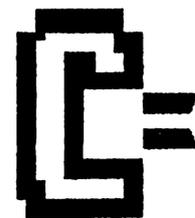
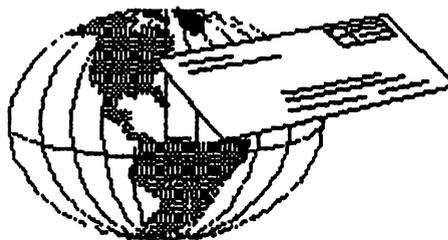


COMMODORE MAILINK

NEWSLETTER OF
MEETING 64/128 USERS
THROUGH THE MAIL



MEETING NEWS, July 2002

In the words of American comedienne Joan Rivers, "*CAN WE TALK?*" Yep, as old friends eventually discover, they have some differences of opinion, and in order to keep peace, they will need to lay certain things on the table and hash them out. No need for screamfests or fisticuffs--just plain ol' talk will do.

Probably the most controversial issue of the Commodore Mailink ever published was the July, 2001 edition, our first ever color newsletter. As President, as Editor, and as a member of the online Homestead and COPS lists, I have heard rumors about the various fears and anxieties of members after seeing the July color issue. One comment was that, "*I can never edit an issue of the Mailink now, because I don't have a color printer*". Another member was concerned that we were "going high-tech". The rumors continued to fly, and pretty soon, they were falling like snowflakes. What I did not know then, nor do I know today, is whether there were just one or two members having valid concerns, or was nearly the entire group of ours ready to jump ship because we are a vintage/classic computer club and publishing in color, even if only once a year, is considered a sacrilege--it's right up there with having a Win-box on your desk!

Well folks, one of our members has offered to edit an upcoming edition and would like to include some color, but not if it is going to alienate folks. We discussed the two problems we have, one being the firestorm-of-sorts that erupted after the July, 2001 edition, and the other, that our Mailer, Richard Savoy, has a contract with a printshop who gives him/us a good rate for printing the newsletters in entirety. After much pondering, and after discussing this with MUTTM officers, I decided it would be best to "take this to the people". We are all in this together. We need to be open about whether we will "allow" color in ANY of our Mailinks, or will we allow it once a year, or will we allow it only on the front page, or are we going to banish color forever, and pretend we are living in one of those 1920's movies. We must also think about the great deal we have with a printshop. The printer has given us a good deal because we are giving them the entire newsletter to print. Just days prior to writing this, I received a copy of a message from our Treasurer to our Mailer, in which the great financial shape we are in was discussed, and how it is due in part to our printing costs being held at bay.

What do members think? We have an opportunity to practice genuine democracy. We can and should discuss this "color thing" and after much discussion, maybe we will arrive at a consensus. Maybe we won't. But we won't know until we try. If we resolve to use any color, ever, then we will need to think about the special rates the printshop gives us. For printing pages piecemeal, we will not receive any special rates. It should be mentioned that I am not "pushing color". I actually like the look of a nice crisp B & W neatly done document. I can live with some color, but do not feel compelled to use it "just because we can". There is a lot of food for thought here, and I am cordially inviting each and every one of you to let your feelings be known. If you want to write anonymously, that's OK too, because each opinion counts. This is an open invitation to send your comments either to me via snailmail or tannerlj@yahoo.com. Or, if you prefer, send your comments to the September editors, for publication in the next Mailink.

Enjoy.

Linda Tanner, President

LATE MEMBERSHIP UPDATE: Fender Tucker renewal (see page 9.)

BUSINESS OFFICERS:

PRESIDENT: Linda Tanner, R1 Box 120T, Black, MO 63625-(5732694415); handles group business;

VICE-PRESIDENT: Francis Redmond, 219 AN CO RD 4413, Palestine, TX 75803; sends "late" reminders;

TREASURER: Emil Volcheck, Jr., 1046 General Allen LN, West Chester, PA 19382-8030; receives dues/ donations; balances account, disburses \$\$;

MAILINK-ON-DISK EDITOR and MAILER: Richard Savoy, 250 West St. #9, Ware, MA 01082.

MANAGING EDITOR: David Mohr, 623 29th Street, Astoria, OR 97103-2803; backup editor;

MEMBER BIO EDITOR: Brian Vaughan, 2101 Shoreline Dr, #352, Alameda, CA 94501-6207; edits member addresses/biographies; at member request, denotes member a "Friendly Correspondent" in semi-annual listing;

E-address Editor: Joseph Fenn, 3612 Puuku Makai Dr., Honolulu, HI 96818-2815 (jfenn@lava.net);

maintains email addresses of members;
WEBSITE EDITOR: Your name could be here. Volunteer now!!

(maintains Videocam Mailink website.)

RESOURCE EDITOR: Linda Tanner; compiles lists of members having expertise in various Commodore fields; also lists products/services specifically geared to Commodore users.

COMMODORE MAILINK POLICIES

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

EDITOR GUIDELINES-abbreviated version:

Editing a newsletter involves merely collecting articles, programs, and other items, and placing those items in printed newsletter form. The editor may opt for the "cut and paste" approach, where articles, once printed, are literally cut out and pasted onto each "master page". Or publishing software may be used.

Options include Table of Contents, Vendor Watch, Questions, and Feedback. Many of the requirements are provided by the President (Meeting News, Officer names, addresses, Mailink Policies, Advertising Policy, Editor's Guidelines, front page banner). The Editor must provide details of computer system, software, and printer used in production of newsletter, as well as name, requirements and deadlines of the next editor. This could be in two separate columns: "Editor's Desk", and "The Next Editor". A "BUY/SELL/TRADE" column is a must, assuming there are ads. Treasurer's Report, obituaries, announcements, and new member names constitute group business, and should be included if received. In other words, if as editor, you receive more than enough to fill pages 3-18, you will forward on to the next editor only those submissions not deemed "requirements".

The editor should edit each item as it arrives, creating a diskfile and backup diskfile. Diskfiles should be placed on disk in the order in which they appear in the Mailink. A good, clean "master copy" on single sheets (printed on one side only) on unfolded paper, protected by cardboard, should be sent to the "Mailer" by the first day of the month you are editing. A second copy, not having to be a "clean" copy, should also be sent to the President by the first day of the month. This copy may be printed on recycled junk mail, as long as the Mailink sides of the paper are legible. After the editor receives OK from either the Mailer or President, then the diskfiles of the entire Mailink should be sent to Mailink-on-Disk Editor. If you are certain your edition is perfect, send the diskfiles (TWS-usable) and master copy together to Richard Savoy who wears two hats: Mailink-on-Disk Editor and Mailer.

Always keep your backup disk in a secure place until the Mailink is in the hands of members. If you suddenly realize it is near the first of the month and you are not nearing completion of newsletter, notify the President. It is much easier to deal with a problem if it is made known. Editing can be fun; it can be mentioned in your resume' so what are you waiting for? Contact us now. (NOTE: Pages 1 and 2 were created with a C-128, CMD HD, SCPU128, Lex Optra 40, and geoPublish.)

Commodore Mailink, July 2002, page 2

SPREADSHEETS IN A NUTSHELL - by - Paul Berry

It was suggested that I adhere to the KISS principle with this article, but in view of the tremendous capability and versatility of spreadsheets I think I should amend that to KIVSS (V=Very).

A spreadsheet is a document, a highly structured document. It is structured as a grid of rectangles arranged in horizontal rows and vertical columns that looks much like an accountant's ledger sheet. In a spreadsheet, these rectangles are called cells. These cells can be as wide as necessary. Even though many spreadsheet programs don't show the lines defining the cells, they are organized as shown in the graphic below. Note: I made the cells wide in column C.

	A	B	C	D	E
1					
2					
3					
4					

Spreadsheet programs vary in the way they identify cells. In my example, I have chosen to identify rows by number and columns by letters. For example, the upper left cell is "A1" and the lower right cell is "E4". You will need to study the documentation provided with your spreadsheet program to learn how to identify the cells in your spreadsheet.

For the sake of simplicity, I will not show the lines outlining the cells any further in this article, but remember these cells are defined by your spreadsheet. Data can be entered in these cells as either text or numbers. For example:

JANUARY CHECKS

Number	Date	Payee	Amount	Category
01	01	Water Company	29.75	Water
02	01	Kroger	49.82	Groceries
03	02	Electric Company	132.65	Electricity
04	03	Shell	25.25	Auto
05	05	Cash	100.00	Cash

Above is an example showing how you might keep a record of your checkbook. I entered text naming the spreadsheet in line 1, and text defining the columns is entered in line 3. Lines 2 and 4 are blank. I entered the check information in the cells in lines 5 through 9. Now, if you wish, you can add the amounts of these checks by telling the spreadsheet (entering a formula) to add (or sum) the numbers in cells in column D from line 5 through line 9. Such a formula in cell D11 might look like SUM(D5,D9). And suppose you also want to keep track of what you spend on utilities, just put a formula in cell D12 to add cells D5 and D7 which might look like (D5+D7) and now your sheet looks like:

JANUARY CHECKS

Number	Date	Payee	Amount	Category
01	01	Water Company	29.75	Water
02	01	Kroger	49.82	Groceries
03	02	Electric Company	132.65	Electricity
04	03	Shell	25.25	Auto
05	05	Cash	100.00	Cash
		Total	337.47	
		Utilities	162.40	

If you change any of the numbers in cells D5 through D9, the sums in cells D11 and D12 will change as appropriate.

SPREADSHEETS IN A NUTSHELL, continued

Another interesting feature of many spreadsheets is their ability to sort. For example, suppose for some reason, I wanted the information above to appear alphabetically according to Payee. Using the appropriate commands this can be done, i.e.:

JANUARY CHECKS

Number	Date	Payee	Amount	Category
05	05	Cash	100.00	Cash
03	02	Electric Company	132.65	Electricity
02	01	Kroger	49.82	Groceries
04	03	Shell	25.25	Auto
01	01	Water Company	29.75	Water

You can sort numerically as well. Some formulas may have to be adjusted after a sort.

Sums of numbers in cells can be made either vertically or horizontally, and you can add the amounts in any number of individually selected cells. You can also do subtraction, multiplication, and division as well as averages, squares and square roots, trig functions, almost any form of mathematics. The documentation for your spreadsheet will tell you how to enter the formulas.

Data entered in cells can be moved or copied to other cells within the spreadsheet.

Spreadsheets offer you the opportunity and ability to record a lot of data, and then to do a wide variety of manipulations, both mathematically and organizationally to provide you with much information that would be difficult and lengthy to achieve using a pencil and/or calculator.

I have never caught a spreadsheet making a mistake in arithmetic, but I have caught myself entering the wrong data and/or formula.

(EDITOR'S NOTE: Paul Berry mentioned in the letter accompanying this article that he and Jean Nance have, over the years, discussed the types of articles that should appear in Mailink. Several times the subject of spreadsheets came up, but so far, no articles that he can recall. In February of this year Jean suggested that he write an article on spreadsheets. Paul who uses spreadsheets in 'real life' and has for years, reminds us that this article barely scratches the surface. If you would like to see more, let Paul know.)

OBITUARY

Many of our members will recall Roger Detaille who was a member of Meeting 64/128 Users Through the Mail for many years, but not everyone was as familiar with his loving wife, Susan. It was Susan who did a lot of the GEOS artwork that Roger distributed.

We received news of the sudden and unexpected May 12 collapse and death of Roger's 75 year old wife, Susan. Although she had been ill recently, it came as a tremendous shock for Roger to find that his wife had multiple cancers throughout her body. Roger is devastated and was totally unprepared for the loss of his wife.

No other information is available at this time. Members may wish to send condolences to Roger at::

Roger Detaille
80 Rue Lalande, Apartment 1
Ste. Therese-De-Blainville, Quebec
CANADA J7E 1Z8

(Editor's note: much of the information contained herein was supplied by Jean Nance, who, along with other members, had maintained contact with Roger since he left our group.)

OBITUARY

We were saddened to learn of the January death of long-time, loyal member Jess Wyder. He had corresponded with other CML members who had come to know him well. Jess, a retired postal clerk, was a farmer, and was known to be a very practical person, yet at the same time he had a wide array of interests including AI (Artificial Intelligence), voice recognition, and ESP.

Members may send condolences to the family at :

The Jess Wyder Family
17 Academy Street
Fishkill, New York, 12524-1301

BETTER LATE THAN NEVER

Member Jon Searle, known by many as the Commodore Man, would like to let everyone know he is still in business, in spite of massive flooding which destroyed many thousands of Commodore items, including C128's, C64's, several thousand pieces of software doc's, and other items too numerous to mention. He wants us to be patient as nearly all of his stock was stored in his basement, which was flooded with several feet of water in April of this year. Due to a medical condition, Jon cannot spend more than an hour a day in the still-damp basement.

Jon feels he can probably have the catalogs ready to mail by this fall. So, if you have ordered a catalog from the Commodore Man, please be patient—even those who did not include two stamps—you will receive your catalog this year. If there is another update, you will read about it here.

Ed.-L.T.

QUESTIONS

1. Does anyone know how long information will keep on a 5 1/4" floppy disk? I have some that are from the early '80's and are still going strong. The only time that I've had a problem is when I wrote to the disk by mistake, or rolled over it with my desk chair. I have back up disks for everything, but they are as old as the originals.
2. Does anyone know how long a Commodore can be stored without being used?
3. How long a monitor can be stored without being powered up? I heard they should be used off and on to keep the CRT charged. Is this true and if so, how often should this be?

Charlie Colwell

SUPERCOMPUTER

According to an April 18, 2002 online report, The Vintage Technology Co-operative has plans to build a monster parallel Commodore 64 supercomputer.

The system design is being developed, but volunteers are needed to help code the Operating System software. They are hoping the project can be completed in time for VCF 4.0 (Vintage Computer Festival 4.0). Volunteers send message to vcf@vintage.org.

Any late updates should be found at the site: <http://www.vintage.org/projects.php>.

COMMODORE FOR SENIORS

My name is William R. Kennedy: call me Bill. I have been in computers since about 1980. In fact, being a scientist, I needed one long before that and got involved with a Monroe calculator which was programmable in "Octal". Prior to that, I used a programmable Olivetti 101 calculator which could be programmed for 100 steps and programs could be recorded on magnetic cards. The cards were about 2 1/2" by 8" and could be programmed on opposite edges of the card. This allowed longer programs by inserting the card with the first side followed by the second side. This Olivetti also had a paper tape on which you could print your programs (used to edit and revise your programs), as well as printing the results of running programs.

One of the first Olivetti programs I wrote was not for my field of Emission Spectroscopy, but for the melting department not far from my laboratory. This was about 1965. They needed to know how far from the top of a round ladle they needed to pour molten steel so they would have exactly the weight needed to pour a casting. I had the dimensions of the ladle which was trapezoidal in vertical cross-section and wider at the top. With that, and the density of the molten metal, I invented a program to "pour" (invisible) metal into an imaginary ladle of the given dimensions, and the program did this in a neat way. Using a branching loop, I used one-foot intervals, increasing a foot at a time from the bottom, until the weight exceeded the limit. Then backing up one foot, I would do the loop again using one inch levels until the weight was exceeded again, and then back up one inch and redo the loop with one quarter inch intervals. When it exceeded the weight by one quarter inch, this was usually accurate enough. This program ran very quickly even with a slow instrument. The program provided the depth to which the metal should be poured, and from that, how far from the top the metal should come. Melters would place a board across the top of the ladle and tack on another board the depth the program gave, and poured the liquid metal until it touched the descending board. When they poured the casting, it was perfect every time. the program took a couple of minutes to run. All in all, it was a "cute" program and it worked and it made money without wasting molten material. The mechanical Olivetti was a cantankerous instrument and most of all the biggest problem we had with it was the "on-off" switch! (Incredulous)! What made it nice was operators could run it without me doing every calculation. Another time, in making holes to bolt pipe ends together, I wrote a program for making a bolt-hole circle around the pipe flange for machinists. Different diameter pipe required a different number of bolts evenly spaced around the pipe flange. The program gave x/y co-ordinates for placing the centers of the required number of holes.

The Monroe calculator was a much smaller instrument and it had something like 512 Octal, program steps, where the Olivetti had 120. Now, if you don't think programming one of these was an education in frugality of program steps, you just have to think again. Look at Microsoft today! They can't write a program without eating up 1.3 gigabytes! Most of their software devours memory and their programmers do it the easy way or not at all. That is why computers cost so little and software is so expensive. The Monroe also had Octal codes for jumps, forward and backward, goto's, noop's, etc. After a year with this I got very proficient with Octal. programming. When I retired from the company in 1987, this instrument was still being used for the whole laboratory doing statistics and other chemical calculations in a hurry. The Monroe also had a magnetic programming card; this one was about 2" by 3", and programmable down each of two edges. Long programs could be written and recorded on as many as 6 cards which were fed in one after the other. If there was an error in entry, it would let you know. This instrument also had a printer on which programs could be printed for editing and data from programs printed, too.

Along about 1980, I acquired the first laboratory computer, a Hewlett-Packard HP-85. This little gem didn't take up any space on a table and it had a thermal printer and a built-in recorder and a built-in CRT which was about 3" X 4". You could do graphics with it and put your graphs on the screen and then copy them onto the paper. Later they came out with a plotter. Programming the plotter was easier than programming characters on the screen. The HP-85 was programmable in BASIC. So, I became proficient in that: so much so, that I never pursued the machine language. For all I learned and did with it, I never learned all it could do: it was a minor whiz! I used it mainly for statistics comparisons of different samplings. (continued...)

COMMODORE FOR SENIORS, continued...

I also used it for printing plots, printing graphs on the plotter (in color with different colored pens), playing music (It could play "William Tell overture" very nicely. I never learned to write music programs, because that was not what a laboratory does. However we played the music to impress the big-wigs when they came to visit our show-place laboratory). The HP-85 was also useful for playing games which was another thing we didn't do in the lab. I used to take program listings of games home to study to see how they did those things in BASIC. Games are good learning tools if you study the codes. Another HP-85 was acquired along with an instrument (an Atomic Absorption) wherein it controlled all the functions of the instrument. It made it so much more useful to the operator than the instrument would be without the computer. I used the HP-85 until I retired in 1987 and it was still used after I left. Things are much more sophisticated today. Before I left the laboratory all our spectroscopy (emission and x-ray) were "on-line". That means samples came in the lab numbered with their source in the plant. Numbers were entered in the equipment with a keyboard. Samples were put in the instrument, analysis made by the instrument and sent simultaneously back to the source from whence it came and stored for later hard copy. In 1944 when I first came to the company we could make a spectrographic run for 5 elements in 15 minutes. When I retired from my company our instruments were turning out 30 elements in 60 seconds.

When I retired in 1987, the lab personnel and people I worked with and for, gave me a Commodore 128, consisting of the computer, a monitor, and a printer. I have been adding to, building on and changing it ever since. I use it mainly for writing, which I like to do. I have used it and do use it for address lists and labels. I have even written a nice BASIC program for printing labels (as many as you want) in any font available from the printer (Star NX 2420), in any style, and in any color. I sent this to one of the computer clubs, but it must have gotten lost in the shuffle. Let me say this: the BASIC with the Commodore is different from the BASIC of the HP-85, but not so much that one can't convert one to the other. My experience with the HP-85 was not wasted. I have tried programming in hexadecimal, but my aging brain has trouble mixing letters with numbers (like 00FF). The mnemonics with computer chips isn't a lot of help. Jumps are confusing to me, counting forward and back steps, and flags: well, I have tried, but it is so time consuming. I give up easy (especially when I get bored and fall asleep)!

I really enjoy using TWS on the Commodore 128. I feel that it is the ultimate in a word processor. I haven't found anything it is lacking (but then, I don't know everything). With it, I once designed a panel requested for a quilt commemorating a 50th anniversary. From my print-out, Kinkos was helpful in transferring it to the Iron-on for the quilt. I have also designed a Christmas Tree with different colored lights and valentines and other cards. I have also used the Timeworks spreadsheet, Swiftcalc 128, and think it is much superior to any others I have tested for myself, (including HP-85's ViziCalc). One of the early programmers of spreadsheets for Commodore was Microsoft, called Multiplan. It is just too complicated. (If anyone would like to have it for a keepsake, or a museum piece, let me know). I also use a program that was written for the Quick Brown Box to do addresses and labels. It allows, with menu selection, features such as "add data", "search data", "edit data", "scrolling data", and printing both inline and in a label format. I have used it with the Brown Box, but find it easier to use just pulling the program out and storing it on an FD-2000. The reason being that with the RamLink, you have to plug in the Brown Box and unplug it when through. It's just easier using it off the FD-2000. I have tried getting in touch with the Brown Box guy in Boston, but I can't find him at his old address. The Brown Box is nice, but without support, it can't beat the RamLink.

Yes, I have a RamLink. I had a lot of difficulty losing programs when the power went off, even with the backup battery. And in fact, I have another RamLink connected to a Commodore 64 at a basement location which also has a battery backup. The one in the basement has never lost a program from day one, while I couldn't count on the one with the Commodore 128 until I got an uninterruptable power supply (UPS about \$75). Now it is great. I also have a CMD hard drive, just one gig, but that, as far as I am concerned, is infinite! I have also a new "CMD" Zip drive from M. Randall. It is really great: it has 254 partitions per Zip disk and it works FAST. (continued on next page...)

COMMODORE FOR SENIORS, continued....

I have acquired through K. Dale Sidebottom a LexMark Optra 40, but haven't put it to use yet because I can't get all the straight dope from him or anyone else. It uses a GeoCable and PostPrint software. I am still learning how to use it with M. Randall's Wheels. My Star 2420 came with a book and manual showing all printer codes to do anything with. The Lexmark came with a book showing how to put it together and a CD with what you need to run it. I DON'T HAVE A CD READER! But, with help from Sidebottom on the phone, I was able to make it print JPEG's. My first attempts were bad because of a faulty C128 computer (probably a bad port where the geoCable plugged in).

There are a few more plusses about Commodore. My equipment doesn't get obsoleted. Viruses that affect Microsoft don't bother me. I use equipment I can replace cheaply except some is not available anymore. Commodore 64's and 128's are all still available at from \$25 to \$40. I have an Xetec Super Graphics gold printer interface and it can do some things quickly that software such as PrintShop can do (but not without installing it). There are some SGG printer codes for special things like making banners for parties which is just a click away. I have a Super Snapshot V.5 cartridge which is handy for making copies and I have installed JiffyDOS in all equipment and it is really handy to have. People who have Windows just don't know what they are missing. Do you think you can take a PC (any of them) and write a quick little program (in any language) and then just erase it when it has accomplished its job? NO WAY! Commodore is the way to go!

I think this is about all you need to know from this Golden Oldie. I may be getting old, but I am not dumb nor old yet! You don't see me with anything that has "MICROSOFT" on it! Oops, that is wrong! My Commodore operating system was written by who else, but Microsoft (in 1985)! That was done before they went crazy!

A final word. Newer equipment retrofitted to Commodore use but originally designed for PC's is difficult to get to work well without outside help I find. It is like any new software program: it takes working with to make it work successfully. I have found some manuals are incomplete in their descriptions and definitions. You really have to make your brain work overtime. If you don't have that overtime available, you'd be best off not venturing into the new world.

December 4, 2001

ErROR eRrOR ErRoR ERROr ERROr eRrOR....

1. "Due to formatting, I (Rob, the May Editor) accidentally cut out about a paragraph from David Moon's Game Reviews. This following section belongs between the first and second columns on page 15:

before you begin playing. The harder the difficulty setting, the more ghosts there are and the faster they move.

This game is in one of the magazines published for the Commodore. It is a type-in programme and if you find the magazine, you may be able to modify the game so that it will reflect your interests. Changing the sprites may be harder though. On a scale of 1 to 10, I give it a 10. By the way, let me know if any of you have ever played this and saved 998 cats or more. Contact David O.E. Mohr and let him know. <VBSEG>

POOL OF RADIANCE: this is the third role-playing Game for the 1st ed. A D & D game that I have ever played. Although it's the first one they

2. A second error crept into the May edition, this one in "The Compleat Loadstar CD" article on page 20. It reads , "and then used puzip to und64 'em", but meant to say, "I used puZIp to make the .d64 fi~ and use gunzip to unpack it to a 1541 disk."

LATE RENEWAL:

Fender Tucker 440
Gladstone Blvd. Shreve-
port, LA 71104. Fender
is the "Grand Exalted
Mojo" of Loadstar". Hobbies
are book collecting,
especially Juvenile
Series, reading, cryptic
crosswords, home music
recording, movies and
TV. System: C128D, FD2000,
CMDHD85, 1541, 1581, RL, Sup
ersnapshop V5 cartridge.
Interests: turning people
onto programming, internet
and email..

COMING SOON...

An online message seen June 11 on
the Homestead list reads: "I just
plugged my DigiMax in and played
some mods and .wav files through it
to my headphones and then an
amplifier, and it really is neat!
'Course I'm using JOS/WINGS as
my OS to do it. So, I'm typing away
and the tunes are goin'.... You can
have it use the user port, (or) you can
have it use the SID chip." (Editor's
note: my inquiring email about the
availability of DigiMax resulted in a
message that Nate Dannenburg is busy
working on DigiMax and hopes to market
it soon. Don't call him—he'll call us.)

INTERNET with JOS

According to many reports, Greg
Naccu has been doing a lot of work with
JOS/WINGS, and programming some
really cool util's for this OS, and now
there are even more pleasant surprises:
an Email Client for this cool, multi-
tasking 16-bit OS. POP3 (Point-to-Point
Protocol) and SMTP are now a reality on
a SuperCPU-equipped Commodore
thanks to Greg's genius. What does it
mean? It means if you have a C= but
don't have a Shell account or Telnet
account with Videocam, you can use
your PPP account to send/receive
email and more. Stay tuned for more....

Sixteen Years of Meeting 64/128 Users Through the Mail

by Jean Nance

In the May 1986 issue of "Compute!'s Gazette", the User Group listing included "The 64/128 User Group of America", Kirby Herazy, President. The approximately 35 members corresponded with each other, but there were no regular mailings, no newsletter and no dues. In 1987, the group's name was changed to "Meeting 64/128 Users Through the Mail". Jean Nance became president and in September a bi-monthly newsletter was started. There were no dues; donations from a few members covered the cost of the 4 page newsletter. A membership list was set up, containing a brief biography of each member. In 1988, annual dues of \$5.00 were instituted. A contest was held to name the newsletter, and "The Commodore MailLink" suggested by Elly Carey, was chosen. With good word-of-mouth and a steady place in user group listings, membership increased. It reached a peak of more than 300 in the mid 90s. As membership grew, so did the printed membership list, the size of The Commodore MailLink, and the cost of postage. Dues rose to \$9, \$10, \$12, and finally for 2002, \$15. In 1994, Frank Redmond became president, and Tom Adams vice-president. Jean Nance continued to recruit and advise the MailLink editors. In 1996 Frank stepped down and Tom Adams became president, with Frank as vice-president. In 2000 David Mohr became managing editor of the newsletter. Tom served as president until 2002, when Linda Tanner took over. Brian Vaughan has maintained membership records since 1988. There have been six treasurers over time; at present Emil Volcheck fills that position. Today, "Meeting 64/128 Users Through the Mail" has about 112 members. The MailLink is published six times a year, each issue being edited by a volunteer. All the material in each issue, and each bi-yearly membership list and resource directory, is available in "The MailLink on Disk", edited by Richard Savoy. Richard also takes care of the printing and mailing of the hard copy newsletter. More and more group communication is conducted on the internet, and the group maintains a "List" restricted to members, where those who have net access can exchange information. However, I hope we will never forget the origins of the group, and that it will continue to be a friendly place for those who can't manage, or don't choose, to use the internet.

1541 EXPERIENCES

(from CLARK COUNTY COMMODORE COMPUTER CLUB MAGAZINE, Feb., 1994), by George Cawthon, TV/BUG, Boise, ID

Most of us have heard all sorts of stories about heat problems and the need for a fan to cool the 1541 disk drive. And, some of us have seen a demonstration of how to clean the head and the procedure needed for alignment (the drive taken out of the case). I have used several different small fans to keep my drive cool, and I have never had any heat problems. In spite of keeping the darn thing cool, it did go out of alignment. If you have never seen the 1541 taken out of the case, I strongly urge that you find someone to demonstrate for you. Be aware that you will void the guarantee when you remove the case. Also, static electricity can damage electronic components, so avoid touching those parts.

FANS:

A small muffin or sprite fan placed on the disk drive is the simplest solution to keeping the drive cool. The fan should have an air flow rate of at least 20 cubic feet per minute (CFM). Muffin fans are generally about 4 inches square and about 1 and 1/2 inches thick, while sprite fans are smaller and more noisy. The cost of fans by mail runs from a high price of \$15 to a super bargain of \$5. Local prices are closer to \$15. Unfortunately, most mail orders require a minimum order of about twice the cost of the fan so plan to buy two or buy with a friend. An alternative is to buy one of the small deodorizing or air cleaning units which are about \$10 on sale.

Cut out a piece of foam padding (at least 1/2 inch thick) slightly larger than the outside dimensions of the fan and then cut a central hole the same size as the fan blade diameter. Place the foam cutout over the air holes at the rear of the disk drive and place the fan on top of the foam cutout. The fan can be placed to blow air into the drive (the method I prefer) or flipped over to pull air out of the drive. Fans may not come with a cord, so you may need to buy an extension cord; cut off the female end, and solder the wires to the fan terminals. You should also have some type of finger protection and, if the fan blows in, filtration. You could build a small box (card-board and glue or tape is ok) for the fan and cover the intake end with an open mesh cloth or build a wire frame above the fan to hold the cloth. If you put a fan on your drive do not operate the drive without the fan running as the normal airflow is blocked

ALIGNMENT:

How did I know my drive needed alignment? I didn't, I just knew something was wrong. All of my own programs would load correctly, but commercial programs would sometimes load and sometimes not, and new programs (the most heavily protected) would not load at all. Those symptoms are classic for a poorly aligned drive. I was fortunate in finding a technician who was conscientious and had several alternative procedures, including the expensive Commodore approved program and tools for aligning drives. He also charged a reasonable price for alignment. After alignment my drive would still not load some programs, so I sent it back for alignment again. This time the technician told me that he had used several different programs for alignment but could not get all tracks into perfect alignment; he could get the low numbered or the high number tracks but not all tracks correct at the same time. Some programs would still not load. Since alignment is primarily a mechanical function, I decided to see if I could find any problems in the mechanics of the drive. I found the problem, corrected it, and returned the drive for alignment (it aligned perfectly and I have not had a problem since. If you have had problems, perhaps the following information may be of help.

The head that writes and reads to the disk is supported on two rails in such a manner that the head can move back and forth in a straight line from the center to the edge of the disk. A metal clip at each end of the pair of rails holds the rails to the support structure. In my drive, the end of one clip was loose allowing one of the rails to move slightly. This caused the head to move in an arc and the tracks to be slightly closer together as it neared the loose end. The fix was simple: remove the clip, bend it slightly to put more pressure on the rail, and replace it.

One of the reasons that I have not had further alignment problems may be the installation of a soft stop. When your drive makes a rattle sound in normal operation it is the head mechanism hitting against a solid metal stop as the head moves to locate track 0. Unfortunately, the stop mechanism is pressed on a shaft and can eventually be moved slightly, changing the zero point and causing misalignment. The technician that aligned my drive replaced the contact part of the stop mechanism with a spring. The spring absorbs shock and reduces the potential for alignment to change. Not all technicians agree on the value of the spring stop, but mine greatly reduces the noise caused by protection schemes that bang the head. (continued...)

LUBRICATION:

One point that is seldom discussed is lubrication of the head mechanism. The rails are steel and the head unit is plastic (probably nylon). This arrangement reduces, but may not totally eliminate, the need for lubrication. I noticed that the rails in my drive, appeared to be dirty and the head did not move as smoothly and as easily as possible. Smooth operation requires that the rails be clean and lightly lubricated. Lubrication requires removing the drive from the case which will void your guarantee. If you do remove the drive from the case, do so only when static electricity potential is low.

To clean the rails gently move the head to one end and clean each rail with a swab moistened (not dripping) with rubbing alcohol. Then move the head to the other end and clean the remainder. Swabbing several times may be necessary. Dry the rails with clean swabs and then apply a lubricant. My first choice is a dry lubricant, and I used powdered molybdenum disulfide. This is a superior dry lubricant for almost anything; a small quantity will supply a lifetime of problem lubrication needs. Second choice would be very fine powdered graphite or perhaps colloidal graphite such as Lock-ease. A third choice, possibly as good as graphite, is Armor-all which provides a dry silicone lubricant. A high quality non-gumming oil is probably better than nothing, but I would prefer not to use oil. Only the smallest amount of whatever you choose should be applied to the rails. Don't get lube on any other parts.

If your drive makes a dry rattle or screechy sound (not the stop banging discussed before) it may be the part that clamps down on the disk. The motor and the spindle that turn the disk are located in the bottom of the drive. When you close the drive door you clamp an idler piece against the disk and the drive spindle. The idler piece is a nylon casting about the size of the hole in a disk and is supported by a metal spindle and washers in the center. If you open the drive door and shine a light in, you can see this mechanism. Lack of lubrication causes the nylon piece and especially the associated metal washers to vibrate and make a racket. This assembly is clearly visible with the case top off. The solution to the noise problem is lubrication. I used molybdenum disulfide powder and Lock-ease to carry the powder to the underside of the nylon assembly, however, a light oil might work almost as well for this piece. Again, be sure that you do not get lube on other parts and to wipe off any excess lube.

HEAD CLEANING:

Do you need to clean the head and if so, how often? The answer is not clear. Some suggest cleaning the head as often as once a month while others suggest cleaning the head only when you have problems. If you have no problems, why clean the head? Let's say you notice that your drive will not write or read or has repeated read or write errors. The problem could be alignment, a dirty head, loose connections, or real serious. First, check that all connecting cables are tight. If that doesn't solve the problem, then clean the head. If the problem persists have the drive aligned.

There are two methods for cleaning the head--buy and use a cleaning kit or take the case off and swab the head with alcohol. If you decide on a cleaning kit make sure that it is a nonabrasive cleaner (it will say so on the package). If you decide on the cheap method, remove the top of the case. The head is the mechanism that rides on rails and is clearly visible and can be easily reached. Move the head mechanism toward the front of the drive. Swab the head with a Q-tip moistened (not dripping wet) with rubbing alcohol, dry with a fresh Q-tip, and you are through. While you are at it, check the felt pad opposite the head (in operation, the disk is squeezed between the head and this pad). Dirt can accumulate on this pad and should be gently brushed off (use an old toothbrush). Be gentle, as the pad must be in place or disks will be scratched.

COMMODORE EXPO, May, 2002

So far, no members have submitted any reviews of the latest EXPO, held in New Albany, Indiana. This editor was unable to attend, and according to Dale Sidebottom, chief organizer for the EXPO, all camcorders at the event were having battery or other type problems, so little or nothing was videotaped.

One interesting demo was by Jeri Ellsworth, who demonstrated from start to finish how to convert a standard and readily available ATX power supply for use with the Commodore 64 (including clock pulses). Hopefully she or someone will put the info into a hardcopy form, then submit it for publication in these pages.

C128 CHIPS AND COMMON SYMPTOMS 1-1-98

(Ray Carlsen CET, CARLSEN ELECTRONICS, rroc@washington.edu or rcarlsen@i-link-2.net)

- U1** 906108-02 (6526) VIA (interchanges with 8521); unknown (8521) VIA later version C128
C64 startup screen normal, but no cursor. Will not start up in 128 mode. No keyboard, joyport, or cassette access. Partial failure: some keys or joystick positions don't work. Cartridge works. Swap U1 with U4 to check. See **KEYBOARD**.
- U4** 901108-02 (6526) VIA
Startup screens normal (64 & 128), but no serial or user port access. Drive resets on power up but "File not found" error when drive accessed. Cartridge works. Swap U4 with U1 to check. Check also buffer IC U30.
- U5** 906112-02 (6581) early 128 SID: 12 volt VDD; 318013-01 (8580) late 128 SID: 9 volt VDD
No sound (check also transistor Q2), weak or bad sound of one or more voices. Proportional mouse or graphics tablet doesn't work, or mouse pointer frozen or jitters. If chip is shorted, will produce blank screen. Remove chip to check.
- U6** 315020-01 (8502) MPU (Microprocessor)
No bootup in any mode. Blank screen with no border. Cartridges don't work. If intermittent, screen freezes after warmup or running programs lock up.
- U7** 310389-01 (8722) MMU (Memory Management Unit)
No bootup in any mode. Blank screen with no border. Partial failure: CP/M inoperative.
- U10** 906150-02 (Z80B) CPU (Microprocessor)
No bootup in any mode. Blank screen with no border. Partial failure: CP/M inoperative.
- U11** 315012-01 (8721) PLA (Programmable Logic Array)
No bootup in any mode. In 40 columns: blank screen, white screen, light blue screen (no border), random checkerboard pattern or flashing "garbage" characters.
- U18** 390059-01 CHARACTER ROM
No characters. Startup has border, but "garbage" where characters belong. Entire area inside border just lines or blocks.
- U19** generic SRAM (6116 - LC3517A) COLOR RAM 2K X 8
128 startup screen and colors normal. C64 screen characters & colors flash rapidly.
- U21** 315009-03 (8564) VIC (40 column screen)
Dead chip: Blank white screen in 40 columns and black screen in 80 columns. Partial failure: 80 column OK but weak or garbled 40 column video, no video or no color. Check also U28 and crystal Y2.
- U22** 315014-09 (8563) VDC for C128 80 column screen; 315092-01 (8568) VDC for C128D 80 column screen.
Blank screen in 80 column only. May not switch from 128 to 64 mode with reset switch. Check also crystal oscillator Y1. If one or more 80 column colors missing, check also U24.
- U23 & U25** generic 4416 Video RAM (16K); generic 4464 Video RAM (64K VRAM upgrade)
In 80 column mode only: blank screen or some characters garbled. Shorted chips will get hot.

U24 generic 74LS244 Buffer
One color (such as red) missing from 80 column screen.

U28 251527-09 (8701) Clock gen. (Master oscillator)
Dead chip: no bootup in any mode. Partial failure: diagonal lines on monitor or TV (horizontal sync bad), no color in 40 column mode, or "barber pole" colors. Check also crystal Y2.

U32 251913-01 C64 Kernal/Basic ROM.
Blank screen at startup in C64 mode only. Cartridge works.

U33 318018-02 C128 BASIC LO ROM
No BASIC startup screen in 128 mode only. Computer goes into "monitor" mode.

U34 318019-02 C128 BASIC HI ROM
Blank screen with border at 128 mode startup. Lines or "garbage" inside border.

U35 318020-03 C128 Kernal ROM
Comes up in C64 mode, but cartridge doesn't work. Partial failure: blank screen in 128 mode only.

U36 socket empty from factory... for "upgrades".

U38 THRU U53 16 RAM chips (4164)
4 RAM chips (4464) in later versions.

Blank screen, no border. Shorted chips will get hot. Will sometimes produce "garbage" screen, abnormal number of bytes free or "out of memory in 0" error on startup screen, and program crashes when loading (depending on what part of memory is bad)... repeatable, ie crashes in same place.

Y1 16 MHz Crystal Oscillator
Blank screen in 80 column only.

Y2 14.31818 MHz crystal (Master osc. reference)
See U21 VIC.

M1 251917-02 RF Modulator (tin can "module").

TV output only: no picture, no sound, snowy picture, no color, weak video or sound, interference, etc. Note: direct A/V outputs still work normally.

KEYBOARD:

Stuck (shorted) keys will show up when another key is pressed... it either will not work, or both appear on screen. Character may repeat, depending on which key is bad. If keyboard is suspected, unplug it... the computer will start up normally without it. Check also U1 chip.

POWER SUPPLY:

Most common problem is "dead" computer, but can produce many symptoms like blank screen (power LED on or off), screen freeze-up, "garbage screen", hum bars moving up screen, intermittent operation, etc.

For intermittent operation or "glitches" on screen, random characters, etc. check solder of power supply connector and power switch on motherboard. Also, reseal socketed chips: lift up slightly at each end (but do not remove) and press back down. Reseat suspected chips first for any problem, especially intermittants. (For in-depth troubleshooting, Sams Photofact; the Sams book for C128 is CC18 and for C128D is CSCS25)

EASY HOMEMADE PAPER DISK SLEEVE

WRITTEN BY CHRIS FITE, June, 2002

I MOSTLY USE 5.25" FLOPPY DISKS WITH MY COMMODORE 128 COMPUTER. OFTEN, I GET USED FLOPPY DISKS THAT COME WITHOUT A PAPER SLEEVE. THE PAPER SLEEVE (ENVELOPE) PROTECTS THE DATA ON THE DISK, WHEN NOT IN USE, BY COVERING THE OPEN SLOT THAT IS USED BY THE DISK DRIVE TO READ DATA OFF THE DISK. IT KEEPS DUST OFF THE DISK AND IT PROVIDES A PLACE TO PUT A PAPER PRINTOUT OF THE DISK DIRECTORY SO THAT I CAN SEE WHAT PROGRAMS ARE ON THE DISK. PAPER SLEEVES CAN BE BOUGHT, BUT THEY ARE HARD TO FIND AND COST MONEY.

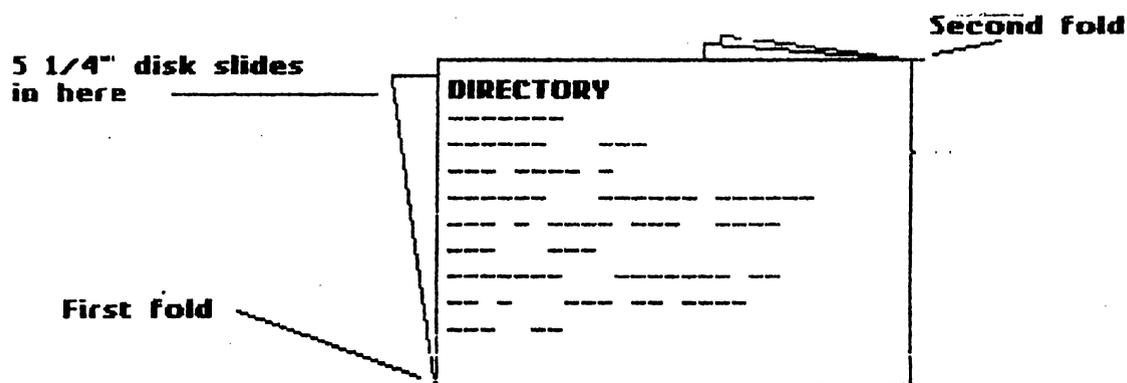
ONE DAY, AFTER RECEIVING ABOUT THIRTY DISKS WITHOUT PAPER SLEEVES, I BECAME DESPARATE FOR A SOLUTION TO THE "SLEEVE-LESS DISK" PROBLEM. I HAD A MEETING TO GO TO, TO DEMO SOME COMPUTER PROGRAMS, AND I NEEDED TO QUICKLY MAKE THE "SLEEVE-LESS" DISKS SUITABLE FOR SHOW-AND-TELL. AN OLD WISE SAYING IS "*Necessity is the Mother Of Invention*" AND THAT IS WHAT HAPPENED. I INVENTED A SOLUTION TO THE "SLEEVE-LESS DISK" PROBLEM THERE AND THEN, WHILE IN DESPARATION. THE SOLUTION IS SIMPLE, EASY, AND FAST, AND IT FIXES TWO PROBLEMS AT ONCE!

WHAT I DID, AND STILL AM DOING TO DISKS THAT HAVE NO SLEEVE IS:

1) I MAKE A PAPER PRINTOUT OF THE DISK DIRECTORY, SIDE ONE OF THE DISK ON THE LEFT SIDE OF THE PAPER, AND SIDE TWO'S DIRECTORY ON THE RIGHT HALF SIDE OF THE PAPER. SO, ON JUST ONE SHEET OF PAPER, I HAVE ALL THE PROGRAMS LISTED FROM BOTH SIDES OF THE DISK. (MY PRINTER EASILY ALLOWS ME TO RESET THE LEFT HAND MARGIN SO THAT THE SECOND DIRECTORY WILL PRINT OUT ON THE RIGHT HALF OF THE PAPER).

2) I THEN FOLD THE PAPER IN HALF, WITH THE DIRECTORY LISTING VISIBLE FROM THE OUTSIDE, SO THAT THE FOLDED PAPER NOW MEASURES 8.5" X 5.5". THEN I SLIDE THE FLOPPY DISK INTO THE FOLDED PAPER, POSITIONING THE FLOPPY DISK'S LEFT EDGE AGAINST THE LEFT EDGE OF THE PAPER, THEN I FOLD THE REMAINING PAPER THAT IS WIDER THAN THE FLOPPY DISK BACK BEHIND. THE FINAL RESULT MEASURES ABOUT 3.5" X 5.5"..

THE RESULT IS A PAPER SLEEVE THAT COVERS AND PROTECTS THE FLOPPY DISK, AND THE SAME PAPER SLEEVE ALSO LISTS THE PROGRAMS ON THE DISK! THE FINAL RESULT IS SO GOOD THAT I SOMETIMES USE THIS METHOD EVEN IF I HAVE A COMMERCIAL SLEEVE FOR THE FLOPPY DISK.



BUY/SELL/TRADE/WANTED:

CINCINNATI COMMODORE COMPUTER CLUB

Official Users Group Number 292
Meets at Norwood Plaza Bingo Hall
c/o 31 Potowatomie Trail
Milford, OHIO 45150
513-248-0025

The Cincinnati Commodore Computer Club has 1000's of used commercial COMMODORE items for sale at very reasonable prices. The list includes computers, disk drives, monitors, some printers, books, manuals, and accessories at bargain prices. Because of the low prices, postage will be appreciated.

Separate lists are provided on a 5 1/4" floppy disk as SEQ files. The files can be accessed directly using sequential file readers for the 64 and 128, found on the same disk. Send a floppy mailer with your return postage and address to the address above.

The files may now also be obtained from Roger via email at **thndrbrd@one.net**.

The club also sells the following tractor feed items: (includes postage)

3.5" X 15/16" address labels in pastels of blue/green/pink,white,yellow-\$1/100

2.75" X 1 15/16" labels for 3.5" disks - \$1.50/100;

3.5" X 6" postcards - \$1.50/100.

COMPLEAT LOADSTAR CD UPDATE by Rob Snyder

The Loadstar Compleat is NOW AVAILABLE! Issues 1-199 can be yours for the low price of \$40. On ONE CD, you get "just about everything ever published on LOADSTAR". You get the programs, you get the text files, you get jpegs of all the cover art (when Loadstar was sold in stored), all the crossword puzzles, all the solitaire games by Maurice, all the Proquests, all the music, all the 128 quarterlies, all the extras disks, all the recipes, and still more!

If you only use a Commodore system, you'll need a way to transfer the files from the CD to a C= disk. Dale Sidebottom can help you with this as he is the distributor of CD ROM Commander 128, a program that allows you to transfer files from a CD to a 1541 disk. You'll need a SCSI CD ROM drive and a CMD harddrive to plug it into. The original CD I bid on, on eBay, had all the files in one directory, thus was too large for C128 memory. Fender Tucker has since divided the files into folders and it loads up great! I had no trouble using CD ROM Commander to transfer files from the CD to a real 1541 partition on my hard drive. After using gunzip on the transferred files (to change them from disk images to actual C= files), they ran just like the Loadstars I got in the mail. I of course load up issue one first to see how it all started.

If you have a PC, you can directly use the files on the CD. It comes with a C= emulation program called Vice 1.7 and Loadstar programs that run on your PC to make it very easy to load and navigate the CD. Just point, click and run. After all it is a Loadstar product. If you ever subscribed to Loadstar in the past, you'll want this product as it includes all issues 1-199. Even if you subscribed to loadstar, its entire life (which is still going I might add, 213) what is more convenient and permanent than all the files on a CD?

If you never subscribed to Loadstar, but enjoy 64/128 programs and files, this CD is also for you. Over 15 years of C= programs and history are included. . Price is \$40 U.S, including shipping in U.S. . For foreign mailing, email for shipping costs: **fender@loadstar.com**. Fender Tucker, 443 Gladstone BLVD. Shreveport, LA 71104



SEPTEMBER EDITORS

Yes, it is plural we have two editors both boys that live in farm country, for the September issue, why, because we are new editors for the Commodore Mailnk and we want to do a good job. William Robblets who lives in the middle of Cigar Tobacco country, will be doing all the GEOS articles and asked that they be done in GEO WRITE, and those articles should be sent to him directly on 3.5" or 5.25" disks, his address is P.O.Box 273, West Granby CT 06090-0273.

Richard Savoy who lives in Dairy country (what's left of it) will be handling The Write Stuff (TWS) part, and those articles can be sent to him, on either size disk or up to a page hard copy if sent early enough, Deadline is August 15th, Richard's address is 250 West St. Apt. 9, Ware MA 01082-9783. Articles less than a page can be sent Email to: RSavoy5578@aol.com.

WEBSITE EDITOR NEEDED:

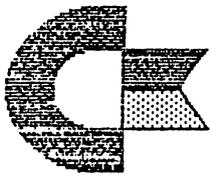
Our MaiLink website with Videocam Services is in need. Gaelyne has graciously maintained the site since Gary Noakes resigned, then Michael Walton had offered to take on the responsibility, but has found he overextended himself and realized he simply did not have the time.

Since access to the site is restricted to Meeting 64/128 Users Through the Mail members, it is like an exclusive resort--without the expensive trappings. The site needs updating, since names and other data have changed, so this is an open invitation to all members who have created or maintained websites in the past.

For those who are inexperienced in website creation or maintenance, there are numerous tutorials and books "out there" which are very helpful, and in Gaelyne's words, some of the books are "overkill".

One requirement is to use HTML, HyperText Markup Language. One source of information on HTML is a three-part series published in Commodore World, Issues 12, 13, and 14, from 1996. Another good source of information is the online tutorial offered by Videocam Services. It can be found at: <http://cbm.videocam.net.au/anchors.php> and has information not found in the Commodore World magazines. Another source mentioned in the above referenced tutorial can be found at: <http://www.ncsa.uiuc.edu/General/Internet/www/HTMLPrimer.html>. HTML actually looks less like programming, and more like embedded control codes, which in reality is what they are. Further, one can, in TWS and some other word processors, create macros to define the oft-used, but long-and-cumbersome-to-type URL's and other phrases, addresses, or words.

Come one, come all! Volunteer now! Be the first on your block to create a Commodore website. And, remember, this is a lot like editing a newsletter (hint, hint) in that it is something that can be mentioned, in fact, played up, in your resume'. Contact Linda Tanner for more information.



MAILINK ON DISK

BY: RICHARD SAVOY, EDITOR

FROM THE DISK EDITORS CORNER!

WHAT'S NEW FOR JULY

Side 1: This issue of Commodore Mailink (CML) newsletter 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 which permits the incorporation of graphics into the text of The Write Stuff, word processor, but remember that the clip art with the dots in front must be on the same disk as the other material you want to print. Hopefully, if space is available I will show a sampling of the clipart and offer a set of the clipart to all the members at a small charge.

SIDE 2: This side has a musical Menu program to take you to ten assorted programs including WHERE'S MY BONES which is a arcade game that takes you down into some caves; MINIATURE GOLF is a 9 hole course with instructions; LIGHT CYCLES 64 is best played with two people and can be played with joysticks or keyboard; TURTLE GRAPHICS is a drawing program; STEALTH MISSION is a musical program; BACH INVENTION#8 also a musical program that allows you to control the speed that it will play; COMMA SENSE shows what damage putting a comma in the wrong place can do; GALAGA is a shoot-them-up game two can play; SUPERMAN is an adventure game with ten bad guys after Superman; PS/PM TO GEOS is a utility to convert Printshop and Printmaster 2 and 3 block graphics to a geos format.

FREE BONUS DISK with the JULY ISSUE. Will be the October 1999 "Disk of the Month", from M.C.C.C. INC. of Australia. This issue has a selection of assorted programs BIRD OF PREY which is an arcade game; BAM-AID is a program that allows you to see file details; also 64 DOCTOR; WORD SPELL; ADDRESS BOOK; SQUEEZE is not a lemon squeezer, but a program that will reduce the program space. It gets more in less room. BLACKJACK COUNT; and several other programs that related to GEOS articles in their September 1999 DOM but lacked space.

ATTENTION 1581 DISK DRIVE USERS

The back side of the disk is full of 1581 utilities! PARTITION AID; DIR-ED; FILE COUNT; 1581 ALPHABETIZER; 1581 ALPH.DOCS; 1581 DOS abd 1581 DOS.DOC; 1581 DIAG. C64 and 1581 DIAG.DOC; and I count at least 8 more 1581 utilities. If you aren't a subscriber of the disk version, you can get this disk for \$1.75 for postage and handling.

PRICES FOR THE COMMODORE MAILINK ON DISK ARE AS FOLLOWS:

United States.... \$ 8.00/year
Canada \$ \$9.00/year
Everywhere\$11.00/year
Single back copies \$1.75
U.S.A. FUNDS ONLY

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

EDITOR'S COLUMN:

Editing this July newsletter was actually rather fun. I practiced using geoPaint and being a novice, I found there is plenty to learn. One way to spice up newsletters is with graphics and for GEOS/WHEELS users, geoPaint is just the ticket. Unfortunately I have not quite learned how to make PostPrint2/3 recognize geoPaint, at least for the purpose of re-entering geoPaint from PP2/3. However, PP2/3 does print geoPaint documents with no problem.

In this household there are usually two C128 systems set up at all times, with the idea in mind that if one fails, there is always a close-at-hand backup. It happened this month. The 1902a monitor would wink at me when I turned it on. I thought maybe it just "liked" me, but as time passed,, the wink became a total blink, and finally during the monitor's last working days, the blink became a pinpoint of light at the center of the screen and then NOTHING. To the rescue came a Motorola color/ green monitor sitting in storage for such an emergency. Next, a C128 "died", then mysteriously was resurrected. I guess Commodore users are pretty much like those Postal Service Carriers--neither rain, nor snow....etc.

This newsetter was created with GEOS/WHEELS, geoWrite, geoPublish, C128, FD4000, SCPU, RamLink, CMD Hard Drive, Lexmark Optra 40 printer, and PP3. Also used was WrongIsWrite81 and TWS. After reading Bruce Thomas' article on GEOS to TWS conversion in the May CML, I tried WrongIsWrite again, and it seemed like a MIRACLE. Never again will I fret and stew, after having created a complete and seemingly perfect newsletter, over having to then convert the files to TWS format. Thanks to Bruce Thomas' writings, I discovered using WrongIsWrite is truly a snap.

Enjoy reading and remember that

COMMODORE RULZ! Editor, Linda Tanner

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HOW TO JOIN MUTTM

Member Chris Fite observed that nowhere in our MailLink is there info on how to join! The cost in the U.S. is \$15, in Mexico and Canada, \$17US, and elsewhere, \$25US yearly. To join, send check or M.O. to Emil Volcheck, Jr., 1046 General Allen LN., West Chester, PA, 19382-8030, payable to Emil Volcheck, Jr. Membership includes six issues of MailLink, plus September and March COMMODORE YELLOW PAGES (our recently renamed resource listing) and the chance to become an editor.