you getting rid of the old Commodore stuff?"

My answer is, "What would I do without them, while the PC is down and I have to wait for you to fix it?"

I use the Commodore "PC" most of the time, and with the QBB (Quick Brown Box) cartridge plugged in, I never lose a letter if there is an electrical glitch. If at this moment the Commodore should go out, it takes only 15 seconds warm up time and this letter would be back on the monitor ready to use. On the E-PC, it would take minutes to reload 0 to 100 percent, then all the Word Perfect, Lotus, Microsoft and all other programs will load in. Takes too long. I am not on the WWW or anywhere else. I still like to use snail mail! The US Mail needs to stay in business!

Yours sincerely,
Csaba Csaszar

FROM THE DISK EDITOR'S CORNER!

by Richard Savoy

WHAT'S NEW FOR JULY

SIDE 1: The articles from this issue of the CML will be on the front side of the disk. Also I've just received three more public domain C-128 40 column programs from Keith Snyder... "Eggsaway," "Seawolf," and "Seahunt"...that will be shared with you, and if more space is available on this side, I'll put C-128 programs.

SIDE 2: I have 10 early arcade games...The Three Pirates Present, 2 versions of Pacman, also Centipede, Donkey Kong, Pole Position, Jungle Hunt and more.

FREE BONUS DISK...with the JULY ISSUE...is the July 1999 "Disk of the Month" from M.C.C.C. Inc. in Australia. This issue has a selection of 17 games on side 1 and side 2 has a selection of utilities, educational and graphics, something for all tastes. What do we call a selection for all tastes. Yes it's a SMORGASBORD of software!

PLEASE NOTE:

Some of you may already receive or have received these disks I'm using as bonus disks from M.C.C.C. or the ones like I sent in May from the FIVE "C". If so please let me know and I'll send you something different.

BACK ISSUES OF MAILINK ON DISK

Are available starting September 1987, in those days only the text of the Mailink newsletter was on the disk and they were one sided disks. I have them packed on double-sided disks as follows:

1987-88...2 disks; 1989...3 disks; 1990...3 disks; 1991...5 disks; 1992 & 1/93...3 disks; 1993...3 disks; 1994...6 disks; and since 1994 there are 6 disks per year. The cost is \$1.50/disk or \$6.00/year except the years with two or three disks.

TO SUBSCRIBE TO THE COMMODORE MAILINK on DISK

If you aren't a subscriber, you don't have to wait till January. You can start anytime and you will receive the current issue and the latest bonus issue along with the next five issues, which are mailed about two weeks after the current Commodore Mailink newsletter is mailed.

PRICES FOR THE COMMODORE MAILINK on DISK ARE AS FOLLOWS:

- The cost is \$7.50/year in US.
- \$8.70/year in Canada
- \$10.00/year everywhere else
- \$1.50 single back copies

U.S.A. Funds only...PAYABLE TO:
RICHARD SAVOY
250 WEST STREET Apt. 9
WARE MA 01082-9783 USA

ITEMS FOR SALE

FD-2000 with 200+ 3.5" disks	\$70
170 Colored 5-1/4" disks	\$25
BBGRAM 2 meg + Battery holder	\$50
Super Grafix printer interface	\$15
Koala Pad	\$15
Super Snapshot 5	\$15
1541-II brand new	\$35
Pocket Writer 2	\$10
Paperclip	\$10
All GEOS applications Each	\$10
FGM	\$10
Novaterm 9.5	\$10
Superkit 1541 Copier	\$10
Maverick 5 + Parmis 1-12	\$15
Gateway for GEOS	\$10
BDGetFiles for GEOS	\$10
GEOS Utilities (13 disks)	\$10

All items are in excellent condition and shipping is included in price. BBGRAM includes original GEORAM disk (needed). All manuals included.

Use money order, do not send cash.

Roger Dettaille

CINCINNATI
COMMODORE
COMPUTER
CLUB

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

Cincinnati Commodore Computer Club
 c/o Roger Hoyer
 31 Potowatomie Trail
 Milford, OH 45150
 phone: 513/248-0025

COLOR Desktop Publishing (DTP) from the Commodore

by K. Dale Sidebottom

One of the main purposes of this issue of the CML is to illustrate the power of your Commodore to do Desktop Publishing in COLOR! There appears to be some confusion as to what DTP really is, and some of that may be my fault.

For instance, on the MaiLink email list, I stated that Desktop Publishing can only be done within GEOS. Obviously, that was an oversimplification, and I would like to clear up the confusion as to what I think I might have tried to say.

Eric Lee, who created The Write Stuff (TWS), provided a way for Commodore users to get laser copies of their documents. He realized that the usual quality of a Commodore printout might not be sufficient in all cases, and he wanted TWS users to have a laser option. That, I believe, is desktop publishing (DTP).

We have also seen other MaiLink members, like Bruce Thomas and Earl Williams, use geoPublish for printing out our newsletter in the past. What I meant to say (in my misleading email) was that the GEOS environment was the only way to use geoPublish, which is (again to the best of my knowledge) the only publishing software for the Commodore that was specifically designed for PostScript printing.

To set the stage and to illustrate the importance of desktop publishing, we need to go back to Germany in 1440. Johannes Gutenberg has just invented the printing press! Prior to that, all books had to be written by hand. After his invention was accepted worldwide, almost nothing was published in a hand-written form anymore. Scribes were replaced by typesetters throughout the civilized world!

This state of affairs lasted for over half a century. Though the print process evolved through several stages, the typesetter was always a key element in the creation of any published document.

Then suddenly, it all changed! Typesetters became unnecessary. An entire profession, active for well over 500 years, suddenly went the way of the dodo bird. Why? Because now the computer could create copy that rivaled the quality of professionally prepared documents.

The World Book Encyclopedia explains it in this way:

Desktop Publishing, often referred to as DTP, began in the mid-1980's. Three technological breakthroughs... created the field of desktop publishing:

- (1) the Apple Macintosh personal computer...
- (2) Apple's Laser-Writer printer, and
- (3) PostScript, a programming language developed by Adobe Systems, Inc.

Typesetters did not race for the unemployment lines because someone printed a flyer on their home computer. No, THAT didn't happen until a "desktop publishing language" was created which could duplicate the quality of the offset printing press.

I spoke to the owner of *The Press Room*, a printing shop in my town, and I asked him what computer software he uses to produce professional looking documents today. He gave me his "Top Five" list. No, PostScript was not at the top of his list, but it did make his top 5. In other words, PostScript was the first ever Desktop Publishing language, and according to my professional friend, it is still one of the best!

You might want to know that PostScript has also become the *de facto* document language of the internet. If you want to receive a book or pamphlet online, it is normally in PDF, or portable document format. This is a form of PostScript. (No, we cannot convert PDF on our Commodores...YET...but we can convert them to normal PostScript at several internet sites.)

We call it DTP, but for our Commodores it invariably means PostScript printing. We can print out TWS text files on a PostScript printer, or we can use GEOS programs specifically designed for DTP, but what is the big deal NOW...really?

In a word...COLOR! Would you like to be able to print out documents with colors like you see in this issue? Have you ever wanted to print out color pictures of your kids or grandchildren but despaired that your Commodore couldn't handle it? Despair no more!

In this bright, beautiful world of color (DTP) printing, even 24-bit color JPEGs (printed in 16.7 million colors) can now be printed from the Commodore through a program written by Maurice Randall called **PostPrint**. (This program requires his GEOS upgrade called WHEELS.)

By combining WHEELS with PostPrint, we can print out geoPaint documents in color and EPS (Encapsulated PostScript) graphic files. As an added bonus, we can use GoDot to create color images, as well. (GoDot is a non-GEOS "image processing" program created by Arndt Dettke of Germany.) Last, but not least, even Ron Hackley's Fun Graphics Machine images can be converted to geoPaint and sewn seamlessly into DTP documents! (Article on page 13.)

In other words, we can now pour many different products, both GEOS and non-GEOS, into a single seamless document using Maurice's PostPrint. (This program is included on my *Laser Lovers Disk* for \$25. Check member files for contact info.)

To be able to access **COLOR DTP printing** in your own home, you will need a PostScript (level 2) color printer. The most reasonably priced quality printer I know is the Lexmark Optra Color 40 which is a "discontinued model" that can be purchase for \$100 to \$200, if you can find it. Two other choices are the Hewlett-Packard (HP) 1200C/PS and the HP 1600CM printer.

You will also need WHEELS (\$40 from Maurice Randall), and any GEOS boot disk just to install it. (WHEELS will also require an REU, RAMLink, or SuperRamCard for extra memory.)

I realize that all of this can seem challenging. But if you need any help online, you can subscribe to COPS and you will get assistance fast. Bruce Thomas, also a Mailink member, is the moderator. (To join COPS, send an email to cops-subscribe@videocam.net.au and put the word "subscribe" in the subject line.)

If you are not online, you are welcomed to contact me at any time. For contact information, see the members' list. :-)

---KDS---

The next article includes an emailed letter from Jean Nance seeking clarification regarding DTP. Bruce Thomas' response is better than I could have written. I hope he can help to answer your questions, as well.

---Original Message---

From: Jean P Nance <jpnan@prairienet.org>

What is "desktop publishing"? I always thought it was turning out any kind of writing, newsletter, brochure, etc. with a computer. Not necessarily with graphics, but they make it much more stylish.

I take it by [Dale's] definition [*referring to that of the World Book Encyclodedia*], it would exclude turning out a newsletter with any non-Geos word processor, including The Write Stuff and the "Illustrator" versions of TWS.

Doesn't the May issue of the Mailink qualify as desktop publishing? If it had had graphics interspersed, would it have qualified?

From: Bruce Thomas <b_thomas@telusplanet.net>

Dear Jean,

You are correct. Each of the programs that you mentioned are capable of producing pages with information. That, in the simplest definition, is Desktop Publishing (DTP). The Mailink is a publication that, for most issues anyhow, has been laid out on a computer (and not always a Commodore) and printed.

I have used most of these programs and feel that they each have their own benefits, but they all lack at least one essential ingredient for professional quality. Here is a definition of DTP from the online Columbia Encyclopedia:

Desktop Publishing: system for producing printed materials that consists of a personal computer or computer workstation, a high-resolution printer (usually a laser printer), and a computer program that allows the user to select from a variety of type fonts and sizes, column justifications, page layouts, and graphics libraries and often includes support for document creation and editing. Desktop Publishing enables a small business or an individual to produce professional-quality materials on the premises inexpensively and quickly without the need for outside typesetting or printing facilities.

From this definition it is clear that the only Commodore program that meets this standard is GeoPublish. This does not take away from, or lessen, the efforts put in by people to create the Mailink without geoPublish. It just reinforces the fact that high-resolution output is a requirement for DTP.

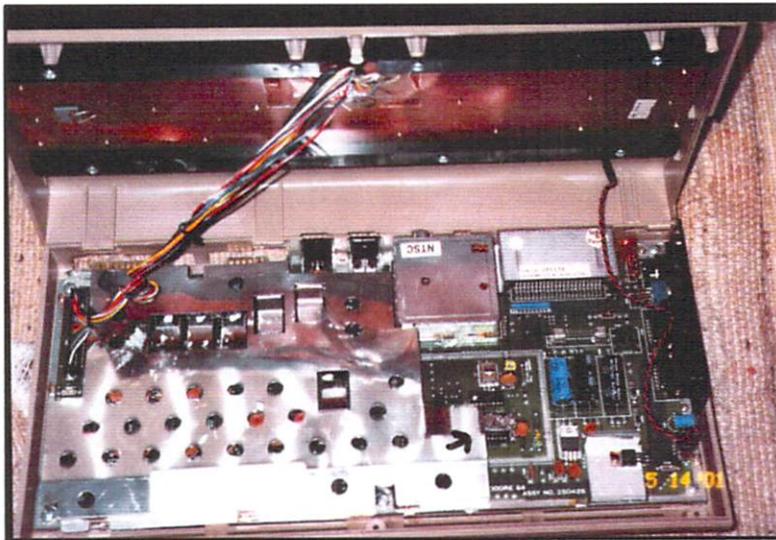
A PostScript equipped printer (whether it be it a Laser or an InkJet) is capable of much higher resolution and clarity than any other output device one can connect to a Commodore partly because it uses scalable fonts that (in geoPublish) can be set anywhere from two points to 192 points in size and still be clear and readable. (Normal type is 10 points. Four points is usually the smallest legible size.)

What Dale is trying to do is to help others enjoy the benefits of the technology that is available today so they can continue to use their Commdores productively for many more years. High Quality output is often a requirement for productive use, especially as we all get older and our eyes start to fail us. High Quality COLOR output is what more and more people want these days.

Knowing Dale, I know that he would not be saying anything that would purposefully offend other Commodore users. He is a true friend and a die-hard supporter of all things Commodore. His comments and intentions would stem from a willingness to assist people to enjoy the same output quality and pride that he and I have both been enjoying for over 10 years now. Of course, the two of us can't help but to encourage others to use GEOS/WHEELS and to expand their systems (as we believe they were designed to be expanded) in order to get the best they can out of their computers.

Please don't get me wrong; I applaud every member of the Meeting group who takes on the task of producing a newsletter edition. What I find almost completely inexcusable, however, is that some people put in the effort and seem satisfied to publish a product that is fairly unreadable. When some Mailink issues (including mine) have been PostScript printed, the improved quality has to have been obvious and may have caused people to think that they could never do the kinds of things that Dale, myself, and others do because we have more experience and "fancy" equipment. Dale works hard to help people to put PostScript printing and DTP within everyones reach.

With the help of Dale and others in the Commodore community, lots of people are able to expand their systems and



Note a small black arrow pointing to the chip in U19 that had the heat sink attached.

geoCable Project

by Phil Heberer

Do you ever want to throw away some obsolete piece of Commodore equipment and then feel this nagging doubt that some day you might actually NEED IT! Phil shows us how to convert a useless 300 baud modem into an inexpensive, easy to connect geoCable! Now I am REALLY afraid to throw anything away!

I just recently had need to make up another geoCable, but rather than cut up another IBM style cable to put the CBM User Port connector on it, I made up a geocable-compatible parallel port for the CBM using an old 1660 300 baud modem case. I pulled the modem PCB out of the case, and desoldered the User Port connector. I broke out the piece of the case between the two telephone jacks, and did a little filing so a DB25 socket could fit neatly in the hole I made. The connections are:

KEEPING IT COOL by Charlie Colwell

This is something that may help some of you folks that do your own repair work on your Commodore. About four years ago I was having a problem with the screen on my monitor going all wavy after my C64 was running for about five minutes. I checked my trouble shooting sheet and found that cause was a bad chip located in socket U19 of my C64. (It might be numbered 6567 or 6569 depending on when your board was made.) I replace the chip with a known good chip only to have the same problem.

I opened up the computer and discovered that the chip was very warm, almost hot to the touch. I didn't know what was causing that chip to get so warm, but I did know that heat causes resistance and resistance causes heat, so I figured that if I could keep the chip cool, I might be able to salvage the computer.

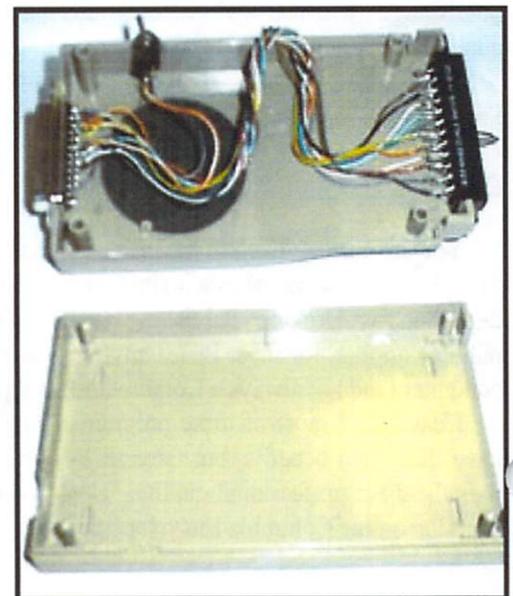
My fix was to make a heat sink that I attached to the chip with a glob of clear silicon glue and a piece of monofilament fishing line. I was afraid that if the glue warmed up, it might allow the heat sink to fall off. The fishing line was the safety belt. I know that there must be a problem with that C64 to make that chip get hot, but it's been working great for the past four years.

I plan to keep that machine and continue using it. It will be interesting which of us lives the longest. I believe that with any of our computer stuff, if you can find a way to keep it cool with fans or heat sinks, you will definitely extend the life of the product.

Setting a power supply on the carpet is a killer. Set it on a piece of wood or something to allow air flow around it. I hope this will be of help to my fellow Commodore users. --C.C.--

User Port Pin	Function	DB25 Pin
A	GND(Flag)	19-24 (interconnected, pick one)
B	BUSY	11
C	PB0	2
D	PB1	3
E	PB2	4
F	PB3	5
H	PB4	6
J	PB5	7
K	PB6	8
L	PB7	9
M	PA2	(Strobe) 1
N(Not Used)	Auto-LF	14<->19

The "lowly" 300 Baud Modem finds a useful niche in this clever project.





On this last part, I connected pin 14 via toggle switch to pin 19 on the DB25, which allows me to toggle Auto-Linefeed on/off on the printer. The toggle switch was installed in the hole left by the Answer/Originate slide switch of the modem. I epoxied the User Port connector and the DB25 to the top half of the case, and discarded the modem PCB. The Radio Shack part # for the DB25 is 276-1548, and it costs \$1.99. This makes for a quite nice looking port on the Commodore, and allows me to use a regular IBM style printer cable to either my NX-1000 or BJC-610. It works quite well with Perfect Print LQ under GEOS, and also works with the parallel printer patch for Fun Graphics Machine and TWS128. Anyone with minimal soldering skills should be able to do this, BTW. You just need to be careful that the User Port connector is installed correctly, and NOT upside down! (Pins A-N are on the BOTTOM side of the User Port as you look at it, with A on the bottom left).

If you have most of the parts laying about, as *I* did, this is a cheap project. If you need to buy the parts, printer cables can be found for around \$4.95 at most office supply stores, and 300 baud CBM modems can often be found at flea markets, thrift stores, pawn shops, etc. I have even offered \$5 for 300 baud CBM modems in local freebie newspapers, and have had several given to me by Amiga users in my local user group.

A worst-case scenario would be about \$12-15 for a multi-purpose geocable! <grin> The end result looks quite "professional" with a bit of care, and you *might* even luck out and find one of the modem cases that match the color of the C64c or C-128!

I haven't tried this hack with Postprint yet, as I seem to have misplaced/buried my Postscript Plus cartridge that gives me level 2 PS capability on my HP Laserjet IIIP. Once I relocate the cartridge again, I'll let you know for sure about Postprint. I just got my printer up and running again, or I would have tried it sooner.

---P.H.---

Bruce's Response...continued from page 7

improve the output of their computer enjoyment without having to spend a lot. AND they have people like us with lots of experience and a willingness to share and assist. (Yes, geoPublish is a complex program but it is not that hard to learn. I learned how to use it in 1988 when there were no users with 13 years experience to ask for help!)

All of these things will work towards preventing people from migrating to other, more popular but less friendly, platforms. I hope this issue does not cause a lot of heated discussion (as it usually does) or too many bad feelings. None of us would ever dream of trying to force change on people who don't want to change. We only want to make sure that people know there is an easy road to making these changes and that there are lots of friendly assistants along the way.

Bruce Thomas

CLEAN IT UP by Charlie Colwell

From time to time I've had problems with a disk drive, and for the most part it was because it was dirty or the heads were out of alignment. I purchased a head alignment program that worked great, but when I went to use the cleaner disk, I realized that I had no way to time the drive to run the required amount of seconds for the cleaning process. Here is a program that I wrote to time the drive being cleaned. Just load this program and insert the cleaning disk and your drive will run the proper amount of seconds.

```
10 PRINT "PLEASE INSERT HEAD CLEANER, AND PRESS"
11 PRINT "ANY KEY TO CONTINUE"
20 GETA$
30 IFA$="" THEN GOTO 20
35 OPEN 15,8,15
40 FOR X=1 TO 12
50 PRINT #15,"I"
60 NEXT
70 CLOSE 15
```

(If you don't want to type the program yourself, send my a blank disk and I'll make a copy for you. Let me know and I can also furnish 64 Doctor and 1541/1571 head alignment.) ---C.C.---

ITEM OF INTEREST:

The following is reprinted from Loadstar # 203, with the permission of Dave Moorman. Some of our members might be interested in learning more about this publication and encouraging them to offer Commodore information.

GETTING NOTICED: by Dave Moorman and Shaun Bebbington

Dear Commodore enthusiasts/users, Good news - Micro Mart (weekly PC etc... newstand magazine) has started a Classic computer series in their magazine. Bad news - It will probably be used as a page filler - unless they can be convinced otherwise!

I feel that now Micro Mart has started this, they could be convinced into having an up-to-date Commodore column, say every other issue. This would be good for the UK scene specifically, and the C64 scene in general. To do this, they will need a mass response from the C64/128 community.

Please send them your own personal emails or letters at; theeditor@micromart.co.uk, editorial@micromart.co.uk, or opinions@micromark.co.uk or to:

Micro Mart Opinions,
Trinity Publishing Ltd. 1st floor
Edward House, Tindal Bridge, Edward Street
Birmingham, B1 2RA
England, United Kingdom.

RIGHT ON! Moreover, while editors listen to readers, PUBLISHERS listen to advertisers. LOADSTAR will investigate putting our name and web address in Micro Mart, and any other publication that supports the Commodore Scene. This summer, we will be working out our long-range marketing program. If you have the internet, sent a note. If not, mail a letter. Letters are better, because email is too easy.

Handling a Message from MARS!

by Joseph Fenn



I had a huge text file that I had received from MARS which I needed to download somehow from *lava.net* and print out. MARS means Military Affiliates Radio System which started back in 1925. It is an Army volunteer system of radio communications. All you need is to be a HAM radio operator to participate. It serves the welfare of our troops by helping to relay personal messages from home to those away.

Here it is 11 p.m. at night, and I finally got the entire file printed out on 22 sheets of 11"x14" paper printed on both sides. I did it on my old Commodore 128. I had no editor of any kind that could work on a document that large. There's just not enough memory in the old machine for that.

Well, I had to use a command I had almost forgotten about in Commodore lingo. It's called "concat." First, as I read the file in my *lava.net* home *dir*, I used the "more" UNIX command to page thru screen by screen and, of course, had my 700 line DIALOGUE buffer opened in my communications program. As I saw the line numbers approaching 700, I went thru these steps...

1. Stop paging forward from the server
2. Close my buffer
3. Save the first 700 lines to floppy
4. Reset my DIALOGUE buffer to zero



Then I would touch a key on the UNIX screen to page forward again. Again, as the line count neared 700 lines, I stopped paging and went thru steps 1 through 4. This "Message from MARS" required 3 buffers full in my communications program or 2100 lines of text.

So each time, I saved it to floppy like file1, file2, and file3 (3 separate files). At this point, I remembered the "concat" command in Commodore BASIC 7. The command syntax is as follows:

`concat "file2" to "file1"` (this rolls file 2 right in with file-1)

Last step then was:

`concat "file3" to "file1"` (that ends up with all 3 files in one)

Next, how could I print that long file since no word processor or editor we have in the CBM World could store a file that size and then print it out. [It would be more correct to say that no program in the past could handle it. See end of article for more details.]

I remembered a program that I wrote about 10 years ago which I named "OMNIREADER." It's a very short basic program and what it does is give to you a directory of the floppy and ask which file? The user types in which file name and then my program asks, "print y/n?". If you choose to just view on screen only, you hit "n," of course. While it's displaying, a touch of any key pauses the display. Another touch of any key, and it resumes. If you choose to print (which I did), it works just like a spooler and can handle a text file (we call them SEQ files) of any length whatsoever. It could print all night if necessary.

My OMNIREADER program can detect whether you are using a C64 or 128 and adjust accordingly. If you would like to type it in, here is the program that I used to print out the "message from MARS"!

OMNIREADER by Joe Fenn (aka kilroy)

```

5 ifpeek(65534)=72 then POKE808.239:A=646:gosub100
7 ifpeek(65534)=23 then poke808,112:a=841:directory
8 poke53281,0:poke53280,0:pokea,1
9 print:print:print
10 input"filename";f$:input"print y/n";r$:D=3:ifr$="y"thend=4:s=7
20 open1,8,2,f$+"m,r":open4,d,s:printchr$(14)
30 get#1,a$:ifst=0thenprint#4,a$;wait198,1,1:poke198,0:goto30
40 print#4:close1:close4:input"another y,n?";q$:ifq$="y"then 5
50 ifpeek(65534)=72 then sys64738
65 ifpeek(65534)=23 then sys57344
100 d=8:goto110
110 sys57812"$",d:poke43,1:poke44,192:poke768,174:poke769,167:sys47003,1
120
poke782,192:sys65493:sys42291:list:poke44,8:poke768,139:poke769,227:return

```

Remember this tool is for seq text files only, not "prg". If you have trouble squeezing in all of line 110 or line 120, use the token "p shift o" for the pokes. That shortens down the lines a bit. This can print a huge seq file of any length until it finally reaches an "end of file" tag.

Joe (aka kilroy)

Editor's Note:

I love the ingenuity that Joe shows here in printing out huge text files with minimum of equipment. For many of us, that is what Commodoring is all about...learning to do much with little, rather than doing little with much! ;-)

However, the Commodore World is changing quickly. Those who surf the internet using the WAVE have the advantage of a SuperCPU. The SuperRamCard in the SCPU enables us to use PostPrint 3. There is a feature of PostPrint 3 which is called SUPERTEXT. Now SUPERTEXT can read a file up to 16 megabytes in size (which I believe would cover Joe's situation), and I am told that there are those who know how to print it out, as well. Unfortunately, I am not one of them, so if you want to find out how to print directly from SUPERTEXT, I recommend that you go to the COPS (Mail List, that is). ;-)

K. Dale Sidebottom

If You Never Use Windows, I Will Never Bug You about GEOS!

by K. Dale Sidebottom

The Mailink can be proud to boast that, with nearly 150 members, it is the largest Commodore-comitted group in the world (to the best of my knowledge). Obviously, the leadership is doing a good job. My recent contacts with Tom Adams and David Mohr have only confirmed that opinion.

However, we should not become complacent. The Mailink and almost all other Commodore organizations are losing members. Today's membership is only about half of what it was 5 years ago.

I know many of you hate GEOS, but we need to remember that a Commodore user will switch to the PC for the same reason that another will choose to use GEOS. They switch because they feel they are no longer getting everything they need from Commodore BASIC!

Dave McIntosh (no relation to the computer) was one of LUCKY's strongest members many years ago. We was our first BBS sys-op. I called him on the phone several years after he had left the club (and moved to the IBM). He told to me that he was surprised to see that the Commodore was still doing so well. It seemed like GEOS had given the Commodore new life.

Was he right? Is it true that members reach a point where that must decide to "go PC" or "go GEOS"? I have been a 64-user for over 17 years, and my experience would seem to support this.

This article is not directed toward everyone. I am not talking to any Commodore user who is happy with what they are doing. It is never my intention to make a happy Commodore user unhappy!

Nor am I speaking to speaking to those who for good and sufficient reasons have become PC users; yet they support this and other Commodore clubs with their yearly dues out of respect and affection for this vintage machine. We thank them for their support!

The audience that I want to reach are those who are sitting on the fence. They have reached that fork in the road where they have determined that they want to get more out of their machines than they have been able to achieve in the past. They will either abandon their 64's for another machine (maybe a PC?), or they will have to beef up their Commodores by investing in new hardware and/or software. Decisions...decisions... decisions!

Now let's discuss the "Dirty Little Secret" that keeps many Commodore users on the fence. Reluctantly, they have

Is it true? Do most Commodore users decide to "go PC" or "go GEOS"? The best thing about GEOS is that it is OURS! Anyone using GEOS hasn't yet abandoned their Commodore!

come to accept that their Commodore is not giving them all they want and/or need. So it is hard to spend more money on their Commodores, realizing that if they do not achieve their objectives, their investment will have been wasted!

There are those who believe that they can have the best of both worlds by using the Commodore to do nostalgic stuff and using their PC's to do all the new and exciting things the creators of the original Commodore never envisioned. So what happens? The hours on the PC grow longer and longer while the Commodore sinks deeper and deeper into the closet. Invariably, a year or two passes and these same people are asking if you want to buy their Commodore stuff. I bet you've seen that happen a time or two!

A wise man once said, "Where your treasure is, there will your heart be also." As human beings, we can't seem to overcome this simple axiom. The things we invest the most into are the things we get them most out of. When you stop investing your time and money in your Commodore, you might as well be honest with yourself...your heart is going to follow your investment!

We need to realize that, 20 years ago, no one ever deamed that we would challenge our computers as we do today. Jim Butterfield tells a funny story about the day he went into a computer store and bought not one, but THREE, 5 1/4" disks. As he left the store, he was confident that he would NEVER have to buy a disk again. :-)

And today? Check out the terrific picture (390 Kb) of Jean Nance on page 3. Just that picture alone is too large to be stored on a 5 1/4" disk...even if you used both sides!

What would you do if you own a half-ton truck and want to haul a one-ton payload. You could sell your truck and by a bigger one, OR...if you *really liked* your truck and you knew that it is much more powerful than others in its class...would you decide to beef up its suspension sytem and just keep hauling!!!

As you may know, Jeri Ellsworth is trying to build what many hope will be the "next" Commodore! I had to laugh at an online an exchange between Jeri Ellsworth and a concerned Commodore fan. He was concerned that the new computer that she is developing, *CommodoreOne* (sometimes jokingly referred to as the *Franken64*), was not really a Commodore at all. He warned,

"But the monster that is emerging is some hybrid PC bolted on to a 20 year old 8-bitter with little left of the original machine. The CPU? Replace it! The keyboard? Replace it, too! The SID chip? Nope, too outdated; replace it! The VIC chip? Nah, too slow! It can't do today's graphics resolutions, so replace it! (See where we are heading!)"

To which Jeri replied:

I don't think of the Commodore computer is a piece of silicon manufactured by CBM anymore. Most of the people who have lasted this long in the community are here because of their love of hacking and the challenge of it doing things (with their C64) that are considered "impossible."

I receive a lot of pleasure hacking things onto my 20 year old Commodore hardware, much like how I enjoy hot-rodding old cars. I've owned cars that don't have the original motor, transmission, rear-end, glass, seats, radio, exhaust system, and the body has more bondo than metal. It's faster, louder, prettier, handles better, and gets more peoples attention, but is it still a 62 Nova? Yes!

It's the spirit that attracts me to the Commodore...and to the people.

*Call me a purist,
Jeri*

I doubt that many of us will call her a *purist*, but she makes *her* point well. We need to concede that CBM is not going to build us any new Commodores. Therefore, if we want to maintain our vitality as a Commodore family and move forward, we need to be able to duplicate the C64 (and perhaps the C128) with new parts! When we get to the point of being able to recreate the C64 with new parts, then we will have the freedom to make it into anything that we wish. Yes, we might build a monster, or we might build a new computer that is will spark a Renaissance of Commodore computing. Wouldn't that be fun!!

Nonetheless, some of you still say, "I don't care how much you sugarcoat the pill, I will still HATE GEOS!!!"

What did Franklin Delano Roosevelt (32rd U.S. President) think of Harry Truman, his controversial Vice President? When asked, FDR said, "He may be a son-of-a-bitch, but he is OUR son-of-a-bitch!"

That's the way we should think of GEOS. It may be an S.O.B.! (Let's call it a Son-Of-a-Byte, okay?) But though it may be an S.O.B. but at least it is *OUR* S.O.B.! In other words, if you are using GEOS, you aren't dumping your Commodore!

Is it fair to ask anyone to use a program they hate? Yes, of course! It sure happened to me!! No, I am not refering to GEOS; instead I refer to telecommunications. I'm not called the "Worst Telecommunicator in the Commodore" for nothing! I earned it! For ten years I was able to duck that buzzard like the plague. But the day came when even I knew that I had to quit making excuses and learn to surf the net.

Fortunately, I had lots of help, including Novaterm 9.6 and Gaelyne's book, "The Internet for Commodore 64/128 Users." My close Commodore friends will tell you that I detested it passionately. But I knew that getting online was too important to quit, though I hated every minute of the learning process. Today, I

am glad that I did it, and I have heard the same thing from many reluctant GEOS learners as well!!

Just as I profited from the advance work of Nick Rossi (Novaterm) and Gaelyne (TIFCU), so new GEOS users of today can profit from the work of Maurice Randall and others. Maurice has written a GEOS upgrade, called WHEELS, which makes it much easier to understand and learn this graphic environment.

Also, there is a mail list on the internet called COPS (which stands for Commodore Only PostScript) that doubles as a GEOS/WHEELS forum. Almost anything you can ask about GEOS, they can answer in a very "user-friendly" fashion. Bruce Thomas, also a MaiLink member, is the COPS moderator. (To subscribe, sent email to cops-subscribe@videocam.net.au and put the word "subscribe" in the subject line.)

Today, it is important to recognize that everything "Commodore" is now ours! It's "ALL IN THE FAMILY!" The GEOS software, the CMD hardware, and nearly everything else we depend upon (like Gaelyne's interneting genius)...it is all part of our Commodore community now.

It should make for exciting days ahead!

---K.D.S.---

I Wish I'd Said That

I await the day when I can cruise the web on my 64 (or 128) using WHEELS and The WAVE and getting high resolution (SVGA) web screens using Jeri's video board at 25Mhz (or more) and being able to print out a web page right from the WAVE sent to my Lexmark Optra Color 40 Postscript Level 2 printer in color. Gasp! Don't I ask for a lot!? Maybe I should say "It can't be done!"

When this day comes, I may finally retire my P(iece of) C(rud) and drop it off of the Verrazano Narrow Bridge into New York Harbor. (Lord knows, there's more than enough garbage sitting in there already). Then I would immediatley follow that by hanging a HUGE banner from the bridge exclaiming "Commodore 64. Why buy anything more?"

Now excuse me while I crawl back into my padded cell....

Ken Zito

THE HISTORY of COMMODORE IN THIS FAMILY

by Catherine's Father

I (Rob) got into computers as early as possible. I was in the first computer class taught at Swanton High School. They used Apple IIs. Shortly thereafter, my brother Dan and I spent our savings and bought a C64 and a datasette. I used the C64 more than him and still do, but he is an Information Systems Analyst. ;-)

Annette's encounter with our C64 was with her 12 page report on the Napoleonic Era for European World History Class. She was attending college, single and still lived with her parents (like I was at the time, only I lived with MY parents). Her folks owned an 8088 IBM clone, a machine they just retired this past year! Before her 12 page report was due, a hard drive trouble caused the 8088 to only print a few paragraphs before it would lock up and need to reboot. We kept rebooting and printing a little of the report at a time. You couldn't turn in a college report like that!

We retyped the 8088's piecemeal printout and hand written portions into my C64 and printed it out at about 3:30 a.m. Annette didn't think MY C64 was a 'game machine' toy any longer.

Fast-forward ten years. I trained our daughter Helena young. She started talking about 'Daddy's Puters.' At two and one-half years old, she could say 'Commodore' very well.

At our local Toledo Commodore meetings, several of the members called her 'the little computer bug.' Our family even went to a Cleveland Commodore club meeting in Berea---Basic Bits territory. Helena won her very OWN program, a 'Dr. Seuss Fix-Up the Mix-up Puzzler.'

The tradition continued when our son Jacob started saying 'Amiga'---which is my 'other' computer. Annette taught him to say that. Funny, I use my Commodore for work like wordprocessing while I use the Amiga for gameplaying--- 'Scorched Tanks' and 'MegaBall'.

Now I'm not sure what our newest addition, Catherine, will say about computers. Following the above line of progression, I can only imagine Cate will soon be saying something like 'CommodoreOne.'

by Rob Snyder

FGM to GeoPaint Success!

by Rolf Miller



Thanks to Willis Patten, who uploaded the PicShow3.3 program for me, I successfully transported a screen from FGM to geoPaint. For the benefit of occasional GEOS users:

1. I copied the downloaded PicShow3.3 as a PRG file to a GEOS work disk which contained geoPaint. (PicShow3.3 must be on the same disk from which the results will be accessed.)

2. I then booted GEOS and opened a utility disk containing CONVERT2.5, double clicked on it, inserted the disk which contained the copied downloaded PicShow3.3 PRG and converted it for GEOS use.

3. To test it, I reset both the computer and disk drive, loaded up FGM, loaded a screen, and saved the FULL screen to the GEOS work disk containing geoPaint and PicShow3.3. (PicShow3.3 will not recognize partial screens, only 32 block files.)

4. I then booted GEOS, opened the geoPaint work disk containing the just saved FGM screen, double clicked on PicShow3.3, selected the FGM file name, and opened it (F1). It displayed briefly. Then I selected FILE from the tool bar, selected SAVE AS, and selected geoPaint.

(I note that the first attempt to save as a geoPaint failed. But saving it as a JJ file worked, and then saving the JJ result as geoPaint worked. Other attempts to save as geoPaint worked every time.)

5. I then quit, double clicked geoPaint, selected *open*, selected the FGM file name, and viola!

Thanks to all who participated in this discussion (on the Homestead Mail List). Without it, this solution might not have been found.

An EPS file created by GoDot (page 15)



Geos RPG Mapping

by Sensei David Mohr

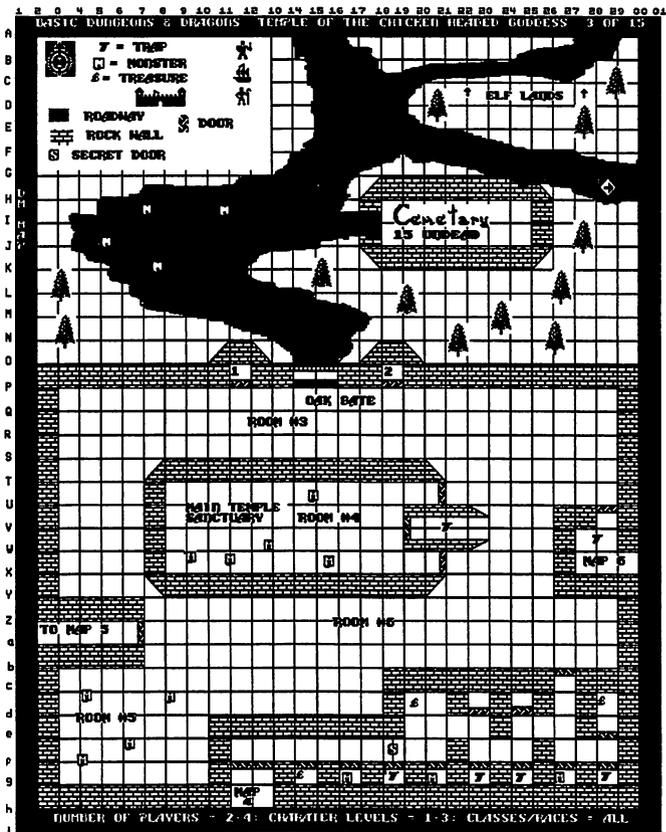
I am a fanatic Commodore user and FRPG (Fantasy Role Playing Game) player. Recently, I found that GEOS could help me make maps for my fellow RPG players.

This group seems to be divided between users of GEOS and users of TWS. My thanks to members who sent me copies of TWS and the Illustrator. Because of that, I understand them a little better. But neither will do what I love to do, which is making game adventures for my RPG group.

Now the point of this article is not to talk about how to use GEOS. That can be in a future edition in my Shadowland section. No, this article is just on how one man enjoys his Commodore and how GEOS adds to the fun of it.

My current system is Wheels 128. There is a one-GB hard drive, an FD-2000, and the SCPU. Others have said that Wheels and the SCPU make GEOS a dream. I agree!

Many of you may know of a game called "Dungeons & Dragons." It got good and bad press over the years. It was banned by some churches, and even my store was



A Sample of RPG Mapping in geoPaint

"protested" as doing the devil's work. Whatever you have heard about it, it is the first official RPG way back in 1974. There have been thousands since then.

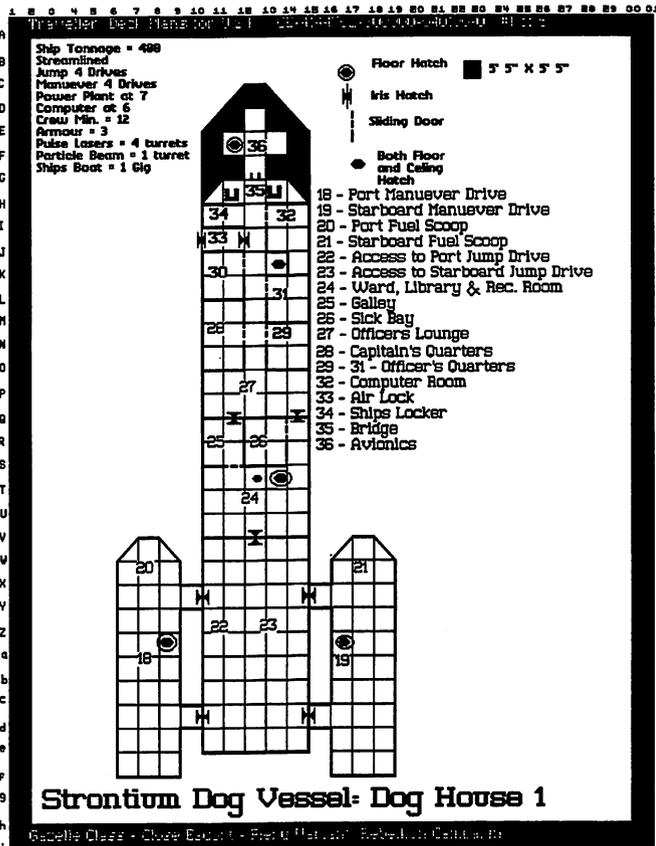
Almost all of the over 40 RPG that I have are out of print. Or simply put, they are no longer supported at all. These games don't even have a group like ours or even a newsletter like this to help players along anymore.

This means that stories to play, treasures and items to find, maps of towns and planets, and space sectors or whatever that are needed for the game just can't be bought at the store. Enter the game runner, called the DM (Dungeon Master), who must make up his own. Well most of us do that when the game is supported anyway, so it isn't a new thing to us. Now add to this mixture the Commodore and GEOS.

Naturally not all of the members here are interested in RPG or in GEOS mapping. This article is only to show how it can be used to benefit gamers who don't use the Commodore directly.

Also, I'm hoping that this article will stimulate others to write about their personal enjoyment with the Commodore in their world. Not all of us have to worry about dragons or alien craft wanting to do planetary bombardment daily!

---D.O.E.M.---



A Map of the Close Escort 400 Ton Starship

MICHAEL IS FINALLY ONLINE!!!

Last year around Christmas, many of you helped to donate money so that Mihai Barbat (a member known to most as Michael) could get online in Romania with his Commodore 128. Since there were no ISP's offering shell accounts in his country, he needed to operate in PPP mode on the internet. The only way to do that with a Commodore is to use the WAVE, and it requires a SuperCPU.

It made sense, if possible to go online in 80 columns, so we sent him a SCPU 128. The one thing he needed that he didn't have was an 80 column monitor. To make that happen, we asked for the help of a German gentleman who is a member of the LUCKI Club by the name of Michael Scholich.

He purchased a monitor in Germany and took it to Herman who was going to give it to someone going to Romania. It is amazing how many hands it went through to get to this young man in a strife-torn country. However, all prayers on his behalf have been answered, and for now...all goes well! :-))

Dale

 From hannibal@k.ro Mon Jul 2 22:00:17 2001
 Date: Mon, 02 Jul 2001 15:19:59 +0300
 From: Barbat Mihai <hannibal@k.ro>
 To: luckykds@iglou.com
 Subject: commodore

Hello Dale

I'm so so happy today. The monitor finally arrived after a long journey. I have installed it today and it's great.

As I have told to Michael (Scholich), I'm very amazed by the journey this monitor did. In Germany, it passed from Michael to I think at least 2 other persons. From there it was taken by a guy from Romania that had some bussines in Germany. This one took the monitor in Romania at 250 Km from my city. From here it was taken by a guy who had a van and brought it to Brasov, my city.

This is what I call a happy ending.

Best wishes,
 Mihai

 From hannibal@k.ro Mon Jul 2 22:00:26 2001
 Date: Mon, 02 Jul 2001 15:39:22 +0300
 From: Barbat Mihai <hannibal@k.ro>
 To: luckykds@iglou.com
 Subject: commodore
 Hello Dale

I forgot to tell you this in the previous message. I had a mail account at school. It was a shell account. I was hoping that when I'll have internet, I'll be able to telnet to this account to read my email. But I'm in summer break until September 15th, and the school is closed and so is the network.

Dale, I need your help again. :-)) Can you please ask Gaelyne Gasson if she can make me an account on videocam? I really need it and it will make life easier for me. Now I'm typing from an internet cafe. I'm looking forward to typing from home. That will be a neat thing.

Regards,
 Mihai

 From gaelyne@videocam.net.au Thu Jul 5 01:16:28 2001
 Date: Wed, 4 Jul 2001 16:08:49 +0930
 From: Gaelyne Gasson <gaelyne@videocam.net.au>
 To: K DALE SIDEBOTTOM <luckykds@iglou.com>
 Subject: Re: commodore
 G'day Dale,

I sure can. I'll send him a note and see what he'd like for his login and take it from there.

Cheers,
 Gaelyne

 From hannibal@k.ro Thu Jul 5 10:13:11 2001
 Date: Thu, 05 Jul 2001 14:36:57 +0300
 From: Barbat Mihai <hannibal@k.ro>
 To: KDALESIDEBOTTOM <luckykds@iglou.com>
 Subject: RE: Re: commodore

Hello Dale

-----Original Message-----
 Dear Mihai,

I hope you understand that you will have to open a PPP account in Romania in order to get on the internet at home. I believe I am correct on this, but reassure me that you have a way to access the internet from a local ISP. From there, of course, you can travel the world! :-))

Dale

 Of course, I know that! [*English translation: You big Dummy! I'm from Romania, not Poland!*]

I just returned from an ISP. I have made an PPP account. Right now I'm at an internet cafe and I can't wait to get home to see if the WAVE really works with my Commodore.

As soon as I telnet to videocam to my new account, I will subscribe to *homestead* and send everybody a thank you message.

Thank you again,
 Mihai

 From gaelyne@videocam.net.au Thu Jul 5 10:13:23 2001
 Date: Thu, 5 Jul 2001 21:24:34 +0930

From: Gaelyne Gasson <gaelyne@videocam.net.au>
 To: Barbat Mihai <hannibal@k.ro>, K DALE SIDEBOTTOM
 <luckykds@iglou.com>
 Subject: Re: Re: commodore

G'day Michael,

So happy to have you aboard with us. I just sent our membership info message, but thought I'd reply to this to let you know that if you need anything, be sure to just send an Email.

Enjoy!!

Cheers,
 Gaelyne

PS to Dale: Michael's account is all set up. :-)



Here is a picture of me sending off Mihai's SuperCPU from the local Post Office, where I am also employed.

 From hannibal@videocam.net.au Thu Jul 5 10:13:38 2001
 Date: Thu, 5 Jul 2001 22:38:54 +0930 (CST)
 From: hannibal@videocam.net.au
 To: luckykds@iglou.com
 Subject: success

Hello Dale

It's amazing, Dale! I'm online with my Commodore. Everything works 100%.

Finally I'm proud to say that I surf the web with my Commodore 128 & the WAVE. Now I have to log off. But I will login again this night when the phone rates will be much cheaper.

Regards,
 Mihai



In this picture, Michael Scholich (right) is giving the monitor to Hermann, thus sending it on its way.

 From hannibal@videocam.net.au Thu Jul 5 19:39:59 2001
 Date: Fri, 6 Jul 2001 05:44:56 +0930 (CST)
 From: Hannibal <hannibal@videocam.net.au>
 To: Homestead@videocam.net.au
 Subject: [Homestead] a dream come true

Hello all homesteaders,

I'm very happy to announce to you that thanks to your combined efforts, a dream of mine has come true. I can finally surf the web with my C128 from home.

Everything works fine. Great work Maurice!!! The Wave really rocks!!!

Thanks to all!

Regards,
 Michael from Romania



This picture shows Mihai using Steve and Adrian's JPEG viewer. He was able to take this JPEG from Gaelyne's internet site and shows me "going postal!"

The Jeri Interview....Part II

by K. Dale Sidebottom

(This interview took place before the Spring Commodore Expo in May, but the information is still timely.)

As I interviewed Jeri over the phone, I realized that she was currently "between jobs." In other words, she has sold her three PC stores and is looking for a new career as a computer hardware designer. I wondered what might happen to the rest of us if she can't find the position she is looking for.

"I'll sleep better," I told her, "if you are able to find a stable job and Maurice Randall doesn't go back into racing!"

"Oh, yeah," she replied, "racing is exciting but it can be dangerous. I read where a man died recently in a crash on one of the tracks in Oregon where I used to race regularly."

Now THAT wasn't what I expected to hear! "You used to race cars?"

"I raced on the quarter-mile dirt tracks back home. My dad and my step-brother raced, too."

"Did you ever roll your car over in a crash?"

She paused. "Not on the track."

Now THAT wasn't what I expected to hear, either! "Are you telling me that you decided it would be safer to roll your car over off the track?" I teased her.

She explained that while she worked in her father's garage as a "grease monkey," she saved up to buy a 1979 Mustang. One day she asked three friends who were riding in her car, "Would you like to see how fast I can go around this corner?"

The car left the road and turned over...twice! Fortunately, everyone was belted in and no one was seriously injured. But the Mustang's roof looked more like the top of a teepee than one of Ford's finest.

Next, I asked Jeri about the prototype that she is preparing for the Expo. For instance, now that CMD is leaving us, will her prototype function like a SuperCPU. Will we be able to run the WAVE on it and surf the internet in PPP mode? She declared that it should work. Her machine should be able to duplicate most of the functions of the SuperCPU.

I asked her what mode(s) would the prototype operate in. She explained she hoped to have it operating in four modes. (Please keep in mind that all modes may not be working by Expo time.)

1. C64 Mode...operates like a stock 64
2. C65 Mode...she says a lot of data is available about this machine now, and she would like to emulate it.
3. C128 Mode...she has been saying for months that her prototype would not be 128 compatible, but now she's thinking it's possible.
4. Extended Mode...the "anything goes" mode. She hopes to make it "connectable" to almost any peripheral that a PC can use. It's kind of a "we can do this and that, too" mode.

I was really surprised that she wanted to emulate the C65. I thought that it was a machine that had never really been completed. But she said that there is a lot of information out there on the internet that explains the C65 special features and how it should function. I asked her to give me more detail.

C65 Special Features...

1. It uses a "magic key" that switches from 65- to 64-mode.
2. It is four times faster (4 mhz) than the stock C64.
3. It has 12-bit video (4096 colors)
4. It uses planar video mode (same as Amiga)
5. It has a dual SID chip...apparently able to produce 6 voices
6. It has a built-in 3 1/2 drive. (The 128D has a built-in 5 1/4" drive.)
7. It comes with 256 Kb of memory (double that of the C128), but it is expandable to 8 MB.

In this last section, I want to zero in on some of the features she is building into her new prototype (which is based on the Commodore, of course). First, I wanted to know what she was going to call it. While everyone agrees that this is her decision alone, there was a lot of speculation on the internet as to what the best name for it might be.

Someone wanted to call it the *J-64* or *J-ForceOne*. I suggested that we just leave it as *Franken64*, which moved someone else to say that we simply call it *the Undead*.

Jeri told me that she wanted to call it **CommodoreOne**. After all, the new computer being planned by Amiga is being introduced as *AmigaOne*. So why not send a message to the world that the Commodore is also being reborn!

"So, Jeri, what will be in the new **CommodoreOne** exactly?"

Obviously, she did not want to be pinned down, but she did share with me some details which I will pass along to you.

Although the story at the Chicago Expo centered around the possibility of a 24-bit video chip, her new **CommodoreOne** will be limited to only 16-bits. I hope we can all adjust...with as little whining as possible (please)...that it will be designed to produce only 65,000 colors (instead of 16.7 million). ;-)

It is expected to have 8 MB of system memory and 8MB of video memory. She hopes to be able to sell **CommodoreOne** for as little as \$150! I have to believe that she is a bit optimistic here, but hey...optimism is good!

What I found to be a bit confusing was the *Magic Key* (a concept "borrowed" from the C65). She intends to have a certain encoded Magic Key which can be accessed from ALL MODES. This would enable someone to adjust the speed of the computer...to anything from 1 to 25 mhz. It would enable you to switch video modes...to an 80-column display, for instance. Thus, programmers (even from Basic) could avail themselves of advanced features from any mode, thus giving us endless possibilities for the future.

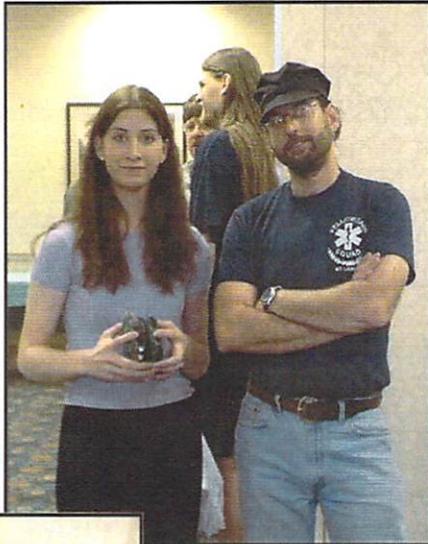
Ahhhhh! Life is good when you own a Commodore!

---K.D.S.---

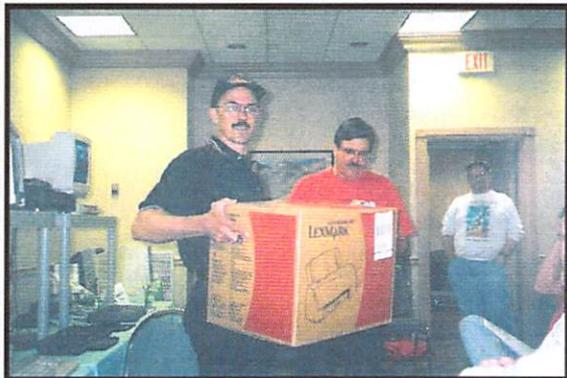
EXPO PIX

Recently, the LUCKI Club sponsored the Spring Commodore EXPO 2001 in the Louisville KY area. One of the most important aspects of the EXPO was that it allowed the man who is arguably the best hardware engineer of Commodore's past and the woman who may become the best hardware engineer of Commodore's future to meet and discuss the possible development of the "CommodoreOne."

(If you would like to see Bil's credentials, just run this program...
SYS 32800,123,45,6
 ...and see the "secret message" hidden in your C128.)



Although Bil behaved as a gentleman, his son flirted with Jeri quite shamelessly.



This computer community came together to thank Maurice Randall for all his contributions to Commodore over the past year. Many MailLink members participated in this project which collected around \$350. Part of what Maurice received is a brand new Lexmark Optra Color 40 printer.

CLICK HERE SOFTWARE COMPANY BUYS ENTIRE CMD COMMODORE LINE

by Maurice Randall

Click Here Software Co is currently finalizing a deal with Creative Micro Designs in order to take over the licensing, manufacturing, and distribution of their entire Commodore-related product line. We intend to keep these products available for many years to come in addition to continued support of all the existing products through new and exciting upgrades.

The CMD staff is taking the 4th of July week off, and when they return from vacation, I will be making a trip to East Longmeadow, Massachusetts to spend a week learning all the tricks involved in getting each CMD product produced and running. Following that, I will be returning back to Michigan with a truck and trailer full of anything and everything that CMD has that is Commodore-related. And I mean EVERYTHING! CMD is getting out completely.

Their current business simply doesn't provide them with enough time in the day to continue producing the Commodore related equipment. CMD has provided us with some products that no other company could do or was willing to do for us. I want to personally thank them for that.

While I'm at CMD, I will also be helping to fill some of the orders that were taken during the final two weeks prior to June 4th. However, the bulk of the orders will be filled by myself at my shop in Michigan once I'm all set up for production. I estimate it will take about 2 weeks to get everything organized in my shop here in Charlotte to begin producing the products.

I have a 13,000 square foot building here that includes a machine shop and metal fabrication area. I can set up equipment here to fabricate the special cases needed for products such as the RamLink. This capability will save me from having to hire an outside fabrication shop to do the work. This also means that the RamLink will remain in production since the per-unit cost of the cases will be lower. The same will hold true for the HD, FD, and SCPU cases. CMD always had the cases built by one outside shop and then shipped to another shop for painting. The whole process including the baked on paint finish can be performed "in-house" now.

Now for the only problem I've got right now... I've been trying to get the financing for this acquisition. However, the two finance companies I've tried have not been helpful. The computer industry is obviously not as sound as it was a couple of years ago, and they are leary of it. Add to that the fact this business is targeted at Commodore owners and you can imagine what the finance people think.

However, with some of my own money and with the help of another individual, I'm able to come up with a good portion of what I need to finish this deal. Presently, I'm lacking about \$10,000 to

complete the deal. I'm trying to work this deal in a way that I don't get myself into a financial mess. The only way this takeover can happen is if I make it a successful and profitable venture. So far, I'm OK.

Ideally, it would work best for me if I could get some of the current orders pre-paid. Believe me, CMD took in a lot of orders at the end of May and just a portion of those orders would secure this deal for me. Remember, CMD is turning all of those orders over to me as part of this deal. I just don't know who you all are yet. But I thank you in advance for placing your orders!

Another idea I have to raise some capital is to announce some of the new products I plan to introduce soon. If I can pre-sell enough of these, I would have the remaining amount of money that I need to finish the purchase. In exchange, everyone will get a nice new product that will truly be enjoyed.

- HD-Zip drive (complete) \$299 plus \$15 shipping
- HD-DOS upgrade (for existing units) \$40 plus \$4 shipping
- HD-Zip kit without mechanism (includes HD-DOS upgrade) \$55 plus \$4 shipping
- HD-Zip kit with mechanism price not yet determined

MY REQUEST AND MY PROMISE

Once again, I'm putting out a request for anyone interested in the above products to go ahead and send me your order. Or maybe you're still thinking about ordering a SuperCPU, or an FD drive, or whatever. Go ahead and send me an order and I'll get this deal going and get your order to you just as soon as I finalize everything with CMD and get up and running with production. Naturally you won't get your order shipped in 24 hours, so please be patient with me.

I'm currently not set up to take credit cards, although I plan to later on this summer. So, money orders or personal checks are accepted. Email me if you prefer paying by credit card and I'll look into getting something set up with PayPal for the time being.

The above prices will be guaranteed on pre-sold orders. If I determine at the time of production that I can lower the prices, then I will refund the difference.

Please send your order to:

Maurice Randall
 % Click Here Software Co
 426 Sumpter St
 P.O. Box 606
 Charlotte MI 48813

You can call me or email me with any question you'd like to:

PH: (517) 543-5202
 maurice@ia4u.nett

A big thank you in advance...Maurice

Computer Quickies

Q: What does a baby computer call his father?

A: Data.

Q: What is a computer's first sign of old age?

A: Loss of memory.

Q: What happened when the computer fell on the floor?

A: It slipped a disk.

Q: Why was there a bug in the computer?

A: It was looking for a byte to eat.

Q: What is a computer virus?

A: A terminal illness.

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