



Newsletter of
MEETING 64/128 USERS
THROUGH THE MAIL

MARCH 2003

MEETING NEWS

Entering into this approximately 17th year of our group's existence makes it a good time for nostalgia. In searching through old CML issues, I found one small paragraph on the front page of the November, 1990 Commodore Mailink that became the seed for something much larger.. In that paragraph is stated, "Our group is growing and a few of us are finding it difficult to deal with requests for help from members who have computer problems. We would like to have a list of "Resource People" who could help with questions and problems..." Out of that one paragraph and subsequent "Resource Listings" has evolved our current "resource listing", the COMMODORE YELLOW PAGES, which includes member resource people, plus a steadily growing listing of Commodore sources of new and used software and hardware, as well as repair shops. If readers know of any Commodore resource(s) that should be on the list, please contact Linda Tanner.

We have four new members to report, three being "brand new", and the other returning after a short absence. We gladly welcome them all. They are James Peters, Rolf Miller, Andris Tauris and Bryan Pope. We encourage new members to take full advantage of our March and September BIO Listing containing member profiles, along with computer systems used. The BIO listing also designates as "Friendly Correspondents" those members who have requested same. (See BIO for details.) We also encourage new and old members who are online, whether at home or at the library, to check out the MAILINK online e-mail discussion list. It is provided by Rod and Gaelyne's Videocam Services, in Australia, and is open only to members of Meeting 64/128 Users Through the Mail (that's us). To join the Mailink list, send a message to president@MAILINK.videocam.net.au.

Our membership is hovering near 100, not much different from last year at this time. In these days of "upgrade fever", we feel it is quite a milestone to be "holding our own". As many local groups continue to fold due to decreasing membership, it is comforting to know that there are others out there with that same attachment for the Commodore. Some might even call it affection.

As usual, the Editor Guidelines on page 2 have been slightly updated. In addition, "The Easy Way To Contact Officers", also on page 2, reflects corrections in all E-ddresses.

Last but not least, how about submitting an article for publication? It only involves writing it and sending it to the next editor, whose name and requirements are found inside. Or better yet, if you are really brave, you might want to consider editing an issue. Hopefully there is something for each and every member in this issue. Enjoy.

Linda Tanner, President

BUSINESS OFFICERS:**PRESIDENT:** Linda Tanner, R1, Box 120 T, Black, MO, 63625

Handles group business, compliments, complaints, threats, etc.;

VICE-PRESIDENT: Francis Redmond, 219 AN CO RD 4413

Palestine, TX 75803; sends "late" reminders;

TREASURER: Emil Volcheck, Jr., 1046 General Allen LN, West

Chester, PA, 19382-8030; receives dues, donations, balances bank

account, disburses monies, etc.;

MAILINK-ON-DISK EDITOR and MAILER: Richard Savoy,

250 West St., #9, Ware, MA, 01082; compiles and archives Mailink

On Disk and arranges for photocopying and mailing of CML;

ARCHIVIST and MANAGING EDITOR: David Mohr, 623

29th St., Astoria, OR, 97103-2803; oversees receiving, maintaining and

copying CML archives; backup editor;

MEMBER BIO EDITOR: Brian Vaughan, 2101 Shoreline Drive,

#352, Alameda, CA, 94501-6207; edits member addresses and Bio's; at

member request, denotes member as "Friendly Correspondent" in semi-

annual listing;

E-ADDRESS EDITOR: Joseph Fenn, 3612 Puuku Makai Dr.,

Honolulu, HI, 96818-2815 (jfenn@lava.net); maintains email addresses

of members;

WEBMASTER: Andrew Schwartz, 1108 S. 14th St., Pekin, IL

61554; maintains Videocam Mailink website,

<http://mailink.videocam.net.au>;**YELLOW PAGES EDITOR:** Linda Tanner; compiles lists of

members having expertise in various Commodore fields; also lists

products and services specifically geared to Commodore users;

THE EASY WAY TO CONTACT OFFICERS:**president@MAILINK.videocam.net.au****vicepresident@MAILINK.videocam.net.au****treasurer@MAILINK.videocam.net.au****bioed@MAILINK.videocam.net.au****emailed@MAILINK.videocam.net.au****webmaster@MAILINK.videocam.net.au****managingeditor@MAILINK.videocam.net.au****diskeditor@MAILINK.videocam.net.au****editor@MAILINK.videocam.net.au****COMMODORE MAILINK POLICIES and RULES:**

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best of our knowledge, in the public domain. Software offered for sale

is said by the seller to be either public domain, or if commercial, is the

original disk with original documentation. All manuscripts or any

material for review or publication should be sent to the editor of the

next issue. Commodore Mailink reserves the right to edit

submissions.

Members may place free ads in the Mailink. Send text to next editor.

Short ads may be hardcopy, but most submissions should be on disk,

and in the format required by the next editor. Ads must be about

Commodore such as BUY/ SELL/ TRADE. If the list is long, ask for

S.A.S.E.; send list via SASE. In FOR SALE ads, be clear about S&H.

Your name will appear in ad;members can find your address in BIO,

EDITOR GUIDELINES: (abbreviated version, updated 1-17-03)

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

Options include items submitted by members, Table of Contents, Vendor Watch, Questions and Feedback. Many of the requirements are provided by the President: Meeting News, Business Officers, Commodore Mailink Policies and Rules, Editor's Guidelines--essentially all of pages 1 and 2.

Requirements for the Editor include displaying his/her name in a prominent location in The Editor's Column. Also required, if submitted, are BUY/SELL/TRADE ads, Treasurer's Report, Obituaries, Announcements, Address Changes, and New MemberBIO's. Also the Editor must detail the computer system, including software and hardware and printer used in the production of the current newsletter, as well as name, requirements, and deadlines of next editor. This could be in two separate columns: "The Editor's Desk" and "The Next Editor". If as Editor, you receive more than enough to fill pages 3-18, you will publish all "requirements" and and some of the "options", and forward to next editor only whatever "options" would not fit in newsletter.

The Editor should edit each item as it arrives, creating a diskfile and a backup diskfile, making certain a TWS version of all disk files is (also) created. A good, clean "master copy" single, unfolded sheets, printed on one side only and protected by cardboard should be sent along with the TWS disk files to our Mailer, Richard Savoy, by the first day of the month you are editing.

NOTE: to include a color page, send 100 completed sheets of that page, printed on both sides (ready for insertion into CML), along with the "masters" and TWS disk. A second copy of CML (copied on the back of junk mail is OK) should also be sent to the President for proofreading purposes.

Always keep your backup disk in a secure place until the Mailink is in the hands of members. If you suddenly realize it is near the first of the month, and you are not nearing completion of the newsletter, notify the President. It is much easier to deal with a problem if it is made known.

Editing can be fun. It can be mentioned in your resume', so what are you waiting for? Contact us now.

NOTE: page 2 was created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoPublish, and Click Here Software's PostPrint 3.**CORRECTION:** The Easy Way to Contact Officers (p.2,col.1) January was incorrect. Note corrections in column 1 of this page.*COMMODORE MAILINK, March, 2003, page 2*

CHICAGO EXPO Cont.

Well, there you have it--a brief recap I gleaned from hours and hours of sitting, clutching the VCR remote...play, pause, write, rewind...play, pause, write, rewind...play, pause, write, rewind...and on into the night. The most difficult part of any EXPO is reviewing and transcribing the videotapes. Hope you enjoyed your vicarious trip to the 2002 Commodore EXPO near Chicago, IL, USA, sponsored by SWRAP, SouthWest Regional Area Programmers.
Linda Tanner

COLOR MATRIX PRINERS

Here are the control codes for the article on page 16.

lm1:rm1:tm1:bm1:pl20←

1=27,10←

2=28,70←

2←

decoHAPPY EASTER←

κHAPPY BUNNIESR←

←

g2003ge←

1←

1←

1←

1←

1←

1←

2←

pbctHAPPY EASTER←

←

gHAPPY BUNNIESg←

←

R2003cRbt←

LETTERS to the EDITOR

I have collected a large amount of 64 and 128 software and hardware. This includes the full range including magazines. I am willing to give items to our members if they will pay the cost of packing and shipping. I will double-check each item before I send it to make sure it works.

If somebody is interested, send a SASE for the disk size they want and I will send a TWS file with BB File Reader/Printer. It prints seven pages! I hope to be at the spring Expo.

Tom Grimm
121 N Eddy St.
Sandwich IL 60548
Email: gadget@indianvalley.com

MORE MAIL TO THE EDITOR

EMAIL FROM EMIL VOLCHECK

I'm not sure exactly how to, or whom to, pass this on. But, there is a misstatement of fact on page 11 of the January 2003 CML.

About 1/3 way down the page, the author makes the statement "TWS itself will only allow you to select up to device 10...." This is incorrect, I routinely select 12, my CMD-HD, and device 16, my Ramlink, in TWS. In fact, I have a hot key setup for devices 8,9,10,11,and 12; so a keystroke jumps TWS to these devices - all of which are available when I'm using TWS. I even wrote one of my TWS Tips on the subject man years ago. Maybe there could be a correction? Thanks, Emil.

REPLY: Yes Emil there can be a correction and here it is, and we all "THANK-YOU" for pointing out the error.
Richard current editor.

TWS GEOS Q & A

Emil put a P.S. at the end of the above communication as follows:
"I have been wondering in CML ought not to have some columnists who have a continuing series of columns in each CML. We have a sort of such with Basic stuff that Linda has contributed. But, a regular column on TWS, on GEOS and perhaps some other key work areas might provide some continuity, which I think is lacking in CML. Each issue sort of ad hoc."

Continued on page 18

He continued to tell later in the communication that to get someone started on a TWS columns, he had some material to contribute, So I have notified David Mohr and Linda Tanner that I Richard Savoy would give TWS Column a start in the May newsletter. We have plenty of knowledgeable GEOS people, how about somebody coming forward, or how about a Question and Answer column (another suggestion of Emils.)

CENTSIBLE SOFTWARE SOLD

Here is a article that was posted on [HOMESTEAD] New Owner of Centsible Software on Sunday February 9th: On Friday February 7, Bill Griffin signed the papers taking over the company name and inventory of Centsible Software. Ran by Scott Parker for the last several years, Centsible Software is reported to have the largest stock of commercial Commodore and Amiga software in the world. Bill has been into Commodore for many years, using Commodore in his ham radio club, and is a member of his local Amiga club. more information was posted on Videocan by Robert Bernardo.

Bill Griffin can be contacted at:
P.O.Box 447
Edwardsburg,Michigan 49112-0447

EDITOR THIS ISSUE

This is my second time as editor of the CML, it was much easier a second time, as most things usually. this is the last item in this issue and it is the 10th of March Linda received the proof copy from me on the 8th and gave me the go ahead the next day. The printing was done today and mailing to the 103 current members will start later today and continue into tomorrow.

Usually, we are a little early, deadline is to have it in the mail by the 15th, I was a little late with the first falling on weekend. (anything for a excuse). If you fine any typo's I guess I'm at fault, when I had to re-type articles to put into sequential files for the disk version, it's much easier if the material is on disk in either sequential or program files. Chris Fite's review of Stealth Fighter was a hard copy, and I've asked him for the disk version, also for Random Star Patterns, I don't have the time to be typing these items with the possible of errors, if not forth coming they will not be in the disk version.

Richard Savoy, March 03 Editor

TABLE OF CONTENTS

<u>Page</u>	<u>Article</u>
1	Meeting News
2	Officers Names/Duties
2	Commodore Mailink Policies
2	Editor Guidelines
3	A Little History
3	MUTTM Treasurer's Report
3	Next Editor for May
4	Members Helping Members
4	Unforgetables
5-6	Basically Speaking
7-8	Project: Stealth Fighter
8	Random Star Patterns
9	The Write Stuff
9-10	The Commodore Guru
10	Buy Sell Trade
10	More Letters to the Editor
10	Looking for Help
11-12-13	Chicago Commodore Expo
14 & 17	(September 21 2003)
15	CML on Disk Editor
16-17	Color Matrix Printer
17	Letters to the Editor
17	TWS GEOS Q & A
18	Centsible Software Sold
18	Editor This Issue
18	Table of Contents

A LITTLE HISTORY

By Richard Savoy

On the second page of the January 1991 Commodore Mailink (CML) newsletter was a article about the different "mastheads" since using the guest editor concept for the MUTTM newsletter. It had been decided to have it's own distinctive masthead to be used in each issue, but first a contest for those creative members that wanted to design one for future issues was held during the next month, then they all would be judged by Jean Nance, Eloise Carey and Brian Vaughan. The requirements in the submissions were, depth of mastheads should not be more than 2 inches, clearly spell out the name of the newsletter - "COMMODORE MAILINK", the full name of the club - "Meeting 64/128 Users Through The Mail", and Jean Nance as president. Now the master plan was to pick one out and have it on the March issue and all future issues.

Lawrence Chin was guest editor for March and announced the CML "Banner Contest had been extended till April 5th, also Bill Robinson the group expert on newspaper production, tells that "Banner" is the correct term for masthead.

It was all settled with Bill Lyons winning and his banner appearing at the top of the front page of the May 1991 issue, and has been the banner since that time with few exceptions. The Commodore logo was up dated about May 1995, Francis Redmond became president in June 1994 and his name appeared on the Banner. July 1996 Tom Adams became president and never had his name in the banner. July 2001 guest editor Dale Sidebottom introduced clear sharp color to the banner. The banner in this issue is still the same pattern that was originally Bill Lyons, which Dale also used, I just scanned the July banner and made minor changes and printed with a H/P 940c Printer.

MUTTM TREASURER'S REPORT

For November 1, 2002 thru January 31, 2003

Submitted by Emil J. Volcheck Jr.
Treasurer

These last three months has covered the bulk of the annual renewal ritual. It appears that we will end up with about a 10% loss in member renewals. Hopefully, a way can be found to get in touch with some of the still-many Commodore users who no longer have a local user group, and for whom, we can provide ongoing support.

11/01/02 Balance	\$ 653.68
Income - dues	1296.00
Income - other	2.19
Expense - Mailink	194.13
expense - other	000.00
1/31/03 Balance	\$ 1757.74

Remember. when sending in your dues, or any other funds for the treasury, please make the check or money order payable to: Emil Volcheck, Treasurer; then send the funds to me at: 1046 General Allen Lane, West Chester PA 19382-8030. If you have questions, mail me at the same address, call me at (610) 388-1581, or email me at: treasurer@MAILINK>.videocam.net.au

NEXT EDITOR FOR MAY

Andrew Schwartz is the May guest editor, articles can be sent 5.25" or 3.5" disks, or via the internet. If mailing hard copies be sure they aren't folded. Deadline is April 20th. if any questions contact Andrew as follows:

E-mail (aschwartz@grics.net)

Andrew Schwartz
1108 S. 14th Street
Pekin IL 61554

MEMBERS HELPING MEMBERS

RICHARD SAVOY

Since I've been a member of the group I have always felt the membership as being a very helpful group. On Sunday morning 2/16/03 a URGENT MESSAGE came on the internet to several of us members from Myron Daniels, in Hawaii. Joe Fenn, our E-ddress editor and maintains email addresses of members, was OFF Line due to a failure in his Aprrotek Mini Modem. It wasn't a good time.

Al Jackson from Nevada came through and sent him the Modem needed (none in Hawaii).

On 2/21/03 I received a message from Joe, "Just got back online this hour! Bad withdrawal symptoms. Worse than when I quit smoking about 40 years back. Will get back to all you guys tomorrow soon as I have a chance to catch up Mailbox overflowing here. Newsgroups too." Joe

```
*****  
* Ham KH6JF AARS/MARS ABM6JF QCWA WW2 VET WD RADIO *  
*****
```

Unforgetables by kilroy

In my dim memory I recall that the following are true and helpful.

When snapshotting files that dont seem to want to be snapshotted by SSV5, before loading the file, exit from the menu screen then enter "@q" (sans quotes of course). By doing this you disable the fast loader built into SSV5. Most all snapshots then will be done and will run properly.

Also when snapshotting many games you can not just load them into memory and snapshot them immediately! You will find some like

"up periscope" that refuse to be snapshotted unless you first load them and run the game from disk till you are near the end of the game. Then push your Snapshot Button and it will solve the problem. Most games offer an option to run the game again anyway! This gets past the protection sometimes that is deep into the game!

As QBB users may know, there are certain programs that refuse to run from within the QBB cartridges no matter how you try them.

One example "Superaide". A programers tool. Another is the 1581 disk editor that was on one of the loadstar issues.

If you just stash these in the QBB as a non executable file by giving them a five letter name preceeded by < you can still get the speed of loading comparable to ramlink. You just call them from the QBB then they are moved into computer memory from where you can just type "run" and away you go. Even snapshotted versions wont run in QBB at times so try the above!

Let me mention the above is not to condone piracy of any kind it is to make your games and some utilities that you own useable in QBB's and Ramlink and other devices such as 1581's, FD-2000, etc. The big impossibility comes when your software is 128 stuff.

Sadly no one ever developed a SuperSnapshot or AR4 cartridge for 128 mode. Trying to do BSAVES with the 128 and its banking system can be a real headache. I know as I tried numerous times.

Joe Fenn (aka kilroy)

BASICALLY SPEAKING by Linda Tanner

I lied. In January, I told you next we would cover a different topic. Then I remembered the real time clock (RTC) in the various CMD devices, and the fact that not everyone uses software which is programmed to handle clock functions. Plus, I discovered one of my own RTC's was needing to be changed; for some reason it read January 18, 2003, with the correct time, but the day of the week was off by two days. So, it was time to write the program and get it over with. Now, it is possible that many BASIC 7.0 programs of this nature already exist, and if so, now we'll have another.

The RTC in CMD devices can be set, and it can be read. Further, these operations can be performed in any of three formats: ASCII, decimal, or BCD (binary coded decimal). For our example, we'll work with the ASCII format.

The instructions on how to read and/or set your RTC are in the CMD manuals for those who want to read or set the clock in direct mode. For example, in the CMD manual for my FD floppy drive, on pages 67-68 are the instructions for reading the error channel and for writing to the command channel in the ASCII format. The command channel and the error channel are one and the same, depending on your actions. When you get information from it, it is the error channel, but when you write to it, it becomes the command channel.

An easy way to remember the most important part of the commands needed for reading from, and writing to, the RTC in ASCII format is this: "T-RA" stands for "Time-ReadAscii" and "T-WA" stands for "Time-WriteAscii". But if you will be reading and setting your RTC with software, you won't need to remember any of this (unless you are the one writing the software).

The thing you will need to do before running the program is tweak it for your system. I was lazy. I did not incorporate any routine to check to see which devices you have and which device numbers you have assigned to them. It is easy enough, though, for you to customize the program for yourself. The program was written for my C128 system which has a CMD harddrive as device # 10, and a RamLink as device #11. So, the program initially reads the RTC in each of devices 10 and 11, prints its findings to the screen, then asks if you would like to change any of the time or date settings. For a system with one RTC, note statement lines #10,24,and 122. For example with one RTC in device #9, change the "CL=10" in lines 10 and 122 to "CL=9". In line 24, change the "IFCL<=11" to "IFCL<=9".

One thing I have not mentioned yet, and totally forgot, is very important to novice programmers. There are some characters that can cause some confusion. These were referred to as "special characters" in the now-defunct *Compute!'s Gazette*. These characters are typed one way in a program listing such as on the next page, but another way when keyed directly into the computer for immediate use, or for storage on disk. For example, when one is typing a BASIC program listing with statements that contain the "down" arrow, one must type [DOWN] for the purpose of readability in a newsletter. However, when typing the program into the computer so that it can be run or saved to disk, one would not type out the word "down"and place it between brackets, as seen below::

10 PRINTTAB(10)"[DOWN][DOWN]PLEASE KEY IN PASSWORD NOW"
Rather, when one encounters a [DOWN], one would type the up/down cursor key near the bottom right of the main keyboard. The first column in the "cheatsheet" to the left shows what you may encounter in a program printout or listing. The second column shows the corresponding key(s) to type when one encounters the(se) special characters. The entire program listing is on page 6, as well as on MaiLink-On-Disk. Have fun!

READ THIS:	TYPE THE KEY(S):
CLR	[SHIFT][CLR/HOME]
HOME	[CLR/HOME]
UP	[SHIFT][↑/CRSR]
DOWN	[↓/CRSR]
LEFT	[SHIFT][←/CRSR]
RIGHT	[→/CRSR]
RVON	[CONTROL] + [9]
RVSON	[CONTROL] + [9]
RVOFF	[CONTROL] + [0]
RVSOFF	[CONTROL] + [0]
BLK	[CONTROL] + [1]
WHT	[CONTROL] + [2]
RED	[CONTROL] + [3]
CYAN	[CONTROL] + [4]
CYN	[CONTROL] + [4]
PUR	[CONTROL] + [5]
GRN	[CONTROL] + [6]
BLU	[CONTROL] + [7]
YEL	[CONTROL] + [8]
F1	[F1]
	[SHIFT][F1]
F3	[F3]
F4	[SHIFT][F3]
F5	[F5]
F6	[SHIFT][5]
F7	[F7]
F8	[SHIFT][F7]
{A}	[CONTROL] + [A]
{any letter}	[CONTROL] + [letter]
←	←
↑	[SHIFT] ↑
C64 only:	C64 only:
[<1>]	[C=] + [1]
[<2>]	[C=] + [2]
[<3>]	[C=] + [3]
[<4>]	[C=] + [4]
[<5>]	[C=] + [5]
[<6>]	[C=] + [6]
[<7>]	[C=] + [7]
[<8>]	[C=] + [8]

BASICALLY SPEAKING, continued....

"READ/WRITE-RTC"

```
10 FAST:DIMM$(13),MO$(13),DW$(8):SCNCLR5:CL=10:FORA=1TO13:READM$(A):NEXT:FORA=1TO12:READMO$(A):NEXT:
FORA=1TO8:READDW$(A):NEXT:RESTORE:GOSUB20:GOTO42
12 PRINT  THUS FAR, YOUR DESIRED 'TIME/DATE' = 'CL$:RETURN
20 PRINTTAB(10);:OPEN15,CL,15:PRINT#15,"T-RA"
22 GET#15,A$:T$=T$+A$:IFST<>64THEN22:ELSEPRINT"DEVICE ";CL;"=";T$;
24 CL=CL+1:CLOSE15:IFCL<=11THENT$="":PRINTTAB(10);:GOTO20
26 CLOSE15:RETURN
42 COLOR5,14:PRINTTAB(8)"DO YOU WANT TO CHANGE ANY CLOCK SETTINGS ON A DEVICE? (Y/N)"
44 GETQ$:IF((Q$="")OR(Q$<>"Y"ANDQ$<>"N"))THEN44
46 COLOR5,4:IFQ$="N"THEN50:ELSE52
50 COLOR5,4:STOP:REM-JAN26,2003-"READ/WRITE-RTC" BY LINDA TANNER
52 COLOR5,3:PRINTTAB(10)"[2 DOWN]";:INPUT"ENTER DEVICE # YOU WANT TO SET AND PRESS RETURN";D$:D=VAL(D$)
54 COLOR5,4:IF((D=. )OR((D<>10)AND(D<>11)))THEN50
56 COLOR5,10:PRINTTAB(10)"[RVON][DOWN][DOWN]YOU WILL NEED TO KNOW THESE PARAMETERS:[RVOFF]"
58 PRINTTAB(10)"1. DAY OF WEEK":PRINTTAB(10)"2. MONTH/DAY/YEAR":PRINTTAB(10)"3. HOUR/MINUTE/SECOND PM/AM"
60 PRINTTAB(10)"[RVON][DOWN]SELECT DAY OF WEEK: KEY IN NUMBER FROM 1 TO 8 [RVOFF]":
:FORA=1TO8:PRINTTAB(10)"(A)" "DW$(A):NEXT
64 GETQ$:Q=VAL(Q$):IF((Q$="")OR((Q<1)OR(Q>8)))THEN64
66 ONQGOTO90,90,90,90,90,90,90,50
90 CL$=DW$(Q):CL$=CL$+" ":COLOR5,6:PRINTTAB(5)"[DOWN][RVON]SELECT MONTH:[RVOFF]":
:FORA=1TO13:PRINTTAB(10)"(A)" "M$(A):NEXT:PRINTTAB(5)"[RVON]KEY IN NUMBER, THEN PRESS RETURN[RVOFF]"
92 PRINTTAB(10);:INPUTQ$:Q=VAL(Q$):IF((Q$="")OR(Q<1)OR(Q>12))THEN50:ELSE94
94 CL$=CL$+MO$(Q)+"/"
96 COLOR5,2:PRINTTAB(5)"[RVON][DOWN]SELECT TWO-DIGIT DAY OF MONTH (EXAMPLE 01 THROUGH 31)[RVOFF]":
PRINTTAB(5)"[RVON]KEY IN NUMBER, THEN PRESS RETURN [RVOFF]"
98 PRINTTAB(10);:INPUTQ$:Q=VAL(Q$):IF((Q$="")OR(Q<1)OR(Q>31))THEN50:ELSECL$=CL$+Q$+" ":GOSUB12
100 COLOR5,9:PRINTTAB(5)"[DOWN][RVON]KEY IN THE LAST TWO DIGITS OF YEAR AND PRESS RETURN[RVOFF]"
:PRINTTAB(10); ...
102 INPUTQ$:Q=VAL(Q$):IFQ$="OR((Q<01)OR(Q>99))THEN102:ELSECL$=CL$+Q$+" ":GOSUB12
104 COLOR5,11:PRINTTAB(5)"[DOWN][RVON]KEY IN 2-DIGIT HOUR OF DAY AND PRESS
RETURN[RVOFF] ":PRINTTAB(10);
106 INPUTQ$:Q=VAL(Q$):IF((Q$="")OR((Q<01)OR(Q>12)))THEN106:ELSECL$=CL$+Q$+" ":GOSUB12
108 COLOR5,12:PRINTTAB(5)"[RVON][DOWN]ENTER MINUTES (EXAMPLE 02 OR 38) AND PRESS
RETURN[RVOFF] ":PRINTTAB(10);
110 INPUTQ$:Q=VAL(Q$):IF((Q$="")OR((Q<00)OR(Q>59)))THEN110:ELSECL$=CL$+Q$+" ":GOSUB12
112 COLOR5,13:PRINTTAB(5)"[RVON][DOWN]ENTER SECONDS (FOR EXAMPLE 00 OR 59) AND PRESS RETURN[RVOFF]"
:PRINTTAB(10);
114 INPUTQ$:Q=VAL(Q$):IF((Q$="")OR((Q<.)OR(Q>59)))THEN114:ELSECL$=CL$+Q$+" ":GOSUB12:PRINTTAB(10);
116 COLOR5,14:PRINT"[RVON][DOWN]KEY IN 'P' FOR PM, OR 'A' FOR AM[RVOFF] "
118 GETQ$:IFQ$="OR(Q$<>"P"ANDQ$<>"A")THEN118:ELSECL$=CL$+Q$+"M":GOSUB12
119 SCNCLR5:PRINTTAB(10)"[10 DOWN]THE TIME/DATE YOU HAVE CHOSEN IS: ";CL$:
PRINTTAB(10)"[RVON][DOWN]ARE YOU NOW READY TO SET YOUR RTC ON DEVICE #'CL' Y/N?[RVOFF]"
120 GETQ$:IFQ$="OR(Q$<>"Y"ANDQ$<>"N")THEN120
121 IFQ$="Y"THENOPEN15,D,15:PRINT#15,"T-WA"+CL$:ELSEGOTO50
122 COLOR5,15:CLOSE15:PRINTTAB(10)"[RVON][DOWN][DOWN]YOUR CMD DEVICES ARE SET AS FOLLOWS:[RVOFF]"
:PRINTTAB(10)"[DOWN]";:CL=10:T$="":A$="":GOSUB20:GOTO50
200DATAJANUARY,FEBRUARY,MARCH,APRIL,MAY,JUNE,JULY,AUGUST,SEPTEMBER,OCTOBER,NOVEMBER,DECEMBER,
CANCEL REQUEST,01,02,03,04,05,06,07,08,09,10,11,12
202 DATASUN.,MON.,TUES,WED.,THUR,FRI.,SAT.,CANCEL REQUEST
```

I have played several flight simulators, I think this one is the best. It was made by the MicroProse Software company and copyrighted in 1987. So, if you like flight simulators, and you see this one for sale, then buy it. The title of the instruction manual and the floppy disk label say "PROJECT STEALTH FIGHTER", but the cardboard box that it comes in says "F-19 STEALTH FIGHTER". The content of the box includes a two sided disk, four maps for four different flying areas in Europe and the Middle East, 120 page instruction manual, and a cardboard keyboard overlay that labels all the flight control functions.

The 1987 copyright date is later than most other flight simulators like FLIGHT SIMULATOR II, JET, and CHUCK YEAGER'S FLIGHT TRAINER. Each of those programs has its advantages and disadvantages. But a great disadvantage of all of the earlier flight simulators is ... you get bored with them. They simply don't have enough different or meaningful things to do. Once you have flown around for awhile, then everything else is repetitious. Apparently, the designers of PROJECT STEALTH FIGHTER had the advantage of seeing all the good and bad things of the earlier flight simulators and then keeping the best features and deleting the bad features from them to finish with a superior flight simulator program.

They have put lots of realistic wire-frame three dimensional mountains into the view from the cockpit window. No other flight simulator does this, at least not nearly so many, so realistic. 3-D mountains are some of the most awesome sceneries to be viewed, you can fly over them, around them, and between them. Also, lots of islands, another awesome type of scenery. Also, lots of sea and ocean coastlines.

The four map flight areas cover the north part of the Scandanavia countries, central Europe, the Persian Gulf area, and Libya (Mediterranean Sea). Most of those areas are loaded with mountains, coastlines, and islands.

You have hundreds of missions, dozens of different weapons like iron bombs, laser targeted bombs, guided missiles. Activities include bombing ground targets, air-to-air combat, photo reconnaissance, bombing sea targets. The enemy uses surface-to-air missiles and multiple fighters are launched towards you to defeat you, multiple enemy radars track you. You can choose different difficulty levels. All of these features combine to make thousands of different combinations, so you don't get bored nearly as quickly as you do with other flight simulators. The mountains make the cockpit view much more real, and the wide variety of missions and enemy responses make this the most realistic and interesting flight simulator I have ever used.

At the time this program was written, the Stealth fighter was still a U.S.A classified secret airplane. So the aircraft itself is "made-up" by the authors of the program, but its flying performance is real enough to not have any obvious deviations from the real thing.
Examples:

CONTINUED NEXT PAGE

- If you drive off a runway, then the cockpit view jiggles like you are going over rough ground, and if you go too fast on rough ground, then you crash.
- You have a ceiling altitude, above which you can't fly higher.
- If you get hit one or more times by the enemy, you won't be going back to home base.
- You can fly below or above enemy radar.
- You will crash on landing if you are flying too fast or dropping altitude too fast.
- You can get behind some of the slower enemy aircraft and follow them, even using the machine gun to knock them out of the sky. Or you can strafe enemy ground targets.
- You can run out of fuel, so all missions have their limits of time and distance.

RANDOM STAR PATTERNS
By Chris Fite

Here are two simple type-in programs that simply print asterisks "*" at random onto the monitor. They create random patterns like the stars of the night sky (constellations). The first program has a star on every line (constant density of stars per square inch). The second program varies the density of stars randomly, which is a more accurate simulation of real star patterns. If you hold down the space bar to scroll the screen, then eventually you will recognize a randomly produced star pattern like the "big dipper".

```
10 REM RANDOM STARS2
25 PRINT "HOLD DOWN SPACE BAR TO SEE STARS"
30 N=RND(0)*39
40 FOR J=1TON
50 PRINT " ";
60 NEXT J
70 PRINT "*"
100 GET A$:IF A$="" THEN GOTO 100
110 GOTO 30
```

READY.

```
10 REM RANDOM STARS3
20 PRINT "HOLD DOWN SPACE BAR TO SEE STARS"
25 N2=RND(0)*2:IF N2<1 THEN PRINT:GOTO 100
30 N=RND(0)*39
40 FOR J=1TON
50 PRINT " ";
60 NEXT J
70 PRINT "*"
100 GET A$:IF A$="" THEN GOTO 100
110 GOTO 25
```

READY.



**HAPPY
ST. PATRICK'S
DAY**

THE WRITE STUFF WORD PROCESSOR

I will start writing a series of articles relating to TWS and Illustrator in the coming issues of this newsletter. Hopfully we all we get soming our of the articles, and any articles that you have or helpful information you feel could help is welcome and please just forward to me. Some of us and I have been guilty of it think at times we are all very experienced in Commodore computing, not true, as we sell off or give away our Commodores to new people, and some join our group, we need some information for the beginner or member new to that software. Below is some of that type material, it comes from the 5 C's newsletter November 1995, I really think the GURU is Al Jackson, if not I apologize to the author
Richard Savoy

THE COMMODORE GURU

***** FORMATTING NEW DISKS *****

New disks are blank and must be formatted before they can be used in the Disk Drive. Enter (press "RETURN" after each entry):

```
OPEN15,8,15
PRINT#15,"N:(NAME),(2 CHARACTER ID)"
CLOSE15
```

The name can contain up to a total of 16 characters and spaces. The identifier must be two characters (no blanks or spaces) and must be unique for each disk in your library. If you have two or more disks with the same identifier you may erase portions of programs or data files when you change disks.

The formatted disk will not look different after formatting has ended. The change is all in the magnetic material coating the disk.

The surface of the disk has been set up into 35 different tracks. Each track contains from 17 sectors on the inner track to 21 sectors on the outer track, each containing 254 BYTES or characters of information plus two bytes showing the next track and sector in the program or file. The bit density per inch varies according to the track used.

The "NEW" command will clear the program in memory, it will not affect the disk. Formatting, or NEWing a disk will affect the disk, not the program in memory.

** DISK DRIVE CLEANING PROCEDURE **

Most Disk Drive cleaners require running the Disk Drive continuously for a specified period of time, usually 30 seconds. Normally the Disk Drive will run for less than 10 seconds and then stop. To make it run for the specified time use the following procedure:

Clear the screen by pressing "SHIFT" and "CLR/HOME" keys. Cursor down five more lines and type the following but don't hit RETURN:

```
CLOSE15:OPEN15,8,15:CLOSE15
```

Press "CLR/HOME" to bring the cursor to the upper left corner of the screen (do NOT clear the screen). Type the following, but don't hit RETURN yet:

```
LOAD"$",8
```

Prepare the cleaning disk according to instructions. Insert the cleaning disk in the Disk Drive.

Now press "RETURN". As soon as the cursor appears at the beginning of the second line press "RETURN", "CLR/HOME" and "RETURN"

CONTINUED NEXT PAGE

MORE MAIL TO THE EDITOR

Repeat the procedure in the previous sentence until the specified minimum cleaning time has elapsed. Wait until the disk Drive stops before removing the cleaning disk.

The interval between cleaning depends on how often the Disk Drive is used.

The following is a reply to Joe Fenn about repairing his Aprrotek c24 Mini Modem which gave out on him recently. The dial tones just quit during a session.

Dear Joseph:

We may be able to help you. We still have a lot of new parts for that model. It would probably be about \$35 for repair including shipping.

Please send it to:

Aprrotek Inc.

9323 W Evans Creek Rd.

Rogue River OR 97537

If you would like to speak to a tech at no charge, please call Randy at 541-582-2118

Sincerely, Cathy Byers

Original message sent buy Joe on the 21 & reply on the 24 of February 2003

LOOKING for HELP

I AM LOOKING FOR THE COM-
MODORE MAILINK ISSUES
(HARD COPIES) FROM:
SEPT. 1987 to MARCH 1990
Richard Savoy, address in BIO's

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COMPUTE's GAZZETTE

1985: JUL, OCT, NOV, DEC.

1986: ALL ISSUES EXCEPT JAN.

1987: JAN, MAR, APR, MAY, JUN, JUL, SEP, OCT, DEC.

1988: JAN, FEB, MAR, MAY, JUL, SEP, OCT, NOV, DEC.

1989: JAN, FEB, MAR, APR, MAY, JUN, JUL, AUG, SEP.

TRANSACTOR:

1987 VOL 7 JAN #4, MAR #5, MAY#6.

1987 VOL 8 JUL #1, SEP #2, NOV #3

SEND PAYMENT IN U.S. FUNDS PAYABLE TO: CHRISTOPHER RYAN

COMMODORE MAGA-
ZINE

1988: FEB, MAY, JUN, AUG,
SEP, OCT, NOV, DEC.

1989: FEB, MAR, APR,

CHICAGO COMMODORE EXPO
September 21, 2002
Part 2

DIRK KLETTKE, Commodore SID/hardware enthusiast from Germany, demonstrated a most unusual stereo SID setup. He related to the crowd how he tried normal mono SID output fed to two speakers, but not only was it not stereo, but it didn't sound very good. Dirk mentioned how over the years there have been many methods used to achieve stereo SID output. Dirk has used various approaches, leading to his latest venture using GEOS, where he is getting stereo SID output, but not exactly sure why. (This brought a few laughs.)

If I understood his demo correctly, Dirk maps both SIDs to the same address, which should not produce stereo, but for him it does. Dirk said he needs someone who programs sound to test it.

Next Dirk discussed interspecies copying and communication where an entire CD disk can be copied to another device, byte by byte. He further discussed how he used a zip drive to shuttle back and forth between his PC and his Commodore, copying whole hard drive contents from one platform to another. He was able to do this by analyzing the copy software of one platform, and then altering it slightly to adapt to the other platform.

Dirk next discussed software by Ronnie Bachman, which allows him to burn onto a CD, byte by byte, all the information from his CMD hard drive, including partitions, files--essentially everything. He held up a CD which contained every byte of information from his hard drive at home in Germany.

Finally Dirk described autoboot file, which works only on a special version of CD ROM. He explained that with this automatic boot file, you can make a switch between three modes, including normal and configuration, via software alone, avoiding the manual method of

reaching over to one's drive at the appropriate moment to hit a switch or two. It is a pleasure to welcome faraway Commodore enthusiasts such as Dirk, and hope to see him again.

PER OLOFSSON, from Sweden, demo'd several things. First he show us a transfer system program, still being beta-tested, whose purpose is to copy files to and from your Commodore. With this nifty program, a PC can be used as a little hard disk to transfer files and directories. With a few keystrokes, suddenly the PC was mapped to device 6 on the Commodore. There are numerous systems (being) developed to transfer file, directory, and partition information between the two platforms, but one thing about this one is it's FAST. It works with Turbo232 and SwiftLink (SL), as well as RetroReplay with SilverSurfer.

Per first demo'd how simple it is to copy files between the PC and his C128--in either direction. He put a 5 1.4" floppy disk in the C128D, listed the PC directory, then selected the files to copy, in this instance from PC to Commodore, and in a few seconds it was done. According to Per, "the slowest part of the program is when I'm using the standard Commodore routines for loading and saving--no acceleration--that's what slows it down. For example" (he pointed to the Commodore screen) "when you see the flashing, that's when it actually loads from the PC, so the files are in there instantly, but I need to put some accelerator routines in there to speed it up. It would work faster on a CMD hard drive. As you can see, it's still kind of buggy." He said that he has a lot of rewriting to do, but that the code is slowly improving.

CONTINUED NEXT PAGE



CHICAGO EXPO Ccnt.

Another demo by Per related to the C64. He has done what he calls a C64 transfer utility written in C language, and it is called "Serial Slave Disk Transfer, Vol. 1". It has an idiot-friendly screen menu/dialogue box which shows a directory listing, allowing you to select C64, whereafter you could download it and copy to disk(s). Per was reluctant to demo the actual process because right now it takes six minutes because there is no accelerator yet. When asked if it will extract D64's, he replied that yes, it will extract D64's and write the image--it's like a zip file.

Per: "Since I'm using Perl scripting language on the PC, it's got very good modules for networking so I actually did a little hacking here that allows me to load URL's from the internet. Just type it up and it loads it as a Commodore file. It's really slow, but does work." For example, he typed, Load"jpg2mci:http://www.cling.gu.sw/xtel3polof/indexpelle.jpg",6 and image loaded onto the Commodore screen, which it loaded from the internet, connected via a PC. What he has done here is write the code to take a jpeg image and convert it "on the fly" to an MCI (Multicolor Interlace Image). Per agreed with several in the audience that the Commodore is the master, while the PC and the internet are slaves. He said it has a few other minor features and emphasized the useful thing will be support for zip files for C64. You can just load the files straight from the FTP directory, copy it, and run it.

Per discussed a mini-game competition he sponsors for any older computer in which the contestant must write a game using 1024 or fewer bytes. We watched an entry being played (written by Robin Harbron), in which Robin employed a 287 byte music package by Steve Judd, leaving him only 737 bytes to create game visuals. Steve Judd reminded the

audience that anyone can download the entries and vote on them. So stay tuned for the 2003 mini-games competition

Then there was a fascinating hardware demo by Per. He held up a little device not much larger than a matchbox, which it turns out is a "CN232", or "Cassette port to RS232 Interface". He has not fully tested it yet, thus couldn't fully discuss it other to say it plugs into the cassette port, it emulates a cassette drive, thus works with C64, C128, PET, and any Commodore product with a cassette port. Robin Harbron reminded us that there are instances where you may not want or be able to use your serial port--that's where this device comes in. The creator of the device is Marko Makela. We hope to report more as it nears completion.

Per, a self-admitted computer programming addict, spiced up an already fun-filled day of demos. We have seen his demos before and always await his next.

Canadian GREG NACU demo'd a movie made with the Commodore, as well as the latest on JOS, Jolse Operating System. The movie used only a Commodore 64 hooked to a non-SCSI, IDE hard drive, hooked via the IDE64 interface, a device which transfers data at the rate of 80K/second. It is this 80K/sec transfer speed which allows video on the C64, without SCPU.

This movie includes music, intriguing 360 degree rotational motion of various characters, text, still shots, any and all of which at times morphed into other equally interesting screens, including one closeup of assorted liquor bottles of many types, all probably emptied during the making of the movie.

SEE NEXT PAGE



CHICAGO EXPO Cont.

There were consecutive screens plastered with the words "getting drunk...", "sex", "drugs", "alcohol", "C64", whereupon a voice in the EXPO audience said, "now we know what the European parties are like", whereupon another voice quipped, "same as the ones here!" The movie used slightly less than 4 MB, and plays for almost 5 minutes. The theoretical maximum of reading speed to the IDE Controller is about 78 Kbytes/second, but they achieved around 120Kbytes/sec because of a special invention called "cluster compression" to achieve this performance. For more information see: <http://singularcrew.hu>. I'll admit it was an impressive video from a still-impressive machine.

Next, Greg discussed what's new with JOS. Currently the binaries that allow you to make directories on any device are already on the website. So you can use 1581, 1541, or a 1541 partition. You just make directories on it. The whole of WINGS/JOS has been going into directories. Instead of a mass of 50,000 files, the user will see a neat organization into programs, drivers, system, GUI, script, and other directories.

The new Unzip program for WINGS/JOS supports embedded directories and Greg figured it was the only compression program for C64 that supports embedded directories. For example, with Programs Directory, there are graphics, sound, development, utilities, and the net. There's a SID Player for WINGS/JOS now that, in Greg's words, "plays a high-voltage SID collection". The SID Player is in the Sound Directory, while the SIDs themselves are in the Music Directory. Greg can type "SID PLAY" and it automatically starts SIDPlay and begins playing the SIDs you asked for. Someone in the audience asked "how long before it has MP3 capability?". Nate Lannenburg replied, "as soon as I get my cartridge done (Digimax2)".

Greg told us there have been many revisions and improvements in the last few months, but much of it has been bug-fixes, Kernal fixes, driver fixes, and many things that are not visible to the user. Greg told us how the JOS menu screen(s) we view are just hi-res bitmaps, and how easy a matter it would be to change the startup screen. In other words, users can tailor much of JOS to suit their tastes. The question arose about compatibility with GEOS files, and Greg said that eventually there will be a converter inside JOS/WINGS that will be able to convert clip art and geoWrite files. Greg also discussed the email client now in progress and how a major holdup is not having a widget for typing, but it's in the works.

Greg said that although there is no server for JOS/WINGS yet, there is something called "netdisk", which allows a user to go to a server. This client, "netdisk" talks to the server and can access the files that are permitted to be shared. A discussion of bootup procedures included caveats such as "unplug your serial printer", and "turn off your parallel cable" before booting WINGS/JOS. Users can update JOS each time new files are upgraded or rewritten, without the user having to download the entire WINGS zipfile each time. There is a new "update utility" that rewrites only the updated file.

"Scripts are awesome", said Greg, as he described how script-friendly WINGS is. There are often numerous steps that comprise a given task, and a script, actually a program within a program, will perform those tasks for the user, so that s/he won't have to repeatedly type a long string of identical commands on a regular basis. Instead the user can create a script once, and use it a multitude of times, eliminating thousands of keypresses.

"Command Line History" is something new to WINGS, and gives the computer the capacity to remember your 40 previous commands. It also saves unnecessary typing.

CHICAGO EXPO Cont.

For example, if the user wanted to access the "REAL SIDS Directory", he could be lazy and type "REA" or even "RE". The computer will access all files beginning with those letters; if there are no others, then the computer presents the file based only on the first 2-3 letters of the filename. Also, wildcards are supported.

WINGS has several built-in file converters such as PETASCII2ASCII. Basically any file created on UNIX, WINDOWS, JOS, Mac, or plain C64 can be interconverted. Greg discussed the flexibility in creating GUI screen windows, and finished this really great demo by listing a bunch of new commands that have been added, including "off", "toff", "bend", and "kick".

The final demo was by ROBERT SCHOUKOW (pronounced shoo-ko), who rolled several demo's into one. First he showed how he built several power supplies, primarily because a conventional Commodore power supply is not up to powering a system with SCPU. Amid discussions he had had with Eric Kudzin, he built a temporary one, which worked. He didn't fry any part of his equipment so he showed it to the SWRAP group with the promise of another one. The next one was 6 AMPs, smaller, slightly costlier, and having a makeshift plug (he drilled out the centerpiece), with the biggest problem of finding an appropriate box to hold the unit. The second is REALLY COOL. It literally runs cool, even when powering a system with REU and SCPU. Robert said he didn't know if he would ever make and sell these, but his preference is to produce an instruction kit with parts list for others.

A second and ongoing project of Robert Schoukow is more than a revision of the C64 schematics. The original schematics of the C64 are found in the Commodore 64 Programmer's Reference Guide, but there are errors present, plus the

thing is just plain confusing. So, Robert is drawing a new and correct C64 schematics, removing errors, and creating a map that is easy to read and follow. Anyone wanting to create hardware add-ons, to replace a chip, or to read and follow the lines on the board for some reason, will have a clearly written schematics when he is done. Robert's lines are horizontal and vertical, having identifying labels, rather than a jumbled mass of convoluted lines as before. Robert's new and corrected C64 schematics are about 75% complete; still missing are the SID chip, the PS, and some interface wires. After finishing the diagram, Robert plans to experiment around by building a connector, and then various analog devices to hook to the C64. He is having fun doing all this, by the way! Stay tuned for news of a finished product.

JERI ELLSWORTH appeared and talked briefly, updating us on the Commodore One. She recently added a chip that can talk to Compact Flash and an IDE hard drive. She changed "copper" slightly, and "blitter" is about the same. (Editor's note: After this demo, Jeri spent a number of weeks in December and January in Germany with the financial backer of C=One, putting on finishing touches to the new computer, which may be in production as this is in press.)

JASON COMPTON did an impromptu session, on the "I-Opener", which was billed when new as an internet information appliance. In 1999, I-Opener debuted, and inside was/is basically an Intel PC. Many people discovered this and would then turn them into functioning PC's. Now the I-Opener can be seen on eBay for around \$40-50, and with a C64 emulator, it makes a nice little toy!

There was one demo I apparently missed that was presented by Oliver VieBroom. The only thing I can report is that his right arm was sporting a very new-looking genuine red and blue tattoo of the Commodore logo!

CONTINUE ON PAGE 17



MAILINK ON DISK

BY: RICHARD SAVOY

FROM THE DISK EDITORS CORNER!

YOU CAN BUY COMMODORE MAILINK ON DISK: Anytime during the year and receive all six issues with the bonus disks! Example say you ordered now, you would receive both the January issue and the March issue plus all four bonus disks within days after I receive your order.

THANK-YOU: To the members who renewed their subscription to the disk version and those that signed up for the first time. It's close to the number we had last year, three who didn't renew didn't renew their MUTTM membership. Once again I'll remind you that you must be a member of MUTTM to buy the disk version with extra bonus disks. Also the extra bonus disks have been my idea, and if I couldn't be the editor in the future, no way is a future would Disk Editors be required to do it.

WHAT'S NEW FOR MARCH

Side 1: This issue of Commodore Mailink (CML) newsletter will be on the front side of the disk. whatever space is left, will be filled with programs, depending on the space available.

SIDE 2: The BIO's list will be first, right after the MENU program for loading the Commodore 64 programs; CONCENTRATION, MINIATURE GOLF, TURTLE GRAPHICS, PULSOID+ (music from overseas) PACMAN, POLE POSITION and CLASSICAL GAS.

I have for sometime thought that I'm not meeting my goal to distribute BONUS DISKS FROM M.C.C.C.INC and the 5 C's that I would like getting into the hands of Commodore Users that I know would enjoy them!

SO I WILL TRY TO DISTRIBUTE ONE FROM EACH GROUP WITH EACH FUTURE MAILING, that way we will get six out each year instead of only three. Any ideas? I'm open to discussion!

FREE BONUS DISK with the MARCH ISSUE. Will be the February 2000 "Disk of the Month". from the M.C.C.C.Inc. Australia.

A SECOND BONUS DISK with this issue will be the November 1996 Magazine, from Clark County Commodore Computer Club of Nevada, better known as the 5C's

PRICES FOR THE COMMODORE MAILINK ON DISK ARE AS FOLLOWS:

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Canada \$ \$9.00/year
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USA.

HAPPY EASTER HAPPY BUNNIES 2003

COLOR MATRIX PRINTERS

W. R. Kennedy

Accompanying this writeup is a demonstration of what color matrix printers can do. Don't throw your Star 2420's away in favor of LexMarks. What you see here, the Lexmarks just cannot do.

In order to produce the experiment you see here, the printer must be capable of reverse line feeds. This is true if you want to use either of the Illustrators (I or II): they use reverse printing to place the graphic where you want them.

I have the colors on my printer defined (permanantly) with the unused Control 1 formats in TWS (The Write Stuff). I also have the printer control codes stored for outlining, superscript, subscript, double and quad height, italics, emphasized and bold, in addition to those on the back of the TWS manual.

At the bottom of each printout you will see a screen dump showing the control codes used in the printing of the Easter Greeting. In the particular one you see here, I used the Star Script font.

At the top are the margin settings everyone is familiar with. The 1=27,10 is in reverse (which doesn't show in the printout), and is the code for reverse line feed. The 2=28,70 is the code, in reverse, for normal line feed (forward). The 2 alone tells the printer to select the forward feed mode.

On the next line, the lower case letters are all in reverse: the d is for double wide, double height letters, the e is for emphasized print, the c is for centering, the o is for orange coloring: the orange is turned off at the end of the first printed line. Then a forward feed (the left arrow) and then the next line: the R is for red color turned on at the beginning and off at the end of the line. Then following another line feed, the g is for green color, turned on and off in front of the 2003, then the emphasized is turned off as well as the centering.

Next we have six reverse feeds (the reverse 1), which puts the print head back at the beginning and then a forward feed. On the next line, the p is for purple color, the b is for bold print, the c is for centering and the t is for outlining (the style). At the end of the line, the p turns off the purple color. Next, following a forward line feed is a g for green color and at the end of the line, the g turns off the green color. Following another line feed, the R is for red color and at the end of the line, the c turns off the centering, the R turns off the red color, the b turns off the bold print and finally, the t turns off the outline style.

I dare you to get a Lexmark to do such a job. It can't because there is no reverse printing! It can't back up. With a little imagination, you can make some startling borders and other interesting printing. Have Fun.

CONT. NEXT PAGE

COMMODORE YELLOW PAGES

MEMBER ASSISTANCE and SOFTWARE

MEMBER ASSISTANCE in:

SOFTWARE--GEOS:

1. Tom Grimm-support and general GEOS help;
2. K. Dale Sidebottom-extensive GEOS repertoire;
3. Geoff Sullivan-GEOS assistance of all kinds;
4. Bruce Thomas-GEOS knowledge of howto/where, etc.

SOFTWARE--NON-GEOS:

- DATABASES- Roger Hoyer
DESKTOP PUBLISHING-K. Dale Sidebottom
FGM--Joe Garrison
SPEEDSCRIPT--Brian Vaughan
SPREADSHEETS--Roger Hoyer
SUPERBASE128--Roger Hoyer
THE WRITE STUFF--Tom Grimm
THE WRITE STUFF 128--Tom Grimm
VIZISTAR 64 & 128--Roger Hoyer

TECHNICAL & OTHER HELP:

- DIGITIZING OBJECTS/PICS--Chris Fite
HELP FOR BEGINNERS--Linda Tanner
POSTSCRIPT PRINTING-K. Dale Sidebottom
PRINTER UTIL'S-STAR NX1000C-Chris Fite
PROGRAMMING IN BASIC--Linda Tanner
PUBLICITY FOR YOUR C= CLUB-Roger Hoyer
QUICK BROWN BOX--Joseph Fenn
RE-INKING PRINTER RIBBONS-Chris Fite

GAMES (HINTS & TIPS):

1. Jon Searle-military, strategy, role-playing adventure games such as Chess, Go, Wasteland, Panzer Strike, etc.;
2. David Mohr-role-playing games using dice.

COMMODORE REPOSITORIES:

- EAST--Vince Dymak--New Jersey area;
NORTHEAST--non-member, Ken Zito, covers tri-state areas of NY, NJ, CT, plus area from Washington, D.C. to the south, PA to the west, and MASS to north, and possibly the rest of New England up to Maine. KZ Computers, 8 Jerome Place, Copiague, NY 11726; (631-523-6381)
EAST CENTRAL--CCCC- Ohio and surrounding area;
MIDWEST--Linda Tanner-Missouri and surroundings;
NORTHWEST--David Mohr-Oregon, surrounding area
WEST--your name could be here.

SOFTWARE:

CENTSIBLE SOFTWARE:

8818 College Avenue
Berrien Springs, MI 49103 (ph. 616-471-1083)

This company has offered 17 years of continuous service to the computer community. For the C64 alone, there are 1,200 titles of software. Prices are reasonable and you may order online or via snailmail. Write to them above or see their website for into:

<http://www.centsible.com>

VINTAGE COMPUTER COMPANY

520 Silverbrook Drive
El Cajon, CA 92019 (ph. 619-445-8432)
email to: vintagecomp@home.com

This company specializes in Commodore stuff. They have much merchandise including hardware, software, books, manuals, monitors and specialties. They have C64 and C128 systems. All software, hardware, and systems are tested before sales. Write, call or email for Commodore needs.

CLICK HERE SOFTWARE COMPANY

P.O. Box 606, 426 Sumpter Street
Charlotte, MI 48813-0606
phone 517-543-5202

website: <http://www.cmdrkey.com>

Click Here's software titles include: WHEELS 64, WHEELS 128, The WAVE, WCOPY, geoSHELL, geoFAX and more. Some software is free, including The WAVE, an internet browser still "under construction".

GoDot - an image-processing program by Arndt Dettke of Germany. Early in 2002, Arndt released GoDot as freeware and plans to publish a comprehensive User's Manual. GoDot, in Arndt's words "is nothing more than an easy way to handle lots and lots of useful image processing tools". There are three types of these tools: loaders, savers, and modules. Freely download GoDot at: www.godot64/download.

geoZIP V.8 - this is one of Todd Elliot's freewares and it is available online from several sites including below: www.cs.tut.fi/~albert/Dev/gunzip-geos/

THE WRITE STUFF (TWS) - Eric Lee's WP for \$15, for C64 or 128. See Linda Tanner to order.

COMMODORE YELLOW PAGES

HARDWARE, SOFTWARE, and SERVICES

"COMMODORE MAN", Jon Searle offers service and software.; His multi-page catalog lists software including games, educational, music and sound, art and graphics, desktop publishing, word processing, business/finance, calc/spreadsheets, programming and utility, databases/file managers, telecommunications, GEOS, C128-specific-titles, magazines, much hardware, books and numerous addons. He also performs repairs, alignments, and cleaning. For his current catalog, send SASE with two 37-cent stamps to him at :1307 Golfview DR., Grain Valley, MO 64029-9672

CINCINNATI COMMODORE COMPUTER CLUB-

The CCCC has 1000's of used commercial Commodore items for sale at very reasonable prices. The lists include 13 C-128, 118 C64, 10 C64-C computers, 68 1541 drives, 15 1571 drives, 79 monitors, 64 printers, books, manuals, and accessories. Rock-bottom prices. Send a floppy mailer, with postage to Roger Hoyer, 31 Potowatomie Trail, Milford, OH 45150-1619. (ph. 513-248-0025) or (thndrbrd@one.net). Visit our website at: www.geocities.com/C64-128-amiga

COMMODORE REPOSITORY IN N.JERSEY

C64's, C64C's, C128's, 1571's, printers & interfaces, galore! Also some 1702-style monitors, cables, disks, diskboxes plus lots of software. I cannot get online till I clear out a space! Prices are reasonable. Send a SASE to Vince Dymek, 111 Huemmer Ter., Clifton, NJ 07013 (phone 973-471-8829).

MOHR REALITIES- We Buy, Sell, & Trade.

This new store is packed with Commodore stuff including hardware, software, magazines, PS's, cables, books, + more.. See David Mohr, 623 29th St., Astoria, OR 97103-2803 (lordronin@videocam.net.au)

OLDEST COMMODORE-related SHOP in:

This shop bills itself as the oldest and possibly the only still-operating Commodore-related shop in the area. We sell new and used hardware, software, books, and magazines. Plus, we do repairs. Raymond C. Bryan, 795 Raymond Ave., St. Paul, MN 55114. (Tel 651 642 9890) (Fax 651 642 9891).

COMPUTER ASSISTED TECHNICAL SERVICES - (C.A.T.S.) many products, services, & more. PD Library containing 30,000+ listings on four 5.25" disks, \$5 or \$6 for two 3.5" disks-includes DCMR program; packs of multifonts for geoWrite & geoPaint; lessons in BASIC programming; assistance with creation/maintenance of database(s) or spreadsheet(s), newsletter preparation, and more. For extensive listing, send SASE with three 37-cent stamps to William E. Robblets, 259 W. Granby Rd, West Granby, CT 06090-0273; catsatct@cox.net

THE CENTRAL MARKET-a new place to shop!!!

Write to, or visit, Videocam's new Commodore "store" where you can find many neat things such as: PD or Shareware, Loadstar, club newsletters, software, internet-related items such as Telnet memberships, Videocam Services, Hyperlink, and more. An example of their offerings includes geoSID Stereo Player by Roger Lawhorn. This is new software at bargain basement prices: \$3 for email ordering, \$5 snailmail. See at: <http://cbm.videocam.net.au/centralmarket/>

CHRIS FITE'S COMMODORE SHOP-software and hardware: Energy Conversion (3,000 ways) Disk- \$3; C64 HELP SHEET-\$3; DEMO's Disk- 11 high quality demo's- \$3; Picture Puzzle Disk for C128-scrambles picture for you, then you reassemble; has 16 pictures, but you may use others- \$3; Portable Reset Switch for stock C64, \$15; Printer Utility Disk for Star Micronix NX1000C written by Chris, \$5; Ribbon Re-inking Kit, \$35; works on any ribbon cartridge using cloth-type ribbon. All prices include postage. Chris Fite, 1742 S. Poplar Ave., Broken Arrow, OK 74012-5107.

MAILINK ON DISK-back issues available from Sept., 1987 through 2001. In early days, disk edition was text only. Prices: 1987 through 1988, \$3/2 disks; 1989 through 1990, \$4.50/3 disks; 1991, \$6/5 disks;; 1992 through 1993, \$4.50 per 3 disks; 1994 through 2001 are \$6/6 disks.. Separately, each disk is \$1.50. See Richard Savoy, 250 West St., #9, Ware, MA 01082 (RSavoy5578@aol.com).

J.P. PBM PRODUCTS- Super Snapshot V5. Contact:: PBM Products, Box 60515, North Sheridan Mall, Postal Outlet, Downsview, Ontario, M3L 1B0

COMMODORE YELLOW PAGES

REPAIRS, INTERNET, BBS, SOFTWARE, HARDWARE

REPAIR:

MONITOR REPAIR: Includes s&H, covers most monitor repairs; notify me of sending monitor; **Earl Williams, 263 E. Parkview Dr., Grand Junction, CO 81503-2034; or earlw@earl-ydesigns.com**

MONITOR REPAIR- "We fix all Commodore and Amiga monitors" for \$50-75 + parts + S & H. **ph. 651-642-9890 or see raycomp@visi.com; Raymond C. Bryan, 795 Raymond Ave., St. Paul, MN 55114.**

COMMODORE MAN COMPUTER REPAIR- Low cost guaranteed Commodore service!

Cleaning of: C64, 1541 and most printers, \$15

Cleaning C128 \$20

Cleaning C128D \$25

Alignment and cleaning of 1541, \$25

Keyboard repair (1-3 keys), cleaning included, \$20

Install reset switch, with cleaning \$20

Install device switch, with cleaning, \$24

Other repairs, call first.

816-229-6576 from 9AM till 8PM daily.

Commodore Man Service and Software, 1307 Golfview Drive, Grain Valley, MO 64029.

COMPUTER SALES, REPAIR, SUPPORT- this company was formed for servicing Commodore and two other platforms; 15% of our business is sales, 85% repair & upgrade. Contact **K-Z Computers, Ken Zito, 8 Jerome Place, Copiague, NY 11726, ph 631-523-6381, or email to: kzcom@optonline.net.**

CARLSEN ELECTRONICS-a leader in trailing edge technology; Commodore computers, peripherals, repair articles, "hacks", upgrades, hardware schematics, RAM expansion units, Commodore monitors, EPROM adaptors. **FREE estimates-no fix--no charge; general electronics, info., tips/tricks.** We are a low-overhead home-based business:

Carlsen Electronics

154 Classe Road (in Ethel)

Winlock, WA 98596

Contact him/them: **rcarlsen@tds.net or**

rrcc@u.washington.edu or

http://personalpages.tds.net/~rcarlsen/

THE VILLAGE GREEN- a 24/7 BBS; now a regional member of ComLink Hub; system is: Centipede BBS run on a C128D w/JD, SCPU w/16MB, CMD 1 gig HD, FD2000, SwiftLink, and Zoom 28.8 modem. Requirements: CG in 40 or 80col; ASCII in 40 or 80 col.; ANSI. 300-28.8K baud. General Info: Support BBS for members of the A.C.U.G CBM Reg. #447 and Players of Dice Role Playing Games, as well as C= Role Playing Games. Over 67 online games; general and specific message bases; over 2,000 files,, including GEOS-related ones, plus a few in .D64 format for the emulator crowd. Email service; friendly and ready-to- help SysOp. Phone 503-325-2905.

AMIGA/COMMODORE USER GROUP #447

Monthly newsletter and C64 disk; accepts out-of-area membership and emulator users. Chencellor and editor is **David Mohr, 623 29th St., Astoria, OR 97103-2803; email to:**

lordronin@videocam.net.au

INTERNET ACCESS- Access the internet on your Commodore by signing up with our Australian friends, Rod and Gaelyne Gasson. In the U.S., current annual signup fee is less than \$20. Sign up with a company that caters to Commodore users. Contact **Videocam Services, 90 Hilliers Road, Reynella, SA 5161, Australia.** See website at:

http://cbm.videocam.net.au

RETRO REPLAY CARTRIDGE-a clone of **Action Replay Cartridge**, but bug-fixed, souped up, feature packed, new, improved version. Boasts 32K RAM + 128K FlashROM, programmable by the C64. Distributor is **Jeri Ellsworth.** Her website is:

http://www.geocities.com/cm-easy

LOADSTAR- Rev. Dave Moorman now runs LS. Order 6 or 12 disk issues: Snailmail: 6 issues, \$43 and 12 issues, \$84. For email, 6 issues is \$25 and 12 issues, \$48. Also check out Dave's latest, nearly done creation: It's a browser program called "64 H Driver" which lets you browse LS issues on CD; projected cost is \$50, with your hardware. Contact: **eTower Marketing, P.O. Box 44, Holly, CO 81047, ph.719-537-6009; email: revdave6@aol.com; PayPal accepted.**

COMMODORE YELLOW PAGES

CLICK HERE SOFTWARE, GEOS, SUBSCRIPTIONS

CLICK HERE SOFTWARE COMPANY

P.O. Box 606, 426 Sumpter St., Charlotte, MI

48813-0606; <http://www.cmdrkey.com>

Inquiries: 517-543-5202 FAX 517-543-5202

ORDERS ONLY: 866-CMDRKEY (Visa, MC)

Modem cables, power supplies, disk drives, joysticks, mice, JiffyDOS, Turbo232, Swiftlink, GEOCABLE, floppy drives, hard drives, Ram expansion, repair parts, SCPU, assemblers, compilers, utilities, GEOS, WHEELS & related software, books and more. See below for just a sample:

FD 2000 floppy drive (800k and 1.6 MB)	\$189.00
HD1000, 1 gig CMD hard drive	289.00
HDZIP, CMD-HD w/internal ZIP-100 drive	299.00
HDJAZ, CMD-HD w/internal Jaz 1 gig drive	349.00
HDCHAS, CMD-HD w/o mechanism	249.00
BP Pro Joystick Controller	9.00
CMD SmartMouse (1351 compatible mouse)	49.95
JiffyDOS for 64, 128, drives, etc.	varies \$ 19 - 49.00
NULL25, NULL9, TURBOCABLE	9.95
Turbo232 high-speed modem interface	39.95
GEOCABLE-parallel printer interface, w/passthru	34.95
GEOCABLE15-as above, but with 15' cable	39.95
64CPU- SCPU accelerator only, 20 MHz	199.00
64CPUSC16 SCPU64 w/SuperRAMcard 16MB	319.00
CPU128-SCPU accelerator only, 20 MHz	259.00
CPU128SC16 SCPU128 w/SuperRAMcard 16MB	379.00
RAMLink, base model w/o RAMcard, 0 MB	169.00
RAMLink w/RAMcard, 0 MB	208.00
RAMLink w/16 MB RAMcard and RealTimeClock	278.00
WHEELS64 GEOS 64 upgrade	36.00
WHEELS128 GEOS128 upgrade	40.00
GEOSWH64 combopack of GEOS64/WHEELS64	69.00
GEOSWH128 combopack:GEOS128/WHEELS128	79.00
geoPublish	40.00
Collette Utilities (Handy GEOS Utilities)	19.95
CMD Utilities (requires JiffyDOS)	24.95

and too many more to list.

C= C=

geoSPECIFIC, the PD Shareware CD

by BruceThomas; this CD has all the PD/Shareware software that I have collected over the past 14 years. Currently is over 30 MB in size. Included are GeoWorld, GeoManiacs Collection, GeoMetrix Library, GeoVision International PD disks, plus software by Bo Zimmerman, George Wells, Mystic Jim, Nate Fielder, Paul Murdaugh, and many others. More info on the CUE website: www.edmc.net/cue or contact Bruce directly at: rbthomas59@shaw.ca

COMMODORE DIGEST- C=disk subscription;

Back issues:\$1.50 each; \$15/1yr; \$25/2yr; \$30/3 yr; \$35/4yr; \$40/5yr; specify month(s) and year(s)--NOT issue number.

Chris's monthly disk (two 5 1/4" or one 3.5") contains a mix of Jim Greene's programs, SID music files, as well as 3 blk PrintShop graphics (with permission from LoadStar). Back issues: make check/M.O. payable to Christopher Ryan, 5296 Devonshire Road, Detroit, MI 98224; all prices include shipping and postage.

COMMODORE SCENE - United Kingdom's

only paper magazine and importing service for the Commodore 64 and 128. This publication is 30+ pages of "something-for-everyone". On the front cover of a recent issue #37, which by the way is in full color, are pictures of various items including the ZX80/81 computer of the early 1980's, a screen shot of "Star Commander" in use, closeup of the CS-SuperPSU (not a typo), version 3, which will power a bunch of Commodore stuff including any IDE, 1541, 1581, 1571D, Master 41 (and clones), CMD HD, FD2000, FD4000, RamLink (mk1 or mk2), C128,,C128D, an IDE64 interface, as well as IDE harddrive.

The magazine is filled with software and hardware reviews, editorials, letters, Commodore advertising, and more. Plus, this jam-packed publication is accompanied by a ds 1541 floppy containing games, utilities, etc.

Unfortunately, support for Commodore publications is not high, and as such Editor Allan Bairstow announced that Commodore Scene will see some changes (slimming down) in the future, possibly to one major issue per year, with periodic updates. For subscription, contact Allan Bairstow at 14 Glamis Close, Garforth, Leeds, West Yorkshire, LS252NQ or allan.bairstow@btinternet.com.

UCUGA-United Commodore User Groups Assn.;

publishes Commodore Digest (not to be confused with Commodore Digest disk subscription by Chris Ryan), reviews the latest in hardware and software, always has color, lots of pictures, and is an excellent publication--sort of the American counterpart of Commodore Scene. Commodore Digest is edited and published by a stock 64 user, Rolf Miller, and a power user, Dale Sidebottom.

U.S. groups can subscribe for \$25, individuals for \$15; prices are higher for overseas members. Contact person is: Rolf Miller,

492 Anacapa St., Ventura CA 93001.