

EDITOR'S COMMENTS

As promised last month, this issue contains quite a lot downloaded from the Internet. I am reproducing these for two main reasons ; Firstly : so that anyone who is interested can see just how much information is out there for their out of date 8-bit machine. Secondly : for those who, for one reason or another are unable to access the Internet will have a chance to see and read some of what is there. On pages 4 to 6 is a whole list of other C64 orientated WWW sites, these all have a box (☐) in front of them, this signifies that this is also a LINK, which means if you click on here with your mouse button the address is automatically loaded into the URL address line and you are transported there with no more effort than this. If anyone sees a link that they would like to see more of then please drop me a line I will try to reproduce that page in a future issue. On Page 7 is a sample Club Web Site, I chose this at random purely as a sample.

I also downloaded the transcript of a meeting held in 1995 of an Amiga forum, regarding an auction for the purchase of CBM which as we all now know was 'won' by ESCOMM. In the light of what happened subsequently it makes interesting reading. However it runs to 19 Pages and so unfortunately is far too large to reproduce within these pages. Anyone wanting the WWW address E-Mail me.

See you all in September-- Happy Geosing *Frank*



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In Our 6th Year of Supporting GEOS and it's users



The August Disk Review

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Welcome to the August Disk review. My apologies for this being a shorter than usual review, but for the past few weeks I've had some personal problems. More apologies, this time to 'geoNut' and his boss, Ian Swain, they've both sent me something that I'd hoped to include this month. Sorry guys, but they will be in next month, promise. So, carrying on from where I left off last month . .

DOQ 8a

Load with LOAD"MENU",8 Files include AD INFINITUM - a C64 game: RENAME - rename programmes on the disk: CHANGE DISK NAME - as it says: SCRATCH - Removes programmes: UN SCRATCH - The opposite!: UNI COPY - File copier for the C64: 9 COLOUR PICS - needs the viewer from Disk DOQ 2a

DOQ 8b

GEOGIF + DOCS - converts GIF to geoPaint, plus a picture that was done with this programme: GEOMORPH + DOCS - changes one pic into another

DOQ 9a

Load as 8a - BLUE THUNDER - C64 game: TIC TAC ARITHMATIC - C64 game: CHINA SYNDROME - C64 game: MICRO DIRECTORY DUMP - for the C64 and the 128: TINY DIRECTORY PRINT - 128: GARY LABELS 3 - label programme for the C64: KING TUT - pic: SLIDE SHOW - pics that need the viewer from Disk 2a.

DOQ 9b

GEOPARATROOPER DALE and FANTASIA - a couple of geoPaint pics plus PAINT VIEW to look at them

DOQ 10a

Load as 8a - FRANTIC FISHERMAN - C64 game:

SCOPRION II - a kind of solitaire game for the C64: PRESIDENTS - a learning aid, for the 128: THE FIGHTER - a 128 game: STEREO PLAYER plus MUSIC - for the C64: Some more pics that need the viewer from 2a.

DOQ 10b

GEOGSA DOC of what's on this disk, which includes the following DISK PROTECT; GEO DIARY; GEOSLEEVE; SHOOT OUT game: SKEET game: BLACK JACK game: CALENDAR: GEO DIRECTORY PRINT: DOUBLE CLICK 128 plus 12 fonts.

DOQ 11a

Load as 8a - DCMR - Disk catalogue; WEDGE - new disk operating system; DOS COMMANDS - for use with WEDGE; ARCHIVE - a 2 drive backup for the 1541; DIR SORT - sorts the disk directory; DISK ADDRESS CHANGE - changes the device number; DISK BACKUP - a single drive copy programme; DISK HOUSEKEEPER - scratch or unscratch files; DISK LOG - enhanced directory; FILE PROTECTOR - lock or unlock files; LIST FREEZER - pause listings; UNI COPY - disk to disk or tape

DOQ 11b

GEOGMOUSE - SANTA & REINDEER - ELF & TRAIN - 3 excellent geoPaint pics plus PAINT VIEW to look at them

As before, please order using the DOQ numbers, Thank You As usual, if anyone has got anything that they'd like to be included in our library, then please send it to either Sharon or myself. The price of our double sided disks remains at £1.30, and this includes the P/P. When ordering any disks, please make the cheque or Postal Order payable to GEOCLUB, and not to Sharon or me - Thanks.Hopefully we'll be back in September - TakeCare,Sharon and Terry

FOR SALE

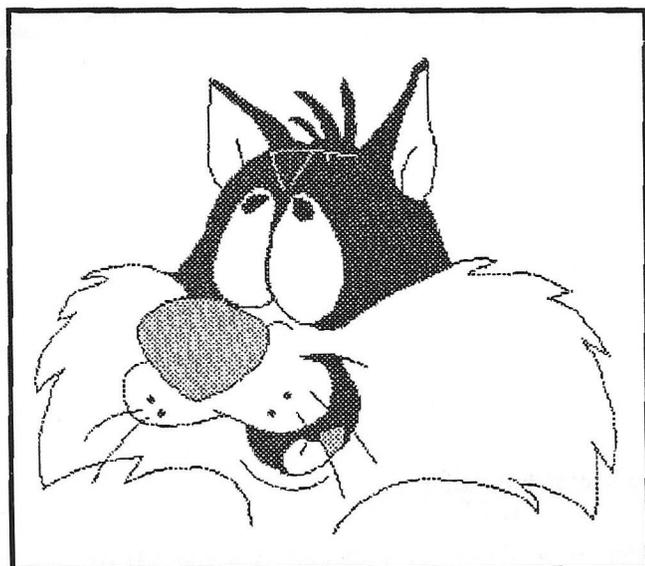
Geos C64 V2.0 As New £15:00
Geos C128 V2.0 Good Condition £15:00
GeoFile C64 Good Condition £10:00
GeoProgrammer Excellent Cond. £20:00
PPI 2 Meg BBE RAM unit with
PSU, Utility disk etc.. £80:00
Or swap for a C128D

Contact :-
Bruce Pollock
2, Howat Avenue
Fenham
Newcastle -Upon- Tyne
NE5 3AD

C64/128 - many items still for sale - hardware,
books, magazines (complete with tapes/disks)
and software (productivity and games).
All in excellent condition.

Send for full lists (stamp appreciated) giving
details of SPECIAL OFFERS -
SAVING 33% - WHILE STOCKS LAST !
Blank 5.25 inch DS/DD disks (black or various
colours) 25 for £5.

Michael D. Pearson
31 Saxon Close
Stratford upon Avon
Warwickshire
CV37 7DX.
01789 294978 (6.30 to 10pm or Sundays)



Sylvester by Gordon Turrall

A small Adapter so you can use a standard PC printer cable

By Colin J Thomson.

Before I start...This Adapter was made a few years ago BEFORE the geoCABLE from CMD came out. It is no were near as Flexible, ie it does not have a switchable pass through port etc.

Quite a few years ago I read an article in geoNEWS on making a geoCABLE (a geoCABLE allows you to connect a standard Centronics Printer to the User port on the 64/128) giving you faster printing, with the correct printer driver, ie one with the prefix CG after it. After difficulty in getting hold of the "Hood" that goes on the User port Edge connector and the ugly Ribbon cable I used, I decided to go another route.

I decided to use a Standard PC printer cable (Like CMD's geoCABLE) ie a DB25 to Centronics which are cheaply available from all computer shops, and make up a small interface/adapter . It uses a standard 2 * 12 way edge connector Maplins part N.o BK74R for the user Port and a 25 way Right Angled Socket N.o FG27E .

I decided that a small single sided PCB was the best solution which measures 2 inches wide and 1 inch deep but is suppose you could "Hard wire" it, But the PCB is much more robust. The reason I didnt use Veroboard (a board with copper strips that you link up) is that the pitch between the tracks does not line up with the sockets.

The connections to link up are as follows.....

USER :- A B C D E F H J K L M

DB25 :- 19 11 2 3 4 5 6 7 8 9 1

As you can see there is NO G or I pin on the user port, a mistake I made when drawing it out, and also although 12 pads are shown on the diagram you do not use the N pad.

On the Edge connector for the User port the

Continued On Page 10



Welcome to the Commodore 8-bit server

This server covers the Commodore (rip) range of 8-bit computers, but mainly the Commodore 64. If you have any pictures or text files that you think should be put in these pages then email them to me. Feel free to send me any comments you have as well.

This server is located in Finland, Europe. If you live in North America, you might be interested in the main Commodore Web server in the US maintained by Jim Brain. In any case, you will hopefully find my list of Internet resources useful.

- My Commodore history
- What's new (or old): Veni vidi Vic!, a new VIC-20 demo
- Getting started
 - Book list
 - Commodore-related Internet resources
 - Data transfers between Commodores and the outside world
 - Emulators
 - Frequently Asked Questions
- Commodore Users and User Groups
- Commodore Scene and Demo Groups
- CaBooM! - CBM links at Jim Brain's site
- Documentation

Magazines

Net magazines

- Hacking magazine
- Discovery, an ASCII non-scene magazine.
- In Medias Res - recent interviews of famous C64 and Amiga legends
- Scene magazines are listed elsewhere.

Paper magazines

- 64'er (Germany)
- Commodore World (USA)
- Hi-Lites, a condensed version of the official newsletter produced by Meeting 64/128 Users
- Through the Mail.
- Go64! (Austria, Germany)
- Loadstar (USA)
- 'Zine 64 (United Kingdom)
- Atta bitar (discontinued, Sweden)

Usenet News Groups

Picture gallery

Companies

- Creative Micro Designs, Inc. (USA)
- Herne Data Systems (CP/M information; USA)

Other interesting pages

- Classic video games homepage by Greg Chance
- Oric home page by Fabrice Frances
- Personal Computing and Emulation Homepage by Marat Fayzullin
- The Machine room by Alexios Chouchoulas
- The 8-bit Universe by Matthias Matting - Resources for all 8-biters: pictures, original ads of back-then manufacturers. Partially English, zum Teil Deutsch

- The Punk Computers by Harel Malka
- Musee d'Histoire Informatique by Philippe Dubois. Web museum of old computers. Lots of basic technical trivia.
- Loren's Retrocomputing Museum. Trivia about computers from the 80's.
- Yahoo Commodore Index
- Explore the past at Tim's collection of old advertisements.

Marko Mäkelä (Marko.Makela@HUT.FI)

Other Commodore Users

Jim Brain is maintaining a bigger link list with much better structure. You might want to search his **CaBooM** list instead.

- Commodore demo scene (mainly C64)
- Commodore User Group Pages
 - Champaign-Urbana Commodore Users Group (CUCUG)
 - Commodore Users Group of Nova Scotia (Canada)
 - Metro C-64/128 Users Group (Texas, USA)
 - The Middle Peninsula Computer Users Group

Commodore Users' Home Pages

Suomi - Finland

- Jouko Valta (X64 Emulator and C128 info)
- Kimmo Veijalainen (Amiga CD³² FAQ)
- Niilo Paasivirta (The C64 games' Cheat page)

Sverige - Sweden

- Fredrick Backman
- Pontus Berg (Bacchus of Fairlight, a listing of cross-platform utilities)
- Anders Carlsson (Vic-20 info)
- Fredrik Ekman (list of Tolkien-based games for the C64)
- Robert Hagenström (Alternate Reality Series)
- Jonas Hultén (Commodore Computer Cult Corner)
- Adam Lorentzon (audio samples from C64 games and information about the game V)
- Daniel Kahlin (Amiga and C64 tools)
- Per Olofsson
- Joachim Strömbergson (Watchman of FairLight)

Norge - Norway

- Lars Nicolai Løvdal (Backbone Society)
- Rolf Wilhelm Rasmussen (ex-member of ex-Eternity)
- Svein Yngvar Willassen

Deutschland - Germany

- Christian Bauer (Frodo, a 100% compatible C64 emulator for Amiga, BeBox and Unix/X11)
- Daniel Dallmann (Description of the LUnix project (Little Unix for C64), SLIPdemo and other cool projects, links and a download area)
- André Fachat
- Stefan "Masato" Heinze (loads of links)
- Christian Janoff (lots of links and an assembler tutorial for beginners)
- Marc-Jano Knopp (Long list of WWW and FTP sites)

Österreich - Austria

- Andreas Varga (Technical information and history of SID programming)

Magyarország - Hungary

- Dohi Commodore 64 Oldala (in Hungarian)
- Joe Forster/STA (The Star Commander home page)

United Kingdom

- Chris Abbott (The Commodore 64 Nostalgia Home Page)
- Alan Cuming (Info about running analogue synths from the C64)
- Mike Dailly's plus/4 Page
- Commodore Haven by Iain Smith

Israel

- Harel Malka (The Punk Computers)

Australia

- Paul Gardner-Stephens (author of the 64NET transfer software)
- Gaelyne Moranec (QWKRR and other telecommunications information)
- Christopher Phillips (one of the best coders around)
- Darrin Smith (downloadable games from The C64 Game Page)
- Greg Vincent (downloadable C64 games and pictures of games)
- Reset/Transcom (links to the demo scene)

North America

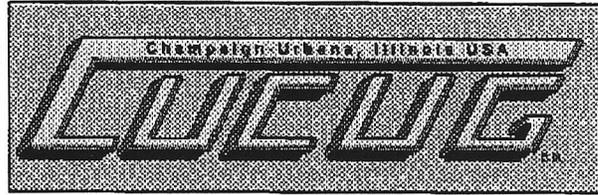
- Larry Anderson's PET page
- Robert Batina
- Michael Bendure (C-Net 64 DS2 BBS Software information)
- Chris Berneburg (Project 64 documentation files)
- Tim Bowes (Tron)
- Jim Brain (the main Commodore Web server in the US)
- Craig Bruce (C=Hacking net magazine, picture gallery, VIC-20 page and a download area)
- Joel Conover's Commodore 64 software archive
- Tim Allen's Color 64 BBS home page
- John Elliot
- Todd Elliot (Some hardware hacks and Top Ten Stupid PET Tricks)
- Daniel Fandrich (Commodore Languages List, magazines and much more)
- Charles Fitzhugh (SID music and Qlink information)
- Adrian Forte
- Bill Frandsen (VIC-20 cartridge info)
- Pete Gonzalez
- James D. Hefner's list of GEOS files
- Stephen Judd (The Fridge - collection of programming tricks and source code)
- Rick Kephart
- Patrick Keane
- Cameron Kaiser
- Andrew Krepela (Icebreaker)
- Peter Kurek
- Rick Melick's VIC-20 home page
- Mike Naberezny (C128 and plus/4 user, electronics projects archive)
- QT's dream space with Commodore Mailink highlights and lists of NTSC demo productions for the C64
- Brandon Staggs' Commodore 64 Nostalgia, emulator stuff and screenshots
- George Taylor
- John Wilbur

If you would like your home page added to this list then email me your URL. I will only add it if your pages include something to do with a Commodore 8-bit machine.

Marko Mäkelä (Marko.Makela@HUT.FI)

Quick Site Index

- Benefits
- Meetings
- Monthly Newsletter
- Amiga Web Directory
- Macintosh Web Directory
- C64/128 Web Directory
- Macintosh SIG
- Members on the Net
- Disk Library
- Bylaws
- CBM/Amiga UserGroups
- Macintosh User Groups
- Join CUCUG!
- International Mirrors
 - Australia
 - Greece
 - Italy
 - Poland
 - USA
- Contact The Champaign-Urbana Computer Users Group by using our handy commentform or by e-mail to
cucug@cucug.org.
- Our postal mailing address is
CUCUG
PO Box 716
Champaign, IL
61824-0716



The Champaign-Urbana Computer Users Group

The Champaign-Urbana Computer Users Group was formed in 1983 to promote computing and education for users of alternate computer platforms. We currently support the Amiga and Macintosh lines of computers. The group has been very successful and is among one of the most active user groups with members from all over the world.

Award-Winning World Wide Web Presence

CUCUG maintains two of the most useful destinations for Amiga and Macintosh enthusiasts on the World Wide Web with our Amiga Web Directory and Macintosh Web Directory. The Amiga Web Directory, in particular is the world's most popular Amiga destination on the WWW and has received awards from some of the top print magazines and WWW sites.

Club Meetings Held Monthly

We hold our meetings generally the third Thursday of each month at 7:00pm at the Bresnan Meeting Center (click here for a map) which is located at 706 Kenwood, 1/2 block south of the corner of Kenwood and John Street, in west Champaign

Come Visit Us!

If you use an Amiga, Macintosh or C64/128 computer, we would like to have you join us. We can learn from each other and have fun in the process.

Joining CUCUG is easy! Just fill-out our online membership application and you'll soon be enjoying all the great benefits that membership has to offer!

If you have any further questions, please attend the next meeting as our guest, or feel free to contact one of our officers or Executive Committee members:

President/Mac SIG Chairman: Rich Rollins 217-469-2616,
rrollins@cucug.org

Vice President: Emil Cobb 217-398-0149, ecobb@uiuc.edu

Treasurer: Mark Landman 217-398-2910, mlandman@prairienet.org

Secretary/Newsletter: Kevin Hopkins 217-356-5026, kh2@uiuc.edu

Corporation Agent: Jim Lewis 217-359-1342, jlewis@cucug.org

Webmaster/Event Chairman: Kevin Hisel 217-352-1002,
khisel@cucug.org

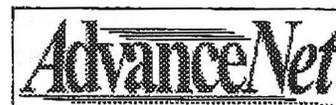
Amiga Librarian: Open Position

Mac Librarian: Open Position

Board Advisor/Mac Webmaster: Jim Huls 217-892-8730

jhuls@pdnt.com

CUCUG is very grateful to AdvanceNet for their continued assistance, guidance and sponsorship.



Commodore 1084, 1084S and some Magnavox Styles

Technical Specifications:

Picture Tube : 13 inch, in-line slotted, pitch .42mm
 Deflection : 90°

Monitor input signals on Phono type connection socket

1) Composite video signal with : (1 V +/- 0.5Vpp)
 negative synchronization Impedance: 75 ohm

2) Audio Signal : (150mV - 2 Veff)
 Impedance: 10 kohm

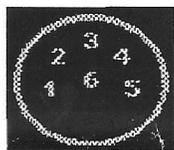
3) Luminance Signal : (1V +/- 0.1 Vpp)
 Impedance: 75 ohm

4) Chroma Signal : (1V +/- 0.1 Vpp)
 Impedance: 75 ohm

Monitor input sockets for RGB signals:

1) DIN connector : RGB linear (see specification)
 2) DIN connector : RGB TTL (see specification)

Resolution : 640 lines in centre, RGB position
 Characters : >2000 characters (80x25) in RGB position
 Raster Frequency : 50/60Hz
 Line Frequency : 15734Hz
 Sound Output : 1W - 5% distortion
 Mains Voltage : 115V +/- 15%
 Dimensions (H x W x D) : 320 x 350 x 387 mm
 Weight : 11 kg



Looking at the back of the monitor

Looking at the back of the monitor

Pin Number	Digital 8 Pin Signal	Analog 6 Pin Signal
1	Not Connected	Green
2	Red	Horiz. Sync
3	Green	Ground
4	Blue	Red
5	Intensity	Blue
6	Ground	Vert. Sync
7	Horiz. Sync	
8	Vert. Sync	

Random Access

by Dale Lutes

I've been thinking a lot about disks lately. I can't help it, really. I deal with them on a daily basis at work, I boot GEOS on my C-128 from disk, and my Mac has this silly, off-center mouth that is eager to swallow up any 3-1/2 inch disk that I offer.

It occurred to me while driving to work the other morning (I do my best thinking in the car and while I am shaving) that many new users are mystified by computer disks. The Commodore 1541 and 1571 manuals don't help much. They are rather technical and it's often hard to find what you want even if you know what it is you are looking for. What I want to try to do in this month's column is to clarify some of the concepts for you.

For the purposes of this discussion, let's ignore Compact Discs or CDs. Our machines can't use them at this time (and besides, they're spelled funny). Now that we're talking about magnetic disks, we can make a broad statement: Disks are disks. Today's disks are essentially the same as the washing-machine sized units of the early 1960's: They have one or more "platters" coated with magnetic material (like audio cassettes) and they spin really fast. Information is stored on them in concentric ring patterns like the circles around the bulls-eye on a target. Heads move in and out across the rotating disk to read and write the rings (called tracks) of data.

A disk fresh out of the box isn't quite ready to use. It's something like a completely blank piece of paper. You can try to write on it, but your sentences are going to slant up and down the page, some close together, some far apart, but rarely right where you want them. The first thing you need to do with a disk is to format it. Think of a formatted disk as a sheet out of a Big Chief writing tablet. Ahhhh, now we have some lines to help us keep our sentences (or data) lined up just right where the heads can read them.

To carry our analogy a little farther, a 1541 is that page out of our Big Chief, but you aren't allowed to use the back side. If you have a 1571, you are now allowed to write on both sides of the paper - in fact, you don't even have to flip it over! You have a good friend (a second head, actually) that is able to lie underneath the table and write on the back side while you are writing on the front! If you are lucky enough to own a 1581, what you have is a sheet of paper, front and back, college-ruled! You can write a heck of a lot on these babies!

The main difference when we go from a 1571 to a 1581 is the spacing between the lines, or the density. This lets us get more onto a sheet of paper that is physically smaller. Remember when I said that today's disks were essentially the same as those washing-machines? Once again, the real difference is the density. Drive manufacturers have continued to find ways to "squeeze those lines" closer and closer together right down to the microscopic level.

Another way to store more information is to simply use more paper. Instead of that single sheet, lets write on that whole Big Chief tablet. Cut open a 5-1/4 inch or 3-1/2 inch floppy disk and you'll see a single disk, our one sheet of paper. The way to get a whole tablet is to use a hard disk (like one of Creative Micro Design's HD drives). If you were to cut one of these open (although I strongly suggest that you don't!) you would find several disks stacked one above the other all spinning together. Gaps in between allow the heads to move in and access both sides of each platter.

A common misconception is that a 3-1/2 inch floppy is a "hard" disk. People are fooled by the inflexible plastic covering. What really counts is the material that the disk inside is made from. A 3-1/2 inch disk is just as "floppy" inside as a 5-1/4 inch disk. In a real hard disk, the platters are made out of metal. Using precisely machined, inflexible material is one of the ways the manufacturers get those "lines" closer together

(This article is reproduced by kind permission of the author Dale Lutes who also happens to be the editor, of the original source, ZERO PAGE the monthly newsletter of Commodore Users of Witchita Kansas . For which we thank them very much indeed , lets hope we can continue this exchange. Also thanks to Dave Elliott for securing this co-operation).

Continued From Page 3

connections used are the Bottom ones, I cut off the top ones, and be sure to mark the connector with the word "TOP", or you will cause some damage to the computer or printer .

So imagine the board shown and the 12 way connector soldered on top, (the bottom row of pins) with the word "TOP" visible and the DB25 socket is soldered on underneath....I suppose you could say the DB25 socket is upside down but it is not a problem, the printer cable is very flexible.

The pictures are not to scale but should give you an idea on the layout, (and you would make the tracks a little thicker) the shape is quite close to my design but you can make it any size with in reason.

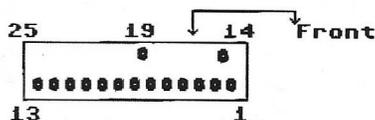
As you can see all the main art work is on top of the board (which you can cover with tape) on the bottom of the board is just the 2 wire links which run parallel to the sockets, which link together pins B to 11 and pins M to 1.

Construction...

I do this all the time but I will try and make it as clear as I can....First of all you need to get hold of a small piece of Copper Clad Board, single sided and cut it to the size you need. This can be cut easily with an old pair of scissors, and make sure its very clean.

Then you would mark the points were to drill the holes for the DB25 socket... on the NON copper side of the board, If you cut off the pins not needed there are less holes to drill (BE CAREFUL THOUGH) as the First row only has 1 pin, pin 19 and you must get this right, the second row I left all 13 there. The drill size I used was 1mm.

Once this is done you need to mark out the other



Pin view of DB 25

Note...

Pins 10,11,12 are not used if you remove spare pins ensure you get 19 correct

end where the 12 way socket goes, this is easy, you can mark it with the Etch resist pen, then just thicken the pads up slightly to give you more room to solder it on.

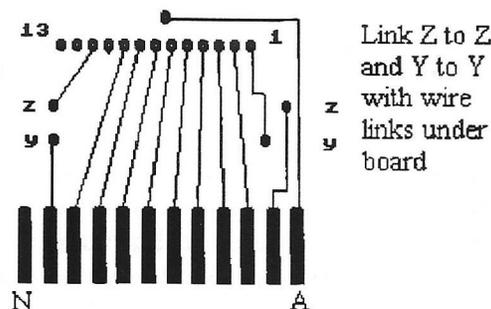
With all that done just follow the diagram to link up the pins etc and then your ready to Etch the board. The acid used is Ferric Chloride, and you can get it in most Chemists.

I won't go into the way to etch the board, as I think this has been covered before in geoNEWS.

When everything is done and cleaned up you can solder on the DB 25 socket, and then solder on the 12 way connector. The top of the board has the tracks facing you so the bottom row of pins of the 12 way connector sits on top of the pads ready for soldering, with the DB 25 socket underneath, it looks strange but but works a treat. The only last thing to do is connect the 2 links up as shown in the diagram ie Y to Y and z to Z, use thin wire on the underside of the board.

And thats is, if your not to keen on having the contacts visible you, (although the smaller the board the less visible they are once its plugged in) you can cover the tracks up with some insulating tape or a thin layer of varnish. I hope this is of se and have fun. I have been using this with my Citizen 120 D+ for a few years now with no problems.

TOP VIEW OF PCB



User Conector



Pins G and I don't exist. N is not used

Jerry's Corner

by Jerry Shook

Murphy's Laws on GEOS

Not so long ago, I took a couple of computer courses through Boeing. No they were not on the Commodore computers, but with a little editing I have changed some handouts to apply to GEOS and Commodores in general. First off, I give Murphy's top 14 Laws on GEOS.

- / Always exit GEOS before you turn off the power to your computer.
- / Don't turn the power off and back on Quickly.
- / Don't ignore error messages.
- / Always do backups.
- / Keep your mouse ball spic-and-span.
- / Nothing is as easy as it looks.
- / Perfect documents will develop errors on their way to the printer.
- / Its a mistake to allow anything mechanical to know you're in a hurry.
- / For every vision, there is an equal and opposite revision.
- / When you don't know what you're doing, do it neatly.
- / Programs expand to fill all available memory.
- / If you're wondering wether you deleted the wrong file, you did.
- / Teamwork is essential. It allows you to blame someone else.
- / Keep a nerd on retainer.

On that last word to the wise, I will now tell you how properly care for and feed a nerd or...

How to Bribe a Nerd

Nerds thrive on caffeinated beverages. So have a fresh cup of coffee or a favorite soda waiting when your nerd comes to call. Not only will the bribe be appreciated for itself, but the thoughtfulness will be noted.

Junk food is excellent. Nothing pleases like a nice, high-calorie, low nutrition treat. And remember that serious problems call for serious treats. When

you are really desperate, go beyond the simple Twinkie to serious chocolate sin.

Do backups. Absolutely nothing will make your nerd more willing to help you than the knowledge that you have a recent backup.

Reciprocate. Nerds are somewhat limited and usually have areas that they don't do well at. Like life. So offer your expertise in an area the nerd may be weak in.

Try to be specific about the nature of the problem. Write down the exact wording of the error message you got. Or the exact sequence of events that preceded the crash. Nerds respect precision.

Be honest. If the problem is caused by something you did, fess up. It makes the nerd's job much easier if he/she doesn't have to guess about what you did.

Praise, especially public praise, works wonders. Nerds will positively preen if you start telling your friends about the miraculous rescue of your data.

Don't be afraid to overbribe. you will build up a balance sheet in your favor, and when you are really desperate, your nerd will pull out all the stops. Grown men tremble at the sight of a nerd in full attack mode.

So sorry, I had a definition of nerd, but I seem to have misplaced it. Oh well, I guess that it can wait for another time. Most of this was written with tongue in cheek, but there is a lot of truth in it also.

(This article is reproduced by kind permission of the author and Dale Lutes the editor, of the original source, ZERO PAGE the monthly newsletter of Commodore Users of Wichita Kansas . For which we thank them very much indeed Also thanks to Dave Elliott for securing this co-operation).

Significant Dates in August

- | | | |
|----|----------|---|
| 1 | Aug 1498 | Columbus landed on American mainland |
| 2 | 1875 | UK's first public roller skating rink opened in Belgravia, London |
| 3 | 1958 | USS Nautilus, 1st nuclear submarine passed under north pole |
| 4 | 1870 | British Red Cross Society formed |
| 5 | 1914 | First electric traffic light, in Cleveland Ohio |
| 6 | 1890 | First electric chair execution of William Kemmler in Auburn Prison, NY |
| 7 | 1913 | Britain's 1st aviation tragedy, US airman "Colonel" Samuel Cody died in Farnborough crash |
| 8 | 1988 | Luckiest day of the decade according to Chinese as 8.8.88 is a palindrome |
| 9 | 1979 | UK's first nudist beach opened in Brighton (Frank was there!) |
| 10 | 1898 | Screw bottle top patented by Dan Rylands in Yorkshire |
| 11 | 1892 | Enid Blyton was born |
| 12 | 1883 | The world's last surviving Quagga died in Amsterdam zoo |
| 13 | 1964 | The last hangings in the UK took place in Manchester and Liverpool |
| 14 | 1893 | France became 1st country to introduce vehicle registration plates |
| 15 | 1969 | Woodstock Music Festival began on a dairy farm in upstate New York - it lasted three days |
| 16 | 1956 | Elvis Presley died (Frank was talking to him last week in Tesco's) |
| 17 | 1892 | Mae West born - "Is that a gun in your pocket or are you just glad to see me?" |
| 18 | 1941 | Britain's National Fire Service established |
| 19 | 1897 | First electric taxi's in London - uneconomic, withdrawn in 1900 |
| 20 | 1977 | Voyager 1 launched; became first manmade object to leave solar system |
| 21 | 1959 | Hawaii became 50th US state |
| 22 | 1864 | International Red Cross founded |
| 23 | 1940 | The blitz started with German bombs falling on London |
| 24 | 79 | Vesuvius erupted and buried Pompeii |
| 25 | 1919 | First daily scheduled flights between London and Paris |
| 26 | 1883 | Krakatoa began erupting, killing thousands |
| 27 | 1939 | First jet plane flew - the Heinkel 178 |
| | and 1913 | Russian Lt Peter Nesterov became 1st to perform the loop-the-loop. |
| 28 | 1933 | First BBC radio appeal by police to track down a wanted man |
| 29 | 1882 | Australia first defeated England at cricket - led to the "Sporting Times" Ashes obituary. |
| 30 | 1860 | Britain's 1st tramway operated in Birkenhead, Wirral |
| 31 | 1900 | Coca Cola first went on sale in Britain |

Graphics by
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