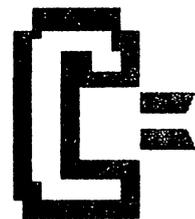
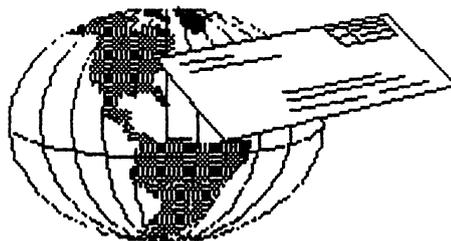


COMMODORE MAILINK

NEWSLETTER OF
MEETING 64/128 USERS
THROUGH THE MAIL



MEETING NEWS September, 2003

We have several announcements in this September issue. Member **Rolf Miller**, long-time Commodore, ML programmer, BASIC programmer, and Managing Editor of UCUGA's Commodore Digest, has agreed to man our new QUESTION & ANSWER DESK. For example, if you have technical questions or want to know where to find some out-of-production Commodore item, or other Commodore-related questions, write or email Rolf and he'll try to find the answer, which will be published in a regular column in each CML.

We also want to thank **Bruce Thomas** for introducing his geoPublish Tutorial in July (see p.17 in this issue for part 1). Bruce's geoPublish series may even interest non-GEOS people--after all, Maurice Randall, creator of WHEELS, admitted he did not like GEOS at all when he first tried it. Many of us who do use GEOS, with or without WHEELS, are looking forward to learning to improve our understanding of geoPublish.

A final positive announcement is that Francis (Frank) Redmond, our Vice President, is finally out of the many hospital stays which prevented him from doing much of anything for many months. Below is a short segment of his summarization of his own "down time":

"I have been out of circulation for well over six months and I imagine most of the people I keep in touch with may be interested in the reasons of my lack (of) answering mail. Since I correspond with several"

We warmly welcome Frank back to the Commodore community, and back to life at home. Four months in and out of hospitals would be enough to test anyone's patience.

We encourage new members to send their applications to Brian Vaughan as soon as possible, to ensure receipt of future Mailink newsletters, as Brian, our BIO Editor, prints all mailing labels in one session, and those labels are printed from the database that is compiled from member applications.

Comment must be made on Robert Snyder's post card mailing to members. Not only was it a great idea, and the submissions a fun "read", but I learned from the writings. They were much more than just "human interest stories". And, what a diverse bunch we are! Maybe Rob will do a replay when he edits an issue in 2004 (hint, hint).

OK, everyone, check out the BIO's and YELLOW PAGES. Remember, some of us in the BIO's are listed as "Friendly Correspondent", but many who are not so listed are every bit as willing to communicate about Commodore. And to those who are waiting in that long line to become editor, now is your chance to butt in to the head of the line. Just let me know which month you would like edit in 2004 and it's all yours..

Hope you enjoy this issue of Commodore fun.

--Linda Tanner, President

BUSINESS OFFICERS:**PRESIDENT and YELLOW PAGES EDITOR:**

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 BIO's.

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>;

QUESTION & ANSWER MAN: Rolf Miller, 492 Anacapa St.,

Ventura, CA 93001, rolfmiller@aol.com; he answers C= questions!!

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:

The Commodore Mailink (CML) is published every other month by Meeting 64/128 Users Through the Mail, copyright 2003 by Meeting 64/128 Users Through the Mail. All rights reserved. Permission given to reprint if credit is given to the Meeting 64/128 Users Through the Mail. The names, "Meeting 64/128 Users Through the Mail" and "Commodore Mailink" and "CML" are also copyrighted. Any and all opinions expressed in this publication are the views of the authors, and in no way necessarily reflect the viewpoints, attitudes or policies of Meeting 64/128 Users Through the Mail, unless so stated or indicated. Neither Commodore Mailink nor Meeting 64/128 Users Through the Mail condones piracy of copyrighted software or other material. All programs published are with the permission of the author, or are to the 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))

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, as well as BASICALLY SPEAKING's pages 5 & 6. Plus, Richard Savoy supplies "The WRITE STUFF" column of 1-2 pages, Bruce Thomas writes the GeoPUBLISH tutorial, David Mohr will soon create his ARCHIVIST page, and Rolf Miller has just volunteered to man the QUESTION & ANSWER DESK, leaving the editor has a mere eight pages to fill.

Requirements for the Editor include, if submitted, 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 some of the "options", and forward 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" on 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 120 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: this newsletter (except the Mailink-On-Disk page) was created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoPublish, and PostPrint 3.

SERVANT MODIFICATION

by Al Jackson

If you have 'The Servant' in your C128 you've noticed that the 'disk tools' menu and its sub-menus in 80-column mode are displayed much too far to the right. To fix this, change the byte at \$A81E which is probably \$32 to some higher value (\$35 or so). NOTE: The range of numbers involved with this location is appx. \$32 to \$37. The value needed to center the menus seems to vary with monitors & C128 types. My 128D and 1084 monitor needs a value of \$37. A friend's flat 128 & 1902 monitor needs \$35. To test what value your set-up needs you will need a copy of the disk with the RAM version on it. This disk has 'RUN ME' and 'THE SERVANT.BIN' files on it. You need this version even if you have a SERVANT ROM chip installed. (You could check the value in your ROM but you can't change it.) There are two ways to reposition and check the 80-column Disk Tools Menus; with Servant's built-in Monitor or with BASIC's PEEK & POKE commands. To begin, LOAD and RUN the 'RUN ME' file on the SERVANT disk in 80-column Mode. NOTE: These procedures will NOT harm your 128 or your Monitor. If you get confused just RESET and start over. The worse you can do is mess up the disk but that is why you should always use a copy of the disk when trying a new procedure.

I. SERVANT MONITOR METHOD

1. On Servant's Main Menu, select item 6 to enter the monitor.
2. Since the monitor works only in hex you don't have to preface numbers with a \$. Type: `ma81e<RETURN>` The monitor will display the hex values in locations `a81e` thru `a8dd` along with their ASCII values in reverse print on the far right.
3. Cursor up to the number (probably 32) immediately to the right of `>0a81e`. Type a 35 over the 32 & hit RETURN.
4. Cursor down to an empty line, type x and hit RETURN to exit the monitor.
5. When ready appears, hold down the SHIFT key & press RUN/STOP to get back to Servant's Main Menu.
6. Press 5 to get the Disk Tools menu and check its position.
7. If the menu is still to the right hit the q to go back to Servant's Main Menu and repeat steps 1 thru 6 above. This time change the \$5 used in step 3 to say a 37.
8. If the menu is centered, hit the q to go back to Servant's Main Menu then hold down the CONTROL key and hit the + key. This will create a disk file that can be burned into an EPROM so your change will be permanent.

II. BASIC'S PEEK/POKE METHOD

NOTE: This method uses decimal numbers so here is a little HEX/DECIMAL conversion chart if you want to compare methods I and II.

HEX	DECIMAL

\$a81e	43038
\$32	50
\$35	53
\$37	55

1. When Servant's Main Menu appears, press RETURN to exit servant.
2. You are now in bank1 of the 128's. memory. To get to the RAM area where Servant resides, Type: `bank0<RETURN>`
3. To check the number used to position the Disk Tools Menus Type: `?peek(43038)<RETURN>` You will probably get a 50.
4. To move the Menus to the left. Type: `poke43038,53<RETURN>`
5. Hold down the SHIFT key & press RUN/STOP to get back to Servant's Main Menu.
6. Press 5 to get the Disk Tools menu and check its position.
7. If the menu is still to the right hit the q to go back to Servant's Main Menu and repeat steps 1 thru 6 of this method. This time change the 53 in step 3 to say a 55.
8. If the menu is centered, hit the q to go back to Servant's Main Menu then hold down the CONTROL key and hit the + key. To create a disk file that can be burned into an EPROM.

**SERVANT MODIFICATION continued from page 3....
MODIFY AN EXISTING EPROM FILE**

A. USING THE DISK DOCTOR

If you have a customized ROM version of SERVANT on disk, here is a way to change the Disk Tools Menu position & still keep your other changes.

1. Copy the file to another disk and rename it to something significant.
2. Use Kevin Hisel's 'The Disk Doctor and go to the starting track & sector of the file.
3. Use the HUNT function to search for the following characters: ?(Answer Yes to follow chains. These two characters precede the byte you need to change.
4. You will get two hits in this search. You want the first one. To verify, you will see the following characters in positions 107 thru 113 of the correct track & sector. abv[y?{(
5. You need to change the character at position 114. It is probably a 2 (ASCII) with a decimal value of 50 and Hex value of \$32. Change it to the value you found in Method I or II above.
6. Rewrite the Sector with the r command.

B. USING PROMOS V2.0

1. Copy your Servant ROM file to another disk and load it into memory using the L command. For example, I use L"filename",8,0800 on a C64.
2. Use the (H)unt function to search the entire file for the hex values of the ?(characters used in para. A.3 above (\$3F and \$28). For example, on my C64 I use: H0800,87FF,3F,28
3. PROMOS will respond with the address of the question mark (\$3F). I get >301C on my C64.
4. Use the M function with this address. In my case: M301C
5. PROMOS will respond with:)>301C 3F 28 32 89 28 48 A0 00 The hex values will be the same but the address will be different if you use a C128 and/or loaded the file at something different than \$0800.
6. Cursor over to the 32 and write the hex value you found in method I or II above, then hit RETURN.
7. (S)ave the new file: S"new filename",8,0800,87FF
8. Take note of the new CHECKSUM & CROSSHATCH values for the new file.

QUESTION & ANSWER DESK by Rolf Miller

(Note: questions may be submitted by regular or email. Answers will be returned as soon as obtained, then published in coming issues, though the identity of those asking questions will not appear because duplications, similar, and associated items will be compiled.)

Question: "Help! I have a graphic adventure game called **TWIN VALLEY KINGDOM GAME** where you find keys that unlock doors. But I can't find the "**SILVER KEY**" anywhere, so I can't finish the game. Does anyone know where the Silver Key is?"

Rolf: "Well, you give the **EJBNPOE (DIAMOND)** to the forest king and he will give you an amulet. When you have this go to the witch in the dungeon and give her the **DSZTUBM CBMM, (CRYSTAL BALL)** she will give you the bronze key. Now go to the bronze door in the short passage, open it and a princess will flee out. Silver key will be given to you in exchange for rescuing the princess." (The translation will be left to the gamers.)

**To Join
MEETING 64/128 USERS
THROUGH THE MAIL:**

Obtain an application from either the President, Linda Tanner, or Mailer, Richard Savoy, complete that application and return it to BIO Editor, Brian Vaughan. The other step is to send membership fees to Treasurer, Emil Volcheck, Jr. All officers' addresses are on page 2.

In the U.S., yearly membership is \$15 USD, in Canada and Mexico \$17 USD, and elsewhere, \$25 USD. You get six issues of **CML (Commodore MailLink)** and two issues each of **COMMODORE YELLOW PAGES** and **MEMBER BIO's**, and the opportunity to meet and network with many other Commodorites.

BASICALLY SPEAKING by Linda Tanner

(Submit your BASIC routines, programs, tidbits for publication today!)

The program on page six was inspired by a fascinating book written in 2001 titled FINGERPRINTS, The Origins of Crime Detection and The Murder Case That Launched Forensic Science. In it, the author Colin Beavan, chronicles the history of fingerprinting, and details the contributions of many, including one, Azizul Hacque, In 1896, Hacque built a cabinet he specially designed for housing sets of fingerprints. The cabinet containing 1024 pidgeonholes arranged in 32 columns and 32 rows was the heart of his system. The fingerprints collected on special sheets of paper, were imprinted, right set above left set, on the same sheet, and labelled, depending on whether a "whorl" (W) or "arch/loop" (L). A set of prints was listed in the order of thumb, index finger, middle finger, ring finger, then little finger. For example, a set designated "WL LL LW WW WL" represented a right thumb "whorl", left thumb "loop", right index finger "loop", left index finger "loop", right middle finger "loop", left middle finger "whorl", right ring finger "whorl", left ring finger "whorl", right little finger "whorl" and left little finger "loop".

The cabinet was subdivided into "quadrants" as viewed aerially, with the upper left quadrant representing "LL" or loop/loop, the upper right quadrant as "LW" or loop/whorl, the lower left quadrant as "WL" or whorl/loop, and the lower right quadrant "WW" or whorl/whorl. Then, each quadrant was further subdivided into four more quadrants, successively, until overall, the cabinet had been "quartered" five times, yielding those 1024 pidgeonholes of a 32 X 32 grid. It was the thumb that determined which of the initial quadrants would hold that set of prints. After the thumb, each of the fingers, in their proper order, determined which successive quadrant the set of prints would reside. Using the example above, the thumbs, WL, would dictate the lower left quadrant of the cabinet. Next, the index fingers, LL would mean the upper left quadrant of the first quadrant. Then the middle fingers, LW, would indicate the upper right quadrant of that second quadrant, and the ring fingers, WW, would mean the lower right quadrant of the third quadrant, and finally the little fingers, WL, meant the lower left quadrant of that fourth quadrant. A sketch of the cabinet, patterned after the one in the book, would not fit here and will appear in the November issue.

What does this have to do with Commodore? After reading the book, I thought it would be fun to create a program that would make use of a "virtual" cabinet, and given the fingerprint type, would place that set of prints into its proper pidgeonhole. Then I realized that some of the programming needed would tie in nicely with this column, since we were on the topic of multi-dimensional arrays. The Fingerprint program uses two 5-dimensional arrays. FP(4,4,4,4,4) stores the total number of sets of prints that reside in a particular pidgeonhold (for example FP(3,2,4,2,1) may equal 2 representing two sets of prints), and FP\$(4,4,4,4,4) stores the names of the suspects (for example, FP\$(3,2,4,2,1) could equal "Jane Q. Doe/William R. Smith/" to match FP(3,2,4,2,1) above. QD\$(4) represents each of the four quadrants of our virtual cabinet, beginning with the upper left as array element #1, and ending with element #4 as the lower right.

Due to space constraints on pages 5 and 6, I have not included a routine for diskfile storage of our fingerprint data, but will do so in a near future issue, as it would not make sense to laboriously key in important data, only to lose it on powering down one's computer.

There are probably as many uses for multi-dimensional arrays as one can imagine, and aspects of this one-use program could be adapted to varied other uses. Stay tuned and enjoy your Commodores.

READ THIS:	TYPE THE KEY(S):
CLR	[SHIFT][CLR/HOME]
HOME	[CLR/HOME]
UP	[SHIFT][↑]CRSR
DOWN	[[↑/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]
F2	[SHIFT][F1]
F3	[[F3]
F4	[SHIFT][F3]
F5	[F5]
F6	[SHIFT][5]
F7	[F7]
F8	[SHIFT][F7]
{A}	[CONTROL] + [A]
{any letter}	[CONTROL] + [letter]
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]

[SHIFT]

Using a Five-Dimensional Array in BASIC "FINGERPRINT9-03"

```

10 FAST:SCNCLR5:DIMFP(4,4,4,4,4),FP$(4,4,4,4,4),A,Q$,QQ$,C$,F$,TH$(5),QD$(4),CB$(4),FI(5),V,W,X,Y,Z,NA$:
QD$(1)="LL":QD$(2)="LW":QD$(3)="WL":QD$(4)="WW":C=:
12 CB$(1)="UPPER LEFT":CB$(2)="UPPER RIGHT":CB$(3)="LOWER LEFT":CB$(4)="LOWER RIGHT"
20 COLOR6,8:COLOR5,3:QQ$="":FORA=1TO5:C$="LEFT":READF$
22 PRINTTAB(5)"IS THE "C$" "F$"PRINT A WHORL [RVON] (W) [RVOF] OR AN ARCH/LOOP [RVON](L)?":GOSUB32:
IFC$="LEFT"THENC$="RIGHT":GOTO22
24 NEXT
25 PRINT:RESTORE
26 SCNCLR5:PRINT"IS THE FINGERPRINT CODE [RVON] ";GOSUB38:PRINT"[RVOF] CORRECT ? (Y/N)":C=:
28 GETQ$:IF(Q$="")OR((Q$<>"Y")AND(Q$<>"N"))THEN28
30 IFQ$="Y"THEN35:ELSE99
32 GETQ$:IF(Q$="")OR((Q$<>"W")AND(Q$<>"L"))THEN32
34 QQ$=QQ$+Q$:PRINT"[RVOF] "Q$:IFLEN(QQ$)=10THEN25:ELSEReturn
35 SCNCLR5:COLOR5,7:PRINT"[DOWN]THE FINGERPRINT KEY YOU HAVE ENTERED IS[RVON]";GOSUB38:C=:
PRINT:COLOR5,1:GOTO40
38 FORA=1TO(LEN(QQ$)-1)STEP2:C=C+1:Q$=MID$(QQ$,A,2):PRINTQ$ " ";TH$(C)=Q$:NEXT:RETURN
40 PRINT"[DOWN]PLEASE ENTER THE SUSPECT'S FULL NAME BELOW THEN HIT RETURN":PRINTTAB(35) " ";
42 INPUTNA$:IFNA$=""THEN42:ELSESCNCLR5:GOTO60
44 SCNCLR5:COLOR5,7:COLOR6,16:PRINTTAB(28)"[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN]SELECT A NUMBER BELOW:":PRINTTAB(28)"1. SAVE TO DISK":PRINTTAB(28)"2. STOP"
45 GETQ$:Q=VAL(Q$):IFQ$=""OR(Q<>1ANDQ<>2)THEN45
46 ONQGOTO47,99
47 SCNCLR5:PRINTTAB(10)"[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DISK SAVE ROUTINE IS UNDER CONSTRUCTION. STAY TUNED....":
PRINTTAB(24)"[RVON][DOWN]PRESS A KEY TO CONTINUE.[RVOF].. "
48 GETQ$:IFQ$=""THEN48:ELSE99
60 FORA=1TO5:FORB=1TO4:IFTH$(A)=QD$(B)THENONAGOSUB65,66,67,68,69:GOTO64
63 NEXTB
64 NEXTA:GOTO70
65 V=B:RETURN
66 W=B:RETURN
67 X=B:RETURN
68 Y=B:RETURN
69 Z=B:RETURN
70 FP(V,W,X,Y,Z)=FP(V,W,X,Y,Z)+1:PRINT"5-DIMENNSIONAL ARRAY FP("V","W","X","Y","Z") CONTAINS
"FP(V,W,X,Y,Z) "ELEMENT(S)":
72 IFFP$(V,W,X,Y,Z)=""THENFP$(V,W,X,Y,Z)=NA$:PRINT"[DOWN]SUSPECT'S NAME IS[RVON]
"FP$(V,W,X,Y,Z)"[RVOF] AND FINGERPRINTS ARE[RVON] ";GOSUB38:PRINT"RVOF] "
74 PRINTTAB(25)"[RVON][DOWN]PRESS A KEY TO GO TO MAIN MENU"
75 GETQ$:IFQ$=""THEN75:ELSE44
98 GETQ$:IFQ$=""THEN98
99 COLOR5,4:COLOR6,1:SCNCLR5:STOP:REM-FINGERPIRNT BY LINDA TANNER
100 DATATHUMB,INDEX FINGER,MIDDLE FINGER,RING FINGER,LITTLE FINGER

```

[NOTES: 1. due to space constraints, the diskfile-save routine is absent, but will be incorporated in November; 2. even without SCPU, this routine runs at an acceptable pace after the initial several-second delay preceeding the opening screen.]

The Village BBS

Lord Ronin from G-Link

<M.K.A. Sensei David O.E. Mohr>

Over the past couple of years I have written about different points regarding the world of the BBS. Recently Linda and I have been talking about the MUTTM and a BBS. A negative point is that for most of the members. This is a long distance call. A positive point is that with the plethora of calling plans out there now, the cost has dropped greatly. This article is on The Village BBS, how to log onto the board, some of the terms used, what is needed to log on and what you can find on my BBS. The reasons to call the BBS are many. Access to and for Commodore users. Ease of logging on with out the Inet problems associated with a C=. OK there isn't any spam on the BBS either. <BG>

At the start you need some items. A Commodore 64/128, monitor, disk drive (2 are better for file work), a modem and lastly a terminal programme. Now then if you are interested and don't have a term prg. I can help you. The C= versions use on the BBS are NovaTerm 9.6, NovaTerm 8.2 and Dialogue SL. Send me a blank disk and I will cut the files to it for you. Just let me know if you want 64 or 128 term prg.

The big important point to make right now is that THERE IS NO CHARGE TO USE THE BBS!! My board is a free board. NO fees on the BBS. That out of the way. This is how you log on the first time.

Through the term prg you dial up the BBS number. A couple callers <called Deckers> use calling cards. I don't know how that is done. The modem makes noise and in a bit you will see a notice letting you know that you have connected to a "Centipede BBS". If you are calling in with Ansi, RipTerm or Superes, this is autodetected and you will be brought to the opening screen in 80 columns. If you call with Ascii or standard Commodore, you will see a screen that asks if you support Commodore graphics. This is a press Y or N. If Y then you go to the next part. If N then you are asked if you are using Ascii. Then to the next part. This next part is screen width. Or as it is listed 40/80 columns. For 40 just press 4 for 80 press 8. Now to the next section.

Logon: An interesting screen scrolls up. Right now it is a couple of columns with information between them. Same format for both 40 and 80c. This just tells you about the BBS. The fact we have over 2,500 files and are a member of the ComLink network. At this point you enter your ID number or your handle. Or since this is you first time, NEW. There is also the use of "?" to gain help and see a list of the users.

NEW will take you to an information screen. I added addendum comments to the original factory comments in this file. Updating for our BBS. Then you will go to the application. This wants your name, address, non BBS phone number, how you heard about The Village, Computer systems that you have and optionally your age. This is for adult files. Which we haven't put on the board in 7 years of two BBS's. Also I found a way to edit this information file. Now there is also a question about do you play RPG's <Role Playing Games> and do you use Geos. This file is sent to ID #1 mail account and saved on the hard drive. One more thing though you will need to do for the BBS. You will need a handle. Like my "Lord Ronin" or "Imperial Warlord". other examples are Vixen, Neon Samurai, Rio, Chameleon, Darkvulcan, Scratcher/Onslaught and many more. Sort of a nickname, or if you were into CBs back in the 70's. A handle like that is acceptable. Yes I have a banned handle file as well. <G> OK the last two parts in this is that you also need a PW <Pass Word> Note that I can edit this for you later if you want to adjust it in ways you can't in sign up. You can change it in the BBS at any time later. You are also given an ID number. Next time on just put the ID number in at the login prompt then when asked the PW and you are in the system.

That seems like a lot to go through and can take a few minutes to read the information. Finally you are into the system and will find out that you have mail/post. This is a pre generated thing I wrote giving you more indepth information on the BBS and what we are doing. Passing by that you

are faced with a menu of choices. This is the main menu and from here you can go several places. But what happens in the background? Your application is sent to my e-mail. When I look at it, and I log onto my board at least twice a day. I will then adjust your account access level. This access is not on areas you can go to as much as it is for time per day on the BBS and the Download credits. After adjusting your account I send you a personal note welcoming you to the BBS.

So then what is on the BBS that you can go to on your first time to the board? Honestly less than you can on your next call. New deckers are limited to certain areas. This is a generally security matter from some IBuM hackers that tried to cause problems. Note that they failed.

Though the Main Menu looks complicated there is really only three major areas you can go to on a BBS. Message Base, Files, Games. There is a log of calls, time and date, chat with Sysop and adjusting your personal account. These are the minor features. One by one here is what is in the areas.

MESSAGE BASES: There are 15 major areas. Each one can have 26 subtopics. Some examples are Message Base #10 <A>. This is the ComLink Hub network area. Messages here are sent to the main Hub in Arizona <note no cost to the deckers>. We pick up our packet of messages and they are posted in this area. Private E-Mail between deckers on different boards can also be sent.

Area #1 is the Lobby. Here I have general things about the BBS areas for discussion. Area #2 is the RPG area. Area #3 is GEOS. Area #4 is for Amiga and so on. I have an area for the local users group open only to those members. This can also be done for the MTTM.

I'll use area #6 as an example of the sub topics. Area #6 is for Sci-Fi PBEM games <Play By Electronic Mail> Sub topic #1 is out of game talk. Sub topic #2 is for the High Colonies Game. Sub Topic #3 is for the 2300 A.D. Game. There are others, but these are the ones in use at the moment. Each of these sub areas can be configured for different access levels.

FILES: At this time I have over 2,500 files for Down Load <DL>. Recently in a Copy party with M2K BBS. I gained over 7,000 more to test and UL <Up Load>. I am going to admit that I have a tendency to categorise the areas in depth. Take for example the Geos files. Fonts, input drivers, printer drivers, photo albums. That sounds fair, till you find out I subdivided the GeoPaint areas. Still I like to have an easy time in looking for a type of file. Anyway, each file was tested to a degree. We sadly thought all the files we inherited from Twisted Sky BBS were OK. This has not proven correct. Now all files that we put up or a decker puts up are tested by us before they are released. There is a short teaser description for the file by the file name. Oh yes I should add that this BBS is Y2K compliant for the dates. By selecting the file and pressing return you can also read a more indepth report on the file before deciding to DL it for your collection.

GAMES: Not the flavour for all of the deckers. Still it is a fun place to play some games. I have 68 up right now and more to test and some to repair. Several of the Empire and clones of Empire games. A Clue type game, checkers, Hangman, nuke War, BBS War, Trade Wars 2112 and many more that you won't finish in one call. I divided the styles up into 7 different types for classifications.

Log of calls will tell you the last two days of callers. Time on and off. But the speed is wrong. I have it set so that the phone is off the hook when I am doing local or SysOp calls. This makes all calls record at 38.8 K b.p.s. Now then this BBS is supposed to handle 300-28.8 Kb.p.s. At the time of this article, the lowest speed used on the BBS has been 1200. Average is 2400. Time & Date is taken from the CMD Hard Drive. Setting your account. That lets you choose between line editing or full screen editing for your default message writing. Change your password, change your line length for the screen. You can select what message bases that you want as your default read on automatic reading.

CHAT: This is the ability to contact the SysOp for a live talk. On Centipede this can be in two ways. Either a full screen with one colour for the SysOp and one for the Caller. Another form is a split screen. Sort of like the Y-Talk at Videocam. If the SysOp is out, then there is a feedback prompt so you can leave me a message.

There is a lot more to mention. But at this time, I think that I may have overloaded those that are not too familiar with the BBS world. My final point is that it isn't hard and I remember what it was like the first time I called one. You will have a lot of help from the local group on this BBS.

the late

FRED DAHMER and

COMMODORE

"In case anyone was wondering where I came up with all this old Commodore esoterica, I owe it all to Fred Dahmer, a loyal Commodorean of the first rank. My wife, Judi, and I were invited by Fred to visit him in his lakeside home in Uncertain, Texas about three years back. He was a longtime subscriber to LOADSTAR (which Judi and I produced) and wanted to take us to dinner and a tour of the lake on a steamboat.

Fred was the nicest man you could hope to meet. About 85 years old, he was a former electrical engineer and was interested in the C-64 and in preserving his beloved backdoor Caddo lake for the future. It is the only natural freshwater lake in Texas. Fred showed us his workshop (with) multiple Commodore systems set up, all in perfect condition. He believed in redundancy and had backups for everything. He bought just about every Commodore item he could find in the mid '80's and beyond.

In the mid-80's Fred and Don Henley (of the Eagles) teamed up to help change the laws to protect Caddo Lake from the development and pollution that plagues other Texas watersports. When Fred died in 1999, Don was a full-bearer. Fred's daughters asked me to help with his massive collection of electronic items, and my goal has been to place the Commodore things in the hands of those who still carry on the 8-bit tradition. I haven't even gotten to the software yet.

Fred Dahmer was one of the finest of the LOADSTARites and reminds us all of those days when computing was **REALLY** fun. I keep expecting Don Henley to write a song about him."

- Fender Tucker

(online message posted on one of Videocam's mail lists, probably Homestead, on February 17 or 18, 2002, to Robert Bernardo.)

OCTOBER C= EXPO, October 11

Come one, come all! The SouthWest Regional Area Programmers, SWRAP, is hosting the October, 2003 Commodore Expo at Quality Inn & Suites, 645 West North Ave, Lombard, IL, 60148, ph630-629-1500, just east of I-355. Exit at IL64/North Ave. Commodore fun from 9 AM - 7:30 PM.

USING LASER-TYPE PRINTERS

by member **Myron Daniels**, who also serves as Secretary and newsletter editor for the **C= Hawaii User Group (CHUG)**

Here is what I can share. I have used two non-color laser printers (but) have not experimented with a color laser printer yet.

The first printer I used satisfactorily is a Hewlett Packard (HP) III (3). It requires an HP plug-in cartridge, Part/Product Number 33477A, which you plug into a port in the printer. NOTE: the booklet states it will also work with HP II D or HP II P.

The setup is as follows:

1. First, you need one of our wonderful Commodore 64, or 128 computers. I use the C=128.
2. Next, the word processor (I use Pocket Writer 3) should be able to output either an ASCII generic output, or have an Epson/IBM Pro-Printer output. This can be played around with, with existing printer drivers that the user has in the word processor being used.
3. Must have an interface between the C=64/C=128. The **output** from the interface must have an RS232 parallel connector to plug into the HP II D, HP III P, or the HP III printer. I currently use a Xetec Super Graphics Gold interface. It should work with any interface having the above-mentioned connections.

Regarding the HP 4, this is a good workhorse, non--color printer.

The only two exceptions to the above information are:

1. You must purchase from HP, an integrated circuit "**SIMM**" (IC) chip, part/product number C2027-A0100. This must be installed in the memory slot, position number one, located on the left side of the printer. All cautions pertaining to IC chips, static electricity, must be used.
2. You still need an interface having Epson driver output connected to the printer. However, on the HP 4, you must select the Epson or IBM printer mode from the HP 4 panel, whereas the HP III automatically recognizes the "mode".

WHO SAID THE COMMODORE IS DEAD?

AND THE BEAT GOES ON.....

(this was posted on Videocam's Homestead mail list by attorney, Jimmy D. Turner, on 6-29-2002):

"I stay with Commodore computers because I started with them back when it was still very much up for grabs as to which system would dominate the others. I bet on Commodore (which, with my track record, may have been the kiss of death). Having learned the system, though, I'm not going to change without a compelling reason, which, except for the internet, hasn't come along yet. (I'm sure that my advanced age is a factor, too, but we won't go there.)

I have been using Timeworks Commodore programs for the past 17 years in my law practice in Cordell, Oklahoma (except when tornadoes and ice storms come along and knock out all of the power lines). My word processor of choice for 16 of those years has been Word Writer 128, which runs on a Commodore 128-D. The major innovation that made this machine feasible for office use was the development of the speedy C-1581 (3 1/2") floppy drive with its increased storage capacity. (For the 13 years B.C. (before Commodore), I used a yellow pad and a ball-point pen.)

Connect it to a good laser printer, and the Commodore puts words on paper as well as any machine can. After over a decade and a half, I have a digital accumulation of over 65 megabytes of real estate contracts, court pleadings, wills, trusts, durable powers of attorney, etc., etc., etc., plus a template on a Timeworks C=128 spreadsheet program that will print out a Regulation "Z"-compliant HUD-FHA-VA-FmHA closing statement and other programs that print out amortization schedules and convert

Commodore text to IBM-compatible text and so forth. Actually, I have used nearly every Commodore productivity program ever coded, for one purpose or another in connection with my legal practice.

It's a simple fact that melted toner powder on paper doesn't care how it got there. Text sent to the printer by a Commodore is given as much legal recognition and effect as text sent by a room-sized super computer. A last will and testament or indenture of trust composed on a Commodore can pass a millionaire's estate as effectively as a will or trust composed on any other computer.

By the same token, a fouled-up legal document prepared on a Commodore would be no more fouled up than one prepared on a Compaq, and the lower price of the Commodore should have left the lawyer with more money for malpractice insurance premiums. The advantages abound.

Of necessity, I have switched to Windows machines for on-line legal research and e-mail communications, but I have been unable to wean my secretary away from the C=128-D on which she learned about computers and word processing. She is comfortable with the Commodore, and it does everything that she needs it to do as fast as it needs to be done.

I have found that memory-expansion cartridges, CMD RamLinks, hard drives, high-density floppy drives, and SuperCPU accelerators, GeoCables, etc., are not needed for straight word processing but do come in very handy for GEOS 128, GeoPublish, Sylvia Porter Personal Finance, and similar programs that are otherwise almost too slow to use. (No offense, Maurice.)

And the Commodore beat goes on..."
Jimmy D. Turner

The Better PC

by Rolf L. Miller

With 99 9/10% of the computer world around me using PC's, it has become imperative that I be able to transfer data between the Commodore and PC platforms. Indeed, without this ability, the 64 would be forced from its position as the primary computer on this desk. It is not that a PC couldn't do most of the work, but it would require putting together a new system assembled around a PC, learning how to utilize the equipment, and that using PC programs. Now, I am not opposed to learning new things. It is just that expending effort, time and money, let alone exercising the gray matter, to master a different system for the purpose of accomplishing what is already being easily done, does not fit my definition of something new. Note that I said a PC could do MOST of the work. And maybe this too is a matter of know-how. But time and again, PC users around here are seen with black feathers hanging out of their mouths after boasting they could do it better, only to discover they could not do it at all. For instance, a recent change in postal regulations required redesigning a monthly mailer. A PC user suggested this presented a perfect opportunity to switch publication from the Commodore, arguing that he could produce superior work. The decision makers granted permission, but insisted that the title header remain the same. "No problem," the PC user crowed. A week later he came to the office and sat down to his meal of the black bird. He could not reproduce the ornate custom font used in the title. Of course he couldn't: its creation utilized the unique abilities of the Fun Graphic Machine program. Though he accepted a file transfer of the data, he later excused himself from the project. While there are several ways to accomplish data transfers between a Commodore and PC, the most efficient method for the work done at this desk involves direct copying between PC disk drives and a 1541 (a 1581 is sometimes used). Because the copying is done directly to the drive, the resulting files are ready to use. This is accomplished by connecting the 1541 directly to the PC using a X1541 (or XE1541) cable and running the Star Commander program on the PC. A reliable U.S. source for the X1541 series cables is 8-BIT Designs <<http://www.8bitdesigns.co>>. The site also contains how-to info. along with a link to where the Star Commander PC program can be downloaded.

PICKED UP OVER THE YEARS

by Robert Kribs

Below are a few tips I've picked up over the years.

1. A DATA statement reader: attach to the front of your basic program.
0 Print "(clr)"
1 Read x\$
2 Print"(home)(down 2)"x\$
3 get a\$
4 If a\$=""then3
5 print"(home)(down 2)(5 spaces)"
6 goto1
2. To save multiple versions of a file: make sure your filename is 10 characters or less.
save"0:filename"+ti\$,8
3. To scratch a uSEQu, PGR, or USER file:
Open 15,8,15,"s0:*=s":close15
For a PGR or USER file, replace S with P or U.
4. To reset from monitor: type GFCE2 after prompt. (For fastload monitor). It might work on other monitors.

FAMOUS LAST WORDS

"I think there is a world market for maybe five computers."

--THOMAS WATSON, Chairman of IBM, 1943

"640 K ought to be enough for anybody."

--BILL GATES, 1981

"Everything that can be invented has been invented."

--CHARLES H. DUELL, Commissioner,
U.S. Patent Office, 1899

"A cookie store is a bad idea. Besides, the market research reports say that America likes crispy cookies, not soft and chewy cookies like you make."

--BANKER's comment to DEBBIE FIELDS,
about her idea to start "Mrs. Field's Cookies".

"We don't like their sound, and guitar music is on the way out."

--DECCA RECORDING COMPANY,
rejecting the Beatles, 1962.

(From Blum's Farmer's and Planter's Almanac, 2002, p.22)

COMPUTER WISDOM FROM 20 YEARS OF EXPERIENCE

accumulated by Chris Fite

I have been using Commodore 64 and 128 computers since 1984 when I bought a C64 computer for \$200 from a Target department store. Within a few years the local stores well as the commercial magazines and even the Commodore company abandoned Commodore computers. So, of necessity, I joined the local Commodore computer club. From them, I bought hundreds of public domain computer programs (including Speedscript wordprocessor that I am now using to write this article) and lots of spare computer hardware in case anything breaks down. My involvement with the club led me to subscribe to the larger and more stable club called Meeting 64/128 Users Through the Mail.

Two Main Discoveries:

1) What I like to use my computer for differs from what other people use their computer for (I had assumed that what I liked others would like, ... wrong!). COMPUTERS ARE MULTIFUNCTION, you can use them for only one kind of job (like typewriter) or you can do many different kinds of jobs with them. Some people are even hostile toward any computer use which does not match their own way of using their computer. I have met people who were hostile towards paper newsletters because they believed telecommunications was the only way to go!

2) THE NEWER, FASTER, MORE COSTLY COMPUTERS DON'T WORK ANY BETTER THAN MY COMMODORE COMPUTER except for graphics or telecommunications or big jobs like business use. The newer computers still break down often and cost a lot to repair. The newer computers often cost a lot to upgrade, sometimes it is cheaper to just buy a new computer than to upgrade the older one. New computers suffer a lot from destructive virus programs, commodore don't.

Here are some of my hardware stories:

PRINTERS: some are much better than others. My first printer was an Okimate 10 which uses a plastic ribbon coated with a wax-like ink, called a dot matrix thermal transfer printer because the print head heats up and melts the ink onto the paper. Bad choice! Ink ribbons are a single pass, one use only and expensive (it has no economy draft mode). The paper feed frequently snags on the perforated folds, so I would have to print a text document again because the first one was misprinted. This drove THE PRICE OF PRINTING ON THE OKIMATE 10 TO ABOUT 10 CENTS PER PAGE COMPARED TO ONLY 2 CENTS PER PAGE FOR THE BEST PRINTERS. I now use a Micronics Star NX-1000C printer which is a dot matrix impact printer which means it uses a cloth ribbon that I can reink. This printer can do fast economical draft mode, prints out pictures well, and can print letters from 1/2 size to 4X size. It has no serious problems like some printers have.

KEYBOARDS: After several years of use, debris (lint and hair) accumulates around the stems of some of the keys (attracted by static electricity). It then works its way down onto the electrical contact area of the key causing the key to not work or work intermittently. So, every few years you need to pull off the keytops and clean all the debris away. Otherwise, your keyboard will eventually fail, then you will also have to clean the electrical contact area.

continued on page 13

THE WRITE STUFF

WORD PROCESSOR

COLUMN BY: RICHARD SAVOY

ARTICLE NO: 3

Here we are with the third TWS article in the series. You could say this is a team series! I'm the manager and we have a coach Emil Volcheck who has a lot more knowledge than myself on this subject and was asked to write the article but he simply didn't have the time, but as you can see, he is making a valued contribution, and last but not least are the players, you the membership!

3.5" DISK DRIVES: In the last article I told you how I use two FD-2000 disk drives, one in drive 8 with the TWS program and another in drive 9 to save my work, that is my current way of doing it, but there are other ways as you will learn shortly, but first how did I install drive 9. I usually use drive 8 to boot most programs, so when I get to the start up window, I press Control and then press shift/D look to the top of the screen and you should see, "Use Device a b c d e Change8->9" "b" should be highlighted if you want drive 9, if so press <RETURN>, now look at the bottom of the screen, it should read "Drive 9" if so drive 9 is installed.

TWS VARIATIONS: Emil Volcheck writes, "amongst the many variations of TWS that were published, the version tailored for use with the 1581 disk drives was one of the neatest. It provides lots of on-disk storage with speed and convenience of the 1581 disk format (and, if you have JiffyDOS on your system-every Commodore user should have!!), it is a much speedier demon!!!". He went on to tell that the 64 version has 1508 blocks free (equivalent to 2.3X 1541 disk space) for the files, while the 12" version has 1309 blocks free (2X 1541 disks). That's quite a bit to work with. Also there are modified directories that give even more free space. Linda Tanner is currently trying to contact Eric Lee (author of TWS) in hopes to get approval to be able to distribute some of this material.

GETTING STARTED: The last issue I asked you to read HELP file "Getting Started" and "Editing" How many did it? Hmm. I know how it is, you hate reading manuals, like me! Well lets see if I can help you learn a little faster. By now everyone should know how to get to the main or start screen, it has HELP EDIT PRINT SAVE LOAD etc Command line at the top of the page.

The cursor is usually in the upper right hand corner when you open the Menu screen. Move it down by pressing return key, move it right press the space bar or type text, when it gets to the end of a line the cursor will automatically go down to the start of the next line. When the cursor is within a paragraph it moves normally--up, down, right and left using the cursor keys. located in the lower right corner of the keyboard

A quick way to move the cursor to the top of the screen is to press the Home key. If the cursor is already at the top of the screen, pressing Home will move the cursor to the beginning of your text. (SHIFT/HOME), the cursor will go to the bottom of the screen. Press again and you will go clear to the end of your text.

CONTINUED ON PAGE 15

CONTINUE TWS ARTICLE NO: 3

Everyone makes mistakes, so we need to know how to make changes in our text. The word "werd" is misspelled in this sentence, move the cursor to the right of the error (so it's on the "r" and press "INST DEL" to remove the "e" then press "o." Some mistakes can be fixed by overtyping them. But for example the word misspelled is missing a "s", to fix it, put the cursor on "p". hold the SHIFT key down and press the INST DEL key, now press "s" to add the missing letter. If there are too many letters in a "worrdd" use the INST DEL key to fix it.

You can rub out text by holding the space bar down. The backarrow key works the same except in reverse. Unlike DEL, the backarrow doesn't pull text to the left along with it. The backarrow key is also your universal escape key when you're not in edit mode. Pressing backarrow will always return you to edit mode.

Press RETURN only at the end of a paragraph or to create a new one. Press SHIFT-RETURN to end a paragraph and auto-indent the next one. To divide a paragraph that is too long, put the cursor on the first letter of a sentence and press SHIFT-RETURN. Try it.

The STOP key is a tab key. Put the cursor at the start of a paragraph, and press STOP to move the cursor to the next tab stop. In command mode, tabs can be set and cleared.

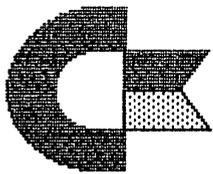
Well, that's everything there is to know about using the keyboard. All the other keys work normally except the up-arrow, and, as you know, ^ is for Menu. Speaking of which, let's say you had written this letter. You might want to save a copy. Press ^, select Save, and type in a file name. To help distinguish text files from all other files, all text file names should begin with a hyphen, and so one is provided for you. If a file having the same name as the one you typed in already exists, you will be asked if you want to replace it. If you do, the existing file will be scratched.

After saving your text, you might want to print a copy. Pressing ^ and selecting Print will display the Print Menu. The Print Menu allows you to format your document without using any embedded format commands. You can change margins settings, line spacing, printer defaults, and select several other features. To see how your document will look without wasting any paper, you can preview it by printing it to the screen. Hold the SHIFT key down to pause printing. Press the backarrow key or STOP key to abort and return to edit mode. Before sending text to a printer, turn it on and put the print head just below the perforation in the paper.

You may have noticed the clock in the corner and wondered what its for. Well, every now and then you should save a copy of your current text. The timer tells you how much work you'll lose if the electricity goes off.

Next to the clock is your position indicator. A "C" stands for column; "C:56" means that the character under the cursor will be printed 56 columns from the left margin. This feature makes it easy to set up a table of data. A "T:30" means that a tab is set at column 30. If the cursor is beyond the current text width, you will be told which paragraph you are currently on.

Well, so much for the basics. Until then...have fun!



MAILINK on DISK

BY: RICHARD SAVOY, EDITOR

EFFECTIVE SEPTEMBER 2003 PRICE REVISION

I learned that when it comes to the BONUS DISKS that some don't care for them, others would prefer one or the other, as they may receive the disk from a different source, which is fine, except I need to know! Second, if I continue with both free disks, I have to recoup some of the cost. So here is the plan, with the current issue of the Commodore Mailink on Disk (CMLD) you will receive one free disk at the current price, USA \$8.00/ year. If you want the second bonus disk too, it will be extra \$2.00/ year, now that is less than 34 cents per issue. Hopefully, I've made it clear in new pricing schedule at the bottom of this page.

WHAT'S NEW FOR SEPTEMBER 2003 DISK issue of Commodore Mailink (CML) newsletter. First is the newsletter itself in readable files, that can be printed out if you choose. we have also "Basically Speaking program on page 5 of the newsletters five programs listed on page 6 are printed out, and just have to pick to play, how do you like that? I think it is great, you don't have to do all that typing from page 6. Whatever space is left, will be filled with three block graphics, or clipart that can be used with FGM or TWS Illustrator, depending on the space available.

SIDE 2: I have the usual start-up MENU program: Basic Keywords, explanation of commands in basic; Deviation, light show with music; Diskette Care, good chance to brush up on disk maintenance; Fast S/Tiny Dir3, this is the program I use when I send you a directory attached to the disk version; Keirsey Test: temperament sorter with 70 questions to be answered, to determine what kind of person you are. Also the BIO's are on this side of the disk.

FREE BONUS DISK with the September ISSUE. Is the May 2000 "Disk of the Month". from the M.C.C.C.Inc. Australia. This disk has a mixture of C64 and C128 programs some from CHUG in the USA.

A SECOND BONUS DISK with this issue is the July 1997 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:

United States....	\$ 8.00
Canada.....	9.00
All others.....	12.00

the above includes C=Mailink on Disk, with extra programs and a **choice** of a Bonus Disk: Please check one:

MCCC INC. [] OR 5C's []

IF YOU CHOOSE BOTH BONUS DISKS ADD \$ 2.00 USA TOTAL \$ 10.00

U.S.A. FUNDS ONLY

PAYABLE TO: RICHARD SAVOY, 250 WEST ST. APT.9, WARE MA 01082-9783 USA

The headers for this page and page 14 were made using the FUN GRAPHICS MACHINE (FGM). The graphic was a 3 block that was expanded and saved as clipart and the fonts were FGM.

GeoPublish Tutorial, pt. 1, Sophisticated Software

BRUCE THOMAS (<http://edmc.net/cue/geopub1.html>)

Think fast! What is the first word that comes to mind when someone mentions geoPublish?

For a lot of people the word would be complex or difficult or frustrating. The box calls it 'sophisticated' which is marketing talk for 'lots to learn'.

Since the program is so 'sophisticated' a lot of people have become discouraged and have never realized the true power that geoPublish (gP) puts at your fingertips. I have been using geoPublish for over 15 years now and have done just about everything with it.

In any gP project there are six main phases:

1. Pick your topics and write your articles;
2. Design your columns and main page format;
3. Create text regions and import your articles;
4. Edit your text and fix any errors;
5. Add graphics (including lines, boxes...);
6. Print your project.

With this series of articles I will take you from start to finish through the creation of a fair-sized publication. In the process we will use all of the power that geoPublish has to offer.

When we're done you should have all of the knowledge, and a good resource, to get you through almost any publishing task.

How do you spell Relief?

Great! Finally someone is going to show you how to use this behemoth of a program. You read the ads. You wanted to make great looking newsletters. You wanted your own freedom of the press. You wanted to impress your family and friends with what your Commodore could do. So you bought the program.

What you got was a quick lesson in the definition of 'sophisticated'. You soon realized that your single drive system lacked the necessary storage space to create much of a newsletter. Your Dot Matrix printer, even with the best multi-strike or interpolating driver, left much to be desired when it came time to print your creation. And your family told you the layout did not really catch their eye or make them want to read it.

So here comes a series to teach you how to publish like the pros. You're ready. You're itching to learn. You've fired up your GEOS or Wheels system and have started geoPublish.

You've pressed the Create button and entered a name for your file. The blank Page Graphics Mode screen is staring

back at you, silently waiting, as if daring you to take your best shot. Oops! Wrong way to get started.

Learning to Crawl

The proper way to get started, if you want to make front page news with GeoPublish, is to sit down at the table with a pencil and pad of paper and start to design your newsletter. But you're new at this. How can I expect you to design a layout when you don't know how to use geoPublish? Easy.

A carpenter has to have a blueprint and know the length to cut the boards and the proper spacing for the studs before he picks up his hammer to put it all together if he wants the building to stand up. GeoPublish, like the carpenter's hammer, is just a tool that lets us create our publications on the computer. Before we use the hammer, though, we have to know something about page layout, we have to have something to write about, and we have to have a plan for our project.

In order to learn a bit about page layout take a look at your favorite magazines. Most likely they are fairly popular and there is a reason for that. Why do you like them? Is it the articles? Is it the pictures? Is it the way the two are mixed? Is it the size of the type? The number of columns of text?

Flip through the magazines and make note of pages that grab your attention. Make note of which magazines are easier to read than the others.

There are entire books and magazines about page layout and design so you can imagine that this topic is beyond the scope of this series of articles. I will concentrate on using the capabilities of GeoPublish so feel free to look for outside sources to make your special project have the impact that you want. A good book that I have been using for a number of years called *Looking Good In Print* (Roger C. Parker, ISBN 1-56604-471-5) is an excellent, easy to read reference. While it comes with a CD containing programs for PCs and Macs the book deals with layout and design concepts and is not written with any specific program in mind. This book is available used on Amazon.com for as low as \$2.50.

All the news that's fit.

By now you should have realized that the design and layout of a publication are almost as important as the material that is presented. Of course, if the articles on the pages do not interest you, contain spelling and grammatical errors, or contain inaccurate or incomplete data it won't make any difference how spectacular the layout is.

The reverse is also true. If you have award-winning material but you insist on cramming it all together, printing it too small, not leaving enough white space or placing graphics in the wrong places, nobody will read it.

continued on page 19

ARCHIVES FROM THE VAULT

(by Linda Tanner, for David Mohr)

Welcome to a new regular feature where we can now offer hardcopy back issues of our Commodore MaiLink (CML). This is something that is available to members and non-members alike. However, prices to non-members will be higher than those members must pay, and this we feel is appropriate, as the time and efforts devoted to membership and all that membership entails deserve consideration.

While David is busily cataloging and photocopying each of the early issues in his collection, we can ponder the passage of time and how it has impacted us, our Commodores, and life in general. We know from Jean Nance's teachings of the history of this group that a fellow names Kirby Herzey is generally credited with being the driving force behind initially organizing the group. That was in the year 1987 or possibly 1986. Our group formed around the time of the Challenger space shuttle disaster, and we were still getting acquainted with the dot matrix printers and many of us were considering upgrading from our daisy wheel printers.

An example of what we were reading in the CML back in 1990 is contained in an article by Lawrence Chin, in his article entitled "Customizing Your C128D". In it he writes of a fellow named David M. Walser of Springfield, OR, who "will customize a C128D for \$85.00". (Sitting here 13 years later, my curiosity got the best of me, so I telephoned the number listed in the article as his home phone. It was now some sort of gardening store and they had had that number for several years I was told.) Later in Chin's article, he tells how he hired a local technician to install six mini toggle switches on the front of his C128 D, in the manner that David Walser would do. Those six switches would toggle JiffyDOS enable/disable, internal 1571 enable/disable, device number change, write protect auto/manual, and write protect enable/disable, according to Chin. So as we walk down memory lane, we see that the tweaking and tinkering, and trying to squeeze that last little extra out of our machines isn't anything new--only the current technology is new.

Then on page 7 of the January 1991 issue there is a "MORE TIPS" by Jim Green. In it he included several methods for placing the cursor at a specific location on the C64 screen. (Over the years, I have tried various routines that purport to do just that, but often found them buggy or nonfunctional as stated, but must admit I haven't yet tried Green's tops.)

Later in the January, 1992 issue, on page 9, Keith Wiese tells Alf Jonassen about how the computer's microprocessor must be in step with several other chips, in particular the video chip. The way these chips are kept "in lockstep" is via the computer's clock, which "ticks" at the rate of about 1 million "ticks" per second (MHz or megahertz means million cycles per second). He then reminds us that the C64 "ticks" at exactly 1,022,230 times per second, while European C64's tick at 98,520 times per second. Next Keith goes on to discuss clock speed versus computer speed. (NOTE: I don't remember reading ANY of this in 1992, so it just goes to show how valuable these archives are, not only for those of us who still retain our old, dog-eared copies, but for those interested in the evolution of our Commodore community. By the time the January, 2004 issue rolls off the presses, we should have our first "ARCHIVES LISTINGS" complete with prices. Stay tuned.

VIDEOCAM'S COMMODORE MAIL LISTS

Videocam Services of Australia has several mailing lists of interest to Commodorites. One such list is the Homestead list which usually involves general Commodore discussions. Another is the COPS list, which is geared to those using Post Script printers with our Commodores (COPS=Commodore Only Post Script). Then there is the "webheads" list for those interested in building and maintaining websites. And specifically for members of M.U.T.T.M., there is the MAILINK list, which prohibits "outsiders" from reading or posting messages. Plus there are other Commodore-oriented lists.

How does one join one of these lists? Easy. Just send an email to the one(s) of interest. For example, to join the MAILINK list, one would send an email to mailink-request@videocam.net.au and type the word subscribe in the message area. It's that simple. Hope to "see" you online.

FREE TO GOOD HOME

Due to moving and to simplify things, I'd like to donate my Commodore 64 equipment to a needy soul?? or organization.

We have:

Two C64's, one in box, both with manuals
One programmer's guide
Two 1541 drives
One Commodore monitor
Book on BASIC
Modem
A C-Itoh dot matrix printer and some paper and interface
Miscellaneous games and plug-in games
Two TV/computer switches
Cables
Manuals for Word and others.

We live in Montgomery village/Gaithersburg, MD

Phone is 1-301-948-4767

All was in good condition when last used.

Please publish this. THANK!!

John Talcott chtalcott@msn.com

SUPERCOMPUTER !

Commodore 64 Parallel Super-Computer

The Vintage Computer Festival has plans to build a massively parallel Commodore 64 supercomputer. A system design has been developed but volunteers are needed to implement the hardware and code the operating software for the system. It is hoped that the project can be completed in time for exhibition at VCF 6.0, where the 20th anniversary of the Commodore 64 will be celebrated. If you'd like to contribute to the project, please send email to vcf@vintage.org.

The VCF Archives Library Project

The Vintage Computer Festival will begin the process of cataloguing its vast collection of computer books, manuals, magazines and miscellaneous documents. Volunteers are needed to assist this process. If you would like to volunteer your time for this important project, please send email to vcf@vintage.org. Volunteers are rewarded with VCF T-shirts & VIP passes to forthcoming VCF events.

(Plucked from the www.vintage.org/projects.php site 7-26-03.)

continued from page 17

It is very important to allow the reader's eyes to rest. Use columns so that it is easier for the reader to find the next line (shorter lines make it easier for the reader's eyes to scan back and down to the next line). Pick an appropriate font size (consider your readers - older readers may mean you use a larger point size). Place your graphics in a logical spot - don't break up a paragraph by putting a graphic where it shouldn't be.

Between the lines

I've covered a lot here. Did you pick up all of the points? A big one that is hidden in all of the above is that what you like or want isn't as important as what your intended audience likes or wants. That isn't to say you shouldn't do something to make yourself happy but, unless you are doing all this work to publish a newsletter for yourself, the reader is who you are doing this for. Know your target audience.

Another big item is to figure out your schedule. Is this going to be a one-time 'lost dog' poster? A single-page weekly flyer? A monthly newsletter? Are you publishing a book? I've done all of these things with geoPublish and it handles them all equally well. You just have to prepare ahead of time before you pick up that hammer.

I hope this has provided a bit of an introduction to publishing. Next time we'll delve a little deeper into what GeoPublish is all about. In the meantime you can get out your GeoPublish Manual and read through it. Keep it handy throughout this process so you can look things up if needed. When I reference the Manual I'll enclose the page number in square brackets like this -

[gP Page 3-25].

Until next time, enGEOy your Commodore!

FROM THE EDITOR'S DESK:

This issue didn't fly off the presses without a hitch. No sireee. As do many other Commodore users, I surf the net on "that other platform"--not by choice, mind you. Most of my communication with MUTTM officers is via email and I occasionally download or printout internet-related Commodore items of interest for an upcoming CML.

Well, about half way into the process of creating this newsletter, I accidentally destroyed WINDOWS 98 on my little laptop. Yep. Gone. Zilch. Nada. Nyet. Lambda. Null set. Bye bye. Without a trace.....

So, instead of accepting the fact of no internet access for the present, I decided, "ahh, this would be a good time to try Maurice Randall's internet browser, The Wave, again". So, I dragged out the Wave disk, and found the documentation printout I had made at least a year ago, maybe two, but there was another glitch. I discovered that my hard drive's Wheels had Toolbox V5.3, yet my RamLink's Wheels had Toolbox V5.2, but according to the info I had accumulated on the Wave, Toolbox 5.4 might be needed. So just to be on the safe side, I obtained a copy of Toolbox 5.4 from Maurice.

Then, just as things were looking up, I accidentally deleted a crucial Wave file (System 128) from the only Wave disk I had!! Sound familiar?

This saga takes several more tortuous twists and turns but to make a long story short, through all of this, my Commodore system kept chugging along, and I managed to keep piecing it all together, file by file, page by page, until this edition of Commodore MaiLink actually became a reality. To say the **entire** experience was fun would be stretching the truth pretttttt thin, but maybe experiences like these help teach us a little humility. And now that this issue is hot off the presses and all the pressure is off, life is now "perfect" again.

My system is a C128, SuperCPU, CMD hard drive, RamLink, FD4000, 1571, Lexmark Optra 40, GeoCable II, and with it, I used Wheels, geoPublish, geoWrite, and PostPrint 3 to create this newsletter. In spite of all, I look forward to editing again. --**Linda Tanner**

OUR NEXT EDITOR:

The above space relegated to our next editor is purposely left blank, to indicate nobody volunteered to edit the November issue. Remember your turn only comes around once every eighteen years, so if you have never edited an edition of CML, now is your chance to step right up and sign up! If you are a new editor and volunteer to edit an issue in 2004, I promise not to badger you again until about 2022. Well, maybe.

So, here's the deal. The November issue will be a potpourri which will include articles from as many of you as I can wrangle, wrestle and lasso. Stay tuned.

TABLE OF CONTENTS:

- 1 Meeting News by Linda Tanner
- 2 Officers; Editor's Guidelines; CML Policies
- 3 "SERVANT" Modification by Al Jackson
- 4 Q&A Desk by Rolf Miller; How to Join MUTTM
- 5-6 BASICALLY Speaking by Linda Tanner
- 7-8 The Village BBS by David Mohr
- 9 the late Fred Dahmer by Fender Tucker
- 9 October 2003 EXPO in Chicago area
- 9 Using Laser-type Printers by Myron Daniels
- 10 Who Said Commodore Is Dead? by Jimmie Turner
- 11 The Better PC by Rolf Miller
- 11 Picked Up Over The Years by Robert Kribs
- 11 "Famous Last Words"
- 12 C= Wisdom From 20 Years' Experience-Chris Fite
- 13 Font Fun by Linda Tanner
- 13 REMINDER
- 14-15 TWS Word Processor Column by Richard Savoy
- 16 CML on Disk by Richard Savoy
- 17 geoPublish Tutorial, pt 1 by Bruce Thomas
- 18 Archives From the Vault by David Mohr
- 19 Free Stuff; SUPERCOMPUTER; VCF Archives Project
- 20 Editor's Desk; Next Editor; Table of Contents

COMMODORE YELLOW PAGES

September, 2003

HARDWARE

CLICK HERE SOFTWARE COMPANY

P.O. Box 606, 426 Sumpter St., Charlotte, MI48813-0606

<http://www.cmdrkey.com>; maurice@cmdrkey.com

INQUIRIES:517-543-5202 FAX:517-543-5202

ORDERS ONLY:1-866-CMDRKEY (VISA, MC)

Floppy (3.5") drive, FD2000 (800K or 1.6 MB)	\$189.00
CMD Hard drive HD1000 1 gigabyte (gig)	\$289.00
HD Zip drive -CMD HD w/internal zip-100 drive	\$299.00
HD Jaz drive -CMD HD w/internal Jaz 1 gig drive	\$349.00
HDCHAS HD chassis w/o mechanism	\$249.00
Turbo 232 High Speed Modem Interface	\$39.95
Null25 DB-25F to DB-9F null modem cable	9.95
Null9 DB-9F to DB9F null modem cable	9.95
Turbocable DB-25M to DB-9F Modem cable	9.95
GeoCable parallel printer interface w/passthruport,6'	\$34.95
GeoCable15 parallel printer interface w/passthruprt	\$39.95
JiffyDOS for the following:	
C128	\$30.00
C128D	\$49.00
C128D-K 128D computer ROM only	\$30.00
C64	\$20.00
64 V4 computer ROM only/specify serial #	\$20.00
C64SX System	\$39.00
1541, 1541-C, 1541-II (JiffyDOS for drive only)	\$19.00
1571,1571D,1581 JiffyDOS druve ROM only	\$19.00
JiffyDOS for all other available drives	\$24.00
JOYSTICK BP Pro Joystick Controller	9.00
CMD SmartMouse 1351 compatible	\$49.95
Power Supplies	
Power1581 for 1541II/1581/RL v.1power supply	\$25.00
PowerRL CMD FD series/RAMLink v.2 powr sppl	\$14.95
PowerHD CMD HD replacement power supply	\$59.00
RAM Expansion	
RCRTC RAMCARD (0 MB with Real Time Clock)	\$59.95
RAMCARD (0 MB w/o Real Time Clock (RTC))	\$49.95
1 SIMM 1 MB 30-pin SIMM chip for RAMLink	\$ 5.00
4 SIMM 4 MB 30-pin SIMM chip for RAMLink	\$15.00
RAMLink w/RAMCard (0 - 13 MB) +/- RTC	\$208 -267.00
RAMLink w/RAMCard (16 MB) with RTC	\$278.00
SuperCPU128 accelerator w/o SuperRAMCard	\$259.00
SuperCPU128 w/SuperRAMCard (0-16MB)	\$319 - 379.00
SuperCPU64 Accelerator w/o SuperRAMCard	\$199.00
SuperCPU64 w/SuperRAMCard (0-16 MB)	\$259 - 319.00

OTHER ITEMS TOO NUMEROUS TO LIST.

C-1 coming soon, & **RETRO REPLAY** (upgrade clone of Action Replay see www.geocities.com/cm-easy).

INTERNET / BBS / MAGAZINES

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 about \$30. Sign up with a company that caters to Commodore users. Contact **Videocam Services, 90 Hilliers Road, Reynella, SA 5161, Australia.** See info. at: <http://cbm.videocam.net.au>

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

COMMODORE SCENE UK's only papermag. and importing service for C64/128. It's a topnotch publication by Allan Bairstow; includes 5.25" disk. Commodore Scene,14 Glamis Close, Leeds, West Yorkshire, LS25 2NQ, United Kingdom. Cost in U.S. is \$22 w/disk or \$19 w/o coverdisk.

U.C.U.G.A.-United Commodore User Group Assn.: publishes **Commodore Digest**, an excellent publication with leading edge slant. You'll read about Commodore One here first. This is Dale Sidebottom's and Rolf Miller's work. Cost is \$15/individual or \$25/group. Subscriptions handled by Rolf Miller, 492 Anacapa St., Ventura, CA 93001.

MCCC News--Melbourne Commodore Computer Club; great monthly disk &newsletter with regular columns, great hardware tips; \$30/year;: MCCC News, P.O.Box 177, Box Hill, Victoria, Australia, 3128

COMMODORE YELLOW PAGES

September, 2003

COMMODORE SHOPPING:

"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 (rhndrbrd@one.net). Visit our website at: www.geocities.com/C64-128-amiga

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 6516429890) (Fax 6516429891).

8-BIT DESIGNS, C= support, new products in hardware and accessory lines, plus "how-to" section on website, <http://www.8bitdesigns.com> email me, Michael Hunter at mike@8bitdesigns.com

ACSI Bulk Inks, 3998 Center Church Road, Suite 2, Loganville, GA, 30052, USA phone 1-770-554-0992.

COMMODORE SHOPPING:

COMPUTER SERVICES

ASSISTED TECHNICAL many products, services, & more. PD listings on four 5.25" disks, \$5 or \$6 DCMR program; packs of multifonts for conversions in BASIC programming; assistance of database(s) or spreadsheet(s), new. For extensive listing, send SASE with William E. Robblets, 259 W. Granby, CT 06090-0273; catsatct@cox.net

TEMPORARILY DISCONTINUED
DUE TO ILLNESS, STAY TUNED

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. R.Savoy, 250 West St., #9, Ware, MA, RSavoy5578@aol.com

COMPUTER BARGAIN STORE-specialize in new &

used Commodore hardware, software, and accessories. 3266 South 2300 East, Salt Lake City, UT 84109; hours are 11:30-6:30 PM approx.. Send SASE for product list. Phone 1-801-466-8084. <http://www.oldsoftware.com>

COMMODORE YELLOW PAGES

September, 2003

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
SPEEDSCRIPT--Brian Vaughan
SPREADSHEETS--Roger Hoyer
SUPERBASE128--Roger Hoyer
THE WRITE STUFF 64 and 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
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:

(The following people/groups have indicated they would accept most Commodore items discarded by others who downgraded to the other platform.)

- 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/HARDWARE:

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.

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 info: <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/fax: 1-517-543-5202.
ORDERS ONLY 1-866-CMDRKEY (Visa, MC)
Wheels64/Wheels128 (GEOS upgrade) \$36/\$40
GEOS64/GEOS128 v2.0 \$44 - \$49
geoFAX software for GEOS \$40
GEOSWH(eels) 64 combo pack \$69
GEOSWH(eels) 128 combo pack \$79
geoChart, geoFile, geoBASIC, geoCalc, **much more.**

geoSPECIFIC, PD/Shareware CD by Bruce Thomas
Contains over 30 MB of files too numerous to list here.
<http://www.edmc.net/cue> or rbthomas@edmc.net, or mail at
5528-142A Ave., Edmonton, AB, Canada, T5A 1J8

COMMODORE YELLOW PAGES

September, 2003

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 C.S.T. 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

rrec@u.washington.edu or

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

REPAIR:

REPAIRS the following:

Drive repair (some drives), C64, C128, 1541, 1541-II, etc. In his own words, Raj says, "*Heck, I buy C64's on eBay just so I can have something to fix....he he he*".

Raj Wurttemberg

2727 Paces Ferry Road, SE, Suite 2-1500

Atlanta, GA 30339

Email: fixit@c64.us

APROTEK MODEM REPAIR:

They still have many parts for Aprottek modems and also repair them. If you would like to speak to a technician, call Randy at 1-541-582-2118 As an example of repair costs for Aprottek c24 MiniModem, a M.U.T.T.M. member was recently charged only \$35 including shipping for complete repair.

Aprottek, Inc.

9323 W. Evans Creek Road

Rogue River, OR 97537

1-541-582-2118

CLICK HERE SOFTWARE COMPANY

Owned by Maurice Randall, this company's primary business is sales of software authored by Maurice, plus the expanding line of hardware, including what was originally sold by CMD. However, they do some repairs, in particular on CMD products. Before you ship your unit, such as FD2000, FD4000, Hard Drive, SuperCPU Accelerator, RamLink, etc., for repairs, call or email ahead for details.

Click Here Software Company

426 Sumpter Street, P.O. Box 606

Charlotte, MI 48813-0606

phone inquiries 1-517-543-5202

FAX 1-517-543-5202

Email: maurice@cmdrkey.com

REPAIR WARNING!!!

A friendly reminder to all C64 users:

Remember to heed the caution on the underside of your Commodore 64 machine:

"ATTEMPTED REPAIR BY UNAUTHORIZED PERSONS VOIDS WARRANTY"

(A similar warning appears on the C128) :-D