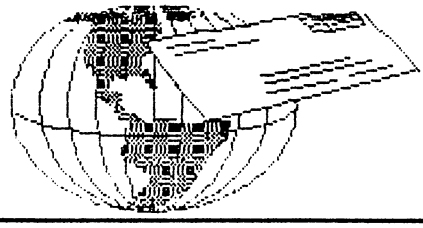
COMMODORE MAILINK
NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL
Jean Nance, President
JANUARY, 1992



MEETING NEWS

Jean Nance

WELCOME to the new members listed in this issue, and HAPPY NEW YEAR TO ALL!

MARCH MEMBERSHIP LIST. If you have changes or additions to your "bio", let BRIAN VAUGHAN know by February 24th. Brian maintains our membership records, we are grateful for his devoted work. This information will be what other members know about you until September.

INFORMATION. The "Information" section in each membership list includes "Resource People". These members stand ready to help with problems in the area they indicate. If you would like to volunteer, write BILL LYONS. Also let him know about any additions or corrections to the list of QLINK members. Corrections or additions to the radio ham listing should go to DON DROEGE.

CORRESPONDENTS. Some bios indicate that the person is willing to answer all mail. We need more of these special, friendly people. To make it easy to locate them, the March membership list will mark the names of members who promise to answer all letters. Send a postcard to JEAN NANCE if you want your name marked. If a name is not marked, it doesn't necessarily mean the person is unfriendly or will refuse to answer letters.

HELP WANTED. ELLY CAREY, who has faithfully sent out each issue of the Commodore MaiLink for two years, has asked to be relieved of that responsibility. Many thanks to Elly for a job well done. We need a volunteer. The person should have access to a copy shop that does good work at reasonable rates, and should have some time free during the second week of every other month.

DUES SCHEDULE. Our memberships run from Jan. 1st to Dec. 31st. Nov/Dec new members join for the rest of that year and all of the following year. "ML" = MaiLink, and "lists" = membership lists.

Join in	Dues	MLs received	Number MLs	Lists received	Number lists
Rejoin	$12	Jan-Nov	6	Mar,Sep	2
Jan/Feb	$15	Nov,Jan-Nov	7	Sep,Mar,Sep	3
Mar/Apr	$12	Jan-Nov	6	Mar,Sep	2
May/June	$10.50	Mar-Nov	5	Mar,Sep	2
Jul/Aug	$ 9	May-Nov	4	Mar,Sep	2
Sep/Oct	$ 6	Jul-Nov	3	Sep	1
Nov/Dec	$16	Sep,Nov,Jan-Nov	8	Sep,Mar,Sep	3

(continued)

ADVERTISING POLICY. Members may now advertise member written software, newsletters, books, services, and other personal profit-making projects in the MaiLink as space permits. No more than 75 words in length, limit 3 ads a year. Send ad text to JEAN NANCE. Printing an advertisement does not constitute an endorsement by the group.

RECOMMENDATIONS and GIFT MEMBERSHIPS. Sometimes members recommend our group to others, or introduce friends to the group by paying for their membership. Prospective members should write to Jean Nance for information, but not send money. If you would like to give a gift membership, write me for details.

CORRECTION. The ham radio listing in the November MaiLink had an error. Jim Caldwell's call sign is WA35WM.

CO-EDITORS DESK

Bill Lyons

Again it has been my pleasure to work with Jean Nance in helping with this issue of our Mailink. I don't necessarly want to give Q-Link a plug but it's almost a necessity that if two people are going to work on the same issue, that they belong to some kind of a national network for communications such as Q-Link in order to pass messages back and forth almost daily.

In my correspondence with the members, I have heard over and over again that we have a great bunch of people in the club. I can't agree more. I have met a lot of wonderful people and encourge all our members to write to the many members we now have. I join Jean in suggesting you read the article "How to be a Pen-Pal" by Ferol Austen in this issue.

I want to say that the last several issues of the Mailink have been some of the best I've read since I've been in the club. We encourge the many members to send a article in to our guest editors that they feel may be of value to our many club members. Though this issue won't measure up in lay-out to our recent issues, (since I'm doing the lay-out) I believe it contains some very interesting articles. Thanks to all the contributors. We have sent some of the input on to our next guest editor only because of lack of space.

Our next guest editor for the March 1992 issue of the Mailink will be Jolene Ehret (1006 Alexander St., Killeen, TX. 76541). Send all submissions to arrive by February 15th. All material, except very short articles, should be on disk along with a note as to word processor used. And again Jean Nance and I will co-edit the May issue.

I join in wishing a Happy 1992 to all members of the club.

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PD Vs. Piracy by Donald A. Squire

A book, even if out of print, cannot be legally copied and then distributed, either for free, or for money. Since books are difficult and expensive to copy, and the resulting wad of photostated sheets is awkward to handle, people are not apt to attempt to make illegal copies, anyway.

What about computer software? Is it in the public domain just because it is out of production? NO! Never assume that just because you bought software from a PD distributor that it is in the public domain. Often a distributor will trust that the person who donates the software has also obtained it from a PD source. It is very difficult to know for sure when certain software IS in the public domain. However,anyone who has read COMPUTES GAZETTE or RUN over the past 4 years or so can spot a few supicious looking entries such as RUNterm,SPEEDSCRIPT or familiar game titles. It's possible that a few of the authors could have decided to give their ideas away after however many years the magazine has been given sole publication rights,but be suspicious if the software is offered for sale by itself or featured in a back issue that is still available. I don't care if you see a version 1.0 of a program which is being sold as version 5.22! Not only is the latest version copywrited, but ALSO the ORIGINAL CONCEPT. Even if there is a pre-commercial version of the software--as long as the author has a contract with a software publisher that title is ALL RIGHTS reserved FOR THE AUTHOR AND THE PUBLISHER (unless the author chooses to be his own publisher).

What if an author donates a previously copywrited software title into the public domain,but leaves the message,"(c)1988 by TRIAD Software" for a PD viewer to see? If this creation really IS in the public domain,why hasn't that message been erased? Does the PD distributor have a letter from the author stating that he has no ongoing contract with a commercial publisher and authorizing anybody to copy and distribute his work as public domain software or shareware?

Where does the buck stop? What should I do if I discover software distributed as PD which really is copywrited? FOR SURE TELL THE PD SOFTWARE DISTRIBUTOR! This will warn him that HE IS BREAKING THE LAW! Some PD distributors urge their customers to notify them so that they can remove copywrited titles from their libraries. Also,certain documentation may be required in order to use a program properly. This is not usually included in a bootleg copy of a program. I wonder also about game software packs which have to be run from a menu. Has an illegal source code been planted in the menu to boot these programs? Shouldn't there be some way that a legal user can just load a program and be told which address in memory to SYS,such as 30120 or 49152? Another example is a compiled shareware program such as TRIVIA 2.0. If you send $5 to $10 and a blank diskette,you will receive the uncompiled source program and an explanation of how it was created. The COMPILED VERSION ONLY is in the public domain. The uncompiled version is copywrited. Should I distroy software that I discover is pirated or at least buy a legal copy from a commercial distributor? I look at people on the street and wonder how many of them are there because of software or audio/video piracy. Somebody worked for hundreds of hours only to see his work be given away for a song. SOMEBODY IS STEALING HIS JOB! How many of you who still work would like to find somebody else at your place of work doing your job by being a copy cat--pretending to be you and receiving your salary! It should be the AUTHOR'S CHOICE whether he wants to sell or give away his work--not some accidental fluke which forces him to lose out on a well deserved award for a useful creation.

When I share PD software with others,I tell them the NAME,ADDRESS and if possible the telephone number of the PD source. That way,if a software title turns out to be copywrited,a trace can be placed on that title in order to root out the original pirate. Let's hope that these PD libraries keep records of who donates which titles.

What's The Point? (Or, Making Sense of Type Sizes) by Fred Knerr

A point is a unit of measure (1/72"). The point size of a font (a full set of letters, numbers, punctuation, and special characters) is the measurement of the height of the letters from the top of the highest character to the bottom of the decenders plus any space needed to make the type legible when it is used single spaceed.

Since a point is 1/72", then a line of 12 point type is 12/72", or 1/6" high. This allows 66 lines from top to bottom on a standard 8 1/2" * 11" page. This works out nicely with dot matrix printers calibrated vertically in 1/72" increments. (C= 1515, 1525, Tandy 1101, and a few others are 1/69".)

Dot matrix printers have built-in fonts (also known as native fonts) that are used for non-graphic printing. Older printers may have only one font, but even inexpensive printers manufactured in the last five years have multiple fonts. They can produce 12 point type called Pica at 10 characters per inch (CPI). 10 point type called Elite at 12 CPI. 7 point called condensed at 17 CPI. Some printers call 6 or 8 point condensed, and offer 15 CPI. Inexpensive printers usually keep the 1/6" vertical line spacing, so although the font is smaller, it is actually 12 point with the printing smaller and closer horizontally. This is why when discussing native fonts on dot matrix printers it is customary to refer to CPI instead of point size.

Horizontal measurements of type sizes is also figured in points. For some reason the manufacture's of dot matrix printers ignored this fact when they designed their printers. Most printers are simply designed to print at 10 CPI with 8 dots per character (except for some C= and other odd ball printers that use 60 dots per inch). Commodore tried to remedy the situation with the 1526 and the 802 which at 72 dots per inch, printed one dot per point. However by then the situation was so confused with the firmly entrenched Epson standard of 80 dots per inch that the 72 DPI printers were a commercial disaster.

To confuse matters more, all current printers can print in high resolution mode meaning that they can index less then a full point vertically and less than 1/80" horizontally. But this is not the fix for the non standard horizontal indexing because there is no reasonable denominator between 1/72" (the size of a point) and the 1/80", the printer standard. The simple solution is to ignore the horizontal points and use the built in native fonts as is, or using proportional graphic fonts as in GEOS, Word Writer, etc., call the 1/80" divisions pixels and be done with it.

With the increasing demand for high resolution output and camera ready masters for desktop publishing, computerists have abandoned the use of native fonts for all but rudimentary tasks and have turned to outline graphics and solid graphic fonts like those used in Geos, Word Writer, and Newsroom. The big advantage of graphics fonts is that they are scalable (can be blown up or reduced in size). Output font sizes of 600 points are not uncommon.

Reference material by Phil Anderson

FINANCIAL REPORT - Elly Carey

October 26, 1991 Balance	$1,585.32
November, December Deposits	1,628.36
November, December Interest	10.31
November, December Expenses	510.43
December 20, 1991 Ending Balance	$2,713.56

Q-Link Update - The correct Q-Link name for Bill Wolf is WilliamW23. Please add Rick Mercado to the Q-Link list. His Q-Link name is RickM53.

OF INTEREST

DON DROEGE reports: "Delta Computing Technology Corporation offers a heavy duty C-128 power supply with a special plug which mates with the C-64 input power receptacle." Don purchased one and it works fine with his C-64. Delta repairs Commodore computers, and carries repair parts and chips for C-64's, C-128's, and disk drives; cables etc. The address is: 55 South Brett St., Beacon, NY, 12805. Phone 1-800-227-4051.

TORONTO PET USERS GROUP. CLAY DEWEY has been engaged in a writing campaign to TPUG, attempting to get a refund, or something, for the money he has sent them. O.B. (BEV) HARVEY is at least getting some newsletters, after a similar campaign. The newsletter doesn't offer much for 8 bit users, about 4 pages of a 14 page newsletter.

MAILINK ON DISK. These disks offer more than just the text of each MaiLink. Earlier issues edited by BILL ROBINSON often have additional text material and programs. Issues since Nov '90, edited by PAUL MC ALEER include graphic introductory screens, tutorials, magazine reviews, and programs. JIM GREEN may add programs from his collection. Display can be set to black and white, for mono monitors. Those with visual handicaps may read all text in large print. See Jim Green's price list in the Sep. membership list. A complete set of 15 disks, Sep '87 through January, '92, is $7.00, or $7.50 (US funds) to Canada.

CHARLOTTE MANGUM: "Shortly after I furnished the information that Software Plus says it has 1581s, etc. for sale, (November MaiLInk), I sent them $19 for some software. A month after my check was paid, I wrote them to either produce or refund. After 2 more weeks I initiated a round of complaint to U.S. Postal Service, Attorney General, Better Business Bureau, etc. Please warn the members. A recent circular from Briwall says they have 1581s"

ROMANIAN CONTACTS. OBRETIN CALIN is president of a large computer user group in Romania, which serves the C-64 and other computers. Through him, Jean Nance has heard from three 16 year old boys who would like U.S. correspondents, especially in their own age group. It would be financially impossible for them to belong to our group. Write Jean if you would like their addresses.

AVOID 24 PIN PRINTERS

by Joe Garrison

Almost all graphic programs for the COMMODORE use 8/9 pin print drivers. A 24 pin printer will print text very nicely with this driver but there is a 20% vertical distortion when graphics are printed, due to a difference in line movement.

One STAR MICRONICS technician (Irvine, Ca.) said to the best of his knowledge, there has never been a 24 pin printer driver written for the COMMODORE. He says that: "Generally speaking, COMMODORE users of graphics should avoid 24 pin printers until such a printer driver is written."

When the program says "24 pin printers supported." That does not necessarily mean that your graphics will be correctly proportioned when printed.

Users of GEOS, PRINT SHOP, FUN GRAPHIC MACHINE and numerous other graphic programs should take note.

Several examples were sent along with this tip and the graphic was about 2 inches longer than it should of been.. Co-Editor, B. Lyons

HOW TO BE A PEN-PAL by Ferol Austen

Meeting 64/128 Users Through the Mail was meant to involve corresponding with others. If we join the club only for the newsletter, we're losing a lot. Some members are timid about writing or don't feel they have the time. In that case perhaps a few tips on exchanging letters and software can make it easier.

First, don't be timid about writing to someone whose "bio" interests you. Second, don't be discouraged if you don't get an answer. Most of the time you will, but not always. Just write to someone else and keep writing until you find people you are congenial with and who have similar interests.

If you get a letter YOU don't want to answer (and depending on the kind of letter it is), you can either not reply or send a polite answer saying you don't have time to write, or whatever. A friendly postcard is OK.

Sometimes a correspondence outgrows itself. That's OK too. Just let it go. And if you find someone who wants to argue or be disagreeable (fortunately that's rare), just stop writing and send your good letters elsewhere.

Are there rules of etiquette? Not officially. But if someone sends you a disk, it's nice to send back something, even if only a blank disk. Don't ask for commercial programs and be sure everything you offer is public domain. If you can't send disks, send postage or something else. After a few letters you may want to exchange pictures of yourself and surroundings.

When you write to one of those listed in MaiLink who have volunteered to help with various computer programs, it's nice to enclose an SASE for reply, and be sure to thank anyone who has answered a question; one you put in the MaiLink or one you asked personally.

Actually, the most important rule to remember in writing to other members is the Golden Rule, and that should work out just fine. The main thing is to write. You'll make friends and you'll learn a lot more than if you simply read the newsletter.

Xetec Fonts with The Write Stuff by George Clark

With TWS you can load in only TWO selected XETEX fonts for call up whilst running. Too many fonts lose appeal and import when used in one document. How do I import XETEC fonts into TWS? Refer to page 151 in the TWS 128 manual, or page 46 in TWS 64 manual.

First I copied TWS onto a double-sided disk to give me lots of free blocks, rather than deleting files as suggested in the manual. Of course, 1541 users would need to delete files. Then I copied on to this TWS disk the 10 XETEC fonts which I felt I would use most, from the disk that comes with the interface. I set up keys using BB CUSTOMIZER: 'g' for Font #1 and 'h' for Font #2. In both cases I set the second press (OFF toggle) for Near Letter Quality. If your TWS autoboots, delete that feature.

To load TWS "as is" (no extra fonts) press SHIFT/RUNSTOP simultaneously. To load fonts, press F2 then 'X*'. When READY appears, list lines 35 and 40 (in program on disk, lines 5 and 6 in manual). Type in the names of the two fonts you will require, pressing RETURN for each line. Then press F6, and the XETEC program will load the two fonts and boot TWS. Now you are in business! It's simple and quick.

Note that none of the XETEC fonts will write in ELITE print size, PICA only. If you change from using fonts to writing in ELITE print, then you must push the RESET switch on the interface to reset your printer or you will wind up with PICA printing.

The Quick Brown Box
A Review by Kit Baggaley

The Quick Brown Box is a self contained Ram unit with a built-in battery for memory retention. Material contained in the QBB will not be lost when you turn off the computer, and the battery is guaranteed for 10 years. The unit fits into the cartridge slot. It will work with the C-64 and/or C-128. Boxes are available with 64K to 255K memory, prices start at about $80. A 64K box holds about 255 disk blocks of programs. The QBB is a nice expansion for those who don't require a lot of memory. I find it quite satisfactory for word processing, which is what I mainly use it for.

The QBB is, like other cartridges, instant-on at power up. If you use the auto-boot feature, any program stored in the box will load and be ready almost instantly. The box has a reset button, and a slide switch which toggles between 64 and 128 mode. If the cartridge is toggled to 128 mode, the C-64 will not recognize it and it will be ignored. If you are using a C-128 and the cartridge is toggled to 64 mode when the computer is turned on, it will default to 64 mode.

I have two 64K boxes, one for 64 programs, one for 128 programs. You can't have both 64 and 128 programs in the same box at the same time. Instructions are very clear, the manual is approximately 25 pages of concise information and directions. It does not take long to save the box to disk, save the individual files to disk, and load the box with the programs you want. Looking over the manual took more time than anything else.

The QBB is compatible with extender cards that make it possible to plug in more than one cartridge at one time, and is compatible with the 17XX series of RAM expansion units. In order to use the QBB with another RAM unit, the proper equipment in the form of a socket expander must be installed. There is a caution regarding loss of battery life if the cartridge is left powered up in an extender. Most extenders have switches that switch the various cartridges on and off, but it is not clear that these are complete protection.

I have been using QBB for a number of years, and I love it. I use it to hold The Write Stuff word processor. The author of TWS, Eric Lee, supplies versions of TWS version 2 specifically for the QBB. The utilities included in the box are very handy and pretty well bug free. If after a lot of use you find the box is becoming difficult to use, or if you want to change something, you simply have to initialize the box and then load it with the contents of the disk you saved the utilities to when you first got the box.

The box comes with a program, "Ram Disk". When the QBB Ram Disk is installed, you can save a BASIC program in a protected area of the QBB with two keystrokes. The Ram Disk utility uses about 4 blocks of storage space, however. The Ram Disk must be activated before any programs are stored in the box.

The C-64 version of TWS provided for use with QBB saves immediately to QBB. The immediate save of the data entered is the best feature I have found for any word processor for the C-64. There is absolutely no loss of data due to a computer crash or power outage. It saves the last character you entered in the box. When you power up again, your data will be in the box and on the screen. The C-128 version of TWS has both a 40 column and 80 column option on the disk. I use the 80 column version. The only thing it lacks is the immediate save to the QBB of the C-64 version.

The Quick Brown Box
Brown Boxes, Inc.
26 Concord Road
Bedford, MA. 01730
(617) 275-0090

Please send any answers directly to the person named, they need help right away. At the same time, send a copy of your answer to the next MaiLink editor so all members can read it.

O.B. "BEV" HARVEY is looking for a program that will convert Geos graphics to Newsroom or PrintShop format. He would also like to hear from anyone who has the 7 disk Geos set from Free Spirit Software, he is having difficulties with it.

ROBERT HARAN would like to correspond with someone who uses Word Writer 5, for the C-64.

A.B. SHARON would like to know about programs that will "ARC" or "ZIP" two or more C-64 files

QUESTIONS ANSWERED

ROBERT RICHEY has a suggestion for WADE PORTER on his keyboard problem. He says, "The problem is probably caused by leaving the joystick or other device plugged into one of the joystick/games ports when it is not in use. Sometimes the cure is as simple as unplugging it. Sometimes you have to turn the computer off and on. CAUTION: Never turn the computer off and then right on again, always wait a while to let all voltages drop to zero. If unplugging the device and resetting the computer doesn't do the job, check out the kernal. Since you had this problem on three different keyboards, I assume this means three different computers, the kernal is probably not at fault."

Editors note: I have kept a joystick plugged in for months on end, with both a C-64 or a C-128, and never had a problem.

From CLAY DEWEY

To PAUL SHORT: For postcards I use sheet size of 24 lines with text of 20 lines, 50 columns. This is for cards torn size 4" X 6". If you use the 3 X 5 size they will cost 29c to mail but the 4 x 6 work very well, and cost 19c.

What you need is a PRINT SPOOLER or BUFFER. I use one with 64K. It doesn't have to be for Commodore. A PC one will work. Usually about 64K will cost about $100.00. It will be Centronics on each side. You plug your interface into it and it into the printer. Works great. Also the Super Graphics by Xetec has a buffer (8k as I remember).

To BARRY COHEN: NX-1000C is a Commodore format printer. I expect you will have to use 1541 print driver. People save a few bucks with a C printer but it is much better to get an interface and use the Parallel printers.

For MARJORIE L. SCOTT: Big Blue Reader from SOGWOP is what you want but it only works with a 1571 drive.

For CHARLOTTE P. MANGUM: I think DCMR is the best. I am sending her a copy. I have SUPERCAT and had the same problem and have not gone back to it.

From ALF H. JONASSEN

For MARGARET WYLDE: A 128 version of Speedscript exists and can be ordered from Compute! like the 64 version. Speedscript is really an amazing little hack, and has amazing power for such a small program. Easy to use, no frills. If your word processing needs are not that advanced, Speedscript might fit your bill nicely.

FEEDBACK

In the September MaiLink, A.B. SHARON advised that the notorious "save with replace" bug can be prevented by always specifying the drive in all filenames using "0:", for example: Save "@0:filename", 8. In the November MaiLink, ALF JONNASEN said he has had trouble with the bug. He does not say whether he always specifies the drive. His remedies: never use the command, validate or collect after each save, or replace the ROM in your drive.

A.B. replied: "The "save with replace bug has been investigated by more learned people than any of us. IT DOES NOT EXIST!. Not following instructions is the cause. Commodore specifically says to use the 0 (zero) in all disk accessing with a single drive."

Certainly this bug, if it exists, has been argued over for years. Transactor magazine, Volume 6, issue 1, in 1985, had an article, "Save with Replace Exposed", by Charles Whittern. He claimed the bug was real and presented a program to prove it. The program saved and then replaced five programs repeatedly, starting on a crowded disk. It used "0:filename" in all cases. Whittern was able to demonstrate the bug with his program, and so could the staff of Transactor. They had offered a prize of a bottle of champagne to the first person to prove the bug existed, and it was sent to Whittern.

The mail response was hot and heavy. Some readers claimed the program worked, most readers claimed it didn't. One reader changed the program so that it scratched each program and then saved it. Strangely, his disk was corrupted too. Transactor's conclusions: "Seems the Save@ situation is certainly not over." They wondered if it could be unit dependent. Both A.B. and HARRY BLAKE-KNOX warn that one should be sure there is enough room on the disk, as BOTH files are on the disk during the change. Could this be the reason for the differing results?

BERNARD SOBEL says "In connection with "Peeks and Pokes" in the November MaiLink, "Mapping the Commodore 64", by Sheldon Leemon and published by Compute! (1984) discusses all possible Peeks and Pokes." The November Compute! (Gazette section) advertised this book for sale for $6, on their "giant warehouse clearance sale". which expires "December 31, or while supplies last." RUN magazine for Jan/Feb, in their special catalog pages, offers an Abacus book, "Peeks and Pokes for the C-24", for $5.95.

PAUL McALEER reminds us that another source of Basic programs to study is Loadstar disk magazine.

64's CLOCK SPEED. A response to Keith Wiese from Alf Jonassen

All microprocessors (the heart of all computers) needs to perform all its tasks in a step by step manner. The processor needs some kind of a metronome (or pacemaker if you like) to initiate each step. Furthermore, the processor needs to be in pace with several other chips in the computer, most important the video chip. This metronome is simply called a clock. As you know, the computer can do things very fast, so the clock must tick very fast also to get things done. About one million ticks per second, 1022230 to be exact. (In Europe the C64 clock ticks 98520 times per second.) The mathematical prefix for one million is Mega, and the term for cycles per second is Hertz, so our 64s are running at (about) one megahertz. The 64 counts to one million once every 0.97777517 seconds, or using 0.000000977 seconds per tick (for North American 64s). You may have heard the term "instructions per second" when the speeds of computers are discussed. A clock speed of one million cycles per second doesn't mean that the computer can perform one million instructions per second. An instruction needs about 3. cycles on average, so the 64 can do roughly 30,0000 instructions per second.

ELLY CAREY wants to sell her Commodore SX-64 portable computer which includes a monitor and disk drive. Asking price is $400. which includes U.S. shipping. She also has a warpspeed cartridge and a G-WIZ interface for $15. each. She has a number of programs with manuals - Wordwriter 5 & 6, Paperclip/64, Superscript and GEOS. Contact her on these.

KEITH KELLER has several commercial and PD utilities and games for trade, also a MACH 5 cartridge. He wants data files for Gamemaker, Transactor magazines and/or disks, Commodore 64 LOGO, PAL assembler, Flight Simulator, Geos font editor, old Commodore game cartridges, and other items. Send a stamped self-addressed envelope for complete list. He would like to borrow/rent a cartridge that can capture hi-res screens and save them to disk as Koala or Doodle pics.

BOB ESTAND would like to buy a Xetec Super Graphic Gold Interface, new or used. Bob says, "I will pay a premium price, or a "finders fee" to anyone who will tell me where I can obtain one."

O.B. (BEV) HARVEY would like to find a "Last Will and Testament" program like the one that Tenex used to sell.

ROY HANSEN would like to buy a copy of "Print Shop", with manual, new or used.

DONALD SQUIRE wants software for paddle controllers on disk, tape or cartridge. Also wants a sequential file reader like SPRINT but for 80 column printouts instead of 40.

JEAN NANCE offers these group owned items: The Elementary Commodore 64 by William Saunders (Beginner book), The Communicator (terminal program) by Free Spirit Software. DFile 128 (Data base), Super 81 Utilities by Free Spirit Software, Commodore 64 Assembler by Commodore, back issues of the Mailink 1989 and 1990. Best offer.

JERRY MC DONALD would like a good data base with which to catalog a large record collection.

ROBERT RITCHEY has a Logitech model C7 mouse for the IBM, $20 or will trade for a C= mouse. Also, "Programmers Reference Guide for the Commodore 128", $26.95 + postage or will trade for 1541 II manual with complete schematic and memory map. Ph. 618-283-3360.

TIPS

From Dennis Page

Here's something that users of the 1581 disk drive and the programs Print Power and/or Looney Tunes Print Kit might want to try in order to speed up the use of these programs. File copy all of the files from both sides of either of these programs to a 1581 formatted disk. The 1581 is much faster than the 1541 and you can really tell the difference in the speed with these programs. I created a greeting card with Print Power using two 1541 drives (graphics in one and program in the other). Then using just one 1581 drive with the program and graphics all on the same disk, I made the same greeting card almost 3 minutes faster. If you want to make use of the extra disk space on the 1581 disk that you put these files on, simply create a partition or two and copy other programs to the partitions. Or create a partition large enough for both sides of the Print Power disk and copy the files to it, either way you choose will work.

From Brian Vaughan

If you typed "Multi-Copy" from the Sept.- Oct. RUN magazine and it did not work, write to Tim Walsh c/o RUN and he will send you a disk with a working copy.

GENIE VS QLINK by Jean Nance

In regard to "Compuserve Flat Rate", in the Nov. issue, here is a comparison of GENIE and QUANTUMLINK. Basic rates are $4.95 a month for Genie, $9.95 a month for QLink. Your own cost will depend on whether you have access to one of the "nodes" without paying long distance rates. QLINK provides a disk that gives you easy sign-on. GENIE can be accessed with any terminal program.

QLINK gives one free hour of "plus" time a month. After that the fee for "plus" features is $4.80 an hour. QLINK'S regular services are limited: an encyclopedia, news, announcements, articles, and other information. Everything else, including EMail (messages to and from others) is a "plus" service. It would take great self-control to use QLINK and keep your cost to $9.95 a month.

GENIE regular services provide a great deal: EMail, bulletin boards on various topics, etc. The charge is $6.00 an hour for "plus" services. Text files can be composed off-line and uploaded to the message bases, you can send the same message to several people, and there are many other options.

The only "plus" areas are bulletin boards devoted to various computers, software libraries, financial services, etc.

QLINK is menu run and easy to use. Each menu item for a "plus" service is marked, it would be hard to enter the extra pay area accidentally. QLINK is Commodore only, there is a great deal of Commodore information and help, but most of it is "plus".

I found GENIE difficult to use, the price you pay for its greater flexibility. After four months I was still confused, it didn't seem an experienced bulletin boarder should get so frustrated. It appeared designed to trick me into getting into the "plus" areas, I seldom paid as little as $4.95 although I never entered a "plus" area deliberately. GENIE serves all computers, there is a Commodore section, but it is a "plus" service.

So, which is the best buy? If you are an experienced computer user, and willing to work at mastering GENIE, it gives you a lot more for your dollar. If you don't feel confident about your ability to deal with a confusing system, you might be better off with QLINK.

CBM/IBM FILE TRANSFERS
In response to Marjorie Scott
By Alf H. Jonassen

The program you saw is most probably Big Blue Reader from S.O.G.W.A.P. Software, Decatur IN. 46733. This program is of exceptional quality and allows tearless transfers of files between CBM and IBM format. The package includes both 64 and 128 versions and apart from transferring files, you can also format IBM 5 1/4" and 3 1/2" disks. If you have specific needs, you can edit the ASCII translation table so you can, for example, transfer your native word processor files directly to IBM format (I used to regularly transfer The Write Stuff files to and from Word Perfect this way). If you don't have access to an IBM machine, you can use the BBR's option to type the IBM file from disk to screen afterwords to check the integrity of the transfer.

Please note that you need at least one 1571 or 1581 to use the program. 1541 and compatibles can't read/write IBM files.

Another issue is the transferring of format codes to IBM files. If you wish to use italics, bold or underlining in your work, this might be a problem. If you consult your publisher, they might be able to tell you which format codes are needed and you can tinker with the ASCII translation table in order to translate the codes from your word processing program to the format required by the publisher. However, I have been in contact with some publishers, and they all require the text without format codes, and they use the printed manuscript to manually enter the format codes needed by their system.

MEETING 64/128 MEMBERS IN PERSON
by Dennis Page

I recently had the chance to meet with a member of our group in person. John Foster and I have been writing to one another for a while now. We both enjoy many of the same type computer programs (particularly GEOS related programs). We both live in Indiana but there are quite a few miles between us. John had heard about Computer Fair that would be in Indianapolis. He wrote and told me about it and asked if I would like to meet him there. I had never been to anything like this and had often wondered what a Computer Fair was all about, so I wrote and told him I would meet him there. A few days before the Fair day I called John to make sure that we were still on. While we were talking on the phone it occured to me that I had no idea what John looked like so we described ourselves to one another on the phone (we could have exchanged photos but that would have been too easy).

The big day was finally here. I was a bit nervous. We found one another at the Fair and talked a few minutes. Then we started making our way around the place to see if there was anything Commodore related there. We did find a couple of Commodore setups and talked to the people running them. They had several P.D. programs for sale and John and I both purchased a few. After making it around the place one time we decided to go for something to eat. We sat at McDonalds and talked about CMD's RAM-Link, GEOS, graphics, and all sorts of Commodore things. We then went back to the Fair for another round, just in case we missed anything the first time.

I don't know about John but I had a great time that day. I hope that we can do it again sometime. If anyone else has the opportunity to meet like John and I did you should do it. Don't get me wrong, I like chatting by mail, but to actually meet someone that you have only written letters to and talked to on the phone is an experience you shouldn't miss out on.

Co-Editors note - Yes Dennis I agree with you. My wife and I had a opportunity last summer to be passing through the home town of John (Zeb) Larry's up in Vermont and we stopped in and visited for a short time with them. It was a short visit but we enjoyed the chat and they gave us some tips on a few places to see in Vermont. He showed me his computer room in the basement and told me that when his wife wanted to get rid of him, she would say "go to the basement Zeb". It was our first visit with another club member but I hope it will not be our last.

USING GRAPHICS IN TWS ADDENDUM
by Bob Hunter

Since I submitted "Using Graphics in The Write Stuff" to the September MaiLink, two programs relevant to that topic have been released--version 6 of Ron Hackley's Fun Graphics Machine and Hugh McMenamin's Illustrator. The new version of FGM contains a print to disk utility which can convert a FGM picture to an external sequential file and thus can enable TWS 128 V2 to print the picture from within a TWS document using its external file command. See method 4 in my earlier article for a description of how to use that command.

I have had the privilege of trying out a test version of The Illustrator and have found it to work as described. A secondary value to me of trying out the program was that it brought me into contact with RUN Paint, which I found to be an easy-to-use but sophisticated paint program. I would certainly recommend both Fun Graphics Machine and Illustrator to anyone wishing to use graphics in The Write Stuff before The Write Stuff Publisher becomes available.

LIFE & FATE OF C65/64 GS COMPUTERS

By Alf H. Jonassen

The editor of the November Mailink, George Stieduhar, requested an article about the new C64. I humbly obey his request.

We are speaking of two different computers in this case. First, there is the 64GS (GS for Game System). It was introduced on the European markets about a year ago, in time for the Christmas sales. Game machines like Nintendo, Sega etc. hasn't caught a very large market share over here, and Commodore wanted to take over the game machine market before anyone else did. The 64GS is, in essence, an ordinary 64C computer which has the keyboard, USER port and serial port stripped off. The cartridge port is mounted on top and using cartridges is the only means of running programs on the 64GS. All communication with the computer is done via the joystick. Some great games were introduced, most notably from System Three Software which released the Last Ninja series amoung others on cartridge format. These cartridges had up to one megabyte of ROM. The cartridges could also be plugged right into any 64 or 128 and play just as well. If you think the +4/C16 was a flop, the 64GS was withdrawn a mere eight months or so after its release!

Here in Norway, it disappeared after four, - four - months. Commodore didn't consider that in Europe, most games software is distributed by a huge, international brotherhood of software pirates and they use disk drives. Furthermore, the Amiga is very reasonably priced and is immensely popular as a game machine. The 64GS just can't compete with today's offerings.

But now over to the computer which is named (or nicknamed) C65, George's dream machine. This is a completely different story. It has 128K of memory which is expandable to one Meg, runs at 8Mhz, has an extended keyboard, a built-in 1581 disk drive, fast serial like the 128, enhanced BASIC 7.0, two sid chips for stereo, and a brand new VIC III video chip with Amiga lookalike dot-addressiable graphics which can display 4096 colors and has an 80 column text option. To run existing 64 software, it has a true 64 emulation mode like the 128. Great computer, right? Wrong! This baby never left the Commodore labs. probably not even the drawing boards. The C65 has gone the way of all the other Commodore hardware that never came to be, such as the 1572 disk drive (dual drive 1571), the C256 (C128 with four RAM banks) and the 128 laptop with the familiar fold down LCD screen of the MS-DOS world. That WOULD of been a great machine!

VALIDATE

by Harry Blake-Knox

You can validate any C-64 disk with the immediate command:

OPEN 15,8, 15, "V": CLOSE 15

For a 128 disk you need only use "COLLECT". Be careful! If your disk contains "Random" (direct access) files, (which is very unlikely,) validating may prove disasterous.

"Validate" is beautiful for getting rid of "splat" files, these show up in your directory with an asterisk (*) next to their type designation (PRG, SEQ, etc.) Never scratch a splat file, it can cause serious problems when you later save material to the disk.

Instead validate the disk. The validate command is extremely powerful. It recalculates the block availability map of the disk and retains only those blocks being used by valid, properly closed files and programs. All improperly closed files are eliminated with the "validate" command, as well as the "splat" files mentioned previously.

Want to create a "splat" file? Here's how: Save any file that has more blocks than the directory of the disk you are loading to shows as "free blocks". Check the disk directory, and you'll be face-to-face with a "splat" file. Now use the validate command to put things right.

C64 POWER SUPPLIES
In response to Don Droege
by Alf H. Jonassen

A common cause of expensive C64 repairs is the extremely poor quality power supply units supplied. (I think the 64C power supplies are better though, but I haven't been able to verify this.) Commodore 64 power supplies suffer from a severe design flaw: A voltage regulating IC (7805) is supposed to provide stable +5 volts power. This IC is basically a very healthy construction with internal overload and overheat protection which monitors the chip's health and automatically shuts down if an overload condition builds up. In the 64 power supply it is mounted in a nearly air tight plastic box next to the overheated transformer. The transformer is molded into some black plastic stuff which isn't helping to conduct the heat away. It is getting very, very hot in there!

The IC is protected against internal overheating, but when the heat comes from an outside source, it simply breaks down. The regulating circuit ceases to function, and the input voltage is then simply fed directly to your precious computer. About 12-13 volts, roughly 2.5 times the allowed rating. Blue smoke, man!

Fortunately, there are several excellent quality third party power supplies available. If procuring one of these units can save you even a single repair bill, it will have paid for itself. If you're a 64 user, go out and buy one before YOUR power supply breaks down. I know of the following suppliers: Tenex Computer Express - $39.95 with lifetime warranty. The Gravepine Group - $24.95. Software Support International - $39.95 for an original Commodore heavy duty unit. Micro R & D - $49.95 with lifetime warranty. You may even consider a 1764 Ram Expansion Unit which comes with an excellent quality heavy duty replacement power supply.

The Write Stuff Information by Jean Nance

VERSIONS. Some people are confused about the versions of TWS word processor. Version 1, for the 64 or for the 128, is the original program. Version 2, for the 64 or for the 128, is also called "BB Speller", it is essentially the same program with spell checker added. You must own version 1 to order the matching version 2. "BB Talker" is a talking version of TWS, 64 only. You must own version 1, 64 or 128, to order "BB Talker".

THE ILLUSTRATOR, the graphics program for TWS written by Hugh McMinamin, is now available from Busy Bee Software, as you have been informed. I don't intend to distribute this, I expect the demand to be brisk and I just don't have the time.

Co-Editor note -

Hugh McMenamin wants to correct the address given in the last Mailink to write for the ILLUSTRATOR and also the price.

Busy Bee Software, P.O. Box 2959, Lompoc, CA. 93438.
Single copy price is $5.00 plus $3.00 for S/H in North America and $5.00 overseas. Be sure to include the copy # from your V½ disk label. If you only have TWS V1, supply V1 copy label # and add $10. for V2.

OBSERVATIONS ON GEOS

by David L. Drew

I started out with Version 1.2 using a C-64, a 1541 and a joystick. Using GEOS with a 1541 is certainly not impossible but you have to have a lot of time and a lot of patience.

My first GEOS "upgrade" was an Icontroller. This is a device that I heartily recommend. In case you haven't seen one, it is a very small joystick that attaches to the keyboard. It has a small button (fire button) on it. It plugs into the joystick port and also has another male connecter on the plug so that you can plug a conventional joystick into the Icontroller. It is really convenient to use with GEOS: you hardly have to take your hands off the keyboard.

About a year ago I bought Version 2.0 second hand, but hardly used at all. The young man was selling his Commodore equipment and buying an IBM clone. I think the biggest improvement incorporated in this version (for me) was the keyboard shortcuts. I especially find these handy when using Desktop.

At the same time that I bought Version 2.0, I also bought a 1351 Mouse. I tried this for awhile but didn't like it any better than my Icontroller. It was superior when working in GeoPaint, but I didn't like the 1351 nearly as well when using Desktop. However, when I got my 128D the Icontroller went with my 64 so I am now using the 1351 all of the time. One big blunder in the design is not having a connecter like the Icontroller. Every time I need to use a joystick in Port 1 I have to unplug the mouse. This is not easy as I have the CPU shoved back on the desk (under the hutch) and I have to pull it out to make the change.

The next upgrade was my 1571 disk drive. This made GEOS much more pleasurable to use as it gave me twice the storage space before I had to change diskettes. There is enough room to have GeoWrite, Desktop, fonts, a printer driver, and GeoSpell, along with a document or two on one diskette. But it was when I got my Ram Expansion Unit (REU) that I started using GEOS regularly. I configure the REU as a 1571 and copy all the files that I will be using into it. It flies when moving from page to page in Desktop or when loading a program or file. Moving around a document is quick and easy. No more waiting for the disk drive to spin and load another part of the file. It also means that I can quickly spell check a document without having to move files around, etc.

If you haven't used GEOS very much but would like to try it I have a few recommendations for you. The one thing I think you need the most is the REU. This is even more critical to making GEOS easy to use than a 1571 or even a 1581. (As far as I know, both of these disk drives are no longer in production. I have a 1750 but if I were in the market for an REU today I would investigate the RAM LINK as it has more RAM, is battery backed, and is relatively inexpensive. The second thing I would recommend is an Icontroller or mouse. It is difficult to use GEOS with a conventional joystick and if you use the keyboard exclusively, you sacrifice a lot of the Graphic Interface advantages. GEOS Version 2.0 definitely is worth upgrading too. I believe Berkley charges about $25. to upgrade from an earlier version. The last thing I would recommend is a 1571 or 1581. With the REU they are not absolutely necessary but nice. With my system I don't find two drives are necessary or even particularly useful. I almost never use my 1541 when I am using GEOS.

Recommendations I have for using the programs: don't try to use GeoWrite as your only word processer. The program does not use the built in character set in your computer, it is slow. There are many times when I can outrun the program when typing, and I type about as fast as I run! The other thing I have found, in using GeoPaint, it is nearly impossible for me to get a good drawing using the drawing tools. I rough the drawing out and then go to the pixel edit mode to change every pixel at least three times.

I hope you have found some of this useful. Please feel free to repudiate anything I have written as you probably know more about it than I do. If you haven't used GEOS, give it a try. I think you will like it.

SHOWDOWN Submitted by Rex Whetzel
(From Business Week, May 13, 1991.)

There is a showdown coming down the road concerning software patents and it very well could hurt the industry by allowing broader protection of inventors' rights.

There was a time when a group of programmers could start a business by simply improving on an existing software package. The only restriction being not to violate the copyright, which only meant you could not copy existing lines. Since there are many different ways to write a program copyrights normally were not a problem. It may not be easy but it has given way to a giant market for PC compatibles.

But now that isn't so easy since you can get a "patent" on your software. This is a stronger form of protection and makes a much larger difference. This means that if you come up with any program that mimics another, say a modem that simply switches from transmit to receive mode, you may well find yourself assessed for damages for patent infringement.

Ten years ago a software patent was unheard of. In the 60's software was guarded by "trade secret" laws, simply forbidding employees to disclose information.

In 1980, an amendment to the Copyright Act, put software programmers on the same level with novelists and songwriters.

This has lead to a flood of patents, copyrights, lawyers and, of course, mass confusion. It could mean that both the Copyright Act and the Patent Act might be in for fundamental changes.

A report is due out in January from the Office of Technology Assesment. Senators Leahy (D-VT.) and Simon (D-IL.) are preparing legislation to amend the Copyright Act. Secretary Mosbacher of the Commerce Department has formed a panel to recommend changes in patent law. Apple Computer's three year old lawsuit against Microsoft and Hewlett-Packard is getting down to the heart of the matter. Does copyright extend to the "look and feel" of such software.

This all is making small software programmers uneasy about new projects because of possible infringements. Worst fears concern computer interfaces, programs that will link different computers or programs. Remember Nintendo of America and Atari Corporation?

So what to do to insure the right of programmers but still encourage competition? Good luck!

WADE PORTER'S STRANGE KEY BOARD
response from Alf H. Jonassen

The symptons described is very typical for a blown CIA chip. This is the most common failure on the 64/128. Another common symptom is that the keyboard is OK until you wiggle the joystick. The 64/128s all have two CIAs (Complex Interface Adaptor), one for the keyboard and joystick ports, and one for the USER port and serial port. Some pins of the keyboard CIA is connected directly to the joystick ports. If you're shuffling over a synthetic carpet or if you're wearing synthetic clothing, your body tends to build up a static charge. This is especially true if you live in a cold, dry climate. When your fingers feel their way to the on/off switch or the reset button, you will nearly always touch the joystick port pins. With your body holding a static charge, the CIA get zapped.

Preventive actions: (1) Keep both joystick ports occupied at all times, preventing the pins from being touched. (2) If you don't use the joystick ports, stick some tape over them.

Repair: To test that the fault really is the CIA, you can simply swap your computer's CIAs around. The CIAs are two large chips with the number 6526 printed on them. One is located near the USER port, and one near the keyboard connector. If the fault disappears, the CIA now at the USER port is faulty. Replace it. Please note that a faulty chip at the USER port will probably make the USER port and/or serial port malfunction. Some 64s has the CIAs soldered in place though, making the swap-around more trouble than it's worth. Take your computer to the shop. Desoldering chips from a dual sided circuit board is VERY hard if you don t have the right tools.

CBM ANNUAL MEETING

QLink message from Dennis Brisson 12/10/91

Did anyone attend Commodore's annual meeting on Nov. 25? If you missed it, then you weren't alone. For the third straight year, Commodore held it in a posh setting in the Bahamas, home of chairman Irving Gould. The business section of the Philadelphia Inquirer reported that, despite the expense and distance, a handful of shareholders DID attend, including one who had to be forcibly removed from the meeting after voicing protest about the location of the meeting. Richard Ash of Philadelphia tried to introduce a motion that the meeting be adjourned and reconvened in New York, where more shareholders could attend. The newspaper described Ash as a "perennial thorn in Commodore's side" who has complained in the past about stock options offered to high management, salaries and Gould's use of a private jet. The question of Commodore's commitment to the U.S. market was brought up by shareholders.

OBRETIN CALIN, P. O. Box 37-131, Bucharest, Romania Obretin is a computer engineer. Hobbies: Computers, and karate. System: C= computer, IBM-PC 386, Spectrum Z80, 1541B & a hard drive, and a VGA monitor. Interests: Tactical & strategical games, PROLOG, simulation games, and new contacts with other computer owners.

DONALD J. COCHENOUR, 1750 Patrick Pl. Apt. 211, Library, PA 15129 Donald is a chemist. Hobbies: Reading, classical music, TV, and chess. System: C-128, 1571 disk drive, 1750 clone REU, Star NP-10 printer, Volks 6480 modem, and a 1902A monitor. Interests: ML, PASCAL, and GEOS.

KEITH KELLER, RR 1, Ladora, IA 52251 Keith is a student and an amateur typesetter. Hobbies Closed caption TV (he is deaf), Star Trek, TNG camcorders, long distance bicycling, and four wheelers. System: C-128-D, TI-99/4A & Amiga 500, 1541 disk drive, Okimate 10 & 1525 printers, and a 1702 monitor. Interests: 128 CP/M, GEOS, and converting pictures & text files between 64/128, Amiga, & MS-DOS machines.

HUBERT LALIBERTE, C.P. 13, St-Paul de Joliette Quebec, J0K 3E0 CanadaW Hubert is retired. He was the Chief Investigator at the Quebec Order of Pharmacists, and previous to that, the Chief Clerk in the Valuation Dept. for the City of Montreal. 'Hobbies:. Reading, writing, photography, TV, cards, cooking, and his senior citizen's club. 'System:k C-64, 1541 disk drive, MPS-1250 printer, 1802 monitor, and an Epyx FastLoad cartridge. .Interests:k Word processing, data management, games, producing cards, and collecting programs. He would like to correspond with other members.

GERALD A. MC DONALD, 3913 Bartlett Ave., Klamath Falls, OR 97603 Jerry is retired after 34 years in the U.S. Postal Service. Hobbies: A very large record collection, mostly jazz & big band, early 1900's to 1960's. System: C-64 & C-128D, 1571 & Excelerator Plus disk drives, 1750 REU, Star 1000-C printer, 1670 modem, 1080 monitor, and a 1351 mouse. Interests: Data bases.

NEIL L. MC KINNON, 1740 Comox St. #1906, Vancouver, BC, V6G 2Z1 Canada Neil retired early from a position as sales Mgr. of industrial equipment & supplies. Hobbies: Wine-making, tropical fish, writing fiction, classical music, and sports. System: C-64C, 1571 disk drive, Seikosha SP-1000VC printer, 1802 monitor, GEORAM, CMD RAMLink with RAMCard and 1 Meg., Super Snapshot cartridge, and a 1200 baud modem. Interests: Writing, databases for collections (music, video, etc.), GEOS, and games, especially flying & sports simulations.

RICK MERCADO, 341 Spindrift Way, Vacaville, CA 95687 Rick is a student. Hobbies: Swimming, gardening, camping, collecting TV trivia, drawing, and writing humorous articles & cartoons. System: C-64, 1541 disk drive, Okidata 180 Plus printer, 1802 monitor, 1670 modem, and a FastLoad cartridge. Interests: Q-Linking, programming in BASIC, GEOS, Loadstar, and looking for computer bargains.

ROBERT S. MULLADY, 17 Barker St. Box 327, Dannemora, NY 12929-0327 Robert is a N.Y. State correctional officer. He is retired after 41 years in the U.S. Navy, Air Force, and Army Reserve. He is also a volunteer fire chief. Hobbies: Target shooting, PIN matches, NRA rifle instructor, DCM & Boy Scout rifle program leader, and radio operator (code only K2VXM). System: C-64 & C-128, 1541, 1541-II & two 1571 disk drives, Okidata 120, Star NX-2410, C=803, & Okimate 10 printers, 1702, 1902, & 1084 monitors, Super Snapshot V5, and QBB. Interests: Keeping data files, mailing labels, & inventories, and printing meeting minutes for two sportsman's clubs, as well as a fire Dept.

DAN PARKINSON, 2553 E. Stewart Rd., Midland, MI 48640 Dan is an engineering technician. Hobbies: Softball, boating, and antiques. System: Two C-128-Ds with internal stereo SID chips, C-64 & two SX-64s, Jiffy-DOS throughout, two 1541, two 1581, & three 1571 disk drives, MPS-801 & Star NX-1000C printers, 200 Meg. CMD hard drive, RAMLink with RAMCard and 4 Meg., 1702 monitor, 1351 mouse, 2400 baud modem, and Super Snapshot V5 with 32K extra internal RAM. Interests: Programming, telecommunication, and arcade games.

ROBERT RITCHEY, 619 S. 8th St., Vandalia, IL 62471 Robert is a locksmith & locksmith trainer for the IL Dept. of Corrections. Hobbies: Electronics. System: C-64, 1541-II disk drive, Star NX-1000C printer, and a Magnavox VGA color monitor. Interests: He would like to build a memory expander & EPROM burner for his C-64.

LEONARD W. STURM, 3142 Sandhill Dr., Holiday, FL 34691-2533 Leonard is an electrical engineer. Hobbies: Hi-fi music (large collection), tape recording, photography, reading non-fiction, stock market, tax preparer volunteer, UFOs, and communication by audio tape. System: Two C-64s, one C-128, & Amiga 500, 1541, 1571 & SFD-1001 disk drives, Gemini 15, Blue Chip, & TEC F10/40 printers, 1902 monitor, mouse, and a modem. Interests: Small business & home financial records: databases, spreadsheets, and word processors.

IRWIN H. WEBBER, 10771 Black Mt. Rd. #41, San Diego, CA 92126 Bio will be in March issue

ADDRESS & OTHER CHANGES

Chad Baker, 5338 W. Wilson, Chicago, IL 60630
Frank W. Chamberlayne, 5152 D4 Boggy Creek Rd., St. Cloud, FL 34771
George J. Clark - Correct middle initial to "J".
Edward F. Duffy, P. O. Box 134, E. Islip, NY 11730
Robert & Allison Hunter, 1 Brown's Heights, Grand Falls-Windsor NF, A2B 1E1 Canada
John McBride - John has had mail problems. If you were unable to reach him, he requests that you please try again.
John M. Wibecan, P. O. Box 4581, Vineyard Haven, MA 02568

ADDRESSES for MEETING 64/128 USERS THROUGH THE MAIL

Organization business and membership...Jean Nance, president. Route 1, Box 151, St. Joseph, IL 61873
Dues and donations ...Eloise Carey, treasurer. 1701 Los Osos Valley Rd., #10, Los Osos, CA. 93402.
Membership addresses and biographies; corrections and changes...Brian Vaughan, 2101 Shoreline Dr. 352, Alameda, CA 94501

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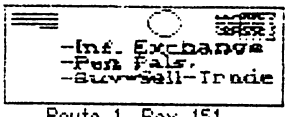
MEETING C-64/128 USERS THROUGH THE MAIL



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