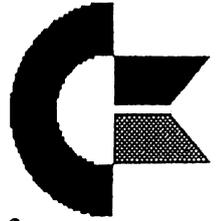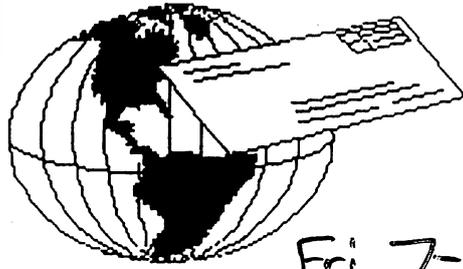# COMMODORE MAILINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL

Fri. 7-6-07

July 2007

MEETING NEWS

by Rob Snyder

The cover this month is a graphic that Charles Needham, from the Cincinnati Commodore Computer Club (CCCC) sent to Richard Savoy. He also sent a demo-style letter on disk with a few other screen graphics. I have sent these to Ken who will hopefully have enough space to place them on the Disk of the Month. The demo letter has directions on the opening screen so you can edit your own message onto it, which Charles did. The original demo was written in 1992.

Please continue to send in your commodore artwork. I think it sets off our front page nicely. I'm sorry the screen image did not print as well as I hoped.

In The United States of America, we will soon celebrate our nation's 231st Birthday-- Independence Day on July 4th. I hope each of us can celebrate our computer independence by using our independent computing platform-- the Commodore 64.

Next Editor is Richard Savoy for the September CML

HOW TO JOIN M.U.T.T.M.

Send a request to the President via mail [MUTTM, PO BOX 64, METAMORA OH 43540-0064] or email [president@MAILINK.videocam.net.au] with your postal address to receive an application. All information on membership will be sent to you via postal mail. DO NOT SEND MONEY WITHOUT 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. Membership includes Commodore MaiLink in January, March, May, July, September, and November, plus COMMODORE YELLOW PAGES and BIO's (members list) in March and Sept.

Commodore Chips Available
compiled from Homestead list via videocam.net.au

Jameco Electronics does indeed stock some Commodore-compatible
components as listed in their catalogue #272 dated May 2007 eg.-
    43191 - 6502 microprocessor - $ 5.75
    43166 - 65c02 microprocessor - $ 5.95
    43254 - Versatile Innterface Adapter - $ 4.05
    43297 - RAM I/O timer (1 MHZ) - $ 7.95
They may have more in their online catalog.

Raymond Day says Jameco is a good place to order electronics and has
ordered a lot from them over the years since they have a lot you can
use for your commodore.

BBS List
from Andrew Wiskow

The May/June edition of the Commodore 64/128 Bulletin Board List is
now ready for viewing at http://hometown.aol.com/cottonwoodbbs/cbm-
bbs-list.txt

Postscript Printers for Commodores
various contributors from Homestead list via videocam.net.au

Lexmark color optra-40 and optra-45 models work well with our
machines. Model SC1275 is a laser postscript printer which Dale
Sidebottom uses. The optra-40 does require a 16 mb ram board but that
board can be used in the 45 if you upgrade-- the 45 is a wide carriage
printer.

HP1200C/PS (HP1200C with the Postscript module), a HP1600CM (HP1600C
also with the Postscript module), and a Xerox Docuprint C20 (which is
physically and operationally identical to the Optra-45) also works
with the commodore.

Any printer which can interpret Postscript will work as long has it
has an interface that your Commodore can interface-- ie. USB won't
work (yet). Some Postscript printers will NOT work with Commodores
since they are not "True Postscript Level II printers". Instead of the
printers intrepreting the incoming Postscript file, these printers
typically require a Raster Image Processor (RIP) program running on
the INTEL machine. The RIP converts or translates the Postscript or
Encapsulated Postscript (EPS) files and instructions into the
printer's language. Commodore programs such as GeoPublish and
PostPrint produce true Postscript or EPS files and instructions and as
such need printers which can understand it. We do not (yet) have the
luxury of an intermediary program to take our postscript file and
interpret it for a non postscript printer or postscript printer which
uses a RIP.

GEOSGenie

by Jane M. Yoskamp - Jones

Editing, Creating Fonts - Part Three

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

Font Converter v1.0

Font Converter v1.0 by Scott E. Resh. This 40 column Application PD (I think) program was designed to convert a 9-block CBM PRG font to a GEOS USR font.

On run the program displays an empty DBGetFiles box with gadgets of Convert, Disk, and Quit available. Click the disk gadget to list the 9 BL fonts (CBM files) on the disk. Select your font file and click on Convert.
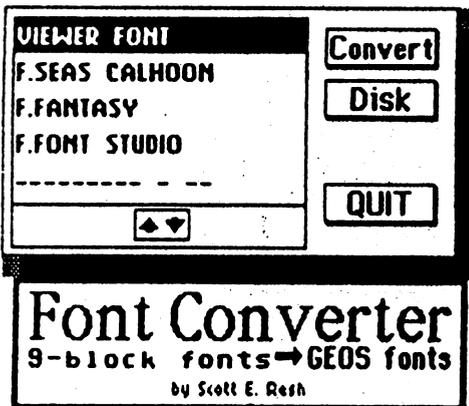
The font is displayed across the top of the screen and you are prompted with a DBox to 'Convert this font ?', with YES and NO gadgets.
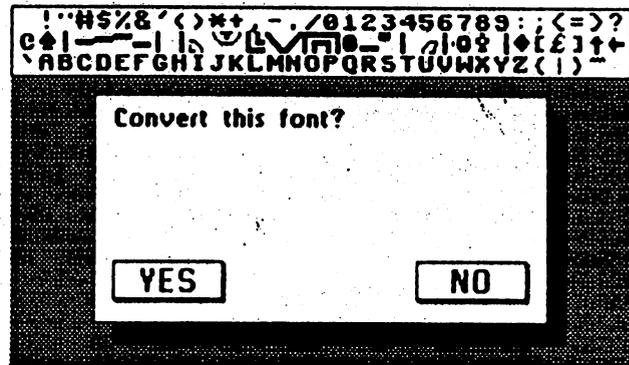
Click YES to convert the font to a GEOS USR font file. If the filename exists, the program displays a DBox to warn you, and it gives a default fontname with a + suffix. Press RETURN to continue.

Next you are prompted by another DBox to enter a 2-digit hexadecimal ID. Choose something between 01 and FF and RETURN. For more information on Hexadecimal numbers refer to 'Base conversion Tutorial' in either 'The HandBook of the Commodore128' or 'The HandBook of the Commodore64' (**)

A final DBox is displayed to announce that the conversion is complete. Click the OK gadget to exit to the first DBGetFile box ready for another font conversion. Click Quit to exit back to DeskTop. All in all a very useful program.

A brilliant long time source of 9 BL font files are the myriads of **Loadstar** disks if you are a subscriber. Especially with programs Loadstar have published that edit and manipulate fonts, there are always extra font files for the user

GeoFontizer

GeoFontizer v1.0 by Scott E. Resh published on Loadstar64 #76 (1990). This 40 column Application program is a little different.

The author says : 'A GEOS program that allows anyone to "grab" a typical 9-block font from a geoPaint document'. end quote.

I found that the program requires some pre-thought and preparation before using it. That said, here we go.
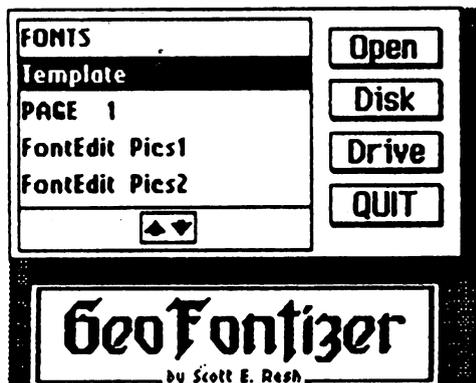
On run the program presents a DBGetFile box of the geoPaint files on current disk, the gadgets Open, Disk, Drive and Quit are available.

You need to have the GEOS font all ready typed into your geoPaint file, and more specifically, in the area defined by the Template geoPaint file that is supplied with the program. This defined area is absolutely important, without it don't expect to get anywhere with this program.
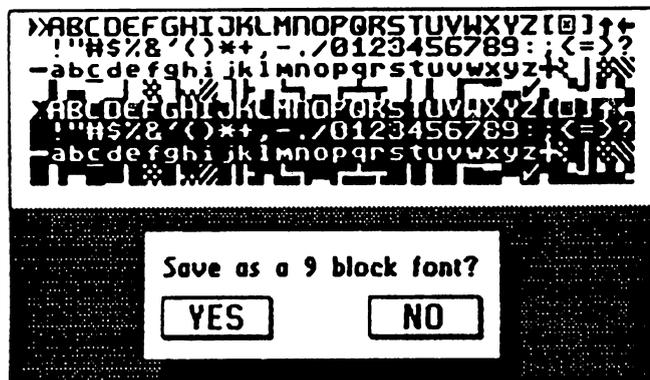
Select your Template and click Open. The font from the geoPaint file is displayed across the top of the screen, and a small DBox prompts to 'Save as a 9 block font' (meaning CBM file), with YES and NO gadgets.

Click YES and a GetName DBox prompts you to 'Enter a filename (in UPPERCASE letters only)'. Enter and press RETURN.

Another DBox announces that the Conversion is successful. Click OK to exit to the first DBGetFiles box Click Quit to exit back to DeskTop.

This program sort of goes the opposite way from FontConverter. Handy to now be able to go in both directions in terms of conversions. What you cannot now achieve in GEOS !.

Loadstar64 #76 can be obtained as a back-issue from : Loadstars. Enquire for price and shipping details. [Allow for conversion rates and Bank charges].

J & F Publishing Inc.   or   Dave & Sheri Moorman
606 Common Street   PO. Box 44
Shreveport LA 71101 USA.   Holly CO 81047 USA

Readers Three Wishes And All That...

General GEOS Question :- "I would like to know if it is possible to convert a geoPublish file to geoPaint. I want to make a photo scrap from a geoPublish file. Hoping you can help me".

Genie.   It is possible to convert a geoPublish file to geoPaint, but whether you need to do so will depend on what size the particular graphic is that you wish to make a scrap of.

When you are in geoPublish graphic mode using the zoom feature, if the graphic is fully displayed within the editing area, you could use a program like geoFetch (published by Loadstar on 'geoPower Tools' disk) to simply clip a copy of it straight from the display. It is actually a very handy and convenient method to use. Just remember to place your scrap into a prepared photo album for safe keeping though.

If it is larger than the display area though, you can follow the steps laid out in the 'WOGHB I', in the section 'What is GEOS' on page 4 under the 'Paint Drivers' heading is the method to install your Paint Pages driver from your Systems disk. There is also another description of using the Paint Pages driver from an Application on page 9 in 'GEOS UnPlugged I' in the section 'Geopaint Tricks' under the heading 'MegaFonts to geoPaint'.

Also, I described this very same process, for something similar that I was trying to do, in the UCUGA Commodore Digest column for May/June 2004. The article on this topic can now be found in the 'GEOS UnPlugged III' HandBook for those in need.

This should help you arrive at your 'scrap' destination. It is not as difficult as it sounds if you simply follow the steps required.

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.

Genie ReAppears PO Box 635
Enfield Plaza 5085 South Australia
International Telephone 61 8 8260 4062
jmvgrafix@yahoo.com.au

(**) The World of GEOS HandBook Series (I, II, III), and The HandBooks of the Commodore 64, or 128, are currently available from JMV Grafix


GEOS
UnPlugged II ©

The second Publication of the **GEOS UnPlugged Series** includes many more of the articles I have written as Column Editor on my column **GEOSgenie** (for the now 'missing' magazine of Commodore Network). Continuing on from 'UnPlugged I'...
Featuring such topics as :-

'System Enhancement, Part 2 '
'GeoDate and Calendar '
'GeoCanvas v3.0 '
'BBRTC Device '
'GeoPainting Experiences '
'Storm Systems, Part 1 '
'GeoShell Demonstration '
'Storm Systems, Part 2 '
'GeoGames, Part 1 '
'GeoGames, Part 2 '
and much more.

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Cheques Payable to Jane M. Jones
*Overseas Orders **add AUD$5:00**
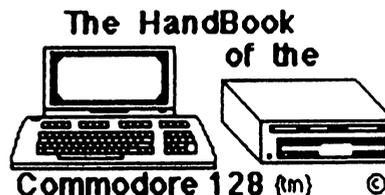
The HandBook
of the
Commodore 128 (tm) ©

This Publication is to give you **more** when working with, and using, your **Commodore 128**. With topics from :-

'Built-in Sprite Designer'
'Base Conversion Tutorial'
'BASIC 7.0 Memory Usage'
'Start & End of BASIC 7.0'
'Dynamic Keyboard Technique'
'40 Columns & 80 Columns'
'Boolean Logic Operators'
'Flags & Monitors- What they Mean'
'Monitor Utility - How to Use it'
'CP/M+ What is it & Memory Usage'
'Addressing Modes'
'Assembly Language & Mnemonics'
'Graphic Memory Maps'
'Complete Text Memory Maps'
and much more.

The HandBook is available folded and saddle bound to A4 size, for **AUD$15:00*** (includes P&H), from
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The World of GEOS

HandBook III ©

The HandBook is available folded and saddle bound to A4 size, for **AUD$15:00*** (includes P&H), from
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Enfield Plaza 5085 South Australia
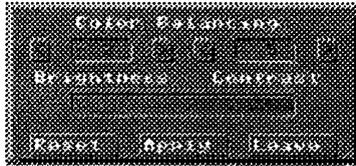Cheques Payable to Jane M. Jones
*Overseas Orders **add AUD$5:00**

First, to darken the image (for the darker borders) you install **mod.BalancingCol** and "*Execute*" it. In the window that appears now you see two values (left for "*Brightness*" and right for "*Contrast*") which you can change by clicking the arrow buttons aside of them. Adjust them to –2 and 5 (which lowers the brightness by two steps and raise the contrast by five, so that the left and the right end of the pattern bar below the values show no pattern each) and "*Apply*" them. Render the image again ("*Display*") and see the difference.

Now for the clip. Re-install mod.ClipWorks and "*Execute*" it. Set clip values of *Wid* 32, *Hgt* 19 *Row* 3, and *Col* 4, which describes a clip in the middle of the image, leaving three rows at the top and at the bottom and four columns left and right. Back on main screen, you notice that "Exec Area" has changed to "Clip" now. Next, this clip should be re-established to the old brightness values.

To achieve this most simply you install a new loader: **ldr.4Bit&Mask** and start it by clicking on the "*Load*" button. With this loader we will reload our "icerunners.4bt" image, but this time only to the place where the clip is. To do so, we have to coat the image with kind of a wax layer: click on the word "Disk" behind "Get Mask from". It will change to "*Clip*". Now click on "*Get Mask*" on the same line. You have created the wax coating now, and can have a look at it by clicking on "*View Mask*". The light grey rectangle is the wax layer,

called a "**mask**". Unfortunately, it covers just the area it should leave uncovered! Well, go click "*Invert Mask*" and we're done correctly. Now click "*Get 4Bit*" and load the "icerunners.4bt" image again. When done, "*Display*" this latest stage of processing our image.
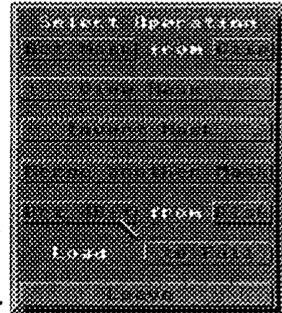
The framing we aimed for can be achieved by installing **mod.FrameClip** and executing it. It shows a little window in which you can select the color the frame should be drawn in. Choose black, "*Exec*", then switch back "Exec Area" to "*Full*" on main screen and "*Display*" again. This is all
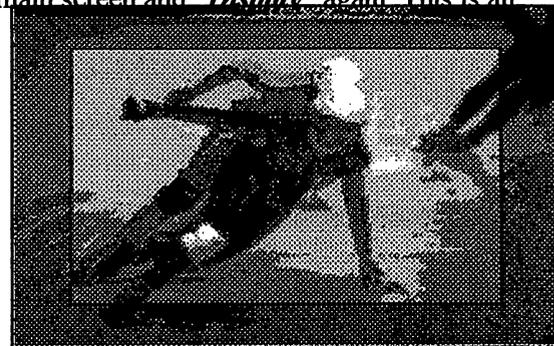
Looking good, eh?

Command history

(Load: 4BitGoDot)
Load Replace "icerunners.4bt"
Display
Inst: BalancingCol
Execute
Brightness: -2
Contrast: 5
Apply
(Display)
Inst: ClipWorks
Execute
Clip: 3, 4, 32, 19
Accept

(Exec Area: Clip)
Load: 4Bit&Mask
Load
Get Mask from: Clip
Get Mask
Invert Mask
(View Mask)
Get 4Bit "icerunners.4bt"
Leave
Inst: FrameClip
Execute
Select: black
Exec
Exec Area: Full
Display

GoDot's modules supporting clips

mod..ClipInfo	info about clips on disk
mod.ClipWorks	covered in this article
mod.Flip&Mirror	turn clip contents
mod.FrameClip	draw frames around clips
mod.Scroll	scroll the image pixelwise
mod.Squeeze2Clip	scale image down to clip
mod.StretchClip	scale clip up to screen size
mod.Tile	scale image to a quarter
mod.TileClip	multiply a clip
mod.TurnClip	turn a clip by 90 degrees
ldr.4BitGoDot	load to/into clip
ldr.4Bit&Arith	load to/into clip
ldr.4Bit&Map	load to/into clip
ldr.4Bit&Mask	load only to clip
svr.4BitClip	save a clip
svr.PostScript	save a clip as EPS

Next issue will cover how to save and load clips.
Many times when writing for an article I encounter
missing features or also bugs in the modules I'm
talking about. These will always be updated for
that particular article and can then be downloaded
from my site (http://www.godot64.de/download).
The image material used in an article can also be
grabbed from there (in subdirectory /workshops).
Have fun using GoDot!

HELP!   HELP!   HELP!
I hope we caught your eye with the help sign
We will need some members help really now
While it's on our mind. Here is the story I
have been doing the "BONUS DISKS" for
several years, back with CRCCC in Vernon,
Conn. It was always buy something and get
the Bonus Disk free. I'd buy 5.25" floppies
in the thousands. Ivan Blitz with the MCCC
in Australia and I started trading our club
disks. When Tom Adams appointed me Edi-
tor of CML on disk, it didn't take me long to
offer free disks for joining that group. It
didn't take Al Jackson long to contact me
and come on board with the Five C's disks.
When Ken Barsky volunteered to take over
as CML Disk editor, I didn't feel it was fair
to saddle him with the free disk, besides I
still had plenty to dispose of. Well it was a
big happy surprise when we offered two free
disks with each issue of CML for three dol-
lar a year to handle mail cost. Half the
members signed up. <u>Well now I'm running
out of disks!</u> I use 80 per issue and will run
out soon! These are 5.25" used are fine, al-
right with jackets. Do I hear some donators?
Richard Savoy, my address etc in article
above this one

Relative duration The following are examples of the relative duration of note values (rest values are comparable):

𝅝 WHOLE

𝅗𝅥 𝅗𝅥 HALF

♩ ♩ ♩ ♩ QUARTER

♫ ♫ ♫ ♫ EIGHT

𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯 SIXTEENTH
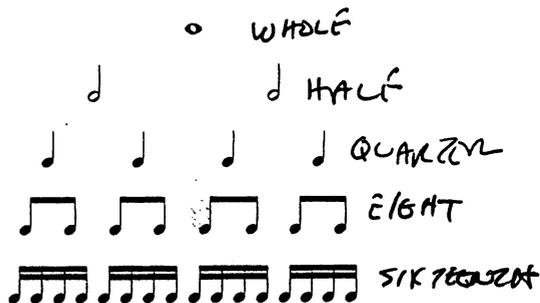
Triplet A 3 to 1 instead of a 2 to 1 relationship of note values:

♩ = ♫ = ⁀³⁀ ♫♪

𝅗𝅥 = ♩ ♩ = ⌐³¬ ♩ ♩ ♩

𝅝 = 𝅗𝅥 𝅗𝅥 = ⌐³¬ 𝅗𝅥 𝅗𝅥 𝅗𝅥
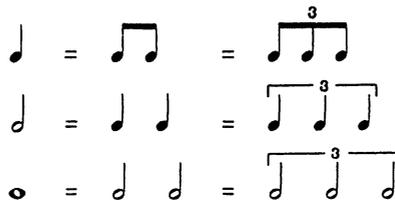
Dotted notes and rests A dot adds half the value to whatever note or rest that it follows:

DOTTED NOTES			DOTTED RESTS		
𝅗𝅥.	= 𝅗𝅥	+ ♩	▬.	= ▬	+ 𝄽
♩.	= ♩	+ ♪	𝄽.	= 𝄽	+ 𝄾
♪.	= ♪	+ 𝅘𝅥𝅯	𝄾.	= 𝄾	+ 𝄿
𝅘𝅥𝅯.	= 𝅘𝅥𝅯	+ 𝅘𝅥𝅰	𝄿	= 𝄿	+ 𝅀
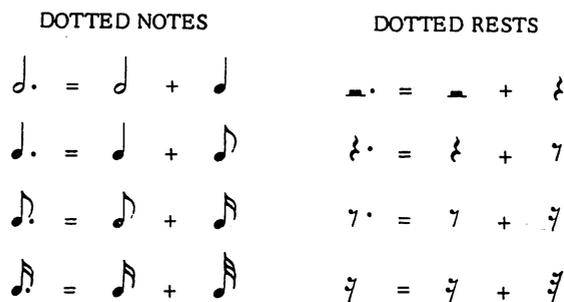
Tie A slur used to connect two tones of the same pitch, which prolongs the time value of the first note by the amount indicated by the second note:

III. METER AND RHYTHM

Beat The underlying pulse of the music upon which the rhythm is organized.

Meter The systematic grouping of beats by *accenting* certain beats.

Bar lines Vertical lines across the staff to indicate metric groupings.

Measure One unit of a metric grouping between two bar lines.

Meter signature Indicates the kind of accent grouping and the duration of beat units. The upper number signifies how many beats there are in each measure and the lower number indicates what kind of note value (𝅗𝅥 , ♩ , ♪) should receive one beat.

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C-65 RoundRobin Report

CML Ed- As reported in the C4 Expo report, The Cincinnati Commodore Computer Club inherited a C65 from the 'estate' of a former member. Instead of ebaying it or selling it at the recent gettogether, the club decided to (at least for now) let members of the club has a chance using it-- on a rotation basis. Oliver VieBrooks seems to have been the lucky first to try out Commodore's prototype machine-- one meg commodore 64 capable of amiga graphics... with built in 3.5" drive.

C65 Status Report

by Oliver VieBrooks
(from the Cincinnati Commodore Computer Club Newsletter- June 2007)

Having been fortunate enought to be first in the rotation to use the club's Commodore 65, my first problem was to be how to power the device.

Some investigation on the web led me to the conclusion that it would work with a standard 1581 power supply. However, when we tried this at the May meeting, there were some "issues". Further investigation, and use of a known good 1581 power supply unfortunately revealed these issues to be integral to the unit itself, and not a result of bad power.

Thus far, I have discovered two major issues with the unit. First, the RETURN key does not work. This can be circumvented by using CTRL+M instead of RETURN. This, however, gets very old very fast. Second, the RGB output does not work. For this reason, I have yet been unable to test the unit in color. (All C65 protos are PAL). I do have a PAL to NTSC color converter that should enable us to view the C65 graphics in color, but I have not yet tested it.
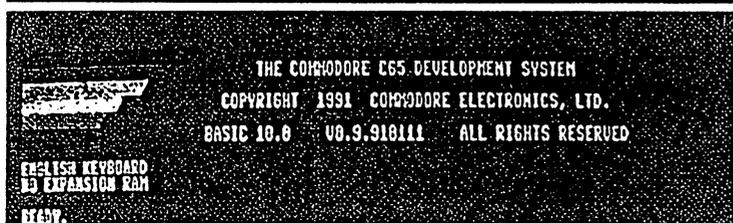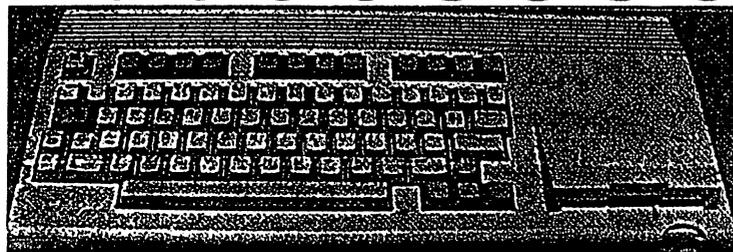
I managed to find and print a manual, which will be included with the C65 when I return the unit at the June meeting. Also, I found a box that perfectly fits the packing material on the C65, and has room for the PSU and manual. This will also come with it when it is returned.

Whatever the final disposition of the unit, I hope it makes a few more rounds before it leaves the club.

THE C4 EXPO 2007
by David Witmer,
Cincinnati Commodore Computer
Club President

Howdy Fellow Commodore Users!

Our C=4 Expo #2 is now history!
I am sleepy-eyed as I'm typing
this on Sunday evening, which was
the final day of the expo. If
you didn't manage to get out to
visit us at the Drawbridge Inn,
you missed a wonderful time.

As some of you are aware, in
April, one of the CCCC club
members passed away. Clyde Tucker
was a Commodore collector
probably like several other
members in our club. His passing
was indeed a shock for many of
us. Roger Hoyer and myself went
to Clyde's residence to retrieve
some of the Commodore items Clyde
had collected over the years.
When we were presented to "some
of the collection" in the garage,
that alone took several hours to
migrate to Roger's van.
Eventually Roger's van could not
hold any more items. So my car,
just a small Plymouth Neon was
drafted as vehicle number two.
Many curious items were in the
collection. A Commodore
calculator brought a lot of
interest at the expo. It helped
a lot with our raffle we had at
the expo to help bring in
additional funds.

Going forward from that
collection, we suddenly realized
that the items we could now offer
for sale at the expo would no
longer be able to be held in one
vehicle, let alone two vehicles.
A decision was made to get a
Uhaul truck to get it all there
in one massive trip. Thanks to
the volunteers that helped to
load and unload the truck. My
back definitely was aching, as I
am sure was Roger's. It could
have been aching even more if
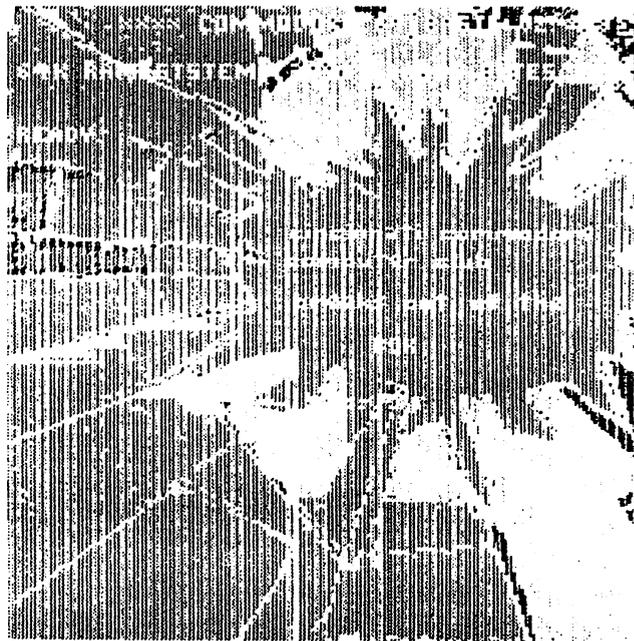
that help had not arrived in a
timely fashion. Thanks to Jim
Oaks, who helped Roger and I load
the Uhaul on Friday. Thanks to
Mark Gladson, Dave Fisher, Chuck
Kern, Oliver Viebrooks, and even
an expo attendee not a member of
our club, Stephan, these folks
helped unload the Uhaul on Friday
afternoon at the Hotel.

Since the hotel did not have our
room rented the nite before our
expo, they graciously allowed us
to start setup at 3pm on Friday
afternoon. This turned out to be
a wonderful turn of events, as we
needed that extra time to get
everything into the room before
the other expo dealers and demo
folks started to arrive that
nite. Nearly halfway thru our
setup, the dealers started
showing up and bringing in their
stuff into the expo room. That
room was one hubbub of activity,
and the social gathering before
the "official expo time". As the
social activity continued past
midnight, we were supposed to be

GEO PUBLISH TUTORIAL
PART 23

Printing Part 2

Bruce Thomas
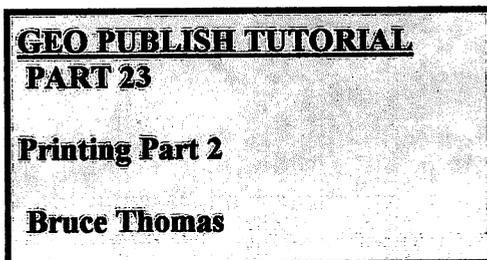
It is quite amazing to sit here in the year 2005 and look back at 17 years of PostScript (PS) Printer output of my GEOS files. The ability to get near-typeset quality output from my Commodore has to be one of the big reasons that I still use the venerable computer. It wasn't always easy, though. Many people contributed to the development of the process we take for granted these days.

Randy Winchester was likely the first person to tackle the shortcomings of the original geoPubLaser (gPL) that we discussed in the previous installment. His *AntiGrav Toolkit* series of articles in *geoWorld* magazine detailed methods to get around the limitations of a program that expected a Laser Printer to be directly connected to the computer. All of his articles are available on the GEOS page of his web site (http://web. mit.edu/randy/www/antigrav) and are still worth reading if you never have for no other reason than to appreciate how easy things are today.

Jeanine Cutler bought an HP Laser and wrote a couple of articles for *geoWorld* about her adventures with GEOS Laser Printing. Jeanine provided lots of advice and assistance to many people in the early years and helped a young programmer test a great piece of software we are going to look at this time.

David B. Ferguson, a gifted programmer who wrote **NewTools** and other GEOS gems, contributed to PS Printing by outlining the steps he took and the things he learned using a PS Laser Printer without owning one in *The GeoPublish Compendium*.

K. Dale Sidebottom spent vast sums of money to buy PS Laser Printers and also joined the Adobe Developers Association to learn more about the intricacies of PS. Dale has also created the *Laser Lovers' Disk* which contains a wealth of information gleaned from his many years of PS printing. Dale was also the driving force behind the creation of the second program we are going to look at by yet another extremely brilliant and talented GEOS programmer.

The people I have mentioned above all played important roles in the evolution of PS Printing from our Commodores. However, what makes the process so easy today is a direct result of the talents of our two intrepid programmers.

The geoWizard!

Jim Collette was in his early teens when he created the **PS.Patch** program we discussed in the previous article. Over the next few years he wrote some truly amazing software including **geoWizard** which lets you halt one program, load another one and then return to the same spot in the first program as if nothing had ever happened. This was an amazing accomplishment and was extremely useful for many.

Jim's PS.Patch program provided GEOS users with a very easy way to print their files to disk in preparation for transferring to a PC or Mac for PS Printing. Jim next came up with a wonderful program called **PS.Processor** (PS.P).

Just as its name implies, PS.P takes the PS file you have written to your disk and processes it according to a script file you write in geoWrite. The script file makes use of any of the 8 available commands to tell the program how to process your PS file. You can write a new file to disk, send the file out over a serial or parallel connection to a PS Printer, layout your pages in Portrait or Landscape mode and even print multiple geoPublish (gP) pages onto one page coming out of your printer.

Some of these things may not sound all that exciting but when you see what the program can

it really adds to the functionality we have with our Commodores and GEOS. Jeanine Cutler tested the program for Jim since he did not have his own PS Printer. She also created a bunch of sample files that come on the disk with PS.P and they do a good job of showcasing many of the features.

PS.P is available on the *Collette Utilities Disk* which was recently released to the Public Domain. A .D64 image is available site (http://members.shaw.ca/cue64/download.html).

My review of PS.P in Issue #22 of <u>*Commodore World*</u> magazine outlined how to design a single business card in gP and use PS.P to print 10 copies onto one page. I am not going to repeat that here but will say that if you are serious about PS Printing from your Commodore (and if you are still following this gP Tutorial you must be) you absolutely have to have PS.P as part of your software library.

Renaissance Man

Maurice Randall would have to be considered a true rarity in the world of Commodore computing. He earns his living running an auto repair shop and he also raced cars professionally (including NASCAR). Maurice has written some of the most amazing GEOS software (after all, there is *only* 1 FAX program for Commodore's) and he took over the line of CMD hardware products a number of years ago.

I could go on and on about the various programs Maurice has written for GEOS (not to mention the terrific **Wheels** upgrade for the entire system!) but I am going to focus on a program he wrote, at the request of Dale Sidebottom, called **PostPrint** (PP).

In 1994 Dale was looking for a way to download a PS font to his Laser and asked Maurice t0 make an addition to **geoSHELL** to accommodate this.

. The **laser** COM file was the result. Dale's next request was for a GEOS program that would send a geoWrite file containing PS commands to a Laser. Maurice created **PostPrint** and it has continued to evolve since then to become a central command station that you could almost use as a replacement DeskTop.

PostPrint also supercedes PS.Patch and gPL since PP can print files to disk or output directly to PS Printers connected with serial or parallel interfaces. PP makes it easy to layout your gP documents onto different sizes of paper and PP is *required* to be able to print JPEGs along with your gP files.

PostPrint Project

PostPrint is what we are going to use to print the geoPublish Tutorial with. We are going to create a PP Project and tie all of our gP documents together. Let's get started.

There are 2 versions of PP. The biggest difference between PP2 and PP3 is that PP2 does not require any expansion RAM. PP3 will soon require the user to have a SuperCPU and SuperRAM card with some available RAM. SuperText is an application that PP3 has for editing large files such as PS ASCII. For really impressive results PP lets us add EPS files or JPEG images to our Projects.

Start PP (either version) and click on the LAYOUT Icon. Press the Create button, type TOTALTUT and press RETURN. The default paper style (Letter 8.5 * 11 portrait) is what we want so press the OK button. Choose which drive you want this file to be created on and press OK. It is best to create the PP Project on the disk where your gP files are located.

The PP Project file opens and you see a page of paper on the screen. From the 'paste' menu choose 'geopublish file', click on 'TutorialCover' and then press the Open button. The file will be added to the PP Project and the Status Box

in the lower left corner will soon show that we are on page 1 of 10.Use the 'options' menu to 'goto page' 10. Now, use the 'options' menu to go to the 'next page'. Press the OK button to create a new page just the same as in gP. Now add our TutorialPart1 'geopublish file' with the 'paste' menu. After you have done that you will see you are on page 11 of 26. 'Goto Page' 26 and then create the 'next page'.

Once you are on Page 27 add our TutorialPart2 file with the 'paste' menu. 'Goto Page' 41, create a 'next page' and 'paste' in the TutorialPart3 file.

'Goto Page' 50 and create the 'next page'. From the 'paste' menu choose the 'geopublish page' option. Select the Poster file and press the Open button. We now get presented with a dialog box that lets us paste in any page from this gP file. Accept the default of '1' by pressing the RE-TURN key and our poster will get added to our PP Project. We won't paste in TutorialPart4 or AppendixA since they aren't complete yet.

The file menu gives us three options. The first will take us back to the Project Create/Open dialog box. The second will take us directly to the Print dialog box. Click 'exit' to return to the main PP screen.

PP Print Icon

This is where the rubber hits the road. The whole point of our little exercise, or any publishing venture for that matter, is to get the material onto paper and into the hands of our readers. Maurice has provided an amazing array of print options for us. Click your mouse button on the PRINT Icon.

Here we have 4 options. Starting from the bottom up 'Cancel' is fairly obvious. The 'Config' paper size button lets us set regular 8.5" * 11" paper or A4 paper which is commonly used in Britain and Europe. The 'Config' output ports button lets us set the address and speed of a SwiftLink

or Turbo232 and the speed of RS232 communications along with PAL/NTSC timing. Click the 'Select' print job button.

The next DB provides us with quite a few options, some of which are dependent on others. If you have a color PS Printer to use for output click your mouse in the Color box. If you want to print your file to disk and create an EPS file click in the EPS box. The PS Level box toggles between 1 and 2. The EOL box toggles between CR - LF - CR/LF and sets the end-of-line character which differs depending on which computer you will read the file with.

From the earliest version of gPL there was a problem where the Printer did not get properly reset after each print job was sent. This caused subsequent printouts to get a little smaller. Sending a CTRL-D character to the printer properly resets it.

The next boxes show you which pages you will print. The box at the bottom of the screen tells you the name of the file, chosen paper format and number of pages in the file. If you don't want to print the entire file enter the starting and ending page numbers in the From/To boxes. Use the INST/DEL key to clear the box and press the RETURN key after entering the desired page number. Use the same method to set how many copies of each page you wish to print.

The 'Output source' box is what makes PS.Patch and gPL obsolete. From here we can choose any of 7 output methods for our Project. If you have connected your Commodore to a PS Printer choose the appropriate option. If you want to print your project from another computer choose the disk file option.

My PS Printer (connected with a geoCable II) has a duplexer built in so it automatically flips the pages and I get double-sided printouts. This comes in very handy for some jobs but especially when printing a PP Project file

. If you don't have a duplex printer you will find the 'all/odd/even' and 'fwd/rev' boxes very handy. These control the way PP sends the file to the printer and make it easy to get double-sided printing.

One gPL option that is absent from PP is the smoothing function. Maurice felt the same as I did - it never really worked all that well so he saved the code space and dropped smoothing from PP.

Anyhow, the options you choose in PP to print your Project will differ from the options I choose. You should now be able to create and print a Project file (or even just the gP files) with little or no trouble.

If you are printing a gP file there will be an EDIT button in the Print DB. Clicking on this will launch gP so you can edit your file. Quitting gP then brings you right back to the Print DB with your chosen options.

On Pages 35 and 37 the issue of color came up a couple of times. Maurice gave us the ability to add color with the B3.6 of PP in 2001. We have 32 patterns that can be used for Special Text or Graphics. The first 9 produce varying shades of gray. The remaining 23 produce different colors (see the B3.6 release News in Appendix D for a chart). Since it is tough to edit items once a pattern has been applied the best time to add color is now, when you are all done and ready to print. Customize your copy of the Tutorial by adding color to some items.

Next time we will learn some new tricks that gP now has up its sleeves.

Until then, enGEOy your Commodore!

Bruce Thomas

out of the expo room by 11pm. Nobody came around to enforce it, so it stayed open for a couple hours beyond that time. At that point I had to remind the few attendees that were there that we were beyond the allotted time we were supposed to be there, and wrap everything up...for in less than 7 hours the doors would officially open for the expo to the dealers and demo-folks. The few reluctant folks went to their respective hotel rooms in anticipation for an exciting Saturday at the Drawbridge Inn.

Saturday was the focal point of activity. All the demos were presented during the afternoon, which allowed the vendors to sell their wares all morning. Our lunchtime was a do it whenever you wanted to leave, but many attendees decided to patronize a

DAVID WITMER: I promise to use write protect tabs.

I have put STEREO EDITOR by Robert A. Stoerrle on the July Mailink on Disk. Full documentation is on disk along with an easy to use reader. I also have made a hard copy of the documentation. I can make a copy for anyone. I ask $5 for a binder and shipping. Kenneth Barsky   **See my address on page 2**

catered venue just up the
stairs for the other major
event in the hotel, the Boxer
dog show. I briefly chatted
with the server of the food
that was being catered for the
other event. He mentioned our
group seemed to be patronizing
better than the dog show!

When the afternoon demos were
over, the raffle prizes were
drawn. Anticipation was high
as the numbers were called
off. Eventually the ultimate,
coveted item was picked, and
our Mark Gladson won the
Commodore Calculator.
Congrats Mark!

We returned to the Golden Corral, restaurant of choice from last
year's expo, to have our evening dinner. Approximately a couple dozen
followed us there. I was surprised to find out the manager remembered
us from last year and tried his best to get us seated in an area where
we all could be together. It was accomplished and many of us enjoyed
the meal that was offered there. Many chowed down their food and
quickly returned back to the hotel to continue with other activities.

I decided to take a few minutes nap after dinner, since I didn't sleep
long the nite (or should I say that morning) before. I wound up
sleeping until 9pm, sleeping thru my 3 alarms I had set so I wouldn't
over sleep more than a 1/2 hour.

When I got back to the expo room, folks were broken up into many
little groups doing their own thing. Some were coding away on
programs, others playing games on the machines that were scattered
thru the room, some were shopping, and that continued all the way into
3am Sunday morning. Everyone started flowing out and at 3:45 I locked
the doors to the expo room in preparation for later that day when we
could continue after some of us got some sleep.

At 9AM I opened the doors again to the expo attendees. Sunday
morning, K. Dale Sidebottom indicated he now had several tables of
sale items which were now free items for the taking. A shark feeding
frenzy, as I call it, instantly encircled LUCKI's tables. The
attendees consumed the majority of items Dale had brought to the show
in just a matter of minutes! No one wanted to do any demos Sunday
afternoon, so a number of dealers decided to finish up their sales and
start packing. The room was nearly empty at 3PM.

Thanks to Mark, Dave, Chuck, Oliver, Roger and myself, we managed to get the Uhaul packed up again. At 4pm we decided to go over to Montgomery Inn just a few doors away from Drawbridge Inn to have our final community dinner. There we reflected on the weekend, and summarized how much we enjoyed it.

I'd like to thank some of the other volunteers who helped out like Charles Needam, and a few other folks that were not members of our club, but stepped up and helped along the way when some help was needed. I also want to thank the folks that didi demos... and the folks that supplied items for sale. I am sure I missed a few names, I apologize if I missed your name. As I said at ehe top of this report, I'm sleepy-eyed as I write this.

One of the items acquired from Mr Tucker's collection was a Commodore C-65. It was tempting to try to sell it, or raffle it off at our expo, but it was decided that some of our membership might like to view this piece of obscure Commodore hardware before that would happen.

ECCC Chicago Expo, September 29, 2007

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:
Saturday, September 29
Faifield Inn and Suites (Marriott)
645 West North Ave
Lombard, Illinois 60148 USA
1-630-629-1500
http://marriott.com/property/propertypage/CHIFS
8 AM Saturday - 1 AM Sunday!

Happy 231

Independence

Day USA !!

Commodore Mailink, July 2007, pg, 17

How This Issue Came About
by Rob Snyder

The hardware for the editor of this issue were two Commodore 128D & one 64c computers, a four meg RamLink, FD-2000 & 1541 drive, 1084 & 1702 monitors, SuperSnapshot V5 (SS5), NX-1000 Rainbow, and an Epson 740 Inkjet printer. The software consisted of my wordprocessor of choice-- The Write Stuff 128 V.1. The C64C was used with the SS5 to get the cover graphic and some of the other screen art and then copier reduced to fit within the pages of the newsletter. The graphics were supplied by Chris Needham and mailed through Richard Savoy. I hope to include the files for Ken to include on the disk of the month.

I still haven't got my CMD HD-40 back together again after the crash and "burn" of mechanism about a year ago and the FD-2000 seems flakey. I WAS able to transfer the expo story by downloading it off a PC at the library onto 3 1/2" IBM disk, use Li'l Red Reader to transfer onto 1581 partition on RamLink, then use TWS to transfer from True ASCII. This has not worked in some time (I think the drive needs a little work) but this time it did transfer about 3/4 of the story in two tries.

Right before I did the printout with the inkjet (for final printing), my 128D no longer powered up. Luckily, the Ramlink continued to hold the articles (I did have draft printouts) and a replacement 128D was only a garage away.

I would like to thank the members for allowing me the opprotunity to edit this issue. I would like to encourage other members to try their computing skills at editing

an issue. It is really easy and we have several members who will help you out (if you even need the help). Your fellow members would greatly enjoy YOUR issue of COMMODORE MAILINK.

Commodore Free Issue 8
from Robert Bernardo

Commodore Free (a free internet commodore magazine) has released issue 8. It is available at http://www.commodorefree.com in PDF, text, and D64 versions.

WANTED

With the long-time crash of my CMD Harddrive, I am looking for a Quick Brown Box cartridge (or two) with the needed software to work on my 64 (and 128 if two are possible). I am mainly interested in using the cartridges for TWS. The person interested is me, Rob Snyder and my contact information is in the Bios and on page two of this newsletter.

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