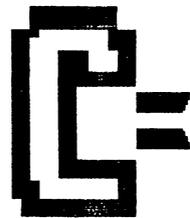
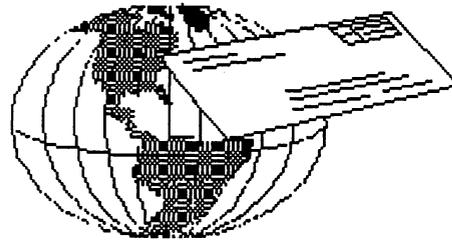


COMMODORE MAILINK

NEWSLETTER OF
MEETING 64/128 USERS
THROUGH THE MAIL



MEETING NEWS November, 2004

Hard to believe, but we are now half way through the decade when it seems like yesterday was New Year's Day, 2000. This is the month we remind members it is renewal time once again, and enclosed with this November issue is a stamped, self-addressed envelope for your convenience in making renewing easy. Thanks to careful comparison-shopping, and other fiscally responsible managerial endeavors, both **Emil Volcheck, Jr.**, and **Richard Savoy** have made it possible to keep our membership dues at the same levels as last year: \$15 US in continental U.S., \$17 US in Mexico and Canada, and \$25 US at all other locations across the globe. If you lose the enclosed envelope, just send your check to Emil Volcheck, Jr., 1046 General Allen Lane, West Chester, PA, 19382-8030.

This month we are sad to announce the death of **Jeffrey Puffer**, who was a member in the 1990's, then he had joined again recently. Jeffrey's obituary is on page 14.

Since it will be several months before our new BIO's are printed, you might want to grab your pens and your most recent BIO, to make note of a new member, as well as a new address. Member **Jack Rothweiler**'s new address is P.O. Box 837, LaPine, OR 97739-0837.

Our new member is: **Ken Paul, 8022 Raven Oaks Drive, Omaha, Nebraska, 68152**. His occupation is in Nuclear Power Plant Security, his computer systems include C64 w/SCPU, C128, Loadstar HomeTower, FD2000, 1541, 1571, CMD Hard Drive, Cannon BubbleJet Printer, and Magnavox-compatible printer. Some of Ken's interests include transferring GOCUG (Greater Omaha Commodore User's Group) archives to CD-ROM, constructing C64 Towers, and building C64 home controllers. Let's everyone give a hearty welcome to Ken and hope he will feel at home right away!

Three Commodore events on the horizon should be mentioned. One is the **TPUG World of Commodore** to be held December 3-5, 2004 in Toronto. Member Bruce Thomas has details. Then the **LUCKI EXPO** is planned for May 13-15, 2005 in the Louisville area; member Dale Sidebottom has information. Finally, July 30-31, 2005, is the tentative date(s) for the **CommVEx** planned for Las Vegas, NV. Non-member **Robert Bernardo** has posted preliminary information about it online.

Lastly, if you notice an occasional line of text that resembles some new 6- or 8-point font, squeezed down in the vertical direction till it is barely legible, it is actually the product of my still-misbehaving Lexmark Optra 40 printer, which will be replaced as soon as possible.

Hope you enjoy this issue and I encourage all to try your hand at editing at least once. Enjoy.
--Linda Tanner, President

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Members may place free Commodore BUY/SELL/TRADE ads in the MaiLink. Send diskfile of ad to next editor.

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 no less than 3/4 " on each right and left margins. Text, regardless of which font, should, with rare exception, be 12 point or larger. The number of different fonts on a page is not written in stone, but no more than two is a good rule of thumb, or three if you include footers and/or headers.

Requirements for the Editor include, if submitted, BUY/SELL/TRADE ads, Treasurer's Report, Obituaries, Announcements, Address Changes, and New Member BIO'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 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 130 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 and 6 of this newsletter were created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoWrite, geoPublish, Wheels, and PostPrint 3, by Linda Tanner.

November Editor: Robert Snyder

JEWISH MUSIC ANYONE?

by Kenneth Barsky

I am probably the only person in the country that has SIDized Jewish and Hebrew folk songs and liturgical music. Some are with .WDS, translation and transliteration. The only piece I ever saw that was SIDized was "Hava Nagilah", and not such a good job at that, either.

If there is anyone in the club who is Jewish, or who could or would appreciate such music, I would be willing to share. I'd ask \$1 for copying and shipping. Contact me at KBarsky@msn.com or snail-mail me. My address is in the membership list.

THE COMPLEAT LOADSTAR COLLECTION ON CD-ROM NOW AT SALE PRICE

by EditorROB Snyder

I just received a letter (and cd) from Fender Tucker and he has lowered the price on his Compleat Loadstar CD for MUTIM members to only \$20! Everyone who EVER used a commodore 64 should get this CD; I really mean it! It includes everything Loadstar published from 1984-2001. You can use the CD directly to turn a PC into a 64 computer or you can transfer the files onto a real 1541, 1581, or cmd equivalent. You have the entire "Loadstar Universe" at your keyboard. You can not go wrong. I bought the first one and have gotten several since-- updated for myself and for others of our club. I cannot stress enough that everyone should get one.

Here's what's on the CD:

* .d64 files of all 199 issues of LOADSTAR * .d64 files of all 42 issues of LOADSTAR 128 * .d64 files of all 19 issues of UpTime (a rival disk magazine) * .d81 files of every "product" ever published by LOADSTAR outside its monthly issues -- games, puzzles, music, art, recipes, chess problems, the flags and anthems of every country on earth, all four of the ProseQuest literary contests, and more. * JPGs of all of the 76 color covers that LOADSTAR had when it was sold on newsstands * TXT files of over 160 of the issues, allowing you to use your PC's word processor to search for keywords * a complete collection of all 76 of the LOADSTAR Letters (Jeff Jones's superb newsletter) on the CD in PDF format, ready for printing with Acrobat Reader (downloadable) * VICE 1.9 - the best Commodore emulator for the PC which allows you to enjoy the issues almost exactly as if you had a fast C-64/128 under your fingertips.

* THE COMPLEAT KNEES CALHOON Song Library. Over 250 MP3s, including the 60 songs Knees wrote during his 20-year career as guitar picker, plus all sorts of other songs never heard by human ear (outside the Calhoon Cult).

Price is now only \$20 U.S. including shipping in the USA. Outside the US, how about \$23? fender@loadstar.com
Fender Tucker, 443 Gladstone Blvd., Shreveport, LA 71104, USA.

UNITED WE STAND
by EditorOB Snyder

As this is the last issue for this year, it is time for all of us to stick together as commodore 64/128 users and reup our membership in Meeting 64/128 Users Through The Mail (MUTIM). Surely, \$15 (for U.S. members) is not a lot to spend to help keep us informed of how to get more out of our computers. MUTIM is the largest group I know of to find help with all things commodore. We all need YOU as a member. After all, our club's best resource is its members. I have already sent in my dues; send in yours today.

HOW THIS NEWSLETTER CAME ABOUT
by EditorOB Snyder

As for the actual preparation of the newsletter, I used a c=128D, RamLink, HD, 1581, and a Commodore MPS 1101 daisywheel printer. I did use a PowerMac to send/receive emails with Eudora Pro 4.0 and ClarisWorks 3.0 to switch the emails into ascii text files. I saved the files on a DD 3 1/2" disk where I then went to Commodore. I used Little Red Reader to transfer to commodore format with my 1581 and a 1581 partition on my HD. My word processor of choice was The Write Stuff 128 v2 with spell checker for text writing and layout.

WHAT I WOULD LIKE TO SEE IN 2005
by EditorOB

The following is a list of suggestions from members about what topics they would like to read about in upcoming issues of the Mailink. I was disappointed in the volume of submissions. The few submissions I did receive, must mean that the membership is happy with the mix of articles that have been included in the past. I'm sure if members have suggestions for future articles in the future, the editors and officers would be glad to hear about it anytime.

One thing I've been wanting to read about is WINGS, the OS being developed by Jolse (M.....) of Australia, and used and promoted by Canadian Greg Nacu. Greg has written some apps for it and usually is doing something with it at most EXPO's.-- Linda Tanner

... Another nice thing about members submitting articles is that it takes some of the pressure off the editors, who usually have to scramble to find enough stuff to fill an issue (sometimes).-- Linda Tanner

I would like to see articles about using Fun Graphics Machine; step by step like Bruce Thomas does for GeoPublish, Jane Voskamp-Jones does for GEOS, or Arndt Dettke does for GoDot. I wonder if there are collections of templates for doing things such as newsletters, labels and the such. Ages ago, I saw the ads for FGM in the magazines and newsletters and longed to buy it. I finally received the program and book (registered user's version B156) when I acquired another family's entire commodore collection. With all the talk about GODOT on the COPS list, I thought about doing that, but then thought, "why not spend my time with FGM! It is more tuned to my commodore setup." -- Robert Snyder

BASICALLY SPEAKING

(by Linda Tanner)

We continue our discussion of spritemaking begun in September and discuss those spritemaking duties that are applicable to all BASIC programs using sprites. I have tried to pattern most variables in "Spritesampler2" after those variables used in "Spritesampler1" as a learning aid for novice programmers.

The one-byte-per-sprite data pointers (sec p. 133-34, C-64 Programmer's Reference Guide) reside in 2040-2047 which are screen memory locations set aside for these pointers, but we must still tell our Commodore which number between 0 and 255 to place there. I use 192 through 199. In September's "Spritesampler1" the first half of statement 10 POKES these values into their respective pointers. Then, the second half of statement 10, plus statements 13 and 15 READ data from the data statements and POKES it into the appropriate memory locations. Then beginning with statement 19 you will notice a bunch of POKE statements. POKESS+39 through POKESS+46 statements merely assign sprite colors. POKESS+21,255 in line 23 enables all sprites simultaneously. Then POKESS+29,255 and POKESS+23,255 cause all sprites to expand horizontally as well as vertically. POKESS,24 and POKESS+6, 255 assign locations for the "X" co-ordinates of sprites 0 and 3, respectively. The POKE's in line 24 assign "X" co-ordinates for sprites 4,1,2,5, and 6, respectively. In line 26 the POKE's assign an "X" co-ordinate to sprite 7, and "Y" co-ordinates to sprites 0,2,3, and 1, in that order. Finally in line 27 the "Y" co-ordinates for sprites 4,5,7, and 6 are assigned, then the screen is unblanked. You may wonder if all these POKE's seems cumbersome, but remember we have 8 sprites, and the computer has to be told specifically the "X" and "Y" co-ordinates in order to place them on the screen. Note in line 6 that SS=53248. Now look on page 321 of your Commodore 64 Programmer's Reference Guide and you will see how much easier sprite positioning looks. The Commodore has already reserved the sixteen memory locations 53248 through 53263 for the eight "X" and eight "Y" co-ordinates of each of our eight sprites.

Now that our sprites are positioned, we can move them if we like. In September's program we move only one sprite, but at the same time, we change colors of our sprites randomly. You will see in statement 30 of September's "SPRITE SAMPLER1" that we move sprite #1 horizontally (FORAA=194TO231:POKESS+2,AA:NEXT) then we get a random number for color (GOSUB42) and POKE it into various of our sprites in lines 30, 31, and 32. In line 36 we finally move our sprite #1 back where it was before we moved it. Then in line 40 we "GOTO30" which starts the cycle anew. I could have incorporated a STOP, but in a teaching example as this, it is OK to leave it to the user to hit the STOP button after viewing or studying the sprite movement.

In this month's program on page six, we create two sprites, one being a vehicle, and the other being a wall which the vehicle hits. This little program demonstrates for the beginning programmer simple left to right movement of a sprite, along one path, toward one specific target. There are many more exciting ways to accomplish sprite movement, but we must take "baby steps" before we can create and pilot spaceships through the galaxy!

In "SPRITESAMPLER2" this month, we have a few new variables, SE, SH, and SV, which are actually acronyms: SE for "Sprite Enable", SH, "Sprite Horizontal Expand", and SV, "Sprite Vertical expand". In line 6, we first blank the screen, then we POKE the number zero into 53280 and 53281. What are these numbers? They are two of the VIC II chip's **47 Control Registers**. The screen's border color is controlled by a number between 0 and 15 that is POKEd into 53280. Likewise for the screen area inside the border whose color is controlled by 53281. The 47 control registers, 53248 through 53294 are listed on pages 321-323 of Commodore 64 Programmer's Reference Guide.

Statement 8 reads the data statements 100 through 106 containing the 63 data elements that define sprite #0, and then POKE this "Sprite Zero Data" into the location reserved in memory for it. Similarly, for sprite # 1 in line #9, we read data from statements 108 and 110, then POKE it into its appropriate memory locations, as we did for Sprite #0. In the first portion on line 10 we are dealing with "sprite data pointers" exactly as described above for our September program. In line 10 of "SpriteSampler2" we "enable" both sprites via POKESE,PEEK(SE)OR3.

In line 12 we assign colors to both sprites, then expand sprite #0 horizontally with POKESH,PEEK(SH)OR1, and sprite # 1 vertically with POKESV,PEEK(SV)OR2. In statement 13 we assign "X" and "Y" co-ordinates to sprite 1, our "wall", then in line 14 we "unblank" the screen, then assign "X" and "Y" positions for sprite #0, our car. Finally, we drive our car into the wall with FORA=24TO230:POKESS,A:NEXT (continued on page 6)

"SPRITESAMPLER2"

(for the C64 without SCPU, or with SCPU's TURBOSPEED disabled)

```

4 SS=53248:Y=53265:SI=12288:E=.:SE=SS+21:SH=SS+29:SV=SV+23:B=192:P=2040
6 POKEY,PEEK(Y)AND 239:PRINTCHR$(147):POKE53280,0:POKE53281,0
8 FORII=1TO2:FORI=.TO62:READQ:POKESI+I,Q:NEXT:SI=SI+64:NEXTII
10 FORA=.TO1:POKEP+A,B+A:NEXT:POKESE,PEEK(SE)OR3
12 POKESS+39,7:POKESS+40,13:POKESH,PEEK(SH)OR1:POKESV,PEEK(SV)OR2
13 POKESS+2,255:POKESS+3,124
14 POKEY,PEEK(Y)OR16:POKESS,24:POKESS+1,150:FORA=24TO230:POKESS,A:NEXT
16 FORA=1TO2000:NEXT:POKESE,PEEK(SE)AND(252)
43 REM-C64 SPRITESAMPLER2-(DISABLE SCPU TURBOSPEED) NOV04 CML-BY LINDA TANNER
100 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
102 DATA0,255,0,0,129,0,0,129,0,0,129,0,63,255,252
104 DATA33,255,132,109,255,182,19,255,200,18,255,72,12,0,48
106 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
108 DATA0,0,7,0,0,7,0,0,7,0,0,7,0,0,7,0,0,7,0,0,7,0,0,7,0,0,7
110 DATA0,0,7,0,0,7,0,0,7,0,0,7,0,0,7,0,0,7,0,0,7,0,0,7,0,0,7

```

Next is a slight upgrade.. In the routine below, our car crashes into the wall, knocking it to the ground, causing a small "crash"-ing sound. Here we created four separate sprites, the car, the upright wall, the wall in mid-fall position, and the wall on the ground. Immediately after the car hits the wall, that sprite is disabled, and the next sprite, the partially fallen wall, is enabled, then shortly the process is repeated as the falling wall is disabled and the wall lying on the ground is enabled. Plus in addition to the extra sprites to represent the falling wall, we have added the small sound effect. The versatile SID chip is an entire course of study, which we'll visit at a later time in more depth. If you look carefully at each step in the order it appears, you will see how the program works. Both programs are on Nov. MaiLink-On-Disk.

"SPRITESAMPLER2A"

```

4 SS=53248:Y=53265:SI=12288:E=.:SE=SS+21:SH=SS+29:SV=SS+23:B=192:P=2040
5 Z1=54272:Z2=54296:FORA=1TO24:POKEZ1+A,.:NEXT
6 POKEY,PEEK(Y)AND239:PRINTCHR$(147):POKE53280,.:POKE53281,.
8 FORII=1TO4:FORI=.TO62:READQ:POKESI+I,Q:NEXTI:SI=SI+64:NEXTII
10 FORA=.TO3:POKEP+A,B+A:NEXT:POKESE,PEEK(SE)OR3
12 POKESS+39,7:POKESS+40,15:POKESS+41,15:POKESH,PEEK(SH)OR9:POKESV,PEEK(SV)OR6
13 POKESS+2,230:POKESS+3,124:POKESS+4,255:POKESS+5,124
14 POKEY,PEEK(Y)OR16:POKESS,24:POKESS+1,150:FORA=24TO210:POKESS,A:NEXT
16 POKESE,PEEK(SE)AND(253):POKESE,PEEK(SE)OR(4):GOSUB40
17 POKESE,PEEK(SE)AND251
18 POKESS+42,15:POKESE,PEEK(SE)OR8:POKESS+6,255:POKESS+7,146:GOSUB41:GOTO42
40 FORA=1TO100:NEXT:RETURN
41 POKEZ2,15:POKEZ1+1,6:POKEZ1+5,25:POKEZ1,34:POKEZ1+4,129:POKEZ1+6,6:RETURN
42 FORA=1TO1000:NEXT:POKESE,PEEK(SE)AND240
43 REM-C64 SPRITESAMPLER2A-(DISABLE SUPERCPU's TURBOSPEED) NOV04 CML by Linda Tanner
NOTE: to save space we omitted lines 100-110 which are identical to those in "Spritesampler2".
112 DATA0,48,0,0,96,0,0,96,0,0,192,0,0,128,0,1,128,0,3,0,0,3,0,0,6,0,0
114 DATA6,0,0,12,0,0,12,0,0,24,0,0,24,0,0,48,0,0,48,0,0,96,0,0,96,0,0
116 DATA192,0,0,192,0,0
118 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
120 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,255,255,255,255,255,255

```

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.

Q. I need to add a routine to an existing program that will convert screen code to ASCII and vice versa without a lot of programming. Any ideas?

A. It is assumed that by "without a lot of programming," the reference is setting up arrays to act as conversion tables between the two codes. Yes, there is another way.

The computer "sees" what is displayed as ASCII values though it is represented in screen memory as screen code. So, printing a character to the display using its ASCII value, then peeking its screen memory location will yield its screen code. For illustration, run the following.

```
10 PRINT CHR$(19)CHR$(65):PRINT PEEK(1024)
```

Printing CHR\$(19) homes the cursor, effectively placing it at the first address of screen memory (1024), and CHR\$(65) displays the letter A, 65 being its ASCII code. Thus, printing PEEK(1024) displays its screen code, 1.

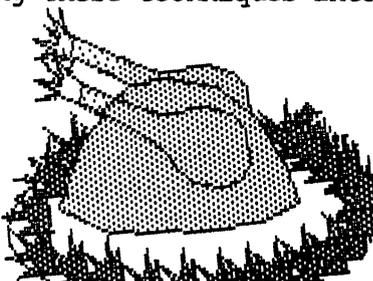
Conversely, poking screen code to screen memory will display its corresponding character, then reading the display as a file will yield its ASCII code. To see it, run these three lines.

```
20 POKE 1024,2 30 OPEN 1,3:PRINT CHR$(19);:GET#3,D$:CLOSE 1 40 PRINT ASC(D$)
```

The screen code for the letter B is 2. So, poking 1024 with 2 displays B at the home position. Then, OPEN 1,3 opens the display (device 3) on channel 1 for reading. Because reading the display begins at the cursor's position, it is homed by printing CHR\$(19); the semicolon preventing a carriage return which would otherwise cause the cursor to jump to the next line. GET#3,D\$ reads the first character into D\$ and CLOSE 1. Then printing ASC(D\$) displays the character's ASCII value, 66.

Hopefully, incorporating these techniques into the existing program will accomplish the desire.

HAPPY



THANKSGIVING

Commodore Mailink, November 2004, page 7

FUTURE COMMODORE EXPO

by Bruce Thomas

At the LUCKY EXPO in May there was Dale Sidebottom's 'favorite hour of the year' on Sunday morning when attendees sat around and discussed possible ways to enhance and improve on future EXPOs (although as a first time EXPO-goer I'd say it would be hard to improve on what Dale and the rest of the local LUCKY members put on this spring).

The big idea that I seized upon and came home with also sprang from the fertile young mind of Seth Sternberger when he stated that, in his profession, they have annual conferences but the events are staged in different parts of the country so more people get a chance to attend a 'local' event.

I have wanted to attend an EXPO for quite a few years. We held some very successful shows in Edmonton in the late 80's and early 90's. While they were a lot of work to put on they were also very enjoyable and brought the members of the club who worked on the event much closer as a group. This year I was very lucky that I was able to work out the arrangements to attend the LUCKY EXPO when Todd Elliott proposed that I do the premiere demo for his geoPublish V1.1. Once again, it was a lot of work to prepare for my demos and it took a lot financially to get to Louisville but I am very happy that I took advantage of the opportunity when it came along. To be able to finally meet so many of my Commodore friends that I have only known through mailing lists, e-mail and the odd phone conversation was fantastic. There were also so many other people that I met who I had heard of before but never really connected with. It makes it so much easier now to chat with these people or drop an e-mail to them since we have met face to face. The social side of Commodore Clubs has always

been a very important part of the success of the computers.

Which takes me back to the point about roving EXPOs.

When I returned home I started looking into User Groups in the Western US. I contacted a few people to see how active they were. One of the people I contacted was Robert Bernardo. This worked out great as Robert was planning a trip north in the summer. During his stop in Edmonton he stayed at my house for a couple of days. We talked a lot. Did some touristy things. Saw a ton of Commodore equipment at my buddy Bob's places. And we talked a lot.

A big topic was an EXPO out west. It turned out that Robert would also be traveling to Las Vegas later in the summer and he would check into some options while he was there. Robert also came up with a possible name. Here is a little history.

" Comdex traces its roots to a casino owner who launched the Computer Dealers Exposition in 1979. Four years later a young Bill Gates delivered his first keynote speech and demonstrated Microsoft's new DOS 2.0. Although it grew to become one of the biggest trade shows in the world, at its peak attracting more than 200,000 attendees and filling more than 1 million square feet of floor space, Comdex's fortunes have sagged in the past few years as the tech economy faltered and security jitters kept some companies from traveling. "

So, what Robert came up with was CommVEx - Commodore Vegas Expo. While in Vegas Robert met up with Hernan Vergara who works at a place with a very large room that would be perfect (and cheap) for an EXPO. There is a reasonably priced hotel just down the road. Things are

EXPO continued next page

FUTURE COMMODORE EXPO (cont)

starting to come together. Vegas has plenty going for it. There are usually cheap flights from most places to get there. Hotels can be fairly cheap. It is out west where a different group will have easier access to attend.

Up to this point a fair number of people have been involved in discussions. Dale Sidebottom and Randy Harris have provided input and their thoughts on running an EXPO. Dave Ross (also of SWRAP) has talked with Robert B about the EXPO. Al Jackson and the 5C's Commodore Club in Las Vegas have said they could be counted on to provide enough hardware for demo's so that people wouldn't have to lug whole systems across the country. Quite a few people have been asked for their opinions on whether or not they would attend such an event.

So far the responses have been quite positive and I think that a great deal of excitement will build in the coming months.

One of the things behind this effort was not to disturb the existing EXPOS. I think that Dale Sidebottom and the LUCKY Club and Randy Harris and Dave Ross and Robert Schwuchow and the SWRAP Club have been doing exceptionally well with their EXPOS. It's just that I (and a lot of others) can't afford to go that far every year.

We have the upcoming TPUG World of Commodore show on December 3-5, 2004 in Toronto. Still a fair distance to go for me. Dale is planning the LUCKY EXPO for May 13 - 15, 2005. I have not heard about plans for the fall Chicago SWRAP 2005 EXPO yet but I believe they want to continue their tradition.

I just got off the phone with Robert Bernardo (temporarily disabled after

an accident at work - he can't type) and he agreed that it is time to let the cat out of the bag.

CommVEx 2005 is tentatively planned for July 30 - 31, 2005 in Las Vegas, Nevada.

I'm not sure if this will be the start of an annual event or not. It would be great if the back drop of Las Vegas could provide a place for hundreds of Commodore Users to gather and share and enjoy each other's company for a weekend. There is still a lot of planning to be done to make this show a reality. But we have to get started now because of that old saying - "Objects on the Calendar are closer than they appear".

We are going to be looking for people with interesting Commodore software, hardware and activities to put on demos. We are going to be looking for volunteers to help set things up, man the ticket/registration table, pick people up at the airport/hotels, etc.

So, if you want to be part of something really great; if you want to attend the first big Commodore EXPO in the Western United States in this millenium; if you want to demo your latest Commodore related invention; if you have Commodore related products for sale and would like to set up a table with your wares, Please get in touch with Robert Bernardo or myself and let us know what level of participation you would like to have. The event can only get better and will only be as good as the participants make it.



***Please mail membership
renewals by December
20th!***

BONE OF CONTENTION

by Rolf L. Miller

In the September 2004 issue, Brian Vaughan said he completes tasks more quickly with his Commodore system than he could on the PC. I showed his words among acquaintances to prove that I am not the only one in the world who says this. They all with one accord responded with remarks alluding to old dogs.

Well, aging mutts can still sniff out stinkers, and the fact is that ALL tricks are new to puppies. After all, these young doggies have never experienced a Commodore.

To put things in perspective, the 64 setup on this desk is used to produce mostly plain-text documents, print mailing labels in the hundreds, and prepare a variety of datum utilized in other applications pertaining to ongoing daily activities. There are also several PC's in this household, mainly for internet access, the oldest being a 486 running Windows 3.1 and the newest being the wife's recently acquired 2.3Ghz Dell running XP. The proposition, therefore, is that one of these PC's could accomplish the office work faster.

Naturally, all these young mutts agreed on the Dell, dismissing the 486 as obsolete. However, as the whelps contemplated the work to be achieved, first one, then another, backed away from the affirmative, reluctantly conceding that they didn't know how to perform many of the tasks on a PC. In other words, the proposal is that I spend time learning how to do on a PC what the 64 already does in order to save time.

Spending hours to acquire know-how so work can be accomplished faster

makes sense only if at some point the hours saved by the faster work exceeds the hours spent. Certainly, when it comes to speed, even the 486 outruns the Commodore. But that fact does not necessarily translate into faster results. The Hertz rating of a computer, for example, is not a measure of finger speed on the keyboard.

OK, spell checking on a PC happens quicker. An interesting aspect of PC's, though, is that the gains which new machines give in one area are often taken back elsewhere because of bloated software. For instance, the wife's machine does a lot of things faster than the 486, but when it comes to going on line to get email, the Dell takes significantly longer.

The 486 is also equipped with an X1541 cable to accommodate cross-platform needs. The pups saw this setup as the bone to pick. As one of the pooches contended, "There is no way that transferring stuff is faster than just doing it on the PC."

In the arena of polemics, reasoning of this sort is called begging the question. It is an argument which assumes the very point to be proved. To do it faster on the PC assumes using the PC to do it, something these puppies already admitted they mostly didn't know how to do.

NEXT EDITOR

I can take articles until December 15, in most Commodore formats, ASCII, GeoWrite and standard PET-ASCII. Files can be sent to: David Mohr, 623 29th Street, Astoria, OR 97103 or Email: lordronin@videocam.net.au Long articles please send on 3.5" or 5.25" disk **Deadline is December 15th.**

PRINTER DRIVER

by Jack Rothweiler

[EditorROB: Here is an article that was sent to me the last time I did the MailLink. I passed it on but it was never included in a future issue.. until now; here is Jack's tip]

I did think of sending a printer driver that I had which works on 128 or 64 and seems to always work on anything. When I listed it I found that I had typed it in from Run magazine (Run 12/88 ,Page 12). After 4 lines of rem statements the file is only 2 lines. It is very short and efficient.

```
1 REM TEXT FILE READER, RUN 12/88 PG12, C64 OR C128
2 REM READ SEQ.FILES TO SCREEN OR PRINTER-
3 REM ALSO READ PRG. TEXT FILES
4 REM PAUSE 64=ANY KEY -128 USE NO SCROLLS REM USABLE AS SUB-ROUTINE
10 INPUT "FILENAME" ;F$:INPUT"PRINT Y/N";R$:D=3:IFR$="Y"THEND=4:S=7
20 OPEN1,8,2,F$+" ,M,R":OPEN4,D,S:PRINT"ANOTHER Y/N";Q$:IFQ$="Y"THEN10
```

I-PAINT/I-PORT AVAILABLE FROM RICK KANE

by Robert Bernardo

My old, original disk of I-Paint sat there forlorn. It was vl.3, not the latest version, and I had never gotten I-Port either. Would I still be able to purchase them from Rick Dane, the creator of these programs?

I-Paint was a 80-column paint program for the flat C128 modified with a 64k vdc or for a C128DCR (which already came installed with a 64k vdc). I-Paint itself was based off of BASIC 8 routines developed by David Darus and Lou Wallace. However, I-Paint was unlike any other C128 paint program including BASIC 8's Basic Paint. I-Paint ran in interlace mode, giving a 640x400 screen. From the old days of Commodore magazines, the advertisements mentioned that your I-Paint artwork would have the appearance of thousands of colors (though in interlace mode, there would be screen flicker, depending on the colors chosen). I-Paint pics appeared in the download libraries of the GENIE and Delphi on-line services. Converters were developed to transfer I-Paint pics to/from GEOS. One of these converters was I-Port, which converted between I-Paint and GIF.

Now, after all these years, I wanted to upgrade. Could I? First, I made inquiries on comp.sys.cbm as how to contact Rick Kane. Lo and behold, I was sent his e-mail address, and I sent Rick a message. A few days later he responded. Both I-Paint and I-Port are still available from him!

His most recent version of I-Paint is vl.5h. Current pricing is \$40, I-Port \$20, both for \$50. To upgrade, if you have an original I-Paint or I-Port disk, include it in your order and deduct \$15 for I-Paint disk and \$5 for I-Port disk. He accepts check or money order, made out to Rick Kane. Shipping is included. His contact information is--

Rick Kane
Living Proof Software
PO Box 80714
Minneapolis, MN 55408-8714
rickkane@att.net



GEOPUBLISH TUTORIAL PART 7
Importing More Articles
By: Bruce Thomas

In geoPub5 (it will be on Page 10 of this tutorial) we imported our first geoWrite file into geoPublish. We learned about gutters, how to set the regions, how to 'pour' our text into the regions and how to ripple our text. We looked at two methods to create space for a headline as well as how to re-size our regions to make the most efficient use of space.

This time around we are going to import the rest of our articles up to this point. We are going to use different page layout formats, gutter sizes and a variety of justification settings. All of this will provide you with a wide range of visual styles as well as good practice at importing text files. For future articles I will include a separate file on the web site outlining the regions that you should create for proper importing of the article.

When we finished importing our article in geoPub5 we were done with the layout of Page 2 of our Tutorial. In order to continue, choose 'next page' in the Options menu. Click the OK button when asked if you would like to create the next page.

Our first article showed what pages look like if you use a 2-column layout. We also left the Gutters at the default value of 5 all around. For the majority of the rest of our articles we want to use a value of 10 for the left and right gutters. Select 'set gutters' in the Options menu and set 10 point left and right gutters.

For geoPub2 we will use a 3 column layout. Since Page 3 is the first page for a new article we need to layout the page with a region for the headline (large) and 3 for our columns.

In order to make it easier to describe the layout of our text regions pay close attention to the following page diagram and chart. The Guidelines shown are the ones we created in geoPub4.

When we are working on a Left Page (even numbered) I will refer to the Vertical Guidelines as A, B, C, D and E. When we are working on a Right Page (odd numbered) I will refer to the Vertical Guidelines as V, W, X, Y and Z. In both cases the Horizontal Guidelines will be referred to as 1, 2, 3 and 4.

NOTE: The geoWrite file contains an embedded graphic here..

Labels for the Horizontal Guidelines:

Label	Position	Label	Position
1	1/2"	2	1"
3	1 1/2"	4	10 1/4"

Labels for the Vertical Guidelines:

Left Page		Right Page	
Label	Position	Label	Position
A	1/2"	V	1"
B	2 66/80"	W	3 26/80"
C	4"	X	4 1/2"
D	5 14/80"	Y	5 54/80"
E	7 1/2"	Z	8

When I talk about setting a region I will say to select the Region Tools and set region from 1A to 3E. This would create a Large Headline Region. If we have a Left Page with a small headline region using the 3 column format the middle region would go from 2B to 4D. A Right Page with a large headline using the 2 column layout would have a right region going from 3X to 4Z. In instances where we have to create custom columns they will be referenced by the appropriate labels paired up with measurements - 3A to 6"C would indicate the left region on a left page using a 2-column layout where the region ended at the 6" vertical mark. This region would likely be paired with a second region from 6"A to 4C. I hope this naming convention is clear and easy to understand.

Continued on Page 13

GEOPUBLISHContinued from Page 12

While in Page Layout Mode ensure Snap is on (Options menu or C= S) and select the 'Open Region' [gP 3-11] tool. Create our first region across the top of the page (1V to 3Z). This is our Large Headline region and will be used to start all of our articles.

We next want to create our three text regions using the narrow guidelines. Set text region 1 (3V to 4W) then text region 2 (3W to 4Y) and finally text region 3 (3Y to 4Z).

With our regions set the way we want we can now select the 'Text Placement' tool [gP 3-11] and choose our geoPub2 article in the list. After pressing the Open button click your mouse in the three regions across the page from left to right and then ripple the text with the 'SHOW' button. Page 3 is complete as far as Page Layout mode is concerned so create the Next Page in the Options Menu. For Page 4 (RightMaster) we still want to use 3 columns but we only need the Small Headline region this time. To create the Small Headline region choose the 'Open Region' tool to set this region (1A to 2E). Next create text region 1 (2A to 4B), text region 2 (2B to 4D) and text region 3 (2D to 4E).

After creating the regions use the 'Text Placement' tool and import geoPub2 into the 3 regions from left to right across the page. Ripple the text with the 'SHOW' button and you will notice that column 3 is not completely full. This is OK. We may fill it up later.

In order to import geoPub3 we need to create another new page (RightMaster). In Page Layout mode for this article we want to create 3 regions. Create the Large Headline region (1V to 3Z) and then text region 1 (3V to 4X) and text region 2 (3X to 4Z).

Import and ripple the geoPub3 article and then create Page 6 (LeftMaster). Again we will use the 2-column format so create the Small Headline region (1A to 2E) plus 2 text regions (2A to 4C; 2C to 4E).

Import and ripple the remainder of geoPub3 onto Page 6 and then create Page 7.

We will begin geoPub4 on Page 7 (RightMaster). Create the layout with the Large Headline region (1V to 3Z) and 2 columns (3V to 4X; 3X to 4Z). Page 8 (LeftMaster) will utilize the Small Headline region (1A to 2E) plus 2 text regions (2A to 4C; 2C to 4E). In order for our text to fit we have to set the bottom gutter in the second text region (2C to 4E) to a value of zero either before or after importing the text. The Small Headline region (1V to 2Z) on Page 9 (RightMaster) will top the page over our 2 text regions (2V to 4X; 2X to 4Z).

We now get to a point where our text does not end neatly at the bottom of a page. In order to finish importing geoPub4 we need to use some space on Page 10. Start Page 10 (LeftMaster) in the normal fashion with a Large Headline (1A to 3E). Create two text regions to begin geoPub5 using the following areas (3A to 5 3/4"C; 3C to 5 3/4"E).

Next we need to create 2 more regions to hold the remainder of geoPub4 (5 3/4"A to 4C; 5 3/4"C to 4E). Once you have created these 2 lower regions we need to create some space for a Small Headline and 'continued from' text. Highlight each of these 2 regions in turn and set the Top Gutter to a value of 36.

In a case like this where we are using an odd measurement (you have to use the cursor keys to set 5 3/4") an option is to go into Master Pages Mode and set another Guideline. You could designate this Guideline as a 'floater' and adjust it to wherever you need it on any given page and it would save having to use the cursor keys to set 4 regions.

Now we can import the rest of geoPub4 into the two lower regions. Once you have done that import geoPub5 into the top two regions and then Ripple the text. Create Page 11 (RightMaster) and make a Small Headline region (1V to 2Z) and 2 text regions (2V to 4X; 2X to 4Z) then import and Ripple more of geoPub5. The remainder of geoPub5 will go onto Page 12 (LeftMaster) with a Small Headline region (1A to 2E) and 2 text regions (2A to 4C; 2C to 4E). **Continued on Page 14**

GEOPUBLISHContinued from Page 13

For Page 13 (RightMaster) we need a Large Headline region (1V to 3Z) and two full length article regions (3V to 4X; 3X to 4Z). Import and Ripple geoPub6 onto this page and then create Page 14.

Page 14 (LeftMaster) will be similar to Page 10 in that we need to have some overflow room for the remainder of geoPub6. Make a Large Headline region (1A to 3E) and 2 text regions (3A to 6"C; 3C to 6"E) to start geoPub7. Create 2 more text regions (6"A to 4C; 6"C to 4E) and set the top gutter value in each to 36 to have room for a headline.

Import geoPub6 into the lower 2 regions, import geoPub7 into the upper 2 regions and Ripple the page.

Next we need to create Page 15 (RightMaster) to import more of geoPub7. We need a Small Headline region (1V to 2Z) and 2 full-length text regions (2V to 4X; 2X to 4Z) for the article. Create these and then import and ripple geoPub7.

Create Page 16 (LeftMaster) to import the rest of geoPub7. We need a Small Headline region (1A to 2E) and 2 full-length text regions (2A to 4C; 2C to 4E). Create these and then import and ripple geoPub7.

Now that we have created all of our text regions in our first geoPublish document I'll show you an easier way to do this. In the Options menu choose 'goto page', type 1 and press Return. From the File menu choose 'library', press the 'Create' button, type 'TutorialPage' and press the Return key. This is very similar to the Library function we used in Master Pages Mode.

Type 'Rt2ColLrg' and press the Save button. Your first Page Layout has been saved to the library. From the 'options' menu select 'goto page', enter 3 and press Return. From the File menu choose 'library' and then highlight the first 'empty' word. Type 'Rt3ColLrg' and press the Save button.

Choose 'next page' from the 'options' menu to go to page 4. Select 'library' from the 'file' menu, highlight the first 'empty', type 'Lf3ColSml' and press Save. Goto page 6 from the 'options' menu, open the 'library' from the 'file' menu, highlight the first 'empty', type 'Lf2ColSml' and press Save. Goto page 9 from the 'options' menu, open the 'library' from the 'file' menu, press the down arrow and highlight the first 'empty', type 'Rt2ColSml' and press Save. We now have 5 of our Page Layouts saved to a Library file. As we go along we will now use these Page layouts where we can instead of creating the regions from scratch every time. We will also add any new Page Layouts to the library. Next time we will take a look at Editor Mode and some of the tricks that can be used to squeeze more text onto a page. Until then, enGEOy your Commodore!

OBITUARY

Jerry Puffer, father of fellow member Jeffery wrote that he had passed away on the morning of August 14th. It was just one year and a week from when he was first diagnosed with lymphoma. Even during his suffering he never lamented about, "why did this terrible thing have to happen to me."

I've known Jeff since he first joined the group in the early 90's when I sent him a "Welcome Letter" we became "Pen Pals" right away and he was by far the person that wrote to me the most, at times like brothers even thought our age difference was about 40 years. He loved his Iowa Prairie and talk about it often as well as the outdoor life and had the good fortune to work out doors most of his working days. He loved his Commodore and when he developed problems, in the late 90's, and nobody to repair it in his area, he packed up, sent most of it to me and went to the PC. Last year he asked me about re-joining the group to get the Mailink and did. The letter he wrote to Linda Tanner, is in the March issue of the Mailink.

—Richard Savoy

THE BEST of BOTH POSSIBLE WORLDS

- PART 2 -

By: Kenneth Barsky

In the last issue of Mailink I discussed how it is possible to simulate the Commodore 64 and 128 on your PC to get The Best of Both possible worlds..

I mentioned two programs you will need to download and where to obtain them. In this article I will discuss how to use them.

A program that converts 1581 disks (which I use) to .D81 disks and visa-versa. I use 64c1581c which is a combination of 64copy and 1581 prepared as such and available from Dave Moorman at LOADSTAR on line at:
<http://www.eloadstar.com/pctower/freedls.html>

The file as downloaded is a Win-Zip file named **1581CP54**. When you dissolve it a folder called 64C1581c will appear in My Documents, Find the file, click on it and maneuver (or search for) a file named **64main**. Right click. select properties, Screen, Full Screen, OK. Next change the icon to 64copy (in folder) and send a shortcut to Desktop.

When you run the program you will see two listings. One listing is My Documents and the other is 64c1581c in My Documents. At the top each column the first item is a double period.

Next is a black and white DOS input screen. The ESCAPE key toggles back and forth to a full DOS screen.

At the bottom is a list of function keys that you can press or click on.

Now the prompt screen should start with
C:\MYDOCU"1\ 64C1581C\D64Copy>
If it doesn't then click on the double periods of the 64C1581C copy listing.

Now you are ready to copy a 1581 disk.

A word about the disk first.

1. It helps if the first program is a menu or the program you want to run.
2. No HD disks or FD2000 partitioned disks.

Put a Commodore 1581 disk into PD drive A. To prompt described above add **1581copy a: name.d81** and enter.

Note ; lower case; watch spacing, "name" does not have to be the name of the disk you are copying - use any short name yjatat you cab identify later. The program will make a copy of your disk, Hopefully without bad sectors.

I have found that if the disk does not copy cleanly a **MCOPY** of the disk might copy cleanly.

Now you will see the disk image listed in the 64c1581c. Now click on that file and click orm or press F6 Rename/move. Now you can change the name, or do so later. The disk copy is move to my documents.

Continued on Page 16

Continued from Page 15

When you have copied all the disks you want leave 64COPY by clicking on or pressing F10 Quit; follow prompts; click on X miniature DOS screen, and you will be back in Desktop.

Go to My Documents and find the disk images that you just copied. You can rename the files now, if you haven't done so already. It is also a good idea to organize your disk images (which we'll now call .D81 files) into folders of similar items. I have folders, for example, called LOADSTAR, MALINK, D.81 GAMES, D.81 MUSIC etc., etc.

Now back to 64 copy. To make a 1581 disk of a .D81 image;

1. Move the D81 file back to 64C1581c listing
2. Put a blank DD disk into PC drive A
3. To prompt add **1581copy name.d81 a: /f**

And the disk will be formatted and the .D81 files will be copied.

Now, personally I don't use this method, which I will explain in another article.

These are the features of 64COPY I use. Dave Moorman uses more features, as he describes:

'F-Keys -- Let me see. The ones I use all the time

<INSERT> Mark File names for Copy/Remove

<F5> Copy marked files from one column to the other
<F8> Remove marked files
<F7> Create new SubDirectory
<F10> Quit 64Copy
<F12> Create new disk image (D81, D64, etc.)
<Shift-F2> Go to disk image directory manager <Insert> Mark files
<F3> Move marked files to above where cursor bar is
<F10> Quit image directory manager
<Shift-F7> Put line in directory
<Alt-F1> Change drive (C:, D:, etc) on left column
<Alt-F2> Change drive on right Column
<TAB> Move between columns

There should be a list at the bottom of the screen that gives some clues about the F Keys. Press Shift, Ctrl, or Alt to see other possibilities."

In my next article I will discuss VIC and how it reads and runs .D*! files.

THE WRITE STUFF
EMBEDDED (RVS) COMMANDS

First press Control 1 format:

- a Alternate pagination
- b Boldface toggle
- c Centering toggle
- d Double-width
- e Emphasized print
- f Forced page
- i Italics toggle
- j Justification toggle
- l Linked file
- m Margin release
- n Non-printing note
- q LQ/Draft toggle
- r Right alignment

I will continue to add more of these commands for the TWS word processor in future issue.
See my Column on the next page.
Richard Savoy

**THE WRITE STUFF
WORD PROCESSOR
COLUMN BY: RICHARD SAVOY**

ARTICLE NO. 9

h,Sh-H,@ Hunt & Replace

Hunt can be used to find a word or phrase. Used with Replace, it is similar to Search & Replace. The difference is that Hunt stops and waits when a match is found.

Let's say you've written a report about cars. You've used the word "auto" throughout and decide to change it to "car." If you're not careful, a word

like "automatic" may become "carmatic." So tap CTRL, press SHIFT-H, type "auto" then SHIFT-@, and "car." With the cursor at the start of your text, press h to hunt. If "auto" is found, press @ to replace it; otherwise press h again.

You can hunt for reverse video characters by tapping CTRL to toggle RVS input on & off.

Enter a phrase in lower-case and press SHIFT-RETURN for a case less hunt.

l,s Load/Save

To LOAD a file: put the cursor at the top of the text, tap CTRL and press l.

To MERGE: position cursor, enter command mode and press l.

To APPEND: put the cursor at the end of your text--tap CTRL, press l.

To LOAD a Speed Script, Easy Script, or several other word processor files: input file name and press SHIFT RETURN.

To LOAD/SAVE to tape: put a "t:" in front of the file name (e.g. t:name)

To READ/WRITE a sequential file: add a ",s" to the end of the file name. Add ",p" or ",u" to READ/WRITE a PRG or USR

file. With the ASCII toggle, you can READ SEQ and USR files.



**LOOKING FOR THE
NEXT EDITOR?
TRY PAGE 10**

For auto-SAVEs, add the file name as an on-printing note to the very beginning of your text (e.g. @0:-file name).

m,Sh-M Macros

Macros are just abbreviations for words and phrases. Any one or two characters can be defined to equal any word or phrase up to 250 characters in length.

For example, "x" is not a word, so it could be defined to equal "example." With macros on, every time you type "x(SPACE)" "example" pops out--saving six key strokes. A single key could be defined to equal your entire name and address.

Tap CTRL and press SHIFT-M to define a temporary macro (e.g. B=Busy Bee Software).

Load and edit the file "bb macros" to make permanent changes. Read the tutorial on macros for more help.

=,Sh-F,k Misc. Commands q,Sh-+

Tap CTRL and press = for an approximate word count. The number of bytes used and bytes free is also given.

In BB Talker, CTRL,SHIFT-F toggles the F keys between use for speech processing and for moving the cursor by word/sentence/paragraph/screen.

CTRL,k toggles key click on/off.

CTRL,Sh-PLUS creates a second text area in BB Writer. CTRL,q toggles between the screens.

That's it for this issue, next time we will have "Print/Review", "Screen Format" "Search & Replace" and "Sorting Columns."

C64 COMPUTERS FOR FREE JUST PAY SHIPPING

by J. Sears S.R.E.Services, Computer Repair

I have to clean house or the wife will throw me out. I have 10 or more C64s I need to give away to a good home. Email address is jsears@rvj.rr.com Other stuff available free too, no monitors.

I live in South Texas (HARLINGEN) NEAR BROWNSVILLE AND SOUTH PADRE ISLAND. I am not in a big hurry but can't wait forever ether. I even have several original boxes. The 1541 drives are limited and of course very old. I have a box of power supplies (old bricks). These C64 were in a private school that got a donation of Dells from the Immigration service. I also have several paper boxes of educational software, likely the most complete in the country, again free for shipping. Please pass the word. I am not getting rid of everything, just the excess I built up over the years since 1985 we I got started.

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MORE FREE ITEMS!!

For a give away I do have a large set of GEO's in original boxes, or anyone interest, like your self! Free including shipping! I will never use now I'm using BBR to convert from IBM to Commode, just to old to start it. Contact info for Richard Savoy is in the members bios.

CINCINNATI COMMODORE COMPUTER CLUB
Official Users Group Number 292
c/o 31 Potowatomie Trail
Milford, OH 45150
www.geocities.com/c64-128-Amiga
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 or the club at cbmusers@yahoo.com. A third alternative is to view them and download them from our web site- 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.

YOUR MEMBERSHIP RENEWAL

It is Important to be mailer early, if for no other reason than to know the number of renewal members before the end of the year, so we can plan on purchase of materials & services

