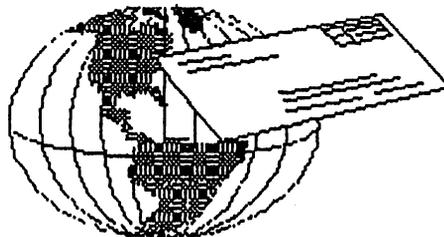# COMMODORE MAILINK

## NEWSLETTER OF
## MEETING 64/128 USERS
## THROUGH THE MAIL

*7-20-06*

# Meeting News
# July, 2006

If you have the summer doldrums, maybe it is time to reflect on how quickly 2006 has passed and the fact that we are more than halfway to 2007. Scary thought, since it seems it was almost yesterday we talked about entering the year 2000.

By now, hopefully some of you had the opportunity to travel to the Ohio (U.S.) area where the Cincinnati Commodore Computer Club sponsored a weekend of Commodore fun over June 3-4, and maybe someone will be brave enough to write an article about the event. Another event on the horizon is Commodore Vegas EXPO, v2 (CommVEX2), held in the Las Vegas area July 29, and we would likewise welcome any report or review of that event. You do not need be a professional writer to report, but writing even a chronology of the event would be helpful to those of us out in the hinterland who cannot attend.

Member **George Jakenta** has a new eddress: which is *jakenta@comcast.net* and enjoys pen pals via email.

I did receive some positive feedback on mention of Pocket Planner 2 in our May 2006 MaiLink. Quite naturally, PP2 was discovered years ago by many Commodore users and it is still quite popular, and deservedly so. Most of us have friends and relatives who use other computer platforms, which supposedly have the very latest and very best of software as well as hardware, but when one looks deeply and carefully at these claims, they often fall apart, or are accompanied by all sorts of qualifiers. One perfect and blatant example of software misrepresentation (in my opinion it is outright fraud) is that of a very popular software package that many consumers and tax preparers purchase every year for completing and printing income tax returns for both U.S. federal and state. Each year new glitches have been added and this year was the grand finale. TurboTax leads the buyer to believe he will be able to load TurboTax onto his computer, then the software will do all the work of calculating taxes, as well as printing the appropriate forms. NOT! The user discovers after opening and loading TurboTax that he still must be online for it to work! Further, there was an error in calculation of estimated taxes on at least two occasions. Also, the person I know using TurboTax said he went online with TurboTax, waiting, waiting, waiting, and finally after 45 minutes he gave up and did the final calculations himself. He even wondered if there was a live person somewhere in cyberspace sitting at a calculator, feeding numbers back to all the poor souls who bought TurboTax and were sitting online waiting for "the software to work". In truth, we know perfectly well that the Commodore can be easily programmed to calculate basic tax returns, and can also be programmed to calculate more complex ones. It is just a matter of someone doing it, and experiencing the cruel joke inflicted on unsuspecting tax software buyers this year is enough to make one seriously consider writing a barebones tax package for next April, for the Commodore of course.

We have been in contact with the author of GoDot, **Arndt Dettke**, and hope soon to begin a series on using GoDot, a C64 Image Processing program. Until then, we hope you enjoy this July issue.

--President, Linda Tanner·

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**COMMODORE MAILINK POLICIES and RULES:**

**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
and right and left page margins, except page 2, should be no less
than 3/4 " . Most text should be 12 point or larger and a good
rule of thumb is to use no more than three fonts per page.

Requirements for the Editor include, regular columns such as
TWS, geoPublish Tutorial , BASIC, and Q&A DESK, and if
submitted, ARCHIVES, 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 then forward to next editor the excess submissions.

The Editor should edit each item as it arrives, creating a
diskfile and a backup diskfile, making certain a TWS version, or
TRUE ASCII, 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 to our Mailer,
Richard Savoy, by the first day of the month you are editing.
NOTE #1 TWS or TRUE ASCII diskfiles should be sent
CML Disk Editor, Ken Barsky. NOTE #2: to include a color
page, send 100 completed sheets of that page, printed on both
sides (ready for insertion into CML), along with the "masters" .
If you are new at editing, 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 running late, notify the
President who can help expedite matters.
July 2006 Editor: **Andrew Schwartz**

**HOW TO JOIN M.U.T.T.M.**
Send completed application, with check or money order made
payable to Emil Volcheck, Jr., to: President, R1 Box 120T,
Black, MO 63625, USA. Dues are $15 USD for continental U.S.,
$17 US for Mexico and Canada, $25 US for all others. Add $9
for MailinkOnDisk, $3 for "free" disk. You will receive
Commodore Mailink in January, March, May, July,
September, and November, plus COMMODORE YELLOW PAGES
and BIO's in March and September. Enjoy.

## Editors Ramblings

By Andrew Schwartz
andyschwartz@hotmail.com

This is my third opportunity to be a guest editor and I have enjoyed it as much as all of the other times. The only drawback for creating the newsletter is the lack of club submitted articles. We have some excellent regular columns but little submitted filler.

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

## Comm Vex Update

By Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

If you are planning to purchase tickets for the Commodore Vegas Expo raffle prizes and are planning to send a check/money order, please get them to our club address by July 28. After July 28, no one will be around to check on the mail! Paypal purchasers don't have to worry about the postal mail. More information on the CommVEx raffle prizes is at
http://commvex.petscii.com or at:
http://www.commodore.ca/forum
and click on ComVEX.

If you have missed out in getting a discounted room at the CommVEx venue, the Plaza Hotel in downtown Las Vegas, there are hundreds of other hotels from which to choose. Go to:
http://hotelcoupons.com
for discounts (but read the fine print).

## New Commodore 64 Magazine

Joystix, a new C64 game papermag (PDF) by IQ-Dna/POL is out!
Download at:

http://noname.c64.org/csdb/release/download.php?id=41453

## ECCC Chicago Expo, September 30, 2006

By Jason Compton
jcompton@starbase.globalpc.net

The Emergency Chicagoland Commodore Convention is pleased to announce the first-ever ECCC event:

Saturday, September 30
Fairfield Inn and Suites (Marriott)
645 West North Ave
Lombard, Illinois 60148 USA
1-630-629-1500
http://marriott.com/property/propertypage/CHIFS
8 AM - 6 PM

The event itself is being held in the Heron Point building next to the Fairfield Inn. (Long-time retro event-goers in the Chicagoland area will recognize this facility, it was used by SWRAP in the past and is also used for a summertime classic console event.) Meeting room C is our place. Doors will open at 8 AM, event closes at 6 PM. Meeting room C is at the basement level.

There is an "after-party" room reserved in the hotel as well. Last year's after-party event infamously gave life to the Commodore-controlled animatronic cat. Who knows what will happen this year?

Come to the show, bring your stuff, walk in. Dealer tables are free. User tables are free. Admission is free. Such a deal.

---

**NEXT EDITOR FOR SEPTEMBER**
I can take articles just about anyway you like to send them as long as it is text files. For example you can send via email just like you would any message, I only ask if it is more than one item that the title be at the top each article. If GEO use GEO Word. TWS can be in program or sequential files, or on disk. **AUGUST 15th. In my hands.** Richard Savoy, 250 West Street Apt 9, Ware MA 01082-9783, Email: **RSavoy5578@aol.com**

# GEOSGenie

## by Jane M. Yoskamp - Jones

Like I hinted in my first column for Mailink, I am going to continue on now from where my column for Commodore Digest left off. That being the case, I will also provide all the PD program files that I discussed in those five issues, along with the ones I will mention from this point on in Mailink. Seems a fair idea to me anyway.

### Tooling up geoWrite - Part One

There are many other programs that can assist you when you work with geoWrite, and they are a great asset to have around. Here are a few that I have found to tell you about after rummaging around (and nearly getting lost) in my GEOS cupboard (smile)

### WriteMenu v1.0

WriteMenu (WM) comes in two PD versions - WriteMenu64 v1.0 (WM64) and WriteMenu128 v1.0 (WM128). WriteMenu was written by Payton W Snider II, aka geoWorm Productions. The modifications to GEOS128 mode were written and added by Randy Winchester.

WM is a Desk Accessory (DA) program which is meant to be accessed from the geos Menu in geoWrite. For more information on the menus in geoWrite, refer to the relevant sections in "The World of GEOS HandBook II" (**)

WM64 works only with GEOS64, and WM128 works only with GEOS128 (80 columns only) Once you select WM from the geos Menu in geoWrite, the program puts up a Dialog Box (DBox) to select the menu (of geoWrite) that you want constrained ((definition : confine, compel, forced)). You click on the option in the DBox to activate that particular menu with WM's constraining. Click the OK gadget to when you are finished.
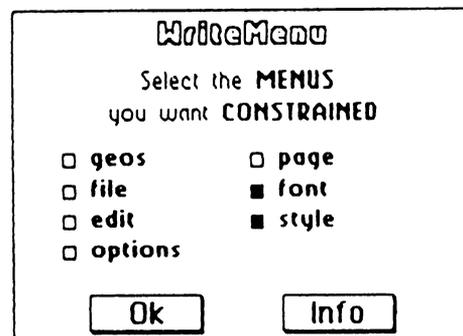
After that, on the next use of that menu you selected, the pointer will be un-able to slide off the sides or bottom until you select something, or you can still slide off the top to exit. The program doesn't seem to do much else. You can toggle the constrain thingy off again if you no longer want it, or just exit geoWrite, it won't be back as it is not a permanent feature. You would have to run the DA again.

Because WM64 works only with GEOS64, and WM128 works only with GEOS128 (80 columns only), I actually found this to be a program without much purpose.

And then it annoyed me, especially if I was in the wrong mode (geoWrite 80 columns), or the wrong version, (GEOS128 for WM64) aarrgghh! not this again !!. Maybe you will have better luck with it.

## WRITE TOOLKIT v1.2

WRITE TOOLKIT v1.2 by Rick Krantz is a PD 40 columns Application program. When run, the Application presents you with a full screen of options and gadgets to click on. At first it appeared that nothing was happening, but a more intense investigation of the gadgets functions came up with this. Most of the options really do what they say. Well they did on my sample text file. {Note: DBGetFiles means a Dialog Box that lists the files available).

EDIT if you only have geoWrite in 40 columns and do not want to put up with screen flipping for 80 column documents, use this gadget to format the text into a readable 40 columns. A DBGetFiles box is presented for you to select your text file, and click the OPEN gadget and the program goes to work and exits back to DeskTop. Enter geoWrite to view the changes. Not bad, not bad.

PRINT is basically the same as EDIT except that it formats a 40 column presented document into one for reading and printing in geoWrite 80 columns. Not a bad idea really. The DBoxes follow the same as EDIT.

COMBINE . A DBGetFiles box is presented for you to select the first text file, and click the OPEN gadget. A second DBGetFiles box is presented for you to select the second text file, and click the OPEN gadget again and the program goes to work and exits back to DeskTop. Enter geoWrite to view the changes. On checking the text file called 'first', it shows that the program appended the second file after a nicely placed page break added onto the end of the first. Nicely executed routine.

RULER : The option states Copy Ruler {from Text Scrap). Whilst I did set up a Text Scrap of a portion of text with the Margins set and some Tabs set and positioned in Left formatted mode with 1 1/2 Line Spacing selected, I couldn't get the program to do anything other that put up DBox to say "No ruler in 'Text Scrap'" Okay, I'll concede, I don't have a clue how to make this option work ?!!.

ALL FONT : This option requires a Text Scrap on disk with the font of your choice defined. A DBGetFiles box is presented to select a text file. Click on the OPEN gadget and the program goes to work and then exits to DeskTop. Check your text file to see if the process worked. Yes, it all seemed to go okay. The key is the Text Scrap, prepare ahead and you will be satisfied with the performance if you have no other programs for this operation.

ONE FONT : Again this option requires a Text Scrap on disk, but with two fonts of your choice, in the desired order, defined A DBGetFiles box is then presented to select a text file. Click on the OPEN gadget and the program goes to work and then exits to DeskTop. Check your text file to see if the process worked. Preparation is again the key. Have the new font first in your scrap, followed by the old font. Pretty easy really.

FONT/STYLE . Again this option requires a Text Scrap on disk, but with two fonts of

| geoWrite TOOLKIT | copyright Rick Krantz 1988 |
|---|---|
| EDIT | Set default margins for editting (40 Column). |
| PRINT | Set default margins for printing (80 column) |
| COMBINE | Append 2nd File to end of 1st File. |
| RULER | Copy ruler (from 'Text Scrap'). |
| ALL FONT | Replace all fonts with 1st font (from 'Text Scrap'). |
| ONE FONT | Replace 2nd font with 1st font (from 'Text Scrap') |
| FONT/STYLE | Replace 2nd font with 1st font & style. CANCEL |

# BASICALLY SPEAKING

One sharp-eyed reader reminded me that in the May program I didn't even clear the screen. It's an easy thing to incorporate a "CLR" into "Sound64-2.0". Just load the program, type 4 PRINT"CHR$(147)<RET> then resave the program. Since the program does not really use the screen, a "clear screen" is/was not necessary, but it is more esthetically pleasing to see a screen free of clutter.

For this edition I decided to make it more fun than education so I wrote a little program that allows a user to test his/her hearing. Now, this is not a form of medical testing, but what we are actually doing is testing the user to see if he hears his COMMODORE emitting tones of varying frequencies.

In our "HEARINGTEST128" in this issue, there is only one major issue unresolved, thus I did not deal with it. If anyone knows how to determine the output level in decibels originating from programming our SID chip, I'm all ears. In other words, is there any correlation between the VOL level set in software,and the decibel output? Is there any correlation between the decibel output and the incremental turns of the monitor volume control? Since I did not have this information, it couldn't be incorporated into our "hearing test".Once I find this information, there will be some sort of update, allowing users to actually test their hearing at varying decibel levels, which would give a much more meaningful report.

Basically, our program sends the user through one of three hearing tests, depending on whether s/he wants a tiny version, the "micro test", or a small version, the "mini test", or a longer version containing 30 different tones.

The program emits a tone for 5 seconds and the user presses a "y" if he hears the tone, and a "n" if he does not. How would a deaf or hard of hearing person know a tone is being emitted? An oversized musical note pops onto the screen each time a tone is emitted.

When the test is over, the results are charted out onscreen in graph fashion, with a "YES" or "NO" for each frequency listed, so the user can see at a glance if his hearing is weak in the higher, lower, or mid-range frequencies.

Until the decibel levels are incorporated in an updated version, a good way to test one's "Commodore hearing" is first have a person with excellent hearing to test, and re-test himself, each time turning the volume knob down slightly on the monitor, until there is a point where the test tones are just barely audible to the excellent hearer. Then the person wanting to test his own hearing would leave the monitor volume level unchanged, then navigate through each of the three sets: the "micro test", the "mini test, and the "complex test", for a better understanding of how his hearing compares to that of an excellent hearer.

Again, neither the program, "HEARINGTEST128", nor the information on this page constitutes medical information, nor does it substitute for it. On the other hand, if a person with no knowledge about his hearing ability follows the procedure listed in the above paragraph, it may provide clues about whether he should consult a hearing professional.

Hopefully in September, we may have a C64 version, "HEARINGTEST64" and we may have an update regarding decibel levels. Until then,let's hear it for the Commodore!

# "HEARINGTEST128"

### by Linda Tanner

```
2 DIMHR$(30),HR(30)
3 SCNCLR:VOL15:ENVELOPE4:COLOR6,1:COLOR5,10
4 PRINTTAB(22)"[RVON][DOWN][DOWN][DOWN][TEST YOUR HEARING NOW?
(Y/N)[RVOF]  "
5 GETQ$:IFQ$<>"Y"ANDQ$<>"N"THEN5
6 IFQS="N"THEN98
7 PRINTTAB(22)"[RVON][DOWN][DOWN]SELECT  [RVOF]MICRO TEST
(1)":PRINTTAB(30)"MINI TEST   (2)":
PRINTTAB(30)"COMPLEX TEST (3)":
11 GETQ$:Q=VAL(Q$):IFQ<>1ANDQ<>2ANDQ<>3THEN11
12 IFQS="N"THEN98:ELSEPRINTTAB(22)"[RVON][DOWN][DOWN]TURN MONITOR'S
VOLUME CONTROL UP NOW."
13 PRINTTAB(15)"[RVON][DOWN][DOWN]YOU WILL SEE A MUSICAL NOTE ON SCREEN
ACCOMPANYING EACH TONE."
14 PRINTTAB(15)"[RVON]IF YOU HEAR THE TONE, PRESS 'Y'.  IF NOT,
PRESS'N' [RVOF]"
15 PRINTTAB(22)"[DOWN][DOWN]HIT SPACEBAR TO BEGIN TEST....."
16 GETQ$:IFQ$<>CHR$(32)THEN16:ELSESCNCLR:AA=0
20 FORA=100TO12000STEP(1200/Q):AA=AA+1:PRINTTAB(28)"FREQUENCY=
"A:SOUND1,A,380:GOSUB90:SCNCLR:SOUND1,A,0:NEXT
22 FORA=AATO1STEP-1:GOSUB78:GOSUB80:LL=((6/Q)*A):COLOR5,10:
PRINT"FREQ."HR(A);SPC(6-L);CHR$(181)SPC(LL)"[RVON]"HR$(A)"[RVOF]":
NEXT:COLOR5,10:GOSUB87
26 GOTO98
78 LS=STR$(HR(A)):L=LEN(L$):RETURN
80 IFHRS(A)="N"THENHR$(A)="[YEL]NO":ELSEHR$(A)="[WHT]YES"
81 RETURN
87 PRINTTAB(20)"[DOWN]PRESS [RVON] T[RVOF]  TO
TEST AGAIN.  PRESS [RVON] Q [RVOF]  TO QUIT."
88 GETQ$:IFQ$<>"T"ANDQ$<>"Q"THEN88:ELSEIFQ$="T"THEN3
89 RETURN
90 PRINT"[DOWN][DOWN[]DOWN][DOWN]":
PRINTTAB(39)CHR$(175)CHR$(175)CHR$(175):PRINTTAB(38)CHR$(182)SPC(3);CHR$(109)
91PRINTTAB(38)CHR$(182)SPC(4);CHR$(109):PRINTTAB(38)CHR$(182)SPC(5);
CHR$(109):PRINTTAB(38)CHR$(182)SPC(6);CHR$(109)
92 FORB=1TO6:PRINTTAB(38)CHR$(182):NEXT
93 PRINTTAB(35)CHR$(110)CHR$(183)CHR$(109)CHR$(182):
PRINTTAB(35)CHR$(109)CHR$(175)CHR$(110)
94 GETQ$:IFQ$<>"Y"ANDQ$<>"N"THEN94:ELSEHR$(AA)=Q$:HR(AA)=A:RETURN
98 COLOR6,1:COLOR5,4:
99 STOP:REM HEARINGTEST128(SOUND PRG FOR 128) JULY-06CML BY LINDA TANNER
```

A TV is unlikely to give true high resolution comparable to a monitor but by injecting a video signal to the video stage of a TV, the improvements can be substantial. The reason is simple and twofold. A computer to TV connection is made via an RF modulator. The signal is then demodulated by the demodulator circuit in the TV set. Eliminating these circuit blocks removes two scources of distortion. I modified an AWA Deep Image 14 inch color TV.

The computer video signal can be feed to a suitable point in the TV video circuit and a designated test point is usually a good spot. In my modification I used test point 15. Some signals may require amplification but usually a simple trimmer and capacitor should be adequate. It may be a good idea to include back to back zeners for protection. Note that 'live chasis' TV sets are not recomended to be modified. Many people have experienced problems with the AGC circuit causing interference.

This occurs when the AGC does not find an RF signal and consequently opens its gain to maximum, picking up 'Lamingtons' or noise. My solution to this problem was to disconnect the earth from the computer to TV connection and leave the RF lead connected.

This circuit was derived from my own experiments and it has been working for me for four years. However, I cannot guarantee results, but the idea may be useful to readers with similar problems.

* Once again take care and check your work as you go for errors. The tec-man takes no responsibility for damage resulting from the instalation of these projects.



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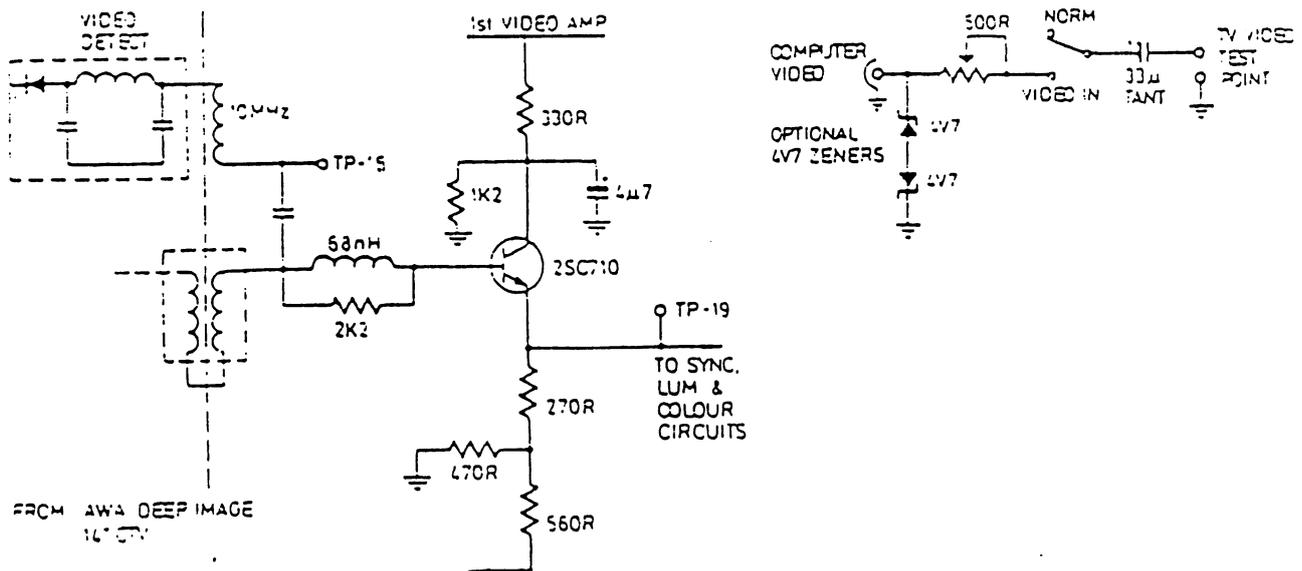
**THE ABOVE WAS REPRODUCED FROM THE MELBOURNE COMMODORE COMPUTE R CLUB INC. NO AUTHOR WAS LISTED. (POSSIBLE IVAN BLITZ)**
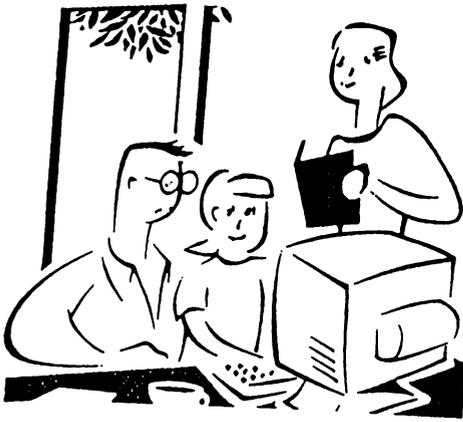
## THE BEGINNERS CORNER

Lesson # 3

Prepared By: Richard Savoy

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

In lesson # 2 we installed the Commodore C64, in this lesson we will get it to operate!

OPERATION-USING THE COMMODORE 64:

1.  Turn on the computer using the rocker switch on the right-side panel when you're looking at the computer from the front.
2.  After a few moments the following will be displayed on the TV or monitor screen:



CURSOR SIGNALS COMMODORE 64 IS WAITING FOR YOUR INPUT.
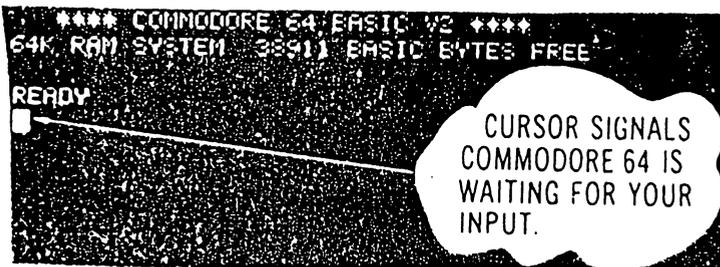
3.  If your TV/Monitor has a manual fine tuning knob, adjust the TV/Monitor until you get a clear picture.
4.  You may also want to adjust the color and tint controls on the TV/Monitor for the best displays. You can use the color adjustment procedure described later to get everything setup properly. When you first get a picture, the screen should appear mostly, **dark blue,** with a **light blue,** border and letters.

If you don't get the expected results, recheck the cables, and connections. The accompanying chart will help you isolate any problem.

### CURSOR

The flashing square under READY is called the cursor and indicates where what you type on the keyboard will be displayed on the screen. As you type, the cursor will move ahead one space, as the original cursor position is replaced with the character you type, Try typing on the keyboard and watch as characters you type are displayed on the TV/Monitor screen.

### COLOR ADJUSTMENT

There is a simple way to get a pattern of colors on the TV/Monitor so you can easily adjust the set. Even though you may not be familiar with the operation of the computer right now, just follow along, and you'll see how easy it is to use the Commodore 64.

First, look on the left side of the keyboard and locate the key marked **CTRL.** This stands for "ConTRoL" and is used, in conjunction with other keys, to instruct the computer to do a specific task.

To use a control function, you hold down the **CTRL** key while depressing a second.

Try this: hold the **CTRL** key while also depressing the **9** key. Then release both keys. Nothing obvious should have happened, but if you touch any key now the screen will show the character displayed in reverse type, rather than normal type—like the opening message or anything you typed earlier.

Hold down the **SPACEBAR.** What happens? If you did the above procedure correctly, you should see a light blue bar move across the screen. **Next time we will continue with more on color, and Keyboard commands.**

# GEOPUBLISH TUTORIAL PART 17
## Corrections & Continuations
**By: Bruce Thomas**

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

We have to be flexible while working with geoPublish (gP). When unexpected results pop up it is best to fix them before moving on.

The first adjustment we have to make is in Tutorial Part 1 on Page 2. When we laid out this page we set custom gutter values to allow room for the title. The value we used was 36 which equals 1/2 an inch.

When we drew the box around our title we used the ½ inch ratchet tool to ensure we got uniform box sizes on all pages. As soon as you place the box on Page 2 it is obvious that we have a problem. Our usual top gutter is 5 points so we need to change the top gutter value for both text regions on Page 2 to 41 and then the box won't sit on top of the text. Read Page 12 again if you need a refresher on Gutters.

After you move the text down by 5 points you should also adjust the Pull-Quote and the lines we placed above and below it. Use Zoom View on Page 2 to adjust these 3 items.

## In Living Color

We haven't done anything with color yet. I was going to save that for the Front Cover. The graphics we have used so far need corrected so they will look better when printed.

If you select the 'color' box when printing with PostPrint you will find that Maurice has programmed PostPrint to print colors for all but the first 9 patterns. Many of the graphics we have used so far look fine when printed on a Black & White Printer but appear as medium grey on light grey when printed in color.

To correct this we have to load each photo scrap into geoPaint,

turn on color, select Black foreground on White background, color the image, copy the scrap, add it to our Photo Album and use this picture in gP. Quite a few of our images have to be changed on Pages 20, 21, 23 and 24.

I have uploaded a new Photo Album containing color corrected images. I have also uploaded new geoWrite files for installments #7 (Importing More Articles) and #10 (Importing Graphics Part 1) as they contained embedded graphics that were affected by the color problem. Download these files and make the substitutions.

## Now you see me

Another issue with our graphics is making sure they don't overlay other elements on our page. Select each of our imported Graphics in Page Graphics Mode, open their attributes and make sure that the Transparent option is selected. This will allow items that are on the page before the graphic to appear through the graphic.

## All Thumbs

I incorrectly stated in the last installment that you could place images of 16 geoPaint files onto one page using the Thumbnail program from RUN's Power Pak disk. Only PostPrint and geoPubLaser will place all 16 pages of a gP document onto a single page as thumbnails. "Thumbnail" will only place 12 files onto one page so you will need two pages to print all 16 gP pages as thumbnails. This is possible by printing the geoPublish pages to geoPaint files with the Paint Pages printer driver and then using "Thumbnail" to shrink them onto a page.

## Continuations

A real quick topic that I am going to squeeze onto this page is adding continuation notices to help the reader find the rest of an article. Since I continuation notices to help the reader find the rest of an article.

Since I am using a slogan and a symbol at the end of articles in this tutorial we don't need to add notices but we will do it now just to see how it is done.

Continuation notices are created using Special Text just like we did for titles, captions and pull-quotes in "Adding Special Text" on Page 28.

Goto Page 13, change to Page Graphics Mode, change to Zoom view and place the box in the lower right corner of the page. We have enough space below the text and above our Master Pages line to add a continuation notice. Select the Text Placement Tool, open attributes and set font to LW_Zapf, 10 point. Click between the text and the line under "WrongIsWrite" and enter "(continued on Page 14)" for our text. Click OK and then stretch the text box down and out a bit to allow our text room to print.

Stay in Zoom View and goto Page 14. Move the zoom window up to the middle of the page and place "(from Page 13)" in the shaded box to the right of the "Converting Documents" title. Stretch the text box down and out a bit and we are done.

We will now return to our regularly scheduled material.

Until next time, enGEOy your Commodore!
**Bruce Thomas**
∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧∧

## First report of Commodore at CES Part III
### By: Robert Bernardo

Introduction
Robert's article on the International Expo started on the March issue of CML page 14 and has continued in the May issue starting on Page 13 of that issue, now comes to a conclusion in this issue starting here.

The one hour drive back to where I was residing was hectic. Las Vegas traffic was a pain, but I kept thing that I had to get all of this down in print while the memories were fresh.

I arrived at Larry Lathrop's house, my temporary residence while in Vegas. He, his wife and I went to Joe's Crab Shack where I treated them to a fine dinner. While waiting the 20-25 minutes for a table, I started writing this article in my notepad. Larry had the fried scallop dinner. Penny had the seafood pasta, and I had the dinner of salmon covered with a chunky crab and lobster Rockefeller sauce. For dessert I carried out a slice of key-lime pie.

Back at Larry's house, I continued writing. Later on, I pulled out the brand-new Hummer DTV game and unwrapped it. Meanwhile, as I did that, Larry tried a Jakk's game joystick. Then I plugged in the Hummer DTV and switched it on. Opening titles were clear, but certain screens showed horizontal "interference" lines. Gameplay was marred by a steering wheel which was not proportional but acted more like paddle. Though the Hummer DTV game was purported to have 256 colors, we only noticed a few extra colors in the hills and other backgrounds. After much trial-and-error, Larry was getting the hang of the controls. I still need much practice but at least had fun in the "Demolition Derby" part of the game.

Finally, Larry brought me over to his C128 and loaded Super Off-Road Racing (in 64 mode, of course). He found Super Off-Road to be superior in control (with a joystick) and a possible basis for the Hummer DTV game. I noted that the Super Off-Road game had a stationary screen of the entire track, whereas the Hummer DTV games had a scrolling track (i.e., when your vehicle moved, a part of the track would scroll and be revealed, your only view of the entire track being a "radar" view in the upper right corner).

It was near midnight. I had to finish writing, and Larry went to bed. Tomorrow would be the

Clark County Commodore Computer Club meeting with my report on the prospective CommVEx v2 venues, a demonstration of the C64 PAL DTV, a demonstration of the Hummer DTV, a viewing of the book, "On The Edge"; and a look inside 2 Amiga 2000 Video Toasters. Also I had to prep and mail off FCUG newsletters. There would be another hotel meeting room to check out for CommVEx v2. And most importantly, I would return to CES for another chat with those at the Commodore Int'l BV booth.
Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

# WHAT NEXT!
## By: Richard Savoy

It looks like " The Beginners Corner" is off to a good response, some of our other programs that we run in a series are coming to a close. We will need some replacements, any suggestions, or maybe you would like to have one yourself. All members are welcome to submit articles.

I've come up with an idea for a series, seeing we have one for the beginners, I think one for those that would like to go ahead with "Learning to program in Basic 2.0" may draw interest, so here goes, I'll give it a try.
@@@@@@@@@@@@@@@@@@@@@@@

## LEARNING TO PROGRAM IN BASIC 2.0 USING A 64C
### PREPARED By: Richard Savoy

### Getting Started in Basic:  Lesson 1

The BASIC programming language is a special language that lets you communicate with your Commodore 64C. Using BASIC is one means by which you instruct your computer what to do.

BASIC has its own vocabulary (made of **commands, statements and functions**) and its own rules of structure (called **syntax**).

You can use the BASIC vocabulary and syntax to create a set of instructions called a **program,** which your computer can then perform or **"run."**

Using BASIC, you can communicate with your Commodore 64C in two ways: within a program, or directly (outside a program).

### Direct Mode

Your C64 is ready to accept BASIC commands in **direct** mode as soon as you turn on the computer. In the direct mode, you type commands on the keyboard and enter them into the computer by pressing the RETURN key. This executes all direct mode commands immediately after you press the RETURN key. Most BASIC commands in your C64 can be used in direct mode as well as in a program.

### Program Mode

In **program mode** you enter a set of instructions that perform a specific task. Each instruction is contained in a sequential **program** line. A statement in a program may be as long as 80 characters: this is equivalent to two full screen lines in 40 column format.

Once you have typed a program, you can use it immediately by typing the RUN command and pressing the RETURN key. You can also store the program on disk or tape by using the SAVE command. Then you can recall it from the disk or tape by using the LOAD command. This command copies the program from the disk or tape and places that program in the C 64's memory. You can then use or "execute" the program again by entering the RUN command. All these commands are explained later in this section. Most of the time you will be using your computer with programs, including programs you yourself write and commercially available software packages. The only time you operate in direct mode is when you are manipulating or editing your programs

With commands such as LIST,LOAD,SAVE and RUN. As a rule, the difference between direct mode and operation within a program is that direct mode commands have no line numbers.

### Keyboard Character Sets

I assume you have your **C= 64** keyboard in front of you, or if you are using a **C=128** keyboard the only difference would be Function Keys location and the Calculator that has been added to the keyboard.
The C 64 keyboard offers two different sets of characters:

- Upper-case letters and graphic characters
- Upper– and lower-case letters

You can use only one character set at a time.

When you turn in the C 64, the keyboard is normally using the upper-case /graphic character set. This means tha everything you type is in capital letters. To switch back and forth between the two character sets, press the SHIFT key and the key C= (Commodore key) at the same time. To practice using the two character sets turn on your computer and press several letters and graphic characters. Then press then SHIFT key and the C= key, Notice how the screen changes to upper and lower-case characters. Press SHIFT and C= again to return to the upper and graphic character set.

### Using the Commodore Keys

COMMAND keys are keys that send messages to the computer. Some command keys (such as RETURN) are used by themselves. Other command keys (such as SHIFT,CTRL,C= and RESTORE) are used with other keys, The use of each of the command keys is explained below.

#### Return
When you press the RETURN , what you have typed is sent to the C 64 computer's memory. Pressing the RETURN key also moves the

Cursor (the small flashing rectangle that marks where the next character you type will appear) to the beginning of the next line.

At times you may misspell a command or type in something the computer does not understand. Then when you press RETURN key, you probably will get a message like SYNTAX ERROR on the screen. This is called "Error Message." A list of "Error Messages" and how to correct the errors will be on the next page (14) and more will appear on future issues.

**NOTE:** In the examples given in these lessons the following symbol indicates that you must press the **RETURN** key:

**SHIFT:** There are two SHIFT keys on the bottom row of the keyboard, One is on the left and the other is on the right, just as on standard typewriter keyboard.
The shift key can be used in three ways:
1. With the upper/lower-case character set, the SHIFT key is used like the shift key on a regular typewriter; When the SHIFT key is held down, it lets you print capital letters or the top character on double-character keys
2. The SHIFT key can be used with some of the other command keys to preform special functions.
3. When the keyboard is set for the upper-case/ graphic character set, you can use the SHIFT key to print the graphic symbols or characters that appear on the front face of certain keys. See the paragraphs entitled "Displaying Graphic Characters" later in this chapter for more details.

**SHIFT LOCK:** When you press this key down, it locks into place. Then, whatever you type will either be a capital letter, or the top character of a double-character key. To release the lock, press down on the SHIFT LOCK key again.
**THIS IS THE END OF THE TEXT FOR LESSON 1, BUT REMEMBER PAGE 14 "ERROR MESSAGES" IS A PART OF THE LESSON.**

# ERROR MESSAGES

| MESSAGE | What the Problem Is | What to Do |
|---|---|---|
| BAD DATA | String data was received from an open file, but the program was expecting numeric data. | Make sure data was saved with a separator between each item. |
| BAD SUBSCRIPT | The program was trying to reference an element of an array whose number is outside the range specified in the DIM statement. | Verify you have dimensioned the array properly. In direct mode, have the 64C print the value of the subscript as a clue. |
| BREAK | Program execution was stopped because you hit the STOP key. | Use the CONT command to proceed or reRUN the program. |
| CAN'T CONTINUE | The CONT command will not work, either because the program was never RUN, there has been an error, or a line has been edited. | You probably made a correction; reRUN the program. |
| DEVICE NOT PRESENT | The required I/O device not available for an OPEN, CLOSE, CMD, PRINT #, INPUT #, or GET #. | Verify the peripheral you are calling for is on and proper OPEN statement is used. |
| DIVISION BY ZERO | Division by zero is a mathematical oddity and not allowed. | Command the 64C to print the suspect variables to determine which one became a zero. |
| EXTRA IGNORED | Too many items of data were typed in response to an INPUT statement. Only the first few items were accepted. | Check your punctuation. |
| FILE NOT FOUND | No file with that name exists. | Verify you have the correct tape or disk and you spelled the name correctly; note especially spacing and upper-case characters. |
| FILE NOT OPEN | The file specified in a CLOSE, CMD, PRINT #, INPUT #, or GET #, must first be OPENed. | Open file. Verify you used proper file number. |
| FILE OPEN | An attempt was made to open a file using the number of an already open file. | Close file first or use new file number. |
| FORMULA TOO COMPLEX | The string expression being evaluated should be split into at least two parts for the system to work with, or a formula has too many parentheses. | Use smaller strings. Reduce the number of parentheses. |

## MESSAGE FROM A FELLOW CML MEMBER

By: Richard Savoy

Usually a Email message like the following would go to the current editor, but it was directed direct to me. From Joe Garrison, a long, long, time member:

Richard:

I don't want to belittle your efforts because you have done something, which I haven't done for, the group, in years. (Not since I got mad over some of the groups policies in the early 90's.) At that time Ron Hackley had written the FUN GRAPHIC MACHINE PROGRAM which would not work on the Commodore 1581 drive. So, at my request, he changed the program so that it would work on the 1581, but didn't charge me anything! At that time I was the only one in the world who had a copy of that program that would work on the 1581, so I asked the treasurer to add him to the group and I would pay his membership fee. Unfortunately, it did not go to Jean Nance first, for her permission and so didn't get approved. Needless to say, I got mad and have had very little to do with the club since.—Joe Garrison

**My Reply to the above:** First , I have made some editing changes to the above. I can really understand Joe's feelings and he wasn't alone in those days, but that was a long time ago. So "Welcome" back to contributing to CML.

**Back to Joe's message:** Anyway I was quite disappointed when I found your: **TROUBLE-SHOOTING CHART,** because it is misnamed. It should be titled: TV adjustments if you are using a TV as a C-64 Monitor

Also: Your write up on Page 9 of the May Mailink has an error on Paragraph #8. YOU CAN CONNECT THE POWER SUPPLY INCORRECTLY - I DID IT (BECAUSE THE CONNECTOR WAS A SPLIT CONNECTOR) and it blew out my JIFFY DOS CHIP.

**My Reply:** I'm not the author of any the instructions given in these articles. Please note it says in the header **Prepared By:** and is from the Ninth Printing 1984 **Commodore 64 User's Guide"** Also, the "TROUBLESHOOTING CHART" is in the same manual.

**More of Joe's message:**

My purpose in looking at your Troubleshooting Chart was because my 23 year old C-64 has been crashing, probably due to heat build-up and I thought your chart might give me a clue to the marginal chip.

Once it crashes, it will start up again and promptly run. Of course when it does crash, it wipes out whatever program I am working.

Not really bitching. Just some thoughts on the subject.

Best Regards,
Joe Garrison

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## COMMODORE MAILINK DISK VERSION

By: Kenneth Barsky

**Effective immediately I have to increase the price of the disk version for all new orders by one dollar per year.**

The main reason is the postal increase the first of this year and cost of better mailers. No effect on current paid up subscribers until renewal in the fall.

The Commodore Mailink on Disk is published, for only current members of "MEETING 64/128 USERS THROUGH THE MAIL" about the same time as the newsletter and carries all the text and programs that are in the current newsletter when available, and in the empty space I provide an assortment of public domain programs. When ordering you have the choice of 5.25" for use in 1541 or 1571 disk drives or 3.5" LD for 1581 disk drives (while they last) or 3.5" HD for FD-2000 or 4000 disk drives
COST: $ 9/year USA $ 10/year USA Funds
Make Payable to:
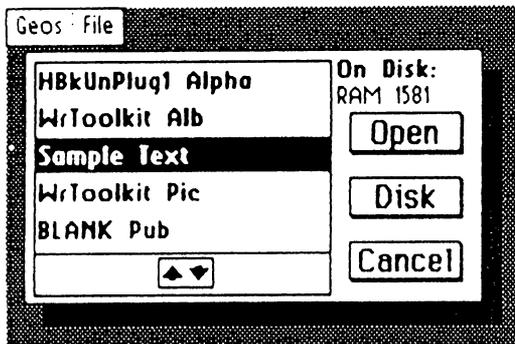KENNETH BARSKY
100-28 BENCHLEY PL.
BRONX NY 10475-3319

your choice, in the desired order, and with the correct styles (bold, plain etc) defined. A DBGetFiles box is then presented to select a text file Click on the OPEN gadget and the program goes to work and then exits to DeskTop. Check your text file to see if the process worked. Preparation is again the key. It does the operation that it says Not bad actually.
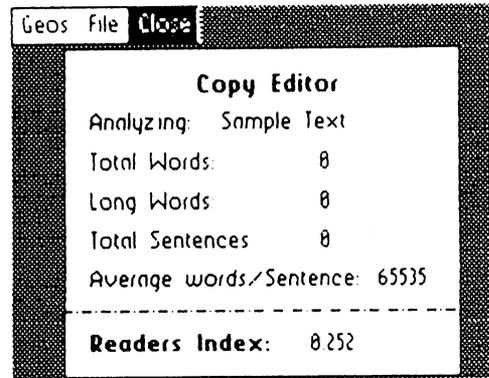
CANCEL I think we got that one thank you.

## CopyEditor v1.0

CopyEditor v1.0 by Raymond A. Kerby is a 40 column PD Application program. The blurb in the infoBox states "Use Readers Index" as a guide to the grade level of your readers". What does this mean ? After using the program I still don't know. When you run Copy Editor, you are presented with two menus - Geos which accesses Copy Editor Info - a dead end. And File menu which has Start and Quit as options.

```
Geos · File
┌─────────────────────────────┐
│ HBkUnPlug1 Alpha │ On Disk:  │
│ WrToolkit Alb   │ RAM 1581  │
│ Sample Text     │ ┌───────┐ │
│ WrToolkit Pic   │ │ Open  │ │
│ BLANK Pub       │ └───────┘ │
│                 │ ┌───────┐ │
│                 │ │ Disk  │ │
│        ┌─────┐  │ └───────┘ │
│        │ ▲ ▼ │  │ ┌───────┐ │
│        └─────┘  │ │Cancel │ │
└─────────────────────────────┘
```

Selecting Start presents a DBGetFiles box, so select a sample text file and click the OPEn gadget A new DBox is displayed with various information after the program analyzes the text, plus a Close option on the menu that you are now confined to with the pointer. Your only option is click on it to exit back to DeskTop.

Even though I had a rather well endowed text file with lots and lots of words, long ones included, and myriads of sentences, the program couldn't find them, if it was trying to actually do anything.

```
Geos  File  Close
┌─────────────────────────────┐
│         Copy Editor         │
│ Analyzing:   Sample Text    │
│ Total Words:          0     │
│ Long Words            0     │
│ Total Sentences       0     │
│ Average words/Sentence: 65535│
│ - - - - - - - - - - - - - - │
│ Readers Index:     0252     │
└─────────────────────────────┘
```

I just couldn't get it to give me any results, so probably my 'grade level' is zero (smile) Never mind, I won't lose any sleep of this little offering

The Quit option, you don't need me to tell you that one (smile). I used it very quickly It is possible that since I was in GEOS128 v2.0, the program may only work properly in GEOS64 v2.0, although I did not try it out this time Trial and error would be required Give it a go if you feel like it

## Readers Three Wishes And All That ...

Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA(Business)E and I will write you back.

## GEOSGenie
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Enfield Plaza 5085 South Australia
International Telephone 61 8 8260 4062
(just kidding, I don't expect you to phone this time zone)
**email** : jmvgrafix@yahoo.com.au

(**) The World of GEOS HandBook Series (I, II, III), the GEOS UnPlugged HandBook Series (I, II, III, IV, V), The HandBooks of the Commodore 64&128, The HandBook of Commodore Disks, GEOS in Review HandBook, are all currently available from JMV Grafix.

# Join the fun July 29th & 30th at

# CommVEx 2006
## Commodore Vegas Expo v.2

presented by the Fresno Commodore User Group and the
Clark County Commodore Computer Club of Las Vegas

Saturday 11AM to 6:00PM or later & Sunday Noon to 7:00PM

## at the Plaza Hotel
## Las Vegas, Nevada

## Admission Just $10⁰⁰

- See demos and presentations on and about the
  Commodore 128, Commodore 64, DTV, Plus/4 VIC-20
  and Amiga (including the PAL DTV and 64gs)
- Vendor Tables
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  Pinball Convention & Auction
  next door

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MAKE NEW FRIENDS

SEE VEGAS!

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### There is still time to reserve for a presentation or table!

## for hotel rates & latest details check out:
## commvex.petscii.com on the internet
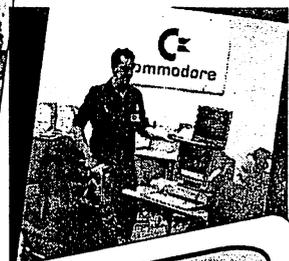
IMAGINE ALL THE FUN YOU'LL HAVE!

## enter the
## CommVEx RAFFLE!

RAFFLES ARE FOR EACH OF THESE PRIZES:
- A Commodore DTV 64 modified by designer Jeri Ellsworth
- A CMD SuperCPU 64 Accelerator v2
- A Commodore SX-64 Portable Computer System
- A Commodore 1581 800K Floppy Drive
- Melodian Music Keyboard for the 64

You don't have be
present to win!
tickets are $10
each or three for $20
enter by mail
  FCUG
  3487 E. Terrance
  Fresno, CA 93709
or PayPal to rbernardo@iglou.com (no credit card)
remember to list prize, your name, and address

## CMD HD Modification

By Ron Bain
bainr@earthlink.net

As you may recall, I posted a message some time ago regarding installing a SuperDisk Drive in a CMD HD case, much like the Iomega Zip drive. My hope was/is to create a device that will write and read 1581 disks, FD-2000 1.6MB disks, and 120MB SuperDisks. Jim Brain had taken the lead on this, however, his other projects and family obligations did not leave him with enough time to finish the project. I remember that someone else had also volunteered to take this on. I have neither the hardware or software expertise to pull this off. I also don't have an HD.
If anyone would like to take the lead on this I can send the drive to you. Jim has said he will share what has learned thus far with whoever wants to give it a go. Please let me know if you are interested.

## Another Herd/Haynie Video

CBM engineers Bil Herd and Dave Haynie have confirmed that they will start work on another special video for its eventual world premiere at the July 29-30 CommVEx. Last year they produced a video for CommVEx in which they showcased rare Commodore hardware.

## Free Commodore Goodies

Bryan Chapman has the following for the cost of postage:

**Omega Race game**
**C64 compatible joystick**
**Things to do with your Commodore 64 computer**
**Commodore 64 Programmer's Reference Guide**

Please contact him via email:
navarch@bigpond.com

## Vintage Computer Festiuval East

On May 13 the Vintage Computer Festival East 3.0 was held in Wall Township, New Jersey.
Go to:

http://home.comcast.net/~bryan.pope/VCF_east_2006_p1.html

In order to see photos of the exhibits, especially those of the very nice Commodore PETs.
For more information on the next VCF, go to

http://www.vintage.org
and
http://www2.wcoil.com/~caricon/show/

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