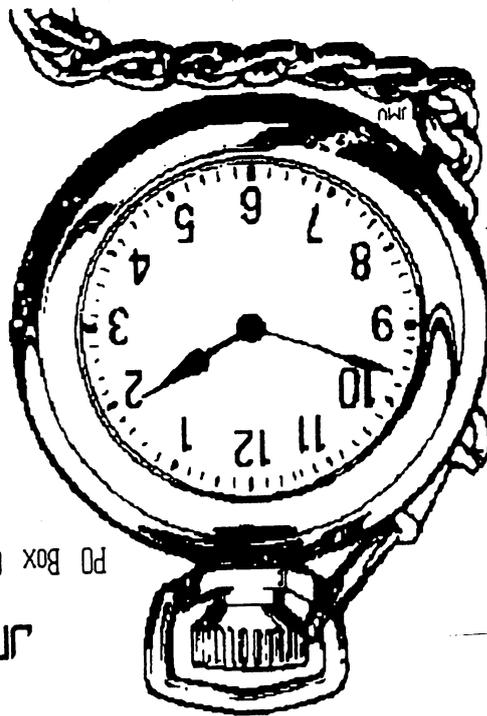


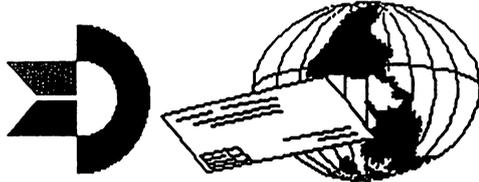
11-3-07

**TIME IS RUNNING OUT!
RENEW YOUR MEMBERSHIP
NOW!**



JMV Grafix ©
Jane M. Jones
PO Box 635 Enfield Plaza 5085

NOVEMBER 2007



COMMODEORE MAILINK
—
NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL

Meeting 64/128 Users Through the Mail Business Officers

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(for contact info see VP above)

MEETING NEWS

by Rob Snyder

The cover graphic this month comes from Jane Voskamp Jones. I believe it is another graphic from her unpublished large Geos clip art collection she produced. She sent this "pocket watch" graphic for the July issue but I held onto it until November in order to use it to remind all members it is time to renew your Meeting 64/128 Users Through the Mail membership.

Again, our dues are holding constant for most members as we decided to up the international costs in order to bring the costs inline with the expense-- United States \$15 US, Canada \$17 US, all other countries \$25 US. Anyone having trouble with the costs, only need to contact me (email, letter, or phone per the business page). If you wish to pay through the internet via PAYPAL, contact me. I hope everyone will resubscribe and I always hope that others will join too. Maybe you know someone, in person, via letter, or email, who uses a commodore computer. Please suggest that person becoming a member of MUTTM.

And speaking of paying through PayPal, we had a mixup with Robin Harbron who happened to pay his membership fee through that service in April. His bios finally made it in the September packet, but he wasn't receiving ANY mailings. If the second week of the month passes in which the Mailink comes out and you do NOT receive your mailing, please contact me (or another business officer) without much haste. The business officers will do what each of us can to make sure no MUTTM member is made waiting for their newsletters or materials!

Since so often in the previous paragraphs I mention you should contact me, I should point out my new phone number-- 419-822-4879. My old cell phone died a horrible death. Not wanting to learn a new phone, I found out you could buy used phones from ebay. When I received my new phone (or should I say another old phone?) my subscriber informed me that it is not a 911 phone and therefore can not be activated. In fact, all non 911 cell phones will be turned off in February 2008, I am informed. I wondered when they would have told me that my cell phone service was terminating had my phone had not died? Just one more example of old technology no longer being supported. By the time you read this, I should have received my second replacement cell phone which is 911 compliant, and should have two numbers. Please call the one above as it is what is now called a "land line" and will not cost me by the minute... just by the month. It is also the fastest way to contact me as I still do NOT have email at the house and need to go to the local library, of which I only do once or twice a week.

As 2007 comes to a close, I realize I have accomplished very little of what I dreamt of doing for the club. I still have ideas for our MUTTM I wish to start. As I said in January when I took over the Presidency of MUTTM, "I hope you will let me know your likes, your dislikes and your ideas for the directions our club should take."

As this is the final issue of 2007, I wish to extend to all of you my personal wish for a most Merry Christmas, and a healthy New Year!

Editors Ramblings

By: Andrew Schwartz

I am glad to have the opportunity to be the guest editor once again. It seems as time goes by I find less and less reasons to bring out my trusty Commodore and put it to good use. With the use of the internet and emulators it seems that where my Commodore system once sat I have found other uses for the valued real estate it takes up on my desk.

I hope you like the information I was able to include. I used material from a variety of sources and hope I have correctly credited the right people, if not please drop a line to the next editor and I am sure she will be glad to do so.

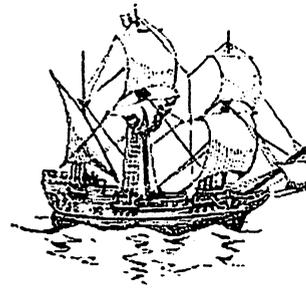
You will see that a good portion of the information in this issue is from internet sources. There were not a lot of articles submitted from members.

I used the following to create this issue:

C128D.1581.1571,1541
CMD HD40
MPS 803 – Draft copies
Cannon BJC250 Printer – final
Personal Newsletter Creator
The Internet

January 2008 MaiLink Editor

The next MaiLink editor is Linda Tanner. Submissions to her should be in either TWS or GEOS format. Plus, if via email, she will accept plain text but not Adobe PDF and not Word format. The deadline is December, 15 2007.



Former Commodore Engineer is Looking for Developers

By: Bil Herd

Pardon this from being off topic but I got the idea from how many people approach me about appreciating the old CBM stuff that also go on to relate how they are in the software development field today. Unfortunately I have lost track of all of the interesting sounding bio's, so I will toss it out there that several of us old Commodore types are working together on a couple of things and are looking for developers that might have time to get involved in a range of things.

We do a wide range of software type things and I personally am interested in people who like technology for technology's sake and have an inborn interest in it, we can train for language du-jour as situations arise plus also say yes to more situations when we know some talented people in the background.

So anybody that might be interested in some pickup work (or where that leads) give me shout, I can be reached at bherd_at_ids-business.com (ignore the existing website... long story), put Commodore in the subject line to get through the spam filters. I tend to answer all emails so if you don't get a response it probably means something happened. (No head hunters please. looking for genuine people with genuine interests)

"If a program does not seem to be loading turn everything off. If you are using a FAST LOADING cartridge please REMOVE IT and try loading the program again."



GEOSGenie

by Jane M. Voskamp - Jones

Merge or Combine GeoWrite Files

Now we need to combine some geoWrite documents together. Can we do it without all the grunt involved by going through geoWrite itself. Some intrepid third party GEOS programmers thought of some interesting ways to achieve exactly this. Lets go and explore what they created

COMBINER

COMBINER v1.0 by Nick J. Vrtis. This 40 column PD Application program allows you to 'combine multiple geoWrite documents into one, across different versions of geoWrite'.

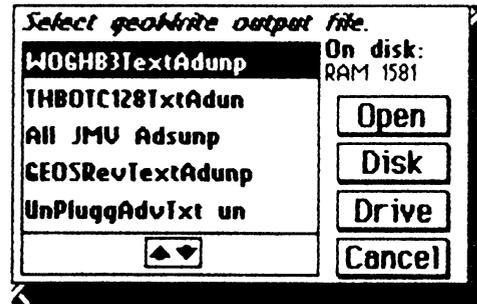
On run the program displays the main screen with a Menu of GEOS, Done, Begin, and Help in the top left. Help brings up screen loads of information with OK and Cancel gadgets.



The GEOS menu has information plus the Desk Accessories available on disk. [For more information on Desk Accessories, refer to the section 'Applications & Desk Accessories' in 'The World of GEOS HandBook II'].

The Done menu has Quit and geoWrite on it. With geoWrite you can of course exit COMBINER and go straight to geoWrite if it is on your Work disk.

The Begin menu brings up a DBox with Create, Open, and Cancel gadgets. On Open a DBGetFiles box lists all the geoWrite files on the current drive to select the Output file. The normal gadgets of Open, Disk, Drive, and Cancel are available.

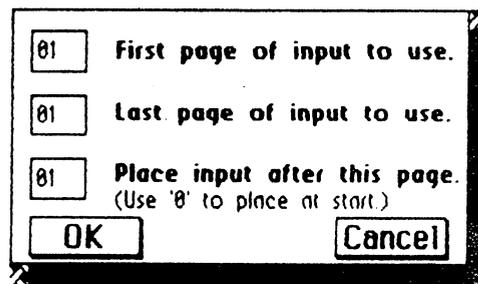


Select the file and click Open. The next DBGetFile box lists the geoWrite files to select the Input file. Select and click Open. A new document version is determined by the version of the first input document.

The spiel under Help says "Once the input and output files have been identified, you need to tell the program how many pages of the input document you want, and where to put them in the output document

A window allows you to specify the starting and ending pages {inclusive} to take from the input, and the page number to place those pages AFTER. Click over the number to move the cursor to that value and change it.

Graphics included in any of the input pages are copied to the output" etc etc. end spiel. What!! Didn't really matter how many times I read it through.



When I checked my output geoWrite file, geoWrite ran off into noddy-land with some astronomical number of

GeosGenie continued on page 5

GeosGenie continued from page 4

pages, and then locked up the whole system. I had to reset to recover. Sigh !!, these things even happen to me periodically.

Since I tested the program in GEOS128 mode, it is possible that the program works correctly in GEOS64, but I'll admit that I didn't try that.

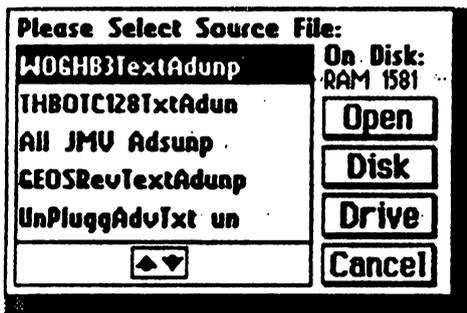
File Merger

File Merger v1.0 by Wayne Dempsey, published on the RUN GEOS Companion Disk. This 40 column Application program lets you combine two geoWrite files.

On Run, the screen clears and a menu of File is at the top left of screen. The File menu has Information, Merge, and Quit.



Select Merge and a DBGetFile box for the source file is displayed. All the geoWrite files on disk are listed, and normal gadgets of Open, Disk, Drive and Cancel are available.



Select your source file and click Open. The next DBGetFiles box is to select the Object file.

The source file is the one to which the object will be merged. I found that a little confusing, I thought it should be the other way around. But at least it worked alright, and very quickly at that.

The object file is 'copied' on to the end of the source file, with a page break automatically inserted between the pages. Quite good really and with no lock-up happening when I tried the geoWrite file from geoWrite later.

WRITE TOOLKIT

WRITE TOOLKIT v1.2 by Rick Kranz is a PD 40 columns Application program that also has a combine option, if you recall the July 2006 Mailink column on 'Tooling up GeoWrite - Part One'. You might still have that issue lying around (smile).

Here we are looking at the Combine gadget only to complete our task. (Diagram over page).

COMBINE : A DBGetFiles box is presented for you to select the first text file, and click the OPEN gadget.

A second DBGetFiles box is presented for you to select the second text file, and click the OPEN gadget again and the program goes to work and exits back to DeskTop.

Enter geoWrite to view the changes. On checking the text file called 'first', it shows that the program appended the second file after a nicely placed page break added onto the end of the first. Nicely executed routine. The option really does what it says.

This alone makes the program a valuable asset to have in your collection from the Public domain arena.

Readers Three Wishes And All That...

From Charles M. Needum of Cincinnati Ohio. I received in August 2007 an interesting working 1541 demo disk with a note of "Thanks" from MUTTM member Charles. The demo disk is made using SID music files and picture files.

Genie. Your welcome Charles, although I don't think that I did very much. Your local Cincinnati club deserves more thanks than myself. I have put something in the post for you, so you will probably have it before your newsletter arrives anyway. I think it is wonderful that you show such joy in exploring your 'acquired' Commodore system. I still do love using my Commodores, and of course, GEOS.

There is still so much to do and try with our fabulous work horse Commodores. Keep up the good work, and I for one hope that you continue to enjoy the depth and variety that our computers can offer to someone who wants to linker with them.

GeosGenie continued on page 6

geoWrite TOOLKIT copyright Rick Krantz 1988

EDIT Set default margins for editing (40 Column).

PRINT Set default margins for printing (80 column).

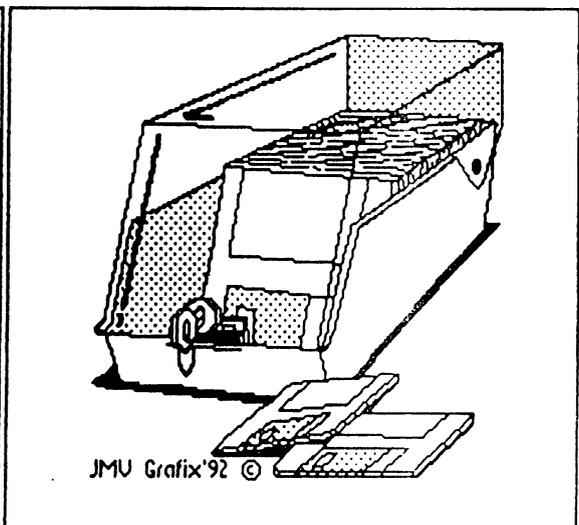
COMBINE Append 2nd File to end of 1st File.

RULER Copy ruler (from 'Text Scrap').

ALL FONT Replace all fonts with 1st font (from 'Text Scrap').

ONE FONT Replace 2nd font with 1st font (from 'Text Scrap').

FONT/STYLE Replace 2nd font with 1st font & style. **CANCEL**

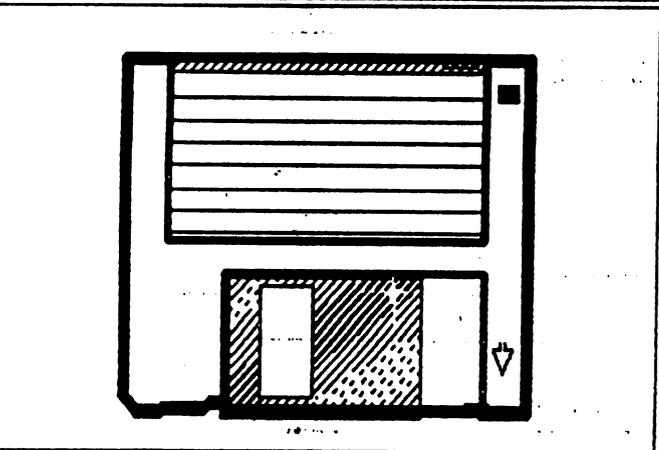


Other than that, there have not been any letters or queries recently, so I hope that means you are all taming the GEOS beast on your own. That is great !!

The Christmas season and New Year are almost upon us again, so I would like to wish all MUTTM Members and readers Best Wishes for the Season, and I look forward to your company in 2008. Take care until then ...

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.

GEOSGenie
 PO Box 635 Enfield Plaza 5085 South Australia
 jmvgrafix@yahoo.com.au
 International Telephone 61 8 8260 4062
 (we are approximately 12 hours ahead)



The World of GEOS



HandBook © Series



GEOS UnPlugged Series ©

The following Series of HandBooks are all still currently available. Enquire for an order form, or for a pamphlet with 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
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*US dollars preferably on Bank cheques, or Western Union (wired)

*Overseas Orders add US\$5:00ea P & H
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 Cheques Payable to Jane M. Jones

All STILL Available direct from :-

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 Enfield Plaza 5085 South Australia
 Internat'l Telephone 61 8 8260 4062

Jim Butterfield Tribute Site

From the World Wide Web

Jim Butterfield belonged to The Toronto Naval Club - I guess that was appropriate since he was so closely associated with 'Commodore' computers.

The webmaster at The Toronto Naval Club has suggested that people interested in paying tribute to Jim or telling stories about him or simply sending their condolences could post at the website where the posts could be seen by Jim's family and computer/non-computer friends.

You can enter the site at

<http://www.candoo.com/ncot/discussion/index.php>

At this point you will be in the forums section and if you scroll down to - Remembering those who have 'Crossed the Barr' - you will see a thread on Jim Butterfield. Be sure to access the website referred to in the second message for a good read on Jim.

If you want to post messages you will have to register (free) - go to the top of the page and click on 'register'. In 24 hours or so you should be confirmed and able to post your tribute.

As mentioned by others there is a bit on Jim at [http://en.Wikipedia.org/wiki/Jim Butterfield](http://en.Wikipedia.org/wiki/Jim_Butterfield)

On the Wikipedia site is the url to Jim's own home page at

<http://www.pathcom.com/~fjb/Personal%20Computers.html>

Or here's the direct link, which makes it all easier:

<http://www.candoo.com/ncot/discussion/viewtopic.php?t=61>

And a Dedication is here:

<http://www.pcmuseum.ca/jim.asp>



Jim Butterfield (1936-2007) was a pioneer of early personal computers, and was best known for his books, articles, and lectures on commodore computers.

Commodore Book is Back in Stock

Variant Press temporarily ran out of "On the Edge: the Spectacular Rise and Fall of Commodore" earlier in the year. This book is now back in stock and available for order, including more signed copies. Now would be a great time to order the book if you are outside North America and want to make sure it is delivered via surface mail for Christmas. For more information or to order a copy visit:

<http://www.variantpress.com/books/on-the-edge>

How to GoDot

By Arndt Dettke

Working on clips (Part 3, Overlaying Images)

GoDot provides three different methods of combining images: overlaying, masking, and alpha-channeling. This issue will cover how to use the overlaying method using images with transparent areas in them. And what nice should we create today? Pictures which leave the all-time path of rectangularity, wouldn't that be nice? Look here.



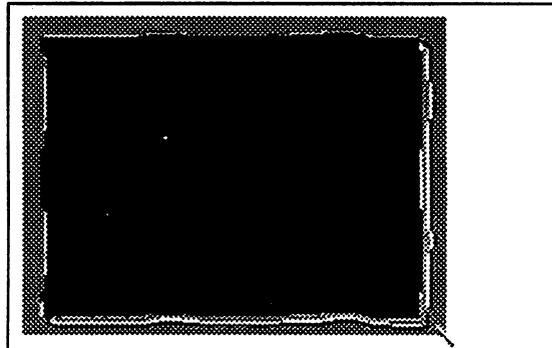
These are the modules we use in this issue of our workshop: mod.ClipWorks, mod.StretchClip, mod.Squeeze2Clip, mod.Histogram, svr.-4BitGoDot, and ldr.4BitGoDot.

I prepared some useful, and I hope uncommon frames images for you. I took them from a PC alpha-channel archive and converted them to GIF, so GoDot could easily import them to its own 4bit format. You can download these borders from my site.

Most of the provided border images are not in a ready-to-use condition. I deemed it better to let them be imperfect. Leaves us things to learn about... For instance image "paper2.4bt": load it and render it. You'll see that it is much smaller than the screen. To take full advantage of it, we will scale it up to screen size now.

For this, execute **ClipWorks** and click on "**Clip**" to visually set the clip values. Click off the upper left corner of the black "hole" on screen and move the mouse pointer to the bottom right corner. You'll see that GoDot marks the area of the clip (all colors but the background color get inverted).

This way it is easier to match the correct position (one tile off the corner). After clicking, the ClipWorks requester reappears and should show the values 1, 1, 31, 23. Edit the values manually if they don't match. "**Accept**" and leave ClipWorks.



Install **mod.StretchClip** and execute it. It doesn't open another window but immediately starts working which you can see by the white bar wandering down the preview window. StretchClip is finished when the bar disappears.

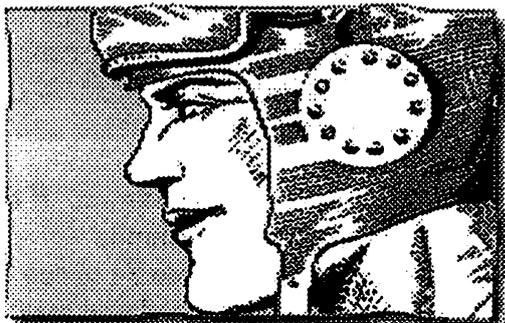
"**Display**" (render) the image to see what has happened. The black hole now covers the whole image leaving only a small white border on all sides. Save this image as a 4Bit file. If you are owner of an REU, I'd recommend you save it to "4Bit Undo" on unit RAM. Saving the frame image, you have repeatable access to it for many further images to process.

These were the preps, step into the art of image processing now. Start loader **4BitGoDot** and enter "**Compose**" mode. Click on "**Background**" thus to cause GoDot to load the next image only to those places in the current image (the black hole) which are black. So, black is transparent now!



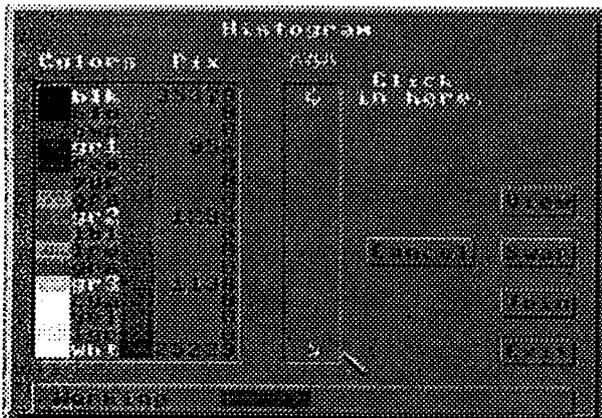
Load any 4bit image you want and render it to see

how it looks. You'll be happily astonished! And the best is (you see it on these pages) when you print these images: they have a new kind of border, they aren't strictly rectangular anymore!



Reload the black hole image and try for more. You'll like it!

Ahead we go for the next frame image. Load "papersheet1.4bt" and render it. Hm, looks nice, but something is wrong with it. Wait... Yes, there's no "black hole"! We have no decent transparency area! You guess why that is the case? Yes, I intended it. Of course. Come, follow me to analyze the image and find a solution.



Install mod. Histogram and execute it. The first you see is it's working. When done it presents you with the amount of pixels of every one color in the image. You recognize it has only five colors in it, and these are all the C=64's preset grays. (Every gray scale GIF gets converted to these colors by ldr.GIF.) Now, to invert the image we just have to exchange black and white and gray1 and gray3. Click on "Swap" to do so. First pass: black and white, second pass the other two. "Exit" Histogram

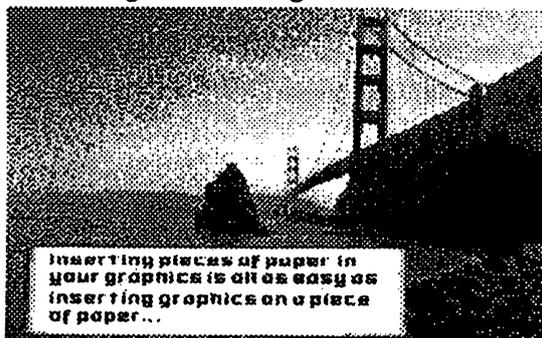
and render the image. We have what we needed and can continue like we did with the first frame images.



Operate accordingly on the third frame image "oval.4bt". Results could look like this one here (showing my daughter and my older dog):



But what if I wanted to add a "sheet" of paper to my image instead of framing it? Good question and easily answered. Load your image and determine where to insert the paper (set a clip there). Then load the paper image (not a "black hole"), scale it up to screen size and then apply mod.Squeeze2Clip to it. This will scale the screen down to the clip's size. At last, you "Compose" the wanted image as a "Background". And that's it.



Continue next page:

Mod.StretchClip – Module which magnifies every chosen clip to fullscreen size. To keep the resulting image undistorted you should be sure to set a clip with an aspect ratio not far from 8/5 (or 1.6), which is the aspect ratio of the C=64 screen ($40/25=1.6$).

Mod.Squeeze2Clip – This module scales a whole screen down to the clip size. To achieve an undistorted result care for an aspect ratio of 8/5 when setting the clip.

Mod. Histogram – A very powerful module to affect pixels of one color as a whole. First, it gives you information (amount of pixels of a certain color), then, you can completely exchange two colors. Finally, Histogram lets you join one or more colors with a selectable target color.

Command history

Scaling up (the image is already in memory)

Inst: ClipWorks

Execute

Clip row, column, width, height

Leave

Inst: Stretchclip

Execute

Scaling down (image fills the screen area)

(just change the second but last line above to:)

Inst: Squeeze2Clip

Inverting colors (in a gray scale image)

Inst: Histogram

Swap blk, wht

Swap gr1, gr3

Exit

Framing an Image (frame already in memory)

Load: 4BitGoDot

Compose Background "imagetoframe.4bt"

The option "Foreground" in ldr.4BitGoDot is useful if you want to apply the frame as a *final* step of processing the image. Next time we'll cover the masking method of combining two images.

Again I updated two GoDot modules (download from my site www.godot64.de): mod.Squeeze2Clip (bugfix) and mod.Scroll (bugfix). Also, the frame

images used in this issue of HtG are for download there. Looking forward to see you visiting me!

Have fun using GoDot!

WHEN MUTTM WAS JUST JUST A BABY!

@@@@@@@@@@@@@@@@@@@@

It was 1988 and the name wasn't even thought of yet! Jean Nance, was president and newsletter editor, she was retired, and had been a biology teacher. Jean hadn't started the group, it had been a student and the student could not handle it any longer, so asked Jean to take over. Of course Jean did, some would send money and others volunteered like Brian Vaughan who was also retired after 30 years in airline financial management.

Brian volunteered to do the BIOS & ADDRESS LABEL, (see Brian's letter to Jean on Page 18 September issue titled "Little C=Mailink History!" which he has done for the group the pass 18 years and a very good job he has done.

In the September issue I promised to put Jeans reply to Brian on the back of the last page of the BIOS which was page 10. I needed a full page and all could see that was not there! So I promised it would be in this issue. It is on the **next page**.

Brian also sent some of the early BIOS in 1988 it listed as "1988 MEMBERS" I counted 104 listed starting with name and next occupancy, no address listed. In 1989 there were about 85 members listed and addresses had been added, started to look like the present day BIOS.

It has been a pleasure going back to the early days of the group I was not one of them. I came later, 1993. Richard Savoy

April 23, 1988

Dear Brian:

I appreciate the work you did, on the list and labels. Did you use a commercial data base or one you wrote? I have a system on lists and labels, it could be more efficient. The lists are stored as a file in the format used with "The Write Stuff" word processor. Doug Burton uses the same word processor, so I sent him lists and updates on disk. My mailing label program is a Comal 2.0 (cartridge) Comal program. I don't know if Doug has a mailing label program. If you have written him, I assume you have asked, By now, you may have received his Disk Newsletter. It is great, and must involve a lot of work.

The list I sent you is out of date- I just , (had a lot of old lists and didn't want to waste them. Thirteen of the people on the list have not paid dues, and are being dropped. I suspect most of them have pretty much lost interest, and are not likely to answer if new people write to them.

The "drop-outs" are: Kevin Gilroy, Richard McConnell, Bob

Reidda, Pete Graszer, Alana flrbert, Jim Lynch, Chad Baker, Diana Diehl-Dryan, Bob Gurii~David Juedemann, Ron Springfield, Dave Symusiak, and Jose Zavala.

I haven't kept the list in alphabetical order. I add to it continually, and if it had been alphabetized, I would have a problem inserting new names in the 3 across format. In general, the list has people who have belonged longer near the top, newer members near the bottom. Now with 58 members (and 20 applications out) I can see it would be handy to have it in alphabetical order. Ordinarily, before the letter came out in RUN, we had four or five new members to report in each newsletter.

I would be glad of any ideas you have. Keeping lists up to date, printing them out for photostating, and making mailing labels takes a fair amount of time, and I am not very efficient at it. Let's think about the possibility that you could take over those chores for me, and also provide Doug with mailing labels. It would be an every month job. I generally have a cut-off date, and so does Doug. New members who sign on after that date go in the next newsletter. The disk newsletter has a lot of names, the May Commodore Mail Link will have a fair number, after that, things should calm down. The little "bios" on each member will now be quite a sheaf of paper. It might be simpler to have those not in alphabetical order. Probably best if I kept on doing those.

Just yesterday, I put everybody in a file for my Comal mailing /5 label program, so I am all set for the May newsletter. I have started to work on it, I do it a little at a time, then merge the various segments, and try to get it mailed aout the 12th of each month. It would mean, for you, getting the job done somewhere between the 1st and the 10th of each month, and mailing the labels to us. Lists are less predictable. I am very frugal, hate to throw away copies that cost us money for photostating, so I send them out until they are gone, and it isn't always easy to predict just how many we need. I used to print them out on my printer, as needed. However, the list is getting too long, and there have been too many new members lately.

Hope this letter doesn't sound too disorganized. I keep things coming along, but seldom sit down to try to explain to anyone just how I do it.

Best wishes,



First Visit to SC3 Arcade Party

By: Robert Bernardo

Last Saturday I spent relaxing night at the SC3 Arcade Party. The official times of the party were from 6 p.m. to midnight on Sept.15, but I arrived early at 5:40 p.m., after fighting through horrendous traffic on the Interstate 10 freeway. The venue was at Steve H.'s house in the Los Angeles area. After getting my name badge and checking off my name on the list of attendees, I headed to the tree-covered, ivy-trimmed backyard. On the way there, the garage door was open, and I saw that the garage was filled with stand-up electronic arcade machines. When I got to the back, more electronic arcade machines stood under an awning. Wow! In one corner of the yard was an Intellivision game console, its video beamed through a projector onto a screen. Near the back of the garage was a 6-foot table with a SX-64 and 1702 monitor. On the same table was a Super NES playing through a 1702. To the south of that was another 6-foot table with an Amiga 2000 and 1702. To the south of that, another 6-foot table with a Vectrex game machine and a Colecovision game console, its video being played through a 19-inch t.v.. By the house's patio windows were long tables filled with boxes and bags of games and hardware for sale and/or trade. In the living room of the house, attendees could play Nintendo Wii games on the huge television. At the upper level of the backyard, to the east, there were plenty of tables and chairs for our dining needs. To the south of that sat the tables for food and plates and the jar for money donations (I threw in \$10). On the ground nearby were four ice coolers full of sodas and beer. To the north of the dining area was the movie projection area, a big 4 x 6 foot vinyl screen held up by PVC pipes. The movies tonight -- 3 hours of commercials, film clips, t.v. shows, t.v. spots, foreign programming -- and all related to videogames. It was still relatively early, and not everybody had showed up yet.

Being a newbie at the party, I gravitated toward the Commodore equipment, but it wasn't long before SC3er Geoff Voigt introduced himself,

welcoming me to the party, introducing me to others at the show, explaining the layout of goodies in the backyard and what was going to happen that night. He noticed that I had in my hands a Vectrex game multicart and the Vectrex version of the C64 game, Thrust. "I've got to try that (Thrust) out," he said. He also was the owner of the SX-64. I exclaimed, "Hey. I brought my SX-64. It's in my car." "Good!" he replied, "I thought I was the only one with a Commodore."

I went to the car, dug out the SX and boxes of game disks and returned to the backyard. We put them on the table next to the other SX and SuperNES. Then I went back to the car to get my Nikon SLR film camera. To my surprise, Andrew had arrived early, too, and was just signing in at the registration table.

I took Andrew to the back, gave him a quick tour, and mentioned to him that there was a BBS guru at the party (Jason Forster of the Color 64 BBS program for Commodore). The food had not really arrived yet, and so, we sat down and munched on chips and cookies. Soon, pizza was delivered, and after a day of hardly eating anything, I wolfed down my share and then washed it down with cans of Pepsi.

To Andrew's and my surprise, Oldergames.com's R.W. Bivins and Christine Noriega walked into the yard. I had last met them at the Commodore Vegas Expo v3 (CommVEx v3) back in July and had mentioned the SC3 Party to them. Well, they remembered! Immediately, R.W. and Christine sat at our dinner table. His first time to the party, R.W. was there to make contact with the gamers, gather ideas, and lend support. He was thinking of producing his company's newly-released Commodore disk game, Silo 64, as a cartridge. I told him about 8-Bit Designs' Charles Gutman and his plans for a new production run of Warpspeed v2 utility cartridges and possibly a music cartridge. R.W. was very interested, said that he could help out Charles in producing the carts, and asked for Charles' contact info, which I gladly gave. He also asked about the European counterparts to

Oldergames.com, Cronosoft in England and Protovision in Germany; I also gave the contact information for those companies.

As the night wore on, more and more attendees came. The news media made a showing -- Jeff von Ward filming a documentary, and Endgameradio.com filming a video pod cast.

The official greetings from the SC3 leaders were to have been made between 6 and 8, but nothing had come yet. R.W., Christine, Andrew, and I went our respective ways to check out the sales tables, play the console, computer, and arcade games; and talk with the others.

The night air grew colder, and the crowd huddled around the game machines, especially those that were in the warm garage or in the living room. The SC3 organizers finally gave their delayed greetings to all of us, and there was enthusiastic applause.

Andrew and I tracked down Jason Forster and listened to his stories of BBSes and C= BBS programs in the 1980's. Jason had worked on the Color 64 BBS program and still had all the versions, including the last telnettable one, version 6.2. As Andrew dropped names, Jason would recollect, "I haven't thought about him in years", or "You're bringing back memories". Jason had also been involved with the Newtek and the Amiga Video Toaster for 4 years. I asked, "Do you remember a person who worked for Amiga Video Toaster? Her name was Kiki Stockhammer." That look of recognition spread on his face. "I remember Kiki. I haven't heard of her for years." "Well, she's now a singer for the Star Trek rock 'n roll band, Warp 11. She's up there living in the Sacramento area. Their next concert is next Saturday in San Francisco." "She's getting up there in years." "Oh, she's doing well. Very flexible on stage! One of these days after a concert, I'll have to go and talk with her and ask her if she still remembers Amiga."

As the night wore on, there was more and more game-playing. I had my share of gaming. On the Vectrex I tried out Thrust (with not a bad

rendition of the original tune by Rob Hubbard). On the Colecovision I dabbled a bit with various games on the Colecovision Multicart. On the Amiga 2000, I looked at the well-done Pacman clone, Footman (that was the only Amiga game there!). On the SX-64 I showed off a few disk games (like Super Mario Bros./Giana Sisters and Afterburner) and investigated some of Geoff Voigt's carts (dozens, including some of which I had never heard) thrown in box. Of the 40 or so arcade machines set on free play, I discovered a new favorite -- the Williams space shoot 'em up. Blaster (but no Star Trek: Strategic Operations Simulator nearby). Andrew and I plugged in a PAL C64 DTV into a 1702, but the monitor and the device were not agreeable with each other that night.

Though its video was projected on a big screen, the Intellivision and its Pacman clone game were not put to much use; perhaps no one wanted to go to the dark corner of the yard to use it. With the 3-hour festival of gaming videos finished, some of the SC3ers now started playing games with the other big projection screen.

By the end of the party, the SC3ers were calling me Mr. Commodore as I answered more and more of their questions (where to get 1581 disk drives, how to transfer from PC to Commodore, etc.). If I couldn't answer, I said I'd ask my contacts.

The arcade machines were powered down, the consoles put away, the sales items not sold were boxed. The SC3ers spoke to each other about coming back 6 hours later in order to haul away the arcade machines that did not belong to Steve H.. It had been a long but good night. Everyone was tired but happy. I told Geoff that I would come back for the next SC3 Party in 6 months and thanked him for the comradery, the talk, and the gaming. I thanked Steve for his and his wife's hospitality. With my bag of Vectrex goods and newly-bought items, I left... one of the last attendees to leave at 1:40 a.m.. My plan for the next SC3 Arcade Party... bring more Vectrex carts, bring a VIC-20 or Amiga CD32 system, and definitely bring more Amiga games!

THE BEGINNERS CORNER

Lesson # 9

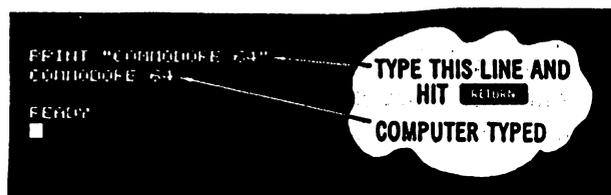
Prepared by: Dick Savoy



PRINTING AND CALCULATIONS

Now that you've gotten through a couple of the more difficult operations you need in order to keep the programs you like, lets start making some programs for you to save.

Try typing the following exactly as shown:



If you make a typing mistake use the **INST/DEL** key to erase the character immediately to the left of the cursor. You can delete as many characters as necessary.

Let's see what went on in the example above. First, you instructed (commanded) the computer to **PRINT** whatever was inside the quote marks. By hitting **RETURN** you told the computer to do what you instructed and **COMMODORE 64** was printed on the screen.

When you use the **PRINT** statement in this form, whatever is enclosed in quotes is printed exactly as you typed it.

If the computer responded with:

?SYNTAX ERROR

ask yourself if you made a mistake in typing, or forgot the quote marks.

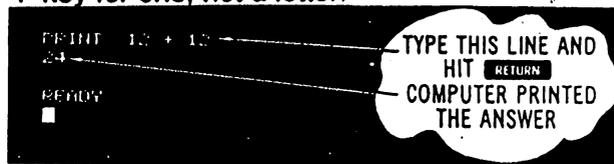
The computer is precise and expects instructions to be given in a specific form.

But don't get worried; just remember to enter things as we present them in the examples and you'll get along great with the Commodore 64.

Remember, you can't hurt the computer by typing on it, and the best way to learn **BASIC** is to try different things and see what happens.

PRINT is one of the most useful and powerful commands in the **BASIC** language. With it, you can display just about anything you wish, including graphics and results of computations.

For example, try the following. Clear the screen by holding down the **SHIFT** key and **CLR/HOME** key and type (be sure to use the '1' key for one, not a letter.



What you've discovered is that the Commodore 64 is a calculator in its basic form. The result of "24" was calculated and printed automatically. In fact, you can also perform subtraction, multiplication, division, exponentiation, and advanced math functions such as calculating square. And you're not limited to a single calculation on a line, but more on that later.

Note that in the above form, **PRINT** behaved differently from the first example. In this case, a value or result of a calculation is printed, rather than the exact message you entered because the quote marks were omitted.

ADDITION

The plus sign (+) signals addition: we instructed the computer to print the result of 12 added to 12. Other arithmetic operations take a similar form to addition. Remember to always hit after typing **PRINT** and the calculation.

Watch for us in the next issue!

Dick Savoy

LEARNING TO PROGRAM IN BASIC 2.0 USING A 64 C



Lesson # 7

Prepared By: Richard Savoy

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Continued from pages 14-15 of the September Commodore Mailink.

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In the sample program you just typed, the value of the variable X remains at 5 throughout. You can put calculations to the right of the = sign to assign the result to a variable. You can mix text with constants in a PRINT statement to identify them. Type NEW and press RETURN to clear the 64C's memory; then try this programs.

```
10 A=3*100
20 B=3*200
30 ?"A IS EQUAL TO" A
40 ?"B IS EQUAL TO" B
```

Now there are two variables, labeled A and B, in the computers memory containing the numbers 300 and 600 respectively. If later in the program, you want to change the value of a variable, just put another assignment - Add these lines to the program above and RUN it again.

```
50 A -900*30/10
60 B=95+32+128
70 GOTO 30
```

You'll have to press the STOP key to halt the program.

Now LIST the program and trace the steps taken by the computer. First, it assigns the value to the right Of the = sign in line 10 to the letter A. It does the same thing in line 20 for,the letter B. Next,it prints the messages in lines 30 and 40 that give you the values of A and B . Finally, it assigns new values to A and B in lines 50 and 60.

The old values are replaced and cannot be recovered unless the computer executes lines 10 and 20 again. When the computer is sent to line 30 to begin printing the value of A and B again, it prints the new values calculated in lines 50 and 60. Lines 50 and 60 reassign the same values to A and B and line 70 sends the computer back to line 30. This is called an endless loop, because line 30 through 70. are executed over and over again until you press the **RUN/ STOP** key to halt the program. Other methods of looping are discussed later in this and the following two sections.

STRINGS

A string is a character or group of charm able in much the characters are stored in the computer's memory as a varl same way numeric variables are stored. You can also use variable names to represent strings) just as you use them to represent numbers. When you put the dollar sign (\$) after the string variable,name5 it tells the computer that the name is for a string variable@ and not a numeric variable.

Type NEW and press RETURN to clear your computer's memory, then type in the program below-

```
10 A$= "COMMODORE"
20 X$ = "64C"
30 B$ = "COMPUTER"
40 Y=1
50 ? "THE "A$;X$;B$;" IS NUMBER
" Y
```

See how you can print numeric and string variables in the same statement? Try experimenting with variables in your own short programs.

Til the next Time, Richard Savoy

DOS New Commands and CMD Hard Drives

I was playing with my CMD hard drive when I discovered that I can't depend on the DOS new command to clear all the data in a HD partition. On floppy drives, issuing the long new command overwrites every byte on the floppy disk. Except for the directory name, the BAM, and the file type parameter of each file's directory entry, the full DOS new command leaves all the other data in the partition undisturbed. The file type parameter is changed to a deleted status.

To "unformat", a HD partition, all you need do is "unscratch" every file deleted by the new command and validate the partition. I may write a program to clear every sector in the partition and then issue a DOS new command. Now I need a HD partition directory editor, or file unscratch program.

Though some of the CMD HD owners might be interested in a SCSI CD-romplayer program with a nice English basic text..

This is a program for playing normal audio CD's on a C64. It requires a CD-ROM drive connected with the C64 via a CMD-HD. The CD-ROM drive has to be able to read audio CDs. All problems I know of are caused by drives without this capability. Older drives without headphone-connectors on the front side and/or a 'soundcard connector' on the rear side will not work! This version is a quite small BASIC program that is based upon a BASIC program by Achim Taege in his SCSI course published in the GO64! Issues 5/98 - 10/98. A former version of the program you find here was published in GO64! 6/2000. This version is a little bit improved: much better detection of replacing a CD and a little bug was fixed that appears when a CD contains more than 18 titles. The program runs in both, C64 and C128 mode (40 and 80 columns). The very first start should be done in C64 mode

because of a self modifying routine that will not work properly in C128 mode. After loading the program via 'LOAD "AUDIO",8' (for English speaking users, German users should use "AUDIO-D") and starting the program via 'RUN' the program searches for a CMD-HD and for a CD-ROM drive. This will take quite a lot of time (better with a SCPU). After finding both devices you can choose to save the program with the device numbers stored in the program itself. So the program will not search for the device numbers again and you save a lot of time. Just press "<" and the new program called 'AUDIO CD PLAYER' will be stored on the last used disk drive.

Now, the Table of Contents will be read, then you can choose which song you want to play. If you choose 'p - play & exit' playing the entire CD will be started and the program will be finished. So you can check your email, surfing the web or whatever while hearing to your favorite music :-)

Possible failures : If you don't hear something, make sure the rear port of the CD-ROM drive is connected to an amplifier. If this is too much effort, just use the headphones :-). Maybe in the next future I will add a hardware project how to build a simple audio mixer for mixing the SID sound with the drive output - that's the way I did in my C64-tower.

With some experience in programming in BASIC you should be able to add some own features to the program. It's also possible to compile the (new) BASIC program. There are many possibilities. If you don't have any idea how to program BASIC you have to wait for my next 'AUDIO CD PLAYER'. It will be a luxury version, with editable play list, mouse and keyboard service, song-/ artist-/ cd name display... , but it will take a while :-)

<http://sport-moeller.de/c64/soft01.html>

Introducing the CBM Commander Project

By: Payton Byrd

A Brief History

Back in the mid-1990's, I was a starving part-time Burger King employee with few belongings other than my beloved Commodore 128. At the time, I had been programming BASIC for about 10 years on various 8-bit computers, but mostly on the Commodore VIC-20, Commodore 64 and Commodore 128. I had just started dabbling with QBasic in MS-DOS when it dawned on me that I should write a program that allowed me to write code that targeted all three of the above machines, but didn't require line numbers, allowed sections of code to be labeled, and also provided an easy mechanism to merge source files together into a single compilable source file. Having also been a computer science student at Tennessee Tech University, I also had some familiarity with these concepts programming Pascal and COBOL. I spent about a week of doing nothing but going to work and then working on this concept and out came MacroBasic, my first real attempt at a serious programming project. Some day I'll post the code for MacroBasic, but it's pretty embarrassing by today's standards. :)

Fast forward a decade (or more) and I'm an experienced enterprise programmer and system architect. I've kept up with all of the movers and shakers of the CBM scene for the last 5 years or so. and have even participated in the OpenCBM project as a tester and as the current maintainer of the GUI4CBM4WIN project. Although I'm quite proud of the improvements I've made to GUI4CBM4WIN, I'm just not thrilled about its GUI and wanted to create a more modern application to integrate with OpenCBM.

Now let's add another wrinkle. The CC65 project is one of the most useful open source projects for collectors of 8-bit computers. This project provides an ANSI-C compiler, cross-assembler, and linker for 6502 based machines such as the Commodore 8-bit line of computers. Writing C

is a complex task, however, and one that requires a good bit of mastery to provide reliable results. When targeting classic computers, debuggers and profilers are scarce and provide little support for targeting these old platforms. What's needed is an IDE for CC65.

And since we need an IDE for CC65, why not a complete IDE (including a multi-platform tokenizer) for MacroBasic? Ah! Life comes full circle.

The Vision

My current vision for CBM Commander is to provide a modern Windows-based framework that allows for multiple add-ons that provide the major blocks of functionality. As such, the core functionality of CBM Commander is to provide a GUI shell and messaging framework. The initial release will also include a new file manager built around a generic API that will allow manipulation of Windows file systems, common disk image formats, and devices supported by OpenCBM. Future releases will include an IDE for CC65 and possibly a fork of WinVICE that allows VICE to be hosted in the GUI and used as a debugger for the IDE.

If you would like to participate in CBM Commander, please see the project site at - <http://www.codeplex.com/cbmcommander>.

Payton Byrd Homepage - <http://www.paytonbyrd.com>

Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>



Tulip Tries to Buy Back Commodore

By: Jan Libbenga

Dutch manufacturer Tulip Computers has announced it wants to buy back the Commodore brand it sold to Yeahronimo Media Ventures in 2004 for €22m. The computer maker is planning to bid \$1 a share for the US computer firm Commodore, valuing the company at \$81m.

Commodore, best known for its legendary Commodore 64 computer in the 1980s, declared bankruptcy in 1994. However, the brand simply refused to die.

German retailer then Escom paid \$14m for Commodore International, primarily for the Commodore brand name. It separated the Commodore and Amiga operations into separate divisions, and quickly started using the brand name on a line of PCs sold in Europe.

In 1997, Tulip took over Escom and announced it would re-launch the Commodore name. It even threatened legal action against commercial sites that used the name without a license. However, for many years very little happened, and late 2004 Tulip sold the Commodore name to Yeahronimo.

On its own, Commodore tried to create a niche in the digital entertainment marketplace with its range of Gravel consumer electronics, including portable media players, and entry-level MP3 players.

Separately, a Commodore subsidiary, Commodore Gaming, this year revived the brand for a line of high-end gaming PCs. It's not clear whether Tulip is hoping to get its hands on these too.

Tulip said that the buy-back "fits in our strategy of increasing our sales base through takeovers". The former manufacturer of PC clones these

days offer tailor-made corporate products, including PaceBlade Tablet PCs and Dynalink communications equipment.

"Entertainment products are getting more important," a spokesman told *The Register*. "This is certainly an area we want to invest in."

However, Commodore still wants to explore its own possibilities of expansion, but have agreed to a due diligence.

Various Commodore Videos Available

By: Robert Bernardo

Greetings, C= and Ami aficionados,

After intensely editing during the days leading up and during CommVEx v3, I finally have videos available for the following events:

The Cincinnati Commodore Computer Club Expo held in May, the Jeri Ellsworth talk given at the Vintage Computer Festival East in June and the Commodore Gaming E3 Party in July

These videos range in duration from approximately 22 minutes up to 1 hour, 40 minutes. They are available in NTSC DVD-R, NTSC VHS, and NTSC Beta formats. If you wish to get any or all of these videos, please contact me.

<http://videocam.net.au/fcug>

**IN EVERYTHING
GIVE THANKS**



*Happy Thanksgiving
from our family
to yours*

Back from the Commodore Gaming E3 Party

By: Robert Bernardo

First, we gathered at the presidential suite (room 710) of the ultra-chic, beachside Casa Del Mar Hotel in Santa Monica, California.

Charles Gutman of 8-Bit Designs and I were the first to arrive, just after 4, early to the party because we were bringing in a C64C set-up and a PET 4032 set-up for the party-goers to see and use. The Commodore Gaming people were seeing news reporters at that time, but we hung out until they finished. When the reporters left, the Commodore Gaming people gave us their full attention and showed us the Commodore XX gaming PC and its interchangeable "skins".

After 6, more party-goers started to filter in. The main salon of the suite got quite crowded with everyone talking and in high spirits. After an hour or so, we went off to where the party was to continue, the Monsoon Cafe about a mile away. A Commodore girl (!) met us at the door of the restaurant, directing us upstairs to the private banquet room where we were greeted by another Commodore girl (!!). In fact, there were 2 more Commodore girls inside, mingling with the crowd.

Cameron Kaiser was already there at the restaurant, and it seemed that several people had bypassed the social greetings at the hotel and went straight to the restaurant. Drinks from the bar were paid by Commodore Gaming. The food was paid for Commodore Gaming. Commodore Gaming CEO Bala Keilman gave an opening welcome and not long after, Seth Sternberger of 8-Bit Weapon started playing live music on his Commodores, amplified to fill the banquet hall with sounds of SID. Everybody talked and drank and munched down the h'ordeuvres (chicken-on-stick, spring rolls, and more). After awhile, the Commodore girls urged us to start on dinner, and we ate pad Thai noodles, fried rice with chicken and shrimp, stir fry with green beans, shrimp, and tofu, chicken stir fry with mushrooms and green beans, and/or orange chicken. Yummy!

About 9 p.m., CEO Bala gave some more words of his plans for Commodore Gaming (a separate entity from Commodore, Int'l.), followed by CBM engineer Bil Herd who spoke about Commodore of old, and then followed by Jeri Ellsworth. After the short speeches, it was back to the 8-Bit Weapon music and more talk. News reporters were there, asking questions. Charles, Cameron, and I shot photos and video. The partygoers played with the fancy, top-of-the-line Commodore XX gaming PC and with the C64 set-up (the PET 4032 was put up on continual demo mode); they marveled at the speed and quality of the first-person shooter on the Commodore XX; they marveled at Super Mario Bros. (Giana Sisters hack) and others on the C64.

Near the end of the party, Commodore Gaming distributed gifts to select attendees and t-shirts to everybody.



Java on the Apple 2 and Commodore 64

By: Oliver Schmidt

I successfully ported the NanoVM (www.harbaum.org/till/nanovm/) to the cc65 toolchain (www.cc65.org).

It's a very minimalistic Java implementation written in portable C. The binary built with cc65 is only 16kB.

The NanoVM source is available via anonymous CVS access at SourceForge.net (sourceforge.net/projects/nanovm/).

To allow you easy access I created a zip file (www.jantzer-schmidt.de/nanovm-cc65.zip) containing:

1. The tool necessary to convert .class files into an .nvm file to be loaded by the NanoVM in case you want to create your own Java programs.
2. An Apple2 .disk image file containing the NanoVM binary together with some samples. Type 'EXEC <TXT File>' to run one of the sample Java programs.
3. A C64 .d64 image file containing the NanoVM binary together with some samples. Type 'RUN:REM <NVM File>' to run one of the sample Java programs.

The source of the sample Java programs can be viewed via CVS repository browsing (nanovm.cvs.sourceforge.net/nanovm/nanovm/java/examples/).

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Vintage Computer Festival East 4.0 Video Now Available

The first 2 parts of the Vintage Computer Festival East 4.0, starring CBM engineers Chuck Peddle, Bill Herd, Dave Haynie, Bob Russell, and a slew of admirers, is now up at <http://www.youtube.com>. Just type in the search for hazydave and then look for VCF East 4.0 1/4 and VCF East 4.0 2/4. Dave Haynie, master video and audio editor, has combined his and Robert Bernardo's video footage to recreate this historic gathering of CBM talent.