



COMMODORE



MAIL LINK

September 1990

Newsletter of MEETING 64/128
USERS THROUGH THE MAIL

JEAN NANCE, PRESIDENT 61 EOW 161 ST JOSEPH, IL 61873

MEETING NEWS by Jean Nance

WELCOME to our new members: Rick Chatham, Elmer Davis, Ignatius Encoyand, Jeffery Engle, Bill Gould, Ronald Hardcastle, Nancy Hardenburg, Mike Harrison, John Heller, Gregory Henry, David Houp, Fred Jones, Rick Kephart, Ted Laverack, Vernon Lustig, Suzanne Miller, Debbie Nandlal, Wade Porter, Carmelo Reyes, Nik Samouhos, Tomas Walat, Jackie White, and John Wibecan. Their names are in the September membership list that is sent with this issue. Brian Vaughan keeps our membership records and has worked long and hard on this list. Thank you, Brian! Keep this list carefully; the next master membership list will be sent with the March, 1991, CML.

There were two errors in the July CML. Both errors were my fault, and I apologize to Don Traves and Eva Diaz. Don's zip code is 32215. Eva's P.O. Box is 9091. Their addresses are correct in the September list.

1991 IS COMING! I am beginning to think about 1991 dues. They will be announced in the November CML. As you know, there will be a postal rate increase next year. It is likely that dues will be raised, perhaps to \$12 to cover the increased mailing costs and provide a slight increase in the size of the CML. I would like to hear from you if you feel an increase would be a hardship.

GUEST EDITOR'S DESK by Bob Hunter

I have enjoyed helping prepare this issue of Commodore Mail Link. Page 2 contains information about CML; pages 3 - 7, several articles; pages 8 - 11, some CML regular features (buy/sell/trade, questions, and tips); and, page 12 (and the bottom of page 8), a miscellany of items.

Thanks, Jean Nance, for letting my daughter, Allie, and me be guest editors and for the help and material that you provided; Elly Carey, for getting the newsletter copied and mailed; and, Brian Vaughan, for providing the mailing labels and preparing the membership list which comes with this issue of CML.

Thanks, as well, to Aaron Peromsik for providing us with a banner for the September CML; to Terry Parsons for editing material submitted on telecommunications; and, to the many members who contributed articles and other material for this CML.

Apologies to those whose submissions I couldn't fit in. I'll send them to the next editor and those on disk to Bill Robinson for possible use in the disk edition.

Lonnie Smathers will be guest editor of the November CML. Please send material for that issue to reach him by October 15. Anything over half a page should be on disk. He can accept just about any sequential or C64 word processor file but prefers TWS or SpeedScript and asks for no GEOS files. His address is 105 Wilson Creek Mobile Village, Greenwood, SC 29646.

Bill Robinson will be guest editor of the following CML.

Organization business, donations, dues, membership, newsletter...
...Jean Nance, Route 1, Box 151, St. Joseph, IL 61873
Treasurer...
...Eloise Carey, 155 Sienna, Morro Bay, CA 93442
Membership addresses and biographies; corrections and changes...
...Brian Vaughan, 2101 Shoreline Dr. 352, Alameda, CA 94501

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All manuscripts, or any material for review or publication should be sent to the editor (see "Guest Editor's Desk"). Mail Link reserves the right to edit submissions.

FINANCIAL REPORT

Because this issue of Commodore Mail Link was edited in Canada, a master copy of it had to be mailed on August 31 to ensure its reaching Elly Carey in California by September 7 for photocopying. Thus, it was impossible to include a July-August financial statement in it. A statement covering July-October will appear in the November issue. (Editor)

ABBREVIATIONS AND ACRONYMS COMMONLY USED IN MAIL LINK

| | | | |
|-------|---|-------|---------------------------------------|
| ASCII | American Standard Code for Information Exchange (C64/128's use code commonly called PETSCII.) | docs | documentation or instructions |
| BASIC | Beginners All-purpose Symbolic Instruction Code. | DOS | Disk Operating System |
| BBS | Bulletin Board System | dpi | dots per inch (also "d.p.i.") |
| BCS | Boston Computer Society | DRAM | Dynamic RAM (see RAM) |
| BSW | Berkeley Software; they market GEOS. | DTP | Desk-Top Publishing |
| CBM | Commodore Business Machines | GEOS | Graphic Environment Operating System |
| CFHC | Computer Foundation for Handicapped Children | IC | Integrated Circuit |
| CML | Commodore Mail Link newsletter | MODEM | MODulator/DEModulator |
| CP/M | Control Program for Microprocessors | MSDOS | MicroSoft Disk Operating System (IBM) |
| CPU | Central Processing Unit (the chip) | PD | Public Domain (also "pd") |
| CRT | Cathode-Ray Tube (your monitor) | RAM | Random Access Memory |
| CUG | Commodore User Group | REU | RAM Expansion Unit |
| | | ROM | Read Only Memory |
| | | SASE | Self Addressed Stamped Envelope |
| | | SID | Sound Interface Device ("SID" chip) |
| | | SIG | Special Interest Group |
| | | TWS | The Write Stuff word processor |

ORPHANS
by Lee Pasborg

At some point it is time to wake up and smell the coffee. The sad fact is that the 8-bit computer is shuffling off to the orphanage. The 64 and 128 aren't orphans yet, but CBM has them in the basket and is ready to ring the doorbell and run. The magazines that feature our machines have either folded or are withering away. Software is getting harder and harder to find, and little that is new is being introduced.

Our choices are simple: either bail out, get a new machine and start over, or make the most of what we have. What you decide depends on what you want to do with your machine.

If you are primarily a game player, get an Amiga or fancy clone and play away. I have trouble with the idea of investing thousands of dollars to play games, but if you have the money to spare, have fun.

If you are a high-tech junkie, you are probably already in the 16/32 bit world, unless you are poor. In that case, I guess you are stuck, but you can soup up your machine until it rivals the performance of the fancier models.

If you are a home computer user, you could stick with your orphan as I intend to do. Let's face it, the 64 and 128 are going to be orphans unlike any others. The Sinclair, Vic 20, the Apple III, Lisa, and Plus 4 never got off the ground, so there is little software written for them. Still, some of these machines are still being used today. User groups have sustained their owners over the years.

Commodore owners do not face the same kinds of problems the owners of other orphans had. The machines are well developed and thought out. The 64, with 64K of memory, is capable of loading fairly sophisticated programs, including word processors and data bases capable of servicing a small business. The 128 has even more features. There is a nearly unlimited supply of software still available for your machine. Millions have been sold, and they are not going to disappear. The 128 has nearly all the features most people need in a home computer. If you plan to stick with your machine, you might consider doing some of the following:

1 Start accumulating the software you need while it is still available. It's true that in the future you'll be able to get software for next to nothing, but you can't count on getting what you need this way. If you don't have a good quality word processor, copy utility, etc., get one, preferably with all the docs.

2 If you run across hardware at a bargain price, consider buying it. Even dead machines serve a purpose--parts. As time goes by, prices should drop to nearly nothing.

3 Pick up books that cover your machine, especially programmer reference guides. These are getting harder to find in bookstores now, but a used one will do just as good a job as new. Get the book even if you don't program or even understand most of what the books says. Believe me, as time goes by, you'll learn.

4 Join and support a users' group.

5 Don't despair! Orphans may have a harder time than others, but as long as they stay healthy, they can be just as productive as anyone else. The way I figure it, by the time the last 8-bit computer goes south for the last time, today's computers will look ancient. Consider the advances that have occurred in the last five years. If you and your computer orphan can hang on until 1995, it's likely you'll see Amigas at yard sales.

So, when the orphanage door opens for your favorite machine, it will be sad--becoming an orphan is not a happy event. But it need not be the end. After all, an orphanage is not a graveyard. As long as we keep using these useful, productive machines, their being orphans will really be irrelevant.

The above article, slightly condensed from the original, was provided by Jean Nance from "The Town Crier", newsletter of the Heartland Users Group, Cape Girardeau, MO. It and Don Messer's article on the next page, express well messages important to Commodore 64/128 users tempted, as I recently was, to join the current upgrading bandwagon. Like Don, I tried out an IBM-compatible for a while and, although enjoying the experience, decided to stick with my C64 because it meets all my personal and professional computing needs. Now I am following the advice given above. (Editor)

WILL THE "REAL" COMPUTER PLEASE STAND UP!

By Don Messer

The more I use and learn about the MS-DOS system, the more I appreciate the ease and relative simplicity of my Commodore. Naturally, if someone were to give me a PC XT or AT or clone, I would gladly take it. But I would stick with my 64/128 for everyday use in writing, keeping my Swiftcalc w/Sideways spreadsheet, and my general ledger program for home finances.

For two months I enjoyed learning on a PC clone loaned me to by a friend. I love learning how to do things with computers, even at seventy. So learning, from books, how to use a "real" computer wasn't terribly difficult. Sure, it took a lot of study, as had learning the Commodore. But anyone with Commodore knowledge could do it.

Why would I stick with my 64/128? "The Write Stuff" (and several other word processors) will put any text which I write on paper and allow me to exercise every trick my printer is capable of performing--bold, underline, wide, italics, small superscripts and subscripts, inverse, 10, 12, 15, 17 characters per inch and wide choices of lines per inch. And it will do all this with a minimum of keystrokes. How much versatility is enough? As someone has said, I don't need a cannon to swat a fly.

Speed? What do I do with the time I save while using the super colossal hard drive? Make money? Aah . . . now that would interest me. Laid end to end, the amount of time saved in a year of home computing at say, \$15 an hour (I'm retired, so can't figure the old per hour income), with two or three hours per day of computing, might come to enough to make me a millionaire in something like 20-30 years.

Have you already judged me as naive? Maybe you are correct. But, please understand, I am not running an air line, or even a travel agency, and am not on line to the stock market. I'm not writing books, especially not textbooks or tech manuals. I have no need of indexing, cross referencing, or even page numbering. Neither am I using colossal mailing lists with nationwide zip codes. In short, data storage, where the "real" computers shine like a 1,000-watt bulb compared to my 60-watt Commodore, I, and I daresay most who own or think they need so much power, really have no need for it. Indeed, few users of home systems I have seen will ever utilize more than a token percentage of all that speed, power, and memory to any great advantage.

I have returned the borrowed "real" computer. I am now more respectful of the amount of "real" in my Commodore 64/128.

8-BIT USA

The following was printed directly from Q-Link and provided to CML by Jean Nance. Since the ad referred to was for the Commodore/AMIGA Users Fair, which will be over by the time that you get this CML, the ad text is omitted below. (Editor)

FROM: Group Host 07/23/90

8-BIT USA (8 Bit United Support Alliance) is a commercial association of computer product manufacturers and vendors committed to continued support of the 8-bit Commodore product line (C64/C128). They have an ad on page 8 of the current (AUG/SEP) issue of RUN magazine. The ad text merits posting.

This ad sponsored by the following companies:

CMD, BRIWALL, PARSEC, SOFTDISK PUBLISHING (Loadstar), GEOWORLD, PICFEST, SIDFEST, UTILITIES UNLIMITED, QUICK BROWN BOXES, DR. EVIL LABS, TWIN CITIES 128, THE SOFT GROUP, BERKELEY SOFTWARES, Q-LINK, RUN

8-Bit USA

PO Box 111, Dept 8
Salem, MA 01970-0111

Group Host Comment:

The formation of 8-Bit USA is a major development for C64/C128 support. Please let your members know about it and please have your user group contact them to see how you can work together to support the continued survival of the C64/C128.

OCTOBER IS COMPUTER LEARNING MONTH

by Allie Hunter

When we think of October we usually think of chips and candies and trick or treat or that it is only two months before Christmas. But, for computer users, October should also be significant because October has been designated as Computer Learning Month by the Computer Learning Foundation. I first heard about this two years ago in an October issue of Home and Office Computing magazine. I wrote for information and soon received material which stated the foundation's objectives, listed its publications, and outlined its contests.

Last year, my father invested in some Computer Learning Month publications with the hope that they would help him to use computers more effectively in his grade five classroom. He has since used one of the booklets, Family Activities Guide, to help guide him in his purchases of software for use with his class. Also, he has read through some of the "lesson plans" compilations, which give details of numerous projects of teachers who use computers in their classrooms.

Integrating computer software into school classrooms is an important part of the future. Software already exists for use in practically every subject as well as for use in a general stimulation of logical and creative thinking. These are just a few programs that proved both useful and popular in my dad's classroom:

--Spell It and Word Attack, with their authoring feature, were well suited to developing vocabulary and improving spelling

--Math Blaster, with its explanations and examples of arithmetic operations, as well as its game mode, taught students facts as well as entertained them

--the Carmen Sandiego series quickly became a favorite and by the end of the year those who had made the Hall of Fame also knew the capitals of many countries and knew how to use a dictionary and an almanac

--PrintMaster Plus, another favorite, was used for making cards, posters, stationery, calendars, and banners

--Color Me was used for simple drawing as well as for coloring

--Create With Garfield was used as much as PrintMaster for the creation of posters

--The Write Stuff was frequently used by pupils who wrote stories.

The use of computers in the home is another important part of the future. During the past school year, the parents of five of my dad's pupils invested in a Commodore 64 system for their home. To each family he gave two Computer Learning Month booklets and a registered copy of TWS. The first booklet, Everything You Need to Know (But Were Afraid to Ask Kids) About Computer Learning, explains the basics of a computer system, while the second, Family Activities Guide, suggests educational and family software and creative applications of the software.

Computers did not really effect our family until about five years ago. Prior to my attending high school, computers weren't anything more than powerful machines in science fiction movies and books. Even when I was in high school, when Dad purchased a Commodore 64 and I took a computer science course, all I learned was BASIC programming. Then, when I went away to university, my dad invested in software and I began receiving letters from him that had been written on the computer.

My addiction to the computer occurred when I came home from university for the summer and saw just how efficiently it aided in my creative writing. Now I hardly ever write a manuscript without using it. Integrating computers into the work force is a third important part of the future and is the topic of another booklet, Preparing for A Career In The 21st Century, published by Computer Learning Month. This booklet details various uses of computers in jobs as well as telling readers how to prepare for the future.

All of the Computer Learning Foundation's publications are created with the objective of "increasing people's understanding and effective use of technology." Every year their materials are available to educators, students, employers and computer manufacturers, and every year they hold contests to promote an effective use of computers by individuals. So when October comes around and you stop buying school supplies and start buying Halloween treats, you might want to keep a watch in your local computer store for Computer Learning Month materials and announcements of events. If you can't wait until then to get more information, write Computer Learning Month, P.O. Box 60007, Palo Alto, CA 94306-0007.

Although some members of our users' group are active in local users' groups, bulletin board services, desktop publishing, etc., others (like myself) are islands to themselves as far as computer use is concerned. The preceding article, written by my daughter for local publication in connection with Computer Learning Month, suggests one way in which all members can get involved. The next three articles suggest another way--telling others about a favorite computer program. All three articles contain tributes, the first to the producer of The Write Stuff, the word processor used to prepare CML, and the other two to a pair of programs popular with Commodore 64/128 users liking fonts and graphics, Fontmaster II and The Fun Graphics Machine. (Editor)

THANKS TO ERIC LEE
by Percy Cutrer

On each of three 3.5 disks I have a fast loading version of The Write Stuff by Eric Lee. When I write a letter, I save it to all three disks. Why that many? You wouldn't ask if you have ever had data corruption, mistaken format, damaged data disk, etc.

Recently I wrote a short letter and saved it to the three disks, each of which had an identical number of files. When you ask TWS to load from a 3.5 disk, it can fill the screen with files...and if there are more files than that screenful, you are asked "display more files?" If YES, another screen comes up and then a third. I had all three screens full when I saved that short, final letter. I thought there would now be a fourth screen of files after saving that one--there were more than 600 unused blocks on the disks!

But there was no fourth screen. Nor third screen. Nor second screen. I could not get the directory from any of the three disks! Lost data. Were the files still on the disk? Were the file names still in a directory? I looked at the disk with a track/sector editor. All were present--but how to access them?

In desperation I phoned Eric. He asked me to send him one of the disks, which I did. It was returned promptly, all fixed up. In his notes to me, Eric said that 99.9% of users would never try to put that many files on one disk but that DOS should have given me a Disk Too Full error message--he suspects that there is a bug in my 1581 DOS.

I learned a couple lessons. One: Eric Lee is very supportive. Two: the 3.5 holds an enormous amount of data--but don't overload the directory! When my disks failed, there were still many blocks unused but there was no more room in the directory.

MAKING LABELS WITH THE FONTMASTER 128
by Jolene Ehret

When was the last time you used Fontmaster? Did you know it is a fantastic label maker? The basic set up is as follows:

(ESC)p16:lm1:rm34 or 35:tm0:bm0 (the format line)
(ESC)id1:graphic name (the graphic format line)
(Skip a line for a three-line label.)

Name

Address

City State Zip

Other variations are possible. The graphic can be placed to the right of the text with an id25:graphic name. You can add line space code in the first format line: ls7 will give you about six lines of normal size text, and you can do condensed print with ls8 or ls9. You can center the text on the label with a (C=c). You can use the border font also.

If you have any questions, write me and ask. And if you can do something else with Fontmaster, I'd love to hear about it.

[Ed.: Jolene enclosed some sample labels. They were good! Her mentioning her having gone "label happy" after discovering what outstanding labels one can make with Fontmaster II stimulated me to test the label-making capabilities of The Fun Graphics Machine. The result--fun and my best labels so far.]

THE FUN GRAPHICS MACHINE SURVEY

by Bob Hunter

I first heard of The Fun Graphics Machine when reading bios in the Meeting 64/128 Users Through The Mail membership list. Since then I have acquired it and found that its name fits it. In fact, I am so impressed by it that I am planning to introduce it to my grade five class in the new school year, Ron Hackley (the producer of FGM) having given me permission to do so and even sending me a shareware version that I could give my pupils copies of.

FGM reminds me of two programs that I introduced my class to last school year-- The Newsroom and The Write Stuff. Anyone who has used both Newsroom, the desktop publishing program for the Commodore 64 before geoPublish and PaperClip were introduced, and FGM will almost certainly have noticed many similarities between the two programs.

But how does FGM remind me of TWS? Each is a top-of-the line product for the Commodore 64, each being designed to be not only easy enough for the beginner in desktop publishing (FGM) or word processing (TWS) to use, but also powerful enough to meet the needs of the advanced user. And yet each is inexpensive. In a letter that he wrote to the last CML guest editor (Aaron Peromsik), Richard Schmidt said that Eric Lee (the producer of TWS) "gives the impression of having failed to acruce fabulous wealth via the success of TWS, but rather of being more altruistic." I think the same is likely true of Ron Hackley.

I would appreciate hearing from other members who use the program and would especially like to know your source of graphics for it and the uses, besides just plain having fun, that you make of it. If I receive sufficient responses, I'll collate the material in them and submit a report to the editor of the January CML, Bill Robinson.

Like the above article, the articles below invite responses: Lillian's, suggestions for dealing with the 128DCR's compatibility problems, and Paul's, entries in the Computer Name Game. (Editor)

I LOVE MY COMMODORE BUT ARE WE COMPATIBLE?

by Lillian Hilliard

According to sales representations of Commodore Business Machines the 128 will run 64 software. But that turned out to be not true in my case. When I read that there were other 128 owners who also had this problem at least some of the time, I decided I would just stick to 128 specific software.

Then came GEOS, and I bought the 128 version. Trying to do the installation I was in trouble by page 6. I sent the disks back to the distributor as defective and received a new set. Still the same trouble. I telephoned, wrote, spent hours at the keyboard--all time wasted. A penpal finally did all the installations for me, but these work disks didn't work either.

My club penpals wrote me that they didn't have my problems, so I was perplexed. Then Jean Nance wrote me that the 128D in the metal case, the one I have, is 128DCR (cost-reduced) and has compatibility problems. Software producers were supposed to update their products to function correctly on the 128DCR, but because of the shrinking Commodore market some software will never be upgraded.

COMPUTER NAME GAME FOLLOW-UP

by Paul McAleer

In the March CML, I asked: "What should Commodore have called the 64 and/or 128?" Unfortunately, I didn't receive much of a response. The best entry that I have received so far was from Ron Fobe, who calls his 128 "F.R.E.D.," which stands for Frigging Retarded Electronic Device. But, in the interest of fair play, for those new members who missed the March CML and for those who wanted to enter and didn't, you may still send names in to me. If I get some more entries, I will publish the results in the November CML.

BUY/SELL/TRADE

WANTED: A used "Bob's Term Pro" for the C64. Will buy or trade for. By Terry Parsons.

WANTED TO BUY: COMPUTE!, pre-83 and May 83; Gazette, July, 83; and various issues of Ahoy and other magazines, except Gazette and Run, with C64 programs. By Rex Whetzel.

WANTED TO BUY: A used Star SG-10 or Star SG-15 printer. By Brian Vaughan.

FOR SALE: COMPUTE!, 34 issues '83 to '86, for \$17.00 plus postage. By Rex Whetzel.

FOR SALE: Spinnaker's Business Form Shop and Hi Tech's Print Power. Both like new and with all documentation. \$10 each. By Art Krugalug.

FOR SALE: Timeworks's Word Writer 4, complete with manual, and extra font disk. \$23.00. By Jolene Ehret.

WILL TRADE: C64/128 programming books, most in brand new condition, listed below. For C64 books or magazines. By Edward F. Duffy.

Programming the C64 by Raeto Collin West (COMPUTE!)

Machine Language for the C64/128 by Jim Butterfield (Brady)

Serious Programming in BASIC for C64/128 by Henry Simpson (Tab)

COMPUTE!'s 128 Programmer's Guide by COMPUTE!'s Editors

Mastering Sight & Sound on the C64 by Kent Porter (Plume)

C128 Reference Guide for Programmers by David Heiserman (Sams)

C128 Programming Secrets by William Weise (Osbourne/McGraw-Hill)

COMPUTE!'s First Book of the Commodore 128

Mapping the Commodore 128 by Ottis Cowper (COMPUTE!)

Mastering Disk Operations on the C128 by Alan Miller (Sybex)

WILL TRADE: Commercial educational software and (see July CML) programming aids. Software with original packaging and documentation, and books in new condition. For commercial software or topical graphics collections. By Bob and Allie Hunter.

BUYER BEWARE!

Since entering the IBM-compatible world, Hal MacArgle has ordered most of his parts from Microlab, Inc., and has received incorrect and defective items. He advises any member who feels that he/she must order from Microlab "to be very cautious."

C F H C

The following charity is suggested for donations of usable computer items such as equipment, books and other related items. See November and January CML for complete information.

Computer Foundation for Handicapped Children

2645 E. Southern. A326

Tempe, AZ. 85282

Phone: (602) 831-3519

FREE BBS DOWNLOAD CREDIT by Wayne Lauton

I run a bulletin board, The Wild Wonderland, dedicated to the Commodore 64 and 128. There are message bases, one networked across the U.S.; upload and downward sections; a voting booth; electronic mail; and text files. It runs at 300-1200 baud, operates 24 hours a day, and can be reached by calling 708-433-8287. Members of our group who leave a message for me (Starman) will be given 100 blocks of download credit. When you log on, use your real name; handles can be added later.

QUESTIONS

Greg Dent: I have recently acquired a small telescope and have taken up astronomy. Can anyone recommend any astronomy-related software for my 64? Also, I would like to talk to any members out there who are interested in the subject.

[Ed.: Briwall recommends Sky Travel, a C64 astronomy program originally published by Commodore and recently re-released by Micro-Illusions.]

Bob Efaw: I am looking for a good C64 or C128 program for my coin collection.

Bob Efaw: I am looking for a program for the C64 that will make all types of labels, that has different fonts and font sizes, and that will use Print Shop graphics.

[Ed.: Label Maker makes different kinds of labels, and Label Wizard makes mailing labels with different type styles and sizes and with PS graphics. However, the Fun Graphics Machine will do it all!]

Frank Giacconi: Does anyone know what has happened to *COMPUTE!'s Gazette*?

[Ed.: It and *COMPUTE!* have been sold to General Media, which is combining them in a new supposedly bigger and better magazine that will be debuting in September. Subscribers to both magazines were to be sent a special August issue of General Media's *Omni* containing a preview of the new magazine. However, although the magazine was available in a local drug store in mid-August, I hadn't received my copy at the month's end.]

Frank Giacconi: Occasionally, my 1541 will access a disk by itself. The drive light comes on, the disk spins for a few seconds, and usually the program I am running locks up. Has anyone else had this happen? Does anyone have a solution?

Bob Hunter: I have a good collection of C64 software but have recently acquired a C128D. I would appreciate receiving advice on what programs I should get for it. Also, what advantages, if any, would there be to my getting the C128 version of GEOS 2.0 when I already have the C64 version?

Art Krugaluk: Is there a way to convert graphics from one program to work with another program; for example, graphics from a Melody Hall program to work with Print Shop?

[Ed.: There are numerous such programs available, both commercial and public domain. I have found Solutions Unlimited's Icon Factory good but, not knowing what graphics format Melody Hall programs use, don't know if it would change their graphics to work with Print Shop. Perhaps someone can suggest a program that he/she knows does so.]

Paul McAleer: What is the difference between OCP Art Studio and Advanced OCP Art Studio?

[Ed.: The manual for the latter indicates the difference is its being multicolor.]

Paul McAleer: Does anyone have clues for Tass Times in Tonetown?

Terry Parsons: If there are any members running their own BBS, please write to me with the telephone number.

Terry Parsons: I would to know the size of the capture buffer on Bob's Term Pro.

Francis Redmond: Does anyone know where I can get a gender changer for a six pin Commodore hardware connector cable? Even sockets and wire would be satisfactory.

Rodney Wylde: I am using the 1983 C64 version of Complete Home Accountant by Future House. There is a later version--with windows--for which I have been searching. I would appreciate hearing from anyone who has that updated version.

ANSWERS TO QUESTIONS

Dennis Page requested information about using the 1520 plotter in the July CML and received help from Fred Knerr, Peter Natale, and Lynn Novak. He would be glad to send information about the 1520 to anyone else needing it.

Lawrence Chin submitted answers to several questions asked in the May CML:

Shirley Patterson wanted to know if a Xetec Super Graphix interface would work with her MPS 803 printer.

Lawrence: The Xetec Super Graphix Gold interface was specifically made for hooking up a non-Commodore printer to a C64/128. However, it is conceivably possible to connect the said interface between your C64/128 and MPS-803. Find a qualified technician to make a C36F to Commodore 6 pin DIN cable according to the pin layout schematics in the interface manual. Or, ask VSI (3641 S.W. Evelyn, Portland, OR 97219; 503-246-0924) about the IBM to CBM printer adaptor (#PIBCB) it offers for about \$41; if it is C36F to Commodore 6 pin DIN, then it should also work. You would probably have to set your interface for a nongraphic printer which would virtually render the interface useless for anything except as a buffer. Your C64/128 would be free to use while your MPS-803 is printing. However, none of the special features of the interface could be used.

[Ed.: Also in response to Shirley's question, Lillian Hilliard suggested writing to Mr. Dave Nilson, Technician, Xetec Customer Service, 2804 Arnold Rd., Salina, KS 67401, or phoning 913 827 0685. She has written about different questions and has always gotten a prompt and excellent reply. I had similar service when I wrote Xetec about a problem that I had with Super Graphix jr.]

Terry Parsons asked about differences between Amiga models.

Lawrence: The original Amiga has been renamed the 1000. This particular model is no longer available. Commodore intended the 500, the entry-level model, to be the replacement for the C64/128. The 2000 is geared toward the high end of market, and comes with more RAM and slots to plug in expansion cards and things like IBM-compatible bridgeboards. Commodore has also released the 2000HD and 2500 which have more features including a fast CPU and hard drive to make the Amiga more competitive with comparable Atari ST and MacIntosh PCs. The new 3000 is currently the top of the line model and is rumored to match some high-end IBM's in speed.

Karla Craven and Francis Redmond asked about the differences between mice and joysticks and which mouse is preferred.

Lawrence: Most games for the C64/128 do not support proportional input devices such as a mouse; so if games are your main fare, buy a joystick. A mouse is better than a joystick for business [Ed.: and drawing] applications. I recommend the 1351 mouse over the M3 and M4 mice, which have an uncomfortable square shape and stiff buttons.

Ron Fobe asked about possible duties for sending public domain software across the US-Canada border.

Lawrence: The current duties apply only to the business sector. Individuals can exchange items over the border without any duties imposed. A free trade agreement for the business sector is also in the works. [Ed.: I have never had to pay duties on software that I have obtained from US suppliers of PD software.]

Csaba Csaszar asked about Animation Station.

Lawrence: The pad will register anything that applies pressure. Animation Station saves to disk in its own format, but there are many utilities available which can translate between different graphics formats, including Animation Station and Print Shop. [Ed.: I mentioned Icon Factory after Art Krugaluk's question on the previous page. Perhaps other members could write to CML about graphics conversion programs that they have found good.]

TIPS

Don Droege: If you try to copy an unprotected disk using Maverick V's two drive copier and dissimilar drives (1541 as device 8 and 1571 as device 9), there will be no copy to device 9. However, if you use the 1541 single drive copier with the same drive number setups and insert the source disk into the 1541 drive (#8) and the destination disk into the 1571 drive (#9), the copy occurs, even with verification. The copy process takes slightly longer, but the extra time is really negligible.

Ken Jewell: When I wish to change an I.D., I use a program "change disk name" found in *The Anatomy of the 1541 Disk Drive* published by Abacus Software.

[Ed.: This is a follow-up to items on changing a disk's ID in March and May CML.]

Fred Knerr: I have an article from Lower Bucks Computer Users Group for a Data Transmission Noise Filter and will gladly provide a copy of the instructions, parts list, and wiring diagram to anyone who is having trouble with phone line noise.

Paul McAleer: On issue 61 of LOADSTAR is a great program called VIDEO PRO-TITLER designed specifically for VCR titles. It includes a font editor and some graphics fonts. You can obtain the issue for \$9.95 from LOADSTAR, PO Box 30008, Shreveport, LA, 71130-0008 or 1-800-831-2694. They often have back issue discounts.

Dennis Page: I have found all sorts of useful information in Lou Sander's *Tips and Tricks for Commodore Computers*.

Dennis Page: A tip for GEOS owners who have several fonts is to make a sample printout of each with all the sizes and styles. Then when you want to change fonts in a document, use the printout to help you choose the one you want.

Jim Prohaska: This tip about Paperclip III by Daniel E. Harris was in the latest issue of RUN. He keeps his dictionary files on the same 1581 disk as the word processor. When he boots up, he enters an arbitrary word in the text and spell-checks it. This puts the entire dictionary into his REU so that from then on spell checking takes only a few seconds. I have a 128D and this won't work with the 1581 because the program loads with a ,8 only. So I load it in the 128D and then the spellchecker. It works the same way. Maybe somebody has a way to change Paperclip III to load with the 1581.

[Ed.: The TWS 128 V2 for the 1581 can load from drive 9 and can load both dictionaries into REU when booted. However, loading and running most programs from the 1581 is a problem for Commodore 128D owners. Most programs are designed to run from device 8, but there is no switch on the C128D's built-in 1571 to change its device number from 8 so that the 1581 can be designated device 8. The following program allows you to do so. For "n" use any number between 10 and 30 not already in use as a device number.

```
10 OPEN 15,8,15,"U0>" + CHR$(n) : CLOSE 15
20 OPEN 15,9,15,"U0>" + CHR$(8) : CLOSE 15
30 OPEN 15,n,15,"U0>" + CHR$(9) : CLOSE 15
40 PRINT "DEVICES 8 AND 9 HAVE NOW SWAPPED NUMBERS!":END]
```

Carmelo Reyes: The best programming book that I have found is *How to Program Your C-64: BASIC for Beginners* by Carl Shipman and published by Price Stern Sloan.

Lonnie Smathers: A tip for GEOS users who do a lot of letter-writing and use the same margins, tabs, etc., is to create a blank document named "Letter Format" with the format you normally use. Then when you write a letter, simply DUPLICATE this file with an appropriate name and OPEN it.

Brian Vaughan: Did you know that when you are working with SpeedScript and your computer reverts BASIC because of a power glitch, momentary power loss, or accidental reset, you do not lose your document in memory? Simply reLOAD SpeedScript, type RUN, and your document is on-screen. I've tested this on the C-64, and see no reason why it would not also apply to the C-128.

Q-LINK NAMES

The following members use Q-Link (Quantum Computer Services). If any other members use Q-Link, let our next guest editor know so that he can add to the list. The short name along side is the name that is used while on Q-Link.

| | | | |
|-----------------|------------|------------------|------------|
| Elly Carey | Elle | Jean Nance | JeanN1 |
| Mary Mahaydik | MaryM18 | Charles Mellott | CharlesM19 |
| Sharon Serpe | CRYSTLSHIP | Wayne Lauton Sr. | Topshirt |
| Bill Robinson | Billrob | Victor Ruth III | AZHRARN |
| Bill Lyons | BillL28 | Gregory Bushta | JapanB |
| William Edwards | WilliamE26 | John Franco | Dataman1 |
| Robert Devoe | ANKH | Carmelo Reyes | THUNDER17 |
| Rick Chatham | RickC7 | | |

RADIO HAMS

Don Droege has compiled a list of club members who are radio hams. The following listing gives the known information at this time. If any other members belong on this list, Don asks that they contact him on times and frequencies available to them. He would suggest either 20 meters 55B at 14240 KH or 10 meters FM through the Virgin Islands repeater. He says the hams are endeavoring to set up a radio network so we can communicate on a specific frequency and at a specified time to discuss our mutual Commodore hardware/software problems.

| NAME | CALL SIGN | MODES & FREQUENCIES OF OPERATION |
|-------------------|--------------|--|
| ----- | | |
| Don Droege | W811T | 10 meters thru 80 meters SSB; also CW, RTTY, AMTOR, and Packet radio; also 10 meters FM and 2 meters SSB plus FM |
| Egon Kornicer | WA4GGF | 10 meters thru 40 meters SSB and CW; also 2 meters FM |
| Don Trayes | WB4CVH/HZLAB | 10 meters thru 160 meters on CW, SSB, FM, & RTTY; also operates thru OSCAR 13 satellite |
| Emil Kalar | W0DXV | 10 meters thru 75 meters SSB & CW |
| C. Kenneth Jewell | WA8FED | 2 meters FM |
| Morris Miller | AB4BL | 15 and 20 meters SSB |
| Hal MacArgle | W8MCH | 20 meters thru 75 meters SSB & RTTY; also 2 meter Packet radio |
| Howard Rathbun | W6CRK | works all ham bands 160 through 10 meters SSB and CW; also 2 meters; can make radio schedule at any time |
| Keith Wiese | WA3UQR | 10, 15, and 20 meters SSB |
| Dick Pattinson | VE7GC | 10, 15, 20, 40, and 75 meters SSB |
| Bill Kemper | W4KOF | 10, 15, 20, 40, and 75 meters SSB |
| Fred Jones | WA4SWF | 10 meters through 80 meters phone & CW; also 2 meters through repeaters |