

# Commodore MaiLink

*Newsletter of/for*

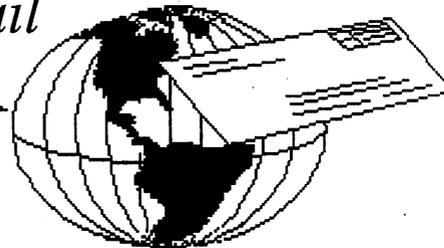
**C=64** *Meeting Users Through The Mail*

**C=128**



## MEETING NEWS

January, 2004



We have reason to celebrate. Our eighteen-year old group has survived another year intact. Our 2004 renewals as early as December 11, were already 62. We have managed not to raise membership fees. Currently our newsletter regularly features a geoPublish Tutorial, a TWS column, a BASIC column, a Question and Answer Desk, plus we finally have an official archives. We recently were pleasantly surprised by yet another member volunteering to help make this a well-rounded newsletter of a well rounded group. **Jorge Pedreira** of Buenos Aires, Argentina is our new Yellow Pages Editor. Congratulations, and many thanks go to Jorge.

In fact, this is a good time to thank EVERYONE who works so hard behind the scenes to make this group run so smoothly: **Emil Volcheck, Jr.**, who handles our money so well, **Richard Savoy**, whose printing, collating, and mailing services are a package that is hard to beat and who maintains our newsletter in diskform, Mailink-On-Disk, **Brian Vaughan**, who so accurately maintains the BIO datafiles and provides mailing labels to the mailer at the appropriate time, **David Mohr**, who wears the many hats of backup-editor, managing editor, and archivist, **Joseph Fenn**, who maintains the listing of E-ddresses, **Andrew Schwartz**, our webmaster maintaining our site with Videocam Services, **Francis Redmond**, the guy who sends you those late notices early in the year to remind you to join and maintain uninterrupted continuous membership, and **Rolf Miller**, who mans the Question and Answer Desk, and who will dig around and investigate to find the answers to even the most arcane Commodore-related questions.

For those of you who might be sneaking a thought about editing a future issue of CML, you might want to read the newly updated Editor's Guidelines on page two. There are new rules of margins, fonts, and columns, all of which should make our CML newsletter easier to create and easier to read.

Mention should be made that The United Commodore User Groups Association, UCUGA, had approached our group with a proposal that if each group instituted an offer of "2 memberships for \$25" to members, subscribers would receive the usual six issues of CML, as well as six issues of The Commodore Digest in the alternate six months, giving members a Commodore newsletter every month. After consulting with other MUTTM officers, I nixed the idea for our group. However, for a variety of reasons UCUGA has indicated they plan to institute their part of the offer at least for a year. Although this does not change any of the policies or workings of our group, you should know of its existence.

It's a new year, new day, so get busy with those Commodores!

-Linda Tanner, President

**BUSINESS OFFICERS:** (addresses in BIO's)  
**PRESIDENT:** Linda Tanner, tannerlj@yahoo.com  
Handles group business, compliments, complaints, threats, etc.;  
**VICE-PRESIDENT:** Francis Redmond, redinc@earthlink.net;  
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**TREASURER:** Emil Volcheck, Jr. emilv@mercury.ccil.org  
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**MAILINK-ON-DISK EDITOR & MAILER:** Richard Savoy; RSavoy5578@aol.com; compiles and archives Mailink On Disk and arranges for photocopying and mailing of CML;  
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**MEMBER BIO EDITOR:** Brian Vaughan: frogissam@neteze.com; edits member addresses and Bio's; denotes member as "Friendly Correspondent" in BI'Os at member request;  
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**QUESTION & ANSWER MAN:** Rolf Miller, rolfmiller@aol.com; he answers C= questions!!  
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**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.

Editor should where possible use the two-column per page format for better readability. Also, all page margins should be 3/4 " on each right and left margins. Text, regardless of which font, should be 12 point or larger, the only exception being that on page two column one. And last but not least, since we don't want our newsletters to resemble ransom notes, use no more than two fonts per page, excepting the footer. For example, the footers are usually Zapf Chancery or something similar, so one is free to use two other fonts on each page, besides footer font.

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 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" 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:** pages 1,2,5 & 6 of this newsletter were created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoPublish, and PostPrint 3.

# Address Changes

**Tom Grimm,**  
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## **New Members**

We have two new member for this issue.  
Welcome to the MTTM! A full bio will be in the  
regular next bios issue.

**Jeffery Lynn Puffer**  
722 Diagonal Algona Iowa 50511 E-Mail:  
jeffpuffer@yahoo.com

Jeffery is using a C-65 and a VIC-20  
emulator. Enjoys the LoadStar disks. listening to  
C64 music and much more. He wrote a very nice  
letter with his application. Where he remembers  
the enjoyment of his VIC-20 and tape drive,  
typing in text adventures. Welcome back to the  
world of the C- Jeff.

## **Joseph Gonzalez**

Box 414426 Miami Beach Florida 33141-0426  
josephgonzalez@webtv.net

Joe is retired and into the HAM scene. He has  
a 128 and a 128D, along with 1571, 1581 and a  
D-2000. Several printers, including laserjet. The

1902 and 1902(a) monitors, plus the SCPU with 16  
MB with a Turbo 232 and the CMD 1750 KL. He is  
interested in Desk Top Publishing.

(Editors additive: Hope that I have done justice to  
the changes and new members. Any faults, they are  
mine. Some files were corrupted. Hard to read the  
correct information)

## **THE NEXT EDITOR**

Richard Savoy will be the March Editor , He  
prefers The Write Stuff (TWS) in either PROGRAM  
or SEQUENTIAL format, on 3.5" or 5.25" disk, You  
can also send via E-Mail or hard copy . If you like to  
have Clip Art or Graphics make sure they are Black  
no other color and a extra one to paste

DEAD LINE IS IN THE MAIL VIA FEBRUARY  
15TH  
EMAIL ADDRESS IS: RSavoy5578@aol.com

## **Editors Crypt**

Lord Ronin here with the data statements for this  
issue (Grinning) Many articles from members this  
time around. I do want to apologize right now for  
the lateness of the issue. Holiday season slowed  
down and lost some of the articles from the  
members. Then snow and ice made it very difficult  
to reach the post office. First time in 10+ years for  
Astoria Oregon to have that much snow.

That being said, this issue has short reviews on  
some programmes. Our regular Basic section. The  
Write Stuff help and the Q&A, in fact two Q&A  
parts this time. Sadly the GeoPublish article didn't  
make it to me at all and I have put this out without  
that feature.

Commodore 128 flat with SuperCPU and 16megs  
of ram, Geos/Wheels/Wave and Post Print 3 with  
the Optra 40 printer were the components for this  
issue. Articles arrived in E-mail. These were read in  
QWKRR and converted to PET through QWKRR.  
Later converted to GeoWrite 2.1 with Wrong is  
Write 8.1. Some articles were on disk in EdStar II  
from Load Star. These were converted with Wrong  
is Write 8.1 to GeoWrite 2.1. Fonts used are Robin

Hood for the titles. Elvira for authors, Commodore NLQ for the programme lines and VillagePlain.pda for the main body. Hope you enjoy the issue and welcome all to the new year and our new members Jeff and Joe.

## QUESTION & ANSWER DESK

Rolf Miller, Q & A editor  
rolfmiller@aol.com

Questions may be submitted by regular or e-mail. Answers will be returned as soon as obtained, then published in coming issues, though the identity of those asking questions will not appear because duplicate, similar, and associated items will be compiled.

### THE DOWN & DIRTY OF CLEANING THE 1541

Q. I'm at a loss as to what to do! My 1541 is acting up again – loading some files, partially loading others, or not loading at all. I've cured this problem before by using a cleaning disk, but it didn't this time. I mainly use an FD-2000, but I still have a lot of 1541 disks. Help!!

A. First, throw the cleaning disk in the trash. On second thought, throw the cleaning disk in the trash, but keep the bottle of cleaning fluid.

Next, unplug the 1541 and flip it upside down. Remove the four screws securing the top of the case, turn it right side up, and remove the top case. If present, remove the internal metal shield which is secured by two screws.

Some older 1541 models contain a long motherboard that must also be removed to access the read/write head. Otherwise, the head appears as a mound with a white top bisected by a thin line. A lever holding a felt pad hangs over the head. Gently lift the lever up and scrub the

white top with a cotton swab saturated with the cleaning fluid until all foreign matter is gone. (Instead of cleaning fluid, 91% Isopropyl Alcohol – not rubbing alcohol – can be used.) Reassemble the drive.

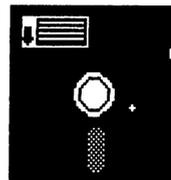
### A Couple of 1581 Solution

Q1: I recently acquired a 1581 drive for use with my 128D. I have a two part question. First, while I mostly use the 1581 as device 9, occasionally I wish to use it as device 8. Is there a way to swap device numbers on the built in 1571 without having a switch? Second, I've heard that it is important that the 1581 have a WD1772 chip rather than a WD1770. Is there a way to check without taking the drive apart?

A1a: The following routine is said to switch the 128's built-in 1571 to device 9 and an attached external drive to device 8. To use it, attach the second drive set device 9, turn it on, insert a formatted disk, and run the routine.

```
1 REM 2ND DRIVE MUST BE SET TO 9 AND  
ON  
2 CD=8:ND=10:GOSUB 7  
3 CD=9:ND=8:GOSUB 7  
4 CD=10:ND=9:GOSUB 7  
5 OPEN 15,8,15,"IO":CLOSE 15  
6 OPEN 15,9,15,"IO":CLOSE 15:END  
7 OPEN 15,CD,15,"UO"+CHR$(ND):CLOSE  
15:RETURN
```

A1b: According to more than one, the 1581 underwent extensive testing prior to release. It is, for the most part, a reliable system. The reported problems are limited to a very few early production units. So unless symptoms of a problem are evident, the user need not be concerned.



Continued on Page #8

# BASICALLY SPEAKING by Linda Tanner

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

Because I promised in September to add a file save routine to the Fingerprint program for C128 with JiffyDOS, I'm including the upgraded, but still incomplete, program beginning on page six. To run the program one needs "Fingerprint1-04" the BASIC program file, "SUSPECTS", the sequential data file, and "BACKUP", the sequential data file, all of which are on the MaiLink-On-Disk. If you do not have MaiLink-On-Disk, an easy way to create the two data files you need is this: with a formatted disk in the drive, key into your C-128 in direct mode, the following two lines separately:

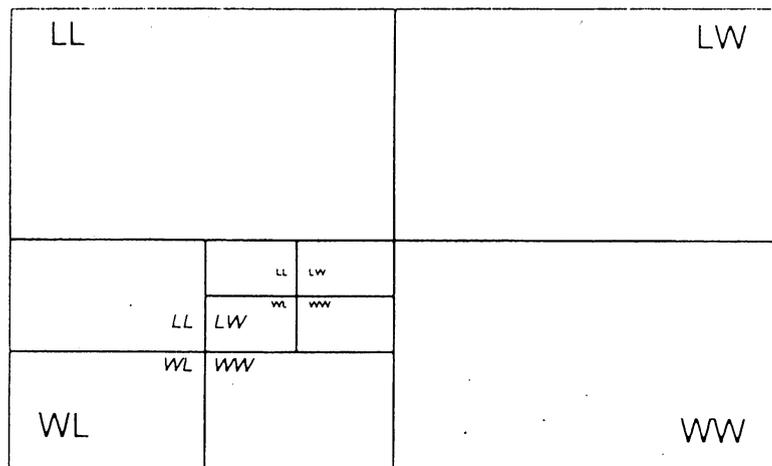
```
DOPEN#8,"SUSPECTS",D0,U8,W:PRINT#8,0:DCLOSE#8:[RET]
DOPEN#8,"BACKUP",D0,U8,W:PRINT#8,0:DCLOSE#8:[RET]
```

After you have entered the above, do a directory listing to make sure the files are on your disk--you should see two sequential (SEQ) files listed at 1 BLK each. They are empty and waiting to receive data from the Fingerprint program. To study the "file-save" routine, check out lines 44-48, 20-30,35,40-43,60,64,70-80,102,104,120 and 121. These lines are listed in the order in which the program would traverse if you indicated you want to "Enter Suspect's Data", and subsequently indicated (in line 102) that you are "Ready To Save New Data to Diskfile". When you say "yes" to "save", the first thing the program does is "Scratch" the current diskfile and then rewrites (resaves) the diskfile which now includes the suspect you added. The most important file save statements are 102,104,120,52,121,and 52. This unfinished program is buggier than a Microsoft virus, but still one can get a little insight into saving information (data) to disk for later use. And, last but not least, as promised long ago, a graphical representation of that special cabinet housing fingerprints in 1,024 pidgeonholes is shown below. The "Fingerprint1-04" program begins on page six and we will not revisit this program for a long time, if ever, so as not to bore anyone.

Next month, we'll revisit arrays since we had a serious request for somewhat of an "Array Tutorial", rather than just lines of code which create and use arrays without any explanation (I'm guilty). Stay tuned for array madness in March.

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FINGERPRINTS



Segmentation of Haque's cabinet

## READ THIS:

CLR  
HOME  
UP  
DOWN  
LEFT  
RIGHT  
RVON  
RVSON  
RVOFF  
RVSOFF  
BLK  
WHT  
RED  
CYAN  
CYN  
PUR  
GRN  
BLU  
YEL

F1  
F2  
F3  
F4  
F5  
F6  
F7  
F8  
{A}  
{a letter}

## C64 only:

<1>  
<2>  
<3>  
<4>  
<5>  
<6>  
<7>  
<8>

## TYPE THE KEY(S):

[SHIFT][CLR]  
[CLR/HOME]  
[SH][upCRSR]  
[(down)CRSR]  
[SH][leftCRSR]  
[(right)CRSR]  
[CONTROL]+9  
[CONTROL]+9  
[CONTROL]+0  
[CONTROL]+0  
[CONTROL]+1  
[CONTROL]+2  
[CONTROL]+3  
[CONTROL]+4  
[CONTROL]+4  
[CONTROL]+5  
[CONTROL]+6  
[CONTROL]+7  
[CONTROL]+8

[F1]  
[SHIFT][F1]  
[[F3]  
[SHIFT][F3]  
[F5]  
[SHIFT][5]  
[F7]  
[SHIFT][F7]  
[CONTROL]+A  
[CONTROL]+[a]

## [SHIFT]

## C64 only:

[C=]+[1]  
[C=]+[2]  
[C=]+[3]  
[C=]+[4]  
[C=]+[5]  
[C=]+[6]  
[C=]+[7]  
[C=]+[8]

## "FINGERPRINT 1-04" (a work in progress)

```
8 FAST:SCNCLR5:QD$(1)="LL":QD$(2)="LW":QD$(3)="WL":QD$(4)="WW":T=:TL=:TT=.
10 DIMFP(4,4,4,4),FP$(4,4,4,4),A,Q$,C$,F$,TH$(5),CB$(4),FI(5),C,L,M,N,Q,V,W,X,Y,Z,NA$(100),
SL$(100),SF$(100),PR$(100),PA$(100):SM=:QQ$=""
12 CB$(1)="UPPER LEFT":CB$(2)="UPPER RIGHT":CB$(3)="LOWER LEFT":CB$(4)="LOWER
RIGHT":GOSUB106:GOTO44
14 PRINTTAB(8)"[RVON] YOU HAVE INPUT 100 SUSPECT FILES. SAVE TO DISK NOW? (Y/N)[RVOF]"
15 GETQ$:IFQ$=""OR(Q$<"Y"ANDQ$<"N")THEN15
16 IFQ$="Y"THEN120:ELSE44
20 IFTL<100THENSCNCLR5:COLOR6,8:COLOR5,3:QQ$="":FORA=1TO5:C$="LEFT":READF$:ELSE14
22 PRINTTAB(5)"IS "C$" "F$"PRINT = WHORL[RVON] (W) [RVOF] OR ARCH/LOOP [RVON] (L)[RVOF]
?";GOSUB32:IFC$="LEFT"THENC$="RIGHT":GOTO22
24 NEXT
25 PRINT:RESTORE
26 SCNCLR5:C=: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$="Y"THEN35:ELSE44
32 GETQ$:IF(Q$="")OR((Q$<"W")AND(Q$<"L"))THEN32
34 QQ$=QQ$+Q$:PRINT"[RVOF] "Q$:IFLEN(QQ$)=10THEN25:ELSEReturn
35 TL=TL+1:PR$(TL)=QQ$: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"ENTER [RVON] SUSPECT'S LAST NAME[RVOF] THEN HIT 'RETURN' KEY
";INPUTSL$(TL):IFSL$(TL)=""THENSL$(TL)="UNKNOWN"
42 PRINT"ENTER [RVON] SUSPECT'S FIRST NAME[RVOF] THEN HIT 'RETURN' KEY
";INPUTSF$(TL):IFSF$(TL)=""THENSF$(TL)="UNKNOWN"
43 COLOR5,7:GOTO60
44 SCNCLR5:COLOR5,7:COLOR6,16:PRINTTAB(28)"[10DOWN][RVON] SELECT A NUMBER
BELOW:[RVOF][DOWN]":PRINTTAB(28)"1. ENTER SUSPECT'S DATA":PRINTTAB(28)"2. SCAN
DISKFILE:'SUSPECTS'
45 PRINTTAB(28)"3. PRINT DATA IN MEMORY TO SCREEN":PRINTTAB(28)"4. EDIT":PRINTTAB(28)"5. QUIT"
47 GETQ$:Q=VAL(Q$):IFQ$=""ORQ<1ORQ>5THEN47
48 ONQGOTO20,124,82,88,99
49 APPEND#8,".:SUSPECTFIRST",D0,U8:GOSUB95:APPEND#8,".:SUSPECTLAST",D0,U8:GOSUB98:
APPEND#8,".:SUSPECTPRINT",D0,U8:GOSUB95:
50 SCNCLR5:@:"S:"+S$:GOSUB48:DCLOSE8:GOTO99
52 PRINT#8,TL:FORA=1TOTL:PRINT#8,SL$(A):PRINT#8,SF$(A):PRINT#8,PR$(A):PRINT#8,PA$(A)
:GOSUB95:NEXT:DCLOSE#8:RETURN
54 PRINTTAB(25)"[DOWN] ARE YOU ABSOLUTELY SURE (Y/N)?"
55 GETQ$:IFQ$=""OR((Q$<"Y")AND(Q$<"N"))THEN55
56 IFQ$="N"THEN44:ELSEFORC=A+1TOTL:SL$(C-1)=SL$(C):SF$(C-1)=SF$(C):PR$(C-1)=PR$(C):
PA$(C-1)=PA$(C):NEXTC:TL=TL-1:A=:GOTO104
60 FORA=1TO5:FORB=1TO4:IFTH$(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
```

(continued on page 7 )

"FINGERPRINT 1-04", continued....

```
70 FP(V,W,X,Y,Z)=FP(V,W,X,Y,Z)+1:PRINT [DOWN] 5-DIMENNSIONAL ARRAY FP("V","W","X","Y","Z")
CONTAINS "FP(V,W,X,Y,Z) "ELEMENT(S)":
72 FP$(V,W,X,Y,Z)=SF$(TL)+" "+SL$(TL):NA$(TL)=FP$(V,W,X,Y,Z):PRINT [DOWN] SUSPECT'S NAME IS
[RVON] "FP$(V,W,X,Y,Z)"[RVOF] AND FINGERPRINTS ARE [[RVON] "":GOSUB38:PRINT [RVOF] "
73 PA$(TL)=STR$(V)+STR$(W)+STR$(X)+STR$(Y)+STR$(Z):L=LEN(PA$(TL)):QQ$="" :FORA=1TOL:
Q$=MID$(PA$(TL),A,1):IFQ$<>CHR$(32)THENQQ$=QQ$+Q$
74 NEXT:PA$(TL)=QQ$
77 COLOR5,1:PRINTTAB(15)"[RVON][DOWN] DO YOU WANT TO INPUT DATA ON ADDITIONAL SUSPECTS?"
78 GETQ$:IFQ$=""OR(Q$<>"Y"ANDQ$<>"N")THEN78
80 IFQ$="N"THEN102:ELSE20
82 SCNCLR5:COLOR6,3:COLOR5,6
84 FORA=1TOTL:PRINT"[RVON] SUSPECT"A"[RVOF]";:PRINTNA$(A)SPC(20-LEN(NA$(A)))PR$(A)SPC(2
)"ARRAY ELEMENT # ("":FORB=1TO4:PRINTMID$(PA$(A),B,1)",";
85 NEXTB:PRINTMID$(PA$(A),5,1)"[DOWN] ":NEXTA:PRINT"[DOWN] PRESS A KEY TO CONTINUE.....
86 GETQ$:IFQ$=""THEN86:ELSE44
88 SCNCLR5:COLOR5,2:COLOR6,5:FORA=1TOTL:PRINT"[RVON]SUSPECT"A"[RVOF];:PRINTNA$(A)
SPC(20-LEN(NA$(A)))PR$(A)SPC(2)"ARRAYELEMENT#("":FORB=1TO4:PRINTMID$(PA$(A),B,1)",";
89 NEXTB:PRINTMID$(PA$(A),5,1)"[DOWN]":PRINT"[DOWN] DELETE THIS RECORD (1) EDIT (2)
CONTINUE (3) QUIT TO MAIN MENU (4)[2DOWN]"
90 GETQ$:Q=VAL(Q$):IFQ$=""OR((Q<1)OR(Q>4))THEN90
91 ONQGOTO100,100,92,44
92 NEXTA:TT=TL:GOTO102
95 IFDS>1THENPRINTDSS:COLOR5,4:COLOR6,1:STOP
96 RETURN
98 GETQ$:IFQ$=""THEN98
99 COLOR5,4:COLOR6,1:SCNCLR5:STOP:REM-FINGERPRINT11-03 BY LINDA TANNER
100 SCNCLR5:COLOR6,5:COLOR5,8:PRINTTAB(5)"[12 DOWN]SITE IS UNDER CONSTRUCTION.
PRESS ANY KEY TO CONTINUE...":GETQ$:IFQ$=""THEN100:ELSE44
102 SCNCLR5:PRINT"[11 DOWN][RVON]ARE YOU READY TO SAVE NEW DATA TO DISKFILE (S)
OOPS-NEVER MIND (N)":GETQ$:IFQ$=""OR((Q$<>"S")AND(Q$<>"N"))THEN102
103 IFQ$="N"THENTL=TT:GOTO44
104 IFTL>.THEN120:ELSE@"S.:SUSPECTS":DOPEN#8,"SUSPECTS",D0,U8,W:GOSUB109:@@"S.:BACKUP":
DOPEN#8,"BACKUP",D0,U8,W:GOSUB109:GOTO44
106 DOPEN#8,"SUSPECTS",D0,U8,R:INPUT#8,TL:FORA=1TOTL:INPUT#8,SL$(A):INPUT#8,SF$(A):
INPUT#8,PR$(A):INPUT#8,PA$(A):GOSUB95:NEXT:DCLOSE#8,U8
107 IFTL=.THENPRINTTAB(10)"YOUR DISKFILE ''SUSPECTS'' CONTAINS NO RECORDS NOW'':RETURN
108 FORA=1TOTL:NA$(A)=SF$(A)+" "+SL$(A):NEXT:RETURN
109 PRINT#8,.:GOSUB95:DCLOSE#8:RETURN
120 @@"S.:SUSPECTS":DOPEN#8,"SUSPECTS",D0,U8,W:GOSUB52
121 @@"S.:BACKUP":DOPEN#8,"BACKUP",D0,U8,W:GOSUB52:GOTO44
122 APPEND#8,"SUSPECTS",D0,U8:FORA=1TOT:PRINT#8,SL$(A):PRINT#8,SF$(A):PRINT#8,PR$(A):
PRINT#8,PA$(A):GOSUB95:NEXT:DCLOSE#8,U8:GOTO44
124 IFTL=.THENGOSUB106:ELSE82
126 FORA=1TOTL:NA$(A)=SF$(A)+" "+SL$(A):NEXT:GOTO82
200 DATATHUMB,INDEX FINGER,MIDDLE FINGER,RING FINGER,LITTLE FINGER
```

For instance, in some initial units, pin 10 of socket U10 is not properly grounded. The Typical symptoms are occasional DEVICE NOT PRESENT and read write errors.

As for reported problems with the WD1770 controller chip (U4), a few early production drives contained a flawed lot. These faulty chips occasionally failed to correctly write data to disk. A corrupted directory following disk copy is a typical symptom. The WD1772 is the replacement chip, and is the chip found in the later production units. But the 1581 can use either one.

The following program is said to check which of the two chips are present in the 1581. It also tests to see if jumper J1 is closed (it should always be shorted with a 47-ohm resistor for a 6ms step rate). To use the program, turn on the drive, insert a formatted disk, run, and enter the device number of the drive when prompted.

```

100 REM CHECK 1581 DISK FOR
CONTROLLER TYPE & J1 JUMPER BY
FRED BOWEN
110 PRINT "INSERT ANY FORMATTED
DISK IN DRIVE"
120 INPUT "CHECK WHICH UNIT";U:
PRINT
130 OPEN 1,U,!%:L=474 AND
255:H=474/256
140 OPEN 2,U,"","#
145 PRINT#1,
"M-R"CHR$(0)CHR$(192)CHR$(1):GET#1
,A$
150 IF ASC(A$)<>192 THEN PRINT
"DEVICE "U" IS NOT A
1581.!:GOTO360
160 PRINT #1,
"M-R"CHR$(L)CHR$(H)CHR$(5): REM
MODIFY CONTROLLER CMDS
170 FOR I=1 TO
5:GET#1,A$:B$=B$+CHR$(ASC(A$)OR
3):C$=C$+A$:NEXT
180
PRINT#1,"M-W"CHR$(L)CHR$(H)CHR$(5)
B$
200 PRINT#1,"U1";2;0;1:0:GOSUB
500: REM SEEK TRACK 1 & RESET
TIMER
210 PRINT#1,"U1";2;0;80;0:GOSUB
600: REM SEEK TRACK 80 & READ

```

```

TIMER
230
PRINT#1,"M-W"CHR$(8)CHR$(64)CHR$(1)CH
R$(0): REM TEST JUMPER J1
240
PRINT#1,"M-R"CHR$(8)CHR$(64)CHR$(1)CH
R$(0): GET#1,J$
260 PRINT#1,"M-W"
CHR$(L)CHR$(H)CHR$(5)C$ REM RESTORE
CONTROLLER CMDS
270 IF VAL(F$)>0 THEN PRINT "SEEK
ERROR-CHECK DISKETTE.": PRINT: RUN
290 PRINT"UNIT"U" CONTAINS A ";:
REM REPORT
300 IF T>20 THEN PRINT "WD1770";
310 IF T<20 THEN PRINT "WD1772";
320 IF J$="" THEN PRINT "OPEN"
340 IF J$>"" THEN PRINT "CLOSED"
360:
370 CLOSE 2:CLOSE 1:END
500 FOR I=11 TO 8 STEP-1:POKE
56320+I,0: NEXT: RETURN
600 INPUT#1,F$,R$,E$,D$:
T=PEEK(56329)*10+PEEK(56328)
610 RETURN

```

{Editors Note: Any typos are probably mine. Used Commodore NLQ in order to make it look as close to the screen read out as possible}

## C.C.C.C. INTERVIEW

Roger Hoyer

Two weeks ago a reporter from the Cincinnati Enquirer called me to find out more about our Commodore Club. She had seen a publicity notice of our meeting in which I said C64's are now making slaves of PCS and wondered how they do that.

As a result of the phone conversation, she wrote a nice article in the October 14th edition of the paper. She somehow mistakenly attributed everything I do on my C128 to my Amiga 1200 and thought that since my wife has been selling Tupperware for 38 years, she's no longer doing it (she's talking about finally retiring this year-ha, ha!)

You can see the article online at: [www.cincinnati.com/technology/wiredcincy/101403\\_cincinnati.html](http://www.cincinnati.com/technology/wiredcincy/101403_cincinnati.html), We've gotten several inquiries and comments about the club this past week.

# Scene World

Lord Ronin from Q~Link  
M.K.A. <Sensei> David O.E. Mohr

February 2004 will mark the 10th issue of this disk magazine [mag]. Scene World has been out for three years. Slow at the start, in releases. Now much more on a regular schedule.

What makes this mag different from others? Simple, unlike other disk mags. This one attempts to cover all parts of the Commodore use for both the PAL and NTSC crowds. No you aren't going to find things just for Demo crews. Or a lot of tech head programmer talk.

What you will find in issue number 10 is an interview with the character Lord Ronin from Q-Link. The new English NTSC editor. Along with news reviews, features and much much more.

I use the interview listed above, to illustrate that the mag isn't just for tech heads, programmers, coders, demo crews and the like. I mean if they let me in as a rank beginner. In order to write about C- things. Then it is obvious that the mag is aimed at all levels of the world of C- Users.

Mag is from the People of Liberty group [PoL]. Who have been around the last five years. The two major forces behind the mag are "Merman" [Andrew Fisher] in the U.K. along with 22 year old "Nafcom" [Joerg Droege] in Germany.

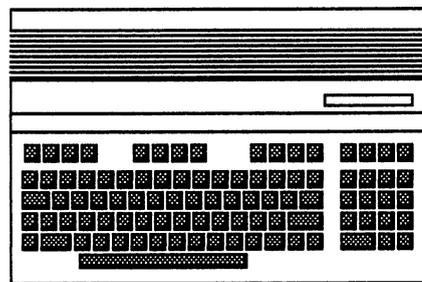
Format for the mag is in .D64. As it is made for use on Emulators. This causes some problems for me. As it is heavily packed and the recent issues are double sided.

Not a gigantic problem. Just that from the website [see below] the issues are both sides zipped into one large file. I do get a pre-release as an E-Mail attachment. This requires placing the file on the 1581 disk. Then unzipping and reverting from d64 to normal, with the Errol

Smith unzipper.

Problem is that although the files fit on both sides of the 1541 disk. There are a couple of them that when I remake them for the BBS. Zipped up on one side larger than 664 blocks. They have to be 4 packed for C- users to DL from the BBS. Keeping the large files for the Emulator users and those with larger DL drives than a 1541. Oh yeah "The Village" BBS is the official Scene World BBS for the files.

Short end of this is that you can DL and for free, these mag files from either "The Village" BBS or from <http://www.sceneworld64.de> Try this one out for a new look at the C- scene in the world.



COMMODORE 128

## Curtain Effect

Lord Ronin from Q~Link  
M.K.A. <Sensei> David O.E. Mohr

This may sound strange. The block count for this review is going to be larger than the actual programme. OK the prg is about 3 blocks long.

At first look this is a small collection of prg lines. Made up of a lot of data lines for the read data command. A REM states that it is relocatable. O.K. at the time I thought that meant you could just change the line numbers as in a Basic programme. Later I was told it means something about memory and those things that look like money amounts in ML.

But what will this thing do in a programme? That is easy. Found it by loading the prg when there was a directory listing on the screen. Bit surprised to see the screen split in the middle, vertically. Then slide off to each side.

Felt inspired to use this for myself on a club disk. Just thought that a simple gosub command would work. I was wrong.

The couple of days that I spent trying to work this out with Vixen and our #30. Ah, that would take a long article. Let us bypass the disk tossing and feelings of uselessness. Move ahead to making it work.

Clue was the error statement that showed up. I thought that it was failing because I didn't know where to insert the return. That wasn't the case at all. Out of Data was the error. Trying to look up the information on what that means took some time. Had to look at a few of our resource books. Just to understand what was meant.

Once that was done, then what to do to make it work? A light showed up over my head. Well if it was a comic strip. I remembered that in the type in book, there was a discussion on the use of the CLR command. We looked that up in the books. On the chance that we understood what it all meant. I put it in one line, just before the gosub. Freaker worked for us. Not completely sure why. Just reporting what happened.

There are two effects from this act. First is the fact that there is a programmed review file on a club disk that uses this screen effect for all the review pages.

Second and more important. The review programme was done from scratch. Adding this screen effect. Done by a group that is trying to learn Basic V2. Seeing the result has given us the needed boost to continue learning to programme. As we now know that we really can make things. In fact that is the real premise of this article. Rank beginners with no background and little help can learn to programme. A lesson that we have learned.

Now we are fired up to do more in programming. Looking for other little utilities to insert into our programme attempts. Such a feeling is had when it works.

# COMMODORE & THE \$100 REBATE

by  
Rolf L. Miller

The wife recently bought a new notebook computer. She calls it a "laptop" because that is where she uses it. It contains 256MB RAM and runs at 2.3Ghz.

It is thought that with all that power, this gigacomputer would outrun the 64K, 1Mhz machine which occupies this desk. Not! The Commodore loads up and presents The Write Stuff (TWS) word processor ready for use before the Windows machine finishes booting.

The wife made this purchase on-line, and she decided upon this particular model because it offered a \$100 rebate. In order to receive the money required downloading and printing a document. To get the rebate, sign and return the filled out form.

It goes without saying that mail-in rebates are a marketing scheme which is profitable because many do not get around to sending for the money. And, naturally, the number not responding rises in direct proportion to the difficulty of the procedure. Nonetheless, the wife downloaded the form and attempted to print it.

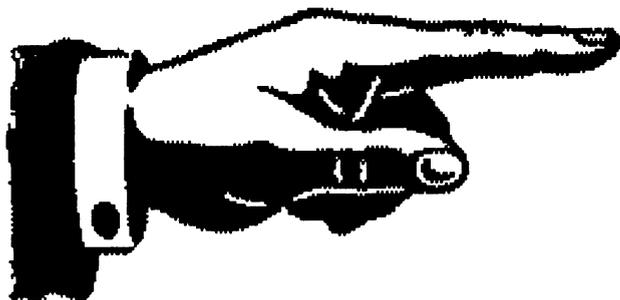
"Attempted" is the operative term. She first downloaded the document to the new machine before discovering that it doesn't support the printer she uses on her old machine. So, she downloaded it again to the old machine.

Now, it would be an evil surmise to accuse the seller of deliberately providing a flawed document. However, her every attempt to print the form failed as the printer stopped performing line feeds not halfway though the page. What a mess!

It is always difficult to refrain from smugness when PC users approach the Commodore domain for help. But when it comes to one's spouse -

especially the one who does the cooking – smugness is not a rewarding course. Besides, husbands do not have to be married forever to figure out from just where that \$100 will indirectly come.

While the 64 is the primary computer in this office, there is also an old (ancient by PC standards) 486 laptop at hand (they called them laptops back then). This machine is used solely to process email as plain text for transfer to and from the Commodore. So, emailing the rebate document to be retrieved by the 486 allowed converting it to plain text, then porting to the 64 for processing and printing from TWS.



**CINCINNATI COMMODORE COMPUTER CLUB**

Official Users Group Number 292  
c/o 31 Potowatomie Trail  
Milford, OH 45150

[www.geocities.com/c64-128-Amiga](http://www.geocities.com/c64-128-Amiga)  
[cbmusers@yahoo.com](mailto:cbmusers@yahoo.com)

The Cincinnati Commodore Computer Club has 1000's of used commercial items for sale at very reasonable prices. The lists include software, hardware, accessories, books, magazines and manuals. Because of the low prices we ask that buyers pay postage. For a 5 1/4" disk of the lists,

send a floppy mailer to Roger Hoyer, 31 Potowatomie Trail, Milford, OH 45150. If you'd rather receive the lists by Email, contact Roger at [thunderbird@iglou.com](mailto:thunderbird@iglou.com) or the club at [cbmusers@yahoo.com](mailto:cbmusers@yahoo.com). A third alternative is to view them and download them from our web site- [www.geocities.com/c64-128-amiga](http://www.geocities.com/c64-128-amiga).

The club also sells the following printer tractor feed items: 3.5" x 15/16" address labels in pastel shades of blue, green, pink and yellow, plus white - \$1.00/100. 2.75" x 1 15/16" labels for 3.5" disks - \$1.50/100. 3.5" x 6" postcards - \$1.50/100. Prices include postage.

Thanks! Roger Hoyer Publicity Director



A BBS run on a real COMMODORE. Running 24/7, well OK not when I am using Geos to make the CML (Grinning) Phone is Direct Dial 503-325-2905. Works with the unlimited long distance calling programmes as well as phone cards and the 1010 numbers.

Message Bases for Geos, Commodore, Amiga, General discussion. A Buy, Sell, Trade area. RPG discussion area for Dice games. The RPG C- games are discussed in the Commodore sub areas. Sci-Fi PBEMs, Fantasy PBEMs, very soon Espionage PBEMs. Martial Arts, ComLink Hub for the network. Sci-Fi general discussion, Fantasy general discussion and currently Comic Books. Reflecting the current interests of the callers/deckers. Each major area has up to 25 sub areas for topics.

Over 70 online games. Including Empire versions

and clones. Even three of the Assassin theme games. Gambling games like dice, poker games and some lottos. Sports games are being expanded. Though we aren't into sports so it is slow. Even some Sysop vs caller/decker games. Some short and fun, others long and to be honest frustrating at times.

Right now over 2,700 files on the board. More as disks are salvaged. Over 130 fonts for Geos, plus GeoPaint images from Q-Link, printer drivers (about 65), input device files and more as time goes on. All 29 Driven disk mags. Plus all current 9 issues of Scene World. Well, we are the official Scene World BBS. Loads of C-64 and 128 games. Very subdivided by classification. Even some cheat editors for some of the games. Collection of JPG files with the viewer. GoDot and related files. Being updated as Arndt updates GoDot. Tomes & Scroll for text files that can be downloaded or read online in a specific read area and even buffer captured.

Helpful and talkitive group of SysOps. The Village is also the support BBS for the local C-Users Group the A.C.U.G. CBM Reg #447. 60% of the callers/deckers are Long Distance ones. Experience a real BBS and there is no charge from the board to use it. Just follow the prompts at the log in and see what we have to offer. Terminal Programmes tested for the C-DialogueSL, NovaTerm 8.2 & 9.6, CCGMS. For Amiga the best is JRCom. As to the windrone system. Either Hyperterm or Quicklink, or so I am told. Sorry Mac users, no one has called with a Mac yet.



## How's your disks?

Lord Ronin from Q-Link  
M.K.A. <Sensei> David O.E. Mohr

My 1541 and 1571 disks are fine. Even the ones I bought in collections that are 15 or more years old.

On the other hand [OTOH]. My 1581 disks and FD-2000 disks are fast becoming "smegged" [term from Red Dwarf]

I have become well apt in sticking them into the plaster board wall. Like the martial art weapon called a "shaken or shuriken". Also in turning them into shrapnel on the concrete floor. Plus much more inventive in my language when the air turns blue. One can become very "hot". When hours or days of work, fail. Because of a faulty disk. Let me add that I am not the only victim of bad 3 1/2" disks.

Recently on one of the many C-Net lists I read. This question arose about the disks. Tech talk that was over my head. Things about media thickness and write current. Best I gained from all of that part, is don't use a HD disk on the 1581 as it uses a higher write current than the disk expects.

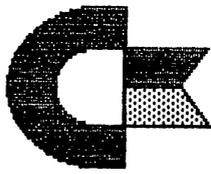
Talk on disk care. Temperature and humidity plus proper care and handling of a 3 1/2" disk. Most of that we know from our 5 1/4" disks. Either from the drive manual, or from the sleeve/jacket of the disk. In fact I use a GeoPaint sleeve that has such information on it, for the sleeve of the monthly Penny Farthing club disk.

People talked about brands of 3 1/2" disks. Trying to find out what brand is the best. Imation and Verbatim appear to be the most popular. Personally I don't have any Verbatim 3 1/2" disks in



Continued on Page 17





# MAILINK ON DISK

BY: RICHARD SAVOY, EDITOR

Melbourne Commodore Computer Club Inc.  
A7975 Volume 21, Issue 10 \$2.00  
**MCCC NEWS**  
The Monthly Newsletter  
from the Family Computer  
Club of Australia.  
P.O. BOX 177,  
Box Hill VIC  
3128  
I'm Australian  
Made

## DID YOU FORGET?

As of this writing which is the second week of September 2003, and the sixth week in our drive for "RENEWAL" of the disk version, so far it has been going good in fact better than last year. If you haven't renewed yet and plan to do so please do so today and save me from sending a reminder.

About one third of the members buy the disk version and the "DISK EDITORS page has been here the last few years, since I've been the CML DISK EDITOR, and I've felt that the space could be better served with many other articles that will serve the membership better. So I am going to omit it from future issue and will continue it in the "READ ME" program on the CML DISK version.

### 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

**GOOF! MCCC NOV. FREE BONUS DISK SIDE 2: "ASTROLOGER" PROBLEM REPLACEMENT WITH JAN. MAILING**



MCCC - NEWS. November 2003.

The CML July 1993 listed five Volunteers to be "FRIENDLY CORRESPONDENTS" for MUTTM Richard Savoy was on that list, that's me! I wrote to new members, most of the members used snail mail in those days, at first I would look at the "new members list" in each issue and pick out a couple to write to and welcome to the group. Some would reply quickly and just to get the reply out of the way, I'd write back again, before I knew it I was writing the same person twice in the same week! So after reading the new mail I'd mark the date and put it in a pile "Letters to be Answered", I replied on a monthly schedule, that worked out much better. This pass time (hobby) has changed my life in so many ways, it would take several newsletter articles to tell you.

November 1996 I wrote to new member Ivan Blitz in Victoria, one of the seven states in Australia, we became Pen-Pals and although his membership only last the one year (1997) at that time we have been friends ever since, our group wasn't his thing, which you will better understand in my article on the next page.

CONTIUED FROM PAGE 13:

# M.C.C.C.

By Richard Savoy

Melbourne Commodore Computer Club Inc. was established in July 1982. There is no Newsletter in January 2004 as usual, it is summer time and lots of vacations, so no Club activity. Febuary will be it's last newsletter and Club Disk!

My first letter from Ivan Blitz was in 1996, on a HILLS 64 GROUP stationary, Commodore 64 & 128 Support, located in Cockatoo. He wrote an interesting information letter, he was retired, had a son married, so his wife (Florence) and he had their home to themselves. Living in the south east corner of Australia, They lived in a hill area as bushfire (wildfire) were prone about 30 miles from the southern coast, the town of Cockatoo was wiped out 13 years before by wild fire. Ivan said, "We live where we live because we love the country and the animals here".

They (later moved) 60 miles from Malbourne and the suburbs extend about 30 miles from the city At that time he was president of the Hills 64 group, which was a support group for users around Australia. They just tried to help people that own 64s & 128s that don't know much about them. Ivan converted one of their three bedrooms as Computer room.

He also was Vice President of the MCCC in Melbourne a local club that has monthly meetings, and a monthly newsletter, MCCC NEWS, also they have members that live too far away to attend each monthly meeting, so they send them the newsletter and the club monthly disk, and they can write to the club for problem solving.

He enclosed a copy of the M.C.C.C. newsletter and named some of the people he sent it to including Fender Tucker, Doug & Charlie at CMD, and some of the clubs in the U.S.A., including CRCCC which I was a member, at that time it was just the newsletter being traded with CRCCC. I became the Disk Editor and Librarian for CRCCC in September 1996.

Ivan somewhere along the way became President of MCCC and his wife Florence Editor, it was getting harder to find Commodore material for meeting demos and the disk of the month, in 1997 we mutually started to send each other what disks we had, I didn't have a complete collection of CRCCC disks but was picking up more as members left the group. The disk was sent with the Newsletter and we contiued to send early material to each other. Mine was sitting in our library which nobody seemed to use, I got an idea to issue the MCCC disk free if the members buy our regular disk of the month! So on September 5, 1998 Ivan Blitz granted me "permanant permission as long as they are for Commodore users no matter where they live".

At CRCCC it became my practice to give a free MCCC disk, with the passing of Fred Knerr in late 1999 and my appointment as MUTTM Disk Editor starting with the November 1999 issue, it didn't take long before I incorporated the same thing with the "Commodore Mailink Disk" in 2000. Even with the loss of the MCCC disk after February we have enough to last several years! Ivan, we will all miss MCCC and you. Richard Savoy



# THE WRITE STUFF

## WORD PROCESSOR

COLUMN BY: RICHARD SAVOY

### ARTICLE NO: 5

Welcome to #5 in my series of articles on TWS. As you can see I've changed the format into two columns instead of the single column I've been using, thanks to my coach Emil Volcheck bring it to my attention, I really don't know why I didn't do it from the start, as most prefer two column for long articles, and it was the preferred for the CML from it's early history.

Received a Email from Ken Barsky referring to TWS, and part of what he had to say was, "One of the nice features of TWS is the ability to Seek and Replace line returns and Reverse [command or format??] codes. After pressing Command [shift] S press Command again before selecting a letter or word and the letter will be reversed". I should point out here that The CONTROL key is your gateway to Command mode. I too, use this command every time I convert the disk I receive from Brian Vaughan with the "BIO's, because he has always used Speedscript for a data base for the BIO's, Brian has been the only person to ever do that job for the group, "thank you" Brian. There is a extra "V" and "W" in each bio and I remove them with the "Seach & Replace" command, Replace I just leave blank. it takes less than a minute to remove from the whole list.

DISK COMANDS: For more fun, enter command mode and press "4" (think \$) to have a look at the disk directory. Hold the SHIFT key down to pause the listing or the backarrow key to abort. If there was no disk in the drive, the little red light will be blinking, so let's read the error channel.

Press "UP ARROW" key (in command mode of course), then press RETURN. Using the up arrow command, any valid DOS command can be sent. For example, to initialize the drive, tap CTRL, ^ and enter "i" then press RETURN.

If you are using more than one drive, press SHIFT-D and answer the prompts.

TABS: Place the cursor on this sentence. Move the cursor until the position indicator reads T:10. That means a tab is set at column 10. To clear this tab, press "t" (in command mode). To reset the tab, press "t" again. To clear all tabs, press SHIFT-T.

Decimal tabs allow you to line up numbers on the decimal point. Tap CTRL, "d" to toggle decimal tabs on. With the cursor on a tab stop, numbers will move to the left until you press a period (decimal).

AUTOCAPS MODE: Enter command mode and press SHIFT-UP-ARROW to toggle the autocaps feature on. As you type, the first letter of each sentence is automatically capitalized for you! Used with the special macro feature, you can shift your typing speed into overdrive.3

KEYBOARD: Except for the following keys, all keys work normally. HOME- Moves the cursor to the top of screen. Press again to go to the top of the text.

CLR- goes CLEAR to the bottom of the screen. Press again: goes to end of text.

STOP- moves the cursor to the next tab stop.

RUN- Inserts six blank lines. The back arrow key works like the SPACE BAR in reverse. When not in edit mode, the backarrow is your escape key, Press or select it to go back to edit mode.

CONTINUE ON PAGE 16

CONTINUE FROM PAGE 15

At the end of a paragraph, press RETURN. Press SHIFT-RETURN to auto-indent the next paragraph.

**F KEYS** In BB Writer, F1 through F6 are used to move the cursor from one word, sentence, or paragraph to the next. F7 and F8 allow you to flip from one screen to the next.

In BB Talker, the F keys (in edit mode) CAN work the same way (tap CTRL, press SHIFT F), but are normally used for speech processing.

**PLEASE NOTE: BB TALKER has not been included in this series.** I don't have any knowledge on the subject, SO, if somebody does, I'd be glad to include it in the articles, or here is a chance for you to write an article.

**HELP SCREENS!** Three help screens are instantly available (in edit mode) by pressing SHIFT and C= keys at the same time. Press either key alone to flip from one page to the next.

Some 60 help screens may be called up from disk. Many screens summarize information given in the tutorials, so read through the tutorials first.

Press p to print a screen dump. Use the Print Menu to set top and left margins. Use BB Manual Maker to print all 60 help files.

**MENUS:** Menus are "user-friendly" and helpful to beginners, BUT they will slow you down. For productivity, command mode is the way to go.

Fortunately you can have it both ways. Simple word processing can be done by menu. After you have gained some experience and are ready to get fancy,

you can learn to use keyboard commands.

When using the menus, you can always go back to edit mode by selecting or pressing the backarrow. A joystick can be used instead of the cursor keys.

Select Edit from the menu to:

**EAT TEXT:** Imagine that the cursor is a little mouth. You can use it to eat words, sentences, or paragraphs--one after the other. Let's say you've just eaten a sentence. If you wanted to get rid of it, you're finished. But when you eat something it doesn't just disappear, it goes into your stomach.

Same idea: Text you eat is stored. You can eat text AND spit it back out (you know--upchuck, regurgitate it).

**Restore Text.** Select this option and out pops whatever you've just eaten. The funny thing is that you can do it again and again. So you can not only move text, but copy text as well.

**Clear Text.** All text above or below the cursor is erased forever.

**SAVING** When you select Save, you will be asked for a file name. Text file names should begin with a hyphen, so one is provided for you. The file name should have no more than 15 letters in it. Press RETURN without entering a name to abort and return to edit mode.

Here is a good place to stop this lesson, at the Save your work command. We will continue with this subject next time.

**Note:** Page 13 & 15 titles were made with Fun Graphic Machine Fonts and saved as clip arts and used with Illustrator II. "MCCC News" cover on page 13 was made with a flatbed scanner and converted to "jpg" & pasted.

my collection. Most of my FD-2000 [HD] disks are Memorex. Big sale at the local CostCo. Some are old aol disks. I remember talking once to Doug Cotton at CMD. He did explain that not all disks are the same in quality. The FD can be particular about quality. Well it didn't like the aol disks. When formatted for C= use.

1581 disks are a hodge podge collection. Many are Imation and they work most of the time. However very few will actually have 3160 blocks that I can use for storage.

Others came from Radio Shack. They may be Memorex, not sure of the parent brand. The rest are unknown disks. Most of them are used from collections that I bought over time.

Majority of those are for Geos. One of my projects is to copy the files to the Hard Drive. Don't want to tell you the number of bad file icons that I see on the disks. Out of 63 disks that I salvaged files. Only 7 of them will hold over 2000 blocks. That is if I just new the disk. Formatting in either stock or Geos. Has created flying disks. O.K. I am now passing them over to the Amiga users. Ah, but they find about 2 in 5 that will format for the Amiga.

What is happening? Why are these allegedly better disks failing? Even with the errors listed. Mostly a read error at track 40. Plus at times a write error. I can't tell you. Last I read on the list. There didn't seem to be a definitive answer there either. Perhaps I can update this in the future.

For now, my method is to use the 1581 disks to transfer files for work. Basically from the Hard Drive and then to my other C= work station. As I test files for the group and the BBS. Back up things on FD-2000 disks. That I will not use again till needed. Perhaps I can build that Zip Drive in the future. Or be able to burn the Hard Drive onto a CD Rom. But for now, I am not trusting the 3 1/2" disks. You may want to check your own collection as well. As I am keeping my important files on 1541 ad 1571 disks. They last longer.

## Evolution of a C= User

Lord Ronin from Q~Link

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

Time = 1974

Place = College Computer Room

Personal = Electronics Class

Hero? = 24 year old pipe smoking Vet.

Our Story runs this way. By state law to gain the degree in Electronics. The class had to take a semester of Computer. Not really Computer Science or Computer Programming. Supposed to be a familiarity course.

The class didn't really care to take the course. Instructor was keen only to teach the Computer Science course for the degree. Not a good combination.

Our Hero sat in front of a big hunk of machinery with a keyboard Given the book and a mess of cards. Time to keypunch fortran. Would have been nice if there was some sort of introduction. The Hero of this tale found some satisfaction in the class. Though he was turned off by the lack of indepth information.

This dislike would turn into a phobia that would last 19 years. Till March of 1993. When for a late Chanukha present from his mother. He gained a used C= system.

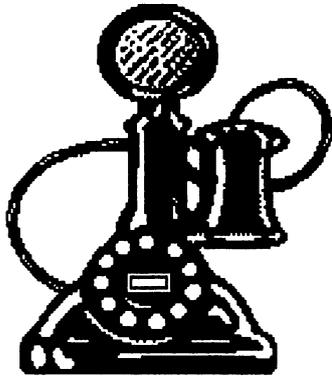
Even a bit of time as head tech for the local Radio Shack. Didn't change his feelings about computers. Sure he sold and worked on the TRS-80 system. Popping the 4K chip for the 8K chip. Running the store demo tapes for the computer. He even rejected a job offer to run a Radio Shack store. Because they wanted to promote the computer line over the other products.

Friends had computers, one of them a Franklin, some sort of Apple Clone. Or so he was told. Printed out several things for use in the gamer group. That relationship didn't break the mental barrier. Later as the repair tech for a record store. He couldn't operate the stores computer. Not that

big of a deal. The lady that owned the business couldn't operate it either. Not sure what big clunky thing from the mid 80s it could have been. Just a covered monster that no one used.

Time is the present. Our Hero is now a fanatical C- user. Using Geos, Wheels, Wave, Post Print 3 and now learning to create in programming. Yeah he still smokes his pipe. [Grin] What changed him after almost 20 years?

The magic of the Commodore Personal Computer and the majority of the other users he has met. Who knows where he can go in the future. Then again isn't that the case for all C-users? That is why he is spending hours each day. Testing files for the BBS that he runs and the local users groups library. Reading and replying to Inet E-Mail. Making some simple pretties in programming for the group. An amazing change in such a short time. All can be contributed to the C- and the C- user community.



## Deluxe SDA

Lord Ronin from Q~Link  
M.K.A. [Sensei] David O.F. Mohr

Yeah I know that I usually write about game things. This isn't a game thing.

This is a tool or is that a utility. I don't know the difference. What I do know is that this thing lets me make a pretty screen for a sda file.

Bit of history first. I learned to ARC with ARC-250. Minus any dox. Won't go into that

story <groan>. Found some SDA making files. Wanted to make the pretty intro screens for my files. Never could get them to work for me. Little or no dox to them. What did exist, assumed a fantastic amount of understanding of the commands in ARC.

Gave up on the idea of making SDA files for the board and the group. Hernan from the 5C's group sent me the tool ARC-SDA 4. Used it and on the first attempt. Made a usable SDA. Later on some salvage disks I found V5 of the ARC-SDA. Been using that till recently.

When hunting for files for the disks and the BBS. Using the 300+ ones that I was recently gifted. Found a file that was called "DELUXE SDA". By passed it at first. Later returned to it for a look see.

An SDA itself. Opens up with ARC-230, SDA.ML, DPAINT, SDA.DOC. Still I was not impressed. Used the F4 command in Jiffy Dos to read the doc file. Expecting to see a collection of words that I wouldn't, as usual, understand.

That wasn't the case. Full doc on what each part does and most important how to set up and use the files for ARC-230.

First of all you need a file. But not one that is already ARCD. As I had thought. Plain Jane file at this time. Now for a pretty intro screen you need to make one. That is what the DPAINT is for, note that you need to use upper/gfx case only for this screen. Good news is that there are enough instructions and a help menu in the programme to start.

Now that you have your picture made. Side note, we have ours stating the A.C.U.G. and the BBS name/number. Stating the date the file was Preserved. Then some information on the file. What you make is of course up to you. Time now to put it together.

Here is where things are explained in the dox in a manner that this dum ork can understand.

That file above, the one called "SDA.ML". This is the heart of what is going to happen. You need to name this to a something that ends in ".arc". Example: r0:SDA.ML=freak.arc This can be done in ARC-230

or before hand with the C= or Jiffy Dos rename command above. I have tried all three ways.

Next is to put it together. Another point that my previous experience was lacking in the instructions. You need to append the files. This is done with the command in ARC-230 of "arc/a freak.arc picture filename

Meaning that you are appending to the renamed SDA.ML file that is now called an ARC. The picture you made. That comes first. Then the actual files that you want to arc. This tool states that you shouldn't do more than four files at once. Not real clear if they include the one you named as the base arc.

Does it work? Yes I haven't made one that failed. Big statement from a rank beginner like me. Sure you need to keep a copy of the SDA.ML on another disk and copy it over each time you want to make a SDA. Sure you are going to spend some time making the intro picture. In my personal opinion the result is worth the work.

Will it work with ARC-250? I and the prg author think yes. Simple enough to test. Loaded up ARC-250 and gave it a go. Result was that it will append to the ".arc" file, that originally was the SDA.ML file. Didn't do well in the rename attempt in the 250 version. SDA was tested, came out fine. Just easier for me at this time to use the simpler files for this work. Add a note here, I have done about 30 files. Have yet to find a max limit for file size. Gone over the size for ARC-SDA v5. Art work is what I am stumbing over. I can't draw files on a summer day. :-?

All in all, this little treasure has been a delight for our work at the BBS. Making our preserved files with a little colour and information. The decker can see a bit on about the BBS and the Users Group. When he opens the file. Or for the members on the monthly club disks.

FWIW: This file is on the December 2003ce Penny Farthing disk of the A.C.U.G. and on the Village BBS.



## An Idea??!!

Recently I read about a member at an expo that didn't recognise our President and that was reciprocated. So I thought, "Hey with Post Print why not show everyone the Officer at least?" The idea is to run a picture of one or more of the officers in the issue. Along with a short bio, a bit more than what you see in the bios edition. Perhaps we can afterwards also include members pix in the issues.

Now then this can only be done, well as far as I know, with the Geos Post Print issues. I don't know if it can be done with The Write Stuff in any form and must ask Richard for correction and assistance on this part.

What is done, simply is a JPG photo is sent to the editor. This is grey scaled and then printed in the issue along with a bit of a bio. To start this off, I sort of was volunteered.

What we have here is the character Lord Ronin from Q-Link. As has said the Sci Fi convention badges for the last 10 years. At 53 I still get around and yes I am smoking the obligatory pipe in the picture. A freak on the concept of smokers rights. The shot was taken in my little Role Playing Games Store that also sells C= and Amiga items. As well as being the GHQ for the local users group. Shot in

December 2003 by Mad Max of the MHI crew and M2K BBS, while we had a copy party.

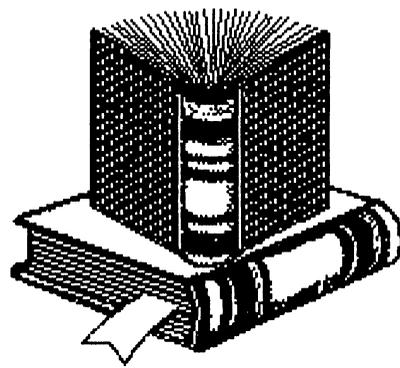
Lord Ronin is quite active in promoting the C-. Running the BBS, the users group, the library for the group. Containing both the software and hardcopy material. Things he has bought in collections as well as salvaging from other BBS's. A very slow job it seems. Some may tell that the patches on the vest are from Martial Arts and Sci-Fi shows. As those are his interests. As are Role Playing Games. Lord Ronin gives lectures and seminars in the shop and at OryCon in the art of RPGs and the C- Personal Computer System. Also teaches a private JiuJitsu group for the last 30 years. He lives in a Kibbutz with the other members and four Furry Feline Fertilizer Factories. Still hunting for wife #6. {VBG} Also enjoys Muzzle Loading, Mountain Man and Middle Ages Recreationst group activities. Yeah he is a freaking loon. {LOL}

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**MUTTM TREASURER'S REPORT  
for November 1, 2002 thru October 31, 2003**

**Submitted by: Emil J. Volcheck, Jr., Treasurer**

**The time has rolled around again - the end of what I call the "MUTTM fiscal year". Since we start collecting renewal dues about this time of year, I close the books effectively at the end of October (since no 2004 dues have come in by that time). The only hangover is the printing and mailing of the November CML. The tabulation below has the full results for the club for the fiscal period, including that November mailing.**

**If you have any questions about these finances, please feel free to contact me as shown below. I hope that by the time you read this, you are a "renewed" member of the club - for 2004 (and years to come)!!!**

**Until next time, here are those numbers:**

**10/31/02 Balance \$ 653.68  
Income - dues \$ 1755.00  
Income - other \$ 7.07  
Expense - Mailink \$ 1778.16  
Expense - other \$ 93.02  
9/30/03 Balance \$ 544.57**

**Remember, when you send in your DUES, or any other FUNDS, for the treasury, to 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, you can mail me at the same address, call me at (610) 388-1581, or email me at: [treasurer@mailink.videocam.net.au](mailto:treasurer@mailink.videocam.net.au)**

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