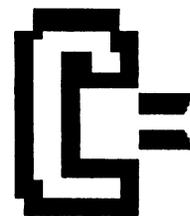
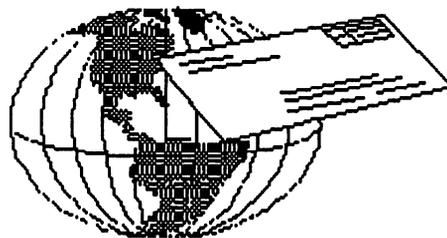


# COMMODORE MAILINK

NEWSLETTER OF  
MEETING 64/128 USERS  
THROUGH THE MAIL



## MEETING NEWS JULY, 2005

We thanked the officers in our May newsletter, but there are a few deserving recipients whose names were inadvertently omitted, and your president humbly apologizes.

**Bruce Thomas** has been supplying us with portions of his geoPublish Tutorial, section by section, so that eventually the Commodore Mailink will have published from start to finish a fine document, worthy of binding, that will walk the user through the steps of the geoPublish software in a way that the original geoPublish User's Manual does not. Not only does he improve on the original manual, but he even corrects some errors. It is our understanding that when the tutorial has been published in its entirety, Bruce is contemplating the idea of marketing it for around \$25-30. This might be the first "book" that will have been published serially in the pages of our newsletter.

We also want to thank **Robert Snyder, Richard Savoy, Andrew Schwartz, and David Mohr** for their time and efforts in editing. In fact, **Richard Savoy** was brave and industrious enough to edit TWO newsletters last year.

A large thank you goes to all of the above individuals, as well as to those named in our May newsletter, because without their contributions, this club and its newsletter would cease to function.

Renewals are better late than never. One is **Richard Milam**, 7328 Kentuck Road, Ringgold, VA, 24586. Another is **James Denning**, 38079 Highway HH, Dixon, MO, 65459-6222. And last, but not least, **Joan Cancelli** 5 East Avenue, Spencer, MA 01562-2939 has also renewed. We have two new addresses: **Harvey Lawrence** can be emailed now at: [hlawrence@copper.net](mailto:hlawrence@copper.net). **John M. Elko** is reached via [elkojm@sbcglobal.net](mailto:elkojm@sbcglobal.net).

And what a very pleasant surprise we have! Former member **George Jakenta** has rejoined and is once again part of our group. His BIO is on page three. We're glad to have you back, George!

Our entire group extends a genuine welcome to all new and renewing members.

Hey, does anyone remember when we made the plea to officers and editors to publish their mug shots in these pages? Hopefully you are sitting down, as finally "yours truly" has gotten the courage to get in the lineup. The brutal truth is all there on page 9. Hopefully members will enjoy this issue as much as your president enjoyed editing it.

--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; sends "late" reminders;

**TREASURER:** Emil Volcheck, Jr. emilv@mercury.ccil.org receives dues, donations, balances bank account, disburses monies;

**MAILINK-ON-DISK EDITOR & MAILER:** Richard Savoy; RSavoy5578@aol.com; compiles and archives MaiLink On Disk and orchestrates photocopying and mailing of CML;

**ARCHIVIST and MANAGING EDITOR:** David Mohr, lordronin@videocam.net.au; oversees receiving, maintaining and copying CML archives; backup editor;

**MEMBER BIO EDITOR:** Brian Vaughan; frogissam@neteze.com; edits member addresses and BIO's; denotes member as "Friendly Correspondent" in BIO's at member request;

**E-ADDRESS EDITOR:** Joseph Fenn, jfenn@lava.net; maintains email addresses of members; posts list online;

**WEBMASTER:** Andrew Schwartz, andyman61533@yahoo.com; maintains MaiLink website. <http://mailink.videocam.net.au>;

**QUESTION & ANSWER MAN:** Rolf Miller; answers C= related questions of wide variety; rolfmiller@aol.com;

**YELLOW PAGES EDITOR:** Jorge Pedreira, edar43@abaconet.com.ar; maintains resource lists of C= oriented products and services; produces March/September Yellow Pages.

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Members may place free Commodore BUY/SELL/TRADE ads in the MaiLink. Send diskfile of ad to next editor, or if ad is very short, hard copy may be submitted instead

**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, excepting page 2, 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, regular columns such as TWS, geoPublish Tutorial, BASIC, and Q&A DESK, and if submitted, ARCHIVES, BUY/SELL/TRADE ads, Treasurer's Report, Obituaries, Announcements, Address Changes, and New MemberBIO's. Also the Editor must detail the computer system, including software and hardware and printer used in the production of the current newsletter, as well as name, requirements, and deadlines of next editor. This could be in two separate columns: "The Editor's Desk" and "The Next Editor". If as Editor, you receive more than enough to fill pages 3-18, you will publish all "requirements" and some of the "options", then 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 #1** TWS diskfiles may be sent as textfiles via email to Richard Savoy; remember to affix title to each file. **NOTE #2:** to include a color page, send 100 completed sheets of that page, printed on both sides (ready for insertion into CML), along with the "masters" and TWS disk. A second copy of CML (copied on the back of junk mail is OK) should also be sent to the President for proofreading purposes.

Always keep your backup disk in a secure place until the MaiLink is in the hands of members. If you suddenly realize it is near the first of the month, and you are running late, notify the President who can help expedite matters.

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

**NOTE:** Pages 11-16 of this newsletter were supplied by Richard Savoy. All other pages were created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoWrite, geoPublish, Wheels, and PostPrint 3, by our July Editor: **Linda Tanner**

## IDENTITY THEFT

Our eagle-eyes Treasurer, Emil Volcheck, Jr., has made it known that some members may be unaware of massive fraud that is being perpetrated worldwide, and they may be unknowingly making it easier to become victims.

Emil reminds us that some members currently have checks printed which contain their Social Security number or their Driver's License number. He mentioned that some members even have both numbers printed on their checks.

Various consumer advocacy and law enforcement groups have publicized how easy it is for thieves to "steal your identity". The most important things are your name and Social Security number, but Driver's License number will do quite nicely also. People must not only "protect" these pieces of personal information, but they should guard them with their life. At an EXPO a couple of years ago, one attendee, also a M.U.T.T.M. member, described how, until he tried to purchase a vehicle, he was unaware his "identity had been stolen".. The thief had somehow gotten his personal information and racked up huge bills.. The member's daughter had to purchase the car in her name and he noted that he will be unable for seven years to make any major purchase in his name.

Protecting oneself would be worth the cost of newly imprinted checks which contain no unique identifying numbers such as SSN. Emil said he read that some people are now having only their names imprinted on checks. Others settle for only name and address, but not phone, no middle initials, etc. It is best to remember that MANY sets of eyes can view your checks after they are written, but before they finally reach your bank.

### To Join MEETING 64/128 USERS

#### THROUGH THE MAIL:

Obtain an application from Linda Tanner, R1 Box120T, Black, MO 63625, USA,, complete it and return it with a money order or check made payable to Emil Volcheck, Jr. (our Treasurer) Dues are \$15 in continental US, \$17 in Mexico/Canada, \$25 USD everywhere else.

This application is necessary to generate mailing labels and BIO's.

## WYSIWYG or WYWIWYS ??

We all know that WYSIWYG is an acronym for WhatYouSeeIsWhatYouGet. But we have another one for you and that is WYWIWYS, WhatYouWantIsWhatYou'llSee. As you recall, we have polled members to discover what they want to see in these pages. Recently I was pleasantly shocked when a member actually responded to the question.

On his list is WHEELS, as well as geoProgramming for GEOS/WHEELS. He is also interested in **Star Commander**, as he succeeded in using Star Commander under DOS but not with Windows 9X or XP. He even contacted Star Commander's programmer and tried everything that he recommended, but it would not find or recognize his drive.

Last but not least our inquiring member wants to see articles on Jeri Ellsworth's creation, the C-1, especially regarding its compatibility with WHEELS. [Editor's Note: Jeri stated in person at an EXPO, answering Willis Patten's same question, that the C-1 is built to be fully compatible with GEOS/WHEELS.]

Well, there you have an inkling of what some of our members would like to read about in these pages.

In closing, it should be mentioned that at least one person would like to read more about the other major Commodore OS, **WINGS**, not only how to use it, but how to program for it. Some members would like to use GEOS/WHEELS **and** WINGS.

Those of you who can write on these topics are encouraged to do so. This is what makes this club tick--helping each other use our Commodores to the max.

### **WANTED TO BUY**

Looking to purchase a Lexmark Optra 45 Printer, preferably new or like new, but will consider used if in perfect working condition. I cannot access eBay anymore so never know "what's out there".

**Linda Tanner**

## QUESTION & ANSWER DESK

By Rolf Miller

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

**Q:** I use the BB Speller version of The Write Stuff (TWS) word processor with my 64 and 1541 disk drive, and have one application which requires a lot of changes to the defaults. Saving the changes is easy enough, and to avoid confusion, I placed a copy of TWS with the changes on the disk used for just for this work. But the copy leaves only 215 disk blocks free, and I need some 400 blocks for the work. Any ideas?

**A:** When loaded, TWS occupies about 30K of memory. This can be saved as one file with a machine language monitor and run like a BASIC program (see the manual). This would leave nearly 550 disk blocks free. Or, just the program elements making up BB Speller can be copied to the work disk which leaves well over 450 blocks free. These elements are seen in the following directory listing:

```
0 "TWSBBSPELLERONLY" BB 2A
1 "BB" PRG
4 "BB WRITER" PRG
21 "BB1" PRG
97 "BB2" PRG
2 "BB BOOTER" PRG
4 "BB MACROS" PRG
13 "HELP SCREEN.W" PRG
9 "BB FONT" PRG
14 "BB CUST" PRG
11 "FB" PRG
1 "HELP.W" PRG
1 "BB FORMAT" PRG
486 BLOCKS FREE.
```

### geoPUBLISH TUTORIAL

Bruce Thomas' long-awaited Tutorial for lovers of geoPublish is now available. Details posted online were not available at press time but the Tutorial is bound, accompanied by disks, and more. Price is around \$25-30 US. For ordering info: Bruce Thomas, 5528 142A Ave., Edmonton, AB, T5A 1J8, CANADA. As Bruce would say, "en-GEOy".

## NEW MEMBERS

In addition to the three late-renewing members mentioned in the front page, **Richard Milam**, **James Denning**, and **Joan Cancelli**, we have had an almost-brand new member to join.

**George Jakenta** has rejoined after a several-year absence. His address is 415 Washington St., Saltsburg, PA 15681; phone 724-639-3499. George is a retired dentist who lists his hobbies as flea markets and auctions, and he mentions he has over 21 gaming systems including Atari 2600 / SEGA / Nintendo / 3DO / PlayStation 1 & 2 / Vectrex / and more!

George uses the Commodore 128 and the Commodore 64C, along with 1571, 1541-II, 1581, and 1541 drives. He has a Panasonic KX-P1180 printer, 1702 and 1902 monitors as well as the 1750 clone and 1764 RAM Expansion.

He lists non-Commodore equipment as Tandy 1000 SX computer, printer and monitor; CM-5 Adam Colecovision computer, and finally WebTV system. His BIO will be incorporated into our September BIO listing.

## COMMODORE EXPO (CommVEX)

The next Commodore EXPOsition (EXPO) will be held in Las Vegas, NV, USA, on July 30 and 31 this year. Some of the names planning to attend include **Bruce Thomas** of geoPublish fame, **Dave Ross** with SWRAP (SouthWest Regional Area Programmers), and **Al Anger**, whose skills at customizing C= machines has been memorialized in Commodore World magazine, Issue #10. For more information, check the CommVEX website at <http://members.shaw.ca/CommVEx05/>.

Rumor has it that there is a slew of raffle prizes to be awarded, including an Amiga 500 with 2 MB RAM, an external Roctec hard drive, color monitor, manual, user guides, and plenty of software. And last but not least is the Grand Prize which is that "golden" C128 system created by Michael Hunter, former owner of 8-Bit Designs.

## MAY '05 COMMODORE EXPO

(details obtained from online message posted by **Robert Bernardo** June 8, 2005)

Robert details his late arrival at the Holiday Inn Express, New Albany, IN, USA, on Saturday, May 14, having missed the Friday evening portion:

The EXPO was in full gear when he arrived, so he began videotaping immediately.

**continued on page 7**

# BASICALLY SPEAKING

by Linda Tanner

That CIRCLE statement we worked with in May is back again, and this may be the last issue in which it is used so extensively. There are many more uses of CIRCLE that we have not covered, many I do not even know as BASIC 7.0 is relatively new to me also.

Animation is best done in ML which is much faster than BASIC, but creation of graphic figures, sprites, and other characters of different types can be done with BASIC, in particular for the person who just wants to see how much BASIC can be pushed. You may have heard that old adage, "*Data is like a political prisoner. Torture it enough and it will tell you anything!*" Well, maybe BASIC is like that proverbial political prisoner. Maybe if we torture it enough, it will DO anything (we want). At least we won't know till we try.

In the little program on page six, for the C128 in 40 columns, we create a "person" on the left side of the screen, and move him from left to right partway across the screen. Next we create another "person" on the right side of the screen who moves from the right toward the center of the screen.

There is not a lot of animation here for several reasons. In the first movement of the first guy, neither the arms nor legs demonstrate any movement. It is as if we have a marionette suspended from some tether, moving across our field of view in a not-so-fluid type of motion. This is included to show what all is involved in merely moving a drawn figure from one screen location to another.

Next, we program our first guy to have legs that actually move--not in a totally fluid manner, but there is slightly more suggestion (very slightly) of someone actually walking, and you will notice his arm(s) do not move.

Then our second guy appears on the screen, slightly fatter, with a slightly different shaped head, and the two "guys" are only on the screen simultaneously for a short while.

Our guy number two now "walks" partway across the screen with legs moving as well as arm(s). Of course, this was not written to demonstrate how well BASIC can do animation, as obviously the drawings are crude and the motion is sort of herky-jerky, but a beginner can study the code to see the principles in drawing a figure, then animating that figure.

There is another principle to be learned by the beginning programmer and that is the use of variable counters. What I mean by this is simply the use of variables whose value can and does change over time, during the execution of the program. For example, with our first guy on the left side of the screen, our variable, A, has the value of 20 from statements 20 through 28. Here "A" is used to add to, or subtract from, a number, all of which denote the value of "X" in our CIRCLE statements. In the first CIRCLE statement within statement 20, the "X" location would be "20 + A", which in this case is 40, since A=20. That is how it works throughout statements 20 through 28. But notice that the value of "A" does not change within those statements.

Now look at our next variable, "B" used in our second guy. Here we have taken another step and we are causing the value of "B" to change as the guy proceeds through "walking" (maybe we should call it moonwalking). Note in statement 30 we have FORB=270TO150STEP-15, and in each loop through our FOR/NEXT, "B" has a new value which is incorporated in various ways into the "X" values in CIRCLE. We can see from this example, in spite of our stilted movement of guy number two, we can accomplish much more with variables whose value changes over time. If we use our imagination, we can see how we could have variables for use in both "X" and "Y", and those variables could both be incorporated in a FOR/NEXT loop. We could have used variable "C" here to denote part of our "Y", along with variable "B" in its use in "X", so that our CIRCLE and DRAW statements would be written with even fewer numbers, making the CIRCLE and DRAW statements more amenable to GOSUB's.

Notice in line 30, after our FOR/NEXT, we GOSUB50. Theoretically one could have a subroutine, which is "called" by GOSUB, that contains DRAW and/or CIRCLE statements with no numbers--only variables, with the variables being set to their value(s) outside of the subroutine. It makes good sense to use this method when we are using a subroutine to draw an on-screen figure that is meant to be in one location, or in one shape or configuration only temporarily.

To get an feel for this short-term use of variable values in a subroutine, try writing your own variation which substitutes in line 50 "C" for 40, "2\*C" for 80, "(3\*C)-10" for 110, and "(4\*C)-10" for 150. You will have to set "C=40" initially of course. There is much more which we will cover later. We will let CIRCLE rest a while now.

*Commodore MaiLink, July 2005, pg. 5*

**CIRCLESTUFF128**  
(for C128 in 40 columns w/SCPU)  
by Linda Tanner

```
10 :COLOR4,2:COLOR1,1:COLOR0,2:GRAPHIC1,1
15 GRAPHIC1,1:FORA=0TO18STEP2
16 CIRCLE1,20+A,38,10,12:CIRCLE1,20+A,80,6,30:
   CIRCLE1,18+A,130,2,20:CIRCLE1,22+A,130,2,20:CIRCLE1,18+A,74,3,18
17 SLEEP1:GRAPHIC1,1:NEXT
20 CIRCLE1,20+A,38,10,12:CIRCLE1,20+A,80,6,30:CIRCLE1,39,74,3,18
22 DRAW1,38,110TO42,110TO60,150TO56,150TO38,112:
   DRAW1,38,110TO20,150TO24,150TO40,112:SLEEP1:GRAPHIC1,1
24 CIRCLE1,20+A,38,10,12:CIRCLE1,20+A,80,6,30:
   CIRCLE1,39,74,3,18:DRAW1,38,110TO38,150TO42,150TO42,110TO38,112:
   DRAW1,38,110TO20,150TO24,150TO40,112:SLEEP1
26 GRAPHIC1,1:CIRCLE1,39+A,38,10,12:CIRCLE1,39+A,80,6,30:CIRCLE1,39+A,74,3,18
28 DRAW1,38+A,110TO38+A,150TO42+A,150TO42+A,110TO38+A,112:
   DRAW1,38+A,110TO20+A,150TO24+A,150TO40+A,112
30 COLOR1,4:FORB=270TO150STEP-15:GOSUB50:SLEEP1:GRAPHIC1,1:NEXT:GOTO89
50 CIRCLE1,B,40,14,10:CIRCLE1,B,80,12,30:CIRCLE1,B,74,3,18:
   DRAW1,B,110TOB-10,150TOB-5,150TOB+4,110:
   DRAW1,B,110TOB,150TOB+4,150TOB+4,110:SLEEP1:GRAPHIC1,1
52 CIRCLE1,B-4,40,14,10:CIRCLE1,B-4,80,12,30:
   DRAW1,B-4,56TOB-14,92TOB-10,92TOB,56:
   DRAW1,B-4,110TOB+9,150TOB+14,150TOB,110:
   DRAW1,B-4,110TOB-4,150TOB,150TOB,110
60 RETURN
89 GETQ$:IFQ$=""THEN89
90 COLOR5,1:GRAPHICCLR:SCNCLR:LIST:REM-CIRCLESTUFF128-CMLJULY05
   BY L.TANNER
```

Note: the following, DRAWSTUFF128 is a little bonus; it actually runs better without SCPU.

**DRAWSTUFF128**

by Linda Tanner

```
10 COLOR4,2:COLOR1,1:COLOR0,2:GRAPHIC1,1
12 FORA=1TO1000:X=INT(RND(0)*320):Y=INT(RND(0)*200):XX=INT(RND(0)*320):
   YY=INT(RND(0)*200):C=INT(RND(0)*16+1):GOSUB20:NEXT:GOTO48
20 SOUND1,10*X,1:COLOR1,C
21 DRAW1,X,YTOXX,YY:RETURN
48 SLEEP2
49 COLOR5,1:GRAPHICCLR:SCNCLR:LIST:REM-DRAWSTUFF128 CML705 BY LINDA TANNER
50 REM DRAWSTUFF128 W/ OR W/O SCPU
```

**Bo Zimmerman** was demonstrating how to play MULE on the Commodore 64. Bo Zimmerman, a name well known in C-circles, is a collector of Commodore prototypes and programmer of GEOS utilities.

Robert describes going around the room, videotaping the 13 or so Commodore setups. After Bo's demo came **Jeff Ledger**, BBS guru, who discussed the growth of telnet BBS's, and specifically how to connect the Commodore 64/128 to a PC and thus use the PC's abilities to connect to the internet. Jeff spoke of his Telnet BBS Server 1.2, a Windows program that provides the necessary serial to tcp/ip connection from the Commodore to the PC.

Next was **Jim Brain**, Commodore hardware hacker and all-around-Commodore-knowledge-man, who segued off of Jeff's subject with his own talk about using the `-Sscreen-T` command in UNIX shell accounts. With this screen command, he demonstrated how it was possible to switch from chat to email to the Net, all without closing one to open another.

**Greg Nacu**, programmer of WINGs utilities, then gave his demonstration of SpiffyPaint, an alpha version of a paint program for WINGs, the other Commodore OS. (WINGs is a multi-tasking OS for use with the C64 equipped with SCPU). Some features in this hi-res paint program had never before been utilized on the C64, such as layers, transparency, and masking.

**Leslie Bird**, a newcomer to the Commodore EXPO scene, had trouble getting her disk drive going, thus her BBS demonstration was alternately delayed and interrupted. (Demo curse). She had programmed her own BBS back in the 1980's, and it was seeing the first modern light of day since those days. She also showed a C128 40-column drawing/paint program she created in the 1980's.

After the crowd downed eight giant pizzas for lunch, **Jeri Ellsworth**,

CommodoreOne and C64 DTV 30-games-in-one joystick developer, took the floor and discussed version 2 of the DTV, which was to be released very soon. The factory had gone through a trial run of V2 DTV's and V2 samples were awaiting her inspection as soon as she returned home. On a whiteboard behind her, she expertly detailed the fine points of the DTV -- a full 256 colors, 8-bit sound, almost all illegal C64 opcodes included now, and more. However **Jim Butterfield**, old-school Commodore programmer, caught her on a few programming points, much to Jeri's chagrin.

**Jim Brain** returned with a talk covering three of his prototype projects, the PSX Joy, an adapter so that PlayStation controllers could be used with the C64/128, VIP, Virtual IEC Peripheral, an intelligent cable to connect PC's with Commodores and have them communicate with each other, and the uIEC project (for want of a better name), a small device which allows connection of IDE drives as well as CompactFlash cards directly to the Commodore's serial port. All very interesting!

**Jim Butterfield** closed out the official talks of the day with his recounting of computer television programs of the 1980's, specifically a Canadian show in which he appeared. Jim appeared on a show called The Academy which was geared to computer novices.

With official end of the day, **Dale Sidebottom** reminded everyone of Sunday morning's roundtable discussion, "The Future of Commodore". There was still more to come on Saturday evening including the showing of Jeri's TV appearance on KGW-TV news, Dave Moorman's informal demo of his dotBASIC, his VisualBasic-like language for the Commodore, Eric Kudzin, Earl Williams, and Raymond Day modifying Palm Ethernet Cradles to be Commodore compatible, and more. But finally around 2 AM Robert Bernardo needed to sleep a few hours before the Sunday session.

(Editor's note: it is hoped that details of the July CommVEX in Las Vegas NV, as well as S.W.R.A.P.-sponsored September 2005 EXPO in the Chicago area, will be available by press time of September MailLink.)

# OBITUARY

We are saddened to hear that member **Wayne Worlie** has passed away. We M.U.T.T.M. members extend our sympathies to Wayne Worlie's family and friends. Of Wayne, Chris Ryan commented, "He was a very kind man and a pleasure to deal with." We reprint here excerpts from his hometown obituary.

Wayne William Worlie, age 78, of Miles City, MT, passed away on May 22, 2005 at the Holy Rosary Health Care Center after a brief illness. He was born on February 27, 1927 in Conde, South Dakota to Thomas and Mary Louisa (Rahm) Worlie. Wayne attended schools in Conde while working on the family farm. He entered the United States Army during the Korean Conflict and after his honorable discharge, he returned to Aberdeen, SD. He and Pauline Margaret Kappel were married on August 17, 1952 in Savage. They made their home in Miles City, leaving and returning in 1955 when Wayne began working for the Milwaukee Railroad where he was employed for nearly 30 years. Pauline passed away on May 11, 1992. On September 12, 1996, Wayne and Evelyn Lane were married in Miles City. After his retirement he loved spending time with his family, playing music at the Nursing homes, tinkering around the house and on his equipment, working on his rental's, and playing with his dog Buddy. He was a member of the V.F.W. and Masonic Lodge.

If desired, memorials may be made to the family of Wayne Worlie to establish a memory garden in his name. Condolences may be made to the family by visiting the website of <http://www.stevensonandsons.com>.



## Wayne Worlie

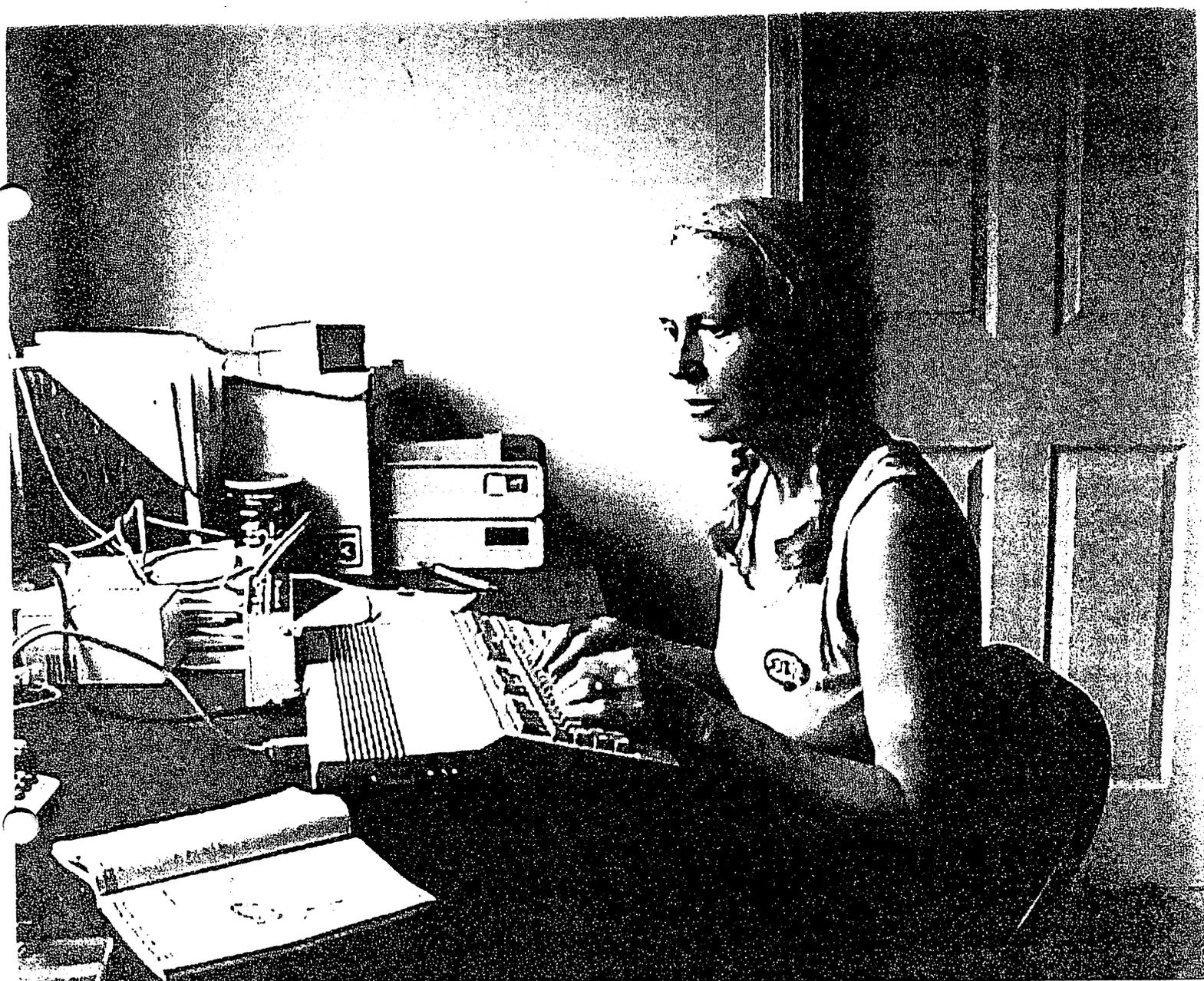
### FRAMING JPEG's

(text below is lifted from Jan. 29, '05 COPS list message)

**Willis:** Please explain once again how you put a frame around a JPEG image using PP3."

**Maurice:** "First click on the JPEG object to select it. Select it, and diagonal lines going through it disappear. Little squares at upper left and lower right corners appear, which are for size adjustment. Click anywhere in upper half or lower half of the image and your mouse pointer will automatically be placed on the appropriate square to move or resize the image.

Of the seven icons to the right of layout mode screen, the second from bottom is the attribute icon which lets you adjust various attributes of the object you selected, which in this case is a JPEG image. A dialog box pops up with various options; click on "Frame Size" repeatedly to adjust thickness of the frame you want around the JPEG. Clicking beyond maximum thickness causes frame to disappear, meaning no frame. Once you select any thickness, another attribute appears in the box allowing you to adjust frame spacing, i.e., how far away from image the frame is placed."



## GUINEA PIG NUMBER SIX

As promised, your President (yours truly) has finally come through with a photo--well, a photocopy of a printed photo, following the lead of **Richard Savoy, David Mohr, Andrew Schwartz, Rolf Miller and Robert Snyder**. This picture was taken today, July 1, 2005 sitting in front of what most will recognize as a C128. And of course I am not too satisfied with a B&W photo, having wanted to do color with the Commodore, but at present have no way to get JPEG photos from the camera into the C= machine. Before I accidentally trashed the ol' IBM laptop, I could transfer a JPEG onto a 3.5" floppy, then put it in the Commodore and using geoDOS get a usable JPEG that would print out entirely from within the Commodore and in color. I have even bypassed that other computer platform by taking 35mm photos to a camera/photo shop where they would, for a fee, digitize the photos onto a 3.5" floppy which then can be copied with geoDOS into Commodore-usable files for printing in color. But today is different. There is no way in this household to get JPEG files from a camera into the Commodore for several reasons. Most "other -platform" computers nowadays do not even include floppy drives. Further, camera shops are also abandoning the 3.5" floppy disks. But a promise is a promise. OK, who's next? **-Linda Tanner**

# Wedding Bells

Earlier this year, it was announced that Michael Hunter had sold his Commodore support business known as **8 Bit Designs** to a fellow named Denny Springle, owner of **c64Diehards**. It is the merger/marriage of 8 Bit Designs and c64 Diehards that we celebrate. Denny's website, <http://www.c64diehards.com>, posts the statement, "c64 diehards has recently acquired all the rights and assets of 8bitdesigns, <http://www.8bitdesigns.com>, and will be offering many of the products formerly designed and produced by Michael Hunter, as well as releasing some of the designs under the GPL so that everybody can benefit from Michael's ingenuity.

In addition to Michael's designs, our team will be introducing some fantastic new designs and many other products designed to assist you with maintaining and upgrading your favorite Commodore computer."

## THE PAPERLESS WIDOW

by Rolf Miller

One of the tasks performed by the 64 on this desk involves maintaining records for a nonprofit corporation. Computerized record keeping is not unusual today, but it can sure present a conundrum for survivors if they don't know how to get at the information. This explains why the untimely death of one of the corporate officers prompted the others to ask for detailed instructions on how to access the Commodore files.

"Not to worry", I assured. "They're all paper-based, and located in either the left-hand drawers of the desk or the briefcase you know as 'my brains'."

Those words produced both some kidding and some comfort. Playful ridiculing supposed inabilities of the 64 is common. The relief came from learning they would not have to wrestle with the Commodore.

Efforts to defend the 64 and explain the procedures followed in this office long ago gave way to

demonstration. Maintaining hard-copy records of all pertinent computerized information is a case in point. Had the deceased corporate officer done likewise, it would have spared his business partner, let alone his wife, double grief.

Of course, everyone knows they will die, but most have plans for tomorrow. So, when the PC used for the business began acting up, he decided to reformat the hard drive, intending to reinstall everything during the weekend. And being next to a computer geek, he no doubt knew what he was doing.

Unfortunately, his business partner didn't have a clue. And the lack of a paper trail confounded the computer specialist hired to restore things, the riddle being which applications created the backed-up data files. But this puzzle hardly compared to the labyrinth encountered by the widow. Her efforts to sort out "his stuff" ran into a maze of dead ends. Because using his computer required logging on with a password she did not know, she initially could find nothing related to his banking, investing, and the other activities he accomplished online, including e-filed tax returns. A friend figured a way around this only to discover the folders containing statements, etc., password protected. But, at least, the endeavor uncovered the name of the bank and brokerage.

Fortunately, the bank had a local branch. Not so for the brokerage. And while the IRS promised to send copies of the returns, the rest of the information remains a mystery to this day which she hopes won't ever be needed.

## DID YOU KNOW?

Did you know that the GEOS application, ScrapCan, is able to copy the color with the scrap when it copies a PhotoScrap out of a GeoPaint file? Further, it can be as large as an entire GeoPaint page. And lastly, ScrapCan works in both GEOS and Wheels.

## FORWARD

The following article about "Kenny's Titles" is the instructions for a data base program that was developed by fellow member Ken Barsky, donated for the current side 2 of the Commodore Mailink on Disk version for July, which will be issued to the members who already subscribed to the disk version. If you are interested in the program contact Ken, his Email address is at the end of the article. Richard Savoy, Disk Editor

## HOW TO USE KENNY'S TITLES

By: Kenneth Barsky

KENNY TITLES uses keyboard graphics to create display letters.

To use this program I needed a little help. Would you believe, I found and use a program called LIL HELPER from LOADSTAR #45. RENUMBER was on Loadstar #11 and # 56.

The documentation for LIL HELPER is elsewhere on this disk. Briefly what LIL HELPER can do is list another program to screen only while another program is or isn't in memory. Then by bringing the cursor to a line number and pressing RETURN (renumbering if needed) start a new program or add the lines to the program in memory. Therefore it is possible to build a program like those at the end of the directory.

On disk there are five display alphabets: 1. A to Z (mostly 3 columns wide x 8 lines deep); 2. A+ to Z+ upper case and 3. 1-0 numerals (mostly 6 cols wide x 7 lines deep); 4. THIN upper case A- to Z- and 5. THIN lower case -A to -Z. When using THIN display fonts you must access a custom alphabet THIN.F which modifies keyboard graphic characters that make up the display letters. The call for font THIN.F is built into each letter or add CALL FONT to start the display program.

You might want to try to LOAD and RUN "SAMPLE", "A+Z+", "THIN SAMPLE" and "THIN LC" to see what these display letters look like.

The anatomy of each display letter is like "A"

```
10 REM A
11 PRINTCHR$(142)"[HOME]";:L=0:T=T+4
REM UC/GRAPHICS L=LINE# T=TAB
12 POKE214,L:PRINT:PRINTTAB(T)....
12-15 keyboard graphics to make up letter.
```

First line L stands for LINE and should = 0. Second line L should = 8 or 9 depending on depth of letter.

T stands for TAB: the first letter of each line T=0 initially - adjust later to center line: each subsequent letter has a built in tab update. Note: First letter of program: change [HOME] to [CLR]. Or start with "START" (see below):

### GETTING STARTED

Map the line numbers that you will use for each letter of the word you are creating: 10+ for the first letter, 20+ for the second letter, 30+ for the next letter etc.

Load and run LIL HELPER. Note that LIL HELPER kicks out JIFFYDOS. You are going to SYS58551 to re-activate JIFFYDOS and SYS2000 to re-activate LIL HELPER.

Type NEW to clear memory. press L on prompt list to screen "START" (later, to list to screen individual display letters). Cursor up to line number and RETURN. Line 1 clears the screen and sets T=-4. You can have line 2 POKE screen, background and text colors.

Next call to screen first display letter of word you are entering. Cursor up and RETURN (renumber according to map plan). Enter next letter (again renumber according to plan).

Continue on page 12

Continued from page 11

The T (tab) value is updated (T=T+4). (You may have to readjust the T+ value for space between words, thin letters like I, wide letters like M and W and when programming the THIN display letters.) Continue along. Don't forget to adjust T and L values for second line.

ADD SPECIAL EFFECTS:

Eg:

```
16 FOR DELAY=1TO150: REM PAUSE \ BETWEEN LETTER DISPLAY
```

Add different colors to each letter (ye Old way)

Flash display: add to program

```
17 C1=PEEK(53281):C2=PEEK(646):
POKE53281,C2:FOR DELAY=1TO150:NEXT
18 POKE(53281)C1: X=X+1:IFX<>5 THEN
17: REM FLASH
```

Continue until finished, then save program. Remember that JIFFYDOS has been deactivated. Reactivate JIFFYDOS to save or save "file name" ↑8.

Now you may want to RENUMBER your program. Load and run RENUMBER BOOT on this disk and follow prompts.

Any problems? Email me. [Kbarsky@msn.com](mailto:Kbarsky@msn.com). Or via Snail Mail, see my address in the BIO's in March issue CML.

#####

Each year Ken also programs the OSCAR program that shows the name of the Best Picture (using the display letters) mentions the other os-cars that the picture won, flashes an Oscar statu-ette, and plays some music of song associated with the picture.

#####

**HELP! Ken needs another FD-2000 or FD- 4000 disk drive, for his Commo-dore work, If you can help, please con-tact Ken Barsky. Address info above.**

**GEOPUBLISH TUTORIAL PART 11  
DOCUMENT RENAMING  
By: Bruce Thomas**

Back in the third installment of this series (Planning and Preparation) I suggested that a great time saver while working with geoPublish (gP) is to have a couple of Dummy articles prepared that you can import if you need to fill some space. This practice saves time as you can remain working in gP as opposed to having to exit and create a new article in geoWrite (gW).

This time we are going to import one of our Dummy articles into gP and then rename it to more accurately reflect the content. Of course, there is no Rename option in any menu in gP so this means we will use a different GEOS program to handle this part of the process.

The instructions on the web site told you to download this installment, create the regions, import the file and then open it in Editor Mode. The file that you downloaded and imported was called Dummy3 so as not to cause problems with the Dummy1 and Dummy2 articles you created in accordance with the previous instructions.

You should have downloaded the file GETITWV2.CVT as well and converted it back to GEOS format with Convert V2.5. This is a great tool to use if you get a gP file from someone else or if you are loading in a file that you haven't used for a while. If a gP document is opened and a required gW file is not on the disk gP can crash.

The process to rename a gW file that has been imported into a gP document is quite simple. Run GetItWrite V2.0 (do not use the earlier version) and a dialog box will appear listing the gP documents on the current disk. There are Disk and Drive Icons if you need to check files on other disks. The program supports 3 Drives under GEOS and 4 Drives under Wheels if run from Drive A or Drive B. **Continue on Page 13**

Choose the gP file you want to work with (in this case TutorialPart2) and press the Open button. A listing appears showing the gW files referenced in the gPdocument. If the gW file is on the disk it reports 'OK'. If you see 'Not on Disk' you need to locate that gW file before opening gP.

To rename Dummy3 click the rename menu, click geoWrite file, click Dummy3 in the list and then OK. Delete the name Dummy3 and press Return after typing geoPub11. The gW file will be renamed and the gP file will be updated.

Next time we will look at proofreading. Until then, enGEOy your Commodore!  
Bruce Thomas

**THE WRITE STUFF  
WORD PROCESSOR  
COLUMN By: Richard Savoy**

ARTICLE NO. 13

Justification 43

When you turn justification on, both edges of your text will be made even. Spaces will be added between words so that both edges are straight. For best results, use soft hyphens in long words. Use the Print Menu to turn justification on, or embed an RVS j in your text. A second will turn justification off.

Line Spacing 44

The number after the line spacing command (1s) refers to the number of blank lines between each line of text.

So 1s1 means one blank line or double spacing. A 1s0 results in single-spacing.

[On the 80 column version it gives a choose of Single, Double or Triple.]

Linked Files 45

The linked file command allows you to print a document that is too large to fit into memory. Any number of files can be linked together. Just add the name of the next file to the end of the current text. Example:

10:nextfile

To print, load the first file in the series and print to screen or printer. The next file is loaded automatically, but when it is, memory is erased, so you will be warned and given the choice of not printing the linked file.

Mail Merge 46

x0:addresses

The above line placed at the start of a file opens the eXternal file "addresses" and reads in the first line of data. The file in memory is then scanned for <1> fill-markers. Any found are replaced by the data from the x file. A second line is read in and inserted at all <2> markers, and so on. At the end of the record, the text is printed, the fill data deleted, and the next record read in. Each record may have up to 250 items or lines of data, and each line may be up to 250 characters in length. Each line must end in a return mark and each record separated by one. The data file may be in either PRG/screen code (a BB file) or in SEQ/ASCII format.

Enjoy, and I hope you have been learning from this series of article that will be ending at the end of the year.

Looking for Hugh J. Mc Menamin current Internet address. Please if you have contact me.  
Richard Savoy: [RSavoy5578@aol.com](mailto:RSavoy5578@aol.com)

**Please Note:**

Pages 11, 12, 13, 14, 15 & 16 of this issue were created with MS PUB,( from the internet) printed with a HP Desk Jet 940 C and converted with C-128 40 column to TWS using BBR and 1571 & FD 2000 drives

# WOW! WERE YOU SURPRISED! TO FIND A DISK WITH YOUR MAY ISSUE OF THE CML

I believe that was a first, for the Commodore Mailink (CML), but it does not have to be the last!

Before I get into the exciting news I have for you, I want to clear up a problem with the disk I sent with the may issue, as I explained in my article about **Sam's New Format** disk being 3.5" I was well aware that some members don't have drives to run 3.5" disks. I knew they would either keep the disk for when they would upgrade their disk drive, or I'd hear from them! I will make a 5.25" disk and send it with the September mailing of the hard copy newsletter. **So let me know who you are, if you haven't already.**

## CML DISK VERSION

The "CML Disk Version" and the "Free Bonus Disks" are two separate items! It's the disk version that I've given up doing as of the end of the year, and as yet nobody has been appointed to do the job (twenty one members bought that version this year, 95 percent paid extra to cover postage for the two 5.25" bonus disks. Our president Linda has asked that I at least continue to accept and store the data for the disk version. Possibly a disk can be put out every two issues of the CML newsletter for those the prefer it. Of course all this is ***if, and or but at this point.*** I'm sure that there will be some feed back on this subject, that is what is needed.

All 2005 issue of CML on Disk are still available with the two bonus disks for \$ 10 US & Canada \$ 11 US funds Payable to:  
Richard Savoy

## TWO FREE BONUS DISKS

One of these disks started with me, back in the mid 90' when Ivan Blitz and I started to trade club disks of the month his being MCCC of Australia and mine of CRCCC in Vernon, Ct. I just thought it was a shame that more Commodore Users could'nt get to use these disks. So I told Ivan my idea and as long as it was going to help Commodore users I had his blessing. It went like this, "buy the club disk and get one from Australia **FREE!**" I brought the same concept to MUTTM when I became "Disk Version Editor". I have never been interested in making a profit in this venture for myself, I had the materials, that if not used would go to the dump and had a heart attack at 65 years young, so had plenty of time to do the job. It wasn't long before I got a telephone call from Al Jackson in Nevada and liked what I was doing and offered his disk of the month. It wasn't long that I was sending a second free disk, the **5C's Magazine.**

Here is the new plan for getting these disks out to members of MUTTM who want them in 2006, with the November issue of the newsletter will be a postpaid envelope for mailing your dues and a simple form telling your dues cost and if you would like the two free disks each issue 2006 to add three dollar to pay for the extra postage cost.

**If you aren't sure if you would like the two free disks contact me so, I'll send you one of each with the September newsletter;**  
**Richard Savoy, 250 West St. Apt 9 Ware MA 01082-9783**  
**Or: RSavoy5578@aol.com**

## For Beginners Only!

From: Al Jackson

This is a column of tips, hints, and tricks, specially designed for the beginner Commodore Computer User.

NOTE: When you see <RETURN> in any of the commands in this article, it means hit the Return key.

\*\*\*\*\*

\* DISK COMMANDS \*

\*(or how to handle the messy stuff)\*

\*\*\*\*\*

Before you can use a disk, you must prepare it for use by formatting it. Type this line:

```
OPEN15,8,15,"N0:DISK NAME,ID":CLOSE15  
<RETURN>
```

The disk name can be up to 16 characters long.

The disk ID can be any two characters.

\*\*\*\*\*

\* How to Read the Disk Directory \*

\*\*\*\*\*

To read the disk directory, type:

```
LOAD"$",8 <RETURN>
```

When the computer responds READY, type: LIST <RETURN>.

The directory will then print on the screen.

\*\*\*\*\*

\* How to Print the Disk Directory \*

\*\*\*\*\*

After loading the directory, type:

```
OPEN4,4:CMD4:LIST <RETURN>
```

The directory will be printed on your PRINTER. After the directory is printed, type:

```
PRINT#4:CLOSE4 <RETURN>
```

### We need to hear from you!

The above article is really very basic, I realize but, with the TWS column coming to a close after a few more issues, we need ideas of what is needed for every sector of the membership. I personally have been taking on pages 11 to 16 lately, with help from Ken Barsky. I do know of a few members that can use the above article! Now what do you like? Richard Savoy

## MIX BASIC-ML

By: Robert W. Baker

Some time back I presented an alternate idea on how to intermix BASIC and assembly language routines. Several people have since used this idea in real life applications, with various levels of success.

Suppose you're writing an assembly language program but you intend to use disk files, to perform intricate calculations or do something that would normally be quite easy in BASIC. If you try to do this same function in assembly language, it could get complicated. If you decide to take advantage of the existing ROM routines, then you'd normally be locked to a particular ROM version. Any future changes in the ROMs would require a re-assembly, or at least a few patches to the original program. However, there may be an easy way to avoid all this. Why not write your main program in assembly language as planned, but return to BASIC to do special functions? This is just the opposite of the common practice of using short assembly language routine within a main BASIC program. You can use predetermined areas of memory to pass parameters between your main assembly language program and your BASIC subroutines. One byte could be used to indicate a desired function to be performed, while additional pointers and counters could be used to pass strings or numeric values.

### The whole thing works like this:

You change the top of memory pointer to reserve an area for the machine language program while leaving sufficient memory for the simple BASIC program. The first line of the BASIC program is a SYS command the branches to the first instruction of the assembly language program. Now your assembly language program executes and goes about its business until it needs a function from the BASIC subroutines.

It first sets a flag byte to indicate the number of the function to be performed, then sets any parameters needed by the subroutine in predetermined areas. The program then sets a continue address and returns to BASIC via the 6502 RTS instruction.

The system now fetches the next BASIC statement after the SYS command that originally passed control to the assembly language program. All the BASIC program has to do now is read the flag byte via a PEEK instruction and branch to the indicated subroutine based on the number read. This can easily be done with a ON X GOSUB 100,200,300,...statement.

The selected subroutine then gets the required parameters from a known area of memory via peek statements. After completing the desired function the return parameters are placed back in memory with appropriate poke statements. An additional status byte might be set to indicate successful completion or an error. The BASIC subroutine then returns to the next statement after the ON X GOSUB... statement.

Two peek commands get the desired continue address, and a SYS to that address returns to the calling assembly language program. A GOTO statement should follow the last SYS command to take the BASIC program back to the peeks and ON X GOSUB...statements to repeat the whole process the next time a BASIC subroutine is called.

**Therefore, the simple BASIC program might look like:**

```

10 SYS(...)
20 X=PEEK(...)
30 ON X GOSUB 100,200,300,...
40 X=PEEK(...)
50 X=X+(256*PEEK(...))
60 SYS(X): GOTO 20

```

```

100 REM *** SUBROUTINE - FUNTION#1

```

```

190 RETURN

```

```

200 REM *** SUBROUTINE - FUNCTION
#2

```

```

290 RETURN

```

With this simple structure, you can easily perform a string of calculations, open or close a disk file, read or write data records, or whatever else desired. You don't have to worry about what happens to the ROMs, since you're using the standard BASIC interface to the ROM routines.

Also, you don't have to be concerned with the pointers in low memory since BASIC takes care of them. However, you are losing some program speed by relying on BASIC to do part of your work for you. On the other hand, if you don't quite understand how to do certain functions in assembly language, this method gives you an easier way to handle difficult problems.

If you haven't read the box at the bottom of column on page 15, please do so to understand where I am coming from. The above article relating to intermixing BASIC and assembly language routines ( a little heavy for me) but the material is available. Do we want it? Linda has a lighter series on page 5 & 6, is this enough or do we need more? Richard Savoy

# Out of the Vault

{by Lord Ronin from Q-Link}

Have a couple thanks that I need to put out. First to Richard Savoy, for filling in some gaps in the archives. Next to all the officers and MTTM members for their patience and support. While I have been less than usually active, during my long recovery. This is what the C= community is all about.

**November 1992:** 18 pages, edited by Jean Nance {Who was also our President at that time} and George Stieduhar. Page #1 has Jean's "Meeting News". What, as Managing Editor for the CML I notice right off, was the use of imported graphics on the left side of the page. At first glance they look to be Newsroom and Print Shop. A nice off set for the holiday issue. Jean Starts off with the announcement that the "DUES ARE DUE" Add here that the first "D" is in an illuminated font. If the dues were paid by the end of December 1993, they stayed at the \$10 cost. After January 1st, dues became \$12. These are the U.S. prices. \$22 was the cost after 1 January 1993 for other countries. My review comment here is only that in the last 13 years. We haven't really raised our membership dues up that much.

Jean thanks many people for their work in 1992. All the editors, CML on disk retiring editor Paul McAleer and the new editor Jim Green In her thanks I discovered that we once maintained a Q-Link and Ham Rasio list, as well as a resource list. That and more are on the first page.

Page #2 covers the index, address of the President, where to send dues and the Bios. Jean thanks George for filling in at the last moment as co-editor. As sadly Clay Dewy, who was to edit the CML had passed away. George writes about his system. What is used to make the issue. Word Writer 5. The graphics which sprinkle the issue were done in Newsroom, Printmaster, WW-5 "etc." "My cut & paste system will be a pair of scissors, a bottle of rubber glue..."

Page #3 The notice that Run is Dead. Jean states that the CML will now be "more necessary than ever". Right hd border contains recommendation, bios update, and more. Page #4 has an article by Charlotte Mangum on her new RamLink. Speaking as the reviewer here, Her coment about "4 MB is too much for the 128D power supply" Anad a worry about the heat generated Followed by a request for information from the members. Says what the CML/MTTM is for in the C= world. George writes about his favourite PD prg Jiffy Jotter. Page #5 has by Bob Pastermark. An article that I wish I had read when I gained my 1581s. How to partition the 1581. There is also a short piec on a new 32K chip for the Panasonic printer. Another on the Servant chip for the 128. Page #6 has a bit on Friendly Correspondents and the KeyDos Rom for the 128. Page is is taken up with an article by Dick Heckert on the PageFox.

Page #9 contains a continuation of different SysOps A geoSpell tip and a piece on Becker Basic. Page #10 is sort of like our Q&A of today. Called Mailink Mail Call. This continues on page #11. Page #12 holds Tips-N-Techniques, Disktips, how to order TWS from the MTTM. Plus an interesting non C= tip. About using Lemon Pledge and a non scented white Kleenex for cleaning eyeglasses. Page #13 is the "Swap Shop". Page #14 is called Article Library. George talks about articles for the CML. Page 15 & 16 are new members bios. bios of the new members. Page 17 has "Member Close-up" Profiling Wade Porter and Harry McNees. Title on Page #18 is "My C-63 is all I will ever need! and I'm beginning to believe it!" Written by George. Here he talks in an amazed tone about some new high speed Ram devices from CMD, Jiffy Dos and the FD series.

Speaking now as the Archivist, Managing Editor and the reviewer. I see many changes over the years in these issues ofthe CML. Every Guest Editor has placed his personal stamp on each one. Even though this issue is almost 13 years old. There is a wealth of information for the C= user and collector. I know, as I learned new things from the indepth read for this review. Enough that the information will be spread to my local Users Group. But the final part. Copying, shipping and handling for copies of the issue {Mailed flat with a backing board} is \$5.00 per single copy Add \$2 for each additional copy of this issue in the request.

*Commodore MaiLink, July 2005, pg. 17*

continued from page 4....

## Late Renewals:

### Joan Cancelli

5 East Avenue, Spencer, MA 01562-2939; Joan is an accounts clerk and Treasurer for the town of Holden MA. Hobbies: camping, bowling, cards, dancing, and stimulating conversation. System: C-64 and C128, 1541 & 1571 disk drives, Panasonic KX-P1000i printer, and Amdek 300 & C= 1902 monitors. Interests: using and editing graphics.

### James E. Denning

38079 Highway HH, Dixon, MO 65459-6222. James is medically retired from the U.S. Navy. He has been a security guard, TV repairman, and language arts teacher. Hobbies: stamp collecting, reading, repairing things: old cars, plumbing, electrical & electronic, and community theater as a director and actor. System: two C-64's, three 1541 disk drives, datasette, Star 1000C and C= 1525 printers, color monitor, and a C= modem. Interests: pen pals, especially foreign.

### Richard Milam

7328 Kentuck Road, Ringgold, VA 24586-5204. Richard is a warehouse assistant/truck driver. Hobbies: wrestling, comic books, and reading. System: C-64 and C-128, 1541, 1571, 1581, & FD2000 disk drives, SuperCPU-64, RAMdrive, RAMLink w/4 Megs, Star NX 1020 Rainbow & Canon BJC-4100 printers, 1702 & Magnavox monitors, SwiftLink, and a Boca 14.4 modem. Interests: GEOS, Wheels, GoDOT, learning to program in UNIX, learning of new programs or enhancements, and the Internet, and E-mail (dbatman@gamewood.net)

## Notes on EPS files:

If an EPS file has a SHOWPAGE command near the end of it, you can generally send it to printer by choosing "ASCII POSTSCRIPT" as the job in PostPrint (PP), but the best way to paste EPS onto a PP project page is layout area. This allows you to select your paper size as well as to resize and position EPS file on the page, then print page.

EPS file must be plain ASCII file.

## CCCC Sale Items:

thunderbird@iglou.com (Roger Hoyer)

(updated after May 2005 EXPO)

Only a tiny fraction of their inventory is listed below:

### SOFTWARE

A+ Science - ed. 5 & 6 grades -\$5  
A+ History - ed elem. age 5 and up-age 5 and up  
Animal Stories ed elem. disk \$5  
Bank Street Writer A,B,C \$3 each disk  
Chart Pak 64 disk \$5  
Chess Champions disk \$3  
Comp-U-Solve disks ed elem. \$5  
Data Manager disk \$5  
Dividing Decimals disk \$5  
Doodle! disk \$3  
Easy Finance \$5  
Easy Script 64 \$5  
Electronic Checkbook \$5  
Financial Adviser cartridge \$3  
Fraction Factory disk ed elem. \$3  
Fraction Fever ed 7-adult cartridge  
Genealogy disk \$1  
Geography disk \$3  
geoPublish disk \$3  
Homeword Plus 3 disks \$15  
How To Program BASIC disk \$5  
Hunter Patrol disk \$5  
Interstellar disk \$2  
Introduction to Programming disk \$3  
Jingle Disk disk \$3  
Jungle Book disk ed 7-12 \$5  
Kidware ed elem. disk \$3  
Kidwriter ed 6-10 ed elem. disk \$5  
Koala Pad cartridge \$10  
Learn About Sounds 2 disks ed grades 1-3 \$10  
Learn About Words 2 disks ed grades 1-3 \$10  
Learning Library 3 disks ed ages 4-6 \$15  
Lunar Eclipse Map disk \$2

### HARDWARE

C 128's (many)  
C 64's (many)  
1541's (many)  
1571's (many)  
1702's, 1802's, and much more

### BOOKS, ACCESSORIES, ETC.

BASIC 2nd ed. \$2 Albright, Finkel, Crown  
BASIC for Beginners \$4.50 HP Books, C. Shipman



## Rosemary's Baby or Linda?

The Commodore was not "allowed" this time to print in color, as after dealing with the mugshot on page 9, I attempted to print out an old JPEG which had already been copied into the Commodore. The printer still would not produce color. At this point, my best guess is that the re-inking job may be the culprit. Thus my picture above is also B & W, although I had every intention of making the eyes the only color feature of this photo.

David Mohr had suggested we include a little more BIO on ourselves when we print our pictures. That sounded like a reasonable request.

I live several miles down a dirt road, on an overgrown farm in the middle of nowhere. This area is so poor that when a tornado touches down, it does about a million dollars worth of improvements. But redeeming factors are the scenery, clean-smelling air, the chance to glimpse a mountain lion or black bear, a fertile garden spot, and having time to sit outside on hot summer nights watching JuneBugs break-dance on the concrete steps.

In March, 1984, I bought my first Commodore, a replacement for a malfunctioning Timex-Sinclair Z80. The Commodore seemed a dream after dealing with the constant glitching, freezing, and other ailments that seemed to constantly plague the poor Timex. It was several years before I had a disk drive or printer, so it was a very primitive system initially. In fact, one would be hard pressed to even call it a "system". But time passed, and a 1541 was added, along with a Star NX 1000 Rainbow printer which was the same printer used with IBM's at that time (still 1980's). Fast forward to 2005 and this now-senior citizen still enjoys the heck out of her Commodore system!

That's my story. Linda Tanner.

## EDITOR'S DESK-Linda Tanner

Things went fairly smoothly this time, although the pesky Lexmark (my second one) is already misbehaving, and the problem seems to be identical to that of my first, now-deceased Lexmark Optra 40. There are "spring-pins", whose name I really don't know, that one-by-one are ejected from the printer in the process of printer breakdown, and it usually occurs over a several-month period. These spring-pins seem to assist in guiding the paper in its transit through the printer's interior, which can easily be seen by opening the front door. But seeing them doesn't help make them stay in place, and eventually plastic parts associated with these pins also break. Therefore I am searching for an upgrade to the much sturdier Lexmark Optra 45.

In looking through this issue's submissions, it is very encouraging, as a programmer, to see the other articles on programming such as For Beginners Only! by **Al Jackson** and MIX BASIC & ML by **Robert W. Baker**. Many people use their Commodores in a variety of ways but have never bothered to learn some of the very basic commands and it is Al Jackson's For Beginners Only! column that is just the ticket. Then at the other end of the spectrum, Robert W. Baker, with his MIX BASIC-ML column, can help those who program in either BASIC or ML or both, who might want to have the best of both worlds, such as the speed of ML or Assembly Language, or the simplicity of BASIC. Often there are valid reasons for combining the two. Here is hoping to see more of both Al Jackson's and Robert Baker's articles.

July is the issue, according to Jean Nance, which usually contained a M.U.T.T.M. history lesson of sorts. Since we now have an official ARCHIVIST, David Mohr, we left that to him in his Out Of The Vault on page 17.

The real pressure in creating this issue was in finishing something for my BASICALLY Speaking column, while also trying to collect material and edit it, as well as contemplating and planning my page 9 photo op, or mug shot, as some would call it.

This time I received a few files via email, but since my online machine bears the name of a fruit, I know of no way to access those files for transport to my favorite computer. A trip to the library computer was necessary to download the files onto floppy which then were accessed with geDOS. Finally a finished product!

Wannabe editors out there, beware: editing can be habit forming.

-Linda Tanner

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**Sept. Editor:** Dale Sidebottom is it. He prefers submissions in geoWrite, but will accept files in any Commodore-based format. If the files are short, hardcopy is OK, otherwise diskfiles. He will also accept emailed ASCII text files. Deadline is August 20. Send to 2313 Morton Ave., New Albany, IN 47150, or luckykds@insightbb.com.