COMMODORE MAILINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL
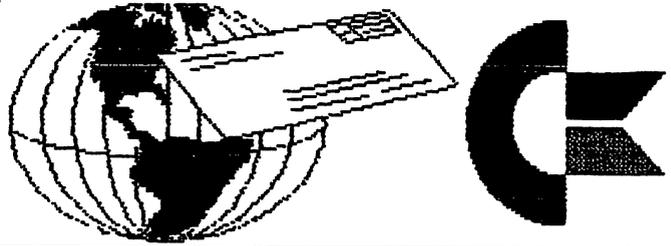
NOVEMBER 1996

1997 DUES ARE PAYABLE BY DECEMBER 10

MEETING NEWS

Tom Adams

Here it is November already. Where has the summer, not to mention the year, gone? I guess the snows of winter are not far off. My good friend, Bev Harvey and his wife Ann, in Canada, have already had their first taste of ol man winter by now! Let me welcome the new members, Robert L. Cashon, Norris Elwood, Brian Ketterling, Thomas (Tommy) Tucker, William (Bill) Nizinski, Ivan Blitz, Robert Bertrand and Barbara Rhett. Their bios appear elsewhere in this issue.

Again I want to remind you that your dues for 1997 are due. The rate remains the same, $12.00 for US members, $14.00 for our neighbors to the north and south and $22.00 for those in other countries. Make your check/money order payable to and mail it to Joseph Y. Powell and we urge you to mail it so Joe receives it by the 10th of December. That way you will be assured you will not miss the January 1997 issue.

While I am on the subject of money, Nick Rossi's Novaterm 9.6 now costs member only $15.00. This is a 50% discount if you were to buy the program elsewhere. If you have any thoughts about "surfin' the net" this is the program to have. See the update from Fred in the "Buy/Sell/Trade" column.

I am a fan of the Internet for a variety of reasons. First there is "E-mail" (electronic mail). I regularly write to Bev Harvey in Canada, Jean Nance and others by this method. Would hate to see what the cost of postage would have been if Bev, Jean and I had to lick all those stamps? Second is the information available there. See an article on this subject elsewhere. Internet access is not that expensive. I pay $13.00 a month for unlimited access. That means I could "surf the net" 24 hours a day and seven days a week and the only cost would be the $13.00. Add the cost of the electricity my Commodore consumes in this period and the munchies that go along with staring at a computer screen, the cost is not all that much. Consider the speed with which your "letter" gets there and you are ahead of the game.

Happy Holidays

FROM THE EDITOR'S DESK

EDITOR'S DESK

This issue was a joint effort with Hugh McMenamin. Submissions were sent to me, I got each item into a disk file and did editing if needed. I added some announcements, etc. Then I sent the disk of files to Hugh. He'll tell you how he handled it from there. If you have been bashful about volunteering to edit a MaiLink, I urge you to consider dividing the work up with another member. We have an editor for January and for March, but need editors for the rest of 1997. Please write me if you are interested in being an editor or a co-editor.

The January MaiLink will be edited by Edwin Harler: 47 Hardy Rd., Levittown, PA 19056-1311. Submissions should be sent to arrive by December 30th. Any submissions of over about a paragraph should be on disk, or by Internet EMail. (e.harler@joesgarage.com). Ed can handle any disk format, and material in Pet ASCII, TWS, or most other word processors. He much prefers EMail.

Jean Nance

ASST. ED. NOTES by Hugh McMenamin

This edition has been put together entirely with the ILLUSTRATOR IIa on the C=128 and a Prowriter Jr. in the Epson configuration. Original graphics were done with RUNpaint. The others were scanned with Videobyte and converted to RPO.files for editing. They were then loaded directly into FGM and converted to clip-art for use with ILLUSTRATOR IIa.

MEETING 64/128 USERS THROUGH THE MAIL ADDRESSES, OFFICERS, AND POLICIES.

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JOSEPH Y. POWELL, Treasurer. 5366 Fieldwood, Houston, TX 77056. DUES AND DONATIONS.
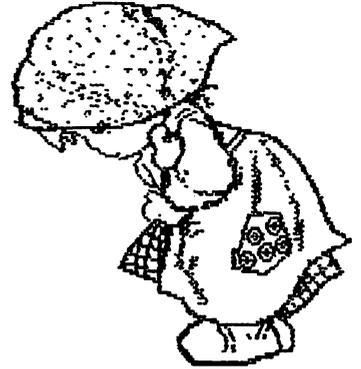
BRIAN VAUGHAN, 2101 Shoreline Dr. 352, Alameda, CA 94501-6245. MEMBERSHIP ADDRESSES AND BIOGRAPHIES; CORRECTIONS AND CHANGES

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DUES ARE DUE

Dues for 1997 are and should be paid by December 10th:

    Members in the U.S. $12
    Members in Canada and Mexico $14 (In U.S. funds)
    Members in other countries $22 (In U.S. funds)

Checks or money orders should be made out to Joseph Y. Powell and sent to our treasurer at:

        JOSEPH Y POWELL
        5366 FIELDWOOD DR.,
        HOUSTON, TX
        77056-2708.

If you are a non-member reading this MaiLink, please don't send money for dues to Joe or anyone else. Write to our president, Tom Adams: 4427 39th St., Brentwood, MD 20722-1022, to inquire about membership procedures and terms. Also, if you would like to give a gift membership to a friend or relative, contact Tom first.

PLEASE send your dues promptly, it causes all kinds of inconvenience to Joe Powell and the other officers, if dues come straggling in for months after the deadline.

If another person writes out your check, ask them to make it clear who the dues are for. Checks signed by spouses, parents, and others pose a problem. If we don't have a member named "Irma Klutz", what is Joe to do with a check from Irma?

PLEASE
PAY DUES

Have you decided you no longer want to belong to our group? It would be a great help to Tom Adams if you would send him a farewell post card, so he knows your intentions.

OR ELSE
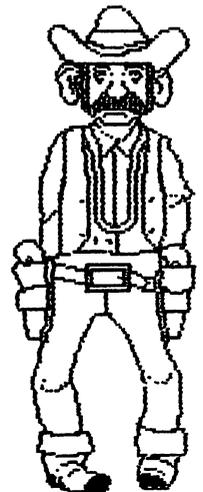
"HOW I USE MY COMMODORE"
Rolf L. Miller

This is in response to requests for articles on how members use their computers. It won't mention megaPC use because, except when Son visits (he has a super-duper IBM laptop), no megaPC's reside in this household. That's not to say there wouldn't be if it weren't for the 64. But the 64 serves quite nicely, thank you. And each of Son's visits reaffirms that a megaPC would not be utilized any differently. If that ever changes, a megaPC will enter the household, though it more than likely would be a slave to the 64 because of the numerous custom programs used. And a large collection of working computers, drives, and printers guarantees future availability.

The wife's 64 sits proudly in the living room. She likes it there because she can listen to TV while playing games. Mah-Jong is her favorite. Before judging her a game junkie, understand that she is a school bus driver.

The resting place for the 64 capturing these words is the large desk in the small room which serves as an office. When not in use, a big cardboard box covers it. In fact, big boxes cover all the equipment not in use. The boxes serve two purposes. First, they protect the gear from environmental hazards, dust, etc. Second, unlike soft covers, the flat, semi-hard surfaces provided by the box-tops allows utilizing the space the equipment otherwise occupies. When the box is moved to access the computer, what's on it goes with it.

This box shuffling occurs nearly every day, and the program most often loaded is The Write Stuff (TWS) word processor. From it comes the church bulletin, Bible study lesson sheets, other church related correspondence, articles, personal letters, and the local User Group newsletter, all output to an old (but well-built) Citizen Premier 35 daisywheel printer. TWS is also used to prepare material for sending via e-mail.

The next most used are terminal programs running at 2400 baud. HandyTerm is used to access the User Group's BBS for newsletter input and its vast reservoir of programs. FritzTerm, a straight ASCII terminal for the 64 which sports a 44K buffer, is used once a week or so to log on to the LA Free-Net, which provides internet e-mail access.

When it comes to graphics, GeoPaint is sometimes used to create material. But the Fun Graphics Machine (FGM) is the primary program used. All material is captured into FGM using the reset technique and output to a Star NX-1000C.

The programs used to maintain the church's data base, print mailing labels, records, schedules, budgets, directories, etc. are the result of programming efforts dating back to 1983. That marks the acquisition of the original 64. Actually, the computer experience began in 1980 with a Sinclair ZX80, a 1K machine, then a 2K version, then 16K. Since few to no programs existed, learning how to program in BASIC ensued. While it is surprising what could be accomplished with these truly small machines, it soon became evident that serious work required something bigger (though a Sinclair is still used occasionally as a programable calculator). Introduction of the Commodore 64 presented the obvious solution.

A fair amount of time is still spent writing little routines and programs for specific applications. This includes programming EPROMs, though deeper involvement in the hardware side of computing is more of a vision than reality.

TIP by W.R. (Bill) Kennedy

When I get a new ribbon for my printer, I make it go through a short printer test, which all printers have. When I have a copy of the printout, I cut it out to fit the back of the ribbon cassette, and tape it to the cassette with Scotch tape. From then on, I can tell when the ribbon is wearing out compared to the sample on the cassette. When it gets too bad, its time to change. I usually re-ink my ribbons, and can tell when its time to re-ink.

TWO-PASS GRAPHIC PRINTING

Rolf L. Miller

The September 1996 MaiLink article MIXING TEXT AND GRAPHICS discussed the "cut and paste" method. This, of course, is not a concern for those who use GEOS or other graphic environment based word processors. They are able to print graphics with the text. And, as long as dot-matrix printers are used, even users of nongraphic based word processors can utilize other means to include graphics with the text. The ILLUSTRATOR for The Write Stuff is an example. It allows planning for and encoding text so that graphics print with the text. But when it comes to including graphics with text produced on a daisywheel printer, the graphics must be considered separate from the text. The alternatives are to first print the text with space planned for the graphics, then either print the graphics in the space with a second pass, or print the graphic separately and paste it into the space.

Of these two options, the "cut and paste" procedure is the easiest. However, the pasted page needs to be photocopied, doctored with whiteout, and recopied to give a finished product. That is not always convenient. So, a look at two-pass printing is in order. And while this procedure involves precision, it can be accomplished. In fact, a little experience will find it taking not much more time than the "cut and paste" method, let alone eliminating a trip to the copy shop.

As is done in the "cut and paste" method, space for the graphic is planned for in printing the text. This can be determined by printing the graphic. But the space a graphic will consume is not difficult to calculate without printing it. Unless altered, graphic printing occurs at 9 lines per inch (LPI), whereas text printing occurs at 6 LPI. Hence, the ratio is 6/9=.66. So, .66 times the screen lines of the graphic tells how many text lines to allow for it. It's common to allow an additional one or two text lines to separate the graphic from the text.

Graphics can usually be printed at various densities, dots per inch (DPI), and text can usually be printed at varying pitch, characters per inch (CPI), though Commodore 1525, 801 & 803 printers are limited to 60 DPI and 10 CPI.

To determine the number of character spaces to allow for the width of the graphic, first calculate the graphic's printed width in inches. That is figured this way. Multiply the number of screen columns it consumes by 8 and divide the result by the DPI that will be used. Then multiply that by the CPI used for the text. It's common to allow a few additional character spaces to separate the graphic from the text.

Consider a graphic that on screen is 20 lines high by 32 columns wide. To calculate the number of text lines it will consume, multiplying 20 by .66 yields 13.2. Add 2 for separation. The result is 15 text lines. If text printing is to occur at 12 CPI and the graphic will be printed at 80 DPI, to calculate the number of text columns to allow for it, multiplying 32 by 8, dividing by 80, and multiplying by 12 yields 38.4. Add 3 for separation. The result is 41 text columns.

After the text page with the space allowing for the graphic is printed, the page must be aligned in the graphic printer so the graphic prints in the space provided. This is where the precision is needed. The following method is easier done than said. Position a blank sheet of paper squarely over the text page and draw an outline of the space planned for the graphic printing. Measure from the left edge of the paper to the desired position of the graphic's left edge. Set the printing of the graphic's left margin accordingly (inches left * DPI = dots left). Insert the outlined sheet in the printer, positioning it so normal printing will begin at the paper's left edge. Then align the paper to bring the print line in line with the desired placement of the graphic's top edge. Print the graphic (or just an outline of it). If the alignment is incorrect, interrupt printing and adjust the paper. When alignment is perfect, mark the paper in

relation to fixed points on the printer so that its position can be duplicated. Place the marked sheet squarely over the text page and note where the positioning marks fall on the text. Insert the text page in the printer accordingly and print the graphic.

INTRODUCING MY COMPUTER

Ed Harler

In February 1987, after about a year of checking which computer would be the best buy, I purchased a Commodore 128. I use it for a variety of tasks, but chiefly use only two pieces of software: a telecomm program and a wordprocessor. At present the telecomm program is "Desterm", but I intend changing to a program which will allow me to get a full 14.4kbs from my 14.4 modem. (See Gary Noakes explanation in the July 1996 (mislabeled 1966) CML of what is required to get faster transmission rates.)

The word processor (WP) I am using is "The Write Stuff" (TWS). Although rather ancient by software standards, it is still superior in many respects to even the latest gee-whiz WP on the market today, especially in terms of ease of use, things it will do, and filling my every-day writing needs. It certainly over-shadows others as far as coding efficiency, but that can be said for most Commodore programs. The spell checker is a marvel in speed and efficiency. Compare the speed of the computer (2 mHz against 200) and I doubt that you'll find anything on the market that runs one hundred times faster.

Perhaps you remember an article in the Oct. '93 issue of "Compute" about Prof. Phil Hoff, who (at the time) had a 33 mHz 486, but preferred to use his C-128 in C-64 mode. He was teaching "electronic engineering at California State University at Chico. He, too, admits there are things the C-128 can't do, but in many cases the C= loads his short programs (which he doesn't care to rewrite) faster than the 486 boots and allows him to get answers quickly.

You may be asking yourself why I don't use a data base or spreadsheet program. Being naturally efficient (some call it lazy), I have found that TWS handles it all. TWS may not be as fast, but it does the job and saves me from learning a couple more programs. Here are a couple of examples.

My largest data base is my genealogy data, which is split into surname files. In its own file is a family-history-sheet form. When a new surname is to be added, I read in the form, fill in the info and save it under that surname. When another family with the same surname is to be added, I simply append (or merge) the form into the current data and fill it in with the info to be added. Another fair-sized database-type use of TWS is my address book.

I have many forms, each in their own file, for use as needed in letters, etc. One example is the form used to keep track of car mileage. Each year I change the date and the to-date mileage figures, print the sheet and then fill in the data with a pen, using a calculator to compute the miles/gallon, etc. (If it's easier to do something without a computer, do it that way! Computers are great for repetitive tasks or changing something without starting from scratch. Doing it by computer can actually be a waste.)

Spreadsheets and databases are often one and the same. Though TWS can't calculate as a spreadsheet does, but it does have math ability and I can always resort to a calculator. Using a spreadsheet for keeping your bank balance I consider a waste of time. It's easier (and even faster) to use a calculator and pen.

I do program in BASIC and find it productive enough that I still haven't gotten into machine language. The two most used BASIC programs I've written are a label printing program and one which figures out Soundex codes.

The *Big Blue Reader* and an 80-column disk editor are on my occasional use list. The rarely used C-64 mode will probably get more use once I start using FGM. Because of the power of the 128 in its native mode, I never did much with C/PM, especially after purchasing TWS.

The bottom line: it's working and allows me to do everything I need to do, so there's no reason to switch. Or fight a frustrating learning curve with a newer machine.

INK-JET PRINTER

Paul Berry.

I was encouraged by articles in a recent publications, by people who successfully used Epson compatible Canon ink-jet printers with their Commodore set-ups. It occurred to me that if Epson compatibility was the key, why not buy an Epson printer.

When I saw an ad for an Epson Stylus Color IIs ink-jet printer for $160 with a $30 manufacturers rebate, even though the clerk in the mega computer store told me he didn't think it would work because the Commodore didn't have enough memory to handle the printer drivers, I took the plunge, armed with the assurance that I could return the printer for a full refund if it didn't work with my Commodore/Super Graphix interface. It was my impression that the clerk thought, that if I didn't have Windows, I probably wasn't worth bothering with.

Once home I carefully followed the manufacturers installation instructions, printed the test pattern sheet which was in vivid color and with the usual excellent ink-jet quality. I switched to the black ink cartridge and fired up The Write Stuff, and using the old familiar printer toggles wrote this article.

This is a test of the EPSON *Stylus* COLOR IIS ink-jet printer using the standard TWS printer toggles,

> Underline
> *Italics*
> **Boldface**
> Superscript $12^2 = 144$
> Subscript H_2O
> **Double Wide**

Everything worked. Obviously this letter was printed using the Epson ink-jet When using the color ink cartridge, the TWS color printer toggles which I installed with the customizer, work as

they are supposed to.

I have tried the printer with my favorite spreadsheet, GEOS (NX1000-DS and NX1000 Rainbow printer drivers), several graphics programs, my data base and Loadstar text files, all gave good results with their built-in Epson compatible printer drivers.

Not every thing is on the plus side however. For example the user's manual isn't of much value to Commodore users because it continually refers to clicking on an icon in Windows. A 3-1/2" disk with printer drivers was included but it requires Windows to use it. I did buy the Epson ESC/P programmers reference manual, and it is quite helpful albeit a bit technical and about 2 inches thick. Most Epson printer commands are the same as the ones I am familiar with for my Star NX-1040 Rainbow printer.

There is no provision for tractor-feed paper, but up to 100 single sheets can be placed in the paper tray, and the registration of the top of each sheet is extremely accurate. According to the reference manual, no Epson ink-jet printer recognizes the reverse paper feed command that is the key to printing graphics with the Illustrator versions of The Write Stuff. However with a bit of ingenuity, I have been able to accomplish the same effect.

The color ink cartridge has only three colors, yellow, red and blue, thus if you want to print black while using the color cartridge, the printer produces a "synthetic" black using a combination of the three colors it has, and black printing is slow. Switching cartridges is quite easy.

Since GEOS is always in the graphics environment, printouts from GEOS look similar to the dot-matrix type, except there are no streaks in large areas of solid color. So far I haven't had very good success with the Perfect Print fonts from CMD using the ink-jet. But since I am not a devout GEOS fan, this isn't a great problem for me.

For the record my set-up is: Commodore 128, Thomson 40/80 column color monitor,

one 1518 disc drive, one 1571 disk drive, one 1541 disk drive, Super Graphix interface, and of course, two printers.

Editor's note:

The print-out Paul sent was beautifully clear and dark. He also included another sheet with examples of several fonts: outline and shadow printing, etc. These were all very clear. He sent a couple of color print-outs. The one done with his Epson SX80 of a Koala pic from Loadstar was excellent. It was considerably larger than a print-out I made of the same graphic with my Star LC-1011C printer, using Color Separator from Loadstar 144. However, his 5-pass print-out of another Loadstar color graphic using Color Separator was considerably dimmer than the the job my printer did. JN.

(Since I am using Elite type and and Epson clone, I can't emulate boldface in Paul's example. HJM sorry)

TIPS ON WRITING

Rolf L. Miller

Did you ever want to write something? An article for the MaiLink, perhaps? If not, most everybody is required to write something sometime.

Writing isn't really that difficult. After all, the written word is essentially just the spoken word set to print. So, anyone who is able to speak an understandable sentence of words can write. Simply use the words that would otherwise be spoken. As for punctuation, just mentally rehearse the pauses and inflections of the spoken word. Place commas where slight hesitations occurs, periods to mark the pause ending a sentence, and other marks as indicated. Then, since words are vehicles of thought, group the resulting sentences into paragraphs that make sense.

Of course, before anything can be written, something to write about must be determined. Then, comes figuring out what to say about it. There is an easy way to accomplish this.

As every parent knows, the natural function of the mind when it lacks wanted information is to pose questions. It then looks for answers, and grasps any information pertaining to the questions the search discovers. Therefore, the natural and, thus, easy way to gather information about which to write is to ask questions of the subject. The answers provide the material for the writing.

To formulate the questions, ask: WHO, WHAT, WHERE, WHEN, WHY and HOW of the subject chosen. Jot down any answers that come to mind. Then ask the same six questions of the answers. The results invariably produce more than enough to supply the intended writing.

While this writing exercise can be carried out on paper, using a word processor has an advantage. It happens that this technique often finds the material reasonably organized, requiring a minimum of reordering. Thus, using a word processor allows finishing the work by merely moving things around. Group similar thoughts together in a make-sense manner and arrange the groupings in a logical sequence. Then edit the results.

Before printing it out, though, let it rest a day or so. Work on something else. Then come back and reread it. The fresh look will notice any areas needing further work.

WHY WON'T IT RUN?

Larry Schafer

Working with my Commodore is still an adventure, but there are those times when a promising program just won't do anything. I hate it when I enter a program and nothing happens, and when I list it, it comes back SYS 1234, or worse. Herewith a beginner's list of why a program won't run:

- Wrong platform - I*M or MAC or whatever
- 64/128. BASIC 2 vs. BASIC 7. A neat way to avoid this problem is to peek address 215. A C64 returns 13, a C128 returns 0,29, or 128, for 40 columns, C64 mode, or 80 columns, respectively.

- 40 or 80 columns on the 128
- BASIC or ML - LOAD 8 or LOAD 8,1.
  No problem if warned!
- Wrong drive. Some very early programs won't run except from a 1541 drive, but more common are programs that require drive 8. An avoidable problem.

I won't talk about PRG vs SEQ, but what I would like to see is that EVERY PROGRAM, without exception, start with a REM statement giving the title and whatever, then, where necessary, a line to ensure that the proper computer is running. Like this:

```
100 REM 'DEMO', BY JOHN DOE,
    IN RUN, 9,89,P.45
```

```
110 IF PEEK(215)<12 OR PEEK(215)>30  THEN
PRINT" FOR THE C64 ONLY":END, or
```

```
100 REM 'MILO', IN ML,
    BY JOHN DOE 10,'96
```

```
110 SYS 4563
```

As for getting the right drive, the program should start with a request for the drive number, and then refer back to that, not just 8.

That's a start. Please send in your corrections and suggestions.

THE WORLD'S GREATEST COMPUTER

Ed Harler

In February 1987, after about a year of checking which computer would be the best buy, I purchased a Commodore 128. There is no doubt in my mind that the 128 is the greatest computer ever, considering its general usability and low-cost upkeep. Had a company other than Commodore (C=) produced it (perhaps a savvy marketer like either Compaq or Dell), it might have peeled Apple to its core and IBM would really be blue. (Incidentally, IBM's marketing shrewdness in preempting PC for their brand of personal computers is a good example of something C= could have done. Whenever I mention PC, I use it as an abbreviation for personal computer and not as a reference to IBM's machines.

I know I'm "preaching to the choir," but consider these few facts about the 128 and you'll know why I feel its so great:

1. The 128 contains a true C-64, which at the time (1987) was in more homes than any other PC. (Model for model, it may still hold that record.)

2. Among other things, in its native mode it has a great BASIC, a built-in monitor, and plenty of software.

3. It is a CP/M machine and runs the precursor of MS-DOS, which opens the door to learning the basics of that operating system and to some great software. It should have been an attraction for Kaypro and Osborne (as well as MS-DOS) users had it been promoted correctly.

4. It is over ten years old, but is still extremely competitive with other computers currently on the market. True, it doesn't have the huge memory (though that's available via an add-on), but it doesn't have the bloated operating system and overweight programs that the current batch of computers sport. And, admittedly, there are plenty of things it can't do, but most of those things (especially graphics and sound) aren't usually used by Joe or Jane Average, unless they're avid gamers. Certainly MS-DOS machines don't match the SID music players, the imitation of Amiga's bouncing ball, or a program like "Sky Travel", especially in programming efficiency. (Incidentally, Activision is selling a Win95 version of 15 of their C-64 programs for $29.95. Go figure!)

These four points bring out the fact that the C-128 and its software were far ahead of its time. It led the way for many things incorporated into other computers. Having a good model makes improvements by future manufacturers easy, whether the product is a car, mouse trap or computer. Unfortunately, computer manufacturers and programmers seem to have very few ideas for advancement: make it smaller in size, while increasing its memory, speed and price. Programs, once designed for a single-use, now are packed with everything possibly related to the

central theme of the program. These feature-rich behemoths are rarely used to their full potential. (I sometimes think the real meaning of "new and improved" is: new substitutes substituted and improved pricing.) It isn't too surprising that Commodores have retained their usefulness and adherents for more than a decade.

A lot is made of the speed of newer computers, but that's really irrelevant in a home (and in some business,too). If I have to wait for the computer to finish a task, fine. I always have something I can do in the meantime, even if it's only emptying the wastebasket or filing a letter. Most of the time the computer is waiting for me and that's true even when I'm typing at 50-60 wpm. Not too many people seem to realize that a computer transmitting data at 14.4 or 28.8 is transmitting at that rate regardless of whether the computer itself is running at 1 mHz or 200 mHz.

Economically, a C= is tops. Estimates vary, but a good average is that you'd need $1500/yr to keep up with the latest-and-greatest in computer "improvements." That will buy a lot of on-line time, postage, magazines, etc., assuming, of course, you actually have that amount to spend. (As an aside I would like to note that Commodore users are not bothered by viruses or bug-ridden software even in current releases. Pick up any non-Commodore magazine and be amazed at the problems facing Win3.x or Win95 users. A new WP, "WordPad", for Win95 lacks the ability to double-space, number pages, create headers or footers, or, amazingly enough, retain or translate the formatting of a document imported from another WP. How can any software company (especially the size of Microsoft) put out a piece of garbage like that and still be considered trustworthy? We may be ridiculed for holding on to our orphans, but they are only orphans to those who have abandoned them.

UN-BLITZ PROOFING

Roger Detaille

You wrote a great BASIC program and to make it run faster, you Blitz! it. As the program is compiled it is also made snoop proof. One can no longer list the BASIC program. Or so you thought. There is UnBlitz!, which decompiles your program and makes it a BASIC listing again. Anyone with a rudimentary knowledge of BASIC can modify it, remove your copyright notice, or even worse, write his/her own name in its place. I have seen this happen.

However, you can thwart their plans by Un-Blitz! proofing your compiled program. When your program is ready for compilation, use Blitz! as you normally would. However, for this to work you must write the following two lines at the very beginning of your program. One of these lines is never executed, and therein lies the secret.

```
1 goto 5
2 print"gotcha===>"
5 rem this is the start of your program
```

Note line 2, which is never executed. The > symbol must be the last character in the print statement. Now you can use Blitz! to compile your program. After the program is compiled, use a sector editor and list track 18 to find the starting track and sector of the compiled program. Once you have located the first sector, keep advancing through the links until you find your line 2. This is easily recognized as it is a print statement. Look for the following bytes: 3E 3E and change the second one to A9. Now save the sector back to disk. Trying to Un-Blitz your program will result in failure.

When you list a program that has been Blitzed, all it says is "BLITZ!" While you are doing the modification listed above, you might as well look for the sector that contains BLITZ! Change it to GOTCHA and save the sector back to disk. When you load a program thus doctored and try to list it, what's it say? "GOTCHA".

CHANGING DEVICE NUMBERS

Roger Detaille

ACES, the Active Commodore Enthusiast Society printed an article in one of their newsletters about changing the device number on disk drives without

resorting to surgery. This article is based on theirs. The old 1541s don't have DIP switches for changing device numbers, and it is often claimed that they have to be opened and a solder pad must be cut in two to change the device number. Using the method described here, there is no need to do any cutting or soldering.

Turn the drive over and unfasten the four screws that hold the cover in place. Next, turn the drive back right side up and remove the cover. If it has a metal shield, remove the four screws that hold it in place and pull the shield off. Next, on the circuit board, look for a chip with the number 6522. There are two of them, called UC2 and UC3. Look for UC3. These chips are socketed and are easy to remove and reinsert. Use a chip remover to pull the UC3 - 6522 chip off its socket. If you don't have a chip puller, use a thin-bladed screw driver instead and insert it between the chip and its socket. Do this very gently, lifting it bit by bit, first one side, then the other, until it can be removed. Before removing it, however, take note which way the notch at the end of the chip is positioned on the board.

These chips are forty pin jobs, twenty on each side. Now count the pins of the left side with the notch pointing away from you and the pins pointing down. Usually pin 1 is identified with a dot on top of the chip. What we need for our purposes are pins 15 and 16. If you want to change your drive to device 9, simply bend pin 15 outward, so it won't fit into the socket when you reinsert it. To change it to device 10, bend pin 16. If you want to change it to device 11, simply bend pins 15 and 16. Now reinsert the chip, taking care of the notch orientation. Replace the shield and cover and you're in business. Thanks, ACES, for this tip.

VENDOR WATCH

LOADSTAR LETTER NEWS
From FENDER TUCKER (Grand MoJo of Loadstar).

The LOADSTAR Letter is a definite go! we have over 800 paid subscribers and about 200 more subscribers from The Underground. We have deposited the checks, and everyone who sent one will get the next twelve issues. Underground people will get one LOADSTAR Letter for each Underground they had coming. Since the Underground subscription was $1.80 an issue and LOADSTAR Letter's charter subscription was around $1.00 an issue, the people from the Underground will be allowed to renew their subscription at the $12 rate when it is time. For others, after October 1st, a 12 issue subscription will be $18.00.

HOWEVER, since "Meeting 64/128 Users Through the Mail is my personal user group, current members may subscribe to the LOADSTAR Letter at the $12 price until further notice. When you write or call to subscribe, just mention that you are a member.

LOADSTAR "PASS AROUND" ISSUE. From TOM ADAMS. Loadstar # 148 is a "pass around" issue. Any subscriber is free to make copies and give them to friends. If any member who doesn't subscribe wants to send me $2.00, and a request, I will be glad to send them a copy. Be sure to specify whether you need a 3 1/2 or a 5 1/4 inch disk.

BAD NEWS ABOUT SOFTWARE SUPPORT INTERNATIONAL: Here is a part of a conversation on the Internet in the "comp.sys.cbm" newgroup.

From Kenneth Barsky -

Hi All! Bad news. I placed an order today with Software Support International and was informed by the nice lady who took my order that by the end of the year Software Support will drop their Commodore support. I just received their catalog today. Better order while you still can.

Reply: From Stephen Judd -
Ahhh, so it's getting out at last. The sad part of this story is that so far there doesn't seem to be any buyers for their 64 stock, of which they have tons. Yep, it may end up just going into the trash. Part of the problem is that there is so much stuff that the shipping alone becomes prohibitively expensive. Bummer :(

GEORGE HOKE writes: "I came across the enclosed advert in the last issue of "Nuts and Volts" magazine. I thought some members might have older printers and were having trouble finding ribbons for them. Also, someone might want be interested in producing iron-on decals."

The company is H.T. ORR Computer Supplies. 249 Jaunita Way, Placentia, CA 92670. Their phones are: 800-377-2023, and 714-528-9822. They sell printer ribbons which will produce a heat transferable message or design, that can be ironed onto a T shirt or other fabric, some available in color. They also sell marking pens that will add colors to the designs. They offer a variety of hard to find ribbons, including ribbons for the Commodore MPS 801, MPS 803, and 1526."

ED ROHAN sent a clipping from the catalog of "Tiger Direct", a Florida firm whose order phone is 1-800-888-4437. It is for a Star Micronics NX-2460 24 pin dot matrix color printer I priced at $89.99. Ed said: "I felt I should tell someone about this printer. With shipping charges included this printer should still cost less than $100. I have bought stuff from Tiger for my PC, and they are reliable. We know how good Star makes 'em. I just might buy one."

FROM ED HARLER: "El cheapo mailer feedback: As Robert Hunter pointed out at the end of my article in the previous issue, the March 1990 issue of CML has a description of how to make inexpensive disk mailers. An e-mail message from Tom Adams informed me that regular disk mailers which will hold 2 disks are available from the MEI-Micro catalog in quantities of 50 for $9.50 plus shipping. (Phone 1-800-634-3478). With shipping, the price would be a little more than thirty cents each rather than the much higher prices I quoted from local stationery stores. If you are buying other things at the same time, the cost per mailer would be even less.

It is this interaction and exchange of information that makes "Meeting 64/128 Users Through the Mail such a great group. It costs very little, but pays big dividends."

Editor's note: If you use standard labels on these sturdy mailers, seal with a small piece of tape, and open them carefully, they are recyclable. Some have gone back and forth between members several times. Slap new address and return address labels on over the old, put a couple of blank labels over the stamps, and you are back in business.

PERFORMANCE PERIPHERALS ABANDONS THE COMMODORE. According to the "On The Horizon" column in the Aug/Sep "Commodore World", Performance Peripherals Inc., (Peter Fiset), will no longer service the Commodore Market. It will no longer provide support or repairs on any of the Commodore products it has produced, including the RAMDrive. It will sell remaining products until the inventory is depleted.

ESCOM BANKRUPTCY: Here is a message which came over the Internet "comp.sys.cbm" newgroup. You will remember that ESCOM was the company that bought up the complete rights to Commodore from Commodore Business Machines when it went bankrupt. As you saw on page 18 of the July MaiLink, ESCOM recently sold rights to all Commodore technology, particularly. Amiga, to a U.S. firm, "Visual Information Services Co." What next, do you suppose?

Article #55400 (55410 is last): From: elphantas@aol.com (El Phantas) Newsgroups: comp.sys.cbm Subject: Re: ESCOM Germany Bankrupt Date: Thu Jul 18 05:07:58 1996

Here is one of the actual news articles from 7-15-96 for those who are interested:

FRANKFURT, Germany (AP) -- German computer retailer Escom AG said Monday it was filing for bankruptcy, a victim of ambitious expansion coupled with slumping demand for personal computers.

Escom has been in insolvency proceedings since July 2 after forecasting a 180 million mark ($118 million) loss for 1995 and continued substantial losses'' in the first half of 1996. But a court-appointed administrator judged Escom unable to raise enough

capital to keep it afloat until possible restructuring talks under the insolvency procedure, the company said.

Escom has blamed weak demand in its main markets for its troubles. German electronics giant Siemens AG holds a 10 percent share in Escom and German mail-order group Quelle has 25 percent. Escom, founded in 1986 by German entrepreneur Manfred Schmitt, started to slide soon after buying the British store chain Rumbelow's in 1995. Schmitt resigned last March as losses mounted. Escom has 460 outlets in Europe, mostly in Germany, Britain and the Netherlands. Others are in France, Poland, the Czech Republic, Austria, Hungary and Slovakia.

The company said after filing for insolvency it would cut 1,900 of its 4,400 employees this year.

NEWS FLASH

BOSTON COMPUTER SOCIETY ENDS

by Larry Schafer

After 19 years, the BCS called it quits. It was one of the earliest and biggest groups to promote the use of the personal computer, but promoting computers is no longer a problem and the public and industry have taken over the tasks of instruction and getting out the word. Also ended is the Commodore User Group, that started out as the first BCS users group in 1977, based on the PET.

I'm still available to talk about C= soft and hardware, but the group finally ran out of members. A C= BBS is still hanging on, at 617-729-7340 and 729-7310, but it's days are numbered.

A VISIT TO CMD
Csaba Csaszar

At the end of a 2000 mile vacation trip through New England it dawned on me that we were near Springfield, MA, where the great Commodore supporting Creative Micro Designs, Inc. is located. After consulting the phone book and chatting with a friendly UPS driver, we arrived at 15 Benton Drive, East Longmeadow, MA.

CMD is located in a very impressive new cinderblock building with trees and a manicured lawn. I thought, "I already like this place". We walked in (unannounced) and I said, "I am a Commodore user from Long Island on my way home, and I just wanted to look you up and see the CMD complex."

We were introduced to Mr. Charlie R. Christiansen, General Manager, who was kind enough to lead us through the whole operation. The assembly and repair areas were spacious, well lit, and items were neatly stacked on shelves. It was an organized place. I had the pleasure of having a sparkling new SuperCPU 64 in my hand, and then was shown a 40 Meg hard drive. Both are very well built, solid accessories for our Commodore. Since my Xetec hard drive is on the "Dead End" shelf at home, at my wife's urging I decided to buy a CMD 40 BP hard drive on the spot. One was not immediately available, but it arrived, as promised, shortly after we returned home.

Mr. Christiansen introduced us to the ladies and gents present at the moment, however, there were too many names, I can't list them here. All I can do is highly recommend CMD and all the nice people working there. We thank them for the courteous reception and wish them success with the SuperCPU and other ventures.

INTERNET STORY

Tom Adams

In my "Meeting News" I mentioned that I am a fan of the Internet. Let me tell you a story about the power of the 'net.

I was using a product called Italian Tomato Soup made by Campbell's Soup Company. Suddenly it disappeared from the store shelves. I asked the store manger to special order the soup but never heard from him again. I searched the three super market chains in the Washington, D.C. area to no avail. No one would special order a few cans of soup and the store told me since I was the only person to ask it wasn't "cost effective" to stock the item.

One night I was 'surfin' the net' and thought "Hey! maybe Campbell's Soup has a 'home page' ". I entered a URL (Universal Resource Locator) www.campbellsoup.com. Well, what do you know they did have a page on the Internet. There was a place to sent e-mail to the company. I asked if they still made a product called Italian Tomato Soup. The next day in my e-mail box there was a message from Campbell's saying that they still made the product and wondered why I asked. I replied that I have not been able to find the product on the store's shelf in the Washington, D.C. area and wanted to know if it could be special ordered. Their response was that Campbell's would see that it was available in my area in the next few weeks. Yea I heard that before! Exactly two weeks later there was a display of Campbell's Italian Tomato Soup in the local Safeway AND Giant Food, as well.

TIP

From FAQ 3.3 compiled by Jim Brain

How do I transform a text file into a BASIC program?

Since Commodore BASIC stores its programs in "tokenized" format, one cannot simply load text files containing BASIC statements and run the file directly. However, there is a solution. In direct mode, type in the following:

```
C64:
open1,8,2,"filename":poke781,1:
   poke812,73:sys 65478

C128:
open1,8,2,"filename":
   sys 65478,,1
```

This will read in each line of the text file and try to execute it (or   store it if the line is preceded by a number). The screen will go blank (scroll upwards) while the file is retrieved and will likely end up printing an error message, which is normal. When the last line of the program is entered, hit RUN/STOP-RESTORE, and type in the following:

```
close1
```

The file will now be loaded into memory. Immediately save the file to disk as a BASIC program.

If the above sounds too complicated for you, check out the seq-to-basic program that is posted to comp.binaries.cbm every month. It will perform the translation for you, after you answer a few simple prompts.

FEEDBACK

COPYRIGHT

J.H.L. Garrison

Bob Hunter's statement on "Copyright" in the September Mailink was correct as far as it goes. However, you do not hold a copyright if you do not claim it. And, the release of the original or any copy without claiming the copyright, forever bars you from claiming the copyright.
The first release of the item must show "(C)" that a copyright is claimed, the name of the copyright holder, and the year in which it was copyrighted.
If there is significant commercial potential the copyright should also be registered with the copyright office in Washington D.C. Otherwise, in a court case you might loose your claim to the copyright. Years ago this registration cost was $6.00. However, it could be $30-40 now.

Source: Twenty years ago when I was writing a real estate booklet, I asked a corporate attorney about copyrights.

COPYRIGHT QUESTIONS AND ANSWERS

Rolf L. Miller

Source: Public Law 94-553. Title 17 of U. S. Code (Copyright Law)

Q. Can I copyright an idea?

A. Copyright protection extends to the expressions of
ideas, procedures, processes, systems, methods of operation
which can be communicated, not to the ideas, etc. themselves (102).

Q. How do I copyright a work?

A. Copyright subsists from the time a work is created in a fixed form (101). To maintain the copyright requires placing a copyright notice on any copies distributed. The copyright notice shall contain the word "copyright" (or C in a circle), the year created, and the author's name (401). Registration of copyright is a prerequisite to infringement. Suit (411). Registration of copyright may otherwise be required (408).

Q. Can someone else copyright a program I place in the public domain?

A. Only the author or those deriving rights from the author may claim copyright (102).

Q. I bought a box of used software. Several of the programs state that only the original purchaser has a right to use them.

A. It is not an infringement for the rightful owner of a copy of a computer program to sell it to another (117).

Q. I have a program that forbids me from making a back up copy; I have to buy it if I want one.

A. It is not an infringement to make a copy for back-up purposes (117).

Q. A friend has a program I would like to copy so I can see how it accomplishes certain things that I want to use in a program I am writing.

A. It is not an infringement to copy a copyrighted work for the purpose of criticism, comment, news reporting, teaching (including multiple copies for classroom use), scholarship, or research (107).

Q. Can I copy a program which cannot otherwise be obtained?

A. Subject to the limitation of rights in sections 107 & 117, only the copyright owner has to right to authorize reproducing the program (106).

Q. I've been told it is a violation of copyright to remove the copy protection from GEOS.

A. It is not an infringement to make an adaptation of a computer program provided that adaptation is created as an essential step in the utilization of the program and is used in no other manner (117).

BUY SELL TRADE

FOR SALE: Star NX-10 dot matrix printer in good working condition, with 4 unused ribbons. No power cord. This requires an interface to use with a Commodore system. Will work with IBM compatible PCs. $25, including shipping in U.S.

Marshall Sawdey
Ph. (941) 375-1253.

WANTED: A Commodore 8050 1EEE dual disk drive. Also a cable for the drive to the Commodore PET 2001 computer.

Richard Boyd
Ph. (561) 364-9760

FOR SALE: Three Commodore set-ups.

Each set includes:
C-64 computer with manual.
1541 disk driver with manual
Printer, with manual
Epyx Fast Load cartridge.
  Loads of programs, games, and 50 new
  blank disks.
Price: $300 plus postage for each
  set.

WANTED: Where can I find a T-shirt that has the C= logo in big black and red, and 8-bit lives!, or the equivalent?

Larry Schafer

Editor's note: See "Vendor Watch" in this issue, and the source George Hoke mentions. With those products, you might well be able to design and print out just what you want.

WANTED: I am looking for a program. Actually it is a macro for TWS (The Write Stuff). Shortly before Q-Link went down I saw mention of a macro that would read the real time clock in your computer and place the date in your letter. I found out that it was written only for the "SmartWatch", a dongle that was in a joystick port and it was only for version 1 of TWS. I was never able to track down the program. Has anyone seen such an animal? Is there a programmer out there that can write a macro using the real time clock in my RAMLINK? It would have to be compatible with version 2 of TWS.

Tom Adams.

FOR SALE: Commodore stuff. Help! I need room. Please send a SASE for a list of books, magazines, hardware, and software. Most are free for the cost of shipping.

Wendell Welper.

FOR SALE - At 1/2 wholesale price. 5&1/4" DS/DD Disks, 15 cents each, 3&1/2" DS/DD Disks, 25 cents each. Formatted with IBM software. IBM's loss is Commodore Users gain. 2000 of each available. Shipping $2.00 + 2 cents per disk. Satisfaction Guaranteed

Fred Knerr.

PERSONAL: From FRED KNERR. To the member that got disconnected when he called me about TWS. Please call collect or write me. 610-298-2516.

AVAILABLE AT COST.

FGM users interested in seeing how large graphics can be used to make PRINT SHOP TYPE GREETING CARDS, GREETING CARD ENVELOPES, DISK MAILERS, or POST CARDS should send a double sided formated disk with stamped self addressed envelope (or $1.00 for the disk and envelope) to Joe Garrison.

Editor's note: Joe's submission came in an envelope to fit a 5 1/4 inch disk, with a large graphic of a U.S. map on the front, also Joe's return address, and a warning that it contained a magnetic disk. With one piece of cardboard it took 55 cents postage and the disk was well protected.

FOR SALE Two Ea. 1 Meg. SIMMs for RAMLink, $10 Ea. U.S. postpaid.

Brian Vaughan

SPECIAL REQUEST:

When corresponding with:
    George Buffum, Jr.
    6250 Federal Blvd.
    Denver CO 80221-2010
be sure and add Lot # 40 to the address as the post office will not deliver his mail to his trailer with out the #40 in the address.

QUESTIONS

My vision is impaired so I use GEOS for letters since it prints to screen in large type. Word Writer will print to paper in large type but not to screen.

We live in a retirement center and in the past I have used Fun Graphics Machine extensively for making greetings. About six months ago I purchased a 24 pin Samsung printer from CMD. I like the print results very much but I have not been able to print from FGM on it. CMD sent me a driver for GEOS, and referred me to FGFM. Ron Hackley made a few suggestions but to no avail. I would like to try the GEOS driver, (Epson FX1500) but I do not know how to get it on the GEOS disk. The printer works fine to print from "General Ledger" and from "SwiftCalc". Does anybody have any suggestions that might be helpful?

JOHN SHAVER

I am interested in writing a handbook on buying hearing aids. If anyone has had any experiences with buying an aid, I would like to hear from them. Also, I would like advice on writing and publishing.

WENDELL WELPER

NOVATERM 9.6 UPDATE

Fred Knerr.

In the September MaiLink, there was a special offer on the Novaterm 9.6 telecommunication program by Nick Rossi, if at least ten members signed up to buy it at $15. (The regular price is $29.95 plus shipping). We received twelve orders and these have been placed with Nick.

From now on, those members wishing to obtain a 3&1/2" or a 5&1/4" disk copy may do so by sending $15.00 to Nick Rossi, 10002 Aurora Ave. N #3353, Seattle WA 98133. Be sure to include the fact that you are a member of "Meeting 64/128 Users Through the Mail", and specify which disk format you need. A shipping fee is not necessary, it was covered by the $30 user group registration fee. The extra monies that members were kind enough to send for shipping, have been returned to the treasurer and will help pay the user group fee.

WHO IS ERIC LEE?

Answer: By the author himself of *The Write Stuff* word processor.

An exceptionally dull child, I was thought to be backward and uneducable. I never read books, asked questions, or did homework. In high school I made an effort, despite a lack of encouragement, to do better, and in my senior year I managed two A's (first in 12 years).

I persisted in my efforts by going to a community college. Self-supporting, I did farmwork during the summers and lived on the streets in a camper I built on an old pickup truck to minimize expenses. After three years of slow progress I dropped out for six years, during which time I continued to spend summers "on the road" as a migrant farmworker (a fruit tramp -- no truck, bedroll only,). Winters (in California there are really only two seasons) were spent living in my truck on the streets of Isla Vista (a student "ghetto" near the UCSB campus), where I generally spent 10 to 14 hours a day in the university library pursuing whatever interested me at the time (science/philosophy mostly). Since I had no job, belonged to no groups, and spoke only if spoken to, I was socially isolated for extended periods (once lost my voice from disuse).

One fall I was returning to California from picking apples in upper state Washington, sitting in a boxcar watching the Oregon landscape pass by, when a thought of going back to school crossed my mind. I enrolled in a state University (Cal Poly), where I did surprisingly well (3.8 GPA). Three years and two degrees later (crop and soil science), I dropped out again. Several professors encouraged me to pursue advanced degrees, but I was burned out

THE ORIGINAL BUSY BEE
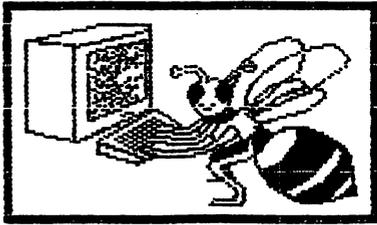
at the time on formal study and spent a year reading philosophy (and a few months of farm work before an illness forced me to retire).

Needing a creative outlet, I got a Commodore 64 and lacking software, taught myself to program in BASIC and eventually ML. When my limited funds ran out, I took a job as a teacher's aide working with LH (learning handicapped) children (after all, I had been one). While at a seminar on computer applications for LH children, I saw a talking word processor for the Apple computer that sold for 300 big ones. I thought this an outrageous price. I could write a better talking WP and sell it for a lot less, said I. This led me to think about word processors in general, and how I would design one. I thought about WP designs for about six months; then, at the end of the school year, I moved to Santa Barbara, where I lived on the streets in my truck next to a lovely park about three blocks from the city library.

When I say I lived on the streets, don't imagine I suffered any deprivations (except social -- would you think well of someone living on the streets?). I typically went to the beach at about 9 AM each morning, where I would jog a few miles, then go for a swim in the ocean (after which the outdoor shower felt warm). After an hour or so lying on the beach, I would return to my truck (I had a bicycle) to get my trusty SX-64 and go to the library, where I worked until it closed. This was how I lived, without income, for a year and a half while I coded The Write Stuff (TWS 64).

I had an inverter in my truck which allowed me to run the SX-64 and a printer on batteries to print documentation and letters. A 24-pin printer was the best I could afford so the first edition of the

manual was regrettably crummy looking. I spent all but about $200 of my life's savings to mail out nearly 1000 demo copies to user groups. One advantage of studying philosophy is that one is never perturbed by the little things like being broke. I was honestly much more interested in seeing if my concept of user distribution would work than in making money. In a couple of weeks, orders started coming in. Living on the streets soon became impractical, and I rented my first apartment in Lompoc (low rent area), where my parents live. The rest is history.

Editor's note: This is reprinted from the April 1991 "Disk Log", newsletter of the now defunct Ventura Commodore Club. It was typed out from the original hard copy and sent to us via Internet by Rolf Miller. Rolf says he saw this in several other user group newsletters, but for sure many of our members have not seen it, and have wondered about this "Eric Lee", and how he managed to create a small home business with his programming skills.

This article was originally published in 8-Bug November 1990 p. 6.

"Meeting 64/128 Users Through the Mail" is part of the history Eric refers to. We were sent one of Eric's demo copies in 1987. I tried it out, was very much impressed with it, and ordered TWS 64 for myself. Then I decided to offer it through the group, on Eric's "userware" plan. We soon sold enough copies to qualify for a minimum price on TWS. Our group now offers TWS to members at about 40% of the price from CMD, taking into account the fact that we charge no shipping fee. See the next to the last page in the September "Information" section for Fred Knerr's prices. JN.

Eric and his family now live in St. David AZ. An addtional update is planned in the next issue of Mailink. HJM

The following page is a guest article by Jack Blewitt which presents a newer concept in graphics printing. Jack was the inspiration for the development of the Color Separator for color printing with ILLUSTRATOR II.
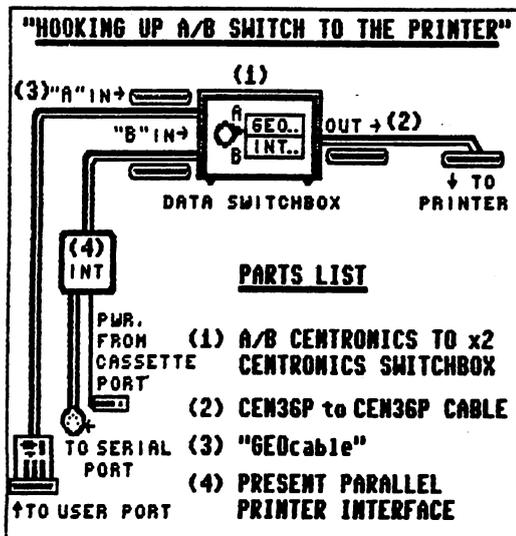- HJM -

"FGM UPDATE V6.6"
by: Jack Blewitt

For users of "The FunGraphics Machine" the first update in over two years was recently released and should be available in your local club library". FGM is perhaps the best graphic manipulator available to the Commodore enthusiasts and now prints even faster than ever. What does this new update do? Actually, there are two options on this revision.

First, if you use any Epson compatible or Gemini-10x printer, you can now use the "GEOcable" with your "FunGraphics Machine" for vastly increased speed and reliability. Previously, this cable could only be used with "GEOS" and, (as I understand), some specialized fast load cartridges. The "GEOcable" actually replaces your parallel interface and sends data directly from your favorite computer to the printer's centronics connection.

To insure your printer is compatible with ALL of your software you may wish to be able to select either your standard parallel printer interface or the "GEOcable". You may want to add an A/B Data Switchbox to your configuration. This is a simple process and relatively inexpensive. A simple switch rotation will instantly select your print path.

"HOOKING UP A/B SWITCH TO THE PRINTER"

DATA SWITCHBOX

PARTS LIST

(1) A/B CENTRONICS TO x2 CENTRONICS SWITCHBOX

(2) CEN36P to CEN36P CABLE

(3) "GEOcable"

(4) PRESENT PARALLEL PRINTER INTERFACE

"GEOcable" may be purchased from Creative Micro Designs, Inc. for $29 plus $5 shipping. (1-800-638-3263). One good source for the switch box and connecting cable would be JDR Microdevices, (1-800-538-5000). The Data Switchbox (#RSP-2) is only $9.95 and the six foot CEN36P to CEN36P cable (#CBL-CNT-MM) runs $14.95. Shipping is about $5 for the two items.

The second option of the FGM Update V6.6 is designed for the Epson 24-pin printers. It allows Multi-Printing which gives you an option of up to nine passes. This removes the 'Jaggies' and makes for an exceptionally dense printout. Results, are much like the "GEOS Perfect Print" program and takes additional time for each pass. Use of the "GEOcable" is highly recommended. Best results are obtained using a weak ribbon or moving the printhead out to its furthest position. This will help prevent ink bleed through caused by the multiple print passes.

Another excellent feature of the Multi-Pass option is the selection of vertical density. Ron Hackley has done an exhaustive study to determine which pins should strike the paper to produce the best results for each vertical density. Normally, the pins selected by the Epson 24-pin printer result in less than optimum print clarity when attempting to emulate the 8-pin printer. Ron's selection provides a clear, concise output. You can even select a 1/72" density so the print is not elongated by 20% and gives the same dimensions as the 8-pin printer. Other vertical densities are available for unique applications.

It is well worth the few minutes it takes to update your pay version V6.x if you have any use for the above options, or may be contemplating purchasing any of the hardware in the future. Ron Hackley is one of the very few programmers still supporting the Commodore 8-bit users. Watch for additional new innovations to keep the Commodore alive and growing.

ROBERT BERTRAND, 1232 Belvidere Ave., Lima, OH 45801-3533 Robert is a librarian.
   Hobbies: Reading, record collecting, nature, and animals. System: C-128, C-64, Plus 4,
   Amiga 500, and an Atari 8 bit, 1541, 1541-II, 1571 & 1581 disk drives, Star SG-10 & NX-
   1000C Rainbow printers, and a 1084S monitor. Interests: Productivity, utilities, games,
   PD, and shareware.

IVAN BLITZ, P. O. Box 537, Cockatoo, Victoria, 3781, Australia Ivan is retired. Hobbies:
   Bushwalking, country drives, and gardening. System: C-128, C-128D, SX-64 & four C-64s,
   1541, 1541-II, 1571 & 1581 disk drives, 1764 & 1750 REUs, MPS-1200 & 1250 printers,
   Xetec interface, 1802, two 1701 & three 1984S monitors, Action Replay, Power, Freeze
   Machine, Freeze Frame, Mach 5 & Epyx FastLoad cartridges, Dolphin-DOS, and Cockroach
   Turbo-ROM. Interests: V.P. of Victoria's largest C= computer club, computer help group,
   writing articles for their newsletter, desktop publishing, GEOS, and his disk library &
   C= magazine library of over 2,500 magazines.

ROBERT L. CASHON, 10024 Torino Dr. S. E., Huntsville, AL 35803-1122 Robert is retired.
   Hobbies: Helping grandchildren with their hobbies, ball games, R/C models, etc. System:
   Two C-128 & C-64s, and Kaypro-II & Samsung IBM clone, FD-4000, 1541-II, two 1581 & three
   1571 disk drives, RAMLink with 1750 REU, Epson Homewriter, Okidata 120, Okimate 20 &
   Star NX-10 printers, and C=1902A, Magnavox RGB & Gold Star CM-141 monitors. Interests:
   Learning ML, utilities & applications, and being a member of a local C= users group.

NORRIS ELWOOD, 580 N. 725 W., Clearfield, UT 84015-3927 Norris is a machinist. Hobbies:
   Old cars & restoration, fishing, and motorcycle riding. System: C-128D, C-64C & SX-64,
   two 1541, 1571 & 1581 disk drives, RAMLink with 4 Megs., 1764 REU, Canon BJC-4000, Star
   NX-1020 & MPS-1200 printers, Magnavox monitors, 14.4K Boca Modem with Swiftlink &
   geoCable, SID stereo cartridge, and a 3+1 cartridge expander. Interests: SID music, and
   collecting C= related magazines & software.

BRIAN KETTERLING, 146 E. Stadium Ave., W. Lafayette, IN 47906-3046 Brian is a home
   repairman. Hobbies: Reading, Thai cooking, working with a variety of materials, and
   elctronics. System: C-64, VIC-20, and 386 & Tandy, 1541, 1571 & Enhancer 2000 disk
   drives, Jiffy-DOS, 1750 REU clone, Star SG-10 & SL-10C printers, Xetec Super Graphix Sr.
   interface, 1520 plotter, 1702 monitor, 64K printer buffer, Super Snapshot V5 cartridge,
   and a CMD SmartMouse. Interests: Programming, graphics, and hardware hacking.

WILLIAM NIZINSKI, 12 Kerns Pl., Pittsburgh, PA 15205-4122 Bill is a maintenance Dept.
   employee in the Pittsburgh School System, and previously served in the U.S. Navy.
   Hobbies: Ham Radio (N3TES). System: C-128D, C-128 & C-64, 1541, 1541C, 1571, 1581 &
   Indus disk drives, CMD hard drive, Jiffy-DOS, and "various" printers, interfaces, and
   monitors. Interests: None given.

BARBARA RHETT, P. O. Box 3069, El Paso, TX 79923-3069 Barbara is retired. Hobbies:
   Reading, cooking, writing, and light exercising. System: C-128 with 64K video upgrade,
   FD-2000 with RTC & two 1571 disk drives, Jiffy-DOS, 1750 REU modified to 1 Meg., RAMLink
   with RTC +8 Megs., Star NX-1000-II printer, Xetec Super Graphix Gold interface, Magnavox
   1CM135 monitor, 1670 modem, SwiftLink & Boca 14.4K baud modem, Waveform Colortone
   Keyboard, and a CMD SmartMouse. Interests: Using Paperclip II & III, TWS & GeoPublish to
   write a religious newsletter. She is semi-active on Genie (B.RHETT@GENIE.COM).

THOMAS TUCKER, 108 Stavemill Cir., Madison, AL 35758-1284 "Tommy" is retired. Hobbies:
   Reading, and woodworking. System: C-128 & C-64, 1541, 1571, 1581 & FD-4000 disk drives,
   Seikosha SP-1000VC printer, and a C=1902 monitor. Interests: Being a member of a local
   C= users group.

CHANGES in BIOs
   See September bios for address change for: Linda Tanner
   Roger Hoyer - Change street address to: 31 Potowatomie Trail
   Zembrund Colynuck - Change the last letter in his first name