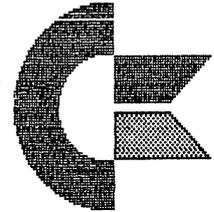
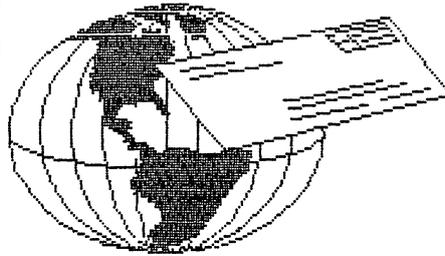


COMMODORE MAILLINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL

November 2001



MEETING NEWS

The time has come, the Walrus said, to speak of many things, of sailing ships and sealing wax of cabbages and kings. [from Through the Looking Glass Alice in Wonderland]

OK, listen up some very important news. Please read carefully. I don't usually have much to say here but this time id different.

Beginning with the January 2002 issue we are raising the dues. The cost of membership in the US will be \$15.00, Canada and Mexico \$17.00US and the rest of the world \$25.00US. The cost of paper, printing and postage has risen in the past few years and so we must increase the dues. In the past we have been fortunate that some members have sent donations with their dues that we able to work around the increase. membership has fallen so the donations have also fallen. I am sorry to have to announce this but it is a fact of life that nothing goes down but everything goes up. I hope that does not stop anyone from rejoining.

Next you will notice that for the second year there is a stamped pre addressed envelope enclosed with this issue to help members to remember to renew their membership. For those members out of the US enclosed is one dollar in US currency to help those buy stamps in their country for the return envelopes.

The third and last part of this message is the news that I am retiring from being president and taking the job of vice president. I am just burned out. The new president will be Linda Tanner and the new mail person will be Richard Savoy. I hope that all will extend to these two fine and upstanding volunteers the same help and courtesy that you have given me all these years. The group will continue well into the next millennium with Linda tanner at the helm and Richard Savoy mailing the issues every other month. Again I want to thank you for all the kindness you have given me over the years. I will still be here to answer any comments, compliments or complaints

Sincerely,

Tom Adams

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MUTTM TREASURER'S REPORT - Jul/Oct 2001

Submitted by: Emil J. Volcheck, Jr., MUTTM Treasurer

This report summarizes the status of our treasury since my last report. We are almost, but not quite finished for the year. There are still the expenses associated with the issue of Mailink that you are now reading. So, my next report - for the January 2002 ML - will have the annual summary.

The experience so far, however, indicates that the 2001 dues did not allow the club to improve its finances, leaving us with a bit too small a "rainy day" fund, in my estimation.

Here are the numbers:

02/28/01	Balance	\$ 2453.62
	Total debits	\$ 1513.00
	Dues credited	\$ 58.00
	Interest credited	\$ 14.21
09/30/01	Balance	\$ 1012.83

Elsewhere in this issue, you will find the dues structure for next year (those amounts will vary depending on where a member resides around the world).

I hope you all will renew and help maintain the Mailink as one of the dwindling resources for folks who continue to use and enjoy their Commodore 8-bit systems. Remember, when sending in your dues or any other funds for the treasury, please make the check or money order payable to: Emil Volcheck, Treasurer; then send to me at: 1046 General Allen Lane, West Chester PA 19382-8030. If you have questions, mail me at this same address, call me at: (610) 388-1581, or email me at: emilv@ccil.org

C= Hints/Tips #1

When using TWS with a printer such as Star NX1000, and no doubt many others, it appears impossible to get a header printed very close to the top of the page. But what I did was experiment to find that if instead of inserting the paper correctly, so that the printing will begin approximately 3/4" from the top of the page, it can be inserted so that the top of the paper is exactly even with the "back" ribbon guide. There seem to be two ribbon guides: one in front of the ribbon, nearer the computer user, and another behind the ribbon and almost touching the platen. It is that one that hugs the platen that should be even with the top of the paper. When all is even, then the header including date, page #, and title such as Commodore Mailink, can be placed there. When that line is complete, then the paper can be positioned correctly. Yeah, it's crude, but it allows those without geoPublish and PostPrint to have headers within about 0.25 - 0.5 " of the top of the paper.

-- Linda Tanner

Editor- One of our members was recently diagnosed with breast cancer and has undergone treatment. She is a very active commodore member and helps individuals and the international C= community through her internet activities and commodore site which links many commodore online communities-- cops, c= homestead, and geos programming maillists: <http://cbm.videocam.net.au/> which includes a file transfer site (ftp) with LOTS of commodore programs. She is also a freelance writer, and not least of all, author of The Internet for Commodore C64/128 Users. I'm glad to hear that the prognosis sounds very good and I'm sure you along with me wish her a quick recovery.

MASTECTOMY RESULTS ARE IN

by Gaelyne Gasson

I had a right mastectomy with axillary clearance and sentinel lymph node biopsy for a 'multifocal cancer with 4 tumours'. Only one of a total of 14 lymph nodes showed signs of cancer, but the one that did show signs was the sentinel one - the first one leading from the breast to the lymph nodes. The cancer is Estrogen and Progesterone positive.

What all this means is that I will be having chemotherapy to make sure any remaining breast cancer cells are killed off, plus radiation on the chest wall for the same reason, and after all that's done, I'll be on hormone therapy for the next few years as since the cancer was positive for these things, wiping out the hormones should keep it from coming back. I intend to be around to moan about housework and other things for a long time to come - have no fear of that!

The surgery was on 26 Sept and as of today (OCT 8) I STILL have the stitches in, but it is now healing much better than it had been. I'm on antibiotics and have to take it pretty easy while my body mends.

I'd also like to thank all of the C= folks who've sent encouragement. We have a really fantastic community! I've had good days and slow days, and will be off work at least for the next month, probably longer though with all the extra treatments.

C=HINT/TIP #2

The Write Stuff has many file translators for importing text from other word processors, but, did you know it can import program listings too?

First LOAD the program you want to import into TWS (LOAD"filename",8) and then type the following line in direct mode (no line numbers) followed by RETURN to execute the commands:

```
OPEN2,8,2,"FILENAME,S,W":CMD2:LIST
```

```
CLOSE the file: CLOSE2
```

From within BB Writer, tap CTRL, 1 to load, merge, append. Delete the hyphen, enter the file name and press SHIFT RETURN. A menu will appear, press "g" then select "PET ASCII" and BB Writer will make the conversion.

-- edited from Appendix C, TWS Reference Manual

REQUIEM FOR TWO C= MAGAZINES

by Jean P. Nance

Recently, I was preparing to pass some old Commodore magazines along to Andrew Schwartz, and decided to read through them one last time. There was one issue of "Diehard" for October, 1996, and six issues of "The Underground", Nov/Dec 1995 through May/June, 1996. "Diehard" started publication in May, 1992, and the 1996 issue I had was the final one. A news note in the Nov/Dec, '95 "Underground" reported:

"Many have speculated that since nobody has seen an issue of "Diehard" since October of last year, they had gone belly-up. After many months of stating the contrary, Managing Editor Brian Crosthwaite sent letters to Loadstar, CMD, and Commodore Cee, explaining that "Diehard" has ceased publication and is up for sale.

According to Jack Vander White, Diehard owes its subscribers 64,000 issues and 1400 disks. To completely bail them out, a buyer would have to put up \$100,000. Loadstar will be picking up the disk subscriptions, giving one Loadstar for every two Spinner disks."

No-one wanted to buy the rights to the magazine, so subscribers were out of luck. This was just one of many C= magazines and newsletters that died suddenly, abandoning their subscribers. The stories were usually similar. Ambitious young editor starts a small publication, it becomes popular. Editor begins to expand, the mag gets larger, goes to slick paper, color, etc. At the same time, the editor and his family are living on the edge, financially. He invests in equipment or services to make the

issues more attractive and like a "real magazine". Then something goes wrong; someone is in an accident, or falls ill, or there is a new baby, or a lease expires. The magazine folds, usually with little or no warning.

"Diehard" was initially a simple pamphlet, that grew and grew. As I look over the last issue, I see lots of ads from Commodore suppliers. There are articles, reviews, a question and answer column, etc. The issue has a slick paper color cover, lots of graphics, and several fancy fonts. It was done on a laser printer and is a very professional looking job. Brian's wife, Mia, was his assistant. I'm not sure what went wrong in their personal or financial lives.

The first issue of "Underground" was March, '94. I believe the 1996 issue I had was the final one. The editor was Scott Eggleston. He appears to have written much of the material, his articles were always informative and well written. There are a lot of familiar names. Tom Adams was the distributor for their disk, called "Underware", which was free if you provided a formatted disk and return postage. Other members of our group who contributed were: Brian Ketterling, Gary Noakes, Bruce Thomas, Chris Ryan, the late Charlotte Mangum, Ed Rohan, the late Ron Fick, Dick Estel, Joe Fenn, and Dale Sidebottom. I can't remember the details of the demise of The Underground, but in the issue I have, Scott says that he is raising the subscription price, to support the new format. He sounds upbeat, but does mention burn-out.

I read these old mags with regret, they certainly brought back the days of yore. I would be happy to see more accounts of these and the
(continued next page)

(Requiem cont.)

many other Commodore magazines and newsletters that blossomed and then perished.

[Editor's Note: I have to add that those two magazines were my FAVORITE!!! Especially the Underground. I was really disappointed when he decided to merge with the Loadstar Letter. I only have the last four of the Underground, but with the first issue I received, I was hooked. The Magazine was folksy, and personal yet very informative and cutting edge without being too technical or gizmo oriented. In otherwords, just up my alley. Scott and his family decided to move to California for him to study filming and try out his dream of moviemaking. He told of his apprehension and determination of setting up shop all over again in California. At that time the Loadstar Letter was starting to go from freebie to pay. Jeff from Loadstar asked Scott to join the Letter. I believe Loadstar wanted an established base of subscribers and got it (along with a coeditor) with merging with the underground. Scott got the creative outlet of writing for the Letter without the hassles of publication. After a short time he disappeared from the Letter and the commodore community. I mailed a letter to the new address he gave (in California) about a year after he closed down but it was returned by the post office.

diehard was also one I enjoyed. I came in about a year before the end on this mag. I did send (and received) all but one back issue so I have those for information. Brian was the editor and decided to expand his already expanding base by going to newsstand distribution in addition to his subscription route. After an issue or two with that added expense/headache, the publication became history.

Newsstand distribution, growing family (second baby), second magazine in the family (The Sewing Room), new assistant editor, and missed deadlines, all added too many changes and confusion to what must have been an already "crush time". Why he did not decrease the frequency of the mag so he could keep up with it AND his other responsibilities, I don't really know. I think why he didn't decrease the issues per year is that I believe he was using the increasing new/future subscribers to pay back and present bills. The increasing new customer growth slowed, and so cash inflow. Money and time ran out and diehard died; in my opinion.

The Crosthwaites are still commodore (and other orphaned computers) users with a family of five children now. Being a father of three, I can conjure that Brian's publishing days are over for many years.

I would like to see more articles from other MUTTM members about former and present commodore publications and even about stories they ran. How about you?]

UNITED WE STAND

by Rob Snyder

As this is the last issue for this year, it is time for all of us to stick together as commodore 64/128 users and reup our membership in Meeting 64/128 Users Through The Mail (MUTTM). Surely, even with the increase cost in membership, \$15 (for U.S. members) is not a lot to spend to help keep us informed of how to get more out of our computers. MUTTM is the largest group I know of to find help with all things commodore. We all need YOU as a member. After all, our club's best resource is its members. I have already sent in my dues; send in yours today.

CHICAGO COMMODORE EXPO

September 2001

by Linda Tanner

The September 8, Chicago Commodore Expo, held again this year in Harvey, IL, was every bit as exciting as expected. Visitors and demo'ers came from many areas, including California, Oregon, Canada, Florida, and even Australia. One nice touch this year was the prominent display of a big whiteboard containing a time-schedule listing the demo's. No more guesswork, except "will it begin on time?".

geoSTEREO SID PLAYER is here

Randy Harris did the first demo, showing how Roger Lawhorn's geoStereo-SIDplayer, an upgrade of how Roger's years-earlier mono SIDplayer, works. Randy had stereo speakers hooked to his Commodore system, and described how only a few additional parts would allow him to actually run geoStereoSIDplayer through his home stereo system!

On the GEOS/Wheels desktop/dashboard, there are two types of relevant file icons: one containing obvious musical notes, such as StereoDE, or StereoDF, etc., each correlating with a different possible location in memory, such as \$DE00, \$DF00, etc. The other type of related icon indicates the various musical files themselves. Randy reminded us that what separates the stereo version from the mono is the "two files per song" rule, one with a suffix of "mus"(music), and the other with a suffix of "str" (think stereo). Creator Roger Lawhorn emphasized this caveat: "Do not click on the file with a "str" as a suffix; the program will crash if you do. So, if you wanted to kick back and really CRANK IT UP you wouldn't click on "LedZeppelin.str", but rather "LedZeppelin.mus".

This nifty software was really underpriced at \$3. For \$6 total (includes shipping), one can get a geoStereo SIDplayer disk in the mail from SWRAP, P.O. Box 443, Do.1ton, IL 60419-0443.

SLAVE LABOR

The next demo was done by Australian Nick Coplin, who actually demo'd two different projects. His first one is 64HDD, which is in essence PC software that gives your CBM a hard drive, CD-ROM and much more. In Nick's words, 64HDD "let's you use a PC box as a file server for your Commodore. There's nothing more rewarding than having a PC be a slave to your Commodore".

Nick's work on 64HDD has been going on for about a year and a half, and it all started when he began reading Jim Butterfield's old articles about how the serial communication link actually works. Nick says, "it was a great reference source and from there I've built onto it to add more and more functionality. Basically the program uses a standard serial cable, so you don't need to do anything special inside the Commodore....it can't run GEOS, but I'm working on it. It's more than an emulator for a D64. It lets you read files from the D81 image, 1581 doc files, 1571 image; it also supports NATIVE systems, so you can navigate through directories, similar to CMD style. You provide the PC, build an X1541 cable, and you're ready. It uses an 8-bit parallel transfer,

(EXPO NEWS continued next page)

(EXPO NEWS cont)

straight into the user port. It's not quite as fast as a CMD drive, but has been clocked at 30-50 KB/sec. The system is FREE and available for download from my website: <http://www.64hdd.com> and you can email me at: ncoplin@lycos.com."

Nick literally stuffed the PC into an empty 1571 case. As he said, "what's more embarrassing than having a Commodore setup and having a PC on your desk?" When asked if he could open the 1571 for "show and tell", he indicated his reluctance, because it might behave like a Jack-in-the-Box. He said there's only one picture of the 1571's interior on his website, but he's in the process of writing an article for Commodore Scene magazine, which will spread over three to four issues.

COMMODORE VIDEO, coming soon.....

Nick's next demo was essentially 8 bit color video for the Commodore. No, he has not written the drivers for the Commodore yet, but thinks it can be done. He has a working version of the software (DOS based) which was demo'd on his laptop.

Nick says, "I had a look at the source code that Nate (Dannenburg) had put up (on his site) and he had this really neat way of doing 80 X 50 graphic mode. The neat thing about the 80 X 50 format is one frame is 1 K. So, 10 frames/sec = 10 K/sec. No trouble for CMD HD to pump 10 K/sec, so you can do it--you can get 10 frames/sec video." Further, he says that even in the highest color mode, talking about 2.2K/frame, that's 20 Kb/sec--again, that's no problem for most HD's.

Someone asked Nick, "what about sound?", whereupon a voice from the crowd shouted, "Nate!". Nick replied that one solution is to connect CD-ROM to our CMD drive, then burn the CD the right way that will provide audio channels and data channels. So, one could actually play audio off your CD channel and play data as digitized video stream for real video on the Commodore. Next Nick fielded questions from the audience while we watched the moving video sampler of "things to come" for the commodore.

HORIZONTAL TOWER

Jason Petersen did a hardware demo., and answered the question about where folks could see pictures and read about his project, by saying that he has some general info on his website, but nothing fairly detailed as yet, but that he will try to get to some detailed instructions on this.

Jason put a C64 motherboard, 1571, and 1581 into a Packard-Bell case. There are two keyboard connectors, two serial ports, and SuperSnapshot cartridge. He is using the keyboard connector from a C64, but wired to a 25 pin "DB25", which then connects correctly to the SX64 keyboard. Jason tells us it may work with the C128D keyboard, but that he hasn't had time to test that yet. While he was talking someone handed him a C128D keyboard to try, but it needed a gender-changing adapter.

Jason tells us that his computer motherboard is on the bottom of the heap, and that all is running off DC power. He also has an IDE64 card but if he installs it, he cannot cram the top back onto the unit box. Stay tuned for some detailed info on Jason's "horizontal tower".

(EXPO NEWS continued next page)

COMMODORE/CMD HISTORY 101

The backdrop of Maurice Randall's demo area was a lineup of display tables in tandem that stretched from one end of the room to the other. On display were one-of-a-kind items, essentially the historical representation of CMD's entire Commodore line of various test models, prototypes, and products that CMD designed or tried to design in their years of Commodore support. Maurice discussed each item in some detail, and any "Commodore History 101" buff would have been in Commodore heaven at this demo. Dale Sidebottom produced, with his Commodore equipment, a color photograph of each item in Maurice's display, and these color JPEG's, neatly identified and labeled, were also on display.

Some of the items in Maurice's demo were an EPROM programmer which plugs into the C-64 and allows the user to program EPROM chips, the first 1541 JiffyDOS chip ever made, early CMD Hard Drives, first ever RamLink, early FD drive, an early SuperCPU (the first SCPU that ever left CMD's premises is at home in Michigan), SuperRAM prototype, SCPU128 prototype, prototype MMU, and more.

Maurice also surprised most of us with the news that Maurice's acquisition of CMD's Commodore line almost never happened! Fact is, CMD last year was negotiating a deal in which CMD would be sold for \$3.5 million. After three months of discussions, the deal fell through, paving the way for Maurice's later acquisition of their Commodore stuff. Just think: we were THIS CLOSE to losing forever support of RL, SCPU, FD, HD and more.

Last but not least, Maurice usually manages to inject a little humor into his always informative presentations, and this one was no exception.

HOT TEE-SHIRTS

Dale Sidebottom demonstrated a version of silk screening with Commodore. Dale said, "we're experimenting", as he produced several versions of a nice-looking color JPEG of demo'er Greg Nacu, plastered smack dab on the front of a tee-shirt. Dale tried several times to produce a finished shirt imprinted with the JPEG, but for a variety of reasons was not 100% satisfied with the results. At no time though was the problem with the Commodore's role; rather it was temperature setting or visual placement, etc.

The device Dale used to apply heat to the PostPrint-assisted picture screen/decal looks something like a large steel plate that swings down from above to rest in a horizontal position on an identically-sized rubber-coated bottom plate. The fabric to which the "screen" is to be applied rests on the bottom plate, sandwiched between both plates for a given amount of time. Dale said a procedure similar to this, but consuming much more time, can be done at home with the use of an iron and ironing board, as he tried it with limited success.

Member Earl Williams runs a small, successful silk-screening business, "Earl-y Designs", which uses not only a device similar to the one Dale used in the demo, but most importantly, his Commodore. The true versatility of the entire process derives from using PostPrint2/3 and the Commodore. We expect to see refinement of this demo in the future and would wonder how long it will be before we see the ability to create "washable tattoos" using a variant of this process? (Please hurry. I need it for Halloween--L.T.) (Commodore Expo News continued on pg 16)

NEW STATUS OF GODOT SOFTWARE

by Arndt Kettke, et al

On 5th of September in 2001, GoDot no longer is a commercial software. I declare GoDot to be public domain. It will be downloadable from my website in two sizes. One - containing only the major loaders and savers and the most important modules - will be a single D64 file. The other being the complete version accompanied by sample images and GoDot related supply will take five D64's resp. one D81.

The free release of GoDot does not include any manuals or other written stuff, so the owners of their rights still may sell their products as usual. I'm sure, however, that alternative articles and written help will be published soon, I'd even like to encourage people to share their experiences and skills with other GoDot users. At least, new publications from my side are in their makings.

Have fun using free GoDot!

FYI-- Godot is the Dettke and Kling graphics manipulation and conversion program for the Commodore.

I donate it to the Public Domain. Everybody who likes to add it to his PD archive or club disk arsenal may do so. All I ask is to never change the disks you can download from my site (as D64's) except you tell me before (if it's not for personal use). Also, giving credit should go without saying. All this applies only to the software since I only have copyrights to the original German manual. However, I'll be writing on a new and true GoDot User Manual (a practice book) and keep you informed about it.

GoDot will still be improved in the future. It is ten years old now, and young like spring. This won't change (with your assistance), GoDot is kept running. Have a frequent eye on my site.

You can download GoDot in different "sizes" from my site at <http://members.aol.com/howtogodot/godnews.htm>

It is there as either a one-filer-one-d64 (with only the most useful modules in it) or as a series of six D64's containing the complete GoDot system and much supply (in terms of image material and additional programs). All files are zipped.

If you like it, you'll use it! If you use it, you'll like it!
Have fun, have GoDot.

MY COMMODORE USE

by Lord Ronin from Q-Link; <M.K.A.> Sensei David O.E. Mohr

Over several of the past issues. Not only of our CML, but in many newsletters that my group receives, as well as our own groups rag. The subject has popped up time and again, regarding what do we use our Commodores for in our lives? There have been several articles on people that use the system as a hobby computer. Some for the Inet. Others play games, more use it for writing assorted themes. Those being just the major categories I remember off the top of my head. Which can be subdivided dramatically.

On that note though, I use my Commodore daily. In fact it has previously been stated that I only own Commodore PCs. That fact is still true. My C= is the main and only computer. A fact that I filled in on a survey at the Go64 site recently. My day is spent on the Commodore.

(My C= Use continued next page)

(My C= Use cont)

This was pounded home into my hairy thick skull, when I had to answer the question of how much time per week I spend on the Commodore. Mathing out the time spend each day and adding up an average week, that came to over 60 hours a week. My day ends around 4:30-5:00 AM., when I put the book down and switch off the light. Starts around 11:00 AM, where after dressing, I check the BBS log. Then as that is scrolling up light the pipe. That runs constantly through the day. Feed the cats, make morning coffee, check the post. Return to the computer room. Log onto the BBS. Answer e-mail. Play a couple door games. Read and write in the message bases. Sometime upload files and clean out old messages. Make screens and in general update and improve the BBS. Later I make a mandatory Inet log on. Relevant to connections for the telnetting. Some days it isn't worth the call. The lag being so bad. Since I am on so many mail lists, having over 110 posts a day coming to me, I need to log on as often as possible. There is also some days I can down load files for the group and the BBS.

Geos is part of the day as well. As I use it for my writings-- CML articles as well as the local groups newsletter. Personal correspondence, of which I am behind. Besides writings for other publications. Naturally I spend time making the game adventures and maps, as mentioned in past issues of the CML. Renaming the files that I DL so that they can be read on the BBS. GeoZipping or unzipping files. Then testing every file for the group and the BBS. At 8:00 pm I am off for Far Scape T.V. watching. And many days of the week. The game group meets. On the nights we don't meet. Back on the computer till just before midnight. That is when the BBS does an auto maintenance. Over the next 13 minutes, I try to

putter around the disaster area called the computer room. A useless venture, that only occasionally yields up a treasure of a missing disk or note. Then back on the computer till 1:20 AM as I watch Red Dwarf at that time. After that it is monitor the board. As most of my regular users call in the early morning. While I muck about on the C=64c that is in the room. On the average it is over 10 hours a day. Each day spent on the Commodore.

Right now as these letters are being placed on screen, behind me on the C=64c, I am making .D64 copies of Driven Magazine to be then zipped and placed on the BBS. The day before I was testing out a something called "thumbnail" images in JPEG from the U.F.O. T.V. show that I found at a site. Printing them out on the Optra, using Post Print 3 <PP3>. Made two maps for the game this week. Created a new area on the BBS for the above Driven Magazines. Scanned over 142 messages on the Inet. Down loaded 13 files. Got stumped trying to figure out Post Script. Worked on Chapter 16.3 in the "Intro to Basic" from CBM. Put Commodore Scene #34 and Go64 #7 & 8 in the to be read pile. That one threatens to fall over when the Cat leaps upon it. Made a lot of notes for things to do today. That just won't get done for lack of time. Perhaps tomorrow they will be at least started. Yes they all deal with the use of the Commodore. About the only thing that doesn't involve Commodore use in my life is the construction of my new shop. No, hang on, the shop will be selling used Commodore hard ware and software. Can't use games, as that has already been covered. How about my Martial Arts? Nah that doesn't wash. As my style requires all arts learned to be written. I am currently working on my manual in the new PP3 format. Wondering
(My C= Use cont next pg)

(My C= Use cont)

about the installation of photos. Ah I have it! My four cats. One at 1 year old and three at 12 years old. No wait that won't work. They like to lay on Commodore books, magazines, disk boxes and disks. They also love to lay on the key board. Then again the Swynth programmes are great Cat toys.

No I can't think of a thing that I do in my life that doesn't either involve or revolve around the Commodore. Maybe I need a girl friend. Then again she better love the Commodore. Or I won't have time for her. <Very Big Grin>

FRACTAL MOUNTAIN PROGRAM

by Chris Fite

While watching the background mountain scenery on T.V., I wondered if a series of triangular waveforms added together would make a rugged mountain outline. So, I wrote a graphics program, and yes, it makes rugged mountain outlines. Shown is the type-in program, however it uses the hi-res graphic commands that my Super Expander cartridge gives to a C64 computer. So, for the program to work, you will have to have some hi-res graphic basic language (the C128 has hi-res basic, but you will have to convert some of the hi-res program statements into that C128 hi-res version of the Basic language).

This program goes to the heart of the definition of a "fractal", namely that the ratio of sizes of the shapes (triangles) are fractions (like 1.6786543), not integer multiples (like 2.000). The non-integer ratio causes the resulting mountains to be different from one another, instead of a repeating waveform. The program allows you to play around with the ratios, complexity, and size of the mountains, which are infinite in variety, no two are alike, unless you choose an integer ratio. Many fractals look like something real (either nonliving or living) because they imitate a fundamental natural law ... whatever causes a shape can cause that shape to occur again and again at various sizes, like the planets going about the sun in the same manner that the moon goes about the earth, even though the sun/planets is hundreds of times bigger than the earth/moon.

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50 REM FRACTAL MOUNT8 BY CHRIS FITE FEBRUARY 2001
80 REM SUMS REPEATING TRIANGULAR WAVE TRAINS TO MAKE MOUNTAIN
LANDSCAPE.
100 REM MUST USE SUPER EXPANDER 64 GRAPHICS CARTRIDGE FOR THIS PROGRAM
190 DIM HN(1000),LN(1000)
200 GRAPHIC 0
220 GOSUB 5020
240 GOSUB 5100
260 GOSUB 5200
270 GOSUB 5300
280 GOSUB 5400
285 GOSUB 5500
290 GOSUB 5600
300 PRINT"[CLR/HOME]":PRINT"0) EXIT THIS PROGRAM."
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305 PRINT"1) DRAW SUM OF COMPONENTS OF PICTURE."
310 PRINT"2) DRAW COMPONENTS OF PICTURE."
320 PRINT"3) CHANGE INPUT DATA."
330 PRINT:PRINT"TYPE IN A NUMBER":INPUT P1
335 IF P1<0 OR P1>3 THEN GOTO 300
340 IF P1=0 THEN PRINT"TYPE 'GOTO 300' TO CONTINUE":STOP
350 IF P1=3 THEN GOSUB 5600:GOTO300
450 HN(1)=H1:LN(1)=L1
500 FOR LEVEL=2 TO NS
750 HN(LE)=HN(LE-1)/HF
760 LN(LE)=LN(LE-1)/LF
780 NEXT LEVEL
800 IF P1=2 THEN GOTO 6000:REM DRAW PARTS OF PICTURE
840 GRAPHIC 2: SCNCLR:REM DRAW SUM OF COMPONENTS OF PICTURE
890 SF$=STR$(SF):NS$=STR$(NS):RA$=STR$(INT(RANGE*100)/100):SH$=STR$(SH)
900 CHAR 1,0,0,"SIZE RATIO BETWEEN WAVES =" +SF$
910 CHAR 1,0,1,"NUMBER OF DIFFERENT WAVES =" +NS$
920 CHAR 1,0,2,"RATIO LARGEST/SMALLEST WAVES =" +RA$
930 CHAR 1,0,3,"STARTING HORIZONTAL PIXEL =" +SH$
960 LOCATE 0,H1
1000 FOR X=SH TO SH+XS
1060 HS=0
1080 FOR LEVEL=1 TO NS
2000 WL=X/LN(LE)-INT(X/LN(LE))
2020 IF WL<.5 THEN H=HN(LE)*WL:GOTO 2100
2040 IF WL>=.5 THEN H=HN(LE)*0.5-(HN(LE)*(WL-.5)):GOTO 2100
2100 HS=HS+H
2800 NEXT LEVEL
2850 HS=190-HS:REM TURN PICTURE UPSIDE DOWN
2870 IF X=SH THEN:DRAW 0 TO X-SH,HS:REM DON'T DRAW TO FIRST POINT:GOTO
3000
2900 DRAW 1 TO X-SH,INT(HS+.5)
3000 NEXT X
4800 GET P$:IF P$="" THEN GOTO 4800
4850 GRAPHIC 0
4900 GOTO 300
5000 REM SUBS FOR MODIFYING INPUT
5020 PRINT"WHAT IS STARTING WAVE LENGTH (1 TO 320 PIXELS)":INPUT
L1:RETURN
5100 PRINT"WHAT IS STARTING WAVE HEIGHT (1 TO 200 PIXELS)":INPUT
H1:RETURN
5200 PRINT"WHAT IS SIZE FACTOR BETWEEN WAVES (BIGGER THAN 1)"
5210 INPUTSF:LF=SF:HF=SF:RETURN
5300 PRINT"HOW MANY WAVE SIZES (1 TO 1000)":INPUT NS:RETURN
5400 PRINT"HOW MANY X PIXEL STEPS (1 TO 320) ":INPUT XS:RETURN
5500 PRINT"WHAT IS STARTING HORIZONTAL PIXEL (0 TO ANYTHING)":INPUT
SH:RETURN
5600 PRINT"[CLR/HOME]"
5610 PRINT"0) DON'T MAKE ANY CHANGES.
5620 PRINT"1) 1ST WAVE LENGTH =" ;L1
5630 PRINT"2) 1ST WAVE HEIGHT =" ;H1
5640 PRINT"3) SIZE FACTOR BETWEEN WAVES =" ;SF
5660 PRINT"4) NUMBER OF WAVE SIZES =" ;NS
5680 PRINT"5) NUMBER OF HORIZONTAL PIXELS =" ;XS
5690 PRINT"6) STARTING HORIZONTAL PIXEL =" ;SH

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5700 RANGE=SF↑(NS-1)
5710 PRINT:PRINT"RATIO OF LARGEST TO SMALLEST WAVE IS":PRINT RANGE
5720 PRINT:PRINT"TYPE IN A NUMBER":INPUT N1
5725 IF N1<0 OR N1>6 THEN GOTO 5600
5730 IF N1=0 THEN RETURN
5740 ON N1 GOSUB 5020,5100,5200,5300,5400,5500
5800 GOTO 5600
6000 REM DRAW PARTS OF PICTURE
6110 GRAPHIC 2:SCNCLR
6115
SF$=STR$(SF):NS$=STR$(NS):RA$=STR$(INT(RANGE*100)/100):SH$=STR$(SH)
6120 CHAR 1,0,0,"SIZE RATIO BETWEEN WAVES =" +SF$
6125 CHAR 1,0,1,"NUMBER OF DIFFERENT WAVES =" +NS$
6130 CHAR 1,0,2,"RATIO LARGEST/SMALLEST WAVES =" +RA$
6140 CHAR 1,0,3,"STARTING HORIZONTAL PIXEL =" +SH$
6150 LOCATE 0,H1
6155 OS=0
6160 FOR LEVEL=1 TO NS
6165 OS=OS+HN(LE-1)/2+3
6170 LOCATE 0,H1
6180 H=0
6200 FOR X=SH TO SH+XS
6220 WL=X/LN(LE)-INT(X/LN(LE))
6240 IF WL<.5 THEN H=HN(LE)*WL:GOTO 6280
6260 IF WL>=.5 THEN H=HN(LE)*0.5-(HN(LE)*(WL-.5)):GOTO 6280
6280 REM
6340 H=190-H-OS:REM TURN PICTURE UPSIDE DOWN & OFFSET EACH LEVEL
6360 IF X=SH THEN: 0 TO X-SH,H:GOTO 6390:REM DON'T DRAW TO FIRST POINT
6380 DRAW 1 TO X-SH,INT(H+.5)
6390 NEXT X
6400 NEXT LEVEL
6420 GET P$:IF P$="" THEN GOTO 6420
6440 IF P1=3 THEN GOTO 840
6450 GRAPHIC 0
6460 GOTO 300
9999 STOP
10000 GOTO 10200
10010 LN IS LENGTH OF NEXT PATTERN
10020 HN IS MAX HEIGHT OF NEXT PATTERN
10030 WL IS LENGTH RELATIVE TO ONE WAVE
10200 STOP

```

[EditoRob: I have the Super Expander cartridge. I tested the program on my 64 with the cartridge and on my 128 without one (as the cartridge is for the 64/ 128 in 64 mode only). Running the program, I ran into some overflow errors which kicked me out of the program many times. I lack the time and knowledge to look into the cause. I did get a few decent "drawings" on the 64 w/cartridge.

Since the program NEEDS the Super Expander cartridge, I thought interested readers who do NOT have one, might want to know Centsible Software has the cartridge listed in their 2001 catalog for \$6! Please contact them before sending money as s/h charges may apply and quantities could be limited. www.centsible.com
Centsible Software, 8818 College Ave., Berrien Springs, MI., 49103.
Orders:1-800-640-6211. Questions: 1-616-471-1083.]



MAILINK ON DISK

BY: RICHARD SAVOY, EDITOR

FROM THE DISK EDITORS CORNER!

WHAT'S NEW FOR NOVEMBER

Side 1: This issue of CML will be on the front side of the disk. Whatever space is left, I will continue to fill with Fun Graphics Machine type Clipart. which is already to use with Illustrator II on The Write Stuff, word processor.

SIDE 2: Space permitting (and it usually is), will be filled with Commodore C-64 programs.

FREE BONUS DISK with the **NOVEMBER ISSUE**. Is the August 1999 "Disk of the Month". from M.C.C.C. Inc. in Australia. This issue has a selection of 10 games on side 1 and side 2 has a mix of programs that off a variety for the user.

SPECIAL NOTICE

SPECIAL NOTICE

The U.S. Postal Service has announced already, another postal increase of three cents on first class mail in the coming year! I'm sorry to say, that will require me to increase my cost for the "C= MAILINK ON DISK", effective January 1st 2002. as follows:

US from \$ 7.50 to \$ 8.00 Canada \$8.70 to \$9.00 Everywhere else \$10 to \$11. I know, some are going to say, "why don't he omit the free disk?", well, in the first place it is not going to save any fee because I would have to put a piece of cardboard for support anyways! Besides I rather you get the programs, rather than a land fill. So get your order in now before the end of the year.

BACK ISSUES OF MAILINK ON DISK:

Are available starting September 1987, in those days only the text of the Mailink newsletter was on the disk and they were one sided disks, I have them packed on double sided disks, as follows:

1987-88...2disks;1989...3disks;1990... 3disks;1991...5disks;1992 & 1/93...3disks;1993...3disks;1994 6...disks;and since 1994 there are 6 disks per year.The cost is \$1.50/disk or \$6.00/year except the years with two or three disks.

PRICES FOR THE COMMODORE MAILINK on DISK ARE AS FOLLOW EFFECTIVE JANUARY 1, 2002:

The cost is \$8.00/year in US.
\$9.00/year in Canada
\$11.00/year everywhere else
\$1.50 single back copies
U.S.A.Funds only.

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

(Chicago Commodore Expo
continued from page 10)

OMNI-TASKING with JOS

Greg Nacu's mind-blowing demo showed how JOS works. What is JOS? Well, it is billed as a 16-bit 65816 native multi-tasking OS, but that is a misnomer. It is really more like an Omni-Tasking OS! And while Greg's enthusiasm and energy are contagious, believe it--this JOS will sell itself once users become aware of its potential.

JOS, named after its creator, Australian Jolse Maginnis (Jolse's Operating System), requires SCPU with at least 1 MB SuperRAM. Within weeks, it is expected to be compatible with RL, although it cannot use RL as the actual system because RL's RAM is not directly addressable. JOS's boot file detects drives, scans for partitions on the HD, then starts up a customizable "initialization script", which the user can edit, as Greg says, "to do a whole pile of cool things".

"A couple of keys have been remapped so that our Control key during JOS will be the Commodore key, the Commodore key will be the Control key, while the Back Arrow key becomes the Escape key (ESC). For example, by holding the Ctl key and pressing ESC, one can toggle through the VIC modes; there is a soft 80-column mode and a 40-column mode, both of which have four usable "terminals", and one can switch between terminals. What is a terminal? A terminal is a "window" (don't we hate that word?) that is devoted to a specific task. Tasks can occupy either foreground or background. The user would place tasks not giving visual feedback into the background, where they can operate without occupying a visual terminal screen; a good example of a background task is playing music. Obviously, viewing a JPEG, playing a video game, or writing a letter

would require a terminal to view, so such a task would be placed in the foreground to occupy a visual terminal. It is a simple matter to switch between terminals by holding down the CTL key and pressing the number 1,2,3, or 4 to select the terminal by number.

What is a Process List? It is a list of every "process" in operation. JOS assigns an ID # to each process when it is started, and this "Process List" can be accessed. Greg demo'd this by playing a "mod" tune, and while it played he performed a process list (PL) which told him his modplayer process is using 496 kilobytes. Then he repeated the process list inquiry to discover that the text editor he was using to upgrade his resume was using 18 kilobytes. THE MORE SRAM YOU HAVE, THE MORE YOU CAN DO AT ONE TIME.

Jolse's work on the Graphical User Interface (GUI) has been on the back burner while working on other parts of JOS, including his discussions with Jeri Ellsworth, who is building Commodore One. They are both planning to have JOS and Commodore One "made for each other", or at least totally compatible. Jolse wants the JOS GUI to be flexible enough to work at multiple resolutions and multiple densities, and that is the reason for recent re-writes. Basically it has been rewritten so that when JOS is ported to Jeri's Commodore One, JOS will be able to take advantage of Commodore One's graphic system.

True, a picture is worth a thousand words, but for those who were not at the Expo, Greg's own words convey just some of what he showed us on September 8. Shortly after loading a 2 MB "wav" file (Beatles song, "Penny Lane"), Greg told the audience, "So WAV is still playing, I've got two IRC (Internet Relay Chat) windows open, I'm playing 'Mine Sweeper', I'm still editing my resume' in the

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background, I'm chatting in IRC, and JOS is rendering a JPEG (something from Star Trek). As Greg seemed to effortlessly flip and scroll windows here and there, to the amazement of all, someone asked, "how many multi-tasks have you successfully done at one time?", to which Greg replied, "A lot, a heck of a lot!"

As soon as WAV stops playing, JOS de-allocates the RAM and gives back that RAM. In Greg's words, "A memory check says that I have 3.46 Megs of RAM free and I only have 4 Megs total. And that's with Ned running (text editor), a JPEG having been rendered, 2 IRC clients, Mine Sweeper, and there's a TCP/IP stack running."

Like with UNIX, the "Everything Is A File" concept also applies to JOS. JOS has a built-in scripting language called "AnnScript", named after Jolse's girlfriend. According to Greg, "the scripting language is cool--it's a shell-script and it's also a webserver-script. Inside the script, it has all the things that will be booted: all the processes that will be booted when the Commodore starts."

According to Greg's answers to questions, Telnet is fairly complete: IRC, webserver, telnet server. When you log on to the net, you are assigned an IP address by your server and you can tell that IP address to other people who then telnet to your address and login to your machine and can thus control the machine from elsewhere. There's a fairly complete webserver, whereby you run each "http" from a certain directory, and then anyone can use their web browser to go to your IP address, and the webserver will serve your HD's contents to the web browser. Greg is actually doing this! He has a directory called "website", and in his website directory, he has all the files of his website. He has it indexed to an "html" file,

and once he logs onto the internet, if he types "http:D" while he's in the website directory, it will start the "http"--the webserver--from the website directory. Then anyone who goes to his IP address from their web browser will get from JOS his indexed "html" file. Greg's indexed "html" file will display as a rendered "html" file in the other one's browser, then they can click on links, and those links will link them to other files underneath the website directory, such as little pictures, files to download, other textfiles like a standard webpage, including software, if you felt like giving software to download.

When asked about FTP, Greg said it doesn't support FTP yet, although he thinks it's coming. But it transfers via "http", which is the way The Wave transfers. Greg's demo covered much more than is discussed here and he has a "JOS Info Page" designed not for techies, but for users who want to know how to copy files, how to move files, delete files, list directories, edit init (initialization) scripts, make scripts, get online, how to run telnet, and more. See <http://gregdac.findhere.com>

WOW. After absorbing JOS, the energy of the demo, Greg's personal energy, and the knowledge that "I want it, I want it!", I felt as if I had just been subjected to 8 hours of bright strobe lights in a loud disco.

Will JOS replace Wheels? No, it will complement it. Remember that old adage, "You can never be too rich or too thin"? Well, Commodore users have their own version, and it goes something like: "A Commodore user can never have too many Commodores or too many Operating systems". If you would like to download this still-beta version of JOS, see:

<http://jos.sweetcherrie.com>

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Hopefully, readers will submit articles describing their experiences with JOS in future editions of CML. Happy JOSing!

COMMODORE ONE

Jeri Ellsworth demo'ed the second of her prototypes that are Commodore-chip-free. The first prototype was not so fancy and was more compatible, while, of the current model, she says, "I've been using (it) to develop all the fancy features--all hi-res modes and stuff." So far, Jeri has included copper, blitter, SDRAM, PS2 mouse support, IDE, IEC serial ports, geekport, Commodore Kernal, BASIC, dual SID sockets, her own version of "SID", TOD clock, pseudo-random number generator, and all sorts of registers to control the hardware, and according to mark Seelye, "it works...I'm pretty much impressed!"

Of the SID, Jeri says, "it's going to have two empty SID sockets for people who want to have original SID's, but I plan to have a lot more channels on my SID--it's going to be compatible, but it's going to have craploads of channels on it and they're going to be able to feedback into themselves." Voice from the audience: "Power SID". Jeri: "I want to do lots of things with SID's...with analog switches, to be able to change your sources where you would bring external sources, like from your dual SID, into the (Power)SID, digitize it, then turn it back around, modify it, with no software intervention, so we can take the digitized streams, modify them, run them through the internal filters, do different beat frequencies and what-not with (them)...there will be some bits you can toggle to redirect these different channels around. I'm planning to have two 8-bit analog-to-digital converters, so you can bring in stereo samples

and run it through."

In answer to a question asking if Commodore One does GEOS, Jeri said, "yes, I've already shown it can do GEOS. I haven't done Wheels yet since I don't have a copy of it." Shortly after this statement, a brand new copy of Wheels, compliments of Maruice, moved hand-to-hand across the top of the crowd and was passed to Jeri, whereupon a voice declared, "One less excuse!".

Jeri explained she's going to add a high-speed RS232. "I've decided this is the last thing I'm going to add to it. I'm just stopping--I've gone a year and I've added features like every week! But I added a PCI controller on it. It can't do DMA yet, but it can do I/O access so you can use like ethernet cards, simple sound cards that don't do DMA access. Video cards probably won't work immediately; ethernet is just a direct I/O type access. PCI slots--two of them. I was only going to put one slot and I knew you guys would just flame me."

When asked if she ever contacted Motorola or anyone for chip help, Jeri replied she had not, but she has been in close contact with Bill Minsch at Western Design Center that made the 816 processor for this, and that she got some interesting news while at the Design Automation Conference this year. They are working on a 32-bit version--it's supposed to be rated at about 100 MHz and get in an 8 byte deep cache so you can do burst modes with it. A voice from the audience teased, "since it can't play Defender, prove that it's a Commodore 64." Jeri: "Trust me!"

Mark Seelye assisting Jeri, showed the draggable screens as Jeri spoke, "I plan to have some multi-processor set up where you just keep adding processors and have it redirected to the video

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chip, so they're like individual C-64's, but on a processor card, so you just stack as many as you want and it will multiplex the lines that come in. So when you drag the screen down, you can have different 64's. I'm not quite sure how to do all the handshaking between the different C-64's, but will try to devise some way you can pass information between the different processors."

During Jeri's discussing bridge speed, chip design, and signal propagation delays, someone asked, "Is there some hidden bug that we could take advantage of?" Jeri responded, "actually, I kind of implemented something that you can go ahead and generate interrupts anywhere on the screen that you want."

On the sprites, Jeri has added Color RAM so instead of being limited to three colors each, sprites can be done like a bitmap. When asked about the kinds of graphics modes, Jeri said she has 160, 320, 512, 640, and 1280 resolutions. There are so many different ways to add different modes to it. She has added planar graphics to it, like the Amiga, and chunky graphics, which is how the PC does it. Although Jeri tells us it's horribly inefficient, but you can do 64,536 colors on screen at one time. You can do all the Commodore modes, linear Commodore mode, non-linear Commodore mode, cell-based, where the bitmaps start anywhere in memory. "I ran the blitter up to approximately 75 MHz so you can really haul--you can move more data around."

Someone asked about her compatibility goals (think Barbarian), and Jeri answered she wants most things to run, and that a V-Max game has already been tested out OK. "I'll do my best. It's not going to be compatible all the way. At some point, I'll say, 'NO more. You guys are going to

have to dig out your SX64 and play when you want that one game'".

Jeri tells us she has been working with Jolse through email and he has been making all sorts of suggestions on ways to yank the interrupt vectors and have interrupt vector lists that the hardware actually manages, so you can have easier multi-tasking stuff. Jeri: "I told him anything he wants in here, I'll put in," whereupon Mark Seelye quipped, "have the 'Mark Register' and my face would appear!" (laughter). Nick Coplin asked if there is a display-less driver that on each raster you can toggle between various graphic modes and Jeri responded that you can make copper do that by telling it what interrupt you want to start on.

Then there was a discussion of DMA channels, the 50,000 gate part containing a 1581 driver on it, and the programming needed to make IDE work. By the time Jeri was wrapping up the discussion and the crowd was still trying to assimilate all they heard, which was plenty--more than you've read here--Robert Bernardo presented a birthday cake to Jeri, who laughingly told us she's 18 now. Despite her protests, the audience sang Happy Birthday to her. Now, we await the next event in the chronology of Commodore One development. Will it be unveiled at the next Expo? Or will it be unveiled later this year in time for the Christmas rush? All we can do is wait.

A LIVING LEGEND

Traveling from Canada, Jim Butterfield, another Commodore celebrity, author of several editions of MACHINE LANGUAGE FOR THE COMMODORE 64, 128 and OTHER COMMODORE COMPUTERS, appeared as the last speaker, helping everyone unwind. He told stories, gave away his suspenders and his belt, told

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jokes, and helped round out a day of understatedly thought-provoking demo's.

Well folks, now I've had my "fix", I'm "wired", and waiting for the next Expo. Stay tuned.

BUY/SELL/TRADE

The Cincinnati Commodore Computer Club has 1000's of used commercial COMMODORE items for sale at very reasonable prices. The lists include computers, disk drives, monitors, some printers, books, manuals and accessories at bargain prices. Because of the low prices, postage will be appreciated. Send a floppy mailer with your return postage and address to:

Cincinnati C= Computer Club
c/o Roger Hoyer
31 Potowatomie Trail
Milford, OH 45150
phone: 513/248-0025

ADVERTISING IN COMMOODORE MAILINK

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 SASE. In "FOR SALE" ads, be clear about shipping costs. your name will appear in the ad and members can find your address in the bi-annual membership list.

JANUARY 2002 MAILINK EDITORS

January editors are Lord Ronin from Q-Link and David Moon. Format is GeoWrite or Pet, E-Mail attached files, or 1541, 1571, 1581, FD-2000 disk. Deadline is 20/Dec/01ce. Shall be printed in GeoPub with PostPrint3.

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EDITOROB'S DESK

First off, I would like to say "Hello" and thank my fellow members for allowing me to edit this issue of MUTTM's newsletter-- COMMODORE MAILINK. Secondly, I hope you enjoy this issue; I enjoyed editing it. Foremost, I wanted to complete an easy to read and informative issue with limited hardware. I was hoping to add graphics with FGM, but ran out of time to learn the program (I'm also building a set of bunkbeds for my two older children). I am satisfied with the end results of this issue, I hope you are too. As for the equipment used, C128D, TWS128 and Epson Stylus Color 740 Injet, except for the title page which I printed out in Geopaint with my NX1000. Why not edit an issue yourself?