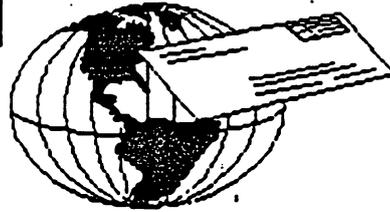


COMMODORE MAILINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL



September 2000

MEETING NEWS by Tom Adams, President

A big welcome to the new members, as well as renewing members, all of which are listed in the "MEMBERSHIP UPDATES" section at the bottom of this page. Their bios will be found in the semi-annual membership list included with this issue.

We have a new Treasurer. Emil Volcheck volunteered for the position of Treasurer for the group. Thank you, Emil, for accepting this position.

I have some bad news; three of our members have passed away: Ruth Hackley, Ed Goodale, and Douglas McNeas. Their obituaries are found on pages three and four.

I had a phone call from Ruth Hackley a few days before she passed away. Ruth inquired about the Treasurer's job. She wanted to know if anyone had stepped up to volunteer and if not, she was thinking about taking the job. Ruth said that she was 77 years old and we should have a younger member for the job, but if we needed someone in a pinch she would do it. I told Ruth that Emil had volunteered and I had transferred the funds to him. We talked a bit about Commodore and how the club was doing. Ruth had called by voice and by E-mail often, and we would chat about this and that. Ruth was a big supporter of the group and of Commodore in general. She was best known as the wife of Ron Hackley, the author of Fun Graphics Machine (FGM). Ruth did most of the marketing for this great program. She will be sorely missed by us all.

MEMBERSHIP UPDATES :

Refer to the bio list included with this issue for the following new and renewed members:

NEW MEMBERS : Marvin Clapp, Stephan Hall, Mark Alan Treon.

1999 RENEWALS :

Robert Albright, Elva Brinson, Hale Engstrom, Renee Foster, Ken Grim, Louis Johnson, Harvey Lawrence, Jim Oehring, Robert Reeves, James Russ, Dale Sidebottom, Elmore Stuart.

ADDRESS CHANGE : Christopher Ryan (see bio)

BIO CORRECTION :

Mihai Barbat (you can call him Michael) is our new member from Rumania. His system is: C-64, C-128, 1541-II, 1571, 40-col. green, monochrome monitor, Epson IX-300 printer, GeoCable II, 2 Joysticks and 'lots of manuals'. (Michael can be reached at hannibal@k.ro).

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Members may place free advertisements in the Mailink. Text should be sent to editor of next newsletter. Very short ads may be hardcopy, but most submissions should be on disk. See editor's requirements. Ads should be about Commodore stuff such as "BUY", "SELL" or "TRADE". If list is long, ask for S.A.S.E., and send list via the S.A.S.E. In "FOR SALE" ads, be clear about shipping costs. Your name will appear in ad and members can find your address in bi-annual membership list.

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OBITUARY: Ruth Hackley

"Meeting 64/128 Users Through the Mail" lost a valued member with the death of Ruth Hackley on July 27 of this year. She was 77.

Ruth's husband, Ron Hackley, authored the "Fun Graphics Machine", a graphics manipulation program for the C-64. Ruth was involved in testing, improving and supporting the program, especially the version known as Super FGM. She was very active in our group, and on the internet, and we knew that Ruth could always be depended on to answer questions and give advice. Many heartfelt remembrances of Ruth have appeared on the internet; she was known nationally as well as internationally in the Commodore community. Dick Estel said, in an on-line message,

"I know Ruth's many on-line friends will mourn her passing. Even though most of us never met her, we know one another in a special way. I once explained to a friend that on-line we are all 29 and beautiful, so it is hard to think of these unseen friends as growing old."

I am sure that the same thing applies to the members of our group who met her by mail. I know I feel I have lost a wonderful and supportive friend. Our sympathies go out to Ron and him family.

Jean Nance

and from Gaelyne Gasson ,

"When I lived in the U.S., Ruth would phone me at least once a month to see how I was, and her gracious concern always touched me. If she saw a message in a mailing list or newsgroup that hadn't been answered, she would always try to help as much as she could. Ruth was an extremely remarkable woman and will be missed."

Rolf Miller fondly remembers,

"I am a Fun Graphics Machine fan. My wife and I had the good fortune to meet Ruth, along with Ron, in the Spring of '98 at their home. A very gracious acquaintance, who, among the many other things aforementioned, helped in untold ways to bring out the release of Super FGM. She will, therefore, come to mind with every use of this great program."

Excerpts from the Oregon News-Review online:

"Ruth Marie Hackley...served in the U.S.Coast Guard during W.W.II. Ruth (graduated from) University of Washington...then went on to teach in the Kent, Washington primary school system... Ruth earned her amateur radio (ham) license...she was a member of the Lane County Commodore Computer Club in Eugene as well as the U of W Commodore Club in Seattle, and was very active in supporting Commodore users world-wide. Her interests and knowledge were vast, and included many subjects; she knew tools (fixing things), flowers, sewing, music, computer programming, art, classics, history, and so much more. She was full of surprises. She was also a wonderful cook, had many friends world-wide, and her cats. Ruth was a strong loving and beautiful woman of great faith and independent thought, and will be greatly missed by all who knew her. Contributions in lieu of flowers may be made to the Faith Lutheran Church Memorial Fund, 820 W. Kenwood St., Roseburg, OR 97470."

OBITUARY: Douglas McNees, 1923-2000

Long-time MAILINK members might remember Doug McNees, who, before his departure from the group in the mid-1990's, tried to start a contest, in the MAILINK, involving a meeting in OKHOTSK, SIBERIA.

Doug passed away near his home in Althol, MASS., in July 6 from a stroke and heart complications. We extend our sympathy to Doug's family and friends.

(Information provided by J.H.L. Garrison.)

OBITUARY: Ed Goodale

We received word that Mr. Ed Goodale of Los Gatos, CA, died on April 15 of this year. One of Ed's favorite pasttimes, besides the Commodore, was participating in his barbershop quartet. We will miss Ed, and wish to send our sympathy to his family and friends.

(Information provided by Tom Adams.)

"LOADSTAR" UPDATE:

What some of us have heard on the rumor mill is only partly true. We now know, after an August telephone call to J & F Publishing, that yes, LOADSTAR 64 will continue to be published through the end of the year 2001. We also were told that LOADSTAR 128 was last published earlier this year (edition 42), and that the publishers are awaiting program submissions from C-128 programmers before they will have enough software and articles to fill edition # 43. (So get busy out there, you C-128 programmers.)

We were also told there will be a change in pricing. The rate through the end of 2000 will still be \$69.95 per year. As of January of 2001, the new rate will be \$84. In addition, subscribers should make note that the rate changes on January 1, 2001, whether your subscription is new or old. In other words, if you subscribe now, you will receive the \$69.95 per year rate (\$5.83 per issue) for only the remaining five issues in 2000. You will then pay \$7.00 per issue for the remaining seven issues of your year subscription.

What do you get for your money? You receive a new disk each month chock full of articles and programs. You may select either 5.25" or 3.5" format.

To subscribe, or ask questions, or to inquire about procedures for submitting articles and/or programs, contact the publisher at:

J & F Publishing
443 Gladstone Blvd.
Shreveport, LA 71104

(phone 318-868-8727)

TREASURER'S REPORT:

We have a new Treasurer, member Emil Volcheck, Jr. Look for the latest Treasurer's Report in November Mailink. This editor was not able to contact Emil in time for a September Treasury update.

GEOS: The Saga Continues by Roger Dettaille

By now you should have been able to install your GEOS system without any complications and have a Desktop on the screen showing you a pad with little pictures, called icons, on it as well as a host of other information, notably a row of menus along the top of the screen. But, before going on and finishing off the initial setup, one word of advice:

NEVER SAVE ANYTHING TO ANY ORIGINAL SYSTEMS DISK.

You are supposed to use work disks, disks you prepare to use instead of the original system disks. That will be discussed at a later date.

The first thing to do now is to create backup copies of your GEOS disks. This is accomplished by formatting half a dozen blank disks. However, not any formatting will do. They must be formatted within GEOS or else you lose some information. GEOS uses unused parts of track 18 sector 0 to store additional information. Using the normal format would destroy this information.

With the desktop visible, click on the Disk menu and select the Format option. A dialog box will inform you to put a disk into drive A and enter a name for it. Remove the system disk and insert a blank disk in the drive. Enter a name, like TUTORIAL, and press RETURN. The disk will be formatted. If you used a 1571 drive you will have the option to format only one or both sides of the disk, simply by clicking YES or NO when asked by a dialog box. As usual, the CANCEL button will abort the operation and you will be returned to the desktop.

You will also need to format the rest of the disks in the same way and name them as specified in the manual, SYSBAK, SPELLBAK, APPBACK and so forth. You can choose any name you want but the above will give you an indication what the disk is all about. Always name disks with a meaningful name. DISK 1 doesn't tell you anything.

If you use a 3 1/2 inch disk, the procedure is slightly different. Insert a disk into the drive and click on its icon. An error message appears to let you know there is an unformatted disk in the drive. Proceed as above and select Format from the Disk menu. Give the disk a name as above, such as GEOSBAK, and press RETURN. When formatting has ended, remove the disk and insert a second 3 1/2 inch disk and format it as well, calling it TUTORIAL.

Now you are ready to proceed with the copying of your GEOS disks. You can copy all files on all disks with the exception of three: The first three files on the System and the Backup disks. These are system files and cannot be copied. With one drive you will have to make a lot of disk swapping, with two drives it is a lot easier and with an REU it would be a breeze. Open your system disk and when the desktop appears, press 2 or click on the dog ear at the bottom of the notepad. This will bring up the next set of icons on page 2. Double click DISKCOPY. A blue screen appears

GEOS: (continued) by Roger Detaille

and you will be asked to insert the disk to be copied. This is the source disk, or the original. Insert the Applications disk in the drive and press RETURN. After a few seconds you will be asked to insert the destination disk, the one you want to copy to. Insert the APPBAK disk and press RETURN. Continue in this fashion until the copy is finished. After that you will continue to copy the other disks unto their respective copy disks. When all is done, you will still have some blank disks left over. One of which is called TUTORIAL. Simply copy the applications disk onto this disk. When done, click N to return to the desktop.

It is easier to copy when you have a REU. Simply copy the disk into the REU and then copy it back from the REU onto a physical disk. No disk swapping.

There is another way to make backup copies of your system disks. It involves a cable and a copier called 21 Second Backup or Burst Nibbler. This copy is not made from within GEOS but it will provide you with a copy of your system disks that, for all practical purposes, will look like a new system disk and can be installed just like the original. In fact, it is an original. Please do not spread working copies of your system disks around. Even IF the Commodore is 17 years old!

However, the TUTORIAL disk will still have to be copied from within GEOS as above.

The next step is to choose a printer driver for your printer. The manual lists two pages of drivers and they are on your system disk. All of them. Several dozen of them. Select the one that applies to your printer. It is very easy. If your printer is not listed you will have to experiment which simply means, select a driver and see if your printer works with it. If not, select another. Most printers are Epson-compatible. In this case you would use the FX-80 driver and you will have no problem. In the case of Commodore-ready printers, you have to select a driver that matches or fits your printer. This is also easy to do.

When you have located the driver for your printer, you have to activate it. From the desktop, open the GEOS menu and choose the Select Printer option. A dialog box will open, listing all the printer drivers on the current disk. Highlight the one that fits your printer and if it doesn't show at the moment (the box is too small to list them all), click on the up/down arrows at the bottom of the box to move the list up or down. Once you highlight the one you need, move the pointer over OK and click. Now the driver you selected will be the default printer driver and will be active everytime you boot your system. That's all there is to it. With the advent of 24-pin printers, you will need 24-pin drivers of which there are none on the original GEOS disk. Don't despair, there are plenty of 24-pin drivers out there and one of them will fit your printer. I have a disk with about 120 printer drivers, more than the GEOS system disk provides you with.

GEOS, (continued) by Roger Detaille

Remember that the printer will always be addressed as device #4. If your printer does not work properly with the driver selected, try the transparent mode on your interface. It means that your data is passing through the interface unmodified.

As far as the configuration of your system is concerned, it is a very simple process and subject to another article. But to get you started if you have only one or two drives, there is nothing to do. GEOS will recognize them for what they are. Now you can start experimenting with the various applications, such as geoWrite and geoPaint, and let loose the poet or artist in you. Remember that you must save your finished work to a work disk. That is simply a disk which you formatted within GEOS and put either geoWrite or geoPaint on it, a couple of fonts or typefaces and your printer driver, in case you want to print your handiwork. You would also need the Desktop on that disk in order to avoid those annoying "Insert a Disk With Desktop on it" messages.

The configuration is dealt with next time round and you will definitely need to configure your system if you use REU's and different drives.

OUR MAILINK ON THE NET by Jean Nance

My article on TWS file conversions and translations here was sparked by a discussion on our internet "List", also called "The Mailink on the Net". Tom Adams asked how to convert Pet ASCII files to use in The Write Stuff, and several people had answers and related questions. There are often discussions on topics of interest, and those with net access should consider subscribing. Joe Fenn introduced this in November, 1999, but perhaps it is time to remind everybody again that it exists.

An internet "List" is a group of people who want to keep in touch. Any message Emailed to the "List" appears in the net "mailbox" of all who have subscribed to it. "The Mailink on the Net" is restricted to members of our group. It is much speedier than the questions, answers, comments and "feedback" in the hard copy Mailink.

If you have net access I think you might find it a good source of Commodore information between newsletters. It will add to the number of Email messages you get per day, but the posts are easy to pass by if you don't want to read about that particular topic. If you consider any message that isn't of direct interest to you as "junk mail", you may not want to subscribe, of course. "Buy/Sell/Trade" items are not appropriate, and personal communication that is of interest to only two people should be moved to private Email.

The "List" is provided by Gaelyne and Rod Gasson, and we are grateful for the service. To subscribe, send an Email message to: mailink-request@videocam.net.au. As the subject in the heading, and also the only text in the message, type only the word "subscribe". You will get confirmation soon.

FILE CONVERSIONS WITH TWS

Jean Nance

TWS, (the word processor, "The Write Stuff", provided by Busy Bee Software) has ways to interconvert most file types. I have known people who seldom use it as a word processor but value it as a file handling utility. The manuals cover all of this, but at times specific directions may be hard to find. Everything here is in the manuals, I have just rewritten it so I understand it. There are a few small differences between TWS 64 and TWS 128 as to how conversions are done, which I will point out.

TWS files are "Screen code" which is a program file. Each file name begins with a hyphen (-). The hyphen is there so that TWS can identify TWS files to list in its menu. Sequential files are more commonly used for text. You can convert a TWS screen code file to a sequential file. Use the up arrow to go to the menu at the top of the screen. Move between the choices with cursor keys and choose with RETURN. Choose "Save", and you are asked for a file name. To save a file as a sequential file, add ".s" to the filename. You may or may not want to remove the hyphen, depending on how the file is to be used.

In addition to TWS screen code, there are two other code types you need to know about. One is Commodore ASCII. (American Standard Code for Information Interchange). This is the code that Commodore Business Machines used in their computers. It is also referred to as Pet ASCII, PetSCII or Petski. "True ASCII" is the code used in non-Commodore computers. Unless you need to send or receive data from a non-Commodore computer, you aren't apt to need it. Commodore terminal programs such as "Dialogue" use Pet ASCII sequential files which they convert to True ASCII to send to the internet.

Pet ASCII is the code used by many Commodore word processors. There is usually a way to allow Pet ASCII sequential files to be used in any word processor, and most word processors provide for their text to be converted to Pet ASCII sequential. This is why Mailink editors usually specify this as a file type for submissions. There are four types of conversions that can be done with TWS.

HOW TO CONVERT SCREEN CODE AND SAVE AS ANOTHER CODE TYPE

To convert a screen code text to Pet ASCII, tap Control and then tap a. The file will appear as Pet ASCII. Go to "Save" on the top menu. You will be asked for a file name. You probably should erase the hyphen. Hit Return to save to disk. If you want to save it as a Pet ASCII sequential file, add ".s" to the file name before saving. This is a toggle, if you want to see the text as screen code, just do Control/A again.

To convert a screen code file to True ASCII, use Control/A, but hold the A key down until the conversion is complete. This, too, is a toggle. A True ASCII file can be saved as True ASCII sequential by adding ".s" to the filename.

HOW TO LOAD PET ASCII OR TRUE ASCII FILES AND CONVERT TO SCREEN CODE.

Pet ASCII or True ASCII files can be loaded and converted to TWS screen code. Control/4 will bring up a disk directory. With TWS 64, you must

FILE CONVERSIONS WITH TWS, continued...

remember the correct name of the file you want to load and convert. Do Control/1, (for load), remove the hyphen, and then type in the file name and hit return. You will be shown a menu. Choose "s" for "sequential". You will be shown the text, and a choice of Pet ASCII, True ASCII or Screen code. One of these will be flashing, indicating what kind of file it is. Hit return on this and the text will be converted to screen code.

With TWS 128, stop the directory display with Shift and an arrow will appear. While holding the Shift key down, move the arrow on the list of file names to point to the one you want, and hit Return. You will be given a menu. Choose "g" for "generic" and you will have the choice between Pet ASCII, True ASCII and Screen code as with TWS 64. Proceed as above.

NOTE: If you are using the CMD version of TWS for hard drives, the word processor conversion menu is not available. Hitting Return on a file name will not bring up the word processor menu, but instead the choice between the three code types.

TRANSLATING TEXT FROM OTHER WORD PROCESSORS.

TWS 64 and TWS 128 both allow translating material produced on 14 other word processors to TWS screen code. There is a word processor list on page 30 of the TWS 64 manual, but none in the 128 manual. With TWS 128, just call up the file translation menu as directed below, to see the list. (Remember, this feature is not available in the CMD hard drive version.)

With the disk containing the text in your drive, tap Control and then 1. Erase the hyphen, type in the file name, and do Shift/Return. A menu will appear. Choose the proper word processor, hit Return, and the file will be converted. If the word processor isn't on the list, or you don't know which one produced the text file, experiment and try several.

CONVERTING BASIC PROGRAMS TO SCREEN CODE FILES.

Load a BASIC program and type the following command line in direct mode (No line numbers)

```
OPEN2,8,2,"filename,S,W":CMD2
```

This will write a disk file called "filename" to the disk. When the cursor stops flashing, type the following to close the file.

```
CLOSE2
```

Now load TWS, do Control/1. Delete the hyphen, enter the filename, and press Shift/Return. In TWS 64, choose "s", and return. In TWS 128, choose "g" and return. With TWS 128 hard drive version, choose "Pet ASCII" and return. In all three cases, the BASIC program will now be in the form of TWS Screen code. This is very handy if you want to include a program print-out in an article for the Mailink.

?? QUESTION ??

DOES ANYONE KNOW A SUBSTANCE GOOD FOR DILUTING DOT MATRIX PRINTER INK USED WITH V-TECH'S RIBBON RE-INKER. MY INK IS OLD AND THICK.

LINDA TANNER

**Titled: COMMODORE SIGHTINGS OR OCCASIONAL GLIMPSES OF U.C.O.'S
(UNIDENTIFIED COMMODORE OBJECTS)**

This short essay is on the occasional appearance of Commodore, its name and fabulous little home computer that occasionally show up in other publications.

We Commodore users in the year 2000 are bit of junk store and garage sale followers. We prowl these places in found the castoffs of people's former love interest, namely Commodore computer equipment, software, and books. Some have rather large Commodore "shrines" in their homes and try to get to be completists in all the models of C- stuff that was made.

Many of us have tales of going into junk stores and buying a C-64 or 128 believe they were a junker and just buying them for parts and when upon getting home, after applying power supply and video/drive connections find they boot up into basic perfectly!! Obviously the owner no longer found any interest or us in the orphan and we came along to "catch" it so to speak. Same goes particularly for 1541 drives (most when I get home and test power up, read a disk, format a disk and do everything the slow old workhorse of disk drives that most everyone who are C- people use yet). More often it is a monitor such as a 1701 or 1702, castoff without checking out its excellent video capabilities.

Some stuff we have found over the years such as whole systems along the side of the road in the trash.....the remains of someone's garage sale. This is not to say some Commodore users are rag pickers, but when we see a "bargain", we grab them. This sometimes leads to perplexed looks by spouses or relatives about the stack of 1541 drives in the shed or the multiple disk boxes full of old software from GEOS to Bank Street Writer to games unending. Some good meaning relatives have doubts about our sanity to collect and keep using a system for text writing, graphics, games and general home business affairs that was abandoned in 1994 when the folks in West Chester, P.A. folded shop.

Another recent sighting of a Commodore and its potential for use in everyday chores or specialized treatments was from the January 1998 "National Model Railroad Association Bulletin". I was perusing a stack of old N.M.R.A. Bulletins and low and behold I open one and the Niagara Frontier Railroad Club of Toronto, Canada was using a C-64c to control the signaling on their vast layout. From the photographs and text, a gentlemen named James Whatley designed the software in 6510 assembly language (4000 lines of code) which was put on a special EPROM chip and the program runs off of it from the game cartridge port. A very interesting article that is worth seeking out and was authored by Pete Moffett of the N.M.R.A. His email address from the issue is pta104@falls.net or for an S.S.A.E., I can send you a photocopy. To quote the article "The Commodore 64 computer was selected because it was the cheapest available at the time, with enough power to do the job." This from a national journal in 1998!!

Commodores seems to pop up when you least expect them and as we have seen, one person's trash is another's treasure.

(Written by Craig S. LeVay, August 11, 2000)

BASIC KNOWLEDGE, Data Arrays, Part 1

Basic Knowledge:
Data Arrays Part 1 (Numeric Arrays)
by Gary Noakes

In Basic programs, arrays are those weird-looking variables followed by a number or letter in parenthesis, like this: A\$(x). An array is simply a grouping of similar data under a single name. There are three main types of arrays: numeric, integer and string. Just as a simple numeric variable is written as A, an integer variable is written as A% and a string variable is written as A\$, a numeric array is written as A(x), an integer array is written as A%(x) and a string array is written as A\$(x). The "x" is any whole number, representing the number of elements, or subscripts, in the array. The maximum number of elements that can be used is 32768, but you'll probably run out of memory if you attempt to declare an array this big.

Numeric and integer arrays are useful for storing numbers to be used later in a program, or for counting items of a similar but not identical nature. Numeric arrays can store real numbers including fractions, integer arrays can store whole numbers (no fractions) only.

As an example of counting using an array, let's say we're in the hardware business and we need to count all of the boxes of nails in stock. We have a small stock of box nails in five sizes: 2d ("d" means penny), 4d, 6d, 8d and 10d. For the sake of convenience, we will assume that the counting has already been done and saved to disk as a file. But the individual totals and total poundage have yet to be determined. The file is a list of numbers, each number followed by a carriage return:

```
2<CR>
4<CR>
6<CR>
10<CR>
4<CR>
8<CR> etc. etc.
```

Each number is a nail size, with each instance of that number representing a one pound box of nails. To write a program that will count and separate the types, we must first DIM (dimension) the array. This alerts the computer to set aside some memory for the array element names. If you do not specifically tell the computer otherwise, the first time it sees an array name it will automatically dimension that array to 11 (0-10), which can waste memory in programs that use many small arrays.

```
10 dim na(5)
```

This tells the computer to set aside space for six array variables (0-5). We could use NA(4) instead, since we only have five sizes of nails, but we can use NA(0) to store the total number of pounds (boxes) of nails we have on hand.

BASIC KNOWLEDGE, (continued)

Then we can open the file for reading:

```
20 open2,8,2,"nails,s"
30 input#2,a:ifst=64thenclose2:goto100
40 ifa=2thenna(1)=na(1)+1
50 ifa=4thenna(2)=na(2)+1
60 ifa=6thenna(3)=na(3)+1
70 ifa=8thenna(4)=na(4)+1
80 ifa=10thenna(5)=na(5)+1
90 goto30
```

This will read the file, line by line, until there's nothing left to read, then close the file. As each line of the file is read into memory, it is shunted to the appropriate array and that array element is increased by 1. The actual number itself is not stored in this case and is simply discarded when A is again read from disk.

```
100 fori=1to5:na(0)=na(0)+na(i):next
110 print"Total boxes of 2d nails:"na(1)
120 print"Total boxes of 4d nails:"na(2)
130 print"Total boxes of 6d nails:"na(3)
140 print"Total boxes of 8d nails:"na(4)
150 print"Total boxes of 10d nails:"na(5)
160 print"Total pounds of nails in stock:"na(0)
```

Line 100 totals the number of pounds of nails, which is then stored in NA(0). The totals of each size of nail is displayed and at the end, the overall total.

In this program, NA(x) is a one-dimensional array; we're counting one type of nail in several sizes. To count more than one type of nail, also in several sizes, we need to use a two-dimensional array.

We have expanded our hardware store. We now carry common, box and finishing nails, 3 types in 11 different sizes. We start the program by declaring the two-dimensional array:

```
10 dim na(2,11)
```

We will use NA(0,x) for common nails, NA(1,x) for box nails and NA(2,x) for finishing nails. There are 11 sizes of each nail, so once again we will use the zero element (0 through 11; remember, the computer counts from zero) for total poundage.

Since we must have a numerical way to distinguish between the types, we will assign a number prefix to each size to determine the type (it would be better to use string arrays for this, but we'll get to those later). Arbitrarily, we will assign a 0 to common, 1 to box and 2 to finish nails. The disk file would look something like this:

BASIC KNOWLEDGE, (continued)

```

02<CR>
14<CR>
06<CR>
210<CR>
24<CR>
18<CR> etc. etc.

```

We open the file for reading, branch by category and increase the counter for each size. Since we need to actively search for and strip off the numeric prefix using the LEFT\$ and MID\$ functions, we will treat the incoming data as a string. We determine the type (LEFT\$(A\$,1)=0, 1 or 2), strip it off and determine the nail size from the value of the remaining string (A=VAL(MID\$(A\$,2))).

```

20 open2,11,2,"nails,s"
30 input#2,a$:ifst=64thenclose2:goto260
40 rem --- check for common
50 ifleft$(a$,1)="0"thenx=0:goto120
60 rem --- check for box
70 ifleft$(a$,1)="1"thenx=1:goto120
80 rem --- check for finish
90 ifleft$(a$,1)="2"thenx=2:goto120
100 goto30
110 rem --- sort by size
120 a=val(mid$(a$,2))
130 ifa=2thenna(x,1)=na(x,1)+1
140 ifa=3thenna(x,2)=na(x,2)+1
150 ifa=4thenna(x,3)=na(x,3)+1
160 ifa=5thenna(x,4)=na(x,4)+1
170 ifa=6thenna(x,5)=na(x,5)+1
180 ifa=7thenna(x,6)=na(x,6)+1
190 ifa=8thenna(x,7)=na(x,7)+1
200 ifa=9thenna(x,8)=na(x,8)+1
210 ifa=10thenna(x,9)=na(x,9)+1
220 ifa=12thenna(x,10)=na(x,10)+1
230 ifa=16thenna(x,11)=na(x,11)+1
240 goto30

```

At this point, the file is closed, the sorting by type and size is done, so we calculate total poundage for each type and display the total count results:

```

250 rem --- add totals and display
260 fori=0to2:forj=1to11:na(i,0)=na(i,0)+na(i,j):next:next
300 rem --- display totals subroutine
310 print"[SHIFT CLR]Total boxes of "n$" 2d nails:"na(x,1)
320 print"Total boxes of "n$" 3d nails:"na(x,2)
330 print"Total boxes of "n$" 4d nails:"na(x,3)
340 print"Total boxes of "n$" 5d nails:"na(x,4)

```

BASIC KNOWLEDGE, (continued)

```

350 print"Total boxes of "n$" 6d nails:"na(x,5)
360 print"Total boxes of "n$" 7d nails:"na(x,6)
370 print"Total boxes of "n$" 8d nails:"na(x,7)
380 print"Total boxes of "n$" 9d nails:"na(x,8)
390 print"Total boxes of "n$" 10d nails:"na(x,9)
400 print"Total boxes of "n$" 12d nails:"na(x,10)
410 print"Total boxes of "n$" 16d nails:"na(x,11)
420 print"Total pounds of "n$" nails in stock:"na(x,0)
430 print"[CRSR DWN][CRSR DWN]Press a key..."
440 getg$:ifg$=""then440
450 return

```

By using a string array (S\$(x) for size) and reading some data into that array, the display routine can be condensed:

```

10 dim na(2,11),s$(11)
11 fori=1to11:reads$(i):next
12 data"2d","3d","4d","5d","6d","7d","8d","9d"
13 data"10d","12d","16d"

```

Now we can modifying lines 310 and 320 and delete lines 330 through 410. The routine now looks like this:

```

310 print"[SHIFT CLR]";:fori=1to11
320 print"Total boxes of "n$$$(i)" nails:"na(x,i):next

```

We have used one common routine to determine all eleven nail sizes in three categories, and one common subroutine to display all three categories with eleven sizes in each. By adding the string array, the display routine has been reduced by about 75%. Try doing THAT without using arrays!

If you would like to save the inventory results back to disk as a formatted list ready for printing, add these program lines and erase the END statement in line 290:

```

291 open2,8,2,"nail inventory,s,w"
292 print#2,"Nail Inventory for January":print#2
293 n$="Common":x=0:gosub460
294 n$="Box":x=1:gosub460
295 n$="Finish":x=2:gosub460:close4:end

460 print#2,n$" Nails:":print#2
470 fori=1to11:print#2,s$(i):"na(x,i):next
480 print#2,"Total boxes:"na(x,0):print#2:return

```

The next installment will cover string arrays in more detail. In the meantime, some feedback from the membership would be nice; like, is anyone even reading this column?

USING GEOPAINT IN THE WRITE STUFF

by Bob Hunter

Hoping to use Illustrator II for the next issue of Commodore Mailink that I edit if I get to edit another, I decided to see if I could use the CML nameplate, which was in geoPaint format, directly in Illustrator instead of doing so by cutting and pasting. I succeeded with the help of Grafix Link and Fun Graphics Machine. The steps that I used follow. I used the 80-column 128 versions of both geoPaint and Illustrator II.

Using GeoPaint

I started by using geoPaint to change the date shown in the nameplate from "May 1995", which was the date of the first issue in which the improved nameplate appeared, to "November 1995", the date of the issue of CML to which I planned to submit this article. (The nameplate was originally created by Bill Lyons and first appeared in the January 1991 issue of CML; Gary Noakes made the improvements in its appearance.) I changed the date by using geoPaint's Edit Box tool to clear the old date and its Text tool to write the new date in the cleared space.

Using Grafix Link

Then I converted the nameplate from geoPaint format to Flexidraw format using Grafix Link. I used the following steps in doing so:

1. I chose LOAD A FILE, GEOS, and the name of the geoPaint file.
2. I chose VIEW and saw that the left half of the nameplate was showing in the viewing screen.
3. I chose SAVE and FLEXI and entered "nameplate left".
4. I chose VIEW and used the left-right cursor key to move the right half of the nameplate into the viewing screen.
5. I chose SAVE and FLEXI and entered "nameplate right".

Using Fun Graphics Machine

Next I converted the nameplate from Flexidraw format to FGM Clip Art format using the Creator section of Fun Graphics Machine. I used the following steps in doing so:

1. I chose GO TO HI-RES SCREEN EDITOR and erased the screens.
2. I chose LOAD A HI-RES SCREEN and loaded "nameplate left".
3. I chose LOAD A HI-RES SCREEN, switched to the next screen, and loaded "nameplate right".
4. I chose GO TO HI-RES SCREEN EDITOR and returned to the screen showing "nameplate left".
5. I chose LINK MENU and linked two screens across.
6. I chose SAVE CLIP ART, affirmed 2 linked across, substituted "15" for "25" as the number of rows to be saved, and entered "cml nameplate". (I tried "CML nameplate" first but found that Illustrator wouldn't recognize the file.)

Using Illustrator II

To include the nameplate in an Illustrator document, I used a CTRL,2 RSV command to change the left and right margins to 1. Then I entered the CTRL,2, RSV mo command and, after pressing RETURN and INST/DEL, "..cml nameplate". Finally, I used a CTRL,2, RSV command to restore the margins to what they'd been.

HISTORY FOR SALE:

by Robert "Oley" Olson

I had just received my July issue of the MAILINK. As usual I read it from beginning to end and put it by my chair for re-reading later. I bought my first computer in the early 80's. A Commodore 64 set up complete with printer. In the mid 80's I moved up to a 128, and when the 1581 disk drives arrived I got one of the first ones. I was content. I had a machine that would do everything that I wanted. I took great pride in trying to prove that I could do anything that the BIG BLUE machines could. And with CPM, GEOS, and some great software, I could. When THEY came out with windows, I compared it to GEOS and was not impressed. In the later 80's parts started to get a little harder to get so I started buying some spares. When member George Frainey died, I managed to buy a lot of his stuff at auction. And the collection grew. In the 90's I was lucky enough to join this user group. I had the opportunity to exchange ideas with members and increase my knowledge to a point where the other machine became a lot less important. I even got to meet Jean Nance. Quite a lady. As 2000 approached, several things changed. I was 20 years older, had a serious auto accident got diabetes and some of those irritating things associated with growing older began to show up. A friend gave me his old DOS computer. It became part of my collection just like the Texas Instruments computers. I set it up and tried it. It was a lot like my CPM programs, but there was so much more to remember. I had my favorite Commodore 1902 go bad and could not find a transformer for it so I managed to make the DOS machine do until I got another monitor up and running. Then along came a chance to get a Big Blue Clone of a new windows machine and I bit. Under circumstances it made life a lot easier. I kept the Commodores up and running until early this year. But then they fell into disuse and were finally shut down to clear the clutter. As I looked about my computer space, I became aware of all the space that was being taken up by equipment that I was no longer using. Over a thousand software titles, some still in their original unwrapped state. Books and manuals by the box full. Hardware for things that I never used. All in all it was enough that if I packed it tightly, it would fill my long bed pickup, if I put four foot sideboards on. I have decided to get rid of it all. I am cataloging it and have most of it listed. The printout is currently the size of a small magazine, over 20 pages so far. I would have to charge a fee to mail it out. Ideally I would like to sell it all to one place so that I could pack it up and drive for a delivery. If you might be interested or are looking for something that you are missing, I can be reached at the address in my BIO. Or phone me at 916-652-5940 in CA. On the net at rdmmo@jps.net. In no way is this an endorsement for the OTHER machine. Commodore and Commodore people have been a great part of my life. But my life has changed, as have the times. For me, I heard the song of the fat lady singing and it is time for me to move on.

Oley



MAILINK on DISK

by Richard Savoy

FROM THE DISK EDITORS CORNER!

DO I NEED DISKS? The question came up last month if I need disks to continue with the COMMODORE MAILINK on DISK, in the future? I really don't need 5.25" disks, in fact I have so many, that I recycle is part of the reason for a "bonus disk" every so often, but I would hate to see anyone dump them into a land fill! I can always use disks with public domain programs, most club disks of the month have shareware or public domain. I will have a need in a year or two for 3.5" low density disks used for the 1581 disk drive, or older PC's and be reformatted.

WHAT'S NEW FOR SEPTEMBER: If space permits we will have some more C-128 programs like we did for the July issue on the front side of the disk. On the back side we will have the BIO's for September and will fill in the extra space with musical programs.

EXTRA BONUS DISK: Once again we will have a extra bonus disk, this time it will be all text sequential files! Many of us have picked-up software at tag sales or have had it given to us by fellow Commodore Users who left Commodore. If you are like me ending up with a box manual and no disk, or disk and no manual, this is the disk for you! At least 45 files on games and other items like, Monty Scrabble, Spy II, Super Huey, Third Term, Kaiv, Mr. Robot, ML Baseball, and many more.

SUBSCRIBE TO THE COMMODORE MAILINK on DISK: If you aren't a subscriber you don't have to wait till January, you can start anytime and you will receive the current issue and the latest bonus issue and the next five issues, which are mailed about two weeks after the current Mailink newsletter is mailed. I'm still being asked if they can subscribe going back to January issue to get the FREE Chris Ryan's Commodore Gazette disks, the answer is still, YES! Plus the other bonus disks.

PRICES FOR THE COMMODORE MAILINK on DISK ARE AS FOLLOWS:

The cost is \$7.50/year in US.
\$8.70/year in Canada
\$10.00/year everywhere else
\$1.50 single back copies
U.S.A. Funds only.

PAYABLE TO: RICHARD SAVOY, 250 WEST STREET # 9, WARE MA 01082-9783
USA.

FOR SALE:**COMPUTERS:**

C-64 (2)
 C-64c (1)
 C-128-D (1)

FLOPPY DISK DRIVES:

1541 (2)
 1541C (1)
 1581 (1)

MONITORS:

1084 (2)
 1702 (1)

PRINTERS:

Okidata 120 (2)
 Star NX 1001 (1)
 Typewriter-Royal Elec. 620c
 printwheel, compatible w/C-64

MISCELLANEOUS:

Xtec Super Graphix Interface
 CMD RamLink
 Super Snapshot
 Kracker Jax
 Maverick V5
 Musical Keyboard for C-64

PUBLICATIONS:

Compute Magazine 1991, 1992
 Run Magazine 1991, 1992
 DieHard 1993
 Commodore Mailink 3-'91 to pres.

SOFTWARE:

Remsoft
 Softdisk
 GEOS
 Compute Utilities
 The Write Stuff
 FOG-CMP for 128-D

All items have ORIGINAL MANUALS.
 Much with original packing. Asking
 \$1,000. May negotiate. All equip-
 ment was working when last used.
 For example, C-128D used about six
 months ago. Would like to sell the
 entire lot to one person who can
 pick it up. It's too much to ship.

ELMORE STUART

2437 Bailey Drive
 Norcross, GA 30071
 Fon/Fax 770-409-1412

FREE SOFTWARE:

A member wishing to remain
 anonymous has offered to buy a new
 copy of TWS 64 or TWS 128 for
 anyone volunteering to edit future
 editions of this newsletter. Yes,
 it is a form of bribery, but there
 is another reason. TWS is such a
 great piece of software, it is
 thought by some, that nobody should
 be without it. This editor agreed
 to handle the offer through the
 'INFORMATION & GROUP RESOURCE LIST'

ALMOST FREE COMMODORE STUFF:

Computers: 8 C-128
 2 C-128D
 1 SX64
 9 C-64
 3 C-64C

Disk Drives: 17 1541
 8 1571

Monitors: 9 composite

Cassette Drives: 4 1530

Printers: Panasonic KX-P1080 (D.M.)
 Centronics H80 Dot Matrix
 Okidata uL92 Dot Matrix
 Star NX1000C Dot Matrix
 MPS 803 Commodore D.M.

Koala Pad: 1

Printer Interfaces: several

Joy Sticks: several

Modems: 300 and 1200

Disks: 5.25" DD and HD

Vincent Dymek is acting as the
 repository for all the surplus
 Commodore hardware that his user
 group has accumulated over time.
 Vincent says they are not in the
 money-making business, but would
 like postage and a little something
 for the trouble of boxing/shipping.

Vincent says he'll dig deep
 into this heap of C= stuff in his
 basement if someone is truly
 interested.

NOTE: Mr. Stuart's membership check
 arrived a few days too late to list
 him in "MARCH MEMBER LISTING".

NEWS and RUMORS:

by Lord Ronin from Q-Link (Sensei David Mohr)

Word has reached me through my Omninet with Mellinium (not a misspelling) 2000 BBS, that the SysOp there, "Mad Max", will be releasing around the end of 2000 the first of his collection of C= CD's.

Mad Max (mad_max1@netzero.net) is also a member of Prism entertainment, where he has stored the rights and source codes to many C= programs, as he bought them from the companies, i.e., SSI AD&D games.

Price on the first disk has not been set. I get to try it out first to see if it will work correctly with the CD Commander from Dale Sidebottom here in the USA. If all works out fine, others will be released in the future.

Mad Max has over 2.6 GB compressed on his BBS, plus more not yet put up. I have been to his BBS and scored several files for my group. He is also UL-ing files to the arnold site (<http://arnold.c64.org> and <ftp://arnold.c64.org/pub/games>). I have also gone to this site for DL's. You can tell his works as they are listed as "Mad Max", "MH1" or "Mad Hackers Inc."

On 10/Aug/00 I received word that his beta work was done on the PK2.04g zip prg for the C= was finished. It requires two drives to operate. I'm waiting for my copy to test.

CHICAGO COMMODORE EXPO 2000

Commodore users who want to see Maurice Randall's new Internet browser for the Commodore may want to reserve September 23. The show will be held from 9 A.M. to 5 P.M., C.D.T. in the ILLINOIS Room at the Ramada Inn--Chicago South (I-80 at Halsted Ave., Exit North by the Wickes store) in Harvey, Illinois.

Besides seeing Randall's browser (the WAVE) in live action online, attendees will be able to mingle with Commodore-ists from all over the U.S., as well as see, touch and feel Commodore stuff, new and old.

For reservations at Ramada Inn, call 708-596-1500. If any Mailink members attend, we'll be awaiting your article detailing the event.

WANTED: Does anyone know of a program for converting Apple Macintosh text on a 3.5" floppy disk (DD) for use on a C-64, via a 1581 drive?
Thanks, Joe Garrison

WANTED: One SuperSnapshot cartridge with docs. Preferably the latest version (V.5, I believe). Want a functioning cartridge--no bad or defective ones please. Price is negotiable. Snailmail or Email.
Craig LeVay (levay@tcfreenet.org)

WANTED: Want to buy 3.5" ED floppies. Their unformatted capacity is 4 Mb, and formatted is 3.2 Mb. Linda Tanner

WANTED: Looking for book ed./pub. by Osborne, *HOW To MAKE COMPUTER-CONTROLLED ROBOTS For COMMODORE 64.*
Linda Tanner

FROM THE EDITOR'S DESK:

After accepting editorship of this September issue of MailLink, I wondered, "what have I gotten into now?" Well, it has actually been a lot of fun, and I learned a heck of a lot of C= stuff--especially about file conversions with TWS.

Lots of thanks go to all those who submitted articles; in fact we had more submissions than would fit into twenty pages. Apologies to those authors whose articles would not squeeze into this MailLink. All unused submissions are forwarded to the November Editor, Earl Williams. (His deadlines and other requirements are listed elsewhere.)

This MailLink was printed on a Star NX1000 printer, using a Super Graphix Gold printer interface, all of which is connected to a C-128 with RamLink and SuperCPU. Also used were 1571 and FD4000 drives.

The Write Stuff (TWS) was used to create pages 5-15, and 17. To create pages 1-4, 16, 18-20, "MAILINK BUSINESS OFFICERS" page, "GROUP RESOURCE LIST & INFORMATION" page, all page headers, and titles on pp. 5-7, 11-15 and 17, I used "NO FRILLS", a bare-bones word processor I wrote for myself.

Now, I must confess about the title page--I CHEATED! Well, it was like this: I tried several times to load the banner, but each time got a "bad file" message. So finally I gave up and dug through old MAILINKS. September 1998 did the trick, with a bit of "whiteout" on the year.

Am actually looking forward to editing again, but next time, I promise--MORE GRAPHICS! (I still need practice.)

P.S. The graphic on p. 17 is FGM generated, p. 20 is hand drawn.

Linda Tanner



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NOVEMBER MAILINK EDITOR:

Earl Williams volunteers to edit our next newsletter. Earl prefers GEOS, but will accept any format, on either 3.5 or 5.25" disk and has newsletter experience. He can work with JPEG or GIF files. Send your submissions to Earl by October 15 if possible.

A BIG THANKS TO:

Tom Adams, Roger Dettaille, Vincent Dymek, Bob Hunter, Craig LeVay, David Mohr, Jean Nance, Gary Noakes, Robert Olson, Richard Savoy, Fender Tucker, Brian Vaughan. Apologies to anyone I have forgotten.