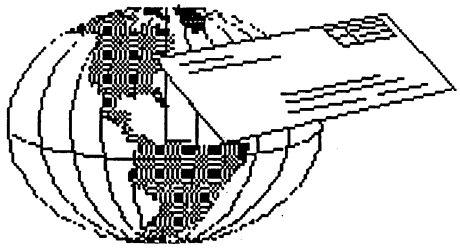
5-24-04

COMMODORE MAILINK

NEWSLETTER OF MEETING 64/128 USERS THROUGH THE MAIL



MEETING NEWS

May, 2004

Something that is overdue is recognition to K. Dale Sidebottom as well as U.C.U.G.A., the United Commodore User Group Association, for introducing a one-time-only "two memberships for $25" offer, which was later amended. Thank you Dale, and thank you, U.C.U.G.A. It is through that avenue that our group has gained nearly 20 new members. While U.C.U.G.A.'s newsletter, the Commodore Digest, always features cutting- edge Commodore stuff, and our Meeting 64/128 Users Through the Mail caters more to the "if it ain't broke, don't fix it" crowd, there are plenty of people, including this writer,who continue to find things of interest at both ends of the spectrum. Another major difference is the "application for membership" that our group requires. The application information is used to create our March and September BIO listings, so that we can better network with other Commodorites with similar interests. On a related note, our BIO Editor, Brian Vaughan creates all newsletter mailing labels from the BIO's. If you have recently joined and somehow have forgotten to send that application, be aware that receiving your CML and/or BIO's and Yellow Pages, will depend on someone remembering to handwrite your mailing label.

Hey, everyone, welcome four new members, whose BIO's will appear in the September issue:
Mrs. Hazel Girdon, 99 Carter Avenue, Kirkland Lake, Ontario Canada P2N 1Z6
Stephen Haire, 3413 Prestwick Sq. Dr., #67, Jeffersonville, IN, 47130-7271
Andrew Smeal, 2422 Thomas St., Hollywood, FL, 33020
Clyde E. Tucker, 2028 Revere Ave, Dayton, OH, 45420-1960.

May is a major month for Commodore users in the United States, as the Spring Commodore EXPO, sponsored by the LUCKI (Lucky Users of Commodore Klassic, International) Club is scheduled this year for May 29 at the Holiday Inn Express, 411 E. Spring Street, New Albany, IN, just across the river from Louisville, KY. The room rates are $64.31 including taxes, and to get this special rate, you must mention when you reserve your room it is for *"LUCKI Spring Commodore EXPO"*. The toll-free # is 1-877-451-2595: to reserve a non-smoking room, mention reservation number 68647332, and for a smoking room, it is 68647713. Admission to the EXPO is a bargain at $10 per person, or $15 for the entire family. In Greg Nacu(s words, *"it's going to be a killer EXPO."*

Are you a "wannabe" editor? Now's your chance. As volunteer editor, you are free to apply any and all creative touches you like, as long as it pertains to the world of Commodore.. The "Editor Guidelines" on page 2, column 2 should get you started. If interested, contact me soon, as November is still open. OK, dig in and enjoy Editor Andrew Schwartz' May, 2004 Commodore MaiLink.
-Linda Tanner, President

BUSINESS OFFICERS: (addresses in BIO's)
PRESIDENT : Linda Tanner, tannerlj@yahoo.com
Handles group business, compliments, complaints, threats, etc.;
VICE-PRESIDENT: Francis Redmond, redinc@earthlink.net; sends "late" reminders;
TREASURER: Emil Volcheck, Jr. emilv@mercury.ccil.org receives dues, donations, balances bank account, disburses monies;
MAILINK-ON-DISK EDITOR & MAILER: Richard Savoy; RSavoy5578@aol.com;compiles and archives MaiLink On Disk and arranges for photocopying and mailing of CML;
ARCHIVIST and MANAGING EDITOR: David Mohr, lordronin@videocam.net.au; oversees receiving, maintaining and copying CML archives; backup editor;
MEMBER BIO EDITOR: Brian Vaughan: frogissam@neteze.com; edits member addresses and BIO's; denotes member as "Friendly Correspondent" in BIO's at member request;
E-DDRESS EDITOR: Joseph Fenn, jfenn@lava.net; (jfenn@lava.net); maintains email addresses of members;
WEBMASTER: Anjdrew Schwartz, andyschwartz@hotmail.com; maintains MaiLink website, http://mailink.videocam.net.au;
QUESTION & ANSWER MAN: Rolf Miller, rolfmiller@aol.com; he answers C= questions!!
YELLOW PAGES EDITOR: Jorge Pedreira, edar43@abaconet.com.ar; maintains resource lists of C= oriented products and services; produces March/September Yellow Pages.

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Members may place free Commodore BUY/SELL/TRADE ads in the MaiLink. Send diskfile of ad to next editor.

EDITOR GUIDELINES: (abbreviated version))

Editing a newsletter involves collecting articles, programs, and other items, then placing these items in printed newsletter form. An editor may opt for the "cut and paste" approach, where articles, once printed, are literally cut and pasted onto each "master page". Or, publishing software may be used.

Editor should where possible use the two-column per page format for better readability. Also, all page margins should be no less than 3/4 " on each right and left margins. Text, regardless of which font, should, with rare exception, be 12 point or larger.. And since we don't want our newsletters to resemble ransom notes, try to limit the number of fonts used on a given page to no more than two, or three including footers or headers.

Requirements for the Editor include, if submitted, BUY/SELL/TRADE ads, Treasurer's Report, Obituaries, Announcements, Address Changes, and New MemberBIO's. Also the Editor must detail the computer system, including software and hardware and printer used in the production of the current newsletter, as well as name, requirements, and deadlines of next editor. This could be in two separate columns: "The Editor's Desk" and "The Next Editor". If as Editor, you receive more than enough to fill pages 3-18, you will publish all "requirements" and and some of the "options", and forward to next editor only whatever "options" would not fit in newsletter.

The Editor should edit each item as it arrives, creating a diskfile and a backup diskfile, making certain a TWS version of all disk files is (also) created. A good, clean "master copy " on single, unfolded sheets, printed on one side only and protected by cardboard should be sent along with the TWS disk files to our Mailer, Richard Savoy, by the first day of the month you are editing. **NOTE:** to include a color page, send 130 completed sheets of that page, printed on both sides (ready for insertion into CML), along with the "masters" and TWS disk. A second copy of CML (copied on the back of junk mail is OK) should also be sent to the President for proofreading purposes.

Always keep your backup disk in a secure place until the MaiLink is in the hands of members. If you suddenly realize it is near the first of the month, and you are not nearing completion of the newsletter, notify the President. It is much easier to deal with a problem if it is made known.

Editing can be fun. It can be mentioned in your resume', so what are you waiting for? Contact us now.

NOTE: pages 1,2,5 & 6 of this newsletter were created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoWrite, geoPublish, Wheels, and PostPrint 3.

July Editor; Linda Tanner

Editors Ramblings

By Andrew Schwartz
andyschwartz@hotmail.com

This is my second opportunity to be a guest editor and I have enjoyed the experience every bit as much as the first time. With the 10 year anniversary of Commodore going broke I thought it would be a good time to include a history of Commodore.

I hope you like the information I was able to include. I used material from a variety of sources and hope I have correctly credited the right people, if not please drop a line to the next editor and I am sure she will be glad to do so.

I used the following to create this issue:

C128D,1581,1571,1541
CMD HD40
MPS 803 – Draft copies
Cannon BJC250 Printer – final
Personal Newsletter Creator
The Internet

And that's me on the back page.

June MaiLink Editor

The June 2004 MaiLink editor is Linda Tanner. Submissions will be accepted until June 15, but the truth is she might accept something later if it "fits".

She will accept just about anything anyone sends her as long as it is in Commodore compatible format. There is only one exception and that is JPEG's. She has gotten JPEG's from the Internet before and used geoDOS on them before and had no problem. But the last 2 she received via email she still has not been able to copy from PC format to C= format via geoDOS. She hasn't figured out what the problem is, so she will accept any TEXT FILES that are commodore compatible.

Are You Missing What They Have?

By Richard Savoy

Currently one third of the members of "Meeting 64/128 Users Through The Mail" (MUTTM) receive the Commodore MaiLink (CML) on disk, now this isn't a replacement for your hard copy, you have to be member to buy CML on Disk, it have been on disk since the early days, and has had several past editors over the years. In the beginning there was just the text of the articles in TWS sequential files for reading on the monitor screen, some members preferred to read from the monitor, others find it was easier because of eye sight and still others wanted to copy articles.

As time went on the CML newsletter grew as membership increased, instead of putting two or more issues on a single disk the current editor had to use a single disk for each issue. Now that left extra space on the disk. They had space on both side of the disk and started to add "public domain programs" to draw more interest, which it did.

When Tom Adams, who was the group's president at the time, appointed me Disk Editor I was also Disk Editor for CRCCC in Vernon Connecticut and had a "Disk of the Month" and would promote it by giving a free extra disk, so I slowly started the same thing at MUTTM and it grew!

Today, you have a choice, you can have the newsletter on a 5.25" or 3.5" disk, and a free disk 5.25" D.O.M. from MCCC or 5C groups (passed issues) for all six issues, in the USA $8.00 or all three disks for $10.00, Canada add a dollar all others $ 3 US Funds only.

If you have never received my version send $ 1.00 in US postage and I will send you free complete issue.

Richard Savoy
250 West Street Apt. 9
Ware MA 01082-9783 U.S.A.

LUCKY Commodore Spring Expo 2004 May 29, 2004 New Albany, Indiana Just across the Ohio River from Louisville, KY USA

For the last three years, the LUCKI Club has sponsored the Spring Commodore EXPO during the Memorial Day weekend in May. 2004 is no exception!!! In fact, this year's Spring Commodore EXPO 2004 promises to be our best ever.

Now don't get me wrong. I am not trying to say we are better than Chicago. Each Expo...spring and fall...has a special magic of its own. Nothing here on the Ohio River challenges the Windy City as a backdrop. However, what we offer here further down South is the luxury of time!

The **official Expo** will be held on Saturday, May 29, from 9:00 am to 5:00 pm. But we also want to invite you to enjoy the entire weekend with us. Therefore, we also offer an **extended Expo** which runs from 7:00 Friday evening (May 28) to 5:00 Sunday afternoon (May 30). You get forty-six hours of Commodore-crammed activity!! More fun and fellowship with 8-bit friends than you can imagine!
Just as the Chicago Expo is never actually held in Chicago, the LUCKI Spring Expo, which is held in the Louisville KY area, is never actually in Louisville!

The LUCKI Expo 2004 will be at the Holiday Inn Express located at 411 E. Spring Street in New Albany IN, just a stone's throw across the river from Louisville KY. If you want to fly into the Louisville Airport, the LUCKI Club can offer you transportation from the airport to the Expo. (Sorry, there is no shuttle service, so be sure to make arrangements in advance.)

Although the EXPO begins Saturday morning, May 29th, at 9 o'clock, we are encouraging everyone to come early and make a weekend of it! On Friday evening (May 28), our club is sponsoring a Hospitality Night. You can enjoy an evening of food, drinks, and time to catch up with wonderful Commodore friends before the Expo. Those who come early may also set up their demos and displays the evening before the Expo. (The rooms will be locked overnight for safety.)

Events, Demonstrations and Speakers

Who's coming, you ask? We have commitments from Jim Butterfield, Jeri Ellsworth, Maurice Randall, Bruce Thomas, Greg Nacu, and Todd Elliott...to name a few. We have "nailed down" demonstrations on C-programming in WiNGs and a new advanced geoPublish application. And we have plans for so much more!!

We know not everyone can make it, but we hope each "user group" will try to send at least one representative. This is, after all, the best opportunity we have to meet and share with many of those who make this community so terrific!

Local tourist sites are also nearby, such as:

- Churchill Downs (Museum will be open on Sunday Noon to 5pm)
- The Louisville Zoo - open from 10am to 6pm
- The Glory of Rome (Caesar's Casino Steamboat, open 25-7)
- The Louisville Slugger Museum (Featuring the world's largest wooden bat!)

We know not everyone can make it, but we hope each "user group" will try to send at least one representative. This is, after all, the best opportunity we have to meet and share with many of those who make this community so terrific!

BASICALLY SPEAKING by Linda Tanner

(Submit your BASIC routines, programs, tidbits for publication today.)

This month's column is a continuation of array handling per special request, and again we are using the 128 in 40 col mode. In **"May-Array1"** we again use a 2-dimensional array but within the main FOR-NEXT loop, we are POKE-ing data into screen memory in each of the four corners of our screen nearly simultaneously, especially if you have SuperCPU, in which case the screen quickly fills in a diamond shape. In fact, it is only without SuperCPU that it is possible to visually identify which screen areas are being filled, and in which order.

The beginning programmer might be helped by drawing a 40 col, 25 row screen on graph paper, labelling inside each square or cell, for example "12,7" representing row 12, column 7, or "25,39" for row 25, column 39, and so on, then writing on paper the squares which must be filled first if we want the screen to fill from the corners inward.

In the first program, I purposely only partially filled the screen so the novice can examine the variable that is most important (RO=13 in FORRO=1TO13) in line 14. The second program does fill the screen from corners inward, and could run even faster with "tighter code". Since our 40 col screen is not a perfect square it presents a slight programming challenge to those wanting to fill the screen symmetrically from its corners, and in our case we fill part of the screen with one algorithm, (line 14 through the NEXT:NEXT in line 20), then we fill the remaining (inner diamond) with a different algorithm (line 20 after the NEXT:NEXT through line 23). Then in the third program we again partially fill our screen in a diamond shape, leaving a central "halo" around a smaller inner diamond. Check closely the code in **"May-Array3"** comparing it with that of **"May-Array2"**, all of which are on the MaiLink-On-Disk, including programs #4 and 5 of the same name. The ONLY difference between #'s 2 & 3 is FORRO=1TO 25 in program 2, FORRO=1TO20 in #3 (line 14). The fourth program differs only from program 3 in the screen codes filling the inner diamond (lines 20 and 23) which are "102" in program 3, but in program 4 are other screen codes.. Program 5 is nearly identical to program 2 (read the code).

An important step for the novice programmer in learning to fill the screen in different ways is to look at his/her own crudely drawn screen on paper, with each square numbered, then ponder which screen locations (squares) do you want to fill next? By now, if you have read any of the code on page six which POKE's screen codes into screen memory, you will see that when we are filling our screen in a "pattern", we cannot simply use CO and RO alone for our variables as we did when we merely POKE screen code into screen memory as in:

10 FORRO=1TO25:FORCO=1TO40:POKE(SC(RO,CO)),102:NEXT:NEXT.

For example in our simplest program #1, in line 14 we first POKE screen code into screen memory location identified by SC(CO,RO+1-CO) (upper left). Next we POKE the same screen code successively into locations SC(25-RO+CO,CO) (lower left), then in line 15, SC(26-CO,40-RO+CO) (lower right),and finally SC(CO,40-RO+CO) in upper right. How does one arrive at the formulae which represent CO and RO? Remember, each POKE within the FOR/NEXT in lines 14-15 addresses a different screen corner. After each NEXT we are right back at the same set of POKE's and they must fill yet another batch of locations, but must use the same formula that was used the last time around. This is where the contemplating, pondering, and experimenting enter the picture. For example after pencilling diagonally through my graph paper screen locations I wanted to fill, and labelling them according to the order they should be filled, I would notice a pattern such as "as the row number increases in this cycle, the column number decreases" This is the most difficult part: first finding the pattern that describes how one variable changes with respect to another, especially when dealing with an asymmetric 25X40 screen, then finding a way to describe it mathematically, in a formula, that can be plugged in to substitute for the appropriate variable, CO or RO, as found in SC(25,40). If you are at first unsure, the very best step is to experiment and keep notes of what code causes which effects. Experience **IS** the best teacher, but still you must have your "thinking cap" on.

By now you have a better idea that a 2-dimensional array can involve more than something simple such as SC(RO,CO). If we were working with mathematical functions describing (a) curve(s), for example,.we would definitely need a formula of some sort to describe the points on our curve. How would we represent "x" and "y" on our screen, and in our code if we want to describe the formula $Y=X^3$, or Y equals X cubed? We will eventually get to problems such as this. May-Array's #1,2, and 3 are on page 6, while all 5 versions are on MaiLink-On-Disk.

Continued next page...

MAY-ARRAYS#1

```
10 SCNCLR:SC%=1024:DIMSC(25,40)
12 FORRO=1TO25:FORCO=1TO40:SC(RO,CO)=SC%+A:A=A+1:NEXT:NEXT:REM-store screen mem.loc's in array
14 FORRO=1TO13:FORCO=1TORO:POKESC(CO,RO+1-CO),9:POKESC(25+CO-RO,CO),9
15 POKESC(26-CO,40+CO-RO),9:POKESC(CO,40+CO-RO),9:NEXT:NEXT
18 GETKEYQ$:SCNCLR
22 STOP:REM-MAY-ARRAY#1-L.TANNER
```

MAY-ARRAYS#2

```
10 SCNCLR:SC%=1024:DIMSC(25,40)
12 FORRO=1TO25:FORCO=1TO40:SC(RO,CO)=SC%+A:A=A+1:NEXT:NEXT
14 FORRO=1TO25:FORCO=1TORO
15 POKESC(CO,RO+1-CO),102:REM BEGIN FILLING SCREEN FROM UPPER LEFT
16 POKESC(25+CO-RO,CO),102:REM BEGIN FILLING SCREEN FROM LOWER LEFT
17 POKESC(26-CO,40+CO-RO),102:REM BEGIN FILLING SCREEN FROM LOWER RIGHT
18 POKESC(CO,40+CO-RO),102:REM BEGIN FILLING SCREEN FROM UPPER RIGHT
20 NEXT:NEXT:Q=0:L=20:R=21:FORRO=7TO13:FORCO=L-QTOR+Q:POKESC(RO,CO),102
23 POKESC(L-1-Q,CO),102:NEXT:Q=Q+1:NEXT
30 PRINTTAB(12)"PRESS A KEY":GETKEYQ$:SCNCLR:LIST:STOP:REM MAY-ARRAYS#2-L.TANNER
```

MAY-ARRAYS#3

```
10 SCNCLR:SC%=1024:DIMSC(25,40)
12 FORRO=1TO25:FORCO=1TO40:SC(RO,CO)=SC%+A:A=A+1:NEXT:NEXT
14 FORRO=1TO20:FORCO=1TORO
15 POKESC(CO,RO+1-CO),102:REM BEGIN FILLING SCREEN FROM UPPER LEFT
16 POKESC(25+CO-RO,CO),102:REM BEGIN FILLING SCREEN FROM LOWER LEFT
17 POKESC(26-CO,40+CO-RO),102:REM BEGIN FILLING SCREEN FROM LOWER RIGHT
18 POKESC(CO,40+CO-RO),102:REM BEGIN FILLING SCREEN FROM UPPER RIGHT
20 NEXT:NEXT:Q=0:L=20:R=21:FORRO=7TO13:FORCO=L-QTOR+Q:POKESC(RO,CO),102
23 POKESC(L-1-Q,CO),102:NEXT:Q=Q+1:NEXT
30 PRINTTAB(12)"PRESS A KEY":GETKEYQ$:SCNCLR:LIST:STOP:REM MAY-ARRAYS#3-L.TANNER
```

MAY-ARRAYS#4

NOTE: "MAY-ARRAYS#4 is identical to MAY-ARRAYS#3, with the exception to screen codes in lines 20 and 23:

```
20 NEXT:NEXT:Q=0:L=20:R=21:FORRO=7TO13:FORCO=L-QTOR+Q:POKESC(RO,CO),101
23 POKESC(L-1-Q,CO),100:NEXT:Q=Q+1:NEXT
```

MAY-ARRAYS#5

NOTE: "MAY-ARRAYS#5" is identical to MAY-ARRAYS#3 with the exception of lines 20:and 23

```
20 NEXT:NEXT:Q=0:L=20:R=21:FORRO=1TO13:FORCO=L-QTOR+Q:POKESC(RO,CO),102:REM-FNSH
23 POKESC(25-Q,CO),102:NEXT:Q=Q+1:NEXT
```

For those who are ready for three-dimensional arrays, check out July's issue. If beginners are still not comfortable with two-dimensional arrays, it is only because you haven't worked with them enough. Practice writing numerous variations of these little programs or programs of your own design. You are only limited by your own imagination and of course your time.

For those who want to spice up graphics with sound, insert this: "VOL9:SOUND1,SC%+10*RO,2"between the two NEXT's in line 15 of "May-Arrays#1". Your new line 15 will look like the one below (do not type the quotes shown above):

```
15 POKESC(26-CO,40+CO-RO),9:POKESC(CO,40+CO-RO),9:NEXT:VOL9:SOUND1,SC%+10*RO,2:NEXT
```

Now, you have sound if you typed it correctly. Stay tuned in July for **3-D !**

GeoPublish v1.1 Upgrade

By Todd Elliott

The geoPublish v1.1 upgrade is approaching a state where it can be 'released' for use in the Commodore GEOS hobbyist community. The geoPublish v1.1 upgrade will premiere at the Spring Commodore EXPO 2004 in the Louisville, KY metro area on May 29th, 2004. At this show, expo-goers can purchase a release version of the geoPublish v1.1 upgrade for $28 U.S. dollars. Since I have not yet coded an installer utility, the expo attendees would need to bring an original diskette of geoPublish. Cash, check and PayPal are acceptable.

For those who are not able to attend the EXPO, please be patient. After Spring Commodore EXPO 2004 ends, I will begin work on an installer utility. When done, I will announce details for ordering a release version of geoPublish v1.1 upgrade. The original diskette requirement is to ensure that the geoPublish v1.1 upgrade does not infringe on intellectual property interests held by Berkeley Softworks, its successors and licensees. I am optimistic that I will be able to finish a 'final' version of geoPublish v1.1 upgrade within one year and mail that out to all people who have ordered it. There would be two 'final' versions of the geoPublish v1.1 upgrade:

Final Version One - The geoPublish v1.1 upgrade will come on a CBM-formatted disk along with printed installation instructions and a color cheat sheet. The manual for the geoPublish v1.1 upgrade would be in electronic form, probably as a geoPublish document, and put on the same CBM-formatted disk. The $28 upgrade cost includes S&H costs for U.S. destinations. For foreign orders, please contact me for the upgrade cost of geoPublish v1.1, including actual S&H costs. The geoPublish v1.1 upgrade can be sent via email as a CBM disk image and PDF's if actual S&H costs are too prohibitive.

Final Version Two - Think of this as a geoPublish v1.1 upgrade packaged in a commemorative edition. It would be packaged in a portfolio and have front/back covers. The upgrade would come on a CBM-formatted disk, printed installation instructions, geoPublish v1.1 manual, PostPrint manual, color cheatsheet, geoPublish Tutorial book by Bruce Thomas, numbered & signed copies, and maybe some other items. Right now, I'm thinking about making a commemorative edition and just have a limited run of maybe 10-15 copies, but nothing is set yet. The price would be higher than $28 dollars and until I have made at least one and set initial price estimates, I will not be accepting any orders for this commemorative edition.

The main thrust is that this is a hobbyist-programming endeavor; it would take me quite some time in finishing a final version of my geoPublish v1.1 upgrade. I do not want to wait a long time before releasing it to the Commodore GEOS hobbyist public; Rather, I want to have a release version out, receive user feedback, and issue upgrades via e-mail periodically as my programming efforts continue on this geoPublish v1.1 upgrade.

Without further ado, listed below are the minimum requirements for the geoPublish v1.1 upgrade. Please be sure you have all the requirements listed below before making a purchasing decision regarding the geoPublish v1.1 upgrade. Any questions, concerns & suggestions, please email me at eyeth@videocam.net.au or eyethian@msn.com.

GeoPublish v1.1 Minimum Requirements:

Commodore 64 or 128
1581 or FD Drive
Commodore Mouse
Wheels 64/128 OS v4.2
256Kb RAM Expansion Unit
- (128Kb of Expansion RAM must be available under Wheels OS)
PostPrint II/III B4.0
Original geoPublish disk

New Members

JEFF DAIGLE, 73 Cove Ln., Montross, VA 22520 Jeff lists "HVAC" as an occupation. Hobbies: Cars, scadoos, working out, running, and arcade games. System: C-128D, Amiga 500, Atari 800, and a PC, 1541, 1571 & FD-2000 disk drives, and a C= monitor. Interests: Learning assembly language, and the Internet, E-mail, (jeffdai@yahoo.com).

MICHAEL DURKOVIC, 10501 8th Ave. NE #208, Seattle, WA 98125 Michael is a courier. Hobbies: History, drawing, and reading. System: C-128, C-64 & a PC, 1541-II, 1570 clone, 1571, 1581 & FD-2000 disk drives, 64 Meg. hard drive, RAMLink, Canon BJ-200ex & Okidata 180 printers, 1080 & 1084 monitors, SuperSnapshot V5.2 cartridge, CMD gameport, and a Sega Genesis Controller. Interests: Games, tweaking his various computer setups, and the Internet, E-mail, (mdurkovic@comcast.net).

TODD ELLIOTT, 9705 Hammocks Blvd. #203, Miami, FL 33196 Todd did not list an occupation. Hobbies: None listed. System: C-128D and a PC, 1541-II, 1571 & FD-4000 disk drives, CMD hard drive, SuperCPU 128 + 16 Megs., RAMLink + 13 Megs., 2 Meg. 1750 CMD REU, PostScript 2, 1084 monitor, and a Turbo 232 interface. Interests: C-64 demos, 65xx ML programming, GEOS, and the Internet, E-mail, (eyethian@msn.com).

BILL FOWLER, 1925 Crossgate Ln., Louisville, KY 40222 Bill is retired. Hobbies: Music. System: C-128 & C-64, 1541 & 1580 disk drives, Canon 4400 printer, and a C=1702 monitor. Interests: Word processing.

STEVEN L. GRASSMAN, 6801 Fenwick Dr., Louisville, KY 40228-1206 Steven is retired from electrical maintenance at GE. Hobbies: Collecting hot wheels, motorcycles, cars, trucks, movies, music, 8 tracks, records, cassettes, CDs & DVDs. System: C-64, SX-64, C-128, C-128D & Amiga 500, 1000 and 2000, 1541, 1571, 1581, MSD, FD-2000 & FD-4000 disk drives, Jiffy-DOS, CMD hard drives, SuperCPU 64 & 128 both with 16 Megs., various Lexmark, Canon, Gemini, Seikosha, and C= printers, and 1702, 1902A, 1084S, Magnavox, GE & Toshiba monitors. Interests: Acquiring old & new C= software, and building a C= tower, and answering all correspondence received.

KEN GUENTHER, 1436 Whispering Pines Dr., Hebron, KY 41048 Ken is a Unix system administrator with IBM. Hobbies: Softball, and other sports. System: C-128, C-64, VIC-20, Pet 4016 & 4008, Amiga 500 and many more computers, 1541 & 1571 disk drives, Okidata 10 & Alphacom 101 printers, and a 1902 monitor. Interests: Any old computers, but the C-64 being his favorite, and the Internet, E-mail, (kguenther6@insightbb.com).

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Continued next page...

PostScript, 1084S monitor, Retro Replay w/RR-Net, and a Turbo 232 interface. Interests: Networking, embedded systems, communications, and the Internet, E-mail, (watsonc64@comcast.net).

CLIFTON SWIHART, 2010 Old Shepherdsville Rd., Louisville, KY 40218-2524 Clifton is with General Electric Co. Hobbies: Camping, fishing, and collecting stamps & coins. System: C-128, 1541, 1571 & 1581 disk drives, Star NX-1000C & Canon BJC-4100 printers, and a C=1902 monitor. Interests: GEOS, BASIC programming, and games.

CLYDE EARL TUCKER, 2028 Revere Ave., Dayton, OH 45420-1960 Clyde is a sign language interpreter for the deaf. Hobbies: Music, camping, water skiing, hiking, biblical research, karaoke, dancing, rodeos, movies, and dining out. System: C-128, C-128D, C-64C, Amiga 5000 & Compaq PC, 1541-II, 1571, 1581 & FD-2000 disk drives, Jiffy-DOS, 1564 & 1570 REUs, Star NX-1000-II & Canon Deskjet 500 printers, C-1570 & C-2000 monitors, and a Turbo 232 interface. Interests: Linux, programming, Wheels, building C= tower, running a SYSOP, and the Internet, E-mail, (datalore333@sbcglobal.net).

Renewals From 2003

ALAN DICKEY, 4518 Knight Lake Ct., Richmond, TX 77469-7982 Alan is a retail buyer. Hobbies: Photography, automobiles, and music. System: C-128 with 64K VDC, 1581, FD-2000 & two 1571 disk drives, CMD HD-500 hard drive, RAMLink w/16 Megs., CMD 1750XL REU, SuperCPU w/16 Megs., Jiffy-DOS, NEC Multispin 4X CD-ROM, HP LaserJet 4 w/Postscript printer, Xetec Super Graphix Gold interface, 1902A monitor, 28.8K modem, CMD Turbo-232 interface, and a CMD SmartMouse. Interests: Wheels, Postscript printing, CP/M, Pascal & other structured languages, learning AL, all things 80 columns, and the Internet, E-Mail, (adickey@ldry.com).

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Commodore Gazette

By Christopher Ryan

I started Commodore Gazette back in October of 1995. When COMPUTE was sold and went to a disk-only magazine, they ran from 1994 to February 1995. It was my all-time favorite Commodore publication. I wanted to help carry the name of COMPUTE Gazette, but I couldn't use COMPUTE, that name was bought by General Media, Inc. in New York. I am one of very few who got a refund for the remaining unmailed issues of Compute gazette.

I came upon an idea to put out my own Commodore publication in the spring/summer of 1995. I would include games and programs from various disks I had. Most were PD, and maybe some weren't. I wasn't very sure. I acquired disks from Commodore vendors who had PD disks and used them in my publication.

I began the publication October of 1995 and as time progressed, so did my publication. Menu changes, text changes, color changes and added more features. Any time errors were mentioned to me, I tried to de-bug each issue and kept it going so my menus can be error-free.

I started out as a one-disk single-sided disk, then 1-disk double sided, 2 disks double sided. In June of 1996, a Commodore friend by the name of Kenneth Barsky (Bronx, NY) introduced me to some of his program ideas and creations. During this same time, I got PD disks from Jim Green. Then in October 1997, I introduced CG in 1581 3.5-inch disk format.

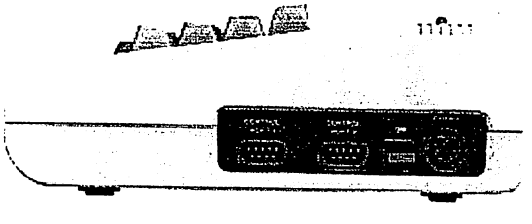
I had Kenny's Corner and Jim Green monthly at the time.I started these columns. When CG first began, it was $12 for a year I think, maybe $24. I had price changes a couple times. Some time in 1997 or 1998, I began supporting other Commodore machines in CG, such as the VIC-20, C-128, Commodore Plus/4 and Commodore 16. I dropped support of these machines sometime in 1999.

In the late summer of 1998, I owned a Web-TV Internet terminal unit and provided an e-mail address for those who have access to the Internet. Today I no longer use it.

Anyway, I love my Commodore and things would never the same around here without it. I continue on with my publication for as long as I can. I am a single, age 29 male from Detroit, Michigan. Only if ever something happens with me where I am unable to have enough time to put Commodore Gazette together will be the day I end it. But don't let this worry you. I am beyond far from letting CG cease. I continue to let CG live on!

As Loadstar and Commodore Gazette remain to be the ONLY two disk publications, I want to be around just as long as Loadstar. September 2002 was the last monthly issue I created. From October 2002 to now, I put out 5 issues a year: Oct-Dec, Jan-Mar, April/May, June/July, and Aug/Sep. I will remain in this pattern until the end of 2005. If there's nothing in my personal life that gets in the way of me putting more issues of Commodore Gazette together, I will continue publication in 2006 and beyond...and return to a MONTHLY publication. Currently my issues include Print Shop images for view and printing and 3 full disk sides of Jim Green issues, on four 5.25-inch floppy disks. All of this is also available on one 3.5-inch disk. Please subscribe to Commodore Gazette and help keep me in production for a long time to come.

E-mail: commodoregazette@msn.com or call (1-313-885-5311) after 8AM Eastern for information or questions about my publication or other Commodore-related issues.



GEOPUBLISH # 4
PLANNING & PREPARATION
By:Bruce Thomas

Our initial planning phase is complete so it is time to get started on our Project. We are going to create and save our Master Pages and there is a lot to cover. Unfortunately, I couldn't decide on an appropriate place to break this topic up so this is a long article.

Start GeoPublish, choose the Create new document button and then enter "TutorialPart1" as the name of the file. If you are using two drives make sure you use the Drive button to create your file on the second drive. The file opens up in Page Graphics mode but we want to change to Master Pages Mode so choose the Mode Menu and then select Master Pages (make note of the Commodore Key shortcuts as they are much quicker to use to change modes). If you have, or can get, a copy of the July/August 1991 RUN Magazine there is a great chart listing all of the geoPublish keyboard shortcuts.

<u>Follow the Blueprint</u>

Much of what we determined previously in our Pre-Planning steps gets done in Master Pages mode. Remember, everything we do here will be visible on every page in our project. Text and graphics will print out but the guidelines won't (unless you specifically choose to print them).

The first thing we need to do in Master Pages Mode is setup our file. Choose the File Menu and then Doc Setup. Each GeoPublish document is limited to 16 pages and then we have to start a new document. The Page Number option lets us keep numbering continuously across multiple geoPublish documents. For our first document we want the starting page as #1.We also want 2 Master Pages and the Right Page as the first page. Press the OK button to return to Master Pages mode.

Now we are going to set our Column Guidelines [gP Pages 4-5 and 4-6]. Make sure the Pointer tool [gP Page 3-5] is selected and then move your pointer into the Top Guideline Margin. Your pointer will change shape. Move it along the margin and click your mouse button at the 1 inch, 4.5 inch and 8 inch marks across the top of the page. This will create dotted lines down the page which can be used for one wide column or two narrow columns.

Set guidelines at the 1/2 inch, 1 inch, 1 1/2 inch, and 10 1/4 inch marks in the Left Guideline Margin [gP Page 4-5]. To set the 10 1/4 inch (10 18/72) guideline you must position your pointer as close as you can and then use the cursor keys to move up or down until the display under the Y indicator in the Document ID box [gP Page 3-5] shows 10 1/4.

These guidelines will help us layout the majority of our headlines and two-column text regions in Page Layout mode. For some of our pages we will want to use a 3 column layout. To accommodate this create two more vertical guidelines in the Top Guideline Margin at the 3 26/80 and 5 54/80 marks. You will have to use the cursor keys to position these guidelines.

If you have read through your GeoPublish manual you may be wondering why we just don't use

Continued next page...

one of the Master Page Layouts provided in the sample libraries. I have a number of reasons but it mainly comes down to Column Spacing and Gutters. We'll get to Gutters when we deal with Page Layout Mode.

Special Text.

What we want to do next is setup our page numbering. Go to the DISP menu and select Zoom. A box will come on the screen instead of your mouse Pointer. Move to the lower right corner and press your mouse button. You will now see a closeup of that corner of the page. Two of our guidelines should be visible in the closeup view.

If you don't see the two guidelines check the Page Indicator at the top of the screen to the left of the Document Title Bar (this isn't identified in the gP manual but is in the geoWrite sections on Page 150 of the GEOS v2.0 manual and Page 5-2 of the GEOS v1.2 manual). The 'writing window' is the dark box in the Page Indicator. Drag your pointer to the edges of the screen to move the writing window to the bottom right corner of the Page Indicator.

Select the Text tool [gP Page 3-5] in the toolbox on the left side of the page and then position your mouse pointer under the horizontal line and about 1/2" to the left of the vertical line. When you click your button a box will open up allowing you to enter text.

Enter the word "PAGE "; all-caps followed by a space, no quotation marks. The program will substitute the actual page number for this keyword when the project gets printed. Click on the Attr button to set the Attributes for our Page Number. We said that LW_Zapf was going to be used for page numbers so click on either scroll arrow beside the Font box to select LW_Zapf. If you don't see LW_Zapf in the list make sure you copied it to your geoPublish disk. Select 12 for the Pointsize. Set the Justification option to Right and leave everything else alone. Click OK to return to Zoom mode.

You should now see the word PAGE crammed over to the right edge of the view. In order to make changes we need to select the Pointer tool in the toolbox. Once you select the Pointer Tool click on the word PAGE to bring up the bounding rectangle [gP Page 3-21]. Click on the Size Button and move this to the left until it is aligned with the vertical guideline and then click to set the new position. If the text is not all visible in the bounding rectangle click on the Move Button to move the entire box to the left and then use the Size Button again to re-align the whole thing with the vertical guideline. Click on the Pointer Tool in the Toolbox to make the bounding box disappear.

Actually, clicking anywhere on the screen will also work but that can cause problems. If you have drawn a border around the entire page you may not see it when you are in Zoom mode. When you click anywhere on the screen you would make the bounding rectangle on the word PAGE disappear but you could actually be selecting the page border. When an object is selected you are not able to scroll the screen. Since you can't see that an object is selected it can be confusing as to why you are

Continued next page.

unable to scroll the screen. To avoid this it is best to just click on the Pointer Tool to remove the bounding rectangle when working in Zoom mode.

Now that we have placed Special Text in Master Pages Mode I'll let you in on a little secret. The same process is used to place Special Text in Page Graphics Mode. You will have to know how to do this.

Another little secret is that you need to make sure there is enough room in your Bounding Rectangle to contain the text. Leave plenty of space around your text. This is necessary as the LW Fonts are only a good approximation of the PS fonts. If your bounding rectangle fits tight around the text it contains there is every likelihood that some of the text will get cutoff when it is printed on the PS Printer. With practice you will learn how to size these text boxes.

We are now done with our Page Number so go back to the DISP menu and select Preview. You will be returned to the full page view.

On our Right pages we want to have a footer that says "files available at http://www.edmc.net/cue". We also want a line going across the page at the 10 1/4" mark. To make drawing the line easier go to the Options menu and select Snap (C= S). This turns the guidelines into a 'magnet' that attracts and holds your pointer and makes it easier to put objects exactly where you want them.

Select the Line tool in the toolbox and then select the Attributes tool right below it (or use the C= A shortcut). We want the square shape, set line width to the narrowest it can go with the down arrow button, Transparent mode and solid black pattern. Click OK.

Move your pointer onto the page and down to the bottom where the 1" and 10 1/4" guidelines intersect. As you get close you will see that your pointer SNAPs onto the guideline. Click your mouse button and then drag the line across the page to the 8" guideline and click again.

To put our footer text onto the page go into Zoom Mode and move to the lower left corner of the page. Select the Text tool and then bring up the Attributes (C= A). SNAP does not work in Zoom mode so move your pointer to the first dot on the 1" Guideline directly below the horizontal line we just put on the page. Click your mouse button and the text entry box will appear. Enter ("files available at http://www.edmc.net/cue") for our our footer text and then press the Attr button. We want LW Giannini in 14 point, solid black, Center and Across and then press OK.

You should be able to see some of the text at the right edge of the zoom window. Scroll to the right side of the page and then select the Pointer Tool. Click on the word 'cue' in our footer text and the bounding rectangle will appear. You will see that this rectangle goes all the way to the right side of the page. We want our text centered between our guidelines so click on the SIZE button and drag the edge of the rectangle back to our 8" guideline. Make sure you drag the rectangle down a bit as well to expand it for the text. Once you have the rectangle in position

Continued next page...

click the Pointer tool to deselect the text.

You may notice that our PAGE text is no longer visible. Choose the Update tool [gP Page 3-5] to refresh the page and make PAGE visible again. Return to Preview Mode (C= P).

As you saw previously when we created our special text and chose CENTER the area for it stretched all the way across the page. There will be times when you want to CENTER your text in a narrower area. In those instances just enter one word and leave the justification at LEFT before closing the text box. Then you can size the bounding rectangle and edit the text before choosing CENTER without having to scroll to the right edge of the page and shrink the box (which can be a real pain if you are working on the left edge). We'll use this technique later on.

Copy and Edit

We could do the whole thing over from scratch again for our Left Master Page but we'll take a bit of a shortcut. Press the Left button on the left side of the screen. You will see that our Left Master Page is blank. Press the Right button to return to our Right Master Page and then press the COPY button and you will see that everything we just created has been copied to the Left Master Page. A great time saver these computers are!

But, since we are going to have different margins to make room for a binding and we want the page number in the opposite corner and a different footer, we have a bit of touchup to do.

Select the Guideline at the 1 inch mark (click on the symbol in the Margin) and drag it to the left to the 1/2" mark. Drag the other 4 vertical guidelines 1/2 an inch to the left so that we have guidelines at 1/2", 2 66/80", 4", 5 14/80" and 7 1/2". Use the cursor keys to set the positions as required. Our horizontal guidelines don't have to be changed.

If you have to remove a Guideline after setting it just select it by clicking on the marker and then drop that onto the ruler markings. For any of these Graphics or Special Text elements on our pages if you make a mistake or need to fix things you can highlight the item with the Pointer Tool and then use the Delete Tool [gP Page 3-6] to remove the item.

At the bottom of the page you can see the line we drew on the 10 1/4" Guideline. It needs to be shifted left 1/2 an inch. We could re-position it or we could delete it and draw a new line. The second option is easier so click on the line to highlight it and then click the Scissors in the toolbox to delete it. Make sure Snap (C= S) is on and then select the line tool and drag a new line from the 1/2" mark to the 7 1/2" mark on the 10 1/4" Guideline. Press the Update Tool to redraw the page.

In the lower right corner of the page you should see a bit of a blurry area where our page number is. Turn SNAP off and then click on the blurry area with your pointer and the Bounding Rectangle should appear with the Move and Size buttons. Click on the Move button and drag the Page Number across to the left corner by the left vertical guideline. Click to place the box and then

select Zoom from the Disp menu. Place the Zoom box in the lower left corner.

When the zoom screen opens click on the word PAGE again to bring up the box. Use the Move Button to line the box up just below the horizontal guideline and even with the vertical guideline. With the bounding box still visible select the Attribute Setting Tool from the toolbox [gP Page 3-5]. When the Attributes come up change the Justification from Right to Left. Leave everything else alone and press OK to exit. The word PAGE should now be at the left edge of the box. Resize the bounding rectangle and then click anywhere on the zoom screen to get rid of the bounding box.

Next we want to change our Footer text for the even numbered pages. Click on the word "files" in the visible portion of the footer text. Use the C= A shortcut to bring up the Attributes box and then press the Edit button. Delete all of the text and then enter "GeoPublish Tutorial - 2003/2004". Click OK. Click on the Move button and drag the footer text to the left to line up with our guideline. Click the Pointer Tool to remove the bounding rectangle. Scroll to the right edge of the page and make sure the footer bounding rectangle is lined up with the right guideline (click in the area where you know the rectangle should be and then use the size button to line up the box with the guideline).

Libraries

Since we will need to use these same Master Page Layouts in the subsequent files of our project we need to save them to a Master Page Library. From the File Menu select Library. Create a new library file called "TutorialMaster" and Save the page layout as "LeftMaster" in the first Empty position. Once that has been saved click on the Right Button to view the Right Master Page. Again, select Library from the File menu and then choose the second Empty entry. Enter "RightMaster" as the name to Save this layout as.

That is it for this time around. Copy the TutorialMaster MP Layout file to your backup floppy disk along with the TutorialPart1 geoPublish file. Next time we will create some Page Layouts and begin to pour our articles onto the pages.

Until then, enGEOy your Commodore!

THE WRITE STUFF
WORD PROCESSOR
COLUMN BY:RICHARD SAVOY

ARTICLE NO.6

I suggest that you refresh yourself by referring to the January issue of CML page 16 second column the part on SAVING.

SAVING Con't: If there is already a file having the same name on the disk, you will be asked if you want to replace it. If so, the file on the disk will be scratched and the current text SAVEd.

Add a ",s" to the end of the file name to save your text as a sequential file.

Example: -file name,s

An auto-save feature is available.

See "Load/Save" under "Command Mode."

CONTINUE ON PAGE 16

THE WRITE STUFF
(Continue from page 15

LOADING Selecting Load will give you a menu of all text files(names starting with a hyphen) on a disk. Use the cursor keys or joystick to point to the name you want and then press RETURN. That's it.

In command mode you can merge or append files. Sequential files can also be loaded.

To by-pass the title screen and load BB Writer faster, hold the SHIFT key down until the screen turns yellow. For BB Talker, hold the C= key down.

PRINTER Selecting Print will give you the Print Menu. Use the CRSR up or down keys and the plus or minus keys to change any of the defaults shown on the menu. Use CRSR right or left and RETURN to print to screen or printer.

Turn on your printer before selecting Printer or output will go to screen. The print head should be just below the perforation. Hold the SHIFT key down to pause printing. Press the backarrow or STOP key to abort and return to edit mode.

PREVIEWING Select "Screen" from the Print Menu for an 80-column preview. Enhanced print appears in reverse video.
Underlining is shown as such.

Hold the SHIFT key down to pause printing. Press the backarrow or STOP key to abort and return to edit mode.

The 80-column text may be easier to read if you change the colors. Press SHIFT LOCK and B to change the background color, \ to change the lettercolor, and C= plus B to change the border color.

PRINTER SETUP This software will work with almost
any printer. IF you have problems, it is probably your interface. If your interface doesn't emulate a 1525 printer, try putting it in "transparent mode." Check your manual for the propersecondary address. If all text is printed on one line, turn on Auto
Linefeed. If text is in upper case, turn on True ASCII.

If you are using a daisy-wheel printer, look for "LQ printer?" on the Print Menu and answer "Yes."

Embedded control codes can be sent to the printer if necessary. See help files under Printing for more help.

CUSTOMIZING

The Write Stuff, more than any other word processing software, is designed to be altered by users to meet their ownneeds and preferences. All the colors, help screens, macros, character set, printer, disk, keyboard, and speech defaults can be user defined and SAVEd to disk. The next time you boot up, all will be as you left it.

First, make a backup copy--any copy program can be used.

++++++++++++++++++++

This is a good time to end this session, I hope you are learning something from these articles, I have, when I was writing them, as a TWS user I ususally only look up something when I need it, but other helpful thing are in the manual or the articles. RJS

Question & Answer Desk

By Rolf Miller, Q & A editor
rolfmiller@aol.com

Questions may be submitted by regular or e-mail. Answers will be returned as soon as obtained, then published in coming issues, though the identity of those asking questions will not appear because duplicate, similar, and associated items will be compiled.

PRINTSHOP VS. STAR 2420

Q. When I use the "B" side of printshop with an OkiData 120 printer, it works great. But when I use the "A" side with a Star 2420 24-pin printer, the results are stretched vertically. I have a Xetec Super Graphics Gold interface and tried every printer combo it has, even with the Star in its IBM mode, all with no help. Is there an answer?

A. There is an answer, but no help. It has to do with the nature of the beast. First, though, the difficulty is not in the distinction between PrintShop side "A" and "B" graphics. The difference in sides relates to horizontal resolution rather than vertical. Side "A" offerings are 3-block graphics designed for 80 dot per inch (DPI) printing, the Epson standard, whereas side "B" contains 2-block graphics designed for 60 DPI printing, the Commodore 1525 standard.

As for vertical resolution, both side "A" and "B" graphics are essentially the same. Before the advent of 24-pin printers, no need existed to alter the vertical size because both the 7-pin Commodore 1525 and 8 or 9-pin Epson standard printer printed at about the same vertical resolution. That is not the case with 24-pin printers, and even though 24-pin printers can be set for 8-pin printing, the result, as the question notes, is not the same vertical resolution. Therefore, no solution exists short of editing the PrintShop graphics to alter vertical resolution.

WHEN THE 1541 WINKS

Q. My 1541 quit on me. When I turn it on, the drive spins and the red LED has a blinking pattern: three blinks, pause, three blinks, and so on. I remember reading somewhere that the blinking pattern of the drive LED indicates what chip needs replacing.

A. According to various sources, a blinking pattern on a 1541 LED indicates the "probable" cause as follows:

-- 2 blinks: problem with Zero Page memory; the fault could reside in the 6502 chip.
-- 3 blinks: problem with 325302 ROM chip.
-- 4 blinks: problem with 901229 ROM chip.
-- 5 or more blinks: problem with RAM.

In many cases, replacing the indicated chip provides a solution. However, the problem could be elsewhere because other components and circuitry affects
the function of these chips. For instance, one source noted three blinks involving the LM311 and 901229 chips. Moreover, the difficulty may be the product
of more than one chip, especially where multiple symptoms are present. A bad 6522 chip, for example, can cause the drive motor to continuously run.

64HDD Compatible Boot Disk Images

By Nick Coplin

CMDRKEY has kindly agreed to host pre-keyed 64HDD compatible boot disk images for those wanting to test drive GEOS with their 64HDD setup. These D64s will skip the need for the key-in process if all you want to do is run GEOS, geoWrite, geoPaint and other non PD GEOS applications.
For more information go to:
www.64hdd.com or
http://www.cmdrkey.com/cbm/geos/geos1.html
If you want more GEOS features, then 64HDD Professional may be what you need. It supports D81 disks (800k), better utilities and faster disk transfers with support for the Pwr/XE cable.

Corrected JiffyDos Information

By Jim Brain

If you install JiffyDos, you may well be confronting incompatibility issues head-on. And remember, it isn't enough to install JiffyDos on your C-128, you also have to install it on every disk drive you hook up to it. As for myself, I never have any reason to use JiffyDos.

You do not have to install JDOS in all computers to use JDOS. The DOS wedge and additional command line enhancements require no drive JDOS.

General purpose disk "speeders" like JDOS balance ease of use and speed with compatibility. Of the ones marketed, JDOS strikes a good balance of increased speed while retaining very good compatibility. The addition of switches to bank out JDOS ensures 100% compatibility with the rare exception application.
It is highly compatible with BASIC 7.0, if that means anything to you, and you happen to find yourself doing a lot of BASIC programming.

While the above is true, it is misleading. JDOS is compatible with ML applications as well. Applications that use the normal vectors will utilize the faster routines, as will those that read the vector and call the referenced routine directly. Applications that assume the vector points to a specific address and call that address directly will still operate, but may not benefit from the speedup. Applications that control the IEC bus directly will also not benefit from JDOS.

If you aren't bright enough to bypass a directory search, it's going to be *painfully* slow. But once you know where your most regularly accessed files are going to be, you are going to be able to beat JiffyDos every time, by doing nothing more than plugging the tracks and sectors into the job queue, and take the file in, that way.

This is true, if you are willing to devote precious internal RAM or REU/RL ram to hold the regularly access files. Also, if those files are subject to updates, you will also need to refresh your directory cache for that file when it changes. Note that this will only work if the drive is accessed by only one "master". 64HDD and other drive emulators will cause issues if the PC running the emulation layer modifies the file outside of the 64/128 environments. Some examples included directories with large filesets, which are indeed a problem. The best solution (if one does not use REL files) is to cache as much of the directory (in Most Used First order) in the drive RAM. This saves precious computer (sometimes called FAST ram), will work even if the user does not have an RL/REU, and post the initial setup (and drive ROM patching) requires no additional effort on the part of the application (though, 64HDD/IDE64/etc. might still have some issues).

|JiffyDos does speed up load time up to 15 times faster then stock systems do. Which reminds me, most people don't have the slightest idea of how they arrived at their numbers, they just repeat what other people tell them.

The above is true. However, once can easily test. base 1541 maximum transfer is 400 bytes/s. Theoretical maximum JDOS load speed is a bit over 10K bytes/sec. (differs between PAL and NTSC units) this gives 25.6* speedup. However, that assumes the drive is ready when computer is, and no bad-lines in the VIC. Since they do occur, as well as head seek and other items, testing a random mix of files here (post V0: on a 1541) gives 13.7x speedup (load each file 3 times with JDOS switched out, load 3 times with JDOS switched in, average each set of 3, divide one into the other). Speedup is better for larger files, as handshaking and directory search are constants for any file load.

My testing was not perfect (stopwatch jitter, etc.), so it may very well be 15x.

Continued next page...

JiffyDOS does work with the MSD-2.24.95+S&H from Click Here Software.

The M-R and M-W commands exist for a reason, and using them is to be encouraged. M-R and M-W do exist for a reason. They exist to read/write the contents of the drive RAM, respectively. Commodore provided commands such as these (grouped with a few others into the category "direct access commands") and supported them on all CBM drives, but cautioned against anyone but advanced users utilizing these commands. CBM recommended these commands only for utilities and/or complex programs that required more complicated data structures that the CBM DOS supported file types. (1541 user manual, Chapter 7, first paragraph). Other CBM references note that although M-R and M-W would be present on all CBM drives, the drive memory map and job queue information was not guaranteed to be located identically in different drives (and indeed it is not always in the same location). Thus, CBM discouraged applications from bypassing CBM DOS unless they were a utility, required file types not supported by CBM DOS, or were a drive enhancement system (ala JDOS and others). They stated doing so provided little benefit and could cause compatibility issues with newer peripherals.

Concerning performance issues relating to disk drives, users are encouraged to obtain a Ram Expansion Unit (REU) or RamLink (RL). If an REU, load RAMDOS and load read only files to the REU. Only changing files would then be accessed from the actual disk drive. For RL, JDOS already treats RL as a disk, so RAMDOS is not needed.

There has been discussion about the performance penalty of directory searches. On older drives, directory searches are an I/O bound operation, as the drive cannot feed information to the CPU fast enough to process it. Caching of the drive directory is a good idea, though older hardware does not offer enough RAM to perform this operation.

The best way to implement this is in the drive, so that unaware applications do not need to alter their operation. A partial cache can be accomplished, but to ensure good compatibility, additional RAM should be added to the drive memory map for this cache. 16kB will hold an entire 1541 directory and BAM cache, along with a binary or AVL tree pointer information for log(n) searching. The 1571 may require 32kB, and the 1581 would require an alternate solution for entire directory caching. Writes to the BAM/Directory would be assumed to update cache and disk atomically.

Thus, although you can improve upon the stock CBM drive data access routines by storing directory pointers in system RAM, a far better idea is to store most used file entries in the drive RAM, and intercept the appropriate CBMDOS routines with code that bypasses the search and does a constant or log(n) lookup in the cache. Such a utility can be loaded once, and all applications can benefit from the enhancement. On the bleeding edge is implementing a KERNAL modification that mirrors files into REU or RL RAM, storing a "dirty" bit with the file.

If a secondary access for the file is attempted and the file is present in REU/RL ram with the dirty bit cleared, the KERNAL can grab the file from REU/RL RAM and bypass the drive access together. If the file becomes dirty (writes/etc.), the KERNAL will refresh the copy from disk in the next access. A further refinement to this idea would on-demand load pages of the file from disk.

Finally, it appears there exists a program called MAS-128 which does not operate correctly with JiffyDOS. If you utilize this application on a regular basis, you may wish to re-evaluate your purchase of JiffyDOS or other drive enhancement systems.

Most of the information contained in this posting applies to all drive enhancement systems (RapidDOS, SpeedDOS, Action Replay, FastLoad, Warp5, etc.)

A Brief History of Commodore

By: Paul Panks
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Long time computer pioneer Commodore International remains in the background of computer history. Indeed, people still confuse Commodore with Amiga, a company integrated into Commodore in 1984, along with their advanced Amiga computer.

I used to get frustrated when people confused Amiga with Commodore. Actually, Commodore was smart to totally disassociate their brand name with the Amiga technology they first acquired in 1984 (and then produced in late-1985 through early-1994). In fairness, though, Commodore's rather unique and robust history deserves a brief mention.

Founded by Jack Tramiel in 1958, Commodore International was Originally a typewriter company. Eventually, though, Commodore moved towards electronic calculators, some even based on new microprocessor technology.

By 1977, Commodore introduced one of the first personal computers not sold in kit form: the Commodore PET. Designed by legendary Commodore engineer Chuck Peddle, the PET was essentially a full-fledged computer in a molded plastic case, with a monitor and cassette drive built-in (used for running software on cassette tapes).

With the success of the PET, Commodore engineers designed a cheap, inexpensive color computer eventually called the VIC-20. The VIC was very successful, selling over 9,000 units a day at peak production, and introducing millions of consumers to the world of computers.

In 1982, Commodore introduced, among other machines, the Commodore 64. It was originally priced at $599. The 1541 disk drive was separate, and could be had for as little as $249. But the $599 price of the system soon dropped, courtesy of Mr. Jack Tramiel, which single handedly dropped the price of the 64 virtually overnight to more respectable $279.

Texas Instruments and other companies tried to compete, except there was one small problem: Commodore owned MOS Technologies, the company behind the unique chips in the Commodore 64 and VIC-20 computers. This meant they could price the Commodore 64 (or VIC-20) at virtually any level and still make some money off of it.

The early success of the Commodore 64 would not have come about if it weren't for the 1541 disk drive. It was a cheap, fairly reliable, inexpensive disk drive (probably the first one ever to include separate microprocessors on the disk drive's motherboard, freeing up the computer to do whatever it wanted while the disk drive was issued a command.

There was, of course, so much demand for the 1541 disk drive, especially in the summer of 1983, that Commodore was caught off guard and had to ramp up production just to meet consumer demand. The old datasette, which read tapes instead of disks, was fast becoming obsolete.

Many consumer products took advantage of the slowness of the 1541 disk drive to offer "enhancements", usually in the form of plug-in cartridges which boosted the speed of the disk drive, sometimes by over 5-7 times. A good example of a more popular brand was the Epyx Fastload Cartridge. Early versions produced in 1984 were a bit unstable, and could even destroy disk data at unpredictable times. Eypx, thankfully, corrected this bug and re-issued the Fastload Cartridge in 1985 with the bugs removed.

Commodore's financial peak came in 1984, when the Commodore 64 had a robust 43% (or so) of the total computer market share. In those days, that was a complete domination because there were so many different brands (over 150 at one time!). By the beginning of fiscal year 1984, Commodore was a $2-billion-dollar-a-year company producing more computers on a daily basis than IBM, Apple and Tandy *combined*. Continued next page...

Commodore also made a number of blunders in 1984, though. The Commodore Plus/4 and C-16 computers made their respective debuts in the fall of 1984, to mixed reviews. On the one hand, the Plus/4 was truly unique, having selectable software in *ROM* on the computer motherboard. These included a spreadsheet, word processor and other applications. The original idea was for the merchant to ask the consumer what applications they wanted, and then install that particular ROM into the Plus/4. However, Commodore felt this was far too confusing for the average consumer, and so just settled for the revamped +4 application suite (which wasn't very useful, unfortunately).

Both the Plus/4 and C-16 featured an upgraded BASIC (version 3.5), which offered advanced commands for hi-res graphics, sound and easy-to-use disk commands, such as HEADER, SCRATCH, DSAVE, DLOAD and DIRECTORY. But the main drawback of both machines was the lack of Commodore 64 software compatibility. Indeed, the ill-fated machines weren't just largely incompatible in software -- some of the hardware connections and peripherals were different as well. As expected, both machines failed to sell in large quantities and were discontinued by Commodore fairly quickly.

Commodore also had the brilliant idea of re-packaging the Commodore 64 into a "portable" computer known as the SX-64. This was essentially a Commodore 64 w/ built-in 1541 disk drive crafted into a case with a 5" color monitor for around $899. It didn't sell very well -- after all, who really needed a portable Commodore 64, other than hardcore hobbyists.

In the summer of 1984, upon Jack Tramiel's departure, Commodore management purchased the struggling Amiga Corporation right under Atari's nose. Atari tried to sue, claiming that they had reached an agreement with Amiga to distribute their revolutionary computer, but Amiga apparently backed out of the agreement and went with Commodore at the last possible moment.

Commodore also decided the TED-series Commodore Plus/4 and C-16 were lacking Commodore 64 compatibility, a key feature for everyone who owned one. They apparently listened, and began designing the later-named Commodore 128 around the Commodore 64, with 100% compatibility in mind.

At the Winter CES, Commodore engineers were still struggling to make the Commodore 128 prototype work. There is a story often circulated and told where one Commodore engineer, who was responsible for the CP/M and Z80 mode of the machine, "fixed" the problem by placing an ice cube on the 80-column VDC chip, squeezing a few hours of operation out of the quirky video chip, and thereby cooling it down enough for both the machine and power supply. Apparently, the introduction of the Z80 chip and CP/M saved the Commodore 128's design, because both the VDC and VIC-II chips were different beasts.

The Commodore 128 would have rolled out to the production lines on time, for the Winter CES, except that FCC approval was delayed for another six months (due to a blunder by Commodore management, I am told). Thus, the long-awaited "upgrade to the Commodore 64 didn't begin shipping until around June 1985, and by then, the Commodore 64 users who wished to upgrade were fairly upset. The C-128 sold for a very reasonable $299 without disk drive, and the 1571 (an upgrade to the 1541 disk drive) could be had for as little as $279. It also included an upgraded BASIC (version 7.0), which was (essentially) the BASIC 3.5 of the Plus/4 and C-16 (with several new commands added).

But trouble lurked in later 1985, when Commodore was still getting adjusted to new management upon Jack Tramiel's departure the previous summer (to lead Commodore's arch nemesis -- Atari Corporation). Although the Commodore 64 still sold well, the planned release of the Amiga continued to be delayed due to a variety of factors, including marketing consideration and machine code rewrites. The Amiga was thus a very complex machine and the new technology forced Commodore to be as careful as possible in

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developing the software. Indeed, the Amiga even touted an expansion ability to run 100% IBM PC-compatible software.

The Amiga 1000 was finally introduced in late-1985, with a lavish marketing campaign and more than a few celebrities. However, the Amiga was so far ahead of its time that consumers either passed on it entirely, or purchased it with a curious (though wary) eye. It was truly a remarkable machine, boasting 4,096 colors, 256KB of RAM and true multi-tasking abilities. This was in addition to TV and Video editing capabilities (the TV show "Babylon 5" reportedly used a series of Amigas to produce the stunning special effects in every episode).

By 1986, Commodore owed millions of dollars to the bank, and didn't recover financially until late 1986. At this time, the computing industry was moving over to the IBM PC-compatible market in droves. Commodore fought this by introducing their own IBM-PC compatibles, including the Commodore PC-10. Still, the damage was already done.

Also in 1986, Commodore repackaged the trusty Commodore 64 into a new beige case, with a sleek "C-128"-like design and feel. They also included Q-Link, a modem-telecommunications software package, with the hardware. This assured that millions of Commodore users could venture online to BBSs, telneting their way to news, sports, weather and financial information. The more curious, of course, downloaded software and other applications, making the Commodore 64 one of the first home computers to be used with a telecommunications device en mass.

GEOS was also introduced around this time, courtesy of Berkley Softworks. This was a Macintosh-like, icon driven Operating System for both the Commodore 64 and 128 computers. Along with the Commodore 1351 mouse and assorted printers on the market, the average Commodore user would produce stunning hi-res graphics in geoPaint, compose letters in geoWrite, and even compile data in spreadsheets, courtesy of geoCalc.

The innovations of GEOS and the Amiga helped to bolster Commodore, revitalizing the 8 and 16-bit flagships of the company. This, in turn, led to the resurgence of Commodore as a computer company (at least for a while). The only real problems consumers faced were increasingly poor customer service for their beloved Commodores. Indeed, RUN magazine (a Commodore-specific trade journal) even highlighted this problem in issues published during the spring and summer of 1989.

By 1988, though, Commodore ran straight into a brick wall: their own. Marketing was still struggling how to pitch the Amiga to consumers, while sales of the Commodore 64 -- peaking in 1987 -- dwindled to less than 1.5 million units sold, per fiscal year, by 1989. The 8-bit market was quickly drying up, and the industry was still struggling to find a niche for the advanced (but largely out of place) Amiga.

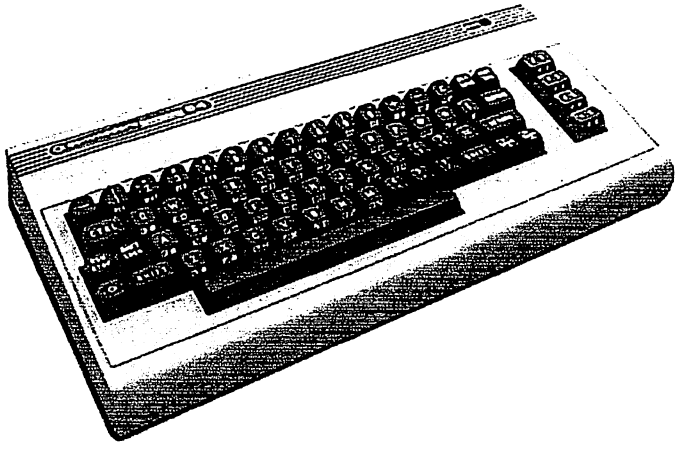
Commodore management decided the future lay chiefly in the Amiga, and so the Commodore 64/128 began to be de-emphasized in favor of the newer technology. The Commodore 128, despite being revitalized into the C-128D model with a detachable keyboard and built-in disk drive, was discontinued in 1989 (much to the dismay of many a Commodore user). Commodore's reasoning centered on the high cost of production for the machine, and emphasized their continued production of the less-expensive (and more profitable) Commodore 64.

By 1990, Commodore was in serious financial trouble. Despite the success of the Commodore 64, and the Amiga, the company itself was in shambles. Chairman Irving Gould was a globetrotting executive, spending much of his time flying between Canada, America and the Bahamas (where Commodore International was based). Several Commodore executives were forced out, in one case even physically (Thomas J. Rattigan, who replaced Marshall Smith in 1986, who in turn replaced Jack Tramiel).

Also in 1990, Commodore decided to venture into a new project, which was a mixture of the Amiga

Continued next page...

technology and the new interactive CD medium. This was termed the "CD-TV" project by Commodore, and although it was essentially an Amiga running CD-hardware, the machine was still innovative and ahead of market expectations. As with the Amiga, Commodore jumped into a new technology too soon, and the CD-TV faded into obscurity with few units sold and a stockpile of unsold hardware at 1200 Wilson Drive, West Chester, PA (Commodore's headquarters in the United States).



The once proud company was desperate to re-capture the glory days of the Commodore 64, and so they began work on an ultra-elaborate successor to the 64 called the Commodore 65. The 65 was a unique machine, a fusion of existing C64 technology with new, more advanced Amiga designs. It was to be largely C64 compatible (estimates range from 70-80%), incorporating a new BASIC 10.0 into the C-65 mode.

However, just months from release in 1991, Irving Gould pulled the plug on the 65 project, calling it "the Son of Plus/4". This angered several Commodore engineers, who promptly quit in protest.

Despite this, Commodore somehow managed to earn over $1 billion dollars in 1991, which came as shock to most observers due to the perceived failure of Commodore to capitalize on the Amiga technology. The bulk of Commodore sales, however, were largely overseas, with upwards of 85% of their total revenue being acquired in the U.K. and Ireland.

By 1992, Commodore 64 sales had dwindled to a less than positive 800,000 units sold in that fiscal year. And the Amiga, despite several incarnations, wasn't selling to expectations. Commodore responded by closing down several plants overseas, slashing payroll and firing a vast majority of their workforce. By mid-1993, Commodore was essentially a skeleton company ran by less than 100 people.

Commodore made one last attempt, launching the Amiga CD32, a gaming console system based on existing Amiga technology (more or less an Amiga 500, with some hardware upgrades). The system flopped, however, with just over 20 games produced in a very short shelf life. It went virtually unnoticed in the press and media, who had already written off Commodore to history.

By early 1994, Commodore was nearly finished. Banks came calling on outstanding loans, and Commodore didn't have the financial resources to pay them off. On April 29, 1994, a Friday, Commodore announced they were closing down for good, liquidating their remaining assets and firing all remaining staff. Commodore was thus finished.

In 1995, German computer maker ESCOM purchased the Commodore patents for a meager sum of $10 million. This bankruptcy court decision included the rights to the Commodore name, patents and intellectual property. However, ESCOM itself was also in financial trouble thereafter, and soon filed for bankruptcy protection in July 1996.

Eventually, Commodore's original patents and technology fell to Tulip Computers, another overseas computer maker, in 1997. Tulip eventually made good on their promise, re-launching the Commodore brand name in 2003, backed by full support of Ironstone Partners, who handled the sales of Commodore 64-related products and even the main Commodore 64 internet portal.

Classified Ads

Assorted Magazines For Sale

For sale 15 cents each plus shipping cost. Duplicate issues indicated by a number in parenthesis, ex. (3)

Commodore World
#1 - April 15, 1994
#16 - Aug/Sep 1996

Commodore Microcomputers
Nov/Dec1985, October 1986

RUN Magazine
Sep/Oct91, Nov/Dec91, Special #4, Special #5

Compute!
March 1988, April 1988

Commodore Power/Play
March 1986

Commodore Magazine
Dec88, Feb89 (2), Mar89 (2), Apr89, May89 (3), Jul89, Sep89

Compute's Gazette
1986: Oct,Nov,Dec
1987: Apr, May (5), June (2), July
1988: Jan, Feb (2), Mar, Apr, May (2), July, Aug, Oct (3), Nov (2), Dec, Special
1989: Jan, Mar (2), Apr (2), May, June (3), Sep (2)
1990: December

E-mail Him: MiscForChris@msn.com
for shipping cost, please leave e-mail address, name, address & telephone number.
Money orders accepted. Pay ONLINE using PayPal, e-mail:
MiscForChris@msn.com

Issues of The Loadstar letter for Sale

Todd Elliott has 38 issues of the Loadstar letter for sale. The issue numbers are: 1,8,18-21, and 42-73. All Loadstar Letter issues are three hole punched. The total cost is $5.00 plus shipping. USPS Media Mail will be used to save costs. Contact Todd at:

Todd Elliott
9705 Hammocks Blvd, #203
Miami, FL 33196
eyethian@msn.com

Commodore DVD-R's Available

BY Robert Bernardo

The Fresno Commodore User Group is proud to announce something new for your viewing pleasure. Along with our NTSC VHS and Beta videotapes of previous Commodore expos/shows, we now can offer NTSC DVD-R discs of those same shows. Please inquire about the price. Note: DVD-Rs work in most players, but please check your documentation before ordering. For more info on the filmed expos, go to the alternative club link below.

Fresno Commodore User Group
http://home.att.net/%7ermestel/fcug.html

MaiLink Issues Wanted

Todd Elliott is looking for MaiLink issues predating May 1993 and from January 2001 to November 2003 to round out his collection. Please contact him at:

Todd Elliott
9705 Hammocks Blvd, #203
Miami, FL 33196
eyethian@msn.com

A Poem For Mom

By Rolf L. Miller

Occasions arise where the desire is to say something special. In such instances, verse can be more effective in expressing thoughts of a personal nature than the straightforward words of prose. A person's 90th birthday qualifies as such an occasion, particularly when that person is mama.

One of the easiest ways to create verse is to construct rhymes. A rhyme is defined as verse in which there is a regular recurrence of corresponding sounds, especially at the end of lines. Not all that rhymes prompts the emotion-touching imagery of poetry, but whether it is poetical or not, the rhythmical use of words always enliven the verbal expression.

Finding words, which rhyme, is not particularly difficult. Finding words which rhyme that also express the desired idea is another matter. One technique is to write words that bear on elements of the concept, rhyme them, and then determine from the results those which exemplify the thought.

Since words that rhyme contain corresponding terminal sounds, developing rhymes can be accomplished by simple substitution. For example, finding words which rhyme with "son" needs only replace the "s" with other letters to yield terms like "ton" and "won." Doing this by hand, though, may overlook others such as "done," "fun," which also rhyme.

When it comes to finding the words, a table of rhymes is an obvious source. But when it comes to the creative effort, utilizing the Commodore might give better results. The reason is that processing what the computer generates requires exercising the imagination, and the imagination is the breeding ground for poetical expression.

Manipulating text is a task, which computers handle with ease. And what is nice about the Commodore is the ability to directly access its power with a little programming. For instance, a list of words using simple substitution can be produced by directly executing just one line of code, as follows.

```
W$="ON":FOR X=65 TO 90:PRINT
CHR$(X)W$,:NEXT
```

```
AON   BON   CON   DON
EON   FON   GON   HON
ION   JON   KON   LON
MON   NON   OON   PON
QON   RON   SON   TON
UON   VON   WON   XON
YON   ZON
```

The code works this way. The letters making up the ending sound of the word to rhyme are assigned to W$. The FOR loop then progressively makes X equal 65 through 90. CHR$(X) prints the character represented by the value of X (A through Z) followed by the letters in W$. Note the comma following W$ in the PRINT statement: it forces the printing across the screen. (It is noted that prefacing the code with a line number would create a one-line program. This would allow editing W$ to produce other lists without having retype the entire line.)

Now, plainly, all the letter combinations created in this way do not constitute real words, and spelling is not a function of the code. This is where the imagination comes into play. Look over the list, and regardless of the spellings, sound out the letters according to the ending sound entered. Note any that sound like a word when spelled correctly.

It is seen, then, that besides the real words SON, TON and WON, the letters BON, DON, FON, GON, NON, PON, and RON, when pronounced according the ending sound entered, represent the real words BUN, DONE, FUN, GUN, NONE, PUN, and RUN respectively. Furthermore are the variant spellings SUN and ONE for the sounds of SON and WON.

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This exercise tends to warm things up mentally, and considering how the resulting words might be phrased to express the desired thought will find those which strike a chord in the mind. Composing verse is then simply a matter of intellectual imagery conceiving verbal harmony.

MAMA
(c) 2004 by Rolf L. Miller
To Mom of ninety,
from eldest son,
The mother of six,
boys every one.
Remembering now,
is lots of fun,
But back then,
I'm glad,
she had no gun.
There's a lot of joy,
under the sun,
In having babies,
compared to none,
But bringing up kids,
like a race won,
The happiest time,
is when it's done.

Of course, the single letter substitution method does not account for words beginning with compound consonants. For example, the words SHUN, SPUN, and STUN also rhyme with SON. They can be added to the mix by placing the consonant combinations in DATA statements, then using a line like FOR X=1 TO 42:READ C$:PRINT C$W$,:NEXT to READ and display them along with the letters making up the ending sound. The following DATA list contains 42 commonly used consonant combinations.

4 DATA
BL,BR,CH,CL,CR,DR,FL,FR,GH,GL,GR
5 DATA
KN,PH,PL,PN,PR,PS,QU,RH,SC,SH,SK
6 DATA
SL,SM,SN,SP,ST,SW,TH,TR,TW,WH,WR
7 DATA
CHR,SCH,SCR,SHR,SPL,SPR,SQU,STR,THR

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Andy Schwartz and R7S1

I am involved in a club that builds replicas of Star Wars astromech droids.

The most famous is R2D2. I am building an R7 model as well as an R2D2. I am going to control at least some of the robot using a C=64.