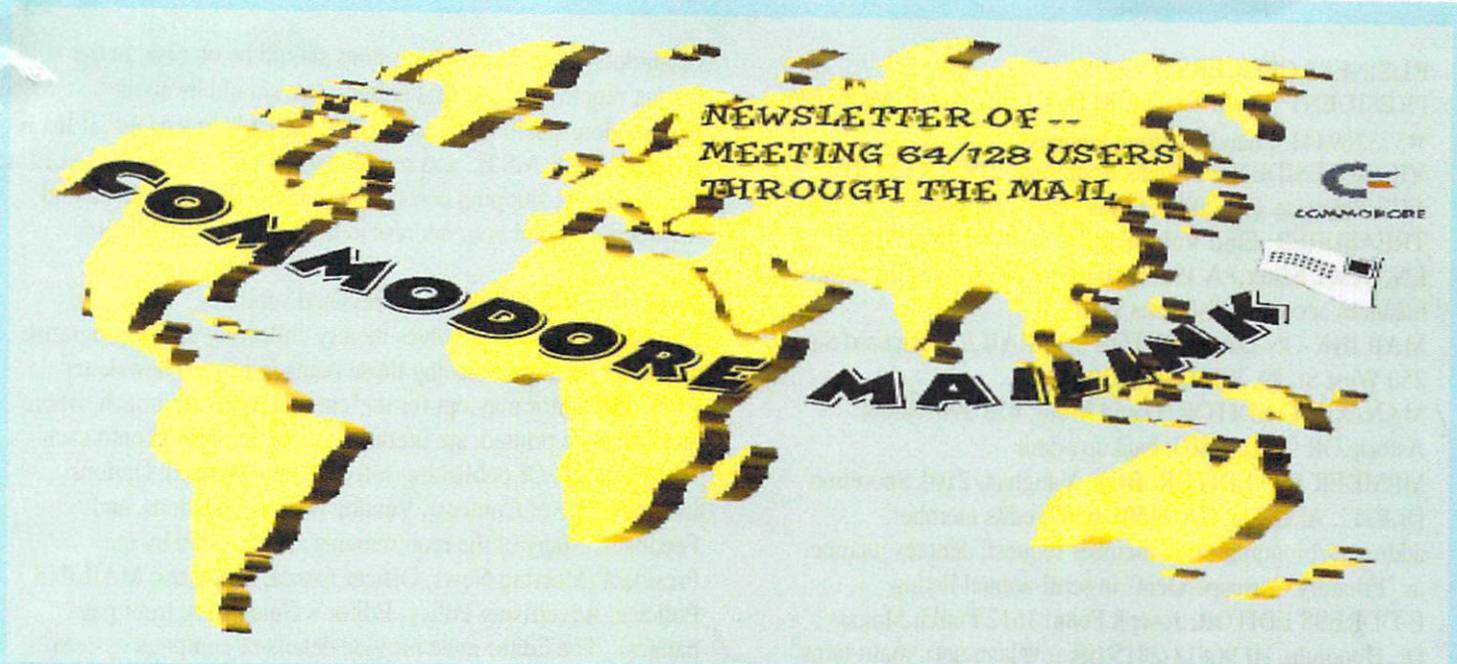


Nov. 12, 2002



MEETING NEWS

November 2002

Listen up everyone, it's dues-paying time. and again this year we have made it quite painless, make your checks or money orders payable to Emil Volcheck, Jr., our Treasurer, and send them in the enclosed pre-stamped envelope, pre-addressed to Emil. Membership will guarantee you another year of six issues or what is probably the oldest international Commodore club in the world. After approximately sixteen years, the group is not drastically different from what we were, but we have evolved some. Both the software and hardware developed in the '90's through the present continue to amaze and delight us. It seems once Commodore Business Machines evaporated, it took only a short while for users to realize, "who needs them?". As long as there are users willing and able to upgrade or write new software or operating systems, and also hardware developers willing to hack out new devices we never imagined in 1984, we as a community will continue to defy all odds. A good place to "view what's new" in the Commodore world is at one of two EXPO'S. The Southwest Regional Area Programmers (SWRAP) Club sponsors the Commodore EXPO in Chicago, IL, USA, every September. The Lucky Users of Commodore Klasic International (LUCKI) sponsors another EXPO every May, in New Albany, Indiana, USA. across the Ohio River from Louisville, KY. It is at these EXPO'S where one can view firsthand the demo's presented by various user/developers from all over the world. A comprehensive review of the September EXPO is scheduled to appear in our January issue. While there is a lot of "cutting edge" software and hardware being developed for the Commodore, some of which interfaces the Commodore with a PC, some of which requires SCPU, hard drives, or other add-ons, there is still much to be said about Commodore as a stock or nearly-stock machine. As such. in this issue is the beginning of what is hopefully a regular feature on programming in BASIC. It is also hoped that we will have an on-going series on spreadsheets -- a continuation of Paul Berry's July, 2002, "Spreadsheets In a Nut shell". There is more. But remember, this newsletter is what you/we make it. If there is some topic you want to see discussed, why not write the article today? Last but not least, we are "looking for a few good people", i.e.. editors; we have January and March positions filled, but cannot publish May through November until we have editors (hint, hint). Hope you enjoyed this issue?

President, *Linda Tanner*

BUSINESS OFFICERS:

PRESIDENT: Linda Tanner, RI Box 120T, Black, MO63625

☎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 Alien

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

as "Friendly Correspondent" in semi-annual listing

E-ADDRESS EDITOR: Joseph Fenn, 3612 Puuku Makai

Dr., Honolulu, HI 96818-2815 (jfenn@lava.net); main-tains

email addresses of members

WEBSITE EDITOR: Your name could be here!! (maintains

Videocam Mailink website.)

YELLOW PAGES 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 article 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 "masterpage". 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 onto the next editor only those submissions not deemed "requirements". The editor should edit each item as it arrives, creating a disk file and backup disk file, making certain a TWS disk of all text files is (also) created. A good, clean "master copy" on single sheets (printed on one side only) on unfolded paper, protected by cardboard, should be sent along with the TWS text file disk to the "Mailer" by the first day of the month you are editing. NOTE: to include a color page, send 120 completed sheets, printed on both sides (ready for insertion into newsletters) along with the "masters" and TWS disk. A second copy of CML (copied on the back of junk mail is OK) should also be sent to the President by the first day of the month for proof reading purposes. 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: Page 1 and 2 were created with a modified C128D, CMD HD/FD/CDrom SCSI tower, SCPU128 w/16Mgs, RAMLink w/16Mgs, XEROX Tektronix Phaser 860DP color solid ink printer w/ PostScript III & 128Mgs ram, Click Here's PostPrint, Adobe Illustrator and geoPublish.)



COMMODORE

MAILINK on DISK

By RICHARD SAVOY, EDITOR

**FROM THE DISK EDITORS CORNER!
IT'S TIME TO RENEW!**

If your re-newal was due in the last couple of month you didn't receive a notice because effective in 2003 all memberships for the diskversion will be yearly, and no matter when you sign-up you will get all issues for that year and the free disk. If you currently get the disk version the Notice and return envelope will be with the November disk.

BONUS FREE * BONUS FREE * BONUS

If you renew or buy the disk version before the end of the year, you will receive another extra bonus free! Al Jackson from the FIVE C's group has completed the COMPUTE GAZETTE INDEX which Compute never finished and has made available to me, it was on a 3.5" disk and booted in C-128 40 column. I asked Al if he did it in 5.25" disk also, but he hadn't, and wasn't planning on doing it. I used it just a few months ago to find the issue for an article and would have liked to distribute freely, but couldn't without a version for the members with only 5.25" drives. Leave it to Al, I guess he figured out my problem, back on July 24 he mailed me a 1541 version on 2 disks and a 1571 version in 1571 format on 1 disk. So just let me know what version you want and I'll mail it with the January Disk version.

WHAT'S NEW FOR NOVEMBER

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.

SIDE 2: This side loads from a Menu program which has music, to take you to assorted C-64 programs including three different MENU programs like what I'm using, that you many like to download and try and make your own disk; FINAL BOULDER is about 30 different versions of an arcade game; CHRISTMAS is a surprise for the holidays and a copy more arcade games. FREE BONUS DISK with the NOVEMBER ISSUE. Is the December 1999 M.C.C.C.Inc. Christmas Time disk.

PRICES FOR THE COMMODORE MAILINK ON DISK ARE AS FOLLOWS:

United States.... \$8.00/year
Canada \$9.00/year
Everywhere else....\$12.00/year
Single back copies \$1.75

U.S.A. FUNDS ONLY

for yearly back issues see the C= Yellow Pages in March or September issue.

HOW TO JOIN MAILINK

The cost in the U.S. is \$15. in Mexico and Canada, \$17 US. elsewhere. \$25 US 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. You will receive an application asking biographical info (BIO), as well as info on your Commodore system.

Membership includes six issues of MaiLink. plus March and September COMMODORE YELLOW PAGES and the BIO listings. Membership includes opportunities to network with many other Commodore users. Join now!

The Next Editor

David Moon and David Mohr are the slated editors for January. David has no Inet Access so anything sent to him should be snail mail. His new address is 1400 West Marine Drive Apt #47 Astoria Oregon. This issue will be done in Geos, with Post Print from Maurice. They can handle GeoWrite, Pet, Ascii in formats. Submissions can be snail mail in 41,71,81 or FD format. Accepting attached files to e-mail, or the text as an e-mail message. Bio has the correct address for snail mail and e-mail is lordronin@videocam.net.au. Deadline is the 15th of December for submissions. We know how the post slows down at that time of year. <G> Promise that I am not waiting this year as I did last year for submissions to arrive. No delay this time!

The Editor's Desk

MaiLink Friends,

Winter is at the door here in western Colorado and I'm not sure if I'm ready for it even after a very hot and dry summer. I do love the fall with all the different colors and cooler nights. OK, now for my Commodore ramblings.

Originally I had proposed to print the entire newsletter in color, so I could use my commercial grade printer and thus save some money. There was some controversy as you might have noticed from previous publications. That seems to be resolved. I hope that you do not think I am just trying to show off. Well, I am, but I just want everyone to see what they can do with our beloved computer with some very high level printing. Ever since Dale Sidebottom started publishing PostScript printings years ago, I have been obsessed with publishing a nice looking newsletter. So, it's all Dale's fault!!

I can do full color pages for less than 60 cents per page. In other words, a full 8X10

Continued on page 8

BUY/SELL/TRADE

WANT TO SELL C-64 PROGRAMS

I have the following items for sale, all have original packaging, disks and manuals, several with original plastic type book covers, all are five dollars each unless otherwise noted and including postage in USA & Canada

ORDER FROM: RICHARD SAVOY

1. PSI "Fleet System 2" Word processing with 70,000 word spell checking.
2. Mindscape School Software, "Bank Street Music Writer"
3. Scarborough "Songwriter"
4. Infocom "Deadline" and also "Starcross" Adventure (2 for price of 1)
5. Sringboard "Certificate Maker"
6. Microprose "Air Borne Ranger" & Capstone "Casino Gambling" (2 for 1)
7. Epyx "Sporting News Baseball" & Leisure Genius "Risk" (2 for 1)
8. Epyx "Sub Battle" & Stratege S "Wargame Construction Set" (2 for 1)

SPECIAL: Cardco Inc. "PRINTER INTERFACE" with Graphics for C-64. New never used and includes all necessary cables to connect to printer and Commodore. Twenty dollars postpaid.



NEW MEMBER

Sy Gerr, 34 Woodland Dr., South Windsor, CT 06074. Sy is a retired former manager of information services. Hobbies: Model building, pottery, gardening, and outdoor grill cooking. System: C-128, C-64, SX 64 & IBM PC, 1541, 1571 & 1581 drives, AT&T 473, Panasonic KX-P2123 & Seikosha SP1000VC printers, and a Magnavox 8CM516 monitor. Interests: Database, spreadsheet, desktop publishing, and the Internet; E-mail <sy222@att.net> .

ADDRESS CHANGES

David Moon, 1400 W. marine Dr. #47, Astoria, OR 97103
Andrew Schwartz, 1108 S. 14th St., Pekin, IL 61554

In response to Charlie Colwell's questions in the July '02 CML regarding data storage and retrieval.

Myron Daniels answers:

QUESTION 1: Data will remain forever, provided the disk is not subjected to physical damage or a magnetic field such as:

a) along side or on top of an Alternating Current- source such as the power transformer. C= power pack, or on top of a disk drive such as 1541, 1541-II, 1571, 1581, FD2000 and FD2001 use a power pack;

b) near all speaker units, as they have strong magnets. A safe distance from a magnet would be about 12 inches, including- those used to keep notes on the fridge; a safe distance from a power pack or an AC source is the same.

Question 2: Indefinitely, provided the C= equipment is kept free from moisture and dust so as not to create an atmosphere for corrosion or mold to develop; especially on the port terminals.

Question 3: monitors: same as #2 above; however, the built-in power supply uses some components that deteriorate if nor used over a period of time. The coating inside the tube is subject to time deterioration

if not used. It depends on the date the tube was manufactured, as it differs from manufacturer to manufacturer. Also. the capacitors used in the power supply may deteriorate too much. This will be noticed by vertical wavy lines when turned on after a long time in storage. ONE HOUR on every six months should keep them OK.

Repeat: Dust-free, dry atmosphere is best. This is why the military stored it's equipment in southern Arizona and Texas. Another person who specializes in C= may have other thoughts on these questions is Ray Carlsen of Carlsen Electronics. He can be reached at 154 Classe Road (in Ethel), Winlock. WA 98596. His E is: rcarlsen@tds.net An old phone number which may still be good is 1-564-978-4240.

Note: Moisture and dust make conductive paths on the circuit boards and this can cause the unit to be erratic when turned on after long storage. Putting it in plastic bags is not the best way, unless a moisture-absorbent desiccant material is placed in the bag, and the bag is sealed air tight.

Now on The market is a thing called Space Bag, seen at www.spacebag.com and with a household vacuum cleaner you can suck the air out of the bag and seal the C= units inside. Also use a desiccant here too.

"I'm not the best, but have a

fairly extensive electrical/electronic background. "
Myron Daniels

ANSWERS

For Game Makers, Inspiration In the Soul of an Old machine

By DAVID KUSHNER

THE NEW YORK TIMES,
THURSDAY, SEPTEMBER 26,
2002 (submitted by Jean Nance)

ONCE a year Malta Mundt and his friends in northern Germany party like it's 1982. That's the year the Commodore 64 hit the shelves, and Mr. Mundt and the other self-described C64 freaks stage an annual bash to celebrate their beloved, obsolete computers.

Commodore memorabilia is traded. Beer flows; And most of all, games are played. Not just the dusty old ones, but new titles that hard-core hobbyists have been programming for the old machine.

This is the subculture of home-brew gaming: games composed on modern computers but played on ancient and discontinued systems like the Commodore 64, the Amiga and the Atari 2600. The coders are the Dr. Franksteins of their world, digging up dead hardware and inserting the brains of fresh: software. Part nostalgia, part

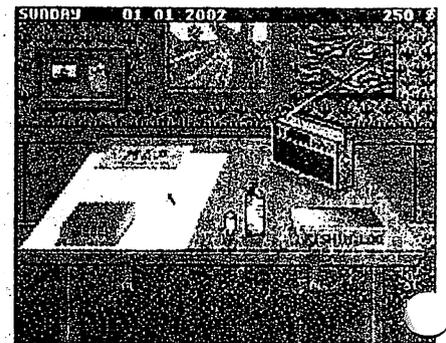
programming challenge, home-brew games offer a glimpse into not only the passion of players but also the staying power of the game industry's pioneering hardware. "They have a magic that no other systems can come up with," Mr. Mundt said.

The resurgence of interest in retro games comes as the modern game industry enjoys unprecedented success. Despite the poor economy and the dot-com crash, video games earned a record \$10.8 billion last year in the United States alone. The trinity of leading video game consoles Microsoft's Xbox, Nintendo's GameCube and Sony's PlayStation 2 have seduced the mainstream with robust graphics and sophisticated characters.

But gamers old enough to remember the days of the Commodore 94 and Atari 2600 are not necessarily won over by the newfangledwares. "Consoles are much more powerful and amusing for the general population," said Roman Chlebec, a 26-year-old Webmaster in Slovakia who runs a popular Commodore 64 site called the C64 Portal (www.c64.sk). "But those who grew up with C64 aren't so easily lured by computing

power or number of colors."

"You can still make games that are fun and interesting even if they pale in comparison to the Xbox," said Albert Yarusso. Of Austin, Tex., who runs Atari Age (www.atariage.com), a



site for fans of that company's systems, including the 2600, which was introduced in 1977 and dominated the industry for many years. Classic games like Pong and Pac-Man delivered a pure kind of competition that did not require digesting a 40-page handbook. More important, Mr. Yarusso said, unlike many of today's games, which can cost millions of dollars to develop, classic games did not require the collaboration of dozens of people on a team but could be written by one person.

Mr. Mundt, who creates Commodore 64 games with a

group of hobbyists who call themselves Protovision, is driven by a pragmatic appreciation of the wares. "The system architecture for the Commodore is so simple and straightforward," he said. "It's nothing like Windows." Protovision has created games like Metal Dust, a shoot-'em-up, and Reel Fishing, a rod-and-reel simulation.

Many home-brew creators are game industry employees looking for a diversionary test of their coding skills. Mike Mika, the 29-year-old creative director of Digital Extremes, a company in London, Ontario, that makes games for the Xbox, GameCube and PlayStation 2, is responsible for one of the current hits on the home-brew scene. Aiming to improve upon one of his favorite games for the Atari 2600, Berzerk, Mr. Mika re-engineered the game to include the voice-overs originally found only in the arcade version of Berzerk.

Making some games is a taxing labor of love, however, Mr. Mika said. "To get the 2600 to do anything requires a lot of research and digging," he said. Since the systems could support only a very small amount of data, they require the programmers to make the most out of bare-bones game play.

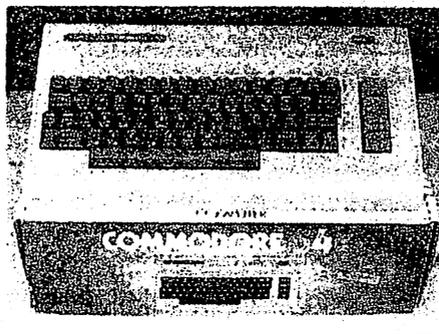
Those creating titles for the cartridge-based Atari systems have the added challenge of packaging their goods. This requires them to crack open old cartridges, rip out the chips, then solder in new ones containing their code. The home-brew programmers trade or sell their creations over the Internet, at gaming conventions and at specialty shops for around \$20 to \$50.

Infogrames, the company that now owns the Atari license, doesn't mind players' tinkering with the obsolete wares. "If they're making games that work on the

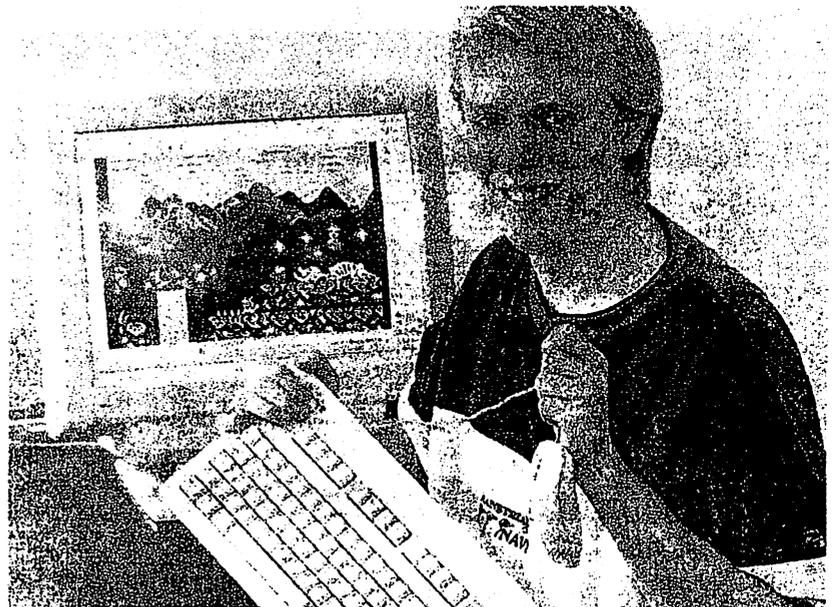
system, then more power to them," said Steve AlUaon, a spokesman for the company in New York. In fact, Infogrames has been exploiting the vintage factor itself.

Playable versions of classic Atari titles like Tempest and Centipede are now featured during the load-in screens of Xbox and PlayStation 2 games.

Of course, if the home-brew gamers were getting rich, this might be another story. At best, they said they make soda money. Protovision has



*PAST AND PRESENT
Malte Mundt, who lives near
Hanover, Germany, and other
hobbyists use PC's to create new
games like Reel Fishing for the old
commodore 64 home computer.
THURSDAY, SEPTEMBER 26, 2002*



Tham O'Connor, above left; Walter Schmidt/Nuram for The New York Times, above

sold about 1,000 games through its site and has gained a following within the expanding C64 scene. But the Protovision programmers are not looking to dethrone consoles anytime soon. Instead, they are content to share their creations with one another over a few drinks at a party with friends.

"With one megahertz and 0.064 megabytes of memory, it shouldn't be possible to do anything, according to the multimedia hype of today," Mr. Mundt said. He takes pleasure in proving those multimedia partisans wrong. "It's fascinating what can be done with this machine."

Editor's Desk continued from page 4

color, photo quality page would cost 60 cents. I rarely print full photo quality pages. Black and white pages cost whatever the paper costs as I get the black ink "free"; I do pay for color ink sticks. My small business qualified for a "free" color printer and all I have to do is buy the ink and print out a minimum quantity per month. I won't go into details as you can check it out for yourself online (www.freecolorprinters.com). After three years the printer is mine. It's a \$3,000.00++ printer. When I first ran across this program several years ago, I had said to myself, "If I qualify for

this printer I will attempt to publish a Commodore magazine; therefore, I am using this announcement as a jumpboard for my attempt at publishing in full color. Since I always loved the name The Infinite Loop and all its implications, that will be the name of the new publication. I will be sending out free publications; if you want one please send me your address. More details and announcements will be forthcoming.

As some of you know, I have had some battles with cancer and other health issues that have forced me to work at home. Fortunately, I have a wonderful wife who supports me in all ways - even financing a nice office at home. I am very blessed -- what more can I say?!

I had some problems with disks sent to me in that they had some corrupted files. They were still readable but some of the ASCII was messed up. So, luckily, those who submitted articles also sent printed pages which I can scan into text. I have a double booting PC with Linux 8.2 and WinXP. For my 50th birthday I got an iBook G3 Mac which I really like. I use a state of the art 128D hooked up to a SCSI tower I built. The tower has a 4 Gig HD, Pioneer CD-ROM DR-124X drive and a FD 3.5" floppy. My 128 is intranetted with the PC via a null modem cable using THE Wave's PPP capabilities. I can transfer files via the cable or 3.5" disk. I use the disk transfer frequently as I do not have to start up a

program on the PC for that method. Doing a newsletter like I have involves some planning and organization so that you get all of your files transferred at one time. Just saves time in the long run. Of course, who's perfect. I did design the banner with my Mac using Adobe Illustrator. The reason: I knew I could save the work in either a JPG or EPS file which can be used by the PostPrint program by Maurice Randall (Click Here Software). It is the only thing I used for the MaiLink that was not native.. but it was Mac and not PC...

Finally, thanks to all contributors. Please forgive any typos as they are mine and not the contributors. The deadline is soon coming and I have to be out of town from the 29th to the 3rd. So, I'm sure there will be mistakes because I will get tired of editing and finally be quasi satisfied and get this thing printed.

I have not been listed as a "Friendly" correspondent but I am happy to help any and all with desktop publishing using GeoPublish and PostPrint. I hope to put out some new fonts and graphics for use with our platform... I hope. And I will be more than glad to print your photos or publications.

Long Live the
Commodore 64/128
Earl Williams
<earlw@earl-ydesigns.com>
<earlw@acsol.net>

FAILING KEYBOARD TRICK

discovered by Chris
Fite, Aug 2002

The "S" key on my C128 computer's keyboard began failing, most of the time it would not work, I had to press on it several times to get it to work. The "S" key is one of the most used keys. A couple of years ago, I had completely cleaned the interior electrical keyboard contacts, but I had to take the computer apart. But I had not pulled the key tops (the part with the letters printed on top) off, because I couldn't see any reason to do so (no visible dirt). A failure only two years after a cleaning is unreasonable, so I began to suspect dirt under the keytop, plus cleaning under the keytops is easier because you just pull them off instead of dismantling the whole computer. But I would still have to somehow clean the interior electrical contact.

So, I took a pair of dental tools, the stainless steel probe type with various hooks and bends on their tips. Using them (one on each side of the keytop), I pried off the "S" keytop. To my big surprise, underneath the key was a huge wad of matted hair and lint, plus breadcrumbs. All of this

debris was not visible until I had pried off the keytop. So, I pried off about twenty more keys and cleaned out the huge

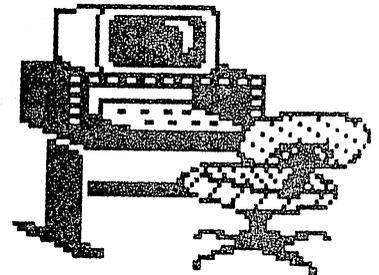
quantities of lint and hair under them. Once I had pried off about ten keys, I could then peak sideways underneath the remaining keytops to see which ones needed cleanup. This discovery explained two mysteries of why my keyboard was failing:

- 1) The original source of the dirt causing a key to fail is not inside the "sealed" keyboard contact area, but outside under the keytops.

- 2) The way the lint was hugging around the stem of the key plunger (the plastic rod that connects the keytop to the electrical contact area) showed that it was being attracted to that area, probably by static electricity caused by the plastic parts of the key rubbing against one another each time you press a key.

I noticed that the dirt was accumulating only around the most used keys (like "S" or "L"), not around the least used keys (like "X" or "Q"). Once the lint is there, pressing the key causes it to work its way downwards around the stem/rod until it drops onto the electrical contact area. And that is why and how dirt gets into the "sealed" electrical area, where it then causes the keys to begin to fail.

But I still needed to clean the electrical area for the "S" key and I did not want to go to the trouble of disassembling the computer. I noticed four small pin size holes that lead downward into the "sealed" area under the key. So ... ("necessity is the mother of invention") ... I took some plastic fishing line (about a foot of it), and poked it into those holes (one at a time), pushing several inches of it into the holes, then carefully pulling it out. This procedure works on chance, sometimes the fishing line wiggles and hopefully strikes or wipes the electrical contact area. IT WORKED! I fixed the faulty "S" key without disassembling the computer by using fish line. I now keep that fish line coiled up and in a box ready to be used anytime I have a future keyboard problem. So I learned how to easily fix a faulty key, and I learned how and why "sealed" Commodore keyboards get dirt inside them!



EARLY DAYS WITH MY COMMODORE

by
Jean Nance

My first C-64 was purchased for Christmas, 1985. We bought it at a shop devoted to Commodore products. It offered hardware, software, magazines, repair service, and advice from the owners, two early C= enthusiasts. We bought only the machine. I took it home, and hooked it to our one family TV. I found the manual tough going, but bit by bit I learned how to move around the screen, enter text, and do simple calculations. As I reread my tattered C-64 manual now, it does a pretty good job of explaining things, but it was no cinch, the first time around, and as I remember, there were a few errors in it.

I struggled to make those little bouncing balls do what they should or to make those sprite balloons float across the screen. I didn't have any way to save my efforts, so when our TV was needed for nightly viewing, my programs were lost and had to be retyped the next day.

I began to write original programs. My first "masterpiece" was a Star Trek demo. (I was a Trekkie back then). The Enterprise

floated across the screen, with a shuttle-craft above it. Suddenly a Klingon warship appeared. The shuttle-craft headed for the home ship, the Klingons drew nearer. Just as the Klingon ship was about to catch the shuttle-craft, it reached the mother ship and disappeared inside. this too had to be retyped daily from a hand written print-out.

That led to the purchase of a tape player, what a great advance! I got a "Rabbit" cartridge, which allowed tape activity to be speeded up. then of course, came a 1541 disk drive. I moved some things from tape to disk, but alas, not everything. When I planned this account I thought it would be fun to have some of my early, clunky, efforts in the "MaiLink on Disk". However, going back to my earliest disks, I find the bouncing ball, the balloons, and the Enterprise, are missing.

I do have a few of my very early efforts. "Ball game" requires two players to move their balls diagonally across the screen. The number of moves per person is displayed. However, I couldn't figure out how to control whether players obeyed the rules. It is a game for two honest people. "Diet" allows you to choose amounts for the food for one person for one day from a list of basic foods. Then this is

compared with the RDA for various vitamins and minerals. The cost is also calculated (in 1986 dollars). "Tadpole" allows you to see how many four or more letter words you can make from the letters in the word "tadpole". There was even a crude "Life" program, I thought it was pretty hot stuff. "Resources" allows one to calculate how long a given sum would last at various interest rates and rates of withdrawal. "Dog and Frog" is an educational program for children, using sprites. I have sent these programs to Richard Savoy in case he wants to include them in the "MaiLink on Disk" for your amusement. Sure they are terrible but they gave enormous pride and pleasure at the time.

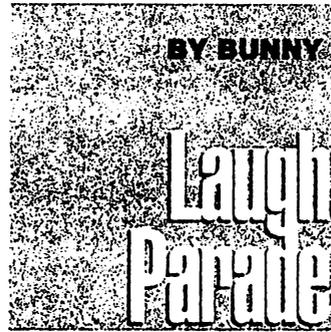
I discovered commodore magazines, typed in programs, and made changes and improvements on them. Some of these were a big success with our grandchildren, until they became too sophisticated about computers to want to play the games on Nana's computer. A couple of years ago, one grandson, 12, visited and told me his computer teacher was teaching them simple Basic. He tried some of his exercises on my commodore, and soon bill was programming on a 128.

In 1986 I joined "Meeting 64/128 Users Through the Mail", and found lots of friends and advice there. I soon learned to use The

Write Stuff word processor, still my only word processor. Over time I added a monitor, a printer, a C-128, two 1571 disk drives, a CMD hard drive and modem.

Eventually I learned the Comal computer language, and from then on all my programming was in comal. Somehow, i never quite conquered Basic 7.0 for my 128. I had a couple of programs published in the magazine, "Comal Today". I wish I could show them to you. One allows you to write tunes and save them in a file to replay. The other, "Animal Alphabet", had colored sprites of 26 animals, from "ant" to "zebra" I was really stuck on "X". Then a MTTM member whose husband sold aquarium set-ups suggested "Xeris", a tropical frog. You see the picture of an animal by typing the proper initial letter or typing the name.

Today, if an aging person acquires a modern computer, they can do wonderful things with it. But, how many have the thrill of writing their own programs and seeing them come to life on the screen? Big Sigh!



"I've been waiting so long, I can't remember whether I'm uploading or downloading."



Bob hadn't fully grasped the entire E-mail concept.

WINDOWS SPEED

by: Linda Tanner

NO, this isn't, about that other platform. It is about comparing the speed of various C128 programming methods which create an on-screen "window" or "box". I wrote these routines a while ago, but decided recently to incorporate a timing check for my own information. Keep in mind, these routines are not the only way to do this, nor are they necessarily the best, nor are all the "boxes" or "windows" the exact same size.

The thing which, all three programs have in common are the TI and TI\$ variables, and the TX, TY, and TZ variables, TI\$ is set to all zeroes and TI is read and then stored in TX immediately before any drawing is done. Then immediately after the box is drawn. TI is read again and stored into TY. Then the value of the starting time. TX is subtracted from the value of the ending time, TY. This time difference is stored in TZ. The value of TZ is the number of "jiffies" or sixtieths of a second which it took to create the on-screen box.

For more info. on TI and TI\$ check your System Guide or Programmer's Reference Guide. This method may give you ideas on determining the time needed for example to read a file, perform a mathematical calculation, or other task(s).

DRAW A WINDOW USING BASIC 7.0 PROGRAM:

```
8 SCNCLR5:TI$="000000":TX=TI
10 FORA=IT039:PRINTCHR$(185);:NEXT:PRINTCHR$(185)
12 FORB=1T02;PRINTCHR$(116)::FORA=1T038:PRINT" "::NEXT:
14 PRINTCHR$(167):NEXT
16 FORA=1T039:PRINTCHR$(184);:NEXT;PRINTCHR$(184):TY=TI:TZ=TY-TX
18 PRINT"TIME ELAPSED ="TZ"/60TH SECOND(S)"
20 STOP
```

DRAW A WINDOW USING ML WITH A BASIC LOADER:

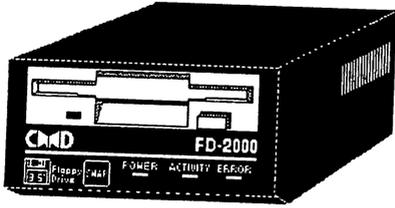
```
8 SCNCLR5
10 TI$="000000":TX=TI:FORA=0T052:READQ:POKE(2816+A),Q:NEXT
12 BANK15 :SYS2816:TY:=TI:RESTORE:TZ=TY-TX
14 PRINT"TIME ELAPSED ="TZ"/TH SECOND(S)"
30 DATA162,9,169,207,32,210,255,169,183,32,210,255
32 DATA232,224,48,208,248,169,208,32,210,255
34 DATA169,32,32,210,255,232,224,87,208,248,169,204
36 DATA32,210,255,169,175,32,210,255,232,224,126
38 DATA208,248,169,186,32,210,255,96
```

DRAW A WINDOW USING BASIC 7.0's "WINDOW" COMMAND:

```
10 SCNCLR5:TI$="000000":TX=TI
20 WINDOW20,8,60,16:FORA=1T0328:PRINTCHR$(166):NEXT:TY=TI
22 TZ=TY-TX:PRINT"TIME ELAPSED ="TZ"/60TH SECOND(S)":STOP
```

THESE THREE PROGRAM FILES ARE ON THE MAILINK-ON-DISK, READY TO LOAD AND RUN.

....to be continued in next Mailink



1571 Drive Disk Fix

Recently my 1571 began refusing all commands, including merely reading a directory. Instead it would make sounds I didn't know a disk drive could make. In fact, it sounded more like a bench grinder than a disk drive. After trying about every trick in the book, including opening and cleaning the drive (twice) and issuing initialization commands, still no luck. Finally, I turned to Richard Savoy who provided me with a copy of DriveCheck v1.0 (run it in 64 mode) which saved the day. This nifty little program for the 1571 can apparently spot alignment errors and actually re-align your drive heads. It worked its magic in what seemed like a few seconds, and according to Richard it is a P D file.

L. Tanner

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 realised he simply did not have the time. Since access to the site is restricted to Meeting 64/120 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, 15, 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 it is. 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.

GEOS Programmer-Wannabes

Those interested in learning geoprogramming in a course taught by the Maestro himself, Maurice Randall, should reserve the weekend of Nov.2 & 3. This special class will be held in the same location of SWRAP (Southwest Regional Area Programmers) regular monthly meetings: East Side Bible Church, 10524 S. Avenue. N. Chicago, IL 60617. For more details: contact Randy Harris at 773-375-9017 or rharris1@videocam.net.au.

HOW TO MAKE A KEYPAD PULLER

HOW TO MAKE A KEY-TOP-PULLER TOOL by Chris Fite

Under the keytops of your computer's keyboard is where lint and hair accumulate. If you don't clean out the lint and hair every few years then it will start causing one or more keys to stop working because it works its way downward into the electrical keyboard contact area. You can't see it because it is attracted by static electricity towards the center of the key, under the key. To inspect for lint or to remove all the lint and hair you must pull off the key tops, carefully, so as not to break any plastic parts. You might not need to pull all of the keytops because once you have pulled a few off, then you can look sideways under the remaining keys to see if they have any debris under them. To pull the keytops off, you

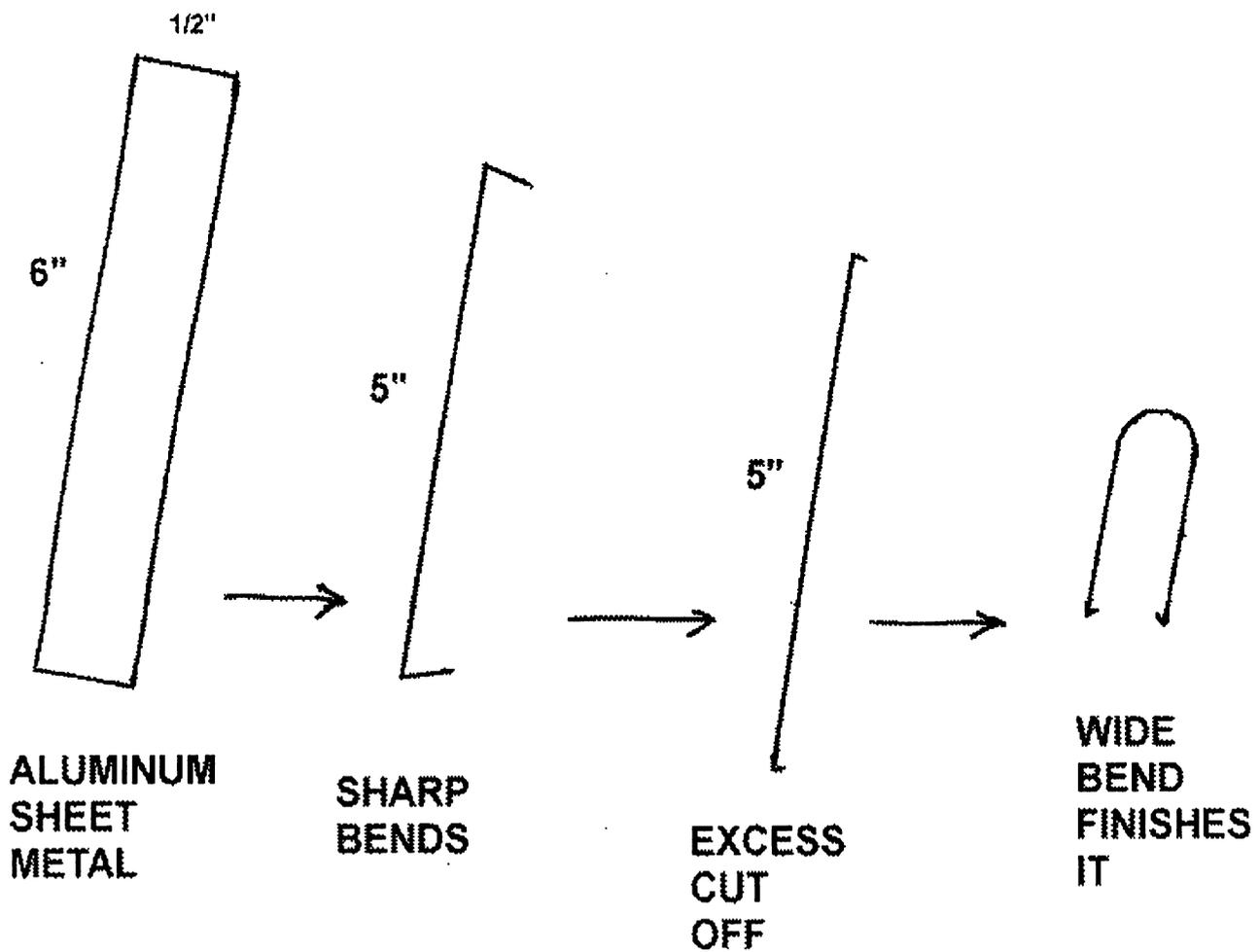
should have some kind of tool or tools that will grab two opposing sides so that the force of pulling is balanced (not pulling the keytop to one side). Otherwise, the delicate plastic parts might break. I have used two stainless steel dental tools, the kind with hooks on their tips. However, I also made a quick and simple tool that you can easily make for yourself.

Go down to the local hardware store and buy some aluminum flashing (sheetmetal). Light duty or the thinner kind will do. It comes in different widths, I bought six inch width. You may be able to buy it by the foot. You only need a piece about six inches by two inches, that is enough to make 3 or 4 keytop puller tools. The first tool you make may be flawed, so you might need to buy a little extra aluminum sheet metal. The thin aluminum is soft enough that you can cut it with a pair of scissors. Using some heavy duty scissors (I used some fabric scissors), cut one or

more six inch long strips of aluminum a little less than the width of a keytop. I cut my strips 0.5 and 0.8 inches wide and they were just right. Then sharply bend the end of the strips about 1/2 inch from the end, bend them is slightly more than 90 degrees, maybe 120 degrees. I used one of the sharp blades of the scissors to bend the aluminum around it sharply. These bent ends will make the hooks that will slip under the edge of the keytop to pull it off. However, the bent ends are too big (1/2 inch), so, using the scissors, cut off the excess so that the hook is small, say about 1/32 of an inch. Now you have a strip of sheet aluminum. Place it on a table and using a measuring stick, mark the exact center, maybe drawing a line across the 1/2 inch wide strip. This line will guide you when you bend the strip. Find any cylindrical form about the width of your finger (I used a 0.6 inch

diameter magic marker). Then bend the aluminum strip around the cylinder so that the two hooks on the ends of the aluminum strip line up together. The tool is now finished.

After making the first one, I made three more tools in about ten minutes. So it is very easy and fast to make a bunch of these keytop pullertools. The keys on the keyboard are very close together, so you can't just push the tool down onto the key. You must slide the hooks of the tool sideways under the keytop. When you pull the keytop off, watch out! There is a spring under each keytop. If you yank up too energetically then that spring will go flying off somewhere. After cleaning out the lint and hair, the keytop simply pushes back on (and don't forget the spring).



Jake's Tips and Flips

by Jake Smith

(editor's note: This is an article Jake submitted to me for publication of our own this summer and I never did anything with it; so, here it is. I know Jake will not mind being submitted by proxy and if you have read this already, please forgive me. I was a little short on submissions and since Jake rarely writes for MaiLink... well, here it is. Thanks Jake)

The summer was especially rough on me. I simply did not have any time to do much of anything but working outside cleaning up somebody else's mess from 7 in the mornings and inside cooking in our restaurant from Noon 'til 9+ That means at least two showers daily. Gosh! I might just melt with all that water... NOT! Anyway, when I get caught up, I'll probably go through my Commodore Support shop and start cataloging all of it. I probably have several thousand items: gobs of 64s, 128s, all sorts of disk drives, manuals, printers, magazines, software and more and me - - with no time to play in my shop. I hate it when that happens. Not only that, I can hardly wait until the band gets here so I can show off playing guitar and steel (guitar). I guess I must have too much fun...

I received three really great publications; Commodore Mailink, October LUCKY REPORT 2001 and LUCKY REPORT - 20th Anniversary Special (by Todd Elliott). All of these are simply great work by the respective Editors. I truly am proud to be an American and take pride in being a member of our Commodore family. A very emotional article is on page 13 in LUCKY October entitled "We Stand By You". Please read this one last. I believe it says it all. Thanks, Dale, for publishing it. I encourage you folks to read these publications. All are very informative. Sometimes some of the articles are a little too technical for some. If there's something you don't understand, write and ask giving the issue date and page number along with your question and I will answer most of your questions. If I can't, I'll send you to K.Dale Sidebottom, Maurice Randall or Willis Patten... All of these guys have worlds of fun using their commies. And, so do the girls.... A very good example is Jeri Ellsworth and her CommodoreOne.

Also, there's mention of Jim Butterfield. This guy knows as much about Commodore, and has written more early programs and articles telling about its operating system and how things work as anybody alive. For me, it would be an extreme honor to get to meet this guy. I

know I would simply drool the entire time if I ever attended a Commodore Expo., knowing most of the famous names and getting to meet them all in the same room.

And, the Editors, like our own Earl Williams, has taken great strides to produce professional printing using PostPrint made for Commodore by Maurice and K. Dale. Todd Elliott is NO slouch in the publishing business, either. There are so very many GREATS in Commodore. Well, read all about them!!! Interesting is an understatement, to say the least.

July 31...Gosh!! How time flies. It is sooooo hot outside in Western Colorado, and the fires keep flaring up here and there due to lightening from thunder storms and almost NO rain. I really think the Grand Junction and our entire valley area will probably go on water rationing before the Summer is over if we don't get significant rain in the high country. I would hate to see such measures but, I've seen it before here. I'm sure we'll probably see it again if conditions don't change - - soon. Well, enough of that. Let's talk C=...

Many thanks to all you Editors who exchange publications with us. I read each and all with appreciation knowing how much work goes

into putting a newsletter together. But, it seems I get hung up on C=HUG'S Gazette with some really good hints and solutions to problems most of us have from time to time. This is by Scott Sumida, Kailua HI from Hawaii FIVE-O and republished by C=HUG-Hayward CA: And, I quote....

As a computer technician and dealer, I'd like to contribute the following:

1. Surprisingly, while the Commodore 1571 disk drive is a good drive, it is not as durable as the 1541. Once it goes out of alignment, expect it to go out of alignment on a regular basis. To determine if your 1571 is going out of alignment, try a series of disk commands on a variety of disks. If the 1571 hesitates or makes a racket, chances are it is going out of alignment.

2. Furthermore, if a disk sticks in the 1571 drive, never force it or you'll damage the upper read/write head. Another way to damage the drive is to initialize (OPEN(15,8,15,"I":CLOSE15) without a disk in the drive.

3. If you daisy-chain a 1581 and an external 1571 to the C-128D, expect problems when powering up the computer if the external drives are not already on.

4. On the plus side, the upgraded 1571 in the C-128D is mechanically the same 1571

that Commodore sold for four years, same cover. I have interchanged the 1571 in the C-128D with a standard 1571 without a hitch.

5. Never use the Delete Records option in Pocket Filer 2, from Digital Solutions. Instead, use a disk editor or record delete to prevent problems. Second, use your RAM expander to make backup disks, because it works faster and more efficiently than a disk drive. Finally, disable the restore key with a Poke command before using Pocket Filer, because accidentally pressing RESTORE can crash the program. The Pokes for disabling the RESTORE keys are: C-64: POKE 792,193 - - C-128: POKE192,125 - - The End - -

It's always fun reading and gathering little tid-bits from other newsletters to us. I do wish there were more clubs exchanging with us. But, I am happy with the several that still do.

Christopger Ryan of C< Gazette fame has started his publication as a quarterly. At least, that's what my renewal read, for \$10/Yr. on a 3.5 disk. I'm going to send him enough for 2 years; \$21. Well, I'm his 5th subscriber (CG-005). I was just too slow to be 'first'.

Over time Chris's C< Gazette has undergone several major changes. Now you you can simply get the directory, list it and load the different heading

programs which will get you into Jim Green's PD programs, Sounds of SID, or whatever. Or, you can simply load the 1st program on his disk and that will give you instructions to the rest of the disk as well as ordering "for sale" items, subscriptions, etc. If you would like more info., send a self addressed envelope with your address along with a letter for more input -- or, if you would like to subscribe, send a \$10 money order or check made out to > Christopher Ryan, 5296 Devonshire Road, Detroit, MI 48224 <. Please state which size disk you need (Either 5.25" for a 1541, or 3.5" for a 1581). Everything is in 64 mode. Enjoy.....

I ran into a problem!! What? Jake never has problems. And, with what? Well, My 128 had been having problems going into 64 mode. Attached to my 128 is a SCPU-II, RAMLink with a 512K REU plugged into the RAMLink. Tethered to the 128 is a 1571, CMD-FD-2000 and a 170 Meg CMD hard drive.

So, one morning early last month I wanted to write a letter using Jake's Writer, a word processor I wrote some years ago, since it's quicker than geoWrite and the rest I have. Using JiffyDOS, it loads up in about 4 seconds. This time I got a blank screen on my C=1902A in 64 mode. I

pressed my re-set button and pushed the 80 column button on the monitor for 128 mode and there it was in living color. Again I tried for 64 mode and, again nothing. So, I turned the RAMLINK off, tried again, and there it was. I only use the RAMLink in 128 mode anyway so, what's the big deal? Well, the big deal is, somewhere in my trusty, wonderful RAMLink something surely is not working right. At least not in 64 mode. I have noticed when I don't turn my home computer on for a couple of weeks, my RAMLink somehow becomes corrupted. Because, I boot Wheels from my RAMLink, which is lightning fast. It takes me a while to load RAMTools, delete a partition and reformat it and boot my Wheels master disk and create a boot disk on my newly formatted partition. It seems my DACC partition is okay in each instance. But, I only have a 128 version of Wheels. What that has to do with my 64 mode --- I don't know. I really don't want to bother Maurice. He's got enough to do and my money is slight. Maybe one of these days...

Thanks, Dale, for your footnote on July 2002 UCUGA newsletter. I did pose some questions for a few programmers to take the challenge in fixing a few

programs to bringing them up to modern times. Like, the Timeworks' Swiftcalc - Wordwriter -Data Manager (big 3) for the C-128. Wouldn't it be nice if these three (TW-3) were rewritten and combined together to take advantage of our new RAM machines? Simply load the single program from a 3.5 disk into - say, a CMD hard drive partition or a RAMLink partition and do everything you need to do -business wise- using one program run from a Commodore 128 machine and do it lightning fast. Then, after the job is done, simply save your work on a 3.5 disk (if using a RAMLink) or save the data to any other drive for a HARD copy. I am sure I could give many other good program names that could certainly use some reworking. I do know that Timeworks no longer supports any Commodore software. So, why can't we Commodore users make some changes in these programs to be used with our upgraded Commodores? I would even pay money for a Swiftcalc upgrade without the other two that can take advantage of my HD, 3.5 drive, SCPU and RAMLink as well as my 1571 drive. Do I hear a YES anywhere?

On page two of the July Mailink, Linda Tanner asked a question -something like this, "Should Commodore owners who use publishing programs use Commodore printers for their

final printouts to keep everything as original equipment?"

My answer to this is: We have a great computer, C-64 and C-128 that we use to compose our thoughts and education to be transmitted to others via newsletters and magazines. Why not make them look the best we can make them. Why shouldn't Commodore inputted information have that professional look? Well, there is NO reason. We have the programmers in our Commodore community who have made the programs and made them available NOW to us all on disk. The one I am referring to is K. Dale Sidebottom's Laser Lovers Disk at a very low cost of \$25. And, the Color Laser printers are available. Sure, they are NOT Commodore printers. But, we can use programs so they are compatible with our machines. Who cares if they aren't displaying the C= logo. If they work to suit needs, use them. Commodores, printers, disk drives, monitors, etc. are only machines, so make them work for you the way you want them to. I do.... And, don't be ashamed to tell anybody you use a COMMODORE. Our 20 yr. old machine can do about anything -now- all the rest do. And, about every couple of years, the rest have to upgrade to a new machine. We only

need to ADD-ON to what we already have. Enjoy your great machine as long as you -or it- live.

It is not my nature to waste a page. I had only planned to use two pages (front and back of one) but, I got carried away and just didn't stop in time. Well, when I got started with page two (unnumbered), I just couldn't find a way to shorten what I had already said. Truthfully, I really didn't try. I will probably edit a lot of this out and replace it with more of the same, just worded differently. Okay, I guess there will be a page four after all. Hold on to your hat.

I found this -guess where?.. in April 02 C=HUG Gazette, Hayward Calif. I think U'll like-

Only in America...

Would the drive-up ATM at a bank have a braille pad.

Only in America...

Can you have a pizza delivered faster than you can get an ambulance.

Only in America...

Would the bank leave booth doors of the vault wide open but chain down the pens.

Only in America...

Do people order double cheeseburgers, large fries and a diet soda.

Only in America...

Do drug stores make the

sick walk all the way to the back of the store to get their prescriptions while healthy people can buy cigarettes up front.

Only in America...

Are handicap parking places in front of a skating rink.

Only in America...

Do we buy hot dogs in packages of ten and the buns in packages of eight..

(The above is courtesy of Harriet Gittings' e-mail friends. Thanks, Harriet.)

Also, many thanks, Harriet, (and I'm a little late with this) for your May 2002 C=HUG write-up of my two pages of info. for our Western Colorado Commodore Club sent to you folks in our publication exchange. At least somebody reads about us...

Speaking of reading, I just received Loadstar and C< Gazette, both 3.5 disks. Loadstar is now \$80 per year. I think Rev. Dave Moorman has some kind of deal going but can't remember what it is. I guess I'm having a senior moment, again. Anyhoo, I must renew both ASAP. I don't want to miss a single issue. Oh, yes.. I believe Dave has a discount deal on some back issues.?? I know Christopher Ryan of C< Gazette discounts back issues. Again..???

If you don't subscribe to United Commodore User Groups Association publication, you're really missing it. This

newsletter is done in living color and has tons of info. within its pages. And, laying before me is the October 2001 Lucky Report - Chicago Expo Special Issue. Dale has only one more issue to go.. He's has done a great job with the LUCKY Report and we'll miss it. But, UCUGA will hopefully live on for many years, if we all last that long!!

From time to time I go into Jake's Commodore Warehouse to check on the C= children and their friends. One of the magazines of information was a little out of place and it caught my eye as I pulled it down to see that it was a 1986 Special Issue of RUN, the second Special Issue. I am always seeking goodies that wet my interest -and yours. And, if that isn't enough, I grabbed three Compute! Gazette's Oct. '87, Jan. & May '90. Give me a couple of minutes...

64 and 128 owners/users - Run's Special Issue is full of two-key presses for command and operator shortcuts. Example: (64 & 128) RUN= R shift U, LOAD= L shift O. Shortcuts can be very handy if you don't have a Fastload cartridge or JiffyDOS. If you use DLOAD for the 128, you will need a the load address. Almost always the program will auto boot using that address. If not, see the instructions (or the writer) to

get it. If it's a type in magazine program for the 128, that will be included, if required. Dig out that manual and find some real goodies as well as refreshing your memory. It's great to have some fun.....

Last hint for the 128 F keys. I sometimes want to scan the hard drive for a needed file. The F-7 is always available on my 129D. I type-[KEY7, "@cp"] and <return>. When I press f-7, @cp shows up. I simply enter the partition # and press <return>. My HD drive is preset as #9. CTRL D will change drive. Out of paper.

JS

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THE DILBERT ZONE BY SCOTT ADAMS



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Western Colorado Commodore Users Group

P.O Box 81

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By Jake Smith

It's late at night March 7, 2002 and I'm still so far behind I thought I was ahead earlier today. How many times have you heard someone say that? Perhaps, even you? Well, most of us get stuck in some sort of rut, or get too busy with our jobs (etc.) to have time to have a little fun. That's probably close to the way I am at present; too busy to have the time to smell the roses. Ah! But, it's still cold at night and pretty warm during the day the past couple of days. The wind blew like the dickens last night along with a few drops of rain that didn't even settle the dust on the parking lot out front. Isn't that the way life goes? But, it's time for me to have some fun for a change. That's why I decided to fire this machine up and do this cover sheet for my (our) next mailing.

Okay, down to good stuff. I had to call off our Feb. 11 meeting because of my Wife's birthday. Hey, I'm in the dog-house often enough as it is. Without making that sacrifice and taking her to the casino just 11 miles south of Cortez on US 666, most probably I would have been 'dead-meat' by now. I heard it on TV one nigh. Ha. Anyway, it was fun and it did give us an extra day off. And, that alone was nice.

Our meeting was last Monday, the 11th, and it was Earl and me. He brought some E-mail from Jeri Elsworth detailing her progress with her new **CommodoreOne** project. It is -from what I understand about it- a souped-up 16 bit Commodore 64 developed so CBM users can use more modern devices like IDE drives, etc. using 64 software. This machine is powered with 5v dc; a power miser and will still run at 20mega hz. Well, I'm excited about it as well as many, many more Commodore users. Jeri says the estimated price will be around \$200. I'm saving for mine... It probably won't replace my 128D but, I'm looking forward to having lots of fun and, perhaps, productivity too. Jeri's hard work shows a lot of promise for the future of Commodore enthusiasts. If you would like a copy of the E-mail, give me a jingle and I'll copy and mail it to you. Or, you are welcome to make a trip to Mack, have a bite to eat and read while you fill that empty space. Our kitchen is open 12 noon Wed.-Sun...

Please forgive me for not making the March deadline mailing of Mailink and the new LUCKY replacement, Commodore Digest. I'll get everything copied and sent out, hopefully this week. There will be several newsletters I'll put in the envelope to give you the latest. At least I'll be pretty much caught up with my duties.

Also, if any would like to hold an office - like, Librarian, newsletter article writer, you name it, just give either Earl a call @ 245-2961 (evenings) or me (Jake-how could you forget) @ 858-9985-Colorado Club number. Actually, there's a lot of work that needs to be done in the shop, like -organized and cataloging, etc. I just can't seem to find the time to make too much headway with all the other stuff I have going. I will be starting a wood fabrication shop that will be run by someone else-NOT ME and finishing my regular restaurant and trailer court repair shop that I call 'the back room' as well as another general repair shop for my repairman outside. Is that complicated. Hell yes... But, it's necessary. He has his tools - I have mine. NO! I don't loan MY tools... I don't loan my guitar out. My pipe wrench stays where it is...

At our last meeting, Earl and I discussed the reserecting our Infinite Loop news

letter. In addition to the others you'll be getting, I believe our "burn-out" is over. Besides, Earl has this beautiful COLOR Cannon Laser printer he needs to use a lot of in order to alleviate those large payments. He does silkscreen graphics and much more with his printer. My point is we need to keep our chops up and do our own thing in addition to the other publications. He and I have some new (well, kinda new) ideas to make our publication really stand out with the rest. It'll also give me a chance to practice typing on this 128D key-board. They say practice makes perfect. Well, I'd like to just get tolerable. Perhaps we can get some other people interested and we can boost our membership up a little. Who knows?

The exchange news letters I receive are greatly appreciated. In each is a little different prospective than the rest and very informative. Yes, I still subscribe to Loadstar, Commodore Gazette, Geos Publication, Commodore Mailink and Chrome Mag. as well as the new United Commodore User Groups Association -The Commodore Digest. Sorry about the lack of color from our end. Maybe Earl can find a way to get it E-mailed and reprint it in color using his Cannon.???.

Sidetracked is my middle name. I surely did stray that time. Back to exchange N.L.'s. Here are a few I receive that I really enjoy reading for good information and great nostalgia:

C=HUG Commodore Hayward Group edited by Vern Viani and Harriet Gittings. They always send me two issues every other month. These publications are pretty much filled with very useful goodies coming from people like Jim Butterfield, Fender Tucker and many more. Always there are goodies for both the 64 and 128 computers. Their March 2002 issue devoted almost a page to C-64 and 128 disk commands, the basic everyday ones we use. However, if you have JiffyDOS, you will probably use the @ wedge commands such as: @N0:filename.id to format a disk. And much, much more. By the way, their famous recipe guru and Chef, Josephine Lema has had a stroke. We pray for her rapid recovery.

The Amiga & Commodore Users Group #447 headed by David <Sensei> Mohr >Lord Ronin of Q-Link<, now America On Line-what a change & slap to the C=community- publishes The Village Green news letter which also has an Amiga section with cartoons and good reading as well as role playing game tips and much more. Many thanks for a great job.

Many thanks go to Roger Hoyer of the Cincinnati Commodore Computer Club and the rest of their crew for their very informative newsletter. A lot of current information is crammed into three or four pages. This one is also available to all who wish to read. The last issue I received was in November.

I surely hope the above mentioned clubs don't quit like so many other clubs have in the last couple of years. Here in Colorado we have lost CCCC in Denver and the Colorado Springs Commodore Group. If Earl and I have anything to say about it, we'll be here when the rest are gone. Well, we can say that now and as long as there are people like Maurice Randall, K. Dale Sidebottom, Robert Barnardo, the many members of COPS and SWARP and the Gassons @ VideoCam in AU. As I have said before, we all need each other to be able to make our Commodore computers survive and STAND-OUT with the best. We need to support the programmers, publishers and developers like Jeri Ellsworth's CommodoreOne. Have I wagged the stick enough. True. I'm not on the I-Net but, through Earl Williams, I do.

Now. If I can get this HP LaserJet 5P to print out the first page, stop so I can insert the already printed pages to print page 2 on the back, I'll be v-e-r-y happy. In fact, I'll probably jump up and down and holler at the moon. Oh. There isn't a moon tonight, March 14. Darn.

Don't forget our club meeting **Monday-April 8 @ 7pm**. We'll be waitin'JS

Western Colorado Commodore Club

P.O. Box 81

Mack CO 81525

Cover sheet April 2002 by Jake Smith

Here it is toward the end of April, the 21st, and am looking forward to some great material to send. I actually started this the 19th but, today I made a very bad mistake and scratched the wrong file. Well, I had named a file the name it should have had. Then I remembered that I already had a heading format and all I had to do was dump the two pages of text and start with the new text. But, what I did last night after I had almost finished page 1 was to save the empty text file from my RAMLink to my 3.5" FD-2000 drive instead of the real file. So, when I went dump the empty file, oops, away went the REAL file. So, here I am starting over. Let's see. What was I talking about last night. Oh, now I kinda remember...

This cover sheet will be going out to other clubs we exchange publications with. First, just in case curiosity has the best of you, I have two systems I use almost daily. The one at my residence is a flat C-128 I keep our C= club database and do much of my correspondence and our accounting on. At the business, in a corner, sits a cabinets full of C-128D on which I am composing this. Each system is equipped with a 1571- 5.25" drive, CMD 170 meg hard drive, FD-2000 3.5" drive, loaded RAMLink and SCPU-II. The term 'loaded' means each unit has 16 megs of RAM; four units total. My two monitors are C= 1084S. Earl says he and I are classified as POWER USERS. I do know there are some bucks tied up where I sit... But, not nearly as many as if I had a PC or two that wouldn't work nearly as smooth as these old relics. Well, that's what they call Commodores these days. I do have an array of printers. At home, for labels I use an Epson LQ-800; letters-Star NX-1001 using an A/B box tied to a gold-in color- Xetec interface. In my corner I use the same kind of interface to drive a Star SG-10. However, to print this out, I'll use a HP LaserJet 5P and a geo Cable. Earl was able to find a Postscript module and some RAM. So, I use a driver Geolaser.psgc programmed by Maurice Randall. Ain't that guy great? YES! I use Wheels/ GEOS and proud of it. Without these programs, laser printing, and other great things, just wouldn't be possible using Commodore.

Every individual computer user depends on software and news pertaining their particular media. Commodore users are no exception. Everything I forward within these writings came from those publications I receive VIA trade or subscription. I have given you the list of publications to which I subscribe. Did that sound right??? Okay. These listed below are very important to me and, should be to you. Because, they are instrumental in our survival as Commodore users.

The first in line, and the oldest still publishing for Commodore, is Loadstar. Fender and Judi have a very long history publishing this disk magazine, first on only one 5.25" disk to coincide with programs within Commodore Magazine that ended in the mid 80s. Then came the two-double sided disks. I did subscribe to Commadore Mag. but not to Loadstar back then. The last few years they had an option of either two 5.25" or one 3.5". I changed my subscription a few years ago to a 3.5" when I bought my FD-2000 4 or 5 years ago. With the smaller disk, they were able to put on more really great programs than on the 4 sides of the 1541 disks. If you have a 3.5" drive and don't take advantage of the extra media, you might think about asking them to change. It's the same price of \$80 per year.

Loadstar publishing is now in the hands of Dave and Sheri Moorman, since Fender and Judi decided to do something else for fun. Dave and Sheri's address is: POB 44, Holly CO 81047. If you only have a 1541 or '71, that's ok. When subscribing, request the LT for C= users. They also publish the emulator version for Clones, etc. called eLoadstar. Isn't that something? How times have changed

There are two other 3.5" magazines on disk. The first is for Wheels/GEOS users by the name of Chrome Mag. Published by Tom Gosser, the publisher of Commodore Power User, is published using GEOS giving the latest info on the subject, and more. Four issues per year coming at you at a cost of \$25 I believe is a bargain. You can write to Tom sat POB 101615, Anchorage AK 99510-1615.

The next on 3.5 (or two double sided 5.25), but not the least, is C< Gazette, published by Christopher Ryan. He gives you a good verity of PD programs, articles, ad board and much more for only \$25/1 yr., \$45 for 2 yrs. You can make your check or money order out to Christopher Ryan (NOT C< Gazette), 5296 Devonshire Rd., Detroit MI 48224-3233.

The Commodore Mailink is a great publication for Meeting 64/128 Users Through The Mail, a paper publication that comes to each of us subscribers on the odd numbered months for \$15/yr. You can send a check or money order made out to Emil Volcheck, Jr., 1046 General Allen Ln., West Chester PA 19382-8030. When you do, by all means send your bios - computer system(s), what you use it for, likes & dislikes --within reason. Ha... I'm good for two years. Emil likes to receive renewals during December or before. I was a little late with mine this year.

Geos Publication, published by THE Rev. Willis C. Patten is the other paper publication done using GEOS/Wheels and PostScript printing for beautiful color graphics and photos. Yes, Commodore computers can do those things - - too. He, and his wife Phillis, do a really good job and are in really good company with K.Dale Sidebottom and Maurice Randall, and others, in this kind of publishing (and programming). According to Willis's ad on page 2, \$17 for 1 yr., \$30 for 2 yrs. for 6 issues of some good stuff. GEOS Publication, 915 Trout Lane, Shelbyville KY 40065-9531.

So, there you have the scoop on the publications I subscribe to. And, if you think these are easy to publish, try it sometime on your computer using any program you desire. I can tell you now, it is not that easy when you have to do the research and all the goodies involved to make a good publication a great work of art. That's why I enjoy sending you folks some examples of the capabilities of our progressively evolving Commodore 64/128.

In closing, I hope you have enjoyed the reading. I would like to hear your comments. Also, many thanks to the Editors of the newsletters we exchange with. Sorry UCUGA is not in color coming to you. Well, you know....

Don't forget our next meeting Monday, May 13, 2002 at 7:30pm. Also, I would like to apologize for the short side borders on last months' copies. I think this month is a little better. Last month's attendance was really light. Only me. So, I had some coffee and cookies and played a few games on a disk I hadn't seen before. I ran across it with a system I bought a year ago and am just now getting to the things I like best. See you the 13th.... JS

Western Colorado Commodore Club

P.O. Box 81

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Cover sheet Sept./Oct./Nov., 2002 by Jake Smith

Today is October 29. September just flew by and October is almost gone. School started and just about everybody with school kids are too broke, for the most part, to go out and party and need to stay home with their Commodore. Grandparents are happy the grand kids are back home so they have enough time to do some really fun things with their Commodore. Or,.....you fill in the blank! How about questions like, "What useful accomplishment(s) did you create using your Commodore this summer? How about, "Did you write a neat program and submit it to **Dave Moorman of Loadstar (eLoadstar)**? Was it accepted? You know. Things like that. Well? How about it, out there.

Anyway, I composed this mess, without prompts or markers in some magazine for all who wish to read and laugh themselves silly at such nonsense on paper. But, I enjoy doing it and, I suppose ~~that's~~ the bottom line... So, if you have some thoughts you haven't mentioned to anyone as yet and would like to be heard (or seen), your C= computer is your ticket to your next step to fame. So, DO IT!. I truly believe you will learn to enjoy it as much as I....

Time just doesn't wait for anyone. Already it is October 19. My set-back was the deteriorating health of my wife, Mary. We closed our business for a couple of weeks to try and find out what the problem was. She managed to lose around 40 lbs. in three month. At last we found a doctor who diagnosed the problem(s) and took appropriate action to speed her recovery. And, that's a tough one. It was found she has an over active thyroid which literally took away her appetite. It's hell when you're sick and don't even know why.

Many thanks to all the news letter Editors from Commodore clubs around the country. Sorry. I've been pre-occupied lately and haven't sent any for exchange. I'll try to do better in the future. It scares me to see Commodore clubs close across the country. September was the last news letter from C.H.U.G.-Commodore- Hayward, California. Harriet Gittings said their small group will still meet monthly as a social group to keep up old friendships. They had a great news letter that was very informative. It's sad to see them quit. Earl and I know how it is when there are only two or three doing everything. Our club has gone from 78 five years ago to 4. But, we are diehards. Earl, our Editor, and I are working to put together a nice color publication, perhaps in booklet form. Keep a look-out for it in the future, Harriet.

Dale Sidebottom has published his last issue of the LUCKY REPORT. He has been Editor of **The Commodore Digest** since its beginning with Managing Editor Rolf Miller. If you haven't subscribed, you can by writing to: **Rolf Miller**, 492 Anacapa St., Ventura CA 93001. Enclose a check or M.O. for \$12 for individuals or \$15 for clubs. If you are a club, please give some info. about your clubs' activity for publication along with other clubs.

There are few subscription publications in America still going for Commodore users. Like the Commodore clubs, these are now quite few. I have said many times in our **Infinite Loop** newsletter that we need to support as many existing C= publications as possible. Including **Commodore Digest**, I subscribe to these: **Loadstar 64** (on 3.5" or 2-5.25" disk), POB 44, Holly CO 81047,\$80/yr; C< **Gazette** c/o Christopher Ryan, 5296 Devonshire Rd.,Detroit MO 48224 \$20/yr.-4 issues on 5.25 or 3.5; **GEOS Publication** c/o Willis Patten, 915 Trout Lane, Shelbyville KY 40065-9531,\$17/yr. Email extension is less.

GEOS Publication is the **only** GEOS paper and Email journal.; **Commodore Mailink**, Newsletter of Meeting 64/128 Users, \$12 for 6 issues plus every 6 months a member update. Send check or M.O. to Emil Volcheck, Jr., 1046 General Allen Ln., West Chester PA 19382-8030 with info. about your interests, your system(s), the software you use most, etc.

All these publications are our lifeline to the real world of Commodore and information about the use of and new products that will help users make better use of their skills and their machines. I am proud to be even a little part of the C= information network by trying to inform you readers that there are new things that have come about the last few years that make life easier. Wheels, I'm using it now, JOS+CLiPS=WiNGS operating systems, and many others. Maurice Randall is Mr.CMD - Click Here Software, POB 606, Charlotte MI 48813 continues to build new hardware & software for us. Jeri Ellsworth is working on her Commodore-One project. There isn't room, nor do I remember without researching back publications, to list all the many new products there are for our C-64 and C-128 users. If you would like more about Commodore goodies, write. I will answer all. If I can't find it, well?.

Earl returned my call last night -Oct. 24- and let me know that he is going to be the guest Editor for the November Mailink. He also uses GEOS under the Wheels OS.written by Maurice Randall. K.Dale Sidebottom publishes a **Laser Lovers** disk for \$25. It is a 'one of a kind'. If you have a laser printer and you use GEOS, you need this software and address: P.O.B. 303, New Albany IN 47151-0303. You won't be sorry you bought this upgrade.

An idea came to me to re-do some old, abandoned by the publishers and writers, Commodore programs. I will not buy a Clone when I can do everything I need to on my C128D. Now to find some interested programmers. Their time is worth probably more than this poor boy can come up with. But, perhaps other clubs and individuals can help along the way.?? I use a CMD HD-170, RAMLink & SCPU2-both w/16mg RAM, and a FD-2000. I do my accounting using the Timeworks' Swiftcalc 128. I have Word Writer 128 and Data Manager 128. None of these take advantage of the new RAM devices. Since the company no longer supports this software, I feel it is up to us to seek out programmers that can fix this software to use with present day devices. I know that I'm not alone. It is my idea that these three titles can be redone and renamed - - Commodore Biz 1-2-3.?? I'm especially interested in the redoing of Swiftcalc 128. In my business I can only do three months at a time. We have a vary small business out in the country. I would like to see this program look at the hardware devices, much like Wheels does. Most software is loaded from drive 8. After the program is loading, it will need to be transfered to a larger storage device if there's an overflow. That can be transfered to a HD partition, RAMLink, SCPU, etc. After the session, it can stay on the HD if the partition is large enough. That way I can enter my data without worry of having to screw around with manipulation and copy. I am NOT an accountant. But, I've been using this program long enough to know it doesn't have a lot of things. When I finish my year-end figures I print everything out using a Star 1001 & a Xetec interface on fanfold paper in **condensed** print and tape the pages usually at the half. What a pain. And here I sit with memory to burn and can't use it. There are other programs that need massive work in order to utilize the equipment available to us. I'll list some of those another time.

That gray line at the bottom of the page is coming up fast, another nice feature of geo-Write 128. If you have questions, please write. My address is on the heading on the other side. Earl's e-mail is: earlw@gj.net. I will send this to him for proper editing and additions. Thank you for reading and not sailing this in the trash until n o w. Happy Commodoring. js.