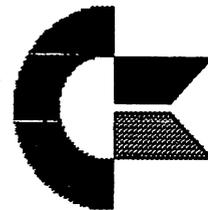
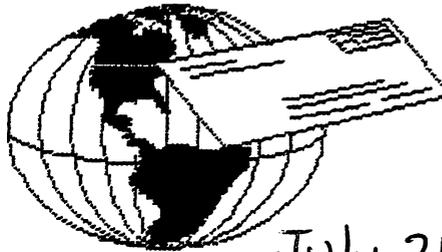


COMMODORE MAILINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL

JULY 2000CE ISSUE



July 21, 2000

MEETING NEWS

A big welcome to the new members Maihai Barbat and Hernan Vergara, and the renewing member Joe Lindsay Sr.

I regret to inform you the John Barkenbus and John De Wolfe have passed away. both were long time loyal members. The story is elsewhere in the issue.

I have had just one volunteer for the position of managing editor. this is a very important job. The managing editor lines up members to be guest editors for each issue. so the new managing editor is David Mohr. Thanks for volunteering David. There have been no volunteers for the position of treasurer. Although I have been contacted by a few members that are willing to do the job for a short period. I am looking for someone to take the job on a more long term basis. I will handle the treasury until November, but by then I hope to have a volunteer for the job.

NEW MEMBER

MAIHAI (MICHAEL) BARBAT, Str. Carpatilor nr. 63, Bl. P2, Ap27, Brasov, Romania
Michael is a student. Hobbies: Reading. System: C-128, C-128D, C-64 & C-64C, 1541, 1541-II, FD-2000 & SFD-1001 disk drives, RAMLink + 16 Megs., 1750 REU, Epson LX-300 printer with a GEO cable II interface, green monochrome 40 column monitor, and a 1670 modem. Interests: Learning new programs, studying compact programs, games, and the Internet, E-mail, (mihai_b@li.bv.ro).

HERNAN VERGARA, 2830 Floral Peak Dr., Henderson, NV 89014-7042 Herman is an eligibility specialist. Hobbies: None listed. System: Three C-128D-CR, and six C-128s & C-64s, six 1541 & 1571, two 1541-II & three 1581 disk drives, CMD 80 HD, RAMLink+16 Megs., 128 SuperCPU+16 Megs., Epson JX-80, Panasonic KX-P2123 & HP DeskJet printers, 1084, 1702, 1902 & two 1084S monitors, 28.8K modem, and a Turbo 232 interface. Interests: Graphics, music, utilities and programming, especially for the 128 in its native mode. He is available to help anyone within his limited knowledge, and is on the Net, E-mail, (hvergara@accessnv.com).

1999 RENEWAL

JOE LINDSAY, SR., 1188 Briarcliff Rd., Reynoldsburg, OH 43068-2253 Joe is retired. Hobbies: None listed. System: C-128, C-128D, C-64, and IBM 286 & 386s, 1541, 1571, 1581, FSD2, Excelerator Plus, Indus GT & FD-2000 disk drives, MPS-803, Okimate 20, SG-10 & Okidata 12C printers, and 1502 & 1902 monitors. Interests: Anything that makes C-computing easier.

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TREASURER'S REPORT: Rolf L. Miller

Following is a summary of the Trust Account as of May 25 2000

Balance

3-31-00 \$2173.97	1-1-00 \$2606.03	As per instructions from
Credits 84.00	631.00	Tom Adams, the trust account
Debits 370.00	1349.06	was closed 5-26-2000 and the
5-25-00 \$1887.97	5-25-00 1887.97	funds along with the files

sent to him. The Credits include all dues and donations received during the period. The Debits are all the expenditures during the period (including advances), the most part of which is the cost of printing and mailing the Mailink.

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EDITOR'S DESK: Sensei David

Mahr

Welcome to the July issue of the CML. My first bit here is to apologize to all for this being a bit late. The blame is with me and not with Tom.

During the creation of this issue. We had to start moving our shop and users group. That act took some extra time from this work.

But that aside, I hope that you will enjoy this issue. Being that it is my first one for the CML. Previously I had

Ha Ha, You
Commodore Users
Missed all my Vital
Spots.



(Lord Ronin's Idea of the Intel of a WinBlown User)

done newsletters for political groups, the local (now defunct) SCA Shire, and of course our users groups monthly newsletter. Putting together the CML is similar yet different.

Now in keeping with tradition. This is how I put this issue together. Articles came to me on disk, as main body in E-mail on the Inet, and as attached files. Only a few came in post to me as hard copy. Those being shorts for the Classified area.

The problem was that some came to me in TWS. A system I do not yet have, though as Jean and Tom pointed out. This is good idea to gain TWS. I was

starting the manual re-typing. As just about every TWS submission on disk. Also came with a printout. We have good people in this group! But that task wasn't needed. On the June issue of the CIVIC users group disk. Note: that they are now putting it on disk, rather than the paper one my group used to receive. There was a little file. That converts TWS to PET. As the disk is in some sort of TWS style. I copied it, as the instructions said could be done, and LO it worked for me.

Next step for TWS was being converted from PET to GEOS. Thankx here goto Gary Noakes for telling me about a prg. This one is called Wrong is Write. I found on a disk in a collection that recently arrived at the shop. That I had two versions of Wrong is Write. I was able to convert PET to GEOS in GeoWrite 2.1. Next step was to reformat the article and insert the font. Oh yes the main font used in this issue is Dictionary2.

There was a problem in this step for the converted TWS as well as the ascii articles from E-mail. I do want to thank Gaelyne for turning me onto the asc2pet prg, that she mentioned in a past TIFCU. That prg worked quite well and fast. Compared to Omega-Q and a couple other prgs for the converting. Problem is formatting. Now lines between paragraphs, and many words were connected. Rather than spaced. A bit more editing work on my part. I sincerely hope that I have kept the articles that our members submitted as close to the original as possible.

Some of the articles (like this one) were written with SEQ-EDIT. This is an 80 column SEQ editor/writer from Load Star #40. Making it possible to

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have a copy to convert to Geos. As well as a Pet copy for Richard Savoy to use for the disk edition.

Last part is/was/will be, printing out the master copy in GeoPub. This will require some cut and past. So that the Meeting News will be on the page with out banner.

Things used to make this issue. C-64c with Jiffy Dos. 1571 & 1581 both with Jiffy Dos. Super Clone 1750 REU. Wheels 64, left handed 1351 mouse.

The above mentioned programmes, lots of coffee and pipe tobacco. <BG>

Printing was done with a Cannon BJC-4000 inkjet. Using a printer driver that Allan Bairstow was kind enough to send me.

As you have read in the Meeting News. This issue also marks my entry as the new Managing Editor. I want to publicly thank Gary Noakes and Gaelyne Gasson. As they thought I could do it. Jean Nance for her support in first explaining how to put this issue together. Then later with help, hints and tips for the mgr editor position. Last and not least. Tom Adams for giving this new member a chance to give back to CML some of what I have learned. Not just in the pages of the CML. But from the Mailist and private E-Mail from the other members. Thanks to all of you.

Now then before I sound like I'm writing the entire issue. <BG> There are just a couple things that need to come from this Desk. First is the Title Sensei. That you see before my name. I have been asked a few times as to what that means. Simply it means that I am a

Martial Arts instructor.

Been in the Art for around 40 years. Semi retired now and have a student teaching a school in the Seattle area.

Last part is two fold. First is the Bios for the mailing. Please contact Brian Vaughan for any changes in your Addresses and your Bios. E-Mail addy changes go to Joseph Fenn.

Second part of the last part <G>. We need a guest editor for the November issue. Any member that is interested. Please feel free to contact me. I will also be asking several people if they are interested, on a personal level.

Thanks to Jean. I now have the disks with the Banners for the CML. Now onto the rest of the issue.

Sadly, one of my first duties, is to report that two members have passed away. John E. Barkenbus of Lawton MI and John S. De Wolfe of New Port FL. The following informations is taken from their bios. They will be missed

John Barkenbus: Enkoyed Reading, Birds and General puttering. His system included C-128, C-128D, Vic-20, FD-2000 and much more. John's interests in C= computing was more information on beginner programming, word processing and utilities.

John S. De Wolfe: Enjoyed model die cast autos. His system included a pair of C-64s & C-128s, three 1541 and 1571 drives. Plus a 1581. Several types of printers and monitors. His interests, were in GEOS and utility and financial programmes

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SEPTEMBER EDITOR:

Linda Tanner at R1 Box 120T, Black MO 63625. Is our editor for the September issue of the CML. Linda can accept PETASCII and TWS format submissions. These can be on disk, 1541, as well as 1581 and FD-2000 formatted disks. Linda is also willing to work with hardcopy printouts. As long as they aren't too long. This is her first guest editorship for the CML. Thanx Linda for volunteering. Deadline for submissions is the 15th of August 2000ce.



REMINDER: Editor

September issue is not only the time for the Bio's updates. But also for the Information and Volunteer, Resources. Please contact Linda Tanner on this department.



Pan Solar Enterprise League

TWS MACROS

<W.R. Kennedy>

One of the uses I have found for The Write Stuff Macross, is for storing and recalling margins for various formats. For instance, for my normal letter forms, I use:

```
rvs:1m5rm5tm5bm5p166
```

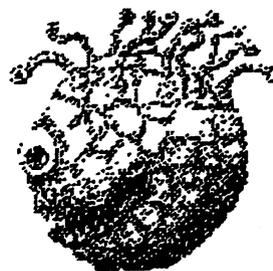
I press control m and the screen says, "macors on". Then I press "T" and then a space. The Macro for "T" is the above margins. After the margins are set. I press control m again to turn the macros off.

For postcards, I have a macro called "P", which stores the margins as:

```
rvs:1m0rm26tm0bm0p122
```

This sets the margins for the ordinary "penny" post cards from the USPS.

You get the idea: you can select several different margins to use to suit your needs.



Beholder

Illustrations on this page are from High Colonies PRG. and MM-1 Waterfore Pub and TSR respectively Scanned with the Handy Scanner

Covered with Handy Import
Thanx Dick Estell for the hardware
and software.

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[Editor's Note: Generally a submission of this size would be made into a two parter. However, in this case, I saw no option but to have it as one piece. Since it flows better as one than two parts]

Basic Knowledge:ROM Tricks by Gary Noakes

In previous articles, the ROM-manipulations were all screen-related, but the Operating System has more to do than just screen routines. Each time a line is inserted or deleted in a Basic program, the OS moves all other lines after it higher or lower in memory. Because it's automatic and it happens so quickly, most programmers just ignore it, but the OS has just moved a big chunk of memory at an incredible speed. It's possible to tap into this ability and put it to our own use.

Here is the generic example of copying the entire 4K Character ROM at 53248 to the RAM at 12288:

```
10 rem:rom trick 1.1:peek/poke
copy
20 s=53248:t=12288:by=4096
30 poke56334,0:poke1,51
40 for i=0 to by-1:poke t+i,peek(s+i):
next
50 poke1,55:poke56334,1
```

While this routine is short, it takes about 27 seconds to complete. Now type in ROM Trick 1.2 and run it:

```
10 rem:rom trick 1.2:memory
move/copy
20 def fnhi(n)=int(n/256)
30 def fnlo(n)=n-int(n/256)*256
40 by=4096:t=12288+by:s=53248+by
50 poke56334,0:poke1,51
60 poke88,fnlo(t):poke89,fnhi(t)
70 poke90,fnlo(s):poke91,fnhi(s)
80 poke781,fnhi(by)+1:poke782,
fnlo(by)
```

```
90 sys41964
100 poke1,55:poke56334,1
```

How fast is this routine? Don't blink!
It executes in well under a second!

A detailed explanation is in order. Lines 20 and 30 define functions to calculate the high/low byte addresses. Functions are used because the program will need to do the calculations more than once. In cases where calculating the high/low byte is needed only once, the necessary numbers can be placed directly into the poke statements. This both speeds execution time and shortens the code.

Line 40 initializes the address variables. BY is the number of bytes to copy. Since the Char ROM is 4K long, $BY=1024 \times 4=4096$. T is the targeted END address PLUS ONE and S is the code source END address PLUS ONE.

Line 50 turns off the system interrupts and switches in the Character ROM. Lines 60 and 70 poke locations in the Basic numeric work area, used here to contain the addresses. Line 80 pokes the .X register with the high byte-plus-one and the .Y register with the low byte of the number of bytes to copy. Line 90 calls the Move Memory routine. The Char ROM is switched back out and the interrupts are turned back on in line 100.

Notice in line 80 the conventional low byte/high byte addressing order has been reversed and that the target address is poked before the source address. This is done because Move Memory actually copies backwards!

Although the routine looks complex, it is simple to use. There is a limitation though—it can't be used if the target and source addresses will overlap. However,

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the routine is fast enough that this can be overcome by copying the data first to an empty area of memory and then copying it back to the desired address. The total elapsed time will still be under one second!

As an example of how this routine can be used: consider that loading data, such as a font or a bitmap, from disk directly to the RAM under the I/O area (56320-57343) isn't possible. The computer will hang every time you try. But with this routine, you can load the data elsewhere, switch out the I/O ROM, disable interrupts, move it to the RAM under the I/O area, reenable the interrupts, switch in the I/O ROM, and avoid any problems.

The next routine is a variation on the previous one. It copies the Basic and Kernal ROMs to the underlying RAM (an operation that takes close to a minute using generic Basic) and then modifies the copies.

Type in and run ROM Trick 1.3:

```
10 rem:rom trick 1.3:copy/modify
roms
20 deffnhi(n)=int(n/256)
30 deffnlo(n)=n-int(n/256)*256
40 goto110
50 rem --- subroutine
60 poke88,fnlo(e):poke89,
fnhi(e-1)
70 poke90,fnlo(t):poke91,
fnhi(t-1)
80 poke781,fnhi(by)+1:poke782,
fnlo(by)
90 sys41964:return
100 rem --- main program
110 e=49152:s=40960:t=e:by=e-s:
gosub60
120 e=65536:s=57344:t=e:by=e-s:
gosub60
130 fori=41848to41853
140 reada:pokei,a:next
150 data 76,73,83,84,58,145
160 rem - 1 i s t : (up
cursor)
```

```
170 poke59639,3 :rem - noscroll
3+1
180 poke1,53 :rem - turn off
roms
190 rem - poke1,55 turns on roms
200 a=1144:b=a+39:c=64:print
chr$(147)
210 fori=atob:pokei,c:next
220 poke781,i:poke782,15:sys58636
230 print"no scroll!"
240 printspc(14)"press return"
250 list
```

CAUTION: If a utility cartridge of ANY type is plugged in, type SYS64738 to disable it before typing in this routine! Most cartridges rely on the Basic and Kernal ROMs staying put, so your cartridge -might- cause strange things to happen (even crash the computer) if it is not first disabled! This is NOT the fault of the routine but the nature of how cartridges are mapped into the operating system.

Lines 20 and 30 again set up functions. Line 110 contains the addresses for the Basic ROM while line 120 contains the addresses for the Kernal ROM. Because we are moving the ROM code to the underlying RAM, the target address is equal to the end address (T=E) for both.

Lines 60 through 90 contain the subroutine to do the copying. Notice that instead of using BY=8192 (1024*8) to copy each 8K ROM, BY=E-S allows the flexibility to copy any amount of memory from any location given in the variables. You only need to supply the start and end-plus-one addresses.

Lines 130 through 150 alter the Basic "READY." prompt to read "LIST:". Line 160 explains what each of the numbers in the data statement mean.

Line 170 tells the Kernal to No Scroll the four top lines (remember the screen

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grid—0 through 3 is 4 rows). Line 180 switches out the normal ROMs and switches in the modified RAM copies.

Lines 200-250 give a demonstration of the altered Basic and Kernal. The unscrolled area can be made larger or smaller with a single poke or it can be disabled altogether with POKE 59639,255 (the normal ROM value). The ROMs can be switched back in with POKE 1,55, allowing you to toggle No Scroll on and off at will.

Programmers often find it necessary to save areas of memory other than what Basic's SAVE can handle. Examples of this would be text screens, ML routines, Basic programs with ML appended at the end or redefined character sets that have been poked into memory. The ability to load separate binary data files from disk eliminates the need to poke the data into memory and shortens the Basic code as well. As an example—a redefined character set (font) adds 24 blocks to a program when contained in data statements to be poked into memory; a binary font file is only 9 blocks long, and will usually load from disk faster than the corresponding data can be poked. What is required to do this is a Binary Save routine.

So that we have something to copy, load or retype ROM Trick 1.2 to move the Char ROM to 12288 and run it. Now type in and run ROM Trick 2 (this example assumes you have the copied Char ROM still in memory). You should exercise some caution here—there should be at least 9 blocks free on your disk or you will get a DISK FULL error.

```
10 rem:rom trick 2:bsave memory
20 deffnhi(n)=int(n/256)
30 deffnlo(n)=n-int(n/256)*256
40 s=12288:e=s+2048:fi$="charrom
```

copy"

```
50 sys57812fi$,8,0
60 poke193,fnlo(s):poke194,fnhi(s)
70 poke174,fnlo(e):poke175,fnhi(e)
80 sys62957
```

The start address (S) is that of the character rom copy in ROM Trick 1.2. The end address (E) is S+2048 (the 4K CharROM divided by 2) or 14436, a total of 2049 bytes. This gives us the end-address-plus-one required.

Locations 193 and 194 in line 60 are the pointers for I/O Start Address. Locations 174 and 175 in line 70 are the pointers for End Of Program. Location 62957 bypasses the normal setup starting at 62941 (already done in lines 60 and 70) and jumps directly to the Kernal SAVE routine.

To reload the programs from where they were saved, this Binary Load can be added to the beginning of your program:

```
10 ifa=0thena=1:load"prg 1",8,1
20 ifa=1thena=2:load"prg 2",8,1
```

While this is useful when loading data and ML programs at the beginning of a program, after each load the Basic counter goes back to zero, rerunning the program. If ML or data files need to be loaded later in a program, variables could be destroyed.

ROM Trick 3.1 makes it possible to load binary files at any point within a program and then continue with the next command. It performs a "slow" load so that if you have a title screen displayed AND you are using a fastloader cartridge that usually blanks the screen (like Super Snapshot), loading files won't blank the screen:

```
10 rem:rom trick 3.1:no rerun
load
```

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```
20 poke147,0
30 sys57812"charrom copy",8,1
40 sys62631
```

Location 147 is the Flag For Load. Location 57812 is Set Parameters For Load. Location 62631 bypasses the normal setup starting at 62622 and goes directly to the Kernal LOAD routine.

The previous routines load data into the same memory locations from where it was saved. While this is necessary for most ML routines, fonts and screens, some ML is written to be relocatable to any location where there is sufficient memory. Text screens can be saved and then reloaded underneath the ROMs for use as help screens. Many font editors save redefined characters to locations where they are of limited use unless the load address is changed.

There are several ways to handle the address problem—a utility program can be used to change the load address each time a different location is needed; several copies of the data can be made, each with a different load address; or the data can be read from disk one byte at a time and poked into the desired memory address.

While probably the easiest way to do it, reading data from disk a byte at a time is notoriously slow and you have to know both the start address and end address. ROM Trick 3.2 shows how to load data without knowing the end address and with the speed of a Basic LOAD. It does NOT reset the Basic counter and loads at the full speed of your system:

```
10 rem:rom trick 3.2:relocating
bload
20 deffnhi(n)=int(n/256)
30 deffnlo(n)=n-int(n/256)*256
40 s=49152:fi$="charrom copy"
```

```
50 sys57812fi$,8,0:poke780,0
60 poke781,fnlo(s):poke782,
fnhi(s)
70 sys65493
```

This example loads the font data to location 49152. Location 57812 is the Set Parameters For Load/Verify/Save routine. Location 780 is then LDAed (Load Accumulator) with zero and the low and high bytes are put in the .X and .Y registers. We then jump into the Jump Table at 65493 (LOAD).

If you are using this routine to load an ML routine, remember that not all ML routines are relocatable. This routine will allow you to load ML routines to different locations so you can test them to see if they work.

When using this routine to relocate text screen and character set data, remember that the start address of screens must be evenly divisible by 1024 and the start address of fonts must be evenly divisible by 2048. The following lines show how to test for valid screen or font addresses:

```
41 rem - screen address check - s
= screen address
42 ifs/1024=int(s/1024)then50
43 print"Invalid screen
address!":end
44 rem - font address check - f =
font address
45 iff/2048=int(f/2048)then50
46 print"Invalid font
address!":end
50 [program load continues]
```

There is much more that can be done to manipulate memory from within Basic of course, but these examples should keep you busy for awhile.

As usual, if you have suggestions for future Basic programming subjects or any questions, I can be reached by

snailmail or email.

Scanned
from
the
C=64
Judge
Dredd
Cassette
game
version
cover



THE BBS TODAY: Sensei David Mohr

A while back, on the OmniNet. There was a discussion on the use and need of the local BBS in todays Inet minded world. The OmniNet is down these days and there are a few of the Omni boards still in contact with each other.

In a newsletter from CIVIC. I had read an article that in essence. Well it had a lot of reprints from the msg base, in which the discussion had taken place. Most of the comments were from my BBS.

That prompted an article in our newsletter The Village Green. Time has passed since then, and the question is still there, that being "Is a local BBS of any value?"

IMNSHO: The answer is a resounding YES!! The more I play on the Inet in things such as mailing lists. I learn more about the lack of "Local" on the impersonal Inet. Sure the lists are fun. I talk to many C= users in the lists from all over the country, and other countries. Those lists are sort of exempt from the lack of local concept. As I am finding out the C= world is a local style community.

The other lists are not as local feeling. But in depth on that topic would fill another article from me <BG> I state that the Inet is Impersonal. When compared to the local BBS.

My reasons for this are based on the entire concept that a BBS is of and for the region. City or county, that it is located. The entire underlay of the tone and atmosphere of a BBS. Relates and reflects the area of its origins. While the Inet cannot give that same feeling.

Take as examples calling the Vacuum Tube BBS <mine>. The setup flavour of the BBS is for C= and Amiga users. Plus Role Playing Gamers. All platforms can log on in C/G - Ascii or Ansi. Jargon from the T.V. show "The Prisoner" and from R.P.G.s, mostly Shadowrun, is widely used. Sign off lines to msg that read "SYS64738" are semi common. So is the "Three fingered salute".

E-Mail and the msg base are full of things that are locally oriented. Comments on the new waterfront trolley ride. So you can watch the dead seals and the rotting cannery pilings. Being the new tourist attraction.

Something that users out of the area. Have no way to relate the topic to their area. We have comments on the negative and positive parts of this small town of Astoria Oregon. This just isn't done to the same feeling, on any place I have been in the Inet. The feel is local!

In fact so local that you can run into a fellow decker from the BBS at the local grocery store. The same one that you just thumped in the Empire game on the board. <BG> That actually happened. I have met IRL all but

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four of my users. Hernan our new member is one of them. As he lives many miles away from me. Another decker is in Virginia. Another in Idaho.

The farthest one away is in Poing Germany. Where he runs OmniWorld Germany on a 128D with an ISDN line. The rest of my deckers <28> I have met IRL.

I sincerely and sadly doubt that I will ever meet IRL. Jean, Tom, Dick Estel, Gary Noakes, Bruce, Craig and all the other CML members that have been a great help in my C= understanding. Nor will I meet Jack, Jim Butterfield, Fender, Judi, Jeff from, Load Star and the host of other C= users out in the world. But I can "talk" to/with all of you in the E-Mail and in the mail lists.

Point to this is, that the Inet is great for bringing us together. The BBS is not for that large scale. The BBS is for the local people. Run by the local people. A good analogy is that a Local BBS is the home town paper and not a national newspaper.

I suggest to all that have boards to remember the local concept of the BBS. To those that had boards. Start them up again. Sure you may not get 50 calls a day. I average about 3-4. Some days the BBS is Dead. Others it is back to back calls. Fall and winter are the peak use times.

Of course one needs to advert the existence of the BBS for it to gain callers <G> This is something that I am not taking advantage of at this point. As I am weak in the Ansi screens. My advert is just at my shop.

However ways of adverting the BBS. Small classified in the local paper.

Flyers at the supermarket bulletin boards. Or any other place that has a msg board. Computer shops, at least in this area, they like the idea. Just a flyer and maybe some business cards. Made with the card maker prg or with Geos. Local access T.V. if it is in your area. Then there is of course good old word of mouth. :-?

So in closing. The Local BBS will never rival the Inet. The Local BBS is just that "Local". BCNU in the matrix chummers <BG>

COMMODORE HEAVEN or WHERE ALL LITTLE COMMODORES GO A REVIEW OF RAYMOND COMMODORE-AMIGA COMPUTER STORE OF ST. PAUL

Hidden off a major interstate highway, in a section of the Sainly city of Saint Paul, Minnesota more noted for it artsy cafes, galleries, and warehouses is a place best described as "Commodore Heaven" to those of the C= persuasion. It is Raymond Computer. It is a small place that has an unassuming store front until you spy the Commodore and Amiga corporate logos plastered on the front window. The owner is Raymond Bryan and upon entering you see several small rooms filled to rafters with C= stuff of every description. 1541, 1571, and 1581 drives by the stack are to be seen plus a couple of walls software for the C-64/128 and Amigas of all flavors.

The owner, Ray Bryan, repairs all makes of C= machines, drives and peripherals in a workroom in the back of the store. Machines are resurrected to serve their owners again. Mr. Bryan also accepts donations by people who are

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giving up their C= computer stuff for the "other" machines and sometimes gets quite full in his store. Items in the store are priced very reasonably depending on their condition.

Many people ship in their tired or nonfunctional machines or disk drives for service and repair from surrounding states since this seems to be the only major Commodore repair facility for quite some distance around. He has a helper, Jack Sheldon, who works in the afternoon doing repair work and is a fountain of older computer wisdom.

It is an excellent place to visit in your travels but is closed on Sundays and Mondays. Ray Bryan has a website that can be viewed at <http://www.visi.com/%7ERaycomp> that can detail the services he provides through his store. He can be contacted by email at raycomp@visi.com or by telephone at (651) 642-9890 and has a fax transmission line at (651) 642-9891.

I have had several items repaired or upgraded by Raymond Computer over the years such as adding Jiffy-Dos to my C-64 setup, building a 1581 drive kit for me, and adding 64K video ram for my C-128 sent plus cleaning, lubing or aligning disk drives for me. Service is good considering he is basically a one man operation. Some services may take several weeks and can order parts from Creative Micro Designs. All services I have had done have been done well, but some take longer than others.

I have asked Ray Bryan and Jack Sheldon how many variations of C= equipment and boards they have seen over the years and their have been many revisions to Commodore equipment internally and externally over the years. Raymond Computer also has tech manuals from Commodore

Business Machines and service bulletins on its equipment, no small feat considering the company has been gone since 1994.

So, if you are looking for parts, service or a whole new machine from a PET to a C-128D, give Raymond Computer a try. I know that Commodore repairs facilities are not around the corner anymore and taking your C-64 into a CompUSA repair facility will probably get quizzical looks or try to sell you that "other" computer platform.

Written by Craig S. LeVay

June,

HOW TO OBTAIN FREE PUBLICITY FOR YOUR CLUB

Most news media have community affairs announcements and are more than happy to publish club meetings and special events. The first step is to call all your local commercial newspapers, college newspapers, radio, TV and cable networks, ask who is in charge of such announcements and if there is any charge. Find out how many days prior to publication they need to have your notice (lead time). If you are a non-profit organization, be sure to tell them and that your goal is to educate Commodore computer owners/users.

The next step is to create a simple letterhead and compose a short announcement of your regular meeting each month in such a way that it is easily edited by you each month as to the date and subject matter of any demonstrations. Most word processors have their own method of setting up form letters using fields from "fill files" in the address section. Since our club sells "The Write Stuff" and it's a great WP, this is what we use. Newspapers and radio stations can use the same format

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for announcements and they decide how much of your announcement to publish. TV stations and cable networks usually have a set format that will cover one screen, so they are set up in a box with only so many lines and letters/line. It's a good idea to ask all of those you contact if their company/college has a prescribed format for these announcements. If they do, ask them to send you an example.

The third step is to set up two sets of "fill files". The first file should have the contact person's full name, the company's address and the contact person's first name as the last field. The second file should have the same information, except for the contact person's first name field, ALL IN CAPITAL LETTERS. The reason for all caps is for the benefit of the Post Office's scanners. In the years since I've learned this trick, our letters get next day delivery. If there is no particular contact person, use "Community Affairs" as the addressee. The naming convention I use for these files is: fillnews and fillnewsenv. This way the announcements use "fillnews" and the envelope or label printer use the "fillnewsenv".

The fourth step is to set up an envelope printer file with your club's return address on it and a label printer file. Both files will have the necessary fields in them to be able to use the "fillnewsenv" file. Our "fill files" are set so that there are separate fields for the contact name, company name, street address, city, state, zip code and contact's first name ("fillnews" only). This gives you maximum flexibility in your announcements.

Now that you have all your

announcements, envelope, label and "fill Files" made up, you're ready to roll! Simply put in the correct date and meeting highlight and start to print your form letters. The reason I suggest having an envelope printer and label printer is that my printer feeds some regular envelopes very well but screws up royally on others. If I use labels, I use Avery #4162 transparent labels. I've been having problems finding these at Staples, Office Max and Office Depot, so I've been ordering them from Stanley-Taylor Stationers, Inc, 1201 Broadway, New York, NY 10001, 800/845-1781.

If you are having a special event of some kind, write a one or two paragraph description of the event with all the gory details and label it at the beginning as a "PRESS RELEASE". Send this in place of your regular announcement to the newspapers and radio stations and they will use it in its entirety 95% of the time. TV stations and Cable networks won't.

A very good publication that has generated lots of calls is the "Computer User" magazine's User Group Calendar. Their address is:

Computer User, Calendar Dept, 4587 Morse Center Road, Ste 106, Columbus, OH 43229. If they aren't distributed in your area, browse your bookstores and magazine stands and see if there is a similar publication.

Last, but not least, contact the company that puts on Computer Fests in your area and find out their charges for Flea Market tables. Although this is not free publicity, it is an excellent way to let the community know your club is still in existence. One company that produces these in our area have given us two tables for the price of one if we buy a

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dozen tickets in advance (at reduced prices) just to have Commodore represented. Make a banner with your club name on it, have a sign up sheet handy, have computers running and stuff for sale. A great draw is Stereosid player music and especially a game running for kids to play. You'll be surprised at the response you get. We've gotten one to six new members this way.

If you would like a disk with samples of all the files mentioned in TWS and PETSCH format, send a disk to Roger Hoyer, 31 Potowatomie Trail, Milford, OH 45150.

Scanned
from
Monster
Manual
#1
ist ed AD&D



TRIAD: Sensei David Mohr

Found an interesting site the other day. Well actually my son the C-128 and Amiga user found it for me. He was on an underground site. Where he found a listing for the group TRIAD.

This was forwarded to me and I jacked in there to see what I could find. I didn't find any cracks. Though TRIAD was a crack crew in the 80s. What I did find was a site that was easy to navi-guess. As I am in Lynx. Looking about, and I didn't have the time to drop into everything listed. Most of my time that night was spent reading the history of TRIAD. I never knew that they were in Sweden. Also I didn't know

how young some of them were back in the 80s. I thought they were in their 30s. Found out that some members where half my estimated age guess.

The article on their history approx 22+ pages. Told a lot of the evolution of the group. What amazed me is that at that time. The cracking and passing around of cracks (note: not the resale) was not illegal under the laws of their country.

On this site there are links to other sites as well as more information on what is happening in the C= world. As it seems that the group is still active. Though leaning to demo work. I found the location to DL some mags. Must score them next time. They contain some cracking info. No not on how to crack. But reviews of cracks and their quality. A bit of history for my group and BBS.

Trivia I learned, is that many games they did are trained. But not all are listed as trained. By pressing the "C" or the "T" key you can be in the cheat mode. Another thing is the rating system. There is a colour section in the game entry screen. Where the TRIAD logo is located. Black means poor quality, Gold/yellow is highest quality. Red is medium and they admit that most cracks they did fall into that specific range.

TRIAD seems to be an above ground group now that isn't afraid or ashamed of their past. I read nothing about them doing any cracking these days. Nor where there any cracks or warez sites for cracks listed. In fact there are more cracked games in PK2+zip and .D64 format at LEMON site (2600+) Since there are none at the TRIAD site. Personally I found information written by C= users and seemingly for C= users.

Wish I had time to go over everything at the site. For those that wish to see it all. The site is <http://www.triad@c64.org> Have fun on your run ;-?

JUDGE DREDD

GEOS: The Beginning: Roger Detaile

I have been asked many times the following question: What can you do with GEOS? As a starter, GEOS is an operating system and stands for Graphical Environment Operating System. In other words, it functions like a graphics program. Even if you see letters on the screen, they are actually pictures. The upstart of all this is that it makes it slower. That is its biggest disadvantage. But on the other hand, its advantages outweigh any disadvantages. What you see is what you get. Having gotten this off my chest, lets delve right into the system and see how to use this new operating system, that allows you to use word processing, graphics processing and designing, spreadsheets, databases and merge programs all under one roof.

First, you open the box (duh!). There you will find several things, one of which is a one-inch thick manual. The other things are registration cards and three disks. These disks hold the entire GEOS system and are double-sided. One disk seems to be duplicated and in fact it is. It is your security in case you are having problems loading the first one. For obvious reasons it is called a system backup disk. I cannot stress enough the following point: **READ THE MANUAL!**

The simplest setup for GEOS is a one-drive system with a joystick attached. It is also the slowest. You can have better performance with two disk drives and high performance with a REU expander and a Super CPU to speed up its operation. Even without the Super CPU GEOS is quite speedy with a REU.

So, lets start with a simple setup of one drive, or if you have them, two drives. And, of course, a printer. Insert Disk 1 into drive 8. You can't miss it, it is labeled Disk 1 System Disk. Simply type `LOAD"GEOS",8,1` and press RETURN, or if you are using an interface with your printer, `OPEN4,4,25:PRINT#4:CLOSE#4:LOAD"GEOS",8,1` and press RETURN.

After a few seconds you will see what is called a dialog box in GEOS parlance, meaning the system is sending you a message and you have to do something. What you have to do is spelled out clearly: "Please insert disk: Backup System." Remove the System disk (disk 1 from the drive and insert Disk 2: Backup System. Make sure you put in the correct side into the drive. Then you press RETURN.

The next step is a very important one and it is quite possible to ruin a system disk. It would still work, but anything else you previously had will no longer work with it. You will be asked if you want to key the GEOS boot disk to a previously installed application. If you used a GEOS system before version 2.0 you should answer YES. Then you will be asked to insert an application disk, such as geoWrite Workshop, geoCalc or what have you. Now GEOS will check your previous application and key the GEOS boot disk to it. If you never used GEOS, answer NO. Simply move the pointer to YES or NO, depending on what you want,

using the CRSR keys and press RETURN.

If you answered YES you will be asked to insert any original disk in which an application was installed to your old boot disk, and a few will be listed. Insert anyone of them and press RETURN. What happens is that GEOS is looking for a serial number on a previously used application and uses the same number for the boot disk. This makes sure that any GEOS applications you used previously with a lower version number of GEOS will also work with the latest version. If you answered NO, it will generate a new number and any other application you had before will no longer work with it. Therefore this step is very important.

After this has been done, you will be informed to reinsert the original GEOS System disk. Insert it and press RETURN. Next, GEOS will ask you to insert the Backup Disk again. Do this and press RETURN. Next you will be asked to reinsert the System disk. Do so and press RETURN. After this last disk swap it will take a few seconds and the new desktop will appear. This will look like nothing you've seen before.

If you had a joystick connected to your computer, it will be automatically activated and you can use it to move the arrow around the desktop. However, if you had a mouse connected to your computer, you will have to install it or else the pointer won't move. So, before doing anything else, hold down the CMDR key and press the I key at the same time (the letter I, not the numeral 1). A new dialog box will appear listing a few of the input devices, from which you select the one you have. In this case, the mouse: COMM 1351. Use the cursor keys to move the highlight bar until

you highlighted your choice and then move the arrow sideways until it is over OK and press RETURN. Whatever you chose will now be activated. The next time you boot GEOS, it will become active automatically. Another thing you won't have to do is what is called the installation, that painful process described above. That needs to be done only once. If you had two drives connected to the computer, these two will be shown at the right of the screen with a letter for the drives: A for drive 8, B for drive 9. If there is no disk in a drive it will have a question mark in its icon, that little picture representing the disk.

Next, you will have to complete the installation by inserting each disk and opening various applications. First, move your pointer to that little square with a short line in it at the right top of the screen. Push the fire button once. This is called clicking. The desktop disappears. Now remove your disk and insert the disk entitled Applications. Move the pointer on the DRIVE A icon, and click once. A new desktop will open showing different items: DESKTOP, GEOWRITE, GEOPAINT. Move the pointer over the GEOWRITE icon and rapidly click the fire button twice. This is called double-clicking. The screen will go blank and a dialog box informs you that geoWrite has been installed. Either click OK or press RETURN. You will get back to the desktop. Click on that little square with the line in it and the disk will be closed.

After the desktop becomes blank, remove the disk and insert the disk labeled Write Utilities. Click on the drive icon to open the desktop and when it appears, double-click on GEOMERGE. This will install that application. When the dialog box appears, click OK or press

RETURN. You will get back to the desktop. Close the Write Utilities disk by clicking on the little square with the line in it (as above). When the blank desktop appears, insert the geoSpell disk and click on the drive icon. When the icons appear,

double-click the GEOSPELL icon. When the dialog box appears, click OK by moving the pointer over it and pressing the fire button. The screen will go back to the desktop. Click on the little square with the line in it and the screen will go blank again.

Now that there are no more of those little pictures (icons) visible, remove the last disk and you may close your system. Next time when you boot GEOS, you will get back to the desktop without going through this tedious installation process again. Now your system is usable.

This is it for this time, I don't want to overload the beginner. Next time I will discuss the CONFIGURATION of the system and the selection of a printer driver, as well as making security copies of your system disks.

July's Heavenly Hash by Ed Harler:

It still amazes me when I stumble over a piece of information that I should have known but didn't. Were you aware that when you call a toll-free number (800, 877, 888) that -your-number is available to the person you called even when you have Caller ID blocking on? It's not a question of one's privacy being invaded (tho some think that is the case), but simply astonishment that the exception exists.

Spring is traditionally house cleaning time and, in spite of the Fall-like weather, I finally got around to sorting a lot of hardware and software to determine what I want to keep. (Why are things in general stored for years instead of being immediately

recycled?) In addition to finding items completely forgotten, I was reminded that disks (like everything else) eventually fail. The failure may be due to alignment, dropped bits, or a damaged surface. That prompted me to check whether my two "must have" programs *The Write Stuff* - *The Big Blue Reader*, were properly backed up. Another surprise: the BBR back-up was an earlier version. (Incidentally, BBR won't read the directory of an MS-DOS disk; but there's really no reason it should. Just another thing I should have known, but didn't.) After checking the first batch of disks, I discovered I could speed the process by first inspecting each disk's directory and sorting the disks into topical piles, including those which needed no further checking. It is especially easy (on my 128) to hit F3 for the directory on Drive 8, but Drive 9 required keying "directory u9" each time. Well, not really. There are two choices: 1. change one of the F-keys to "directory u9" +chr\$(13) 2. enter the BASIC instruction 10 directory u9 and use F6 (RUN).

(Note: The F-key assignments are listed by entering the word KEY.)

Afterward I checked each disk for actual file content using BBR. In addition to finding a couple of disks which were no longer readable, I found disks whose labels had dried and peeled off. Also, one batch of write-protect tabs had also dried out.

If you haven't checked your stored disks (or other items), now is probably a good time to do so. Writing about those two top-notch programs evoked a question in my mind: did Eric Lee and Michael Miller use the same search and/or compression methods? The spelling checker in TWS is extremely fast even using a3.5" floppy. This is also true of the

searching in Miller's "Bible Search" program. I find it difficult to believe that there is no significant improvement in speed between a C-128 and machines 50-100 times faster. If newbie computer users were aware of facts like this, they'd stop wondering why we haven't fully switched.

Roger Hoyer added very valuable information to the idea of a central clearing house for C= equipment. I know of at least one person who has a lot of C= hardware and software, who isn't known by many outside of the local C= club to which he belongs. Sadly, he hasn't made an effort to advertise his holdings. I suppose ferreting out those with similar holdings and making a listing available would be a good first step. Perhaps someone already checking comp.sys.cbm could start the ball rolling by asking those with extra C= hardware and software to make themselves known.

Richard Savoy's enthusiasm as Mailink Disk Editor is exhilarating! Our congrats to him on doing such an excellent job in so short a time. The experience he gained in his local club has certainly paid big dividends for our group. When I read that the average C= user was 28-31 years old, I couldn't help but chuckle as the "How to Stay Young" advice from the Net popped into my head. If you haven't read it before (or just don't recall), here it is: 1. Get plenty of rest and exercise.

2. Eat properly. 3. Go with much older people. 4. Lie about your age. It's that last one that does the trick! Take care. See ya in the funny papers.
Ed

FIRST USE OF ILLUSTRATOR by Rolf L. Miller

A request recently came in the mail asking for help in using Illustrator, the TWS add-on extension by Hugh McMenamin which allows printing graphics along with the text. Well, while The Write Stuff (TWS) word processor is utilized almost daily, Illustrator has never been used. (Actually, there are two versions of Illustrator. The difference between the two is that Illustrator handles Print Shop and RUNpaint graphics whereas Illustrator II handles Fun Graphic Machine (FGM) clip art graphics.

The reason Illustrator has never been used in this office is because most of the printing from this desk consists of straight text. For this, a daisywheel printer is preferred and, of course, daisywheels will not do graphics. So, when graphics are called for, space is planned in the text, then the graphics overprinted with a second pass through the dot-matrix printer. This technique, by the way, allows a great deal of flexibility in graphic placement. Nonetheless, when it comes to printing text and graphics at the same time, the Illustrator offers a viable option for those who prefer text environment word processing to the graphic environment. This is not to say that graphic environment word processing is not an alternative, especially where the desire is for a complex mixture of text and graphics. FGM can be used as a word processor. In fact, the new Super FGM (version 8 which is available on LoadStar disk #182) allows "pouring" text from TWS and other word processors onto the graphic screens, and offers NLQ printing to boot. Then there is GEOS combined with Post Script printing, the product of which is without rival in the Commodore world.

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To answer a question about a never used application begs loading the program. Illustrator first presents a screen from which printer selection is made. The choices are automatically saved to disk and the program continues to load, bringing up the normal TWS screen. Then using CTRL 4 to take a look at the contents of the disk found instruction files on the front side and examples along with demonstration files on the back side. Loading an example file quickly discovered the wanted answer.

The question, simply, was: How do you get the graphic to print out?

The letter showed the format coding used in the failed attempts as follows, noting that the coding existed as reverse characters, which is how formatting codes in TWS appear.

```
1m15 [m0lfile name 1m10
```

The intent of this coding is to set the left margin to 15, print the file name graphic, then set the left margin to 10.

The example file loaded from the disk showed a similar arrangement except that the no format code existed without brackets, and the file name following it was not in reverse characters. Making these corrections provided the solution.

It's thought that the brackets came from written instructions because writers often use brackets to indicate the reverse characters used as formatting codes in TWS. The brackets are not used in reality.

WANT ADS

WANTED: Anything for LOGO and Pascal.

<Keith Keller 304 4th Ave. W Apt 2
Grinnell IA 50112>

AUCTION: The following items are for sale by auction by Ed Harler: 98 miscellaneous 5.25" floppies in a hinged, lockable disk file. The disks are from various computer clubs, magazines/newsletters, or are combination of commercial disks and freeware containing games, utilities, etc. 108 5.25" disks in a lockable disk file: 99 LUG (LowerBucks Users Group) Disks of the Month 6 LUG Public Domain, 3 Compute Gazette from LUG, plus a disk listing the DoM prgs (which may not be complete). Minimum bid on either of the above is \$15.00. Which includes shipping and insurance. 55 new/used 5.25" in a hinged disk file.

Your bid plus shipping and insurance. All bids must reach me by Aug31,2000. Cleaning out all but the essentials, so send me your want list and a SASE for my reply.

FOR SALE: RAMLINK, two 4MB and one 1MB Simms (Nine MB total), includes manual, battery, and tool disk - Guaranteed FD4000 Disk drive will format a HD disk to 3.2 MB, includes manual and tool disk. Guaranteed. I will also include a number of graphics adapted to the FUNGRAPHICS MACHINE, 5 1/2" disks of Print Shop graphic (64 format, both sides) plus disks of clip art, fonts and other items for FUNGRAPHICS. I would guess about thirty of them are Print shop graphics and several more of clip art, etc Following Freebies for cost of shipping. Shipped as is, No guarantee FLAT 128 computers, I have three in various states of REPAIR (unrepair,maybe?) 1571 DISK

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DRIVES I have four all in good condition.

PRINTER: STAR model SG-10. With 6 pin serial drive. Bought as a system, I never used it. I will accept bids until August 15. I reserve the right to refuse all bids for the Ramlink and FD4000 drive. I can ship the sale items promptly.

The Freebies will have to wait until I can package them.

Francis Redmond E-Mail:
redco@flash.net Rtl. 7 Box 7619 Palestine,
Tx. 58011 <903>549-2719

Editors Apology: Many problems occurred in the creation on this issue. Files being corrupted. Guess it was a bad disk. Lots of manual rewrite work. Since the move is upon me. Time slipped by. I apologise to all that this issue is not only late. But not up to me regular standards. Sensei David Mohr A.K.A. Lord Ronin from Q-Link

Ecumenical Counsel of Sol
Scanned from High Colonies RPG



ECS

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