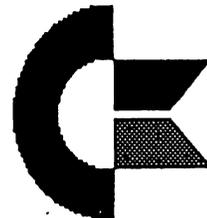
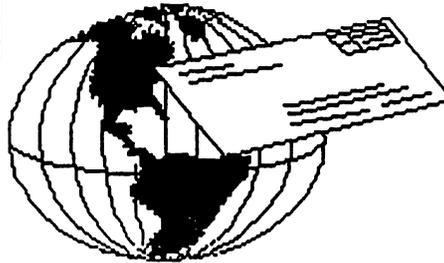


# COMMODORE MAILINK

## NEWSLETTER OF — MEETING 64/128 USERS THROUGH THE MAIL



January 2007

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### A MESSAGE FROM THE NEW PRESIDENT

(or Who Is This Rob Snyder becoming President of Our Club)

by Rob Snyder

HAPPY NEW YEAR 2007! and welcome to another year of commodore computing. First I would like to thank all of you that renewed your memberships, and thereby received this issue. Without you, we would not have members to meet through the mail. Thank you.

I would like to thank former Presidents Linda Tanner, Tom Adams, Francis Redmond, Jean Nance and Kirby Herazy for the guidance each has given the Meeting 64/128 Users Through the Mail (MUTTM) club.

As announced in the November Commodore Mailink (CML) I am your MUTTM new President. As President, I will do my best to direct this first class organization. I see MUTTM as a liaison for 64/128 users to remain in contact with each other and further the usefulness of our computing machines others deemed 'obsolete' so many years ago.

I suppose a background on me and my commodore usage would now be fitting. I am 42 years old, married, and father of four children. I work as a rural carrier for the United States Postal Service and live in rural northwest Ohio, U.S.A. I have used a commodore computer nearly my entire computer life. In 1982, my brother Dan and I pooled our savings and bought the \$595 computer (and a tape drive for another \$60) to enter the computing world. In 1987, he married and moved away, taking the secondhand 19" television we used as a monitor; I kept the computer. In 1992, I married and took a third parttime job as a bookkeeper for our parochial school. The school also used commodore computers and they introduced me to the local commodore club. After a few years, the Commodore Computer Club of Toledo (CCCT) made me their President and I have been ever since. In the November 1998 issue of CML, I received a hello and big welcome as one of seven new members of Meeting 64/128 Users Through the Mail. If you read last November's issue, you saw my fourth stint at guest editor of CML. As you can see, I've stuck with commodore.

When Linda Tanner asked me to take over the role of President for MUTTM, I was excited and intimidated. I am proud and honored to guide this community. I hope everyone will be pleased with my handling of MUTTM. This club belongs to all of us. I hope all will help me in my

(continued next page)

(Message continued from front page)

duties as President, and as such, will not hesitate to contact me by mail, email, or phone (contact information is in the biannual members list and the business officers information listed on page two of MaiLink).

As a 'new' thing for our newsletter, I have 'taken over' the first two pages of CML in order to place on the cover of future issues, commodore artwork. Please send me full page commodore art or graphics. After all, one outstanding aspect of our computer always was its graphics ability. Meeting news will move to the second page along with the business officers.

I look forward to what lies ahead. I hope you will continue to meet with your other members, here and through the mail.

Robert Snyder, President MUTTM

## Meeting 64/128 Users Through the Mail Business Officer

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arsnyder92@netscape.net (419) 205-0268.

**Treasurer:** Emil Volcheck, Jr. 1046 General Allen Ln., West Chester PA 19382-8030. emilv@ccil.org

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**Email Address Editor:** Joseph Fenn. jfenn@lava.net

## How To Join M.U.T.T.M.

Send a request to the President via mail or email with your postal address to receive an application. All information on membership will be sent to you via postal mail. DO NOT SEND MONEY WITHOUT FILLED OUT APPLICATION. However, FYI, dues are \$15 USD for US, \$17 USD for Canada and Mexico, \$25 USD for all other addresses. Membership includes BiMonthly Commodore MaiLink newsletter, biannual Commodore Yellow Pages and biannual members list in March and September.

\*This page is a work in progress. Any omissions are the result of my incomplete knowledge due to the changing of the guard.-- Rob Snyder

**NEXT EDITOR FOR MARCH**

I can take articles just about anyway you like to send them as long as it is text files. For example you can send via email just like you would any message, I only ask if it is more than one item that the title be at the top each article. If GEO use GEO Word. TWS can be in program or sequential files, or on disk. **FEBRUARY 15th in my hands.** Richard Savoy, 250 West Street Apt 9, Ware MA 01082-9783, Email: [RSavoy5578@netzero.com](mailto:RSavoy5578@netzero.com)

**MUTTM TREASURER'S REPORT  
for November 1, 2005 thru October 31, 2006**

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

This report covers the "fiscal" year of 2006. As noted in my previous reports, it is much easier for me to use this odd fiscal year since it corresponds to the time when dues receipts start (usually in late October or early November).

The final numbers are shown below. If there are questions about them, please feel free to contact me as listed at the end of this note. Until next time:

11/1/05 Balance	\$	535.23
Income - dues	\$	1663.00
Income - other	\$	2.11
Expense - Mailink	\$	1568.17
Expense - web	\$	94.00
Expense - other	\$	18.00
10/31/06 Balance	\$	520.17

As you can see, we "lost" a little on our FY2006 operations, as we have for the last few years. The loss is small enough that we did not have to raise dues, but if you'd like to help a bit, please send a few extra dollars with your dues. If enough folks do so, we may be able to improve the health of the treasury a bit :-)

And when you send in your DUES, or any other FUNDS, for the treasury, make the check or money order payable to: Emil Volcheck, Treasurer; then send the funds to me at: 1046 General Allen Lane, West Chester PA 19382-8030. If you have questions, you can mail me at the same address, call me at (610) 793-5156, or email me at: [treasurer@mailink-videocam.net.au](mailto:treasurer@mailink-videocam.net.au)

Cheers,  
Emil ...

**THE EDITOR'S DESK  
Linda Tanner/ Richard Savoy**

Rob Snyder, our new president, needed a quick solution as to who would be the January Editor, he was just finishing the November issue. Richard had several pages of the January issue done & Linda wanted to get going with Arndt Dettker's series "Go Dot" so it is another co-editor issue. Currently, it is very easy to be a visiting editor. See the instruction on Page 2 right hand column. Page 1 & 2 you don't have anything to do! This page 3 you would have to do. If you have a problem with the footer at the bottom of the pages, just leave a one inch space and put the page number on the back side of the page in pencil! Pages 4, 5, & 6 are a series, nothing for you to do. Page 7 is another for you, remember other members do send articles to you to put into the newsletter. Pages 8 & 9 are another series. Usually, there are 6 or more pages that are a series "GEOS Tutorial" and "Beginner Corner" also "Learning To Program" the last two programs can be omitted if you don't have enough space. Currently 16 to 18 pages are enough. Our Publisher Richard Savoy is ready to help you every step of the way. **So what is stopping you?** Contact Robert Snyder our president and pick a month to do the newsletter. I believe May, July, & November are open this year.

\*\*\*\*\*  
**ADDRESS CHANGE:**

**John A Fernandes Jr  
1011 Osage Dr.  
Forked Run NJ 08731**



# GEOSGenie

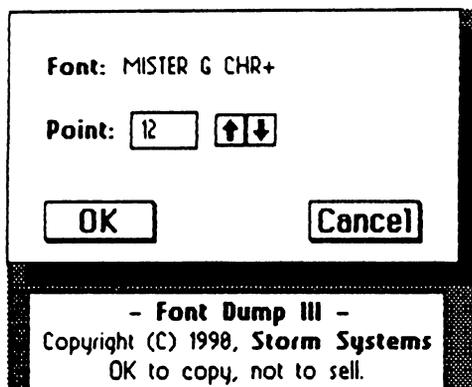
by Jane M. Voskamp - Jones

## Viewing and Printing Fonts - Part Two

Continuing our discussion on programs that help you view and / or print out a hardcopy of your font collection.

### Font Dump III

Font Dump III v3.0 by Red Storm, aka Joseph P. Buckley. This PD 40/80 column Application program when run displays a DBGetFiles box listing all the fonts on the current disk. The usual gadgets of Open, Disk, Drive, and Cancel are available. Select your font and click Open. Next a DBox is displayed to select your font's point size using the up/down arrows to increment / decrement the point size. (Diagram is not to scale). Click on the OK gadget to continue, or Cancel to exit back to the DBGetFiles box.



On OK the next DBox presented to 'Select new font/point

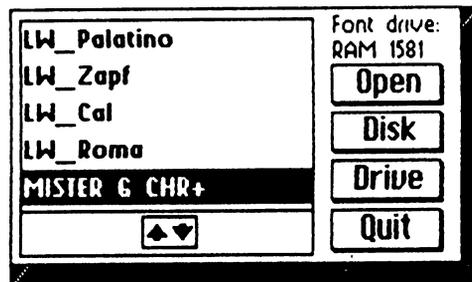
size ? (No' prints all selections). Gadgets available are Yes and No. On NO make sure that your printer is on and paper ready.

The program prints the Font name and ID # above the font characters for your ready reference later. On Yes you return to the DBGetFiles box listing all the fonts.

I gather that you should be able to make a list of fonts and sizes, and then print a whole batch at once. But I found that at least on my set-up, when I tried to do that and then selected No to print, the program lost itself and required a complete system reset to get back control. Oh well. It might be best to avoid that and print them one at a time after all, it was a great concept though. It could be that it would work fine in GEOS64. I didn't actually try that out.

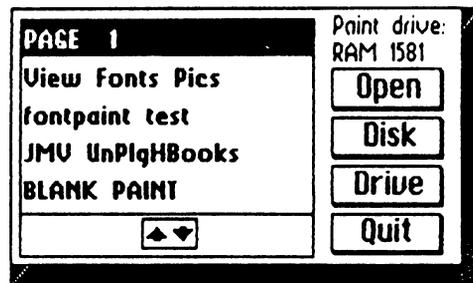
### FontPaint64-128+

FontPaint64-128+ v2.1 by Kent L. Smotherman with 80 column adaptations by Robert A. Knop Jr. This 40/80 column Application program when run redraws the screen and a DBGetFiles box listing the fonts on current disk is displayed.



The usual gadgets of Open, Disk, Drive and Quit are available. Select your font and click Open, although all the fonts on the disk will be printed to a geoPaint file not matter what you click on here.

Next you are presented with a DBox listing the geoPaint files on the current disk. It's function simply seems to be to arrive at what disk and for drive you want as your destination.



GEOSGenie continued on page 5

PAINTBRUSH/F+, FontNum=161, ID-Point=/10340-36/

ëâ ' ,. 0123456789: à ABCDEFGH  
 IJKLMNOPQRSTUVWXYZ î ç ê û ô a b c d  
 e f g h i j k l m n o p q r s t u v w x y z é è ì

Even if you 'select' a geoPaint file and click on Open it has no bearing on any of the steps. Next presented is a DBox with 'Enter geoPaint filename .' and below it a default of 14 spaces 01 is given. Use DEL key, and enter a filename of 14 characters and RETURN. The number suffix will be added by the program. Then a bubble of "Painting font : #1#" is displayed on screen, which when completed, is followed by an author information box. Click to exit to DeskTop.

When you examine your newly created geoPaint file it will show that only the first point size of all of the fonts on your current disk have been displayed by the program, but it does print the Font name, Font number, ID-point size listing all the other available sizes as numbers for your reference. A bit of a let down really, just when I thought I had it all.

However, I am not aware of the disks current sales status from either of the following Distributers. Enquire further for price and shipping details. Allow for conversion rates and bank charges (But do allow for long delays with John Brown).

FontPaint64-128+ is available on the following disks which have been written about in detail in the section 'GeoPager and FontPaint' in 'GEOS UnPlugged'.

**Twin Cities Issue#31** Disk from PARSEC Inc John Brown - Distributor PO Box 111 Salem MA 01970-0111 USA

**IdentifontY3.2**

IdentifontY3 2 by Dennis N. Seitz. This 40/80 column PD Application program, when run in 80 columns redraws only half the screen and some of it's menu text doesn't fit, but works fine in 40 columns.

The screen draws a display area that starts off blank. The menus available are geos, file and edit. The geos menu lists available desk accessones on the current disk.

The file menu is for the quit option, and the edit menu is for 'copy list to scrap'. This being a text scrap and it works just fine. Other gadgets on screen are a write data file icon to 'ID fonts in doc.'

A disk icon is to 'ID fonts on disk'. Print to print the 'Current list' to printer (make sure printer is on and paper ready). A Disk gadget to 'Change disk', and a Drive gadget to 'Change drive'.

An Edit gadget to edit 'Font ID#' (caution is required), and up and down arrow icons to scroll through your list of fonts on disk easily if there are more than can fit on the view area. Turns out the Print gadget only printed the list of fonts out, not as useful as I first thought there.

Click on the disk icon first to list the fonts on the disk to the view area. The disk name is shown at the top of the view area. Next the font ID# are shown in HEX (hexadecimal) and DEC (decimal), and the font names are displayed in order of the disk. For more information on Hexadecimal and Decimal numbers refer to 'Base conversion Tutorial' in either 'The HandBook of the C128' or 'The HandBook of the C64'.

Fonts on disk: RAM 1581		
ID#		FONT NAME
HEX	DEC	
023	35	LW_Palatino
024	36	LW_Zapf
01C	28	LW_Col
01B	27	LW_Roma
052	82	MISTER G CHR+
025	37	LW_Shattuck
2C4	708	.MEGA COLUMBIA

## GEOSGenie continued from page 5

Going back to the write data file icon and 'ID fonts in doc.' When you click on this a DBGetFiles box displays the geoWrite data files present on your disk. Select a file and click on Open (Disk, Drive and Cancel are also present). The program lists to the view area the font names and ID#s that have been used in the document. Very handy I do think, especially if you need to find the fonts again and are unsure of what ones were used.

The Edit gadget to edit 'Font ID#' should be used only with caution. If you don't know what you are doing here you could cause some serious problems. You can only edit a font on disk, not one that has already been used in a data file. Select a font and click on Edit. ADBox listing the Fontname and ID# in hexadecimal and decimal with a prompt waiting at Enter new ID# for a new number. Enter one and RETURN, or click the Cancel gadget to exit.

## Readers Three Wishes And All That...

**E-mail from** Jorge Pedreira of Buenos Aires Argentina. I have been reading your articles in Commodore Mailink and would like to know how much would it cost to buy all your books about Commodore and GEOS including shipment to Argentina.

My story with Commodore GEOS: When I had my first C=64, it came with the GEOS disk but I didn't have a disk drive. Many years later, I have them but when tried to install Geos 2.0, ruined it. I have always loved Geos and that is why I'm so interested in your books. I can send you dollars in cash only.

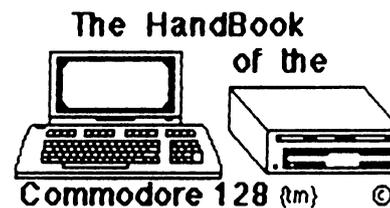
**JMY-J** Thank you so much for your query about the cost of my HandBook Series. First of all, I am letting you know that I have received your e-mail. But before I reply on the prices, I am getting a reduced postage cost from my Post Office for all the HandBooks together as one parcel, and also the conversion rate from Argentinian currency to Australian Dollars (AUD) from my Bank.

I should be able to e-mail the information late today, (my time) I am also organising a PDF file of my complete Products List for you. If you can receive an attachment as a PDF on a PC, I will send it later as well. You will only have to print it out to have the full list easily at hand. It is truly a joy to hear from you today. Regards.

Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA (Business) E and I will write you back. You can even just let me know if you are enjoying the column.

**Genie ReAppears** POBox635  
Enfield Plaza 5085 South Australia  
International Telephone 61 8 8260 4062  
jmygrafix@yahoo.com.au

{\*\*} The World of GEOS HandBook Series {I, II, III}, the GEOS UnPlugged HandBook Series {I, II, III, IV, V}, The HandBooks of the Commodore 64 & 128, The HandBook of Commodore Disks, and GEOS in Review HandBook, are all currently available from JMY Grafix {see below}.



The following Series of HandBooks are all still currently available. Enquire for an order form, or more details on contents:-

The World of GEOS HandBook I, Disk	*\$15.00
The World of GEOS HandBook II	*\$15.00
The World of GEOS HandBook III	*\$15.00
The HandBook of Commodore Disks	*\$15.00
The HandBook of the Commodore 64	*\$15.00
The HandBook of the Commodore 128	*\$15.00
GEOS in Review	*\$10.00
GEOS UnPlugged I	*\$15.00
GEOS UnPlugged II	*\$15.00
GEOS UnPlugged III	*\$15.00
GEOS UnPlugged IV	*\$15.00
GEOS UnPlugged V	*\$15.00

\*US dollars preferably on Bank cheques  
\*Overseas Orders add US\$5:00ea P&H  
{Unless ordering more than one, - negotiable}  
{Personal cheques not accepted}  
Cheques Payable to Jane M. Jones

All S TILL Available direct from :-

**JMY Grafix** POBox635  
Enfield Plaza 5085 South Australia  
International Telephone 61 8 8260 4062

## LETTERS TO THE EDITORS

From: Joseph Fenn

I got my first C64 in 84 when retired. I thought I knew pretty much about programming in basic, but wow this MAXI-EDITION was terrific. It had stuff in it I have never seen before. Also it was the most interesting edition I have seen all year. I found out I am still in the 1st grade as far as basic goes. I never got very far in M/L however as to programming. Congrats to Roberto for his COMVEX coverage and all the nice articles. I have often wondered why such a big change occurred in the Ram/Link that Cotton & Fellows created and the later one created by Maurice Randal. Totally different power supplies. The early one was huge in size and used a DIN type connector. The later one had a very small power supply and a tiny earphone type plug on it.

Joseph Fenn (Email Editor) MUTTM

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**ALFRED E. JACKSON ALIVE & WELL!**

On page 22 of the November Commodore Mailink "Buy/Sell/Trade/Giveaway" page was an advertisement titled "Even More Commodore Stuff". It started, "My brother passed away not long ago," and at the end of the letter it said to contact Don Jackson at — dtjackson@cox.net. **WELL WHEN I READ THAT:** I assumed my friend Al Jackson had passed on and I would be writing the Obituary in this issue. First I needed the obituary, so I sent a message to Don Jackson for more details. That was shortly after the C=Mailink was mailed early November, I knew Ken Barsky had a check from AL to renew CML disk version so I advised him to hold up the check. It got to be December 8th and no word from Don Jackson! I happened to be looking at my copy of the membership list and Al Jackson's telephone number popped out at me. I'll give it a try. I get a "Hello" in a mans voice and I said, "Al?" and he said "Yes and who are you?" Well, I was shocked, but told him the whole story, he said something like that happened before, and was happy I didn't write the obituary.

Richard Savoy

## THE TRUSTY COMMODORE 64 & 1541

by Rolf L. Miller

A lady phoned into a computer-focused radio talk show. She explained that her recent retirement rekindled a desire to write, and she wanted to resurrect several of her past efforts. Unfortunately, the long ago stowed PC containing this work appeared lifeless.

The talk show host sympathized, but offered little hope unless she could locate someone with enough technical know-how to resuscitate, the old machine. He then took a call from a listener who said, "Too bad she didn't use a Commodore 64." This remark prompted the host to reminisce that a Commodore introduced him to the world of computers, and he expressed regret for leaving it behind.

He explained this by recounting early aspirations as a playwright, the pursuit of which involved using a simple word processing program he created on the 64. This interest got sidetracked, though, when he moved across the country to work for a dot-com start-up. The interest is now beginning to rekindle and he wishes he had at least kept the disks.

This illustrates the renaissance often experienced by folks entering the autumn of life, and the younger generation ought to take notice. As senior status approaches, it is not unusual to pick up past interests that got pushed aside by the activity of the middle years. It is a good idea, therefore, to preserve efforts of these early desires

Today, of course, technology is still leaping forward in bounds. It is not thought, therefore, that anyone has more of a clue as to what type of data storage will be relevant 25 years down the road than they did in the 1980's. In fact, this is the reason a short-story writer gave for printing out all unpublished work, certain of the future ability to scan it.

Continued on page 17

# HOW TO GODOT

## A Summary of the C64 Image Processor Program

If you want to create or process graphics with your C64, there's no better way to get around but **GoDot**. On the pages in this tutorial, you will find a nearly verbatim rendition of "How To GoDot" from creator Arndt Dettke's webpage, <http://www.godot64.de/english>. This introduction is a very much extended HTML version of the article series "How To GoDot" released in 1995 in the German **64'er** paper magazine.

During the course of this multi-lesson tutorial, we will ship a free copy of GoDot to every member who requests it. Arndt has many many files of this rather large program on his website, but he notes that most users will only need what he calls "Tiny GoDot", a slimmed-down, but still fully functional, version which is what we will ship. Since a Table of Contents is the key to what's inside, we include it first.

### Contents.

#### Basics

- Booting GoDot
- Mouse Pointer
- Windows, Gadgets, and Requesters
- Default Settings

#### More Information

- GoDot's 4Bit Graphics Format
- To Enter Text via Keyboard
- File Requester
- Image Information Display
- Screen Controls Window  
(Screen Mode, Colors 1, Clips, Rendering)
- Color Controls Window  
(Colors 2, Brightness, Contrast, Pattern)
- Preparing for B & W Printout
- Preparing for Color Printout

#### Input and Output of Picture Data (Thus Converting Picture Formats)

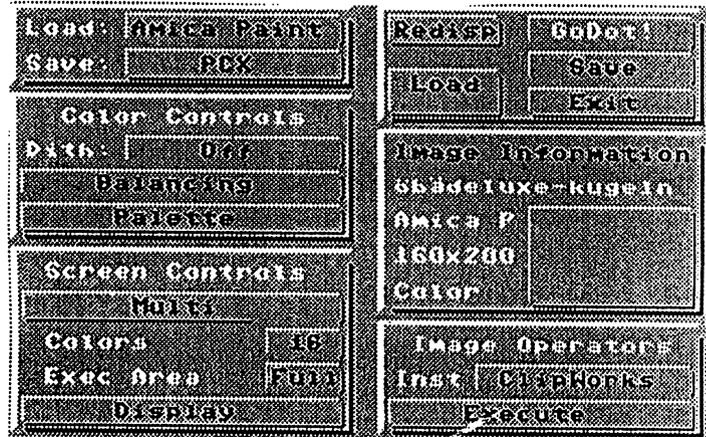
- Formats
- Loaders
- Savers
- Printer Drivers

#### Handling Extra RAM

- RAM Extensions
- Devices
- Undo Function
- Temporary File

#### Image Processing with GoDot

- Image Processing Modules Summary



#### The MAIN SCREEN

The main screen shown above is divided into six separate areas, each of which has one or more *gadgets*. Functions are selected by placing the pointer over the associated gadget and pressing the <RETURN> key, or by pressing the left mouse button or the joystick "fire" button. If the gadget has more than two options, clicking on the right or left side of gadget button takes you forward or backward.

**NEW SERIES ABOVE  
PREPARED BY  
LINDA TANNER**

# HOW TO GODOT

## Basics

by Arndt Dettke

**BOOTING** You start GoDot by typing the command: `LOAD"GODOT",8`. Without the file "godot" you cannot boot—not even after resetting the machine. "GoDot" has to execute important tasks:

- \* all connected drives are tested, a 1571 will be switched to *double sided* mode. **Caution:** If there's no disk in the 1571 drive, the system reports an error that you can ignore, however.

- \* all known RAM extensions are tested, mounted, and filled with modules according to the current INI file (see also devices).

- \* all default settings are executed, and the main screen is started.

Which drive you boot from is irrelevant. At least three other files will be loaded from the same drive: the character set ("god.set"), the kernel ("god.main"), and the graphics routines ("godmupmem"). **Caution:** if one of these files is missing, GoDot won't run and it ends up resetting without any comment. The fourth file to load is "god.ini", or the INI file typed in as a parameter to the initial LOAD command. If neither "god.ini" nor the other is found, GoDot starts using default settings (INI table).

You can check the current version of your software at any time.

### MOUSE POINTER

The standard mouse pointer consists of a small black and white line. The rear part of the pointer (normally black) indicates its current position. The pointer will be visible at any time except when the machine is accessing a disk, or you just moved it out of screen borders. The pointer is driven by a mouse like Commodore 1351, by joystick, or by the CRSR keys. A special configuration for each is not necessary because all input devices can be used at the same time.

Mouse pointers can be replaced (mod.NewPointer; INI files), whereby the hotspot (the location of the "fingertip" when pointing; it's normally in the upper left) will be adjusted.

If you consider the CRSR key too slow you can accelerate the cursor movement by the following key combinations: C=h: to the right, C=f: to the left, C=s: down, C=F3: up (there are some CTRL combinations too).

The left mouse button has release functions (like RETURN, or the fire button on a joystick; see gadgets), the right one is unused.

### WINDOWS, GADGETS, and REQUESTERS

If you look at GoDot's main screen, you will notice that there are neither pulldown menus like in GEOS nor text menus like in many BASIC programs. It is rather separated into six different regions where there are (captioned) boxes. These regions are fixed. They are called "*Windows*". They each provide you with functions of the program that belong together.

Functions are activated by the buttons, so-called *gadgets*. To do so, you click a gadget, i.e., you point onto it with the mouse pointer, and press the release key or button. The gadget will blink shortly, and then react in one of three different ways:

- \* You engaged an image processing module that will change GoDot's image data. The gadget remains as it was, but a white line will move down the window "Image Information". It shows that GoDot is busy.

- \* You changed a setting. In that case the contents of the affected gadget will change too, e.g., the mode gadget in the window "Screen Controls" will change from "Multi" to "Hires" and viceversa. The currently valid setting is the one you can see.

- \* A new window appears that superposes the previous one partly, or on the whole, a new *requester*. An example may be the requester that rises after releasing the gadget "Palette" in window "Color Controls". Requesters always provide you with a stop function, if you accidentally entered one (captioned "Cancel", "Leave", or "Exit").

(Note: this is the end of Installment #1 of our GoDot Tutorial. If you would like a free GoDot disk with your next newsletter, contact Linda Tanner. Stay tuned for the March installment #2.)



## **Geo Publisher Tutorial Part 20**

### **A Guide to getting the most out of this complex software**

#### **FIRST IMPRESSIONS**

**BY: Bruce Thomas**

As you likely learned long ago, first impressions are very important. In this installment we are going to create the front section of the Tutorial, including our Title Page, which has to look good, convey the topic and offer the reader a reason to look inside.

This means we must be getting close to the end of this project, right? Not so fast. By my figuring we have about 4 more sessions to go. This is installment number 20 so you must have a good idea where we are going to begin.

#### **The Planning Stage**

That's right. Before we start creating our Title Page with geoPublish (gP) we need to plan what we are going to do.

The Title Page steals a layout design I saw in a book. We'll have the gP Icon atop a shaded box on the right edge of the page. The Title, a short caption and author name will overlap this box.

The rest of the front section will contain a Short Title page, an Index Page, a few blank pages and our Introduction article. We are not going to use pages 2, 3, 4, 6, 8 or 10 in this gP file. If we printed on Page 2 the text would be visible through our Title page. We will leave a blank sheet behind the Title Page and the Short Title will go on Page 5.

Since one of our objectives is to use all the features of gP while creating this Tutorial we need to place some Special Text either Up or Down the page. I'm choosing to go with writing "GeoPublish Tutorial" Up the left side of the Index Page.

We are also going to add the gP and gP Document Icons here and the Article Index will be printed on the right side. Between the large text and the Index we will repeat the short caption describing the Tutorial.

The Intro article will go on Page 9 (we'll label this page `vii' - the Cover and inside page don't get numbered). We'll leave Page 10 blank so as not to distract from the start of our first article. You may wonder why we will leave the pages blank. If you are printing to a double-sided printer it is easier to send the document as a whole rather than having to break it up or disable the double-sided printing. There are also advantages when using PostPrint as you will see soon. But I'm getting ahead of things here with all of this printing talk.

#### **A Picture is worth...**

I said we were going to add a couple of Icons so now is the time to get them. There are a number of GEOS programs to grab Icons or portions of the screen (even a good BASIC one). For our project we'll use a simple program called IconGetdbl by Robert J.G. Norton (8/22/88 1:10 AM).

This program, which copies Icons to Photo Scraps, has a few nifty things going for it. It runs fine under GEOS and under Wheels. It uses the Icon of the program you copied as the icon for the Photo Scrap and it doubles the size of the Icon compared to the captures made by IconGet. One minor drawback is that you have to type in the name of the program whose Icon you wish to capture.

Anyhow, with IconGetdbl we will capture the Icon for TutorialPart1 as well as the Icon for gP. After you capture one Icon run Photo Manager and add the Icon to the Album you are using or it will get over-written by the next capture.

After you have grabbed the Icons load them into geoPaint and change the colors to Black Paint on a White Canvas. Copy the Icon back to a Scrap and add it back to the album. Then surround the Icon again and press the Rotate button 3 times.

**GeoTutor Continue on Page 11:**

GeoTutor Continue from Page 10:

This will turn the Icon the way our Index Page text will go (up the page, top to the left). Save the new versions back to the Album so we can easily get them into geoPublish.

### The easy part

Open gP and Create a document – Tutorial-Cover. When the document opens, change to Master Pages mode and choose 'doc setup' under the file menu.

We have already seen how adjusting the page number lets us continue on through multiple gP documents and maintain a consistent numbering pattern. You can enter a starting page number as high as 240 which allows for 15 documents chained together and a maximum of 255 pages.

We'll leave the starting page number at '1' even though we already have a Page #1 in the Tutorial. We can do this because the Page Number only matters if you actually use the PAGE special text in Master Pages or Page Graphics modes - and we aren't going to do that in this document. We also want 2 Master Pages and the Right Page will be the first one. Press OK.

Our page layout for this section is going to be simple so we'll just create it fresh instead of trying to modify a saved layout. Select the Pointer and draw vertical guidelines at the 1", 4 1/2", 6 1/2" and 8" marks. Draw horizontal guidelines at the 1/2", 2 1/4", 9 3/4" and 10 1/4" marks.

Since we aren't using the Left Pages that is all we need to do in Master Pages mode. In the interest of completeness we will look at the changes that would be necessary to have complementary Left Pages.

Our left page would just shift left 1/2 an inch. the easiest way to create this is to press the Copy button in the middle of the page.

Pick up each of the vertical guidelines and move them to the 1/2", 4", 6" and 7 1/2" marks. Save these two pages to a Master Pages Library if you want.

### The Cover

Change to Page Graphics Mode. Turn on Snap. In Preview select the Text Tool and open the Attributes. Set LW\_Cal, 24, Black, Right, Across and Bold and create a text box at 4 3/4" and 1". Enter "A Guide to getting(space)(Return) the most out of (space)(Return) this complex software(space)". Click OK, click the text with the Pointer, line the right edge up with the 8" guideline and expand the box down a bit.

Leave the Text Attributes alone, create another text box at 7 1/2" and 1". Type "by R. Bruce Thomas (space)". Click OK, click the text with the Pointer tool, line the right edge up with the 8" guideline and expand the box down a bit.

Select the Text Tool (LW\_Roma, 60, Black, Right, Across, Bold), place the crosshairs at 3" and 1" and enter "GeoPublish(space)(Return)Tutorial(space)". Click OK, click the text with the Pointer tool, line the right edge up with the 8" guideline and expand the box down a bit.

In the text we just entered we left 'spaces' at the end of the lines. This ensures that the text does not bump against the side of the shaded box we are going to add next.

Select the Rectangle Tool (Square, No Frame Transparent, 5 clicks up from blank) and draw a rectangle from 2 1/4" and 6 1/2" to 10 1/4" and 8". Copy the gP Icon (not the rotated one) to a Photo Scrap, change to Zoom and place the Icon at 1/2" and 6 1/2". Stretch & Scale it down to 2" and 8".

Select the Line Tool (Square, Narrow, Transparent, Black) and draw a line across the page at the 4 1/2" mark from 1" to 8".

GeoTutor Continue on Page 12 :

GeoTutor Continue from Page 11:

## The rest

Create 4 new pages so we are working on Page 5. In Preview set the Text Pointer (LW\_Roma, 60, Black, Center, Across, Bold) at 3" and 1" and enter "GeoPublish(Return)Tutorial". Click OK. click the text with the Pointer, line the right edge up with the 8" guideline and expand the box down a bit.

Select the Text Tool (LW\_Cal, 18, Black, Center, Across) and create a text box at 9" and 1". Enter "Files available at <http://members.shaw.ca/cue64>". Click OK, click the text with the Pointer, line the right edge up with the 8" guideline and expand the box down a bit.

Turn Snap off. Create another text box at 9 1/2" and 1" and enter "geoPublish discussions on the COPS mailing list(Return)<http://cbm.videocam.net.au/mailman/listinfo/cops>". Click OK, click the text with the Pointer tool, line the right edge up with the 8" guideline and expand the box down a bit.

Create 2 new pages so we are working on Page 7. Change to Page Layout mode, turn Snap on, select the Open Region Tool and draw a text region using the 4 1/2" and 8" vertical guidelines and the top and bottom guidelines. Select the Pointer Tool, choose the Index article and ripple the text after the import. If you open the Index in Editor Mode you will see that it uses Decimal Tabs for two of the tab stops.

Change to Page Graphics Mode. Select the Text Tool (LW\_Roma, 120, Black, Center, Up and Bold), place the Crosshairs at the 9 3/4" and 1" mark and click to place the text. Type "GeoPublish(Return)Tutorial" as the text and press OK.

Select the Pointer and then click on the text we just entered. You'll see that the text goes right to the top of the page.

We want it centered between our on the Size button and move the bottom corner down to the 10 1/4" and 4" mark and click to place it. This will cause the text to center the way we want and also allow expansion room for printing.

We could have done this without the 9 3/4" guideline but I wanted to show a different method for text placement. If we had to move the text down more than the 1/4" we did this time it is possible that we would have to use the Size button first and make the text box smaller before we could reposition it. It just makes sense to make it smaller first, get it positioned, and then line up the bottom corner.

Select the Text Tool (LW\_Roma, 24, Black, Center, Up), place the crosshairs at 9 3/4" and 4 1/8" and enter "A Guide to getting the most out of this complex software." Press OK and then select the Pointer. Click the text and use the Move button to line it up with the 1/2" top guideline. Use the Size button to place the corner at the 10 1/4" & 4 3/4" mark.

Select the Rectangle Tool (Square, Narrowest width, Transparent, Click the up arrow 7 times from the blank pattern). Draw a box from 1/2" and 4" down to the 10 1/4" and 4 1/2" mark.

Copy the rotated gP Document Icon (NEWS) to a Photo Scrap and Paste it onto the page at about 5/8" and 2 1/2" while in Zoom view. Set Attributes for Stretch and Scale. Click on the Icon and expand it to be 1" across the page and 1 1/4" down the page. Use some temporary lines to help position it if you want. Move to the bottom of the page so you can see the 'T' in Tutorial. Copy the rotated gP Icon to a Photo Scrap and paste it on the page at 2 1/4" and 8 5/8". Stretch it down and over to about 3 3/4" and 9 7/8". Select the Text Tool (LW\_Shattuck, 12, Black, Left, Across), place this at 10" and 7 1/2" and enter "X" for our end of article Splat.

Create 2 new pages so we are working on Page 9.  
GeoTutor Continue on Page 13:



The Beginner Continue from page 13:

The screen should clear and the cursor will be positioned in the "home" spot (upper left-hand corner of the screen)

Now, simultaneously hold C= and the 7 key. This sets the text color back to light blue. There is one more step needed to get everything back to normal. Hold CTRL and 0 (Zero not Oh!). This sets the display mode back to normal. If you remember, we turned REVERSE type on with the CTRL 9 to create the color bars (the color bars were actually reversed spaces). If we were in the normal text mode during the color test, the cursor would have moved, but just left blank spaces.

**TIP:**

Now that you've done things the hard way, there is a simple way to reset the machine to the normal display. First press the RUN/STOP key and then press the RESTORE key. RUN/STOP, must always be held down in order to use the RESTORE key function.

This will clear the screen and return everything to normal. If there is a program in the computer, it will be left untouched. This is a good sequence to remember, especially if you do a lot of programming.

If you wish to reset the machine as if it were turned off and then switched on again, type, SYS64759 and press RETURN. Be careful using this command! It will wipe out any program or information that is currently in the computer.

**LOADING AND SAVING PROGRAMS**

One of the most important features of the Commodore 64 is the ability to save and load programs to and from cassette tape or disk. This capability allows you to save the programs you write for use at a later time, or purchase prewritten programs to use with the Commodore 64.

Make sure that either the disk drive or datasette unit is attached properly.

The material for this series of articles is from the User's Guide that came with new Commodore Computer. Text is the same as it appears in the guide. Copyright 1982 by: Commodore Business Machine Inc. No authors Listed.

**LEARNING TO PROGRAM IN BASIC 2.0 USING A 64 C**



**Lesson # 4**

**Prepared By: Richard Savoy**

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**I suggest that you go back to page 16 of the November issue, and read the last couple of paragraphs before starting here.**

^^

Also note that the second example did not calculate 4\*5 since it was treated as a string and not a mathematical calculation. If you want to calculate the result 4\*5, use the following command:

```
? 4*5 RETURN
```

You can PRINT any string you want by using the PRINT command and surrounding the printed characters with quotes. You can combine text and calculations in a single PRINT command like this:

```
? "4*5 = "4*5 RETURN
```

See how the computer PRINTS the characters in quotes, makes the calculation and PRINTS the result. It doesn't matter whether the text or calculation comes first. In fact, you can use both several times in one PRINT command. Type the following statement:

```
? 4*(2 + 3)" is the same as "4*5 RETURN
```

Notice that even spaces inside the quotation marks are printed on the screen. Type:

```
? " OVER HERE" RETURN
```

**Printing in Different Colors**

The Commodore 64C is capable of displaying 16 different colors on the screen. You can change colors easily. All you do is hold down the CTRL key and press a numbered key between 1 and 8 on the top row of the main keyboard.

Continue on page 15

Continue from page 14:

Notice that the cursor changes color according to the numbered key you pressed. All the succeeding characters are displayed in the color you selected. Hold down the C= key and press a numbered key between 1 and 8, and eight additional colors are displayed on the screen.

The following table lists the colors available using the CTRL and C= keys. The table also shows the key used to specify a given color, and the resulting control character that appears within the quotes of a PRINT statement.

	<b>1</b>	ORANGE	
	<b>2</b>	BROWN	
	<b>3</b>	LT. RED	
	<b>4</b>	GRAY 1	
	<b>5</b>	GRAY 2	
	<b>6</b>	LT. GREEN	
	<b>7</b>	LT. BLUE	
	<b>8</b>	GRAY 3	
<b>KEYBOARD</b>	<b>COLOR</b>		<b>DISPLAY</b>
	<b>1</b>	BLACK	
	<b>2</b>	WHITE	
	<b>3</b>	RED	
	<b>4</b>	CYAN	
	<b>5</b>	PURPLE	
	<b>6</b>	GREEN	
	<b>7</b>	BLUE	
	<b>8</b>	YELLOW	

### Using the Cursor Keys Inside Quotes with the PRINT Command

When you type the cursor keys inside quotation marks, graphic characters are shown on the screen to represent the keys. These characters will NOT be printed on the screen when you press RETURN. Try typing a question mark (?), open quotes (SHIFTed 2 key); then press either of the down cursor keys 10 times, enter the words "DOWN HERE", and close the quotes. The line should look like this:

**“QQQQQQQQQQQ DOWN HERE”**

Now press RETURN. The Commodore 64C prints 10 blank lines, and on the eleventh line, it prints "DOWN HERE". As this example shows, you can tell the computer to print anywhere on your screen by using the cursor control keys inside quotation marks.

### BEGINNING TO PROGRAM

So far most of the commands we have discussed have been preformed in DIRECT mode. That is, the command was executed as soon as the RETURN key was pressed. However, most BASIC commands and functions can also be used in programs.

### What a Program Is

A program is a set of numbered BASIC instructions that tells your computer what you want it to do. These numbered instructions are referred to as statements or lines.

### Line Numbers

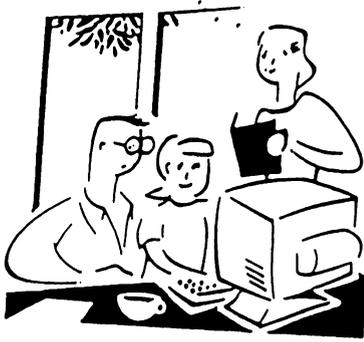
The lines of a program are numbered so that the computer knows in what order you want them executed or RUN. The computer executes the program lines in numerical order, unless the program instructs otherwise. You can use any whole number from 0 to 63999 for a line number. **Never** use a comma in a line number.

Many of the commands you have learned to use in DIRECT mode can be easily made into program statements. For example, type this:

10 ? "COMMODORE 64C" RETURN

Notice the computer did not display COMMODORE 64C when you pressed RETURN, as it would do if you were using the PRINT command in DIRECT mode. This is because the number, 10, that comes before the PRINT symbol (?) tells the computer that you are entering a BASIC program. The computer just stores the numbered statement and waits for the next input from you.

"THAT'S IT UNTIL THE NEXT TIME"



## THE BEGINNERS CORNER

Lesson # 5

Prepared By: Richard Savoy

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### EDITING

No one is perfect, and the Commodore 64 takes that into account. A number of editing keys let you correct typing mistakes and move information around on the screen.

### **CRSR**

There are two keys marked **CRSR** (CuRSor), one with up and down arrows, the other with left and right arrows. You can use these keys to move the cursor up and down or left and right. In the unshifted mode, the **CRSR** keys will let you move the cursor down and to the right. Using the **SHIFT** key and **CRSR** keys allow the cursor to be moved either up or to the left. The cursor keys have a special repeat feature that keeps the cursor moving until you release the key.

### **INST/DEL**

If you hit **INST/DEL** key, the cursor will move back a space, erasing (DELETing) the previous character you typed. If you're in the middle of a line, the character to the left is deleted and the character to the right automatically move together to close up the space.

A **SHIFTed INST/DEL** allows you to **INSerT** information on a line. For example, if you noticed a typing mistake in beginning of a line — Perhaps you left out part of a name — you could

use the **CRSR** Key to move back to the error and then hit **INST/DEL** to insert a space. Then just type in the missing letter.

### **CLR/HOME**

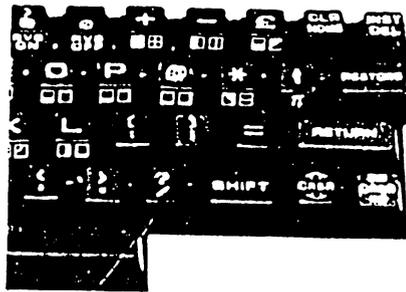
**CLR/HOME** positions the cursor at the "HOME" position of the screen, which is the upper left-hand corner. A shifted **CLR/HOME** will clear the screen and place the cursor in the home position.

### **RESTORE**

**RESTORE** operates as the name implies. It restores the computer to the normal state it was in before you changed things with a program or some command. A lot more will be said on this in later chapters.

### FUNCTION KEYS

The four function keys on the right side of the keyboard can be "programmed to handle a variety of functions, They can be defined in many ways to handle repetitive tasks.



### **CTRL**

The **CTRL** key, which stands for **ConTRoL**, allows you to set colors, and perform other specialized functions. You hold the **CTRL** key down while depressing another key to get a control function. You had an opportunity to try the **CTRL** key when you changed text color to create different color bars during the setup procedure.

There is no suggestion here that the 5.25 inch Double Density disk utilized by the 1541 will last as long as paper, but, as often talked about in pages of the MaiLink, not a few are still using disks created a quarter-century ago. This likewise speaks well of the drive itself and its usual companion, the Commodore 64. And when the occasional equipment failure occurs, the literally millions produced during their reign provides a ready reservoir of replacements.

It is hardly thought that these words will motivate youngsters to pick up Commodores -- even if they know what a Commodore is. Maybe, though, those now using this venerable machine will rethink any considerations of totally abandoning it, especially since there are well-documented means of interfacing other platforms. After all, not everyone reading this article has reached the golden years.///

\*\*\*\*\*

**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 do a fair amount of BASIC programming on my 64. To delete an unwanted line of code requires typing just the line number and pressing the RETURN key. Is there a way to delete more than one line at a time?

A. On the 128, a series of program lines can be deleted by using the DELETE command. For example, DELETE 10-50 will delete all lines 10-50 inclusive. Unfortunately, a similar command is not available on the 64.

However, line numbers can be listed without their accompanying text with a POKE 774,0 beforehand. So, doing POKE 774,0 followed by LIST 10-50 will list just the line numbers 10-50 inclusive. Then, moving the cursor up to the first line number appearing on screen and successively pressing RETURN over each one displayed will delete them. Then do POKE 774,26 to restore normal listing.

\*\*\*\*\*

**BUY SALE TRADE FREE**

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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, Magazine and manuals. Because of the low prices we ask that buyers pay postage. For 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 the 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.

# C4 EXPO 2007—KENTUCKY

By Roger Hoyer

Roger Hoyer <thunderbird@igiou.com> wrote:

Date: Thu, 21 Dec 2006 17:48:24 -0500  
From: Roger Hoyer <thunderbird@igiou.com>  
To: mailink@videocam.net.au, Homestead

News-letter

<homestead@videocam.net.au>  
Subject: (Mailink) C4 Expo 2007

It's now official - the Cincinnati Commodore  
Computer Club will be  
hosting its second C4 Expo May 5th & 6th at the  
Drawbridge Inn in Ft.

Mitchell, KY (across the Ohio from Cincinnati).  
Special rates for  
attendees - \$69.00 + tax/night. Details will be  
available on the  
official web site - c4expo.org.

> Roger -=11:)

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## EDITORS THIS ISSUE

### *New Stuff*

We've gotten off with a great start with Linda's articles "How to Godot" on page 8 and "Godot Basic" on page 9 this series replaces Linda's popular series "Basically Speaking", with Richard's two articles "Learning to Program" and "Beginners Corner" coming on board Linda decided to bring in something really different, good for Linda!

### *Membership*

As of December 28th we have had 50 members of MUTTM renew their membership for 2007, we had 83 at the end of 2006. Now, need not fear more will renew their membership. We will remind all who didn't send in their membership with a postcard or telephone call, starting the 15th of January. But, of course we will never see 83 members again! The usual plan has been to reduce the number of pages as membership decreases. We automatically lose some in the BIOS lists twice a year. The Yellow Pages have been review and pared down also! All these still need our new president Robert Snyder approval.

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### NEW EMAIL ADDRESS:

**Jim Peters has changed his Email address to:**  
<tjpet@mchsi.com>

\*\*\*\*\*

### THE NEXT ISSUE (MARCH)

The next issue of this newsletter is usually one of the two largest issues of the year, (the other is September) they each contain the Yellow Pages and the BIO's Listing which is a great way to network with other members with similar interests. I suggest that you should **NOW** review your last September BIO List and send any changes you would like to up date to "Members Bio Editor" Brian Vaughn His address is on page 2 of this issue.

You will also receive the Yellow Pages., to make it easier for Commodore Users to find a resource for products they need currently. If an item is not currently available it has no business being listed. So over the last two months I have reviewed the advertisements and up-dated it, to a single double sided page. Richard Savoy. Yellow Page, Editor