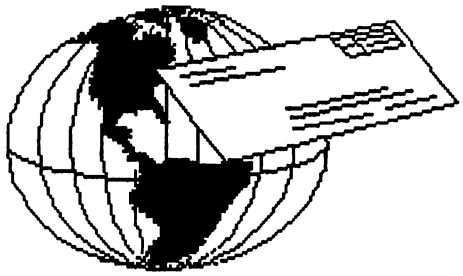
COMMODORE MAILINK

NEWSLETTER OF — MEETING 64/128 USERS THROUGH THE MAIL

January 2002 edition



MEETING NEWS

As always, a new year brings change. After five good years of being President of our group, Tom Adams decided to pass the baton. I am glad to announce that Tom is still with the group and is now one of Meeting 64/128 Users Through the Mail's two Vice Presidents, the other being Frank Redmond. As we know, editorship falls in the hands of whoever volunteers. So please give serious thought to the learning experience of editing an issue, then drop a message to Managing Editor, David Mohr and he'll provide you with an "Editor's Guide" and answer any and all editing questions.

Presently, I am going to continue not only as President, but also as "Information & Group Resource Editor" (should we rename it to Resource Editor?). A major goal as Info./Resource Editor is to increase that section considerably, with hopefully improved organization of resources into various categories. It is hoped that we as Commodore users will be able to refer to the Resource Listing/Pages and find numerous sources for hardware, software, repair shops, etc., all catering to our needs. The Resource Listing /Pages is not only free advertising for vendors and other providers, but it is like having a Commodore Yellow Pages delivered to one's door twice a year!

The year 2002 has barely begun and we already have WINGS. What is WINGS? It is the latest Commodore 64 OS for SCPU users; it resulted from the December marriage of JOS and CLIPS, operating systems under parallel development in the last several years. Have any readers yet worked with WINGS? How about The WAVE? We would love to print your articles about WINGS, the WAVE, or about your experiences with other Commodore software and hardware many of us have only read about. If you aren't ready to "tell all" of your Commodore experiences, how about telling what you want to see in these pages. Does anyone want to see a regular GEOS column? Wheels column? BASIC column? ML column? GeoProgramming column? WINGS column? Graphic(s) creation/processing column? GoDot column? Internet/online access column? CommodoreOne update column? Interfacing-the-Commodore-to-a-PC column? Commodore music column? IDE64 column? Is anyone interested in editing or writing a regular column on any of these topics? This is your chance to let your voice count.

As your new President, I hope to serve as well as did past Presidents, and am looking forward to seeing Commodore developments unfold in 2002.

-Linda Tanner

Welcome our New Member

Michael L. Hanley, 149 Lyon rd., Seguin, Tx 78155-9688 Michael is retired from the U.S. Government. Hobbies: shooting, cooking, carpentry, movies, and collecting 78 rpm records. System: C-128d, SX64, C-64c & various pc clones,1541, 1541c, 1541II, 1571 & FD-2000 disk drives, Star Rainbow & Epson color stylus printers, 1702, 1080 & 2002 monitors, and an icontroller. Interests: finding an educator 64 or PET 64, writing, and former editor of his local c=users group. He is on the net, **(mikeh42@yahoo.com)**

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For changes, updates, submissions or just general information. Contact the respective above Officer.

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Treasurer's Report

Emil J Volcheck, jr.

Here's my final report for 2001 for the upcoming ml:muttm Treasurer's final report for fiscal 2001 This report summarizes the performance of the club's treasury for the just-completed fiscal year. I'm using a "fiscal" year because we start collecting dues in November for the next year; and, to avoid mixing old year dollars with new year, an end-of-October cutoff works nicely.

10/31/00	Balance Forward	$ 561.31
	Total Debits	$ 2301.73
	Dues Credited	$ 2200.00
	Int/other Credited	$ 44.37
10/31/01	Balance	$ 503.95

The year's experience is that our expenses netted out about $57 more than our income (which came from dues, "extra" contributions and a small amount of interest). The average dues income was $15.28 per paid member - compared to a dues

level of $12. So, the extra contributions were quite significant! To help keep MUTTM as a viable alternative for continuing commodore 8-bit users, I hope you all will renew and throw in some of those extras, too. This will really help maintain the mailink as key in the dwindling resources for such folks. Remember, when sending in your dues or any other funds for the treasury, please make the check or money order payable to: Emil Volcheck, treasurer; then send the funds to me at: 1046 General allen lane, West Chester PA 19382-8030. If you have questions, mail me at this same address, call me at: (610) 388-1581, or email me at: emilv@ccil.org

The Lair of the EDITOR

Lord Ronin from Q-Link <Sensei David O.E. Mohr> #30 <David Moon>

Welcome to the first issue of the new year. A year that promises new things for the Commodore people. New programmes to use. New hardware from Maurice Randal. New ideas as in the Commodore One. We have a New President for the MTTM. I do want to thank Tom for the years of service to our group. Linda and I have been talking about New ideas for the CML. New directions to take it to appeal to more of our members. How this will work out? Only the passing of time can tell.

As for this issue. My first using the Post Print for the CML. In fact I had only done three issues of our local Newsletter before tackeling this project. The entire issue was printed with Post Print 3. By Maurice Randal. Tools and fonts mainly came from the Laser Lover's Disk from Dale Sidebottom. Printed out with the Lexmark Optra-40. I used a 128D with Wheels and a SCPU along with my Hard Drive.

Articles were taken from disks. Some had to be translated to PET from The Write Stuff, using a tool called "TWS to PET". Then converted to GeoWrite 2.1 with Wrong is Write V7. Others came in as GeoWrite documents. Some arrived in e-mail messages. Those were converted with the Wrong is Write V7. Eventually all were then merged into a GeoPub file for Post Print. The result you hold in your hands. We hope that it is enjoyable.

David Moon, known here by his BBS ID # as #30. The Co-Editor, worked on sending me files that he worked upon via the BBS. Uploading them to a slot for me to grab and finish. Yes it is true, he was conscripted for the job.

Starting with this issue. I am trying out the ideas of the different interest departments of our group. Some Linda and I have talked about in E-Mail. But since you the reader are in the dark on the topic. I thought it best to use this section as an editorial to explain some of the things that we are going to try.

This issue finds a Larger Shadowland section. Here I have put some things that I found of interest for the world of Commodore and we the users of the C= PC. All but one was found through Internet <Inet> sources. I am aware that some of our members have seen these bits of information on the Inet. However I am also keenly aware that we have a vast number of members that are not on the Inet. Making them unaware of the reviews and new items for our system. That I feel is one of the reasons we are losing world wide users of the C=. The information of/on what is happening is not making it to the audience. This particular approach is to plant the edited article from the Inet to the CML.

There is a spot on GAMES that I hope I have started for others to continue. Also one for the R. P. G. theme games. Which I hope others will follow. i would do a BASIC section. But I am not that great as of yet in programming. So forgive me if I can just merge it with a book review on BASIC. Besides I am trying to cram a lot of information and new ideas for us in this issue. Making space a premium. This issue also has three articles on the Personal reasons of using a Commodore and why we still do use it for our needs and desires. A feature that I would like to see others take up. A good way for you to let others here know more about your interests and that would lend itself to exchanges of information through this publication as well as "Through The Mail"

O.K. then I have ramble enough on this for now. Give the CML a read. Then feel free to fire back your feelings and feed back. Send in your letters and submissions to the next issues editor. That happens to be.....

MARCH EDITOR:

Our March **MaiLink** will be co-edited by two veterans, Jean Nance and Paul Berry.

This last minute change was inserted after David Mohr created this January edition of MaiLink; any imperfections that have crept into pages three and four may be attributed to errors by Linda Tanner.

MARCH EDITORS, continued

Please send submissions to Jean by February 20. They prefer The Write Stuff or Pet Ascii files on 5 1/4 inch disk. No Geos, please. Brief items 1/3 page or less, may be in hard copy.

Jean Nance 1109 Briarcliff Dr.Urbana IL 61801
or Email to: jpnan:prairienet.org

Passing of Elva Brinson

Recently, before this issue was being created. We we saddend to learn of the passing of Elva Brinson. Elva was a member of MTTM since 1990 . A retired elementary teacher, whose hobbies were Reading, genealogy, and letter writing to grandchildren, children and pen pals. Word Processing and genealogy are her listed interests. While she used a 128 with Fleet Systems 4 and The Write Stuff. Elva was a valued member of our group. She will be missed by family, friends and the MTTM.

I'm sorry to add that I was unable to obtain a better amount of information for Elva by publication time. She will be missed by all that knew her.

:OFFICER MESSAGES:

ARCHIVIST/HISTORIAN:wanted,for,part time work:

Linda Tanner

Are any CML members interested in "caretaking" the historical records of our group? It seems, at present, records are spread out over a number of members, and maybe that is just as well. But, it would be nice to have a complete set of newsletters help somewhere, by some member who is committed to responsibly storing these records. If you do not have all the older CML's, and cannot seem to obtain them, that is OK . As Historian, you can bring to the office whatever records you DO have, and can start from there. So, all you Archivist-wannabees, drop a line and make your wishes known.

WEBSITE MAINTENANCE NEEDED:

Linda Tanner

Our group is in need of someone to maintain our website. Gary Noakes has done it for several years, and feels it is OK to pass it on to another member who is willing to be our website editor, as Gary simply does not have the time. About the only requirement is that you know HTML (Hypertext Markup language). If questions, please contact me.

L.T.

EDITORS WANTED FOR 2002:

Lord Ronin from Q-Link <Sensei David O.E. Mohr>

That time again where the Managing Editor sends out the request for Guest Editors for this year. Sadly I have to report that things are a bit slow in that arena. Linda has tentatively agreed for September. Rob also tentatively for November again. Both have done excellent jobs this last year. Rob on his first edition.

If you have done an issue before, feel free to o another. If you haven't done an issue before. I'm here in e-mail or snail mail to walk you through the steps. All that is needed is a C= system. A Word Processor, such as but not limited to Geos The Write Stuff. I used to use Newsroom to make the local newsletters when I first joined the local group. Before me it was just in a letter format with different Word Processing prgs. <Pocket Writer, Word Writer 3,4,5,6 etc.> Anyway I am starting to learn about The Write Stuff, so I can be of help to those using that programme as well as the Geos users. Here's to a new and fantastic year for our group.

SUBMISSIONS WANTED:

Lord Ronin from Q-Link <Sensei David O.E. Mohr>

So now, in this issue you will find the start, I hope of some feature ideas. If you like them. Feel Free to write your own experiences on the lines that we have started here, or on a new line of subject that we over looked. If you don't like them. Then Feel Free to tell me why and what you would like to see in the CML. As that is the way we can best serve our members.

Previously I have been asked "What can I write about?" That indecision is one of the reasons that this issue has some new approaches. The features an the personal reports. To sort of set the stage. The actual rules of a submission for publication, go as follows. The subject matter is Commod Computing. What that means is so vast that one can be blinded

by the amount of different components of the Commodore interests. Programming the software is a large topic area. What language is used? That brings about all sorts of things to write about. I'm a great one to write for, as I know almost nothing on the topics of programming. So if you have a programme you wrote. Big or small. That would be a nice bit of information on how and why your wrote it. Hardware work is something I have heard about. Do you have any tips or tricks that you know to pass along? No matter how simple and mundane it may sound. There are those like me that are ignorant of a lot of the commonly held knowledge. Matter of fact a member on my BBS is talking about making the C= into a card reader. So that I can issue magnetic cards to our local group members and they can keep track of things bought at the shop. Haven't a clue as to what he is talking about. But it sounds great.

Personal experiences with the C= and its use. Funny or serious. Just basically your interests and your experiences worth our beloved machine. We can all share, learn and enjoy from each others knowledge.

From Bill Kennedy
To President Linda Tanner
Dear Linda,

Glad to hear you got to be President! Now you can tackle those Microsoft terrorists! Just Kidding!

I developed a problem with writing a basic program with my equipment just this week and I would think our readers just might be interested. My equipment: C 128 with JiffyDos, RamLink with JiffyDos, SuperGraphics Gold Interface, a SmartMouse, Super Snapshot V installed in RamLink and a CMD 1750 2 Meg REU, a 1581 drive, and Star 2420 printer.

Earlier this year I wrote a relatively long Basic program for making labels and had no problem then. This week when I started writing is 80 column mode. The computer would accept a few lines and then the cursor would disappear or sometimes would just sit there. I thought I had a computer problem. I removed the Super Snapshot and no help. I removed the RamLink (and turned on the JiffyDos in my computer), and no help. I turned off the 1581 drive, and printer, and no help. I put the RamLink back in and loaded TWS from it and there is no problem with the computer in loading of running a program. Finally I removed the CMD SmartMouse and Viola, I could write programs without any trouble.

Has anyone had this problem before? I wonder what changed in the SmartMouse to produce such a problem?

Well maybe someone knows. Thanks for a good job you are doing.

<editors note> I typed this one in manually and hope that I did it correctly. Not being a touch typist. Based on my own experiences and from reading recently on the different C= mail lists. The mouse looks like the obvious problem. My own SmartMouse gave out on me. Buggered up in Geos. I need to send it to Maurice for repair soon. Bill if you can send me some more information. I'll pass it along to Maurice and if that is the problem. He is the one that now repairs the CMD items.

ASSORTED E-MAIL to LORD RONIN:

Over the course of my Inet wanderings. I receive from time to time questions. Below I have synthesized the questions. Present them with replies from my perspective. names have been left out intentionally.

What do you think of JOS? Jos itself sounds good to me. I have DLed it from Mihai's site. But so far have lacked the time to spend on set up. Seems very much along the lines of Linux.I have been told that it is based on that form.

Why are you using an obsolete computer? This one all of us at one time or another may have heard. I won't bother to print here the reply. Only one part of it. My Oxford English Dictionary defines Obsolete as "Not Being Used". Since we use the C=. Then it isn't obsolete by the English Language.

What do you think of Post Print? A great device for C= users like me that want to present clean text in documents. As I am breaking into the writing field. Great images and text and on top of that more is forthcoming. Yet it is not for everyone. As the needs of others, well they just don't need the power for the work that they do and that if perfectly all right. Personally I don't know how to use my system yet.

How is the sound on the Geos Audio Cd player system? That I can't answer from personal experience <XP> I have a CD unit that does both Audio disks and CD for computers. Right now though, I have cable problems. Can't access correctly the CD unit. What I have heard are stories of

amazement from those that have it working. Doing things in Geos while music is playing through the system.

Is there any support for Commodore? We know the answer to that question. This theme of question shows us that there are many who just don't know about the support in the hardware - software, or even groups like the MTTM for the C= user. Something we might want to consider for a future topic.

Anti Spam on Shell Accounts

(by Joe aka kilroy)

Spam after years on the internet with my c128, spam type mail was driving me nuts and things were becoming intolerable to say the least. I started inquiring and was told to use "PROCMAIL" filtering. I checked with my ISP and sure enuff it was available and only required me to type gimme-procmail (at the login prompt).

I did and it responded with "suggest gimme-nospam". Did that and the PROCMAIL file was immediately copied to my home DIR. I took a look at it using PICO editor and holy smokes it was a mess to look at, so asked the support@lava.net to set it up for me. They did at no charge. Once setup it creates a new file in your PINE mail titled "IN.trash" and all the stuff that is rejected or "trashed" ends up in that folder. It don't just disappear into thin air. Thanks for that. It makes it easy to always go to "IN.trash" folder first and you can quickly spot if any valid messages got dumped there for unknown reasons.

If you find some just use the S(ave) command in PINE and it resaves which ever msg you want to retain back into your INBOX. In the PROCMAIL format there are 20 items that you check off or leave blank if you know exactly what does what. Its tool long a list to include here at this time, but believe me it sure brightens your day once its activated. It also creates a .procmail-log in your home dir which tells you what msgs were "trashed" but only gives the msg headers not the entire msg. Am told if you know how you can edit your own PROCMAIL file, but it looked weird to me so I passed on that.

My one problem, one of the 20 "check-off" items causes all the"mailists" I subscribe to be put into the "IN.trash" folder. This includes lists like "mailink", "homestead", and other reflector lists. No big deal, I just save them back to my INBOX and use them from there. If anyone out there knows which of the 20 items in PROCMAIL causing this, let us know and I will uncheck it. By the way one other benefit of PROCMAIL is it rejects virus' such as "snow-white" and"love-notes" and others. Of course this is of no concern to CBM users as no VIRUS can harm us. We are inoculated.

Joe (aka kilroy)

<*Editor Note*> Thanks Kilroy for this information. I have been asked in the past if there is a spam filter for the C= users. I didn't know one existed till I received your article. Though I have heard of problems in filters for some of the other platforms. Big problem in one that I am on. The mail list is called FREE TRAVELLER. A writers site for sci-fi writing in the Traveller RPG. Some spam filters chop it out, because of the word FREE. So for all that will be using this filter. As Kilroy shows in his problem. There can be difficulties. At least this one doesn't trash completley the filtered msg. As the Mail List situation I mention. The poor man isn't getting any replies since he changed his server.

MTTM E-MAIL MEMBERS

Joe Fenn <A.K.A Kilroy> Keeper of the Electronic List.

Adams, Tom tomadams@smart.net
Albright, Robert ralbright@juno.com
Ambrose, Ralph ambraja@aol.com
Assos, Georgios gasso@tee.gr
Avery, Tiger bb441@scn.org
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Peterson, David davpete@netins.net
Powell, Joe jnkpowell@aol.com
Powell, Robert M. charbo@jeffnet.org
Redmond, Frank redco@goquest.com (change)
Robblets, William catsatct@home.com
Rohan, Ed edrohan@earthlink.net
Rothweiler, Jack thweiler@coinet.com
Ryan, Chris chris.ryan@eastpointe.com
Savoy, Richard rjsavoy@earthlink.net (change)
Schultz, Donald donaldp@webtv.net
Schwartz, Andrew andrews@ocslink.com
Sidebottom, Dale luckykds@iglou.com
Snyder, keith keithsny@yahoo.com
Snyder, Annette&Bob arsnyder@toast.net
Sullivan, Geoff sunfish@shell.gis.net
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Volcheck, Emil emilv@ccil.org
Williams, Earl earlw@earl-ydesigns.com
Wyder, Jess jwyder@webtv.net

<Editor Note:> Members that are Wired recieve this list each month. I thought that Joe deserves credit for his work on keeping the list for the members wired. As you can tell this isn't our entire membership. Meeting through the Mail doesn't just mean E-Mail. So Joe many thanks and this is a poor substitute for a real QSL confirmation for you. But we do appreciate the work for the group. Never let that be forgotten. Because this group runs on Blood Sweat and Volunteers.

Any aditions or corrections because of my bad translations. Please contact Joe at

jfenn@lava.net Thank you again Joe for your too often unsung help.

SHADOWLAND

What follows are tidbits of information that I have picked up from different sources. The term SHADOWLAND is from the FASA game Shadowrun 1st edition. A place where computer users meet and pass along information. In most instances where information came from the Inet. I have removed the addies as I do not have permission to pass along the addresses of the posters. Also on items being released. I have removed the prices. So as not to be an advert, but a review or release announcement. Some editing for space and content was also done to certain articles.

BIG TROUBLE IN LITTLE CHINA: This one was found for me by my son in one of his game mags. Gamepro magazine issue #160 January 2002 page #166. This is for the DVD of the Movie. I quote from the Blurb. "At the main menu. select More, and at the Special Features screen, select More to go to the second page of Special Features. Select DVD Production Credits, and then select Next to go to the second page of credits. Select next again, and you will see screenshots from the Big Trouble in Little China video game for the Commodore 64. Personally I can't yet afford a DVD

machine. But anyone in the group that has one. You may want to rent this vid and see if this really happens. As there is just a small colour photo of a screen shot in the mag that I can't see very well.

From: rbernardo To: homestead@videocam.net.auCc: gtm@videocam.net.au, CommodoreOne@yahoogroups.comSubject: [Homestead] SuperCPU Info For Xmas (fwd)From: Doug Cotton

Here's a small Christmas gift for the SuperCPU programmers out there - a couple of tables of SuperCPU info I ran across while cleaning out my office at CMD http://www.dougcotton.com/cmd/scpu.htm

Clips+Jos=Wings

From: "Mihai\\JOS" <hannibal@videocam.net.au>

Hy Guys This was taken from **www.c64.sk** ***CLiPS*** and ***JOS*** join forces - WiNGS is born!

Officially announced on the recently held **VISION** party: In an effort to develop an efficient and feature-rich operating system for the Commodore 64 with SuperCPU, Protovision strikes back with another major breakthrough: The two formerly competing products, ***CLiPS*** and ***JOS***, now join forces! PROTOVISION brought together the main coders of both systems, Jolse Maginnis (JOS) and Chester Kollschen (CLiPS), who virtually shook hands on committing their power to one common project! This means more efficient development, a bigger platform for applications to base on and finally a much better final product for the C64 community. ***JOS*** already features: Unix/QNX like architecture, Microkernal, Message Passing, Multitasking, mountable devices, IDE64 support, digidriver and MOD player, modem driver, working TCP/IP stack, PPP dialer, IRC client and much more. ***CLiPS*** already features: Plug and Play hardware detection, CMD drives native support, extremely fast and powerful GUI, Multitasking and Multithreading, file browser (Pathfinder), Drag and Drop, Basic Shell, configureable desktop and much more.

Now imagine the BEST OF BOTH WORLDS: The new operating system: =WiNGS= is born and will take you and your C64 to new heigths. Visit these websites for more information: **http://jos.sweetcherrie.com**
http://www.clips64.de
http://www.protovision-online.de
http://www.vision64.de.vu

From: Cameron Kaiser To: homestead@videocam.net.au

Two new upgrades from Computer Workshop Mah-Gong Special Edition version1.0a, and HyperLink 2.5a. Mah-Gong Special Edition 1.0a is CWI's Oriental solitaire game, now with bug fixes and improvements, patched to load from any device number, and with a fully HyperLink-To-Go! powered on-disk launcher complete with manual. It's now available in shareware form for download, and runs on any C64/128 and SuperCPU. http://www.armory.com/%7Espectre/cwi/mgse/

HyperLink 2.5a is an upgrade to HyperLink 2.5, a document viewer and webbrowser for the C64/128. 2.5a includes many bug fixes and improvements (including fixing a bug in loading from devices 10 and 11), and adds REU support and program launching support. It runs on any C64/128; a modem,SwiftLink/Turbo232/other ACIA device and Unix shell account are required for Internet access.http://www.armory.com/%7Espectre/cwi/hl/

From: Lord Hasenpfeffer To: Homestead <homestead@videocam.net.au>

Subject: The 1st Mention of Commodore in Usenet?!!

From: doug@sri-unix (doug@sri-unix)Subje Commodore 64 - A New ComputerNewsgroups: net.microView this article onlyDate: 1982-08-20 23:18:28 PST

Any opinions on the new Commodore 64 computer. I've seen it and it looks pretty neat.

<1> It comes with 64K of memory standard

<2> in highest graphics resolution it has 320 X 200 pixels. In lower resolutions you can display 16 colors simultaneously, but the number of simultaneous colors goes down with increased resolution.

<3> it uses a version of sprite graphics

<4> it has a cheap plug in telephone modem (only 40 characters per row)

<5> it uses 6510 (like 6502 but with extra I/O ports) and will have a plug-in Z80 option.

<6> it has a synthesizer built in with three voices, each can play over 9 octaves in a variety of waveforms with different attacks, decays, etc.

<7> it lists for $595 but can be bought for less (at American of Madison, for example!). Magazines were offering it for as little as $479 but are not coming thru. It seems that Commodore has forbidden mail order firms fr dealing in the 64.

<8> it uses the same Microsoft BASIC as the PET. They say they will have Pascal for it soon. *<Editor Note I snipped out the posted reply to this msg as it was of a later date.>*

From: Cameron Kaiser To: homestead@videocam.net.au
Subject: Secret Weapons of Commodore 10th edition

The 10th edition of the Secret Weapons of Commodore has been released, a collection of articles, photographs, specifications and lots of conjecture on unreleased, rare or unusual Commodore peripherals and computers. Here's what's newly discovered

* New entries:* The Multi-User Cash Terminal Register, with pictures! (thanks T.J.T. van Kooten) * Microchess for the Commodore 64 and KIM-1! By permission of Peter Jennings, the original programmer, the source code and hex dump of the original Microchess is available for download, along with a port to the C64/128 by yours truly authorized by Peter for those without a KIM-1.

See also the Chessmate entry! (thanks Peter Jennings, Paul Foerster)* New pictures:* The VIC-21, including badge and box (thanks Bo Zimmerman)* TV Game 200K (Bo encore)* Ultimax MiniBASIC portrait and screenshot (thanks RaYzor)* Updates:* History of the VIC-21 (Bo double encore)* Updates to the 900 entry, including new photos link, cleanup of the history of the Z8000/80000, and footnote about the ZEUS (thanks Claus Schoenleber, Tony Duell, et al.)* Hardware information and complete history of the Chessmate thanks to its original creator (yes, Peter Jennings created the Chessmate too)* Analysis of the VIC-1001 ROMs vs. the VIC-20's (thanks Marko Makela, William Levak)* Where Agnus really came from (thanks Jim Williams)* What ICS means, Amiga graphics notes (thanks Ville Jouppi)* Where to find Magic Voice 6525 chips, and another MV cartridge(thanks Nicolas Welte, Nick Coplin) *various custodial updates The URL is, http://www.retrobits.com/ckb/secret/

From: Todd Elliott To: Homestead@videocam.net.au
Subject: geoZIP v0.7 bug fix for Wheels 64

I confirmed that there was indeed a bug that prevented geoZIP v0.7 from running in Wheels 64 systems. I removed a piece of code to conserve codespace and the removal affected geoZIP's operations in Wheels 64. I have already uploaded the fixed version of geoZIP v0.7 to Pasi Ojala for his Gunzip-GEOS website. It should be posted at :http://www.cs.tut.fi/%7Ealbert/Dev/gunzip-geos Pasi will change the date on the site to reflect the new upload.

Wheels 64 users with SuperCPU's will want this version. Wheels 128 users with SuperCPU's can continue to use their geoZIP version, or download the latest version including the Wheels 64 bugfix.My apologies for rendering geoZIP inoperable in Wheels 64 mode. *<Editor Note: Last msg I read on the Inet lists was the fix was being tested>*

From: Todd Elliott To: Homestead@videocam.net.au

I'm posting some fairly significant news affecting our Commodore 64 platform. Namely, Google, a search engine, has uncovered a treasure trove of Usenet articles dating back to 1981. This means that you can research nearly 2,500 articles in the net.micro.cbm newsgroup for any Commodore information and over 110,000 articles in the comp.sys.cbm newsgroup!

Want to find news and information straight from Commodore Business Machines? Just check out the net.micro.cbm archives and you'll see postings and writings direct from Commodore engineers themselves. Pure historical information can be found in net.micro.cbm and comp.sys.cbm newsgroups and I'm grateful for Google in preserving such information. Let's hope that this treasure trove isn't lost again. For more information on newsgroups and comp.sys.cbm, check out:groups.google.com

From: Greg/DAC To: Jos64 List <jos64@freelists.org>Cc: HomeStead Commodore Mail List <homestead@videocam.net.au>

Hey all, I've updated my JOS website(New Software for jos too!)--(website address , http://www.king.igs.net/~billnacu/jos.html)-- The Jos Information Section is now complete, And the How To use Jos section is now complete. Of course since the how to use jos is just for beginners or as a general overview, I have added a section that I'm going to be continually working on and adding to called "HOW TO... With JOS". I've also added a Page for Downloading JOS utilities.

The new program is "Dictionary". It's a great little Utility that (when you are connected to the internet) Lets you type dict anyword |more and whatever your word is gets sent directly through the internet as a request to

www.dictionary.com! Dictionary.com responds by sending back HTML which JOS turns into 80 column formatted Text and displays on the screen. I think it's great! Soon there will be it's companion utility, "Thesaurus".

From: "Mihai\\JOS" To: Richard G Milam Cc: Homestead Mailing List <homestead@videocam.net.au>

Changing color in LYNX browser Hy Richard At school I change the lynx colors by pressing ALT+P and entering in a color menu.

Richard G Milam wrote:> Hello Everybody,>> My question is how do I change the color of text that is viewed while> using "Lynx" on my ISP? The colors are very unpleasant on my eyes. When I> Telnet to Videocam and use "Lynx" the colors look very clear. I would like> to be able to change the colors on "Lynx" on my ISP to match the colors of> Videocam's "Lynx."> Thanks for any forthcoming answers.>>

EDITOR: There we have a bit of the things that are being talked about for our Commodore systems. And to think that they said we were dead and forgotten at one time.

WHY AND HOW I STILL USE MY COMMODORE

Roger Hoyer

In one of my Emails or one of the many Commodore Club newsletters I received lately (my senior moments have caused me to forget which) Someone asked the question of why you still use an outdated and slow computer when there are so many faster and 'better' computers out there using Windoze.

I have used my Commodore 64, Plus/4 and 128 for seventeen years. They are easy to use, seldom crash and I've had very few equipment problems with them (knock on wood!!!). True, I have upgraded my 128 and SX64 with JiffyDOS, I have two FD2000 disk drives, a SCPU128 and a HD1000 hard drive (which I haven't had time to load up yet).

I have kept my wife's Tupperware books, my picture framing business and our household accounts on accounting software for all three computers. As long as we don't make or spend over a million dollars (fat chance!), the software is more than adequate. All the software gives a percentage of each account of the total. The first accounting software I used was a tax deduction program I typed in from RUN magazine and modified for the two businesses and household.

I have done publicity for the Cincinnati Commodore Computer Club since 1988 using Speedscript 64 and 128, ScriptPlus (for Plus/4) and the Write Stuff. I send out 21 notices very month to public and college newspapers, radio stations and TV stations and cable networks. I realize I could use Email but I just got on the Internet about six months ago even though I've had the software and modem for five years. Plus, not all of the contacts have Email yet and it's easier to use one medium than two. I also do publicity for our church and submit notices and articles at least once a month.

I was Financial Secretary for a church of which I was previously a member, keeping the records using Vizastar64 and 128. I also use Vizastar 128 for all my framing price lists and pricing structures. I'm the Treasurer of an interfaith food pantry/assistance and use Vizastar 128 for all the financial reports.

Toward the end of 1996 our club kept getting calls from former Commodore users wanting to know if anyone in our club would like to buy their old equipment. I got the bright idea of suggesting that if they wanted to donate their items to our club, we would give them a letter stating the present day value that they could use for income tax purposes. I presented the idea to the club and since our Vice-president has a nice big barn and volunteered to keep hardware in it they voted to accept the idea. This was a time when our treasury was getting to the point where we were either going to quit publishing a newsletter each month or drastically raise the dues. Since it was my idea, guess who got to keep all the records and everything but the hardware. My wife and I had just moved from a four bedroom, two story, two car garage and basement into a small three bedroom ranch with a basement and no garage. I have kept the inventory in Superbase 128 and going from a separate 1571 disk to a HD 3 1/2' disk partitioned to two 1581 partitions. Try as I might, I haven't been able to get SB128 to recognize a native CMD partition. Our club has sold items over the internet, Mailink and Loadstar and our treasury has grown mightily!

Since I have been using Commodores all these years and all our records are in Commodore format, I can't see any

point in changing computer formats now. I would either have to keep the old computers for seven years (statue of limitations) or convert everything to Apple or Messy-DOS. Plus I still have LOTS of programs I haven't had a chance to try yet.

That's how I use my Commodores, now for reasons why I haven't switched to Windoze. The ONLY good thing I have ever heard about "Windoze is that the newest version (for which you'll have to buy a new computer every time) is that it doesn't crash as much as the previous. They're even saying that about the newest XP version!!!!!!!! I also seldom use GEOS, even though I have Wheels128 (two years and not installed!). I don't like using mice!

As for speed, one of the newsletters pointed out that a C128 with 128k of memory running at 1mhz operates as fast as a Pentium with 128gig of memory running at 1000mhz. So if the 128 runs at 2 mhz will be twice as fast and with a SCPU will be twenty times as fast!

Superbase 128 was written in 1985 and Vizastar in 1986, yet both are Y2K compliant. All the macros and applications I wrote for Lotus 123, QuattroPro, Paradox, Alpha4 and Foxpro 2.5 in ten years at the job from which I retired in 1996 had to be abandoned because they weren't.

Software, hardware and accessories for Commodores is still available from some suppliers (see our club's ad in this issue). If you own anything older than an Intel 486, lotsa luck! Even clone recycling places don't have it. I don't know about MacIntosh stuff.

And finally, NOBODY at Commodore ever said that 640k of memory was more than anybody would ever need. C64's and 128's can be expanded to 16mhz with no problems. Who was more foresighted?

My Commodore Use

#30 <David Moon>

Since I first used a commodore in the early 80's, I have been interested in computers. The first Commodore I ever used was a VIC-20 at my Mom's sisters house in Salt Lake city Utah. Shortly after that she bought her father's VIC-20 so we could use it. At that time the only thing we wanted to was play games. In 1986 my mom got me my 64C. It was difficult to do much as I didn't have a disk drive, so the free factory copy of GEOS went to waste for about a year.

My brother got a 1541 disk drive and we got to use GEOS for awhile. It was o.k. at that time but we still wanted to play games more than anything else. I got my disk drive, 1541 two years later. 6 months after that it went out. So I had it repaired, one month after that it went out again. So I had it repaired once more, although this time the 64C had to be worked on as well. the drive and 64C went out in less than a month after that. In '92 I got a 386 and as time went by I got more and more frustrated with it. To make a long story shot, in 1997 I found Mohr Realities. At this point in time I was thinking about trying to find a place to get my 64C repaired.

Well I'm still working on that idea, although now I have to get both 64C's, both stock 64's 3 1541's, a C16, and an A1000 fixed eventually. Although the A4000 and the 128 flat work fine. Now I have three 1571's and five 1541's. Not to mention my the 128D which I can't use yet as need a keyboard for it still. <SEG> Now GEOS is the only word processor I plan on using, and the computers I'm interested in using are Commodore/Amiga's. I still love to play games on my Commodore though. I just recently got a factory copy of Wasteland. I have factory copies of two of the Forgotten Realms games for 1st ed. AD&D, Curse of the Azure Bonds, and Secret of the Silver Blades. The Bard's Tale 1 & 2. and many other games.

As I learn more about programming in BASIC V2, I love my Commodore even more. I recently (within the last year) wrote a programme that displayed four sprites on the screen at once. There were a few bugs in it so I asked a friend of mine help me fix it. He's done what he to help me, but I don't understand ML and he doesn't work with BASIC V2 so things have been rather confusing. Although I sent him the program and he sent it back to me fixed. This made me happy although how his fix works is still a bit beyond me. In time I might understand how it worked, but for now I'll just accept the fact that it worked.

My work on editing manuals is still going fairly strong. I also have to test out the games and files that David O.E. Mohr DL's to make sure they are good. Of course there is always the new things I discover while using GEOS that I teach him about. He teaches me things as well. He teaches me programming as he himself learns at the same time, and I have time to play with new programmes that both of us have,

although I'm the one who has the time to play with the files. The editing work has began to cover Play Station games as well. At this point in time it's limited to Game Shark codes, but will eventually include walk throughs for the games as well. I have finished work on two games so far, and am currently working on Final Fantasy VII. The Wasteland walk through has been misplaced a few times, restarted a few times, and found a few times. At present I've located and started finishing the first attempt at editing the Wasteland walk through. This one had been lost for the last few months. :-(

Since I started up in the Commodore field again in April 1997, I've lost disks only to have them resurface in places they shouldn't have been in. I've also had things vanish and resurface after I'd restarted the work on the current project at hand. This has become normal and I'd most likely die of shock if this type of thing stopped happening to me. These events have become known as the Commodore's curse. Jokingly of course. I've noticed that my Commodore tends to get cranky if I don't use it often enough. Sometimes things disappear, sometimes things are in a different location than where I put them. But in the end they always turn up eventually. Over the last 4+ years I've been a member of the A.C.U.G. a lot has happened. I learned about the 128D, before than I didn't know they existed. The SX-64, C16, C65, Amiga 500-4000, and a few other C= items like JIFFYDOS.

The more I learn, the more I love my C= and the things I can do with it. Many people including my brother, my mom and her boy friend ask me why I use the Commodore when every one else is using the windoze systems. I tell them that I use what I like, and that I'm still learning how to do things with the C= as when I had the 386 I couldn't do anything as it was pretty much done by the system. When the hard drive crashed I had to call my brother so he could call his friend so I could get the system back up and runnning. I didn't even know how to delete files untill my brother showed me how to. Although most of the time I screwed up while doing so, which required me to jump through hoops to get the system up and running again. I got tired of that rather quickly. At least with my 128 flat this problem never happens. Although it seems no matter how many times I tell people that I prefer the Commodore to the Windoze systems they keep asking me why. I ask them why not?

They always tell me the Windoze systems are faster, I tell them I don't care much about speed. the tell me about the graphics, I tell them that fancy graphics mean nothing to me. They tell me about the games, and I tell them that I'd rather play something that makes me think for myself instead playing a mindless shoot'em up like DOOM. I prefer games like Pool of Radiance, Battletech the Crescent Hawks Inception, and the Bard's Tale. Although sometimes I like games like Monopoly as well. But mostly I'm into RPG type games.

Recently I got a Dreamcast and one game. I spend quite a bit of time on it now, but I still use my C128 flat. I don't have the time or inclination to try learning about the Windoze system. Especially since anything the put out is obsolete in six months or less. I absolutely hate anything to do with Micro$oft Windoze as I had Windoze 3.1 and never figured out why people like it much. It was crappy and difficult to use. Of course it ate up ram that could have been used for something more important like smart drives as the Commodore has. There are a few games for the Windoze system that I like, but when I start playing those games again, it will be on my A4000 with an IBuM emulator.

These are the things I like to do with my Commodore as it is fun and I learn new things in the process. Besides there are so many people who are willing to help me when needed. There are tons of things to learn and do. People are coming up with things that the engineers said couldn't be done with the Commodore. This is exciting to me as it proves the Commodore isn't obsolete. In fact if anything the Commodore is still setting the standard for computer systems. Although the Micro$oft doesn't want people to know this. I guess that is why they don't acknowledge that any other systems are out there. But Untill David Mohr uses an IBuM, I'll always be using my C=. <VBESG>

Why the DM uses a Commodore

Lord Ronin from Q-Link <Sensei David O.E. Mohr>

Roger wrote a very good piece on why and how he uses his Commodore. I asked a few others to submit the same idea as well. Not to be left out. I felt that it was appropriate for me to add to the articles.

Out of the little speakers that are used for bookends. The lyrics of a Frank Zappa song fill the smoke filled room. "She had a snake for a pet and an amulet". Fight for space in the room crowded with Commodore hardware and thousands software disks. Vibrating the pipe smoke. All being ignored

by the cat crawling over the stacks to look out the window at his "Cat T.V." The room where most of my time is spent. Making all the above very comfortable. That is a key phrase.

I use a Commodore for many reasons. One being that it is comfortable to use. No I can't programme as of yet. Haven't figured out JOS or all the things that I can do with the Post Print stuff from Maurice. In fact I would state that I am really very ignorant of my system. Yet it has inspired a devoution that caused some battles recently. Ones that though were resolved to a somewhat positive nature. Still cost me some things dear to me. Yet I would not change my position or my choice of PC platform. The Commodore is my PC of choice.

Most of my time is spent working in Geos and on the BBS. Some time thrown in for Inet work. Why not use the newer systems? That was the part of the war that caused me to lose out in the committee. In fact their attitude is one of the things that keeps me in the C= world. Simply put I don't like the other platforms. They confuse me. They are not compatible with what they once made. There is no compensation from the manufactures when you have to buy the same product over again to use on your new machine. As I wrote those words. My pipe needed re-filling. As I performed that ritual. I looked around me. Disks everywhere I look. I lost track at 3,000 disk sides and I just bought hundreds more this last year. The shelf with the aforementioned speakers. That holds close to 100 books. In storage are the groups magazine collection. Close to a full run of Gazette and a full run of RUN magazine. Smatterings of others are in the collection. Duplicate books and manual. Hardware and more software for the group and for sale.

If I was to change my platform. Then some one is going to replace all that to be used on the new system. Or the new system is going to run what I already own. neither seems probable with the Windrone system. They can't run things that are, what 4 years old? OK I admit that I met a man that can do that, he also has a degree in computer science and happens to hate Windows and currently is converting to Linux.

All that aside. Why do I use a machine that despite its great backwards compatibility. A great sales feature in todays market. Actually it is harder to use than the point and click machines. Since by that standard I have to tell the machine what I want it to do by direct commands. Personally I sort of like that part. The feeling that I am in command and not the computer OS. If I were to list and detail all I like about this platform. There would be no room for other articles this issue. So I'll be as brief as I can.

Two points already covered of importance. Backwards Compatibility and personal control. What else? That is hard to put into words. I spent hours trying to put it all into simple groupings. All I could do was crowd it into three. FUN, CREATIVITY, IMAGINATION.

IMAGINATION: Recently on some mail lists, there has been a talk about the "old" games. where some of the posters are old C= users. They mentioned something that I have said in our local group. That the large amount of images put in current crop of games. Takes away from the meat of the game. They are now pretty but just about mindless. Mainly this is on the Wasteland game list. For the record. Wasteland from the C= was ported over to the other systems and even around in .D64 format. But in short. My mind can paint a more complicated picture than the artist. Yet the game can give me a long run. Not being a programmer I can't say how much space is taken up with graphics. All I do know is that a Koala image that I want to insert in a text game I am typing in, takes 40 blocks. Sound is another factor that I have just looked at in the instruction manual. I am impressed at what is done in such, by current mindset, limited space.

CREATIVITY: What do you want to create? I write in Wheels 128. Does all that I want it to do in my desires. Adding Post Print just makes what I do better. Yup it didn't make anything that I own go to the land fill. I'd like to make my own games. Books I have to teach me. Time I don't right now. But when I say make my own games. I don't mean a cut and paste thing as on the other platforms. A game creation tool I recently saw. I mean typing in the lines. Already I am adjusting lines in the BBS door games. Just text files. But I am Creating them in the image I want for my users. Should mention that David Moon <#30> is working with me on this task.

Art is something nice. Wish I could draw. I am so bad I can't even draw flies on a summer day. Yet I can convert with GoDot and other tools that have come my way. Then install them in my articles and printouts for my group. Music was a big part of my life at one time. Can't play anymore. Yet there are music creators to make music on the C=. So if that was my inclination. Then I am back into music again.

In past issues I have talked about making things with my C= for my game group. One thing that I do is make a report of the events of the game on the C=. Later that is printed out for all the players. Sort of a history of the game as we play it. Maps and the actual adventures I have already written about. This is still creating and at the same time using my imagination Which brings me to the last part.

FUN: OK no secret that I am permanently disabled. If it isn't fun I don't mess with it anymore. As mentioned last issue. I spend a large amount of time sitting at this bench using the C=. Must be fun then and that is something that just doesn't lend itself to a description.

Other uses for my C= are my shop records, house records, cat medical history records. Reel to Reel, 4 track, 8 track, 45s, Albums, Cassettes, books, magazines etc records for my ever increasing collection. Another unfinished project. All on the C=, all fun and well it just works for me. While the other system won't work for me. Besides there is always the point about cost. Can you afford to keep re-buying the stuff on the other platform or upgrade the C=? That last bit is a "If you want to" part. We can enjoy our machine without upgrading it beyond out of the box stock. Or we can plug all sorts of things into it. An interesting point to mention to the detractors.

"The Computer Wars are over. The Computers Won!" Tag line I saw once.

C= ML on Disk

FROM THE DISK EDITORS CORNER!

WHAT'S NEW FOR JANUARY

Side 1: This issue of CML will be on the front side of the disk. Whatever space is left, I will continue to fill with Fun Graphics Machine type Clipart. which is already to use with Illustrator II on The Write Stuff, word processor, but remember that the clip with the dots in front must be on the same disk as the other material you want to print.

SIDE 2:Space permitting (and it usually is), I'm doing something I promised not to do when I first took on this job, and that is not to use material that had been used by CRCCC in the past, a group that I also made Commodore disks, and some members belonged to both groups. It's like this I came acr their May 1995 disk of the month which has "Ref Compiler" PROGRAMMER'S 64 REFERENCE MANUAL and 1541 DISK REFERENCE MANUAL, it's good stuff and even if your not into programming, it may be helpful to you, or you many see somethings you have forgotten, It takes the whole back side of the disk, enjoy.

FREE BONUS DISK with the JANUARY ISSUE. Will be the October 1999 "Disk Magazine of the Month". from the FIVE "C" Commodore Club. in Nevada. This issue has a selection of programs that offer a variety, TOP TEN USER MISTAKES, TRICKS & TIPS good stuff, IRA MIN DIST, although that has changed last year, so you now can take less if you like,it still a good guide for most of us. and much more including on the back side "Strider's Computer Classes", it does take a couple of minutes to load, and I enjoyed reading the music history of one early player.

PRICES FOR THE COMMODORE MAILINK ON DISK ARE AS FOLLOWS:

United States.... $ 8.00/year
Canada ..... $ $9.00/year
Everywhere $11.00/year
Single back copies $1.50
U.S.A. FUNDS ONLY

BACK ISSUES OF MAILINK ON DISK:

Are available starting September 1987, in those days only the text of the Mailink newsletter was on the disk and they were one sided disks, I have them packed on double sided disks,as follows:

1987-88...2disks;1989...3disks;1990... 3disks;1991...5disks;1992 & 1/93...3disks;1993...3disks;1994 6...disks;and since 1994 there are 6 disks per year.The cost is $1.50/disk or $6.00/year except the years with two or three disks.

PAYABLE TO: RICHARD SAVOY,250 WEST STREET Apt.9, WARE MA 01082-9783 USA.

FOR SALE

CINCINNATI COMMODORE COMPUTER CLUB
Official Users Group Number 292

Meets at Norwood Plaza Bingo Hall
c/o 31 Potowatomie Trail
Milford, OH 45150
513/248-0025

The Cincinnati Commodore Computer Club has 1000's of used commercial COMMODORE items for sale at very reasonable prices. The lists include computers, disk drives, monitors, some printers, books, manuals and accessories at bargain prices. Because of the low prices, postage will be appreciated. Separate lists are provided on a 5 1/4" floppy disk as sequential files. The files can be accessed directly using sequential file readers for the 64 and 128 on the same disk. Send a floppy mailer with your return postage and address to:

Cincinnati Commodore Computer Club
c/o Roger Hoyer
31 Potowatomie Trail
Milford, OH 45150
phone: 513/248-0025

FOR SALE

AMIGA & COMMODORE USERS GROUP
CBM Reg #447

Starting in February 2002. Our group will be offering a small selection of Books, Software and Hardware at discount prices to MTTM members. A list is being prepared for snail mail and for our support BBS.

Snail mail:
A.C.U.G.
623 29th St..
Astoria Oregon
97103
BBS
Vacuum Tube BBS
503-325-2905
300-14.4Kbps
CG 40/80c, Ascii 40/80c, Ansi 80c
24 hours a day 7 days a week

FOR SALE

Commodore hardware, software, accessories and books on individual lists. Send SASE for copies of the lists to Roger Hoyer at 31 Potowatomie Trail, Milford, OH 45150.

WANTED

The Amiga & Commodore Users Group is in need of blank disks. The 1541 style. Our supply is low and we are looking for a contact to buy more. Also needed is a working 128D keyboard.

ACUG #447
623 29th St.
Astoria Ore.
97103 USA
lordronin@videocam.net.au

Commodore R.P.G.s

Lord Ronin from Q-Link <Sensei David O.E. Mohr>

One of the ideas that Linda and I mentioned was some oft running columns. Geos, The Write Stuff, BASIC, ML, Inet, BBSing and all other interests that we could figure out that would appeal to the CML readers. One of them was Role Playing Games for the Commodore. You can guess who agreed to write one of those. Though I am a big fan of Role Playing Games <RPGs> As well as a big fan of the C=. We won't turn this into a magazine on games. Well unless that is what is submitted for an issue.

Problem here is that I don't want to run into competition with the column I am doing for Allan and the Commodore Scene mag. Still have about 15 more articles to send to Allan. This makes an interesting conflict. One that I will try to walk easily.

First off, I know that many readers have little to no experience with this type of game. Don't know what RPG is about or have heard some bad press. My hope is to explain RPGs and that future issues will have articles on games from other members. Whom I know are into this style of Commodore Games. OK then to start off. A Role Playing Game is just what the name stands for, a game. One that in which the player takes on the Role of the character in the game. Many explanations have been given to describe all of this in articles. Simply put it is just a game of "Lets Pretend" with some guidelines. We played this as kids with our toys. Well we are bigger and have bigger toys. Some liken the games to a form of theatre. Acting out in a fantasy setting the story.

In the Computer world. This appears to me to have been a big game draw. I have over 30 of these types of games in my

collection. Now my personal viewpoint is that an RPG must allow the character to be created and allow him to improve. By this I mean to say that you create your character for the game. Some that I have played use a dice roll on the computer to generate the basic abilities. These are generally called "stats". Others give the player points to assign to different stats. Either way or even a combination, allows the player to make a custom character. improve is called in most games, LEVELS. This can be a grand overall level up for the character. Or as in say Wasteland. The level of the skill used goes up. In any event, you have created the character, named him and outfitted him with items that you think will be useful. Now you are ready to have more hours spent playing than you can imagine. As you take the character and enter him into a fantastic world of high risk adventures. Eventually to complete the quest<s> and finish the game.

There are two major types of these games. Ah well they can be subdivided a few times. For this report we are just going to discuss the major two types. Text and Graphic. Mind now that there are games where this distinction blurrs.

TEXT: In the simple sense you have created the character and now adventure with different screens of text information presented. Here you make the choices and type in the commands. Note that not all Text Adventures are RPGs. Some of these Text adventures can have graphics. Simple static screens at different times in the game.

GRAPHIC: The most simple of these, being the 3D dungeon crawl theme. After the charcter is developed. The scenes are a dungeon corridor drawn out in Commodore Graphics. Looks little bit like wire frame. Most that I have played are in first person view. Imagination is used to see the encounters and I have yet to finish the ones that I am reviewing for Commodore Scene.

The scale of graphics moves up from the simple C= keyboard to colourful scenes. In these games such as Wasteland, Pool of Radiance, Might & Magic, Bard's Tale, Secret of the Azure Bonds and a host more. These generally speaking have you create several characters for a team. The graphics are used to enhance the story image. Sure sometimes it is the same image. just with a different colour to make a different creature. Something that Pirates did with the girls you can meet. Wasteland does it with the Lizards in the desert. Not a bad thing. In fact I barely look at the image on the screen. More interested in watching the result of the encounter in the information box. My mind see the event.

Closing up here, as I would like to have others talk about the RPGs that they enjoy on the C=. That is the point really. Enjoyment of the game. No I am not trying to say that this is the only kind of game on the C=. That would be wrong and cancel my other column idea. Just that this is one form of Games for the Commodore. One that I enjoy and would like to see others write about as well.

GAMES:

Lord Ronin from Q-Link <Sensei David O.E. Mohr>

No matter how much many of us deny it. We like to play games on the Computer. When I sell the computers at the shop. I enjoy the prospective customer, explaining that he wants the 64 to do writing and finances and education and all that other stuff. Then he looks heavily at the game section of used software. Games are fun and most of the time relaxing. Well unless it is me trying a jumping game like Donkey Kong. Then it is frustrating.

Now, this semi regular column or feature is not just from me. Games provide a lot of business for the Commodore in the 80s and into the 90s. I was going to write about what was a game. But though that seems on the surface to be very easy. Looking over all that I have, it isn't that easy. Because you start to break them down into groups. I would like this section to be general. Games from card games like on Load Star through text adventures to educational ones. What ever game you are currently enjoying or the most memorable one you have played. The one exception is the Role Playing Games. As I have created an area just for them. Since they are some of the most complex and disk intensive ones out there, as an example. Pool of Radiance is 8 disk sides.

Personally with the writing, Inet and BBS chores. I am not playing a large collection of games. In fact not any at the moment. Save for the reviews for Commodore Scene. Not that I am not collecting them for future use.

However I do play a few games daily. These are on my BBS. Which currently is running the Omni system. I a changing to Centipede with more games. Some call these

door games. Mine are all C= of course. Some are playable by Ansi callers. The games I play daily with the other players on the BBS are two versions of Empire, Nuke War and Stock Macker.

Based on things I have read. Empire seems to have been a very popular game for the C= in the 80s on boards. I have been able to trace it to the Color 64 system. Through V-128 into Centipede and versions on my Omni system. Versions of this game are on the Amiga C/Net BBS system and just recently my son is setting up Linux on his Amiga and found the game listed in the files. There are many versions of the game on Centipede. I have in fact made an entire game menu area of the versions of the game. One is based on Shogun and another is based on being a Rock Star. Another is based on Star Wars. All in all they have the same format. A collection of statistics that through good planning and a dose of luck. You improve to meet the quallifications to win. The fantasy based ones deal in serfs, grain, palace competion, acres, soldiers, nobles, markets, mills, ships, shipyards, founderies, islands, colonies, mages, spies, and even dragons. These are a compilation of several versions.

Basically a turn runs like this, you are told how much grain you have that year/turn. Or what ever replaces grain. You are then allowed to buy or sell you land or what ever replaces it. next you can buy or sell the grain. The prices for these are random. Sometimes it is good and other times is is Drek. EX: Empire 4 on Omni. Top grain price is $5, lowest is $1. i have played all 4 turns and saw nothing over $1.

Now you need to feed your serfs. Each version has a different amount of bushels of grain per serf. hope you have enough or they my riot and damage your Empire. Now you feed your military. Some you can feed your Mage. After all of that you have some money we hope to improve your Empire. Here you can buy many of the things neee to win the game. Somce versions have a town to go to to sell off items and to possibley gain without paying more nobles. Some you can buy serfs. After spending time. You can then choose where you go next. Some versions hav you sail to your island. In those you may be able to attack another players island. You can also go to the battle field. To attack another player. Where you can gain more land and other things that improve your stats. Some versions have a quest menu of up to nine quests. Winning one of them can improve your stats.

Yes I am being vague here as there are some real bare bones ones and some highly complex versions. One that I play regulary has a mess of balances in it for too few acres per serf, too large of a military for population, too many acres for the population. Plus I forgot to mention that there are random events that can occur in the game.

Nuke War has many different names. As on Centipede the SysOp can re-name the games for his menu. Omni version is watered down bit. A short explanation is that it is a sort of King of the Hill game. Be the last one standing. But it isn't that easy. Random events happen. You need to build up your military to attack the other players. This can be done with propaganda. Trying to get people to move to your lands. Once version has an army that you can send. You can build atomic missiles. But you need to buy a tech to build it, and you need plutonium, electronics and a delivery system. This money comes from your people. They want some social programmes. So you have to budget for that as well. In the Omni version you can be hit with a virus. That takes away population. This is random or can be given by another infected player after a period of time. In Omni you can do nothing but accept the loses. In Centipede you can make a vaccine.

Of note is that I found in Centipede two more games that used this as an engine to make the new games. One is a hangman theme game and the other is called BBS Wars. Where the player is trying to disrupt the other BBS boards <players> to build up his own.

Stock Macker is only on the Omni system. A stock market game. Where the player can be a corporation owner or an investor. The owner buys machines and factories. These generate money. He also sets the stock prices for his company. But he does need to make payouts from time to time to keep the investors happy. They can sell off their stocks in his company. Which could bankrupt him. The winner for the investors is the first to reach a Trillion dollars. While the owner is the one with the largest net gain.

The two Empire games that we are regulary running. By that I mean daily play. One takes about two months to win. The other takes about nine days of play. Stock Macker takes about 3 months to win. That ends it for me at this point. Write about your games and submit it to the CML. Let us share in the ones you enjoy.

BASIC/REVIEW

Not wanting to clutter up more of this issue of the CML with my personal work. Also as I'm not a BASIC programmer yet. This section is sort of a stater idea for two features. That I would like to see others write about. One being BASIC and the other REVIEWS of books, magazines, web sites, articles etc that you find of interest. These don't have to be fresh off the presses either. Much that is out there in collections is new to many others in the C= world.

So to start this off. I am doing a review of a book on BASIC. As our local group just finished with the first volume. Book is entitled "Introduction to Basic Part 1". Like to tell you when it came out. But if that page was in my copy of the book. Then it wasn't there when I picked up the book. Nor in the other two that I have for loaners in our library. The book is put out by Commodore . As the Logo is on the cover and on the back. Along with the US and the Canadian addresses. This last part is of importance to learning in this book.

Based on information that I have heard and from what little I have to view. This is the history of the book<s>. Note that there are three in the series. They also come with non-copy protected disks. Where in lay the examples and the tests. There is supposed to be some sort of template that is cut for Flow Chart Symbols. I have never seen one, only the statement that it is included. This set of books also works for the 128. That is in book 3. There are tests on the disks for the Plus/4 and the C-16. My set was a trade deal a few years ago from the original owner. Meaning that I have the box set. Let me explain this point a bit further. My set is in a very nice album/book case style box. Inside there are the three books three disks and assorted cards and papers. Adverts mainly for books magazines and the lot. The box has a sticker on it that it is used at the "Young Astronauts Program". I have heard that this means the Basic course in these books was used at Space Camp.

Spending time on this part because I have seen the books in other forms. Software Support International, when they sold C= items. They sold this lesson group. One of my members bought the first book. He got the book. Shrink wrapped. No disk in the packet. Seen on sites and in auctions the books offered one by one. Never have I seen the complete set offered.

What you cover in the first book. Starts out very simple. In fact the first Chapter, or UNIT as they are termed. Connecting and turning on the C=64. We do learn that the screen hold[s] 1000 characters. <page 2> A simple addition problem is giv[en] to type in on the blue screen. Starting on page 3 with Unit 1-1. They have you run a programme called TESTCARD. This is explained for both tape and disk users. A nice demo that is made to adjust the colours of the T.V. and to set the sound volume. Many of the basic loading problems are covered in this part. Experiment 1-4 on page 7 is just one and a quarter column long. Having you the user load a programme called HANGMAN. Yes it is the old standby game of that name. I believe this is something that was made to show some simple programme aspects of the C=. Back when all of this was still unfamiliar territory to the main stream consciousness. Here we run into the first of a few problems with the entire book.

The authors used English spellings and terms. Rather than American. Such things as LINE LABELS over the more commonly used term here of Line Numbers. Another important fact is that the education level of the book is strange. The way things are written are a bit confusing. By this I mean that it is not just aimed at kids. But if it was then those in the English school system have a better education than the American counterparts. Despite some difficulties in comprehension. Based on wordage and phrases of a different time and cultu[re] We were able to push through and gain much insight on the book and a bit on what is being presented. Not that it is something that we memorized.

The next unit starts out with a test on typing. Works over all the keys on the keyboard. Including the Graphic symbols. Some work on on screen editing of misspellings. Next unit covers colour and the use of the Reverse Video key. Making some full screen coloured national flags as part of the lessons. Next is working with Direct commands. Numbers Strings the Print Command, use of the Comma and Semi Colons on spacing. Start on Variables and the LET command.

Further lessons cover GOTO, LIST, Controlled Loops, Error Tracking <de-bugging>, Colour in programming, TI$, INPUT, Flow Charts, FOR and NEXT, Making sounds, GET, TI and RND. These are the highlights of what is covered. Personally I learned many things that have stuck with me. But now and more important. I know a bit more on where to look up information in the Reference book and somewhat of what the words mean. Something that I did not have before. The disk has something for almost every chapter. A quiz or a de[bug] or an example. As an example. Unit 8 on de-bugging has a

basic prg that is bad. You need to find the faults and fix the prg. One of them is a misplaced comma. Over all the book and disk are a great tool to go after trying out the C= Users Guide.

Now the question of how to use this lesson plan? Like many self taught, at home lesson programmes this one has a suggested break down and what one should do in order to use the information to the utmost abilities. Including making certain that the scheduled time frame is know to all,. avoiding interruptions.

The book lists a suggested amount of time for the lessons. I found that this time was too long for some of the earlier lessosns and way to short for the ones later in the first book. Such as working with the sound pokes. My viewpoint is that you should run your pace. Spend more time on the parts that aren't making sense the first time or so through them. However don't become discourage.

One thing I have learned in my studies of many topics. What one writer presents. Just may not spark all the points to you. While another writer on the same topic almost in the same word patter. Can break the barrier for you to understanding. That is why, besides being Commodore greedy, that I have many books on Basic programming. Figuer that if I work with enought of them on the same topics. Yet written from different perspectives. I may actually learn something. <Said with an attempt at keeping a straight face>

Point of this being the first review of a book for the series. As well as a introduction to the idea of a Basic feature here in the CML. To the former I feel adequate. To the latter I am ignorant to make a series of articles on the subject. Here's hoping more astute members will take over the Basic writings. I'll stay with my poor literary endeavours.

END BYTES

Lord Ronin from Q-Link <Sensei David O.E. Mohr>

Also known as the ending editorial to take up the space in order to fill up the page count. When more submissions are needed. <Very Big Grin a.k.a. VBG> But what should I say that isn't already said or obvious in this issue?

I need more guest editors. Not that I don't mind doing all 6 issues myself. As I have mentioned beofore and elsewhere than here in the CML. That was what I thought the job entailed when I applied for it in July of 2000. We need more submissions of articles. To stimulate interest in this. i have written a few for this issue. Hoping to spark some members to see that the information that they have is relevant to others. I know that I feel my knowledge is so minute that it is meaningless. Always I am surprised to find that I have valuable information. Things that others who have long term or more precise depths to their C= knowledge thatn I, have not seen or heard before. Really there is so much information out there in your minds, resource collections and personal experiences. To fill these pages ten times over each issue, and not repeat for 100 years or more.

As an example. Linda wrote last issue about feeding paper into a printer to make it run to size. That problem is found with many printers that are not C= compatible. I have had it with some I tested for resale. Programmers in our group. Not only can ytou submit programmes. Tell about them. But even a simple editorial on the personal enjoyment of seeing a programme work, would be of interest. I never though myself good enough to programme. Now I am starting to learn. Tell us what is programming? How tough is it? Why would anyone want to programme?

Say does any one do any Music writing with the C=? I mean I have a collection of musical note fonts for Geos. But what about different programmes for Music writing? This issue we had three reports on what we do with our C= PCs. What do you do with it? Not the same as I or #30 or Roger, or do you? How much the same? How different?

What makes GAMES for the C= so interesting? People in the last 20 years have spent uncountable hundreds of thousands of hours playing games. Why? What makes then and which ones so interesting? Why is Castle Wofenstein being prettied up like DOOM and on the Wintel machine? Yet we had it how many years ago on our 64? What makes our system so great for you? Tell me and the others. You will be surprised at how much we really share in common. And why does it take me so long to reply to mail? Either snail mail or e-mail? Well I get a lot of it and do a lot of things. I will reply to all in time. And to Keith, I haven't forgotten. Well I did after my illness. Coming to you this month at no charge.

Last part this issue. You have programmes. I have

programmes. Why don't we make a central clearing house for us to store and retireve programmes for each other? I have a BBS that can help us do that little trick. That is a worthwhile topic for discussion.

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Remember that you can advert here in the CML Commodore related items. Like a C= friendly BBS, Itmes For Sale, Items that you Want, Items that you are Looking for, Things to Trade, C= Users Groups that you may be a member of or know of in your Local Area, a C= Mail List for those that are wired. C= Magazines that are in print, hey you get the idea. Commodore related exchange of ideas and things.