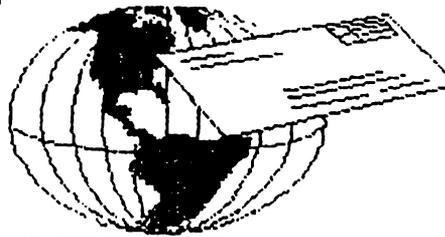


# COMMODORE MAILINK

NEWSLETTER OF —  
MEETING 64/128 USERS  
THROUGH THE MAIL

JULY 1999



MEETING NEWS by TOM ADAMS, PRESIDENT

A hearty welcome to the new members John Baird, Larry L. Collins, and Holland A. Hardy. Their bio appears elsewhere in this issue.

I have some news for you. Scott Parker is offering a free modem to all Mailink members. It is a Commodore 1200 baud modem and comes with a handbook and telephone cord. Any member of the group will be able to help you set this modem up. There are still a few Commodore BBS out there and in this issue is an article about them. If you want to use your free modem to connect to the Internet, I suggest Nick Rossi's terminal program Novaterm 9.6 available to you through the group at a special price. I also recommend a copy of Gaelyne Gasson's book "The Internet for Commodore 64/128 Users" also available through the group at a special rate. More information about the modem elsewhere in this issue.

As some of you know we started a mailing list on the Internet. Everyone who had an E-mail address was subscribed to this list. Well there was such a scream by some about how many messages were in their mailbox that the list was closed down.

We are starting another mailing list and this time we are doing it different. If you want to subscribe to the list then you have to tell us you want to be on the list. Basically the list is for those who need help more quickly than the two month turnaround for the paper copy of the Commodore Mailink. Will you miss something if you don't subscribe? No, everything of general will be printed in the next issue.

Now, here is how you subscribe to the list. Send an E-mail message to: [mailink-request@videocam.net.au](mailto:mailink-request@videocam.net.au) and in the subject field put the word subscribe, and in the body of the message also put the word subscribe. Nothing else in the message. I am not sure if you have a signature setup with your E-mail program, but to be on the safe side don't put your signature file in the message. To let you know you are subscribed to the list, wait 5-10 minutes after you send the message and you will get a message back with the guidelines and instructions on how to unsubscribe to the list. If you run into any problems, contact me at [tomadams@smart.net](mailto:tomadams@smart.net). I hope to see all of you on-line. This is another way to use the free modem from Centsible Software.

The next issue is the September issue with the membership list. Please review your bio and send any changes to Brian Vaughan, (Note the new zip code.) Please get any changes to Brian so he will RECEIVE them by August 15th.

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THE BBS - PART 1  
by Tom Grimm

Almost as old as Commodore, the BBS, (Bulletin Board Service) has connected computers of every kind to one another. Just by plugging a modem into your computer, connecting the phone cord, and loading a terminal program, you can STILL get connected.

BBS's are on the decline with the advent of the internet, but many still exist, including for our 64's & 128's. Some are actually run on our computers, but many are on IBM PCs or other types. That doesn't mean we can't connect with them or be supported by them. The disadvantage is not getting our own C/G, (Commodore Graphics) from a PC BBS. I run a BBS and could not get C/G to display on my board.

If you want to try BBSing with your Commodore, you should be able to find an old 300 baud modem at a garage sale or through the mail. You will save in long distance charges by using a faster modem. Speed saves time and money. If you get hooked like me, you will want the fastest modem you can get. On a 64 the fastest modem you can use is 2400 baud unless you buy a swiftlink or Turbo-232 modem interface. On a 128 you can go to a 9600 baud without an interface. Some modems will plug directly into the USER PORT, (rear left as you face keyboard), but this is limited as I mentioned above. Non-CBM modems will need an adapter cable here.

High speed modems are a whole new animal, and well worth the price. If I call long distance here in Illinois at night or on weekends, it will only cost me \$ .04 (4 cents) a minute or 4 x 60= \$2.40 per hour. If you figure a modem running at say 14400 baud rather than 300 baud, (1440/300=48 times faster)! That means 1/48th the cost while you download a program or text file. Enough said.

A high speed modem will require a special interface which will plug into the cartridge or user port, (right rear side). Now you can use the fastest EXTERNAL modems now made. Each will have an external power supply and will have a row of red lights, (diodes) on the front to indicate what is happening. I like having those lights. They tell me when the modem is "off hook" and I can see data sent and received. I know instantly if I loose a connection.

Modems have a language of their own. The standard is the "Hayes command set". The modem manual will give you a list of the commands supported. If you have a FAX modem there are even more Hayes commands. The modem will have a "factory default" setting. This will work most of the time. Note that there are two phone line ports on the modem. Make sure you plug the phone line from the wall into the one marked "LINE". You may also plug a telephone into the port marked "PHONE". If you have "call waiting" you will want to have "cancel call waiting" as well, or your connection can be broken when someone calls you.

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THE HAYS COMMAND SET

(Do not mix upper & lower case, use one or the other)

AT Every command starts with this; Attention-commands follow...  
D Dial number that follows  
W Wait for dial tone. Must follow after D  
T Dial number by tones ATDT  
P Dial number by pulse ATDP  
&F Load factory defaults; resets modem. AT&F coma gives a 2 second delay in dial string. ATDT\*70,1815 high speed modems usually have a speaker inside.  
Mx M turns the speaker on and off as specified by x=0-3. 0=always on, 1=on until carrier detected, 2=always on, 3=on during answer only.  
Lx Speaker volume, x=0-low to 3-high.  
V How modem replies, 0=numeric, 1=words  
Xx What modem says, 0 to 4, 4=send all responses

There are more, but you can find them in your manual. Here is what I use to set my high speed modem: AT&ZM1L3W1V1X4&d2. This is the "initialization string". The modem should reply with "OK". If you get an "ERROR" reply, try removing each command one at a time to find any command not accepted by your modem. Most times you can set it in your program. Then it is automatic.

When you make a call with a tone phone you would use:  
ATDT18157867284. With call waiting: ATDT\*70,18157867284. "STAR70" disables call waiting and the coma waits 2 seconds for the dial tone to return. Your area may differ. With a pulse phone you would type: ATDP18157867284.

Terminal programs vary in complexity and baud rate available. CCGMS version 6 is an easy to use program but it is only capable of 2400 baud and does not have ANSI graphics, (ANSI is used on IBM PCs). CCGMS has C/G and standard ASCII. Nearly all BBSs can display standard ASCII as one option. The 64 is in 40 columns and most BBSs are in 80 columns so the lines can be confusing when they wrap around to the next line on the 40 column screen. One term program for the 64 addresses that very problem. Novaterm will display 80 columns on a 1702 or similar 40 column monitor. You may need to adjust or change the colors for the best readable display. Novaterm also will display ANSI graphics and C/G. It is the very best program for the 64. The 128 surprisingly has several good options. Desterm, Dialog@128, and Proterm 128 all work well. Desterm used to be my favorite, but at higher speeds I would lose characters. I am now using Novaterm v9.6b on my 128. I am in the 64 mode but can use the 80 column RGB screen! I am waiting for an upgrade which will allow me to use the SCPU RAM card for downloads. This would be so fast!

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Once the term program is loaded, you will have to configure it for your modem. The docs will help you to do that. When you set the maximum baud rate, set it higher than your modem's top speed. This will assure your computer keeps up to the modem. When you enter baud rates in your phone book use the top speed of the BBS or your modem. If you can't make a connection, try lowering the baud rate. Some BBSs will not allow 300 baud and 1200 baud. If you are going onto the internet use VT100 emulation. For a BBS you are always safe using True ASC or just ASC. Commodore boards will give you the luxury of C/G in 40 columns. IBM PC boards are best using ANSI in 80 columns. If you want to make it fast and simple, then again, use ASC.

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THE BBS - PART II  
by Tom Grimm

This time we will continue, assuming that you are ready to make your 1st. call. Make sure your modem is connected and on, then load your term program. Now you need somewhere to call. Here is a small list:

- CBM CONNECTION      815-786-7284    ANSI/ASC to 28800 baud (this is mine)  
    Sandwich IL      24 hrs
  - INNER CIRCLE        304-697-0101    C/G ANSI to 38800 baud John Pinson  
    Huntington WV
  - SPEED ZONE           517-322-2386    ANSI/ASC to 14400 baud Maurice Randall  
    ? MI
  - JIM'S ROOM           503-254-0611    ANSI/? to 2400 baud Jim Taylor  
    Portland OR      24 hrs
  - OPERATOR HEADGAP    901-759-1543    ANSI/ASC to 28800 baud Bob Nun  
    Memphis TN      24 hrs
  - GET IT HERE         309-764-7084    ANSI/C/G to 14400+baud ?  
    ? IL
- The following have not been personally called but are on a resent list.
- COLOR 64 HQ         201-376-0815    ASC/C/G to 1200 baud  
    Millburn NJ
  - DREAM FACTORY       619-390-7483    ASC/C/G to 2400 baud  
    Lakeside CA
  - FORTRESS OF DOOM    908-474-0632    ASC/C/G to 2400 baud  
    Linden NJ
  - US GOV'T JOBS       912-757-3100    ANSI/ASC to 9600+ baud (job lists)  
    ? MD

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When you connect the BBS will have another list of other BBSs you can call. Loadstar 64 recently gave a list.

Before calling, make a form or have a pad of paper ready to record important information. You can also open your buffer and capture everything that appears on your screen, then save it to disk and print it out for reference. If you sign on, choose a password, make sure you WRITE IT DOWN! If you are required to register and answer questions, you may not have access to anything until the SYSOP, (System Operator) reviews your answers. This may take 24 to 36 hours. As a sysop I am always glad to have new users and get comments. Remember, you are a guest in someone else's house, be polite. Questions and requests are always welcome. Don't ask for pirated software, and don't try to upload any either. This is the best way to get kicked off! Porn is not usually welcome either!

You will no doubt view bulletins for new users and policy statements the first time you log on. You will be given a MAIN menu with items to choose from. Some may send you to a new menu, data base, or files menu. Entering H, Help, or a ? will usually get you some help with the menu selections. One of the first places you will want to go is the "YOUR SETTING", "PREFERENCES" or "SET UP" screen. Here you can get the lines displayed on each screen. Try 11 on the 64. If the 80 column screen wraps, 11 x 2 will give you 22 lines without scrolling off the screen. If you capture and print all the menus, you could use "EXPERT" and not have the menus displayed at all! Not recommended, you might get lost. If you connect but can't get a readable screen, you can hang-up by sending +++ or ATH to the modem. If that doesn't work, turn your modem off at its switch, wait 3 seconds, then turn it back on. You will need to resend the initiation string to the modem before the next call. Your term program may have that option.

One of the hardest things for people to learn is the download and upload sequence. Remember, you are using two computers at the same time. You need to tell BOTH of them what to do. When you download, (down to you), first select the files you want by number or by "MARKING" them. Sometimes you must use download and then select the files. When you have selected the protocol and the BBS says "READY TO SEND" or you get some strange characters, it's time to tell your computer to download. This command should be in your head or on your cheat sheet. You may also have to enter a filename or file type before the download begins. If nothing happens after 30 seconds, something is wrong. Abort the download, you may have to wait for the BBS to abort also. This can take up to a minute and the less you press the keys, the faster it will happen. If all is well you will have some indication that the download is taking place. Watching the lights on an external modem will show you too. My favorite protocol is Z-MODEM because it is the most automatic. It can pass file names, start automatically, and resume aborted files. Uploading is the same, tell the BBS and then tell your computer to upload.

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You don't need to call a BBS to transfer files. You can do it with any computer. One of you must call the other. The one chosen to receive the call only needs to tell the modem to answer the phone when it rings. Both modems must be set at the same baud rate. Use the fastest baud you BOTH can use. One other thing is the "ECHO". Normally the BBS will echo the characters you type back to your screen. Not so in this case; set your term prg. to "LOCAL ECHO" or "FULL DUPLEX". When you upload to your friend he will be downloading your file. This is a little different from a BBS. Novaterm has a mini-BBS mode built into it. Many PD, (Public Domain) BBS programs are available.

Many BBSs do networking. FIDO-NET is one of the oldest. There are many topics where you can ask questions and post messages. Every day or whatever the SYSOP chooses, all the FIDO-NET mail is exchanged with the rest of the network members. Hubs collect mail from their members and pass it on to other hubs and so on. Within only a few days everyone has received all of the new messages and exchanged replies to old messages. This exchange usually takes place in the middle of the night when rates are low and callers are few. Sometimes there is a strict schedule for net calls. The mail is compressed into one "PACKET" for the transfer. The calls are automated with the BBS software. When a packet is received it is unpacked and sorted.

There are a couple of services like AOL that you can join with your Commodore; GENIE and DELPHI are the two that I am familiar with. Right now GENIE is in poor shape. No new uploads, not much activity, but lots of good downloads to be had. You must have a credit card to sign-on.

Next time I'll tell you more about GENIE, DELPHI, and using SPRINTNET.

TOM-  
Internet: tomgrimm@delphi.com

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EDITORS NOTE:

Be sure to check out the free modem offer elsewhere in this issue.

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The Human (and Good) Side of being Online  
by Gaelyne R. Gasson

This article was prompted by a couple of unrelated events. In upcoming issues, Ron Flick will be writing about using Bulletin Boards (BBS's for short), but couldn't write an article for this issue. I asked Ron if he minded if I gave a little warm up article, writing about the human side of online computing. He was all for it. (Thanks Ron)

Another event was a message that really shook me up... I've paraphrased it a bit: "What does the state of someone's health have to do with a Commodore club?" It was meant (I think) to be a rhetorical question, but the answer is that our health and physical abilities (or lack of) has PLE.NTY to do with how and even WHY we use our computers. Let's take a look at the human behind the keyboard.

When I was born, I had a growth on my voice box. I learned how to talk, but only my sister could actually understand me. I have a few doubts she really could - I think our childlike desires usually happened to coincide, so it worked out well for her to "translate" my speech to the rest of my family. As if this weren't enough, my mother had suffered an 80% hearing loss years before I was born. Communication wasn't always the easiest.

I still have a gravelly voice and my voice isn't quite as reliable as I'd like. It often brings home to me just what it is I like about using a computer and the internet or BBS's. I can type just fine, and most people can understand what I write. I sure can't say the same for my speaking voice.

Most of us have different areas of computing that attract and hold our attention. For some, it's printing newsletters, for others it's graphics, and for others yet it's a combination of many things. In my case, it's no wonder I enjoy writing, I can (usually) communicate what I want to say without confusion and repetition that I have when speaking. It goes beyond writing though, as that's only a one way street. When I write an article, it's me talking to you. When we share messages online though, it's a two way street, I can type/talk, you can respond back to me, and we can have an entire conversation. For me, I'd be lost without a modem, term program, and a gathering place of like minded souls to connect with online, whether its a BBA or the internet.

As with other forms of conversation, misunderstandings can still happen when we type our responses. My father for instance had a Commodore long before I did and liked using it for playing games and such, but absolutely hated typing. E-mails from my father were very different as he typed as little as he could. This sometimes caused me to wonder why he was mad at me when that wasn't the case at all. He just didn't like writing using a keyboard.

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There are other physical things that make a difference for us when we sit down at the computer. I know of a least three Commodore users online who have struggled with cataracts. Trying to read the screen when your eyesight is failing is difficult. Many have found (even when reluctant to try it at first) that cataract surgery makes all the difference in the world when it comes to being able to see what's on the screen. Another person might have given up using the computer all together, not realizing that cataract surgery can make such a dramatic difference.

A friend of mine in the States runs a Commodore BBS and is an active participant in many of the Internet and BBS discussion areas. He's legally blind and uses a special screen to see his C64. He loves his Vic20 because he can read it without any help. Most people he communicates with don't know that my friend is blind anymore than they would know I sometimes sound like Lauren Bacall with laryngitis. Another online C= friend is deaf, but until he mentioned it, I had no idea. Between the three of us we'd probably have quite a struggle understanding each other even though we have a strong common bond in our interest in Commodore computers. But, as we communicate online using messages, we have no problems at all sharing our interests.

We also have no way to know the state of mind or health of the people we talk to on line, but there are times when these things DO affect how they respond to others. When we are in pain, tired, or worried about something, it can show in our voices (mine just gets worse), and it does sometimes show in messages too, but in a different way; impatience, rudeness, etc. This goes both ways though. A person in a good mood might write really cheery messages, but the person reading the message may be having a really bad day and not "see" that a light hearted comment was not meant to be taken seriously, and even be offended, whereas the same comment on another day would be taken in the vein in which it was written. Then there's always those that don't like typing so say the minimum no matter what (like my Dad).

So while it's not immediately obvious, the state of someone's health really does have a lot to do with a person's experience when they sit down in front of their computer. Whether it's to be online and participate in messages, to play a game, or type up the current newsletter, our frame of mind and state of health can make a difference in how we use our computer and how much we get out of it. Always look on the bright side.

Another question someone asked recently was "What is it about online communicating that brings out the worst in people?" I honestly don't think it does. A few people seem to bring their worst to the onlineworld and say things they would never say in person or even on the phone, but these people are in the minority. Sadly, sometimes these can be the most memorable experiences due to the emotion that goes with being upset. Most people I meet and have conversations with online are very nice and rarely ever have "bad modem days".

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To illustrate this point, I'd like to share some of the nicer things I've experienced or witnessed happening. While I won't mention names, all of the people mentioned are Commodore users who either use bulletin boards or are on the internet.

First of course, is that I met my husband, Rod, in the CBM Fidonet echos in 1992. At that time, we didn't know what the future held in store for us, and we didn't have any personal private messages for two years, but we did enjoy a camaraderie that is part of the enjoyment of the CBM echo. If being online brought out our worst, I'm sure we wouldn't be together at all.

Another participant in the CBM Fidonet echos received a C128 computer in the mail from an online participant. He's never met the person who sent it to him either. A wonderful thing happened though, in that he has continued the spirit of sharing by sending unexpected but much appreciated gifts to others online. His generosity probably far outweighs the financial cost of the C128 he received. He's ordered disks for people and had them shipped directly to their homes, sent manuals, given financial gifts to programmers and BBS operators. He tells me one of the reasons for his kindnesses is due to one of the favourite sayings of the (then) CBM echo moderator: "What goes around comes around." So my friend spreads good cheer and gets good vibes back.

A BBS sysop I know had to uproot his family and move from one state to another when his mother became very ill. He'd mentioned in several places online about the situation as it was a very stressful time for him. He needed the support he knew he could find from others online. It happened that there was another BBS sysop living in the town he was moving to who offered to help him both in getting around the town and in getting his Commodore back online again. Sadly, while my friend and his wife were en-route to their new home, his mother passed away. The sysop who'd befriended him online, whom he'd never met in person, picked them up at the bus station, took them home, and helped get them settled in. When he was ready, the friend helped him start his bulletin board again in the new city.

These are only the "big" stories... everyday little stories happen too. They happen as we help others learn how to use different programs, as programmers help other programmers with difficult routines, as we share good news about new software. All these little things add up to an awful lot of good help and support online.

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QUESTIONS & ANSWERS

FROM BILL KENNEDY:

I have a 5 1/4 disk that has the directory locked so it will not show the files or its header. What are the ways to "lock" a directory this way and how do you unlock it?

FROM BRIAN VAUGHN:

I have used RAMLink (RL) with RAMCard + 9 Megs. of memory since Sept., 1991 without any problems. I have since added the SuperCPU-128. In Feb. I decided to go back to the May 1998 Loadstar #166 and use "RAM BOOT" from this issue. This program writes file information to the Auto Boot sector of RL followed by writing the RAM BOOT program to the selected partition. RAM BOOT is then executed upon power-up and changes the definition of the F-keys. Soon after using this program, the directories and programs in my RL became corrupted. I NEWed all the partition directories and then rebuilt them from my FD-4000 drive. Soon after, the directories and programs again were corrupted. I deleted the "RAM BOOT" file info from the Auto Boot sector of RL, deleted the RAM BOOT file and again rebuilt RL from the FD drive. Since then, I have had no further problems with RL. I reported this to Fender Tucker of Loadstar, but he said mine was the first contact he had received about the possible connection with his program. I would like to hear from other members if they have had the same problem with their RL after using this program. If I hear from one or more of you reporting this same problem, I will call Fender with the information.

FROM CHARLES DUNCAN:

In the May Mailink W. R. Kennedy asked if anyone has put Timeworks Swiftcalc on a 3 1/2" disk.

I have done so for my FD 2000 and also put it onto my CMD 40 hard drive. I have the 128 version. I made sure that I put it into a 1571 partition on each drive. Then I used CMD's Mcopy program to copy the original disk exactly as it was originally written, so that if there were any hidden data or commands, they would be copied also.

I have had no trouble with Swiftcalc booting from either disk. Neither have I had trouble using it with JiffyDos AND SuperCPU enabled. It works exceptionally well and very fast.

FROM W. R. KENNEDY:

Recently I was using a Loadstar 128 program, "RESUME' WRITER" (Loadstar 128 disk #5), and encountered a printing problem. I have a Star 2420 printer and a Super Gold Interface.

When I filled in the blanks in the program, the printout showed the attachment "A", which looked like gobbledygook to me. Nothing I tried with the Super Graphix Gold settings helped. There is a Hex dump switch on the interface which makes everything printout in a hex code that matches a table in the Star 2420 manual for various character sets. When I used this setting for the printout, it gave the attachment "B". Following these codes with the Star table showed that the printer was using IBM Character Set #2.

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The Star printer has some EDS switches and switch D-1 being ON selected this IBM Character Set #2. Turnung the D-1 switch off produced the IBM Character Set "1, and using this setting the printout of Resume' Writer was in attachment "C".

Others might like to know of this problem and how to correct it. It took some sweat for me to figure it out.

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NEWS FLASH!!!

THE NEW FGM  
from R. Hackley

I am pleased to announce that the new version eight (v8) of FGM is finally finished and will be released on issue #182 of Loadstar if all goes well in Mojo Land. The new FGM has many new features including REU support, 24-pin support, NLQ printing for 8-pin and 24-pin, import clipart into demos, import word processor text onto screens, flow the text around graphics, import geoPaint, and much more. Loadstar issue #182 will be a three disk issue with the "usual" LS files on one disk, the FGM docs on disk two, and FGM occupying disk three. If you don't get Loadstar, now would be a good time to subscribe. Issues are available individually as well.

The new FGM is NOT available through us, so please don't ask. I like programming, but I finally figured out that I don't like putting orders together and packaging all of that. That's where the money is, but there isn't enough to be worthwhile. Hence the Loadstar release. I wanted to get this new version out to users before it just got dropped and forgotten about. I hope you all enjoy it.

Ron C. Hackley

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MODEMS FREE MODEMS FREE MODEMS FREE MODEMS FREE MODEMS FREE MODEMS

Centsibile Software would like to offer free modems (C= 1670) to Mailink members who do not currently have access to the C= E-Mailink. (Of course the \$5.00 shipping would be paid by the member).

These modems are 1200 baud, they come with software and a phone cord. They are new shrink-wrapped. This offer is good for 60 days.

Regards, Scott

Centsibile Software, C64, Amiga, IBM, for over 17 years.  
Order Line 1-800-840-6211 Info Line 1-616-471-1089 Fax 1-616-473-3456  
<http://www.centsibile.com> Mastercard/Visa accepted.  
Over 3000 Software titles in stock. Ask for our Free Catalog.

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=====BUY/SELL/TRADE=====

Mail Auction by Ed Harler

Final day for entering bid: August 15, 1999. State whether your bid includes postage: if not, cost of postage will be added to your bid. If you want shipment insured, please add 85 cents. Please include SASE if you have questions you want answered. Thank you.

57 LUG DOMs (LowerBucks User Group Disks Of the Month), plus 3 AHOY disks in a 60-disk 5.25" disk storage box. Minimum bid: \$13.00

28 LOADSTAR 5.25" disks, plus four other on-disk magazines. Minimum bid: \$6.00

12 PrintShop 5.25" graphics disks, plus a Koala pics disk. No minimum.

1 COMAL 5.25" disk. No minimum.

From Francis Redmond

Both computers I offered in the May Mailink are gone. I think I notified the unfortunate (or maybe fortunate) persons who asked about them by mail (incl e.mail) or phone about my disposition of them. If I missed you, consider this as notification. I was happy to receive several requests. It is an indication that there are still a number of Commodore fans who are still interested.

From Charlie Colwell

I have several non-working C=64 computers for parts, or could be repaired. FREE for cost of postage. First come, first served.

Also, if you would like to try my word processor, send me a 5.25" disk with your name and address and I'll send you a demo disk.

FOR SALE by Roger Hoyer, Cincinnati Commodore Computer Club

The Cincinnati Commodore Computer Club has a lot of used commercial software for sale at very reasonable prices. They also have a lot of used computers, disk drives, monitors, printers, books, and accessories. Because of the low prices, postage will be appreciated. Separate lists are provided on a 5.25" disk as sequential files. The files can be accessed directly using the sequential file readers on the same disk. Send a floppy mailer with your return postage and address to:

Cincinnati Commodore Club  
C/O Roger Hoyer  
31 Potowatomie Trail  
Milford, OH 45150  
phone: (513) 248-0025

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=====BUY/SELL/TRADE=====

FOR SALE by Earl Spicer

The items for sale are: 28.8K FAX/Modem with a 272 Turbo interface with cable, a heavy duty power supply for a 64C, Nova Term V9.0/manual and the book "The Internet for Commodore C64/128 Users" 3rd edition by Gaelyn R. Gasson. They are still in their original boxes and have never been used. I would like to sell the items as a package. The asking price for the entire package is \$220.00/ppd.

From UPWEGO Computer Supply  
120 West Madison St.  
Chicago, IL 60602

EBONIZE (a spray can ink designed for reinking ribbons) is still available. The price for the first can is \$14.95 including shipping, and \$5.00 for other cans included in the same order.

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NEW MEMBERS

John Baird, P. O. BOX 157, Nanton, AB, T0L 1R0 Canada. John is a retired teacher. Hobbies: Hockey, Canadian football, and woodworking. System: C-128, C-64, Vic-20, & Amiga 500, 1541, 1571, 1581, & FD-2000 disk drives. Star NX-1000, Okimate 10 & 182 Turbo & Epson Homewriter 10 & 800 printers, 1520 plotter, and 1702, 1902, & 1084 monitors. Interests: Graphics, telecommunications, and E-mail. (jbaird@telusplanet.net)

Larry L. Collins, 4009 Western Dr., Anderson, IN 46012-9272. Larry is a retired electronic engineer. Hobbies: Bowling, water sports, and classical music. System: C-64, 1541, 1572, & two 1581 disk drives. Okidata 120 & Blue Chip D12/10 printers, and two 1802 monitors. Interests: Looking for instructions, hints & solutions to Yukon & Damsels (adventure games downloaded from Q-Link) and Farmers Daughter. Learning how Timeworks created the dictionary used with Word Writer 3, and the Internet, & E-mail. (112406.336@compuserve.com)

Holland A. Hardy, 1601 Indiana Ave., Alamogordo, NM 88310-6608. Holland is a videographer. Hobbies: Photography and electronics. System: c-128, C-128D, C-64, Amiga & a PC, 1541, 1571, 1582, & FD-2000 disk drives, Okimate 10, MPS-801, 1526 & FX-85 compatible printers, and a generic composite monitor (1802 compatible). Interests: Using Doodle, geoPaint, Computer Eyes Digitizer and other graphic programs for drawing and rendering images to the C-64, collecting old computers, telecommunications, and E-mail. (hardyh@totacc.com).

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Sad News. All of Jolene Ehret's friends in the group will be saddened to hear that her husband, Richard, died on May 30th. Our sympathies go out to Jolene and her children and grandchildren.

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ADDRESS CHANGES

James Lampman, 501 V.E.S Rd., Lynchbuurg, VA 24503

Sherry Freedline, 110-G2 Village Green Dr., Natrona Heights, PA 15065-1861

Chris Weathington, 7913 Hare Ave., Jacksonville, FL 32211-7725

Brian Vaughn new zip code - 94501-6207

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E-MAIL LIST UPDATE

Adams, Tom	tomadams@smart.net	(change)
Avery, Tiger	bb441@scn.org	(new)
Baird, John	jbaird@telusplanet.net	(6-15-99)
Gosser, Thomas R.	CPUEditor@aol.com	(change)
Hardy, Harland A.	hardyh@totacc.com	(5-31-99)
Migdal, Michael	mjm36@xecu.net	(change)
Noakes, Gary	garynine@smart.net	(change)
Parker Scott	cents@sprynet.com	(new)
Ryan, Chris	chrisryan52898@webtv.net	(change)
Spicer, Earl T.	spicerearlt@email.msn.com	(6-8-99)

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A great big THANKS to all that submitted material for the July Mailink. I received much more then I could possibly use. I apologize to the folks that didn't get published this time, but be assured that your submission will be forwarded to Earl Williams for the September Mailink.

Charlie Colwell

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BASIC PROGRAMMING

An Introduction, by Rolf L. Miller

This is an elementary overview of BASIC programming designed for those who want to try it before committing to a thorough study. It's brevity relies on experimentation: use the computer to produce understanding. Turn it on and try things.

THE KEYBOARD is the programmers's means of communicating with the computer. Experiment with the keys. This cannot damage the computer. If a situation arises where keys have no effect, press STOP to stop a running program. Or try holding STOP down and tap RESTORE. Sure relief is to simply turn off the computer, wait a moment, and turn it on.

The keys that affect cursor movement are labeled CRSR, INST/DEL, and CLR/HOME. Holding the SHIFT down changes their effect.

Pressing the Commodore (C=) key and SHIFT together switches character sets. The individual characters are accessed by holding down either the C= or Shift key while pressing another key.

Holding CTRL (CONTROL) and pressing keys 1 through 8 changes the color of what's typed. Pressing CTRL and 9 reverses characters, CTRL and 0 turns reverse off.

All of the above functions can be utilized within a program by PRINT CHR\$(X) where X is the numeric code for the key, or PRINT "X" where X is the character produced by the keystroke within quotes.

The F keys are ment to be accessed from within programs on the 64. The 128's F keys are preprogrammed and programmable.

DIRECT MODE is the computer's turn on state. Commands can be typed and directly executed by pressing RETURN. To escape what is typed without execution, press SHIFT RETURN. Type PRINT 2+4 and press RETURN.

PROGRAMS are created in direct mode by placing line numbers in front of the statements. Type NEW and press RETURN to clear memory. Then type 10 PRINT 2+4 and press RETURN to enter it. This time the answer doesn't display because the line number told the computer to make a program line. Tell the computer to execute the program by typing RUN and press RETURN. Now press SHIFT and CLR/HOME together to clear the screen. Then execute RUN again. The fact that 6 again displays proves the program is still in memory. Execute LIST to see it.

SAVE and LOAD are the commands used to store and retrieve programs. Execute NEW and enter this one line program. (The colon separates two or more items on one line.) 10 PRINT "A TEST":REM SAVE AND LOAD

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Insert a disk in the drive. If the disk is unformatted (just out of the box), execute OPEN 15,8,15,"NO:DEMO,DD":CLOSE 15 to format it. (Don't use this command on any disk containing something to keep.) DEMO is the disk name (up to 16 characters), and DD is the ID (two characters).

Execute SAVE"PROGRAM NAME",8 to save the program to disk. Program names can be up to 16 characters. Execute NEW to clear it from memory. Executing LIST proves it is gone. Execute LOAD"PROGRAM NAME",8 to load it. Execute LIST to see it.

Because two identical names can't exist on a disk at the same time, to resave a program requires either altering the name or first scratching the name from the disk. Execute OPEN 15,8,15,"SO:PROGRAM NAME":CLOSE 15 scratches it.

To view what's on a disk, execute LOAD"\$",8 and LIST to see its directory.

As with the computer, if a situation arises where the drive won't respond to commands, remove the disk, turn the drive off, wait a moment, and turn it back on.

PROGRAMMING is simply writing instructions which tell the computer how to take information given it and accomplish what is wanted. So, to write a program, first decide what is wanted, then the information needed can be determined and instructions written to give the results.

To write the instructions requires knowing the various words, symbols, and syntax (rules) that make up BASIC. A very brief look follows, along with samples of a few BASIC words. Full knowledge resides in the User's Guide, Programmer's Reference Guide, other books, past Commodore specific magazines, and examination of others' programming efforts. (These materials are available to CIVIC members for the asking.)

NUMERIC VARIABLES are a letter, two letters, or a letter and a number which store numeric values. Type A=2+4 and press RETURN to execute it. Execute PRINT to see that the value is stored in A. They are called variables because the value in them can be changed. Execute A=3+5 and PRINT A to see this.

STRING VARIABLES are also a letter, two letters, or a letter and a number, but end with the dollar (\$) symbol. They are called string variables because they store up to 255 characters strung together. Execute A\$="HELLO" and PRINT A\$. Text must be enclosed within quote marks. Numbers as text are treated as characters, not numbers. The only time text can be entered without quote marks is during INPUT.

ASC(X\$) returns the numeric code for the first character of X\$. PRINT ASC("A") results in 65, the code for character A.

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CHR\$(X) returns the character whose code is X in the range 0-225.  
PRINT CHR\$(65) prints the character A.

DATA statements allow storage of text or numeric information within a program. DATA is READ into variables by order of appearance. RESTORE allows rereading DATA.

```
10 FOR X=1 TO 3:READ D$,D:PRINT D,D$:NEXT
20 DATA "ONE",1,"TWO",2,"THREE",3
```

DIM A\$(5) creates an array of six strings A\$(0) through A\$(5). DIM A(2,9) creates an array of thirty numeric variables A(0,0) through A(2,9).

```
2 DIM A$(25),N(9)
4 FOR X=0 TO 25:A$(X)=CHR$(65+X):NEXT
6 FOR X=0 TO 9:N(X)=X:NEXT:FOR X=0 TO 25
8 PRINT A$(X);:NEXT:PRINT
10 FOR X=0 TO 9:PRINT N(X):NEXT
```

GET G\$ receives one keystroke into G\$. The following waits until a key is pressed, then prints the character pressed.

```
5 GET C$:IF C$=""GOTO 5
10 PRINT C$
```

GOSUB jumps program execution to a subroutine beginning at a specified line number. RETURN returns program execution from the subroutine to the program statement following GOSUB.

GOTO jumps program execution to the specified line number.

```
10 D$=CHR$(147):FOR X=1 TO 10:D$=D$+CHR$(17):NEXT
15 READ W$:IF W$=""THEN PRINT"END":END
20 PRINT D$"SPELL THE WORD":PRINT
30 PRINT W$:FOR X=1 TO 300:NEXT
40 PRINT D$:GOSUB 75:PRINT:PRINT C$
50 PRINT:PRINT"PRESS A KEY TO CONTINUE"
65 GET K$:IF K$=""GOTO 65
70 GOTO 15
75 C$="YEP":INPUT S$:IF S$<>W$THEN C$="NOPE"
80 RETURN
90 DATA "DOG","CAT","BALL","*"
```

IF evaluates the expression following it as true or false. If true, what follows THEN is executed. If false, THEN is ignored and the next program line is executed. IF X THEN 10 says if X contains any value then goto line 10. IF X\$<>Q\$ GOTO 10 says if X\$ doesn't equal Q\$ then goto line 10. IF X=1 OR Y=3 THEN PRINT says if either X=1 or Y=3 then print. IF X=1 AND Y=3 THEN PRINT says if X=1 and Y=3 then print.

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INPUT N takes into N a numeric value typed when RETURN is pressed. INPUT likewise takes into C\$ up to 80 characters, except the comma or colon. INPUT "PROMPT";Q\$ prints the text within quotes. 10 INPUT "TOWN,STATE,ZIP";T\$,S\$,Z\$:PRINT 20 T\$=T\$+", "+S\$+" "+Z\$:PRINT T\$

LEFT\$(X\$,N) returns the left-most N characters of X\$. Execute A\$="ABCDEF":PRINT LEFT\$(A\$,3)

LEN(X\$) returns the number of characters in X\$ (its length). Execute A\$="ABCDEF":PRINT LEN(A\$)

MID\$(X\$,N,Y) returns Y number or characters beginning with the Nth character of X\$. Execute A\$="ABCDEF":PRINT MID\$(A\$,2,3)

ON X is used with GOTO or GOSUB to transfer program execution to one of several line numbers as determined by the value of X. If N=3, ON N GOTO 100,200,300,400 would jump execution to the third line number in the list (300). If the value is zero or greater than the number of line numbers in the list, the program skips to the next statement following the list.

RIGHT\$(X\$,N) returns the right-most N number of characters of X\$. Execute A\$="ABCDEF":PRINT RIGHT\$(A\$,3)

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