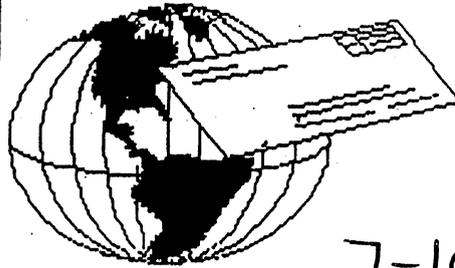


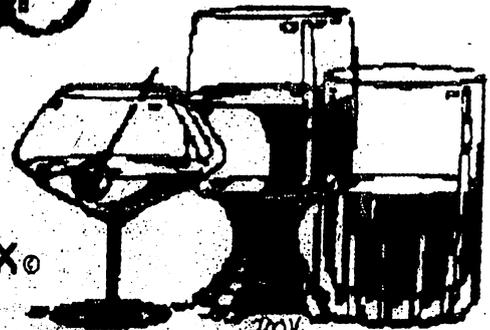
COMMODORE MAILINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL



7-10-08

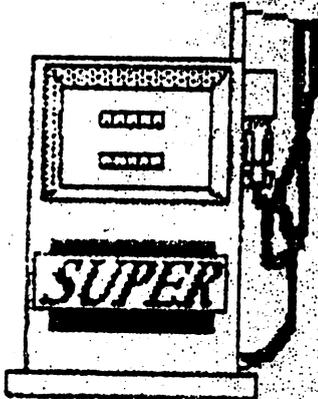
JULY 2008



JMV Grafix®

Jane M. Jones

PO Box 635 Enfield Plaza 5085 South Australia



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HOW TO JOIN M.U.T.T.M.

Send a request to the President via mail [MUTTM, PO BOX 64, METAMORA OH 43540-0064] or email [arsnyder92@netscape.net] 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, for your information, dues are \$15 for U.S.A., \$17US for Canada, and Mexico, and \$25US for all other addresses. Membership includes Commodore Mailink in January, March, May, July, September, and November, plus COMMODORE YELLOW PAGES and BIO's (members list) in March and Sept.

SEPTEMBER 2008 COMMODORE MAILINK EDITOR: Bruce Thomas

He can take just about any format, just tell him which one you used and the program used to create it. Send as ascii text, geoWrite, Speedscript, TWS format. His address is:

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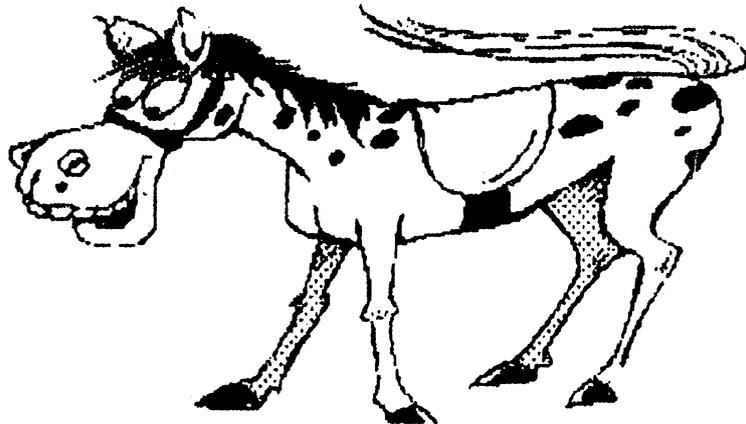
MEETING NEWS

First off, I would like to share a little note dated June 16th, Diana Volcheck sent me about her husband's throat cancer.

"Hi Robert, We are still slowly going forward. One week in hospital (home again June 11) for trachostomy, so learning suction and cleaning techniques. See a cancer doctor next week. Two months off chemo. Hopefully our regular oncologist will find a new regimen though he has been hinting about a more peaceful end of life without chemo and without resulting hospitalization. Emil wants to press forward."

I know my family and I will continue to pray for Emil, Diana, and the whole Volcheck family.

You don't have to work at the United States Postal Service (USPS) to know that the price of stamps have gone up and with continued losses at USPS, mailing costs will most likely continue the upward trend. Being a club that meets through the mail, the Postal Service has us between a rock and hard place. Many members of MUTTM coorespond through the internet and therefore bypass the stamp increase. However, with the CML being printed and mailed, the postal service is the only game in town. Or is it?



STRAIGHT FROM THE HORSE'S MOUTH

What if you could receive the CML without the club incurring any cost of printing nor postage? Some members have been getting the Commodore Mailink via the internet as a test. The test has allowed me to work out bugs and concerns. This is what I am proposing--

Regular Membership--

This would be what membership in MUTTM is right now. Printed Mailink, printed Bios, printed Yellow Pages-- all mailed.

Internet Membership--

A much smaller membership fee to pay the printing and mailing of the Bios and Yellow pages. CML would be downloaded off our website in the form of a Postscript Document File (PDF). You could use your local library, as I do, or your own "second computer" consisting of a Mac or PC. The PDF readers are available for free download and we would have the necessary links on our website.

(continued on page 13)



GEOSGenie

by Jane M. Voskamp - Jones

GEOS Power Tools Disk - Part Two

Continuing from last issues highlight of this disk, we now have a look at the following programs, still from side A.

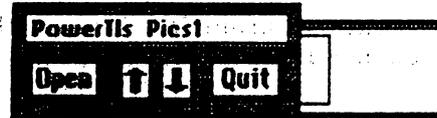
The Author of all the programs is Scott E. Resh, and they are all for the 40 columns mode.

GEO-C02, Application. This program is a disassembler that creates a geoWrite file disassembly text of a non-GEOS ML PRG file. A good concept, but it has limited practical appeal to the general GEOS user these days. Don't bother starting this unless you have an idea about assembly language and can recognize 6502 / 6510 mnemonics and opcodes.

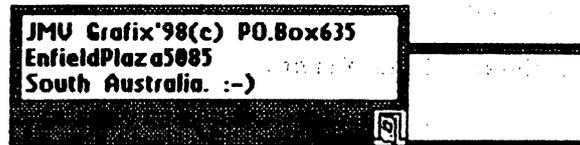
If that already went over your heads then this program is not for you, but if you have an enquiring mind and you love to tinker, then by any means, you will be searching hard to find another GEOS program that offers this ability for your work now. For more information on assembly language and 6502 / 6510 mnemonics, refer to the sections on 'Assembly Language and Mnemonics' in 'The HandBooks of the Commodore 64 & 128' respectively.

GeoFile-Info, Desk Accessory. This DA allows you to view a file's info box comments, the sort you read when you choose the info option from the deskTop file menu, (refer to the diagrams next column).

Not a bad idea, if you really needed to see the Authors comments I suppose, but I think it has limited practical use, really.



The way the program looks, or perhaps it's style, reminds me of the GOES program 'GP-Viewer v1.0' desk accessory, that we looked at in Part one.



Geo-Pixel Puzzler, Application. This program is a game that can use any geoPaint data file as the puzzle source. It does not do much, unless you count relaxing you, and that has to be good right!. The puzzle piece size is not too skimpy either, so it is easy to get hooked when you are playing. This has to be one of my all time favorite programs, I really do get a lot of enjoyment of putting the puzzle back together and getting it right, and I don't normally waste time on games!. I am sure that you will enjoy this one.

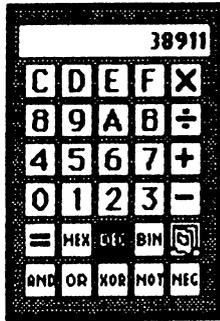
Phoenix v1.0, Application. This program recovers deleted files, but ONLY from 1541's and RAM 1541's. An excellent idea, but it shows its vintage by leaving out those who use 1571's, 1581's and the larger RAM storage devices available for GEOS. It is a pity that it limits itself there.

Programmers-Calc, Desk Access. This is a programmer's calculator. It's got everything you'll ever need and then some, (see diagram, next page). As you can see, the calculator offers Hexadecimal, Decimal, Binary, and AND, OR, XOR, and NOT, Boolean Logic operators as functions.

This is a great idea, particularly for those times when you are confined to the GEOS environment, and just cannot access those BASIC environment functions (unless you exit of course - so not going to happen, smile). If I have to leave the GEOS environment for any reason, I will switch on my C64 or my other C128D, rather than exit GEOS!.

Not a bad little tool to have on your work disks, I like it!. For more information on Hexadecimal, Decimal, and Boolean Logic operators refer to the sections on 'Base Conversion Tutorial' and 'Boolean Logic Operators' in 'The HandBooks of Commodore 64 and 128' respectively.

GEOSGenie continued on page 5



Programmers-Calc Desk Accessory

{**} Just to see if anyone is paying attention, be the first one to write to me with the origin of the number shown in the calculators display!! You might just be glad you did, as there maybe something in it for you !! Possibly a HandBook!

Screen-Dump, Desk Accessory. This program will send a copy of the current 40 column screen direct to your printer. The Screen is dumped 'as is' with menus and everything. Seems to work just fine.

Shape-That-Baby, Application (STB). Another in the 'That Baby' named group, this is a program for packing or compressing graphics screens. Requires the ML program file UNPACKER.89 to be on the disk to operate. The program supports packing Koala, Advanced OCP, and Doodle! pictures.

If you need a way to 'pack' (compact a graphics file) from GEOS, then this is the program to use. On the C64 though, the program has been superceded by the non-GEOS ML/BASIC versions of STB, see STB Clone+ (#144) and STB Pnnt Y2 (#160). The Loadstar issues are stated if you want to have a look at them for yourself.

I actually think that STB Clone+ is fantastic, not only will it pack and unpack graphic files, but it will also convert pictures between different multicolor formats, or different hires formats, for you. It will even just be a picture viewing program for you if you need one. But now I've gotten off track, oops.

AutoBoot, Application. This program will allow you to make autobooting disks for C128 use. There are many programs around that do this, including one of my own non-GEOS program (Profile 80 Plus Mod 3, published by JMY Grafix, and Autopro 80 created for, and published by Loadstar128 on #18). It is always interesting to see how another author tackles the problem of autoboot sectors for the C128, especially from within GEOS itself.

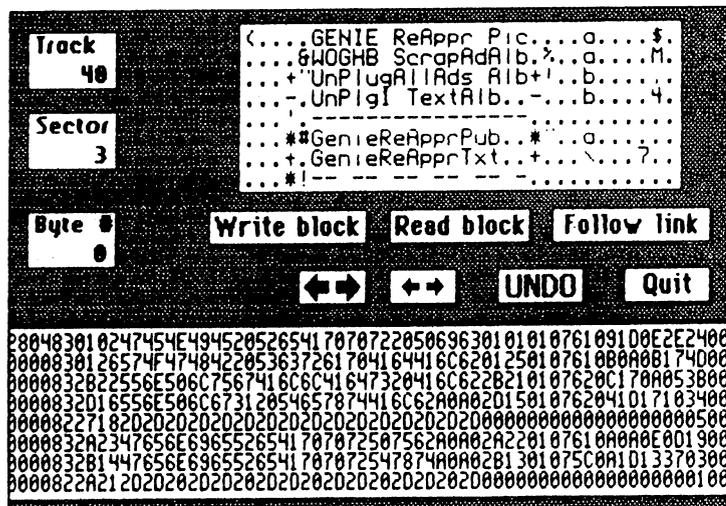
InspDiskette, Application. This program will compare two 1541 disks for any differences. It has limited practical use as it is restricted to 1541 drives, and RAM 1541 drives. And most of us long time users of Commodores and GEOS have so much more now.

Fast-Ami, Application. You would use this program to transfer files between the Amiga and the C64/C128. It requires the other 'Fast' programs to be on disk with it to operate. This may be of use to some who possibly still own an Amiga along with their C64/C128, but I don't know who they are.

Sector-Editor, Application. This program is a disk sector editor for GEOS (see diagram below). Don't try this on your own at home kids, unless you know your way around CBM disks and DOS use of disk storage in GCR (*) format (ooeer ... I think I just showed my vintage there - smile).

You will need to have an understanding of Decimal and Hexadecimal, and probably PET ASCII codes as well, along with knowing how DOS works with the individual drives. If all of that started to sound like gobbledygook to you, then you are not ready yet to delve into the black arts of sector editing disks. And if you are trying to learn, I seriously recommend only trying things out on a backup disk for the first few times.

That is why I say don't try this at home, as you could seriously damage your disks when you don't really know what you are doing. If you really do need to learn more about disk editing, following sector links, and disk structure in general, you will need a book that shows you around Commodore and GEOS disks, and that book of course is 'The HandBook of Commodore Disks', from JMY Grafix.



GEOSGenie continued from page 5

(**) Be the first one to write me with the correct full meaning of GCR, and there may be something in it for you. I don't know what yet, but there just might be a HandBook coming in the mail for you soon (smile).

DirAid, Application. A nice little directory 'organizer' for GEOS. The program will remove all the blank directory positions from your directory, making your deskTop notePad shorter to display all the programs. Don't use it if you have a good reason for keeping space between programs on the deskTop.

GeoFont v2.0, Application. A program by Arthur J. Dahm III (borrowed from the GEOS FontPack International disk), to allow you to work on the fonts provided on Side B. I don't mind modifying a font - in fact I have done so to provide a legend for the funny reverse PETASCII commodore characters for identifying the keyboard combinations that go with a program printout. But honestly, I really don't have the patience to put up with designing a full font of possibly 90 odd characters, that go with being able to say that I have designed my own font. I would much rather use someone else's font and celebrate their tenacity to produce a suite of matching characters styled together. I very much respect the amount of work that goes into designing a font, I just don't want to do it myself.

Side B : Speaking of Side B, we've arrived ...

Clip-Art-1, and Clip-Art-2. Photo Album data files. These files contain various Clips of quite good art, most ready to use for your convenience. Like me you will probably want to print them all out.

Font files, converted by Font-Converter program, and ready to test out on your documents. You'll probably want to print all these out too !.

In Closing

Even though this wasn't a requested 'Review' review, I have wanted for a very long time to go through this disk for all of you many new users looking for a good source of very handy programs. I hope that you like the sound of them enough to make your own enquiries with Loadstar about the disk. Don't leave it too long though !. We could all do with the support of users.

GeoPowerTools on 1541 disk. Enquire for costs and S&H costs, and allow for conversion to US if you are not a resident. Available direct from:

Loadstars

Dave Mooman POBox 44
Holly CO 81047-0044 USA
or try them on-line if you are connected, at
<http://shop.vcsweb.com>

Readers Three Wishes And All That...

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 POBox635

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

For more information on Editing Sectors on Commodore and GEOS disks, and about GEOS VLIIR files, refer to the section on 'Examining GEOS Disks' in 'The HandBook of Commodore Disks'. For more information on converting graphics across many formats refer to the sections 'Converting Graphics, Parts 1-8' in the 'GEOS UnPlugged V' HandBook. For more information on the differences between multi-color memory and hi-res graphics, refer to the sections on 'YIC-II Chip' in 'The HandBooks of the Commodore 64 & 128', and also 'GeoPaint Part 2 - Color and The YIC-II Chip' in 'The World of GEOS HandBook III'. For more information on assembly language and 6502 / 6510 mnemonics, refer to the sections on 'Assembly Language and Mnemonics' in 'The HandBooks of the Commodore 64 & 128' respectively. For more information on Hexadecimal, Decimal, and Boolean Logic operators refer to the sections on 'Base Conversion Tutorial' and 'Boolean Logic Operators' in 'The HandBooks of Commodore 64 and 128' respectively.

The World of GEOS



HandBook ©
Series



UnPlugged
Series ©

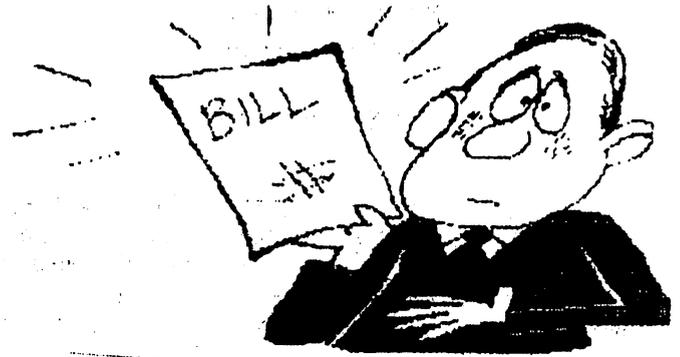
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International Telephone 61 8 8260 4062

MUTTM TREASURY REPORT

by Robert Snyder

I hope all of you know that I have accepted the treasurer's position since Emil Volcheck has stepped down. As stated in the Meeting News, Emil is concentrating on his health and needn't the worries of keeping the books for MUTTM. As this is my first report, I would like to remind everyone to make all future checks to MUTTM out to me, Robert Snyder, instead of Emil Volcheck. I did look into having the account bear the club's name, but since I did not have any papers of 'incorporation' Robert Snyder was the name the bank could use. I think it has to do with tax purposes and 'national security' stuff like financing terrorists.



As always, any questions or concerns, please contact me via the info in the bios or business page.

With all that said, here are the numbers.

YEAR 2008	May1-Jun30	Jan1-Jun30
Beginning Balance	1299.53	553.07
New Members & Donations	220.11	1580.11
Interest	0.41	1.13
Printing & Postage for CML	366.94	801.20
CML Disks		180.00
MUTTM Website	142.00	142.00
Ending Balance	1011.11	1011.11

Five items I would like to point out--

-The beginning balance for the year was 552.76 but that did not include 31 cents the account earned in Nov and Dec '07. Emil added the 31 cents after the '08 beginning balance, I added the \$0.31 to the beginning balance just to keep the years straight.

-The CML disk fee is collected with the membership fee as a convience for us members and Ken Barsky-- so us members only have to write one check and Ken gets only one check. This way he has more time to spend on making The Mailink on Disk the best. Thanks Ken!

-The May/June printing was higher due to the ten new members that needed past issues and bios to be printed and mailed during that time period. Also, we have a balance of stamps on hand now for future mailings; Thanks Richard!

-The website is a once a year expense and we are given a large discount due to the webmasters being members; Thanks Rod & Gaelyne!

-Future Treasury Reports from me will be much shorter!

How to GoDot #7

By Arndt Dettke

Lettering Images (part 2)

What have we achieved so far? We have made text shine through an image in the last issue with option "Mix" of **ldr.4BitGoDot**. We also applied 3D-looking captions to our graphics, again by use of this versatile function "Mix". Finally we learned how to "bump" letters onto our images, thus letting them look like they were coined into them.

This issue will cover how to extrude objects, e.g. letters, and let them truly look like boxes or ingots. On the cover of this pamphlet you have an example for what I mean. For this task we need again **ldr.4BitGoDot**'s option "Mix", and some modifiers to complete the set of tools: **mod.-Histogram**, **mod.Scroll**, **mod.QuickMask**, **mod.-DrawMask**, **ldr.4Bit&Mask**, and finally **mod.PixelEdit**. Nothing new.



Pic #1: Sorry, Dale, I had to do this! :-). These are letters extruded by 45 degrees to southeast.

To create Pic #1 we just have to repeatedly apply the same method as in the Klimt example last issue. Only difference is that Mix's application mode is set to "FGr" here to avoid rimming on top-left of the letters. So, we load the image with the writing in it ("sidebottom.4bt"), displace it by 1 pixel northwest with **mod.Scroll**, reload the image in **Compose Mix FGGr 25%** mode of **ldr.4BitGoDot**, and do this seven times all in all. After that, all colors which are not black (the back-

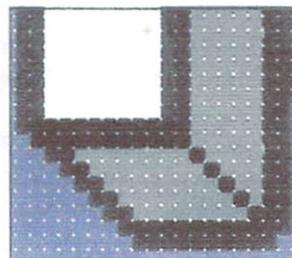
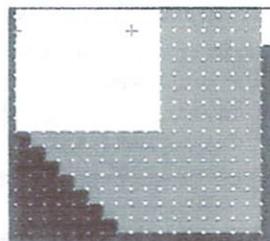
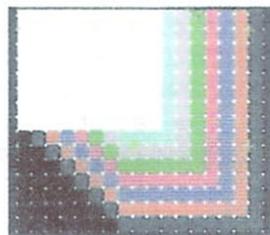
ground) or white (the letters) become joined into the color the extrusion should have (mid gray in this case).

In the next step we're outlining the letters like we did in the October 2003 issue (swapping black to blue in **mod.-Histogram** and then applying **mod.Cartoon**). And finally we have to fine-tune the image by painting the little diagonal lines at the edges and curves with **mod.PixelEdit**. Don't forget to shift the writing back to a balanced position (six pixels down and four right).

At last we combine the writing with image "dale2000.4bt" by using **mod.QuickMask** (where we set blue to transparent) and **ldr.4Bit&Mask** (see UCUGA's November 2003 issue). Finished.

You can of course extrude to every direction you like. You just displace the image to the counter direction and finally shift it back to where it came from. Also, other degree values for the extrusion than 45 are possible when you displace vertically with a different value than horizontally or vice versa (e.g. two up, one left or so).

How to produce ingot-like extrusions? Well, basically it's the same method as reported above but only with option Mix set to "all". This leads to rims on either side, in the direction you move the extrusion and also in the counter direction (as seen in the Klimt image in UCUGA's December 2003 issue). Unfortunately, this method lets the area of white in the letters shrink, so it isn't too much applicable for small letters. Also, fonts which are mainly rounded (not many edges in them) aren't really favorable (you can't really ap-



Pic #2: Metamorphosis, 7 times mixed (top), joined (mid), and cartooned (bottom).

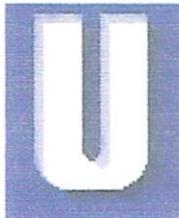
Continue next page:

ply the ingot "bar" look to them). And third, you need to apply two shades of gray to have it look realistic. This all forces us to spend a little more effort in the result. But ok, let's simply go for an example.

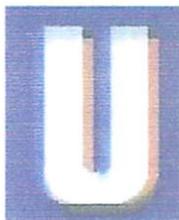
Let us confine ourselves to only one letter. I suggest the uppercase "U" as it has both edges and



Pic #3: An uppercase U



Pic #4: After the first step



Pic #5: After second displacement



Pic #6: The rim turned to only one color

the left and upper sides of the ingot bars. In the November 2003 issue of the UCUGA Digest you can read how to do that. In short: Light gray must be masked (with `mod.QuickMask` (*Gener-*

curves (Pic #3). What we want to apply to it is a thick rim (of 4 pixels) all around the letter. After loading the original "U", we displace it by 4 pixels northwest (`mod.Scroll`) and compose it onto itself using option *Mix*, with 25%, set to "all" (Pic #4). This setting of *Mix* applies also to the next operation. We move the image down four pixels and then again mix it with itself (Pic #5). Don't forget to move the image right four pixels to get it back where it first came from.

Now we have surrounded the U with a four pixel banding of different colors. All these colors will be turned to only one single color using `mod.Histogram` (Option "Join"). I took light gray as the *target* color (Pic #6). The curve of the U had to be corrected a bit (`mod.PixelEdit`).

In the next step we apply the black borders to the color areas using `mod.Cartoon` (Pic #7).

To achieve a more realistic 3D view we now have to enter those little black lines with `mod.PixelEdit` (Pic #8). Now it already looks like an ingot. A really perfect result would show a darker shadow left or right. For this purpose we apply mid gray only to

the right and bottom sides of the mask which determine the right and bottom sides must be erased with `mod.DrawMask` or `mod.MaskEd`. Finally, you must save the current image, and clear the whole memory to mid gray. Then apply the saved image to the color mask with `ldr.4Bit&Mask`. If you performed well, everything results in Pic #9.

It's a bit of a work, especially when you have more than one letter and perhaps many curved letters like "o" or "c". But it's worth the effort!

Before applying these letters to the final graphics, you can of course recolor your letters. The letters are of four colors, what you see here is black, mid gray, light gray, and white.

In the next issue we will talk about applying patterns and textures to our letters and graphics. Having done that, I will cover how to "write" with `GoDot`, so that you can try all what we performed up to now with your own `GoDot` generated texts.

Enough for today, it was quite a lot! ;-)



Pic #7: Cartoon



Pic #8: The 3D lines must be painted manually



Pic #9: Correct shadowing, finished!

Command history

For Pic #1:

Load Replace "sidebottom.4bt"

Inst: Scroll

Repeat 7 times:

Execute

Set Amount: 1

Direction: Left

Execute

Direction: Up

Execute

Leave

Load Compose

Mix: FGr 25%

Mix "sidebottom.4bt"
 End Repeat
 Inst: Histogram (Execute)
 Join gr1, ora, lbl, lrd, grn, cya
 Target: gr3
 Swap blk, blu
 Exit
 Inst: Cartoon (Execute)
 Inst: PixelEdit
 (... Edit...)
 Exit
 Inst: Scroll (Execute)
 Set Amount: 4
 Direction: right
 Execute
 Set Amount: 6
 Direction: down
 Execute
 Leave
 Inst: QuickMask (Execute)
 (Select:) blue
 Generate
 Leave
 Load: 4Bit&Mask
 Get 4Bit "dale2000,4bt"
 Leave
 Display
 For Pic #9:
 Load: 4BitGoDot
 Load Replace "U.4bt"
 Inst: Scroll (Execute)
 Set Amount: 4
 Direction: left
 Execute
 Direction: up
 Execute
 Leave
 Load Compose
 Mix: all 25%
 Mix "U.4bt"
 Execute
 Direction: down
 Execute
 Leave
 Load Compose

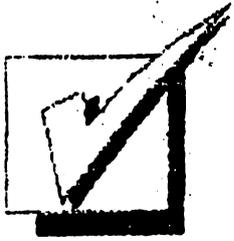
Mix: "U.clp"
 Execute
 Direction: right
 Execute
 Leave
 Inst: Histogram (Execute)
 Join bwn, gr1, ora, lbl, cya
 Target: gr3
 Swap blk, blu
 Exit
 Inst: PixelEdit (Execute)
 (... Edit...)
 Inst: Cartoon (Execute)
 Inst: PixelEdit (Execute and Edit)
 Exit
 Display
 Inst: QuickMask (Execute)
 (Select:) light gray
 Generate
 Invert
 Leave
 Inst: DrawMask (Execute)
 Brushsize: 4
 Mode: Clear
 Draw Mask
 (... Edit...)
 Leave
 (Save: 4BitGoDot)
 Save "Undo 4Bit" (to Unit RAM if REU)
 Inst: ClipWorks (Execute)
 Full
 ClrClp
 Select: mid gray
 Inside
 Leave
 Accept
 Load: 4Bit&Mask
 Load
 (Get 4Bit from: Undo - if REU)
 Get 4Bit "Undo 4Bit"
 Leave
 Display

Have fun using GoDot!

NEWS ITEMS OFF THE WEB

C= Wine at CommVEx v4

by Robert Bernardo
& Jim Brain



Former C128 owner, Kevin Baysinger, the owner of Baysinger Cellars, is graciously donating four bottles of his wine production for the July 26-27 Commodore Vegas Expo v4. Two bottles will be a blend of 50% Cabernet Sauvignon and 50% Malbec-- a dry, red wine. Another two bottles will be a blend of 10% Cabernet and 90% Malbec. The bottles of C= wine will be distributed as door prizes for the attendees. All you have to do is pay the admission to enter the event and your name will be placed in the door prize raffle.

Think of it... a nice bottle of wine to take home or to sip during the late-night CommVEx Film Festival! Hmm, does that mean we need a variety of crackers and fine cheeses at CommVEx? I can see the 2009 T-shirt now-- "I got DRUNC= at CommVEx" or: Have a bit of wine with that C=heese. Those that don't win a bottle can order the "Commodore WHINE" T-shirt. It's a shame the wine is a mix, otherwise, it could be "C=abernet."

COMMODORE EQUIPMENT REPAIRS

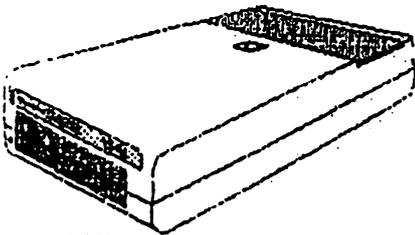
compiled from Homestead email list

A couple names were discussed as to who to contact for 1541 repairs. As our equipment is getting older and more temperamental, I thought it would be wise to share information about who still repairs our equipment.

Ray Carlsen; [http://personalpages.tds.net/\(tilde\)rcarlsen/](http://personalpages.tds.net/(tilde)rcarlsen/)

Charles Gutman; owner of 8bit Designs; <http://8bitdesigns.ath.cx>

Raymond Bryan; Raymond Computer; <http://www.raymondcomputer.com>



1541

from our own CML Yellow Pages:
Rolf Miller will ship good working 64 and 128 (not 128D) keyboards assemblies. Contact at rolfmiller@aol.com

As for parts, a Jim Scabery, who was listed as a long-time commodore repairman living in Oregon, no longer does repairs, BUT, still sells lots of commodore items, including chips, fuses, and joysticks.

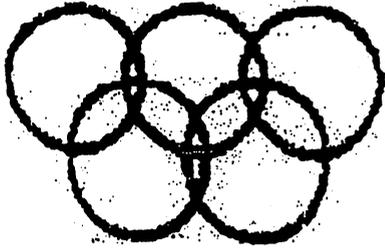
http://hometown.aol.com/Cottonwoodbbs/jim_scabery_ic_fuse.html
http://hometown.aol.com/Cottonwoodbbs/Joysticks_and_Etc.pdf

UPDATED GEOS PRG

Bo Zimmerman has updated the Geos Programmers Reference Guide and it is available via his website in the petascii format.

BBS ON VACATION

Borderline BBS Open 24/7 at 951-242-3593 will be offline from June 28th to August 1st due to the sysop's vacation.



Twenty-five Years of Commodore Computing

by Robert Snyder

In commemoration of having owned a commodore 64 computer for 25 years, I am writing a series of articles relating my experiences.

A Commodore 64 Wedding

Those of you following these articles may notice that his fourth walk down memory lane again involves my relationship with my wife of now 16 years. When our relationship came to the point of wedding plans, my commodore 64 was there too.

My wordprocessor of choice back then was SpeedScript, so much of the wedding 'plans' were entered into that program. From the announcement, registry, and ceremony booklet, to the budget and the honeymoon trip were all done on Speedscript v3. The guest list was done on a program I never used before and haven't used much since-- RunFile. It came on a Run disk that I received for a birthday present. Fifty-three entries were made, saved, and then sorted. Twenty minutes later, the list printed out. I don't remember the show I watched on tv while waiting for the sort.

Annette's side of the family list was entered on her parents' 8088 IBM machine and printed out on an Espon FX-80 printer. With both lists made, pens in hands, we addressed the invitations. Of course, that was a time when typed labels would have been tacky for invitations. I have not asked Miss Manners if times have changed and computer printed envelopes are socially accepted in today's technologically advanced culture.

I still have that disk-- marked wedding. I only had five disks at that time (plus two tapes and game cartridges). The year after we married, I joined a local commodore club, and have since acquired a lots more disks.

Commodore Mailink, July 2008, pg. 12

(Meeting News cont. from pg 3)

And let me stress **THIS IS ONLY MY IDEA AND WILL NOT BE IMPLEMENTED IF THERE IS SUFFICIENT OUTCRIES.** Let me also state that the internet membership is only another option to receive your copy of Commodore Mailink. Print memberships will still be available. Let me also stress that **ALL CONTACT INFORMATION IN THE PRINT EDITION WILL NOT BE CONTAINED ON THE WEB VERSION.** This is keep our addresses, and phone numbers (if submitted) OFF the internet and ONLY available to members through print and mailed media. That is one reason I am using PDF files instead of text files on the internet. I think they are more secure from "data-mining" programs roaming around the internet.

We could email the newsletter, but PDF files for our size newsletter runs about 10 megabytes. We could use a password to limit members only to download but passwords get around. Then, I had the idea of having the newsletter available to ALL commodore enthusiasts, as the local club used to exchange newsletters. It made me realize the availability of our newsletter may entice others c= users to become MUTTN members, or at least submit articles for publish. And this made me think of enticing articles for publish by paying authors for the use of their article in the newsletter. I am willing to fund a \$5 per page fee to authors of articles to use in CML. They will also receive a mailed, print copy of the newsletter containing their article. Of course, all fees would be paid by me, or the author could donate it to MUTTM.

Let me hear your opinions. If I don't hear comments, I will consider that since the ideas were ok enough not to comment on,

they must be ok enough to implement. I hope you will comment-- either for or against.

HOW THIS ISSUE CAME ABOUT

by editor Rob Snyder

The equipment used is probably the most basic commodore setup. This consisted of a C64-C, 1541 drive, 1084 Monitor, star nx-1000c printer, and The Write Stuff for 64 version 1.3 dated 1987. The graphics used were from old Mailink disk of the month, that were sent to me printed out. I cut and pasted them into the desired locations then copied the page. Jane Jones sent me most of the cover page graphic, I added a few more summer items. She also sent Richard the GeosGenie column directly; Richard laid out both the Godot and Ken Barsky's article.

The ALL MEMBERS ISSUE, turned into the FEW MEMBERS ISSUE. This was a chance for all members to edit a piece of their newsletter without the daunting task of filling eighteen pages.

As for members lining up to become editors for the Mailink, Bruce Thomas, Richard Savoy, and myself are the only ones to edit this year (so far... November issue is still open). Without more members editing issues, we might need to reduce the frequency, say from six to four issues a year. I believe next year's line up of editors will decide if 2010 is the year Mailink goes to quarterly.

I hope you have enjoyed my endeavors (along with Jane's, Ken's and Richard's) at making this issue. Bruce Thomas is doing the whole format for the next issue in September so I hope you will help him by sending in articles.

THE BEST OF BOTH

POSSIBLE WORLDS

By Kenneth Barsky

It has been many years since Commodore went under; yet all of us who belong to MUTTM still cling to our beloved Commodores. I still get Commodore Stuff from LOADSTAR. I have written many programs, SOME which I had published and some I have put on CML on disk.

I am very proud of my collection of SID music. I have sorted them by Artist and/or composers. Some pieces I have transcribed myself from sheet music using Stereo Editor.~

I have a complete collection of all 248 issues of LOADSTAR, most of Compute!s .Gazette, Ahoy!, RUN magazines and disks. No, I never got to learning how to use GEOS or using a midi.

Yet a Commodore has its limitations. Before I got a PC I used to get on line and could only get straight text information and download Commodore files. Commodore parts such as monitors and power packs are hard to find. My Commodore equipment is temperamental.

A Commodore 64 is 64,000 bytes; a 128 128,000 bytes; with RED 512,000. My PC has 360,000,000,000 bytes. There is no comparing the Internet, graphic and sound capacities.

So what is one to do? Must we abandon all our Commodore stuff? Not necessarily!

With VICE, a Commodore emulation program you can have the best of both possible worlds. You can run most of you Commodore stuff on the PC. Some even better: You can listen to stereo SID music without a cartridge or chip. You can speed up or slow down your programs. Eliminate the border and have your program fill up the screen. If your PC has a CD burner you save Commodore programs to CD disk.

On the PC Commodore disks are simulated as disk images files with a .d81 or .d64 suffix on simulated disk drives.

What you need:

1. A program that emulates the Commodore and can read .d81 or .d64 images.

I understand that there are many emulation programs out there The emulation program that I use is WinVICE 1.22 available on line from VICE at <http://www.viceteam.com/org/> on line. It is the latest version.

An earlier version VICE 1.10, is available on line from Dave Moorman at Loadstar at: <http://www.eloadstar.com/pctower/freedls.html>

A mention: with WinVICE in my system I get my LOADSTARs as .D81 files on line. Another source you might try is LOADSTAR COMPLET by Fender Tucker. as described in Mailink May 2003. It has VICE1.9, Loadstar issues 1-99 and much, much more. It cost \$30 and is available from Fender Tucker at fendertucker@sport.rr.com by phone at 318-868-8727 or by mail at 443 Gladstone Blvd. Shreveport, LA 71104.

Continue on the next page:

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By itself that might be plenty; and even allow you to get issues of Loadstar by email. With Fenders CD you can use VICE right away he has instructions included.

But if you want to transfer 1581 disks (such as Mailink on Disk, for example), to the PC you need:

2. A program that converts 1581 disks (which I use) to .D81 disks and visa-versa. I use C64/PC XCHANGE VX which appeared on Loadstar 198 and on May 2008 Mailink on disk.

Also on that disk 64-PC XCHANGE V3.1 which converts 5.25" disks to .D64 disk images and visa versa.

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

You will need a program that converts 1581 disks to .D81 disks and visa-versa. I use 64/PC XCHANGE VX which appeared on Loadstar 198. Dave Moorman has consented to let me put the DOCS on this issue of Mailink and the program on CML on disk. If so, please read T. XCHANGE. The program is for the C64 in 40 column mode and is simple to use. Or you will need a program that converts 5.25" disks to .D64 disks and visa-versa. You can use 64/PC XCHANGE V3.1 which also appeared on Loadstar 198.

Dave Moorman has consented to let me put the DOCS for these programs on this issue of Mailink and the programs on CML on disk.

Please read T.XCHANGE VX and/or T.XCHANGE V3.1. The programs are for the C64 in 40. column mode and ir simple to use.

To use 64/PC XCHANGE VX you are going to use at least one FD2000 drive (two would be better) and a 1581 drive. It converts HD3.5" "disks to .D81 images and visa versa. The conversion takes about 12 minutes. The input/output is from drive A on your PC using a 3.5" 1.44M disk.

To use 64/PC XCHANGE V3.1 you are going to use at least one FD2000 drive and a 1541 or 1571. It converts 5.25" disks to .D64 images and visa versa. Again, the conversion takes about 12 minutes and the input/output is from drive A on your PC using a 3.5" 1.44M disk.

From the first screen chose between 1. DISK TO IMAGE or 2. IMAGE TO DISK. The second screen selects source and destination drives. Source or destination the FD2000 must contain a formatted PC 1.44M disk. If going from a .D81 image to a 1581 disk you must pre-format a DD3.5 disk. If going from a .D64 image to a 5.25" disk you must pre-format a 5.25" disk.

A word about the disk first.

It helps if the first program is a menu or the program you want to run. Sorry, no Commodore SD disks or FD2000 partitioned disks.

When creating a .D81 image from a 1581 disk you are limited to 8 characters. The name does not have to be the name of the disk you are copying; use any short name that you can identify later. **Next page:**

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The program will make a copy of your disk, Hopefully without bad sectors which will cause the program to lock up.

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

After the .081 or .064 image is created put the 1.44 disk into Drive A in your PC and relocate the image to YOUR DOCUMENTS. It is also a good idea to organize your disk images (which well now call .D81 files) into folders of similar items. I have folders, for example, called LOADSTAR, MAILINK, .081 GAMES, 0.81 MUSIC etc., etc.

In my next article I will discuss VICE and how it reads and runs .081 files.

Mow I will discuss VICE (and I might point out, in jest. .a little VICE never killed anyone.

After you have downloaded VICE maneuver using search and find files x64 and x128.

You can click on either of these and ye old Commodore screen comes to the screen With the x128 emulator two screens come to screen. You can toggle either the 40 column or 80 column by clicking on the bars that appear in the toolbar at the bottom of your PC screen.

Before use, some preliminary work: Click on Options.

Check on Video Cache, Double Size, Double scan, Sound Playback, Virtual device traps.

Uncheck True Drive emulation. (Click ON when running LOADSTAR to read text files)

Now while we are here in Options notice that you can vary the speed that your programs load and run. Anywhere from 10% to 200%, No-limit (600), Warp Speed (723) or Custom (4100%+).

Also not that you can select Full Screen here or later with toggle Alt-D. What happens is that the Commodore-like border is eliminated and your program fills the entire screen.

Also you can switch Joystick from the PC to Commodore Joystick here or with to gggle Alt-J BUT you will have to have you commodore joystick installed. I'm sorry, but a don't know how. I get around this problem, as described below.

If you can also toggle the PC mouse to the Commodore 1351 mouse here or with Alt,-Q.

Note as you click on and off here the blue screen returns.

Next, click on Settings.

Click on Peripheral Settings.

Select Device 4

Click on Use IEC Device
Printer Emulation File System-
Printer Driver ASCII
Output Text
Output the file # 1
Output *1 name viceprnt.out

This is the printer setup. While I am on this subject please note that when you are in VICE any Commodore program that prints out doesn't print to paper, but to a file in the same location as the program you a running, a file called viceprnt.out. Continue Page 17

Continued from page 16:

It is saved as a ASCII file; so if you should save the printout as an ASCII file, not PETSCII..

You can seek out viceprnt.out and, with some adjustments, print out using your P C word processor and your Inkjet printer, whatever.

But note ASCII varies from PETSCII in that PETSCII upper and lower case will print in ASCII as sorts and caps. I find that ULTRA V6.0 does a fine job of printing out saved ASCII files.

Click OK. Next select drive settings. Click on 1581 and OK.

Click on SID settings. Click on Stereo. OK. VICE will now play SID music 6 voice. No chip or cartridge needed.

Click on Joystick settings. Since I don't know how to attach a joystick I use the directional pointers on the PC keyboard to emulate a joystick I click on Numpad+Rctrl for both port 1 and Port 2,

All done. Select Save Current settings. OK, we are ready to go.

Click on file. You will notice that there are two ways to load and run a file;

The first way is to click Autostart disk/tape image, find the .D81 disk image you want to run and click and run. You can vary the speed and size of the screen as described above by using

Alt combination or clicking on the settings above the screen.

The other way is to click on Attach disk image, select drive, find the file you want to run, and click on it.

Now you will have to load and run the file you want to run. But please note that VICE doesn't have JiffyDOS built in. You will have to do it the old fashioned L OADFILE,8 way.

One more thing; The keyboard. The PC keyboard is unlike the Commodore. VICE alters the PC keyboard to simulate the Commodore keyboard.

Here is a cheat list. Some keys are for the 128 only;

<u>C-128</u>	PC
RUN/STOP	ESC
Restore PgtJp (CTRL) tab	
C= (Commodore)	Ctrl
CAPS lock	P4
VDC-Key P2	
HOME	HOME
CLEAR	(Shift)HOME
move left	pointer left
move right	pointer right
colon :	semicolon
semi colon;	apostrophe
l. bracket{	[shift] semicolon
r. bracket}	[shift] apostrophe
at sign @	l.bracket
asterisk *	r.bracket
equal sign =	backslash
check mark	[shift] l.bracket
back parent	[shift] r.bracket
plus sign	minus/dash
minus/dash	equal sign
l.orn. brac	[shift] minus/dash
r.orn. Brac	[shift] equal sign
point up	delete
p1	[shift]delete
English pound	insert
bot. line	backslash
House	[shift] backslash (num)
bang	[shift] 1
quote	[shift] 2

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number	[shift]	3
dollar	[shift]	4
percent	[shift]	5
ampersand	[shift]	6
apostrophe	[shift]	7
open paren.	[shift]	8
close paren.	[shift]	9
point left	[num pad]	2
LOAD/RUN	[shift num	
Quote	[num pad]	3

*****Hope you enjoyed*****

September CML Editor

Bruce Thomas, after finishing up on renovations to his home, will be editing the September 2008 MAILINK. He can take just about any format, just tell him which one you used and the program used to create it. Send as ascii text, geoWrite, Speedscript, TWS format. His address is:

R. Bruce Thomas
5528- 142A AVE
EDMONTON AB CANADA T5A 1J8

or email:
rbthomas@gmail.com
rbthomas59@shaw.ca



BUY/SELL/TRADE

The Cincinnati Commodore Computer Club has 1000's of used commercial items for sale at very reasonable prices. The lists include software, hardware, accessories, books, magazines, and manuals. Because of the low prices, we ask that buyers pay postage. For a 5 1/4in 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 lists from our website- www.geocities.com/c64-128-amiga

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

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