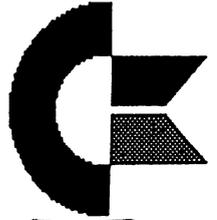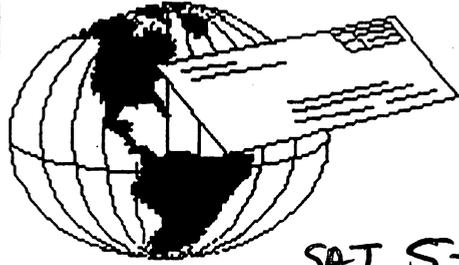# COMMODORE MAILINK

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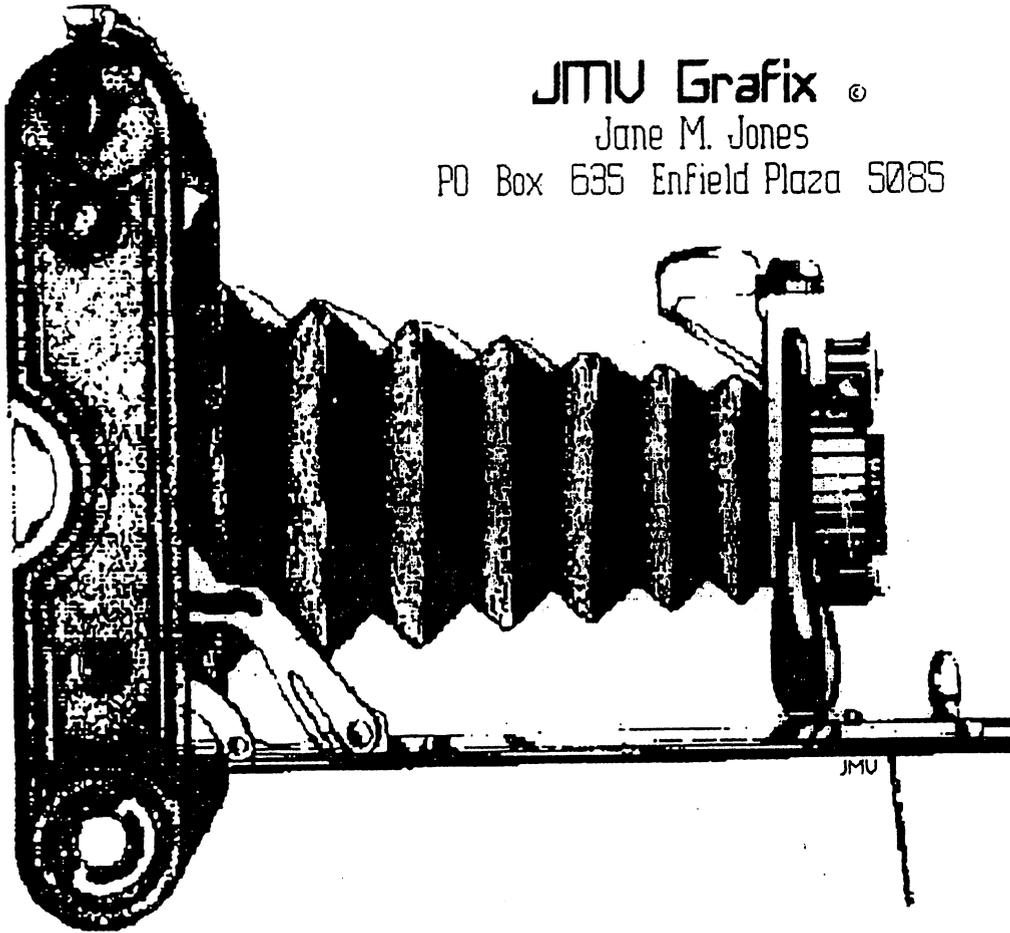## MEETING 64/128 USERS
THROUGH THE MAIL

SAT. 5-5-07

MAY 2007

JMV Grafix ©
Jane M. Jones
PO Box 635 Enfield Plaza 5085

JMU

MEETING NEWS

by Rob Snyder

I consider spring and summer to be the 'dry' periods of commodore computing. With the weather warming (at least here in the northern hemisphere), I spend more time outside and with outside activities. This limits my computer time and thus decreases commodore activity. Of course, winter brings christmas mail volumn and with my employment with the US Postal Service that brings longer work hours and less time at home to even consider to use on my computer equipment. We all have priorities.

Again this issue, as Group President of Meeting 64/128 Users Through the Mail, I would like to encourage each and EVERY member to diligently consider when the last coorespondence they had and whether they can spare the short time it would take to write to a fellow c= user. Pick up your Bios packet and scan the list to pick out a member who has a hobby you might want to know more about. Then turn on your equipment and whip out a letter. A new letter in the mailbox sure beats a bunch of bills.

Last month I mentioned we had new members who weren't the year before. After double checking the bios, I found only one new member-- Gregg Hoover. Please welcome our new member. Contact information is in the March Bios. We also have a late renewal Robin Harbron.

This month's cover is a large graphic of an old time camera created with a handyscanner on a commodore by our own Jane Jones. Last month's cover 'puzzle' had the missing characters of: s, p, r, i, n, and g.

I hope you enjoy this issue of your newsletter-- Commodore MaiLink.

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JULY MAILINK EDITOR

Again, by popular demand--

Robert Snyder
(see above for contact info)

*** REMINDER ***

Spring C=4 Expo May 5th & 6th, 2007 Ft. Mitchell, KY, across the Ohio River from Cincinnati, Ohio, USA. Information in March MaiLink

VCF 4.0 VINTAGE COMPUTER FESTIVAL

June 9-10, 2007, Sponsored by MARCH, the Mid-Atlantic Retro Computing Hobbyists
Guests include Chuck Peddle, Bil Herd, Bob Russell, and Dave Haynie.
http://www.midatlanticretro.org
http://www.marchclub.org

COMMVEX 2007

It's Vegas, baby! The Commodore Vegas Expo v3, a.k.a. CommVEx, is storming Las Vegas, Nevada, on July 28-29, 2007.
The Fresno Commodore User Group and the Clark County Commodore Computer Club of Las Vegas have worked hard to make this the best C= show on the West Coast of the United States.
This year CommVEx v3 will be at the classic Plaza Hotel & Casino, 1 S. Main Street, in fabulous downtown Las Vegas.
-Meet other Commodore enthusiasts
-See demos and presentations on and about the Commdore 128, Commodore 64, DTV, Plus/4, Vic-20, and Amiga (including the PAL DTV and 64gs)
-Maybe even present your own Commodore projects
-Find those hard to find goodies at the vendor tables
-And of course, see exciting Las Vegas, the city of lights in the desert?
Get up to the minute details or to talk about CommVEx on the CommVEx forum at www.commodore.ca

ECCC CHICAGO EXPO

The emergency is over, but the convention remains! The Supreme Party Council of the Emergency Chicagoland Commodore Convention announces Year Two of our glorious Five-Year Plan*, the second-ever ECCC event, being held Saturday, September 29, 2007, at the Fairfield Inn and Suites (Marriott), 645 West North Ave, Lombard Illinois 60148 USA from 8 a.m. Saturday to 1 a.m. Sunday.
(*)- Note: may not actually be a plan or last five years.
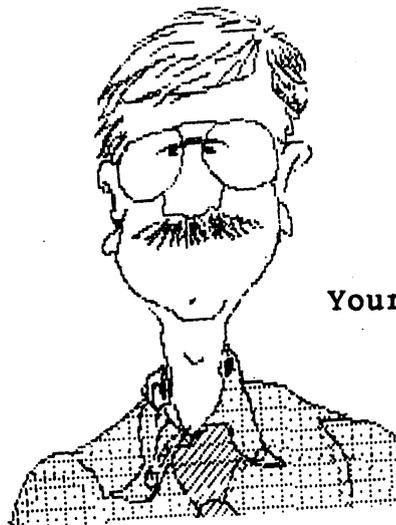
Your editor
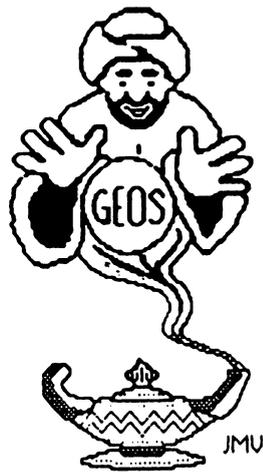
GEOSGenie

by Jane M. Yoskamp - Jones

Editing Creating Fonts- Part Two

Continuing our discussion on programs that help you to edit or create fonts

Font Monster

Font Monster v1 0 by Joseph P Buckley, aka Red Storm, from the Storm Systems Disk 1. This 40 column Application program is rather innovative, it was written to enable font maniacs to design the most wonderful fonts that they can invent (or maybe snatch). You can work on an existing font, even create a whole new one. It is not an editor as such, but kind of a grabber so that you can grab a font from a geoPaint image

On run a DBox to Create, Open, or Cancel is displayed On Open a DBGetFile Box displays the fonts on disk, with gadgets of Open, Disk, Drive, and Cancel available. Select a font and click Open

Another DBox shows the fontname, the first point size along with up/down arrows to increment / decrement the point size, an OK gadget and a Cancel are also available Select the size you need and click OK

Now the edit screen is ready with a

number of gadgets at your disposal The menus are file, and options

The file menu has quit, information, and the desk accessories on disk. The options menu is load font, save font, change font ID, delete point size, create new font, change baseline, change point size, change pattern, toggle autoincrement

File	Options	
Load font		C-L
Save font		C-S
Change font ID		C-I
Delete point size		C-D
Create new font		C-N
Change baseline		C-B
Change point size		C-C
Change pattern		C-P
Toggle autoincrement		C-T

What makes the program innovative is the feature to scroll through a geoPaint file. Click on the geoPaint gadget left of centre screen and a DBGetFile box of geoPaint files appears. Select one and Open. The file is displayed in the window at lower left, as you can see VALDEZ in the sample
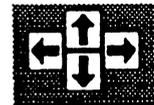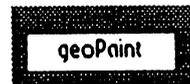
Use the four scroll arrows at centre screen, to position your 'grab' frame (which will appear in the window as four blue corners), in the right place.

You can click in the window to make the frame increment it's position toward your pointer, or click on the top left corner of the frame and slide it over to what you want to grab.

```
Grab character
```
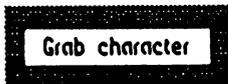
The area within the 'grab' frame is displayed larger to the right, once you click on the 'Grab character' gadget. If you currently have a font file loaded, you can save your paint information into the current character using the Grab character gadget just above the scroll arrows. This appears to be a non-reversible action.

```
Edit: B
||←||←  →||→||
||...←   →...||
```
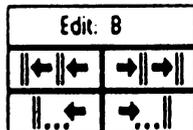
Use the Edit gadget arrows (below the menus) to scroll to the next character position ready for your next grab. Continue until you have completed your font. Save your font when you are ready. This is really a potentially interesting and useful program.
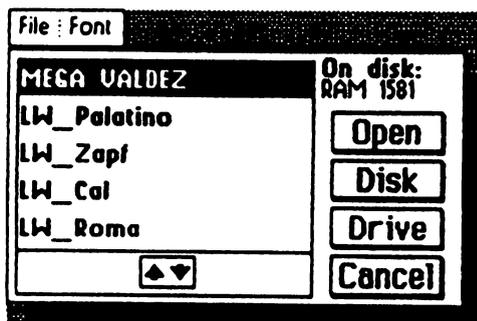
Font Monster is available on the Storm Systems Disk 1. However, I am not aware of the disks current sale status. Enquire for price and shipping details. (Allow for conversion rates and bank charges).

Storm Systems
Author: Joe P Buckley 464 Beale Street
W Quincy MA 02169-1307 USA

Font Thief II

Font Thief II v2.0 also by Joseph P. Buckley and from the Storm Systems Disk 1. Spiel: This program will allow you to convert a single font point size into a geoProgrammer relocatable link file. The relocatable symbol for the start address of the font is the filename you supply (less the 'rel' extension) to allow for multiple fonts in one program. end.

```
File : Font
MEGA UALDEZ          On disk:
                     RAM 1581
LW_Palatino
                       Open
LW_Zapf
                       Disk
LW_Cal
                       Drive
LW_Roma
                      Cancel
     ▲ ▼
```

On run the program clears the screen and has a menu of file and font available. The file menu has quit, information, and the desk accessories available. The font menu offers 'get font' which brings up a DBGetFile box listing the fonts on disk with the gadgets Open, Disk, Drive, and Cancel available.

Select a font and click Open, and another DBox is displayed. This gives the name of the font selected and the lowest point size in it. Up and down arrows allow you to increment / decrement the point size. Click the OK gadget when done, or the Cancel gadget to exit this part.

```
Font: MEGA VALDEZ

Point: [50]  [↑][↓]

  OK            Cancel
```
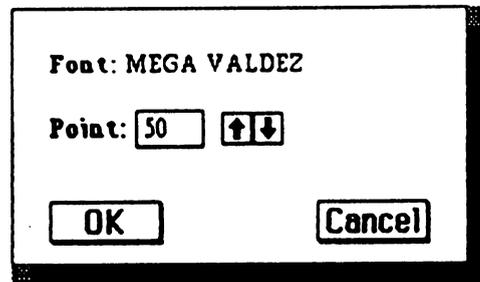
On OK a DBox displays a truncated filename with Drive and Cancel gadgets. Press RETURN when happy with the filename, bearing in mind it will receive .rel as a suffix. The font file is written to disk. The font file created is an "Assem .rel vl 0" Application data file ready for use with geoProgrammer.

This all only makes sense if you have geoProgrammer, have read the manual, and tried it all out some. I have not met anyone else who has yet!. Out of interest, the game CIRCE (by Francis G. Kostella) actually has had two fonts added to it via Font Thief. Strictly for people who use and have an understanding of the geoProgrammer package.

Although it is very simple really, I can't see very many of you wanting to rush out and learn geoProgrammer just so that you can make use of what it has given you. Just an observation mind not a criticism, after all, I do have geoProgrammer, have studied the geoAssembly conventions, even tried a few things out to satisfy myself, but I have never yet created anything with geoProgrammer, or used this program, sorry. My talents don't seem to lie there.

- To be Continued -

Readers Three Wishes And All That...

Plea from Charles M Needom, of Cincinnati Ohio USA .. "In 1996-97 I acquired some exciting 'junk' from a neighbour, and began learning how to use this 'junk'. I was blown away when I heard the music that came from the Commodore

This Commodore stuff became my new hobbie. ...I found a club paper of other users, and learned more people were still using these 'old machines'. ...I joined Cincinnati Commodore Computer Club and then Loadstar when they still put out disk programs ...I use a C128 in C64 mode with 1541 Drive 2002 Monitor with stereo (2) speakers (did I mention I love the music?), NX-1000 Printer. I do mostly letters with GEOS in 64 mode, some on music letters like this one since it is in NTSC and PAL format .

The help that I need is that I am looking for an 'ACTION REPLAY V5 CARTRIDGE' to make demos of my own.
    If you have an 'ACTION REPLAY V5 CARTRIDGE' unit for sale with instructions I would be interested in buying it from you.   Write back when you can and I hope you are able to sell me the 'ACTION REPLAY V5 CARTRIDGE'. Music Listener, Charles".

Genie I have had to let Charles know, via the Cincinnati club {many thanks to Roger Hoyer}, that I do not have cartridges for sale.   But I do know how the cartridges make using the Commodore so much easier, with the way they speed up drive access, along with their many other features. It would certainly be a bonus for him to be able to obtain one somehow.
The units are now probably scarce, but lets put it out there - **can anyone** provide some help to Charles?.   We all remember how hard it was to get started back in the days when accessories for the Commodores were plentiful. It is extremely difficult in this day and age, so we need to find a way to help him obtain the 'ACTION REPLAY V5 CARTRIDGE' to enable him to do more with his Commodores. If any readers have any ideas, please let us know by mail or email, your help and assistance will be greatly appreciated, and it would be great to be able to successfully help another Commodore user achieve their goals.

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. You can even just let me know if you are enjoying the column.

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MUSIC ON THE COMMODORE: MY PRE-SID EDITOR DAYS
by Kenneth Barsky

Our editor Robert Snyder has asked me to write an article about my experiences with music on the Commodore.

I have always enjoyed the ability of the Commodore to play music. It is still why I hang on to my Commodore long after most have abandoned it. And yes, I have a Commodore emulation program on my Dell desktop.

I now use SID EDITOR to transcribe SID music from Sheet Music. That program and articles will follow in later issues. But first about my pre SID attempts.

I am looking through some of my old stuff and came across some of my pre-SID days. I am amazed at what I was able to produce then.

Now as I remember, in the small green instruction book to the C64, there was instructions on how to program music. The procedure involved finding and entering low frequency and high frequency values from a chart given.

On the disk version of this month's MAILINK, there is a program named MUSIC BASE that plays the music laid out there. All that has to be done is to enter the High and Low frequency and duration (HF,LF,D) from the chart in your manual or other books. As it stands, one note is entered. MY DREYDEL was a working model using this technique and MY DREYDEL is the final result. I found that procedure to be laborious.

My first attempt was to write a program that gave all notes and durations variable names. MUSIC DATA and MUSIC MAKER are the working skeletons of that program. MUSICMAKER 2 was the final version and goto800 plays a demonstation.

Next I wrote a program NEW MUSICAL MAKER that has the whole chart as variable values. Sample Chanukah music is included in the program. The notes and durations are entered as DATA statements where regular notes are C4 to B4, C3 to B3 and C5 to B5: C#4 is a typical C sharp and DF4 is a typical flat note: durations are 1 to 32 and dotted notes are a decimal.

```
10 IF N$=C4 THEN HF=16:LF=195:RETURN
```

The user can pick from 8 musical instruments which will then play a note by note. I never got the knack of playing multi notes at the same time.

Future installments will talk about SID EDITOR and will also include instructions on how to read music.

Ebay has COMPUTE'S Musical System for the Commodore 64 & 128 By Craig Chamberlain disk/book. Actually two copies at the time of the search-- one for 4.99 the other for 65.99.

WANTED

I had placed a Note: at the end of page 9 indicating that the article was Installment #1 OOPS! Those are not the program files, but the text and picture files for reading the Tutorial. This is Part 1 of at least 12 more Parts! Sorry about that.
Linda Tanner.

This time, we will use mod.ChipWorks, mod. FrameClip, mod.BalancingCol, ldr.4Bit&-Mask and of course ldr.4BitGoDot. We're working on an image that can be downloaded from my site (see bottom of the article) called "icerunner. 4bt" - it's taken from the Windows clipart library and transported to our C=@64 via GIF fonnat. Also, at the end of this workshop you can see a list of all **GoDot** modules that relate to affecting chps. Clips are rectangular areas of an image that you can manipulate individually.
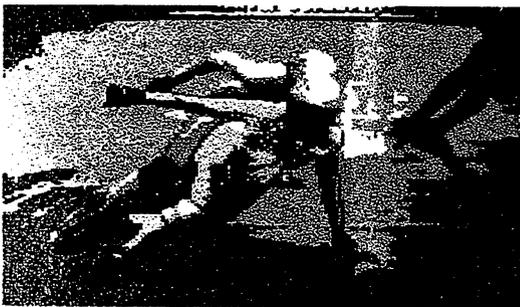
You may also the save and load chps. **ClipWorks** is the central control module to work on chips.

Now, let start. Be sure to have ldr.4BitGoDot installed (it's the defitult loader, as you can see it in the upper left of GoDot's main screen). We first *"Load"* the image "icerunners. 4bf '(and "**Replace**" the current image). After loading, we render the image to the graptucs screen by clicking *"Display'*. It's a nice image, but we will try to give it a little more artistic touch. What about this image with a fratne in it, surrounded by a darker border? Well it's easy!

The **ClipWorks** requester presents a facility to manually input values. Just click on the numbers at *Row, Column, Width and Height,* and change them Press RETURN when finished. If you want visually determine a clip just click

On "Clip", GoDot will show you image (if you rendered it before!) There you click the upper left corner, go to the lower right again to set the clip. On SCPU's you better press **RETURN** instead of clicking the mouse, otherwise you can't

Set a decent clip *"Show"* will bring up the graphics again and showthe current area clip
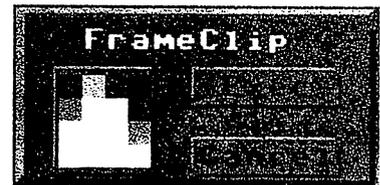
graphics again and shows the current clip area blinking. *"Full"* resets the clip values to fullscreen. If you are in fullscreen mode (from main screen) you can activate the current clip if you click on *"Last"*. *"Zoom"* and *"Shrink"* do what they are supposed to do, but in greyscale mode which leads to weird, perhaps unwanted colors. To take better advantage of it, zooming or better "scaling" will be covered in a future article. The *"ClrClp"* button gives you the opportunity to flood a clip by one of the C=64's colors. You choose a color similar to the way you do it in mod.FrameClip. Additionally, you may choose whether to clear either the *"Inside"* of a clip or everything else (*"Outside"*). FrameClip lets you draw a colored border around the inner of a clip. The vertical lines are two pixels thick (so they can be recognized in multicolor mode), whereas the horizontal lines are just one pixel.

Starting with the July issue I plan to put on disk **Stereo Editor by Robert A. Stoerrle** and start a series of article walking through the program and how to use it. The user must know a little bit about musical theory. I want to include on Mailink the seven pages I sent to Richard Savoy, Pubisher of the newsletter..Ken *The first page printer below, more in July..Richard*

ELEMENTS OF MUSIC THEORY

I. PITCH NOTATION

Staff Five lines and four spaces, numbered from bottom and upward, used to notate pitches:
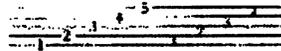
Staff degree A line or space on the staff identified by one of the letters A, B, C, D, E, F, G.

Grand staff The combination of two staves, *treble* and *bass*, used to indicate a wide range of pitches.

THE GRAND STAFF
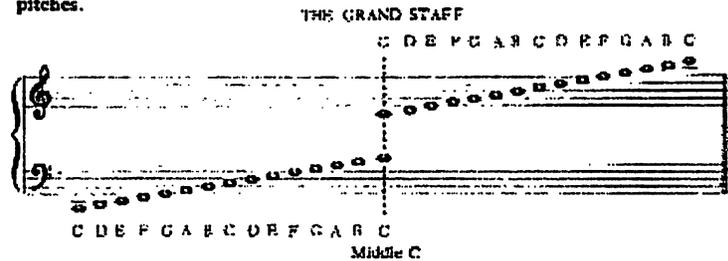
Middle C

Treble clef or G-clef A symbol establishing G above middle C on the second line of the staff.
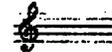
Bass clef or F-clef A symbol establishing F below middle C on the fourth line of the staff.
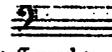
Ledger Line A short line above or below the staff used to extend the range of pitches.
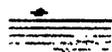
Accidental A sign used to alter the pitch of a given staff degree.

Sharp (♯) Raises the pitch by a half step.

Flat (♭) Lowers the pitch by a half step.

Natural (♮) Cancels the influence of a sharp or flat.

II. NOTE AND REST VALUES

Duration The length of time assigned to a note or a rest.

NOTES		RESTS	
o	whole note	—	whole rest
♩	half note	—	half rest
♩	quarter note	𝄽	quarter rest
♪	eighth note	𝄾	eighth rest
♬	sixteenth note	𝄿	sixteenth rest
♪	thirty-second note	𝅀	thirty-second rest

261

COMMENTS ON EZ LOADER

by Gaelyn Gasson

'The program I like to use best on my Commodore computer' would have to be my hubby's QWKRR128 program, but as I no longer use my Commodore for Email and writing, I'll tell you about the program that probably has seen the most use on my Commodore and why.

EZ Loader was written by David Schmoll, who sadly passed away several years ago. I set up my Ramlink to load this program first, and it let me add all the other programs on various locations on my Ramlink and CMD hard drive so I just cursor to the name of the file, press enter, and all the needed commands to load and run the program were sent to the computer for me. It's as close as you can get to having a very easy to use computer system (No messy commands to type), especially with a Ramllink!

Ez-Loader was released as shareware for $10, but as David didn't have any family, there's not much we can do about sending funds anywhere. Unfortunately, without registration, there are certain aspects of the program that can't be used. In honour of David's memory, I'll include my registration details below, and if folks feel a donation is in order, donations to ANY Alzheimer charities in David's name would be greatly appreciated. He spent the last years of his life caring for both parents who were afflicted with this disease.

As I recall, there are issues with using EZ Loader with the 128 SCPU.

There are two versions of the program on our server.

I'm not sure what the difference is between the two, so the links are:

ftp://ftp.videocam.net.au/cbm/tils/file-utils/ezldr2-8.sfx

ftp://ftp.videocam.net.au/cbm/tils/file-utils/ezldr3-3.sfx

How to add the registration codes is included in the documentation with the software. My registration details for EZ Loader are:

1: ?b735?d454?5f7?b73>>46
2: b4>75737?67573?76757bb

After the registration codes are added, when the screen blanks on the menu, you'll see my name (Gaelyne Gasson) along with the time. I'm sure seeing my name instead of your own can be forgiven if it means you get to use this great software.

COMMODORE FREE
ISSUE 6 AVAILABLE

Commodore Free issue 6 is available for download at http://www.commodorefree.com

Featured items include 6502 Ramrom, Rest of the Bible, David Horracks, Hex files part 1, Bits and Pieces, Diskimagery64, New 64 Games, Commodore128.org, C= Preservation Project, and interviews with Andrew Fisher and Richard Joseph.

Commodore Free is a free internet magazine devoted to commodore computers and is available to download for free in PDF, ASCII, and D64 disk image versions.

NEWS ON FELLOW COMMODORE USERS

by Rob Snyder (from emails)

You get to find out a lot of news through the internet. With the commodore community being a tiny but close knit group, sometimes events happen without much fanfare. Especially when not in our MaiLink group. But through the commodore Homestead list, I found out about two commodore movers and shakers had some trying times-- Robert Bernardo and Dave Moorman.

Robert Bernardo, before he got to attend the MossyCon in Astoria, was in the hospital for a post viral inflammation of the sack around the heart. It caused him pain which he at first thought was muscle soreness and grew to mimic a stroke or heart attack. He is better and home but missed the commodore convention.

Dave Moorman, who puts out the NEW editions of LOADSTAR was suspiciously quiet on the internet channels. First of all, David and family are fine, but it turns out that his hometown of Holly Colorado was hit by three tornados. Holly is a community of around 1000. Without much warning at all, tornados destroyed 48 homes, 108 homes suffered damage. Only one fatality, and three seniors were put in the hospital.

While David's house maybe salvageable (it's one of two homes in their neighborhood that are still standing), they are camped out in their 5th wheel in the driveway of their home.

From Reverend Moorman's own April 17th, email-- "I am back on line -- finally. Lots of stuff to clean up after the twister, lots of grief and depression as well. I am on the Holly Recovery Task Force, which will be connecting Needs with Resources over the months to come. Loadstar will be coming soon -- If I have time, I will do a pictorial of the devestation, and tell some of the "miracle" stories. Thanks for all your thoughts and prayers (and even a donation or two!)

TIFCU STILL AVAILABLE!

by Rob Snyder

I was surprise to find that NEW "copies" of "THE INTERNET FOR C64/128 USERS" by Gaelyne Gasson are still available on the internet. This book has been out of print for YEARS. This is what I found on the videocam.net.au website.

"This is a PDF version of our acclaimed book "The Internet for C64/128 Users". There are two PDF versions available. One of them is an exact page for page copy of the 3rd edition, intended for those that wish to replicate the printed version. The other version has been reformatted specifically for electronic viewing. All of the chapters and subheadings have been made into PDF "bookmarks", internal chapter references have been made into links, and many of the URL's mentioned in the book have been turned into web links. PDF files are best viewed with Adobe's Acrobat reader (PC or MAC). Linux PDF readers are also available."

I believe the download is $10 Austrailian. I have the print version and it is not only the best resource on getting your commodore on the internet it has loads of insight on getting on the internet on any platform. http://shopvcsweb.com/index.php?ain_page=document_product_info&products_id=152

Finally! After 21 installments we are ready to talk about printing. And for once we don't have to do any planning.

The planning part was covered way back at the start. When we decided we were aiming for PostScript (PS) Printer output and chose the LaserWriter (LW) fonts we would use we were planning our printing phase of this publication. If we weren't planning for PS printing we would have chosen MEGA Fonts and other fonts that look better on dot matrix or inkjet printers. And that brings us to our first printing option.

Since geoPublish (gP) is a GEOS program you can simply select the Print item on the File menu and your gP file will print using your regular GEOS printer driver. If you do choose to use this option you are advised to make sure you have a multi-strike or interpolating printer driver for your printer. Regular GEOS printer output without enhanced printer drivers is well deserving of the bashing it gets from critics of the system.

When using this standard method to print gP files you will notice a couple of options that aren't present when printing a geoWrite file, for instance. The options for High, Draft and NLQ are not present in a gP print Dialog Box (DB). What you do have are options for Content, Layout or Master. Generally, you will always want to choose the Content option as it prints your entire document or as many pages as you specify in the From Page/To Page boxes. The Layout option prints the outlines of the Text Regions you created in Page Layout mode and the Master option prints the contents of your Master Pages (if you have two Master Pages as we do they will both get printed as long as there is more than one page in the gP file). You can select any or all of the three print options.

The Best Output

Luckily for us, **Berkeley Softworks** (BSW) had the foresight to create geoPubLaser (gPL) to send our files to PS equipped print devices. With gPL and the proper serial connection from the User Port to a PS equipped printer your documents will never look lousy again. And PS Printers print a lot faster than any Dot Matrix printer ever could.

While BSW stated that an RS-232 interface card and modem cable were required to connect to a PS Printer I found that a simple null-modem connection worked fine with the modem cable to give me a connection. What was also required for this setup was access to the printer configuration settings to make sure it would work. I set the NEC Printer I initially used to 9600 baud, PS batch files, RS-232 interface, 8 data bits, 1 stop bit, Parity at Mark and Xon/Xoff for flow control. These settings allowed me to choose the 9600 Baud rate in gPL rather than the slower 1200 Baud rate setting.

For a while this direct connect method was our only option for PS printing. It seemed odd that BSW figured people running GEOS on a C-64 would have no problem laying out several thousands of dollars to have a PS printer sitting beside them. That NEC SilentWriter LC890 I used in 1988 and 1989 had a $6000

price on it! The store manager was a User Group member and let me use it whenever I wanted.

In addition to having the correct interface and settings you also must make sure you have the right software versions. You should really only use the two-disk version of gP, dated 10/4/88, and with that you need gPL dated 10/25/86. If you still use the buggier 10/8/87 gP then you need gPL dated 3/10/88. If you use the wrong versions together the results turn out very messed up.

GeoPub Continue from page 12:

The next progression in our printing journey allowed us to 'print' our gP documents to PS files on disk. These could then be transferred to other computer systems that were hooked to PS Printers (like a PC or a Mac at a copy shop). In order to do this you need the program called PS.Patch (2.0) by Jim Collette which patches a copy of your gPL so it will print the file to either Drive A or B. A few years later Jim created another version (PS.Patch(GC)) that would patch gPL to use a geoCable parallel connection to a PS Printer.

With the file on a Commodore disk the challenge then became transferring it to a PC disk. Many methods exist for this including modem transfers, Big Blue Reader and geoDOS. The process to accomplish this is outside the scope of this tutorial. If you aren't sure join the discussions on the COPS mailing list. Make sure you name the file in ALL CAPS in GEOS or it won't be readable from Commodore BASIC or non-GEOS programs.

Smooth Operator

Just as the gP printer DB is different than the DB for geoWrite you will find that gPL offers a number of new options as well.

One that is fairly self-explanatory is the Copies box. Here you can enter the number of copies of each page of your gP file that you want printed. We have discussed the Thumbnail option a few times already. This will print all 16 pages of a gP file onto one page with each gP page reduced to 22% of original size. This is great for proofing the graphic placement on your copy before final printing.

An option we have not used so far is Smoothing. This option is available when placing Special Text or Photo Scraps. If you choose Smoothing when you place a graphic or special text gP tries to add extra pixels to smooth out the jaggiest. For the most part I found that a lot of experimentation was required to get just right size

and the right setting for smoothing to get good results. As a result I just avoid using this option as the LW fonts provide unparalleled output quality when a PS printer is used and graphics can often turn out worse than they originally looked.

Nevertheless, the Smoothing option appears in the gPL print DB. There are 4 options if you click in this box. The default is 300 Dots Per Inch (DPI). This means that gPL will tell the PS Printer to draw this item at 300 DPI to help smooth out the jaggies. This can take quite a while to process. Your other options are 150 DPI, 75 DPI and NONE. My preference is to just not set smoothing on objects in gP and then you don't have to worry about this.

The final new option in the gPL arsenal is the 'Reduce to' box. This is actually mislabeled as it should be called 'Scaling'. You can enter a value in this box from 1 to 999. A value of 100 will print the document full size. Values less than 100 will reduce the document to that percentage of its original size and values greater than 100 will enlarge the document.

For example, if you entered a value of 22 in the 'Reduce to' box your gP pages would print out the same size as if you chose the Thumbnail option. The one big difference is that each page would print on its own piece of paper. If you entered a value of 300 it would cause your document to be printed over 9 pages of paper (3 rows of 3 sheets of paper). Crop marks are printed in the corners so you know where to cut the pages to fit them into one seamless, and large, entity.

If you are using a copy of gPL that you have patched with PS.Patch(2.0) you will find a file on your output device that contains all the PS Code to generate your gP pages. If you want to learn about PS Programming there are many very useful books available.

There is also a great resource created specifically for Commodore GEOS users and that is **K. Dale Sidebottom's** *Laser Lover's Disk.*

This disk contains a wealth of information on how to modify the PS code created by gPL to add some very neat effects to your gP printer output. Also on the disk are all of the GEOS LW fonts including some updated versions with extra point sizes. Anyone who wishes to get the best possible printer output from their Commodore GEOS system should buy this disk from Dale. He is on the COPS list if you wish to contact him.

Next time we'll look at more print options with PS.Processor and PostPrint and see why, after learning all about it, we no longer need gPL.

Until then, enGEOy your Commodore!
BRUCE THOMAS

CONTINUE FROM MARCH ISSUE!
Joe Garrison's,
"Letter's To The Editor"
By: Richard Savoy

The article started on page 9 of the C=Mailink and continued to page 18 of the March issue and now continues:

Since I am using Jiffydos or a Fastload cartridge in all computers, I flipped on the printer and hit the control

JIFFYDOS V6.01 (C) 1989 CMD
C-64 BASIC V2 38911 BASIC BYETS FREE
READY

The Monitor screen was blank but the printer was printing out this.
So I wondered what in hell was going on. Eventually I realized that, that particular monitor had a defective color chip and would only work in black and white. That was kind of useless because you could actually load the first file on a disk but you had no way of know what you had loaded, or even what it was - that is until I changed the monitor settings and cable for black and white only.

So, I switched back to the original monitor, changed monitor cables, turned off everything except the computer and monitor and began changing power supplies and retesting different computers. Nothing worked until I switched to the C-64C power supply and then everything worked. I guess that my next project is going to be to see if I can test the voltage output of my C-64 power supplies.

Strangely enough I was using the same computer and monitor that I had used on Saturday when everything had failed. Then I sent my msg to you that everything was working and the next editor didn't need to publish my request for ideas on what might have gone wrong.

An hour later I tried to update some lists I maintained and everything had gone crazy and nothing worked. When it finally worked I was also using the same monitor and computer that I had been using on Saturday when everything had failed.

So, right now I'm not sure if it is going to work or not, nor do I have any idea on why it failed in the first place.
Best Regards, Joe Garrison
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On March 22, when I finished the above article for the May issue I was wondering how Joe was doing now! So, I sent him a email and here is the early reply.
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From Joseph Garrison <d10987@socal.rr.-com>
TO   rsavoy5578@netzero.net
Subject   Re: Monitor - Response

Thanks for asking, That particular problem seems to have been resolved and appears to have been two simaltaneous failures. Apparently I had a power supply failure and the color chip failure in my, substitute Commodore 1802 monitor. Vince Dymek says I had a voltage problem with the power supply, either high or low voltage which shows the the power being on, **Continued on page 15**

but incorrect voltage being supplied. And, nothing would work until I changed the power supply.

The reason that with a blank screen, it would print: Jiffydos v6.01 (c) 1989 CMD was because the black and white chip was working but the screen had not been adjusted for black and white. Therefore, the screen was blank yet would still print.

Vince Dymek (our colleague in Clifton, N.J.) has sent me two C-64 power supplies which surprised me because they are 4 pin connectors from the C-64 power supply. All of my C-64 power supply connectors have been 7 pin connectors. Vince is the custodian of surplus equipment for his local Commodore group.

However, now I have a new problem that somebody might be able to explain.

When using a jiffydos installed C-64 or a Warpspeed cartridge when using the COMMODORE/RUN STOP KEYS to load a program it intermittently shows: DEVICE NOT FOUND. WHY ! When I hit the "reset button" and try again it still shows DEVICE NOT FOUND, and it doesn't matter if I change computers, is still shows DEVICE NOT FOUND. After numerous tries, I can eventually get it to load.

My system set up is:
Commodore 1802 monitor connected in parallel with the other items. C-64 computer hooked in series with a 1541-II drive, a 1541-II drive, a 1581 drive, a NX1001 printer.

Regardless of which one or all of these devices are turned on or off, it still responds as DEVICE NOT FOUND. Why 1 It definitely is not the computer because I get the same response regardless of which computer is installed.
Does anybody have a clue?
Thanks,
          Joe Garrison

A LITTLE OF THIS AND THAT!
BY: Richard Savoy, Publisher MUTTM

Usually, if I'm the editor I put these items in the amenity spaces, but I'm not in this issue, "thank goodness." I do want to "thank" those that do send in articles to anyone who is the editor, it does help a lot. If you want to write and are worried it may not be just write or you can't do two columns or it needs to be checked for spelling errors, you can send to me as email, you will get credit and be in the next issue.
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I've received from the US Postal Service our March issue C= MaiLink that was sent to:
          Stanley D. Weintraub
          78743 Riley # 323
          Shawnee Mission, KS 66204-2970
Returned with Label "MOVED LEFT NO ADDRESS UNABLE TO FORWARD RETURN TO SENDER"
Any information can be given to any of our club OFFICERS.
Also, the disk version, that is sent by Ken Barsky was returned at a later date.
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You all received a lot of extra pages with your March issue " **THE YELLOW PAGES** " better keep in a safe place you never know when you need some of that information. The "**APPLICATION For MEMBERSHIP**" no! We don't want you to sign-up again, that is just in case you sell one of your Commodore Computer to somebody or maybe you have a friend who you like to join, all you need is to pass it along.
The "**MEMBERSHIP DIRECTORY**" By Brian Vaughn it is your telephone book to this group, everyone needs to keep it, if you need a members address, email address or some have their telephone numbers here! Or you may want to correspond with somebody who has the same type set-up as yourself.
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How about article like Joe Garrison messages about his Monitor troubles, back and forth on trying to solve problems or any subject as long as it's about Commodore.

DOWN & DIRTY COMPUTING

by Rolf Miller

When it involves down-to-earth computing, nothing beats a Commodore 64. Consider, for example, that a lot of folks with PC's install programs that cause their machines to emulate a 64. Why? So they can play games created for the Commodore.

Yes, there is something endearing about the simplicity of these 20th-century offerings. For not a few, though, turning on the Commodore is also a matter of efficiency. For instance, when asked why he insists on "yesterday's technology" for word processing, the 64 user answered with a demonstration of how easy it is to manipulate text using The Write Stuff.

For the same reason, there are those who prefer to accomplish ordinary accounting and information management with spreadsheet and data base software developed for the Commodore. And for more complex requirements, there is a variety of offerings written specially for the job. An example is the data base created at this desk in 1983 that continues to handle the mailing list for which it was designed.

Indeed, the relative ease of programming a Commodore is reason enough to keep a 64 at hand. It often takes less time to cobble together a little routine to do a small task than to figure out how to fit it to an existing program or doing it manually.

Of course, just how computerized results will be utilized is a consideration. If the means for cross-platform communication is not possessed, it hardly makes sense to generate data on a Commodore that is needed by a PC. On the other hand, where the capacity exists to accomplish the end product, there is no good reason to not use the Commodore.

This is the case with the 64 processing these words. Printing plain text material is the primary objective, and the interfaced 20-year old daisywheel printer remains the standard by which Letter Quality is measured. Occasional graphic printing is done on an equally aged dot-matrix.

Naturally, this set up is limited to black and white printing. Were there a need for color, it too can be achieved, as mentioned in the March MaiLink. And as illustrated by the GODOT articles, there is no want of sophisticated graphic programming.

Not to be overlooked is what the 64 can do with sound. Speech synthesis occurred early on, but music programming took center stage. Commodores, or at least some of their innards, continue to generate music, both for personal pleasure and on a professional level.

COMMODORE 64/128 BULLETIN BOARD LIST

by Andrew Wiskow

I would like to formally announce the "resurrection" of the C64/128 Bulletin Board List. This list had been released monthly years ago, but it has not been updated since October 2003. I've decided to take it upon myself to bring this list back to life. I'm keeping the same basic format as the old list, but I'm including all known dial-up AND Telnet boards.
The ASCII text version of the list can be found at
http://hometown.aol.com/cottonwood
bs/cbm-bbs-list.txt
The PETSCII text version of the list can be found at
http://hometown.aol.com/cottonwood
bs/cbm-bbs-list.seq

QUESTION & ANSWER DESK

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.

Q. I use The Write Stuff (TWS)
word processing program. When
I convert text to true ASCII
for use on the PC, results
display oddly, and editing
doesn't seem to help much.

A. The PC platform uses a line
feed after a carriage return
to cause the cursor to move
down a line in the text. The
Commodore, on the other hand,
automatically performs a line
feed with the carriage return.
Consequently, text created on
the Commodore lacks the
necessary line feed for proper
display on the PC.

The solution is to add a
line feed to the text created
on the Commodore. This can be
done in two ways with TWS. The
first is to insert it using
Search & Replace after the
text is converted to true
ASCII before saving to a
sequential file. With the
cursor at the top of the text,
Search for lower case m and
replace it with mj (TWS
displays lower case m for the
carriage return control code
and lower case j for the line
feed control code). The other
method prints the file to disk
with the Line Feed (LF) ON at
the Print Menu, which adds it
to the file sent to the disk.

LOADSTAR MUSIC

by Rob Snyder

Since this issue was aimed
at commodore SID music, I
thought I would look through
The LOADSTAR collection of 199
issues to see what Fender
Tucker and Co. made available
music wise.

Loadstar issue #86 (LS86),
began a program called Music
Star (being updated in LS117
and LS131). I would call it
Loadstar's Official Music
Player, playing SID and Presto
music files along with
Loadstar's own music files
created from SONGSMITH--
Loadstar's own music writing
program.

Fun Graphic Machine users
and music writers might find
LS132 handy. It contains a FGM
template for printing sheet
music.

Loadstar even published
(LS140) a European music
player called JCH which
contained DeluxDriver #3V and
12 songs which were of a more
modern-techno sort.

Several times a year,
Loadstar would put out
JUKEBOXES-- music players that
contained songs of a
particular theme. While
looking through LS142, our own
Kenneth Barsky compiled a list
of all the songs published on
Loadstar.

Not to leave Geos user
empty, LS #64 published a
GeoSid player. More recently,
at one of Maurice Randall's
Geos progamming seminars, a
program called
GeoStereoSidPlayer was
created.

Information on buying The
Loadstar CD with ALL 199
issues of Loadstar material
(including the SONGSMITH) is
listed in the latest Commodore
MaiLink Yellow Pages.

How This Issue Came About
by Rob Snyder

With all the talk of MP3s and downloaded music on modern computers nowadays, I haven't heard much of anything about computer generated music. On our commodore it was called SID music due to the Sound Interface Device (SID) that made music and sound effects possible. I decided to put out a call to see what our members did and are still doing with C=SID music. Kenneth Barsky took up the call and wrote an EXCELLENT article about his early 'preSID editor' days. He has promised to continue several more articles and I look forward to them.

While exploring the email exchange lists, I came across news about two commodore users that while not MUTTM members are surely known by most of us-- Robert Bernardo and Dave Moorman. I compiled both their events into one story.

The mechanics of building this issue were a Commodore 64C computer (with JiffyDOS), 1541 drive, Epson Stylus Color 740 inkjet printer (with supergraphic jr. interface), and a 1702 monitor. The wordprocessor of choice was The Write Stuff 64 V1.3. Email submissions were printed out, and retype into the C64C.

Thanks to all of my assistants who contributed articles for this issue and made my job much easier.

HOW TO JOIN M.U.T.T.M.
Send a request to the President via mail or email with your postal address to receive an application. All information on membership will be sent to you via postal mail. DO NOT SEND MONEY WITH OUT FILLED OUT APPLICATION. However, for your information, dues are $15 for U.S.A., $17US for Canada, and Mexico, and $25US for all other addresses. PayPal payments are accepted. Membership includes Commodore MaiLink in January, March, May, July, September, and November, plus YELLOW PAGES (commodore resource list)and BIO's (members list) in March and September.

TO SELL

History of Commodore Computers Poster from Bill Degnan.

I have for sale "The History of Commodore Computers" poster which is the culmination of three years of work and research. The Commodore systems have been professionally photographed specifically for this limited edition poster and the photos appear nowhere else.

This poster is ideal for any Commodore Computer collector and includes hi-resolution images of rare and hard-to-find systems including the KIM 1, PET series, VIC-20, C-64, C-64C, SX-64, C-128, C-128D among others.

Cost is $19.99 through http://www.vintagecomputer.net /poster_detail.cfm

INDEX