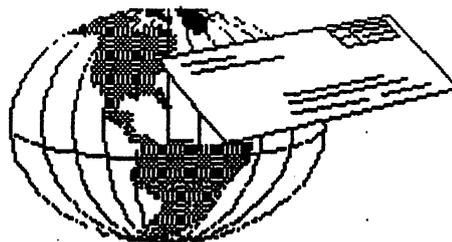


COMMODORE MAILINK

Newsletter of
**MEETING 64/128 USERS
THROUGH THE MAIL**



MEETING NEWS

May, 2003

It has been brought to my attention by our Treasurer, Emil Volcheck, Jr., that we may need to TALK again. The proposed discussion revolves around color (and graphic) printing in our CML, and even though we thoroughly hashed it out recently, there is one more aspect of this color thing we need to cover. Emil made a good point when he said members need to know when they see a color CML issue if they too can produce something like that with their Commodore system.

We have by now published four CML editions that have employed color printing in the production of the newsletter. But the issue of how that printout is actually obtained is one we have not dealt with before, but are about to now. It is an issue I'm embarrassed to say I had sidestepped for the very reason it is not that easy to recruit editors, and I don't want to alienate a potential editor who might produce an "outta-sight newsletter", but who might use a PC in a minor way in the production or download of a color image for use in Commodore Mailink. So, here's the deal: it is VERY important to members reading a given CML to know if it was created solely on a Commodore system--we're talking about color, graphics, and in fact every aspect of the newsletter. Further, we want input. What are members' opinions about downloading or creating color and/or graphics on a PC then porting them over to the Commodore for inclusion in our newsletter? Personally, I can live with it, but prefer 100% Commodore-produced CML newsletters. Let us hear your thoughts.

Hey, everyone, let's welcome new member Christopher Barton, P.O. Box 44, Cortland, IN, 47228-0044. Christopher was a government consultant who retired at an early age. His system includes C64 and a 1541. His specific computer interests are video games (fantasy and adventure), musical composing (Music Box), and word processing. His full BIO will appear in our next YELLOW PAGES in September. Welcome, Christopher!

Mention must be made of a major goof-up your President made in preparing the March YELLOW PAGES. COMMODORE GAZETTE is the Commodore disk magazine subscription available from member Christopher Ryan, while COMMODORE DIGEST is the paper magazine published by Rolf Miller and Dale Sidebottom. Apologies to all involved, and now might be a good time to make those corrections in your YELLOW PAGES. If that error wasn't enough, I then erred in Chris Ryan's zipcode, his correct one being 48224.

Last but not least, this is a first call for volunteers who might want to take over editing the March and September YELLOW PAGES. Many of you out there have many more Commodore contacts than I, and can continue to enlarge our C= resource database as I have always promised, but never completely fulfilled.

Another spot we would like to fill is that of the Question & Answer Man (or Woman). It seems members often submit questions for publication, but either never get answered, or if so, it may be many months later. If we had a Q & A Person, (s)he could receive questions, then after some (re)search, submit the answer(s) in the following newsletter.

If you would like to volunteer for either or both posts, just contact me (page 2) or tannerlj@yahoo.com. Enjoy the read.
Linda Tanner, President

NEW MEMBERS FLASH—SEE PAGE 15

BUSINESS OFFICERS:**PRESIDENT:** Linda Tanner, R1, Box 120 T, Black, MO, 63625

Handles group business, compliments, complaints, threats, etc.;

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 bank account, disburses monies, etc.;

MAILINK-ON-DISK EDITOR and MAILER: Richard Savoy,

250 West St., #9, Ware, MA, 01082; compiles and archives Mailink

On Disk and arranges for photocopying and mailing of CML;

ARCHIVIST and MANAGING EDITOR: David Mohr, 623

29th St., Astoria, OR, 97103-2803; oversees receiving, maintaining and

copying CML archives; backup editor;

MEMBER BIO EDITOR: Brian Vaughan, 2101 Shoreline Drive,

#352, Alameda, CA, 94501-6207; edits member addresses and Bio's; 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); maintains email addresses

of members;

WEBMASTER: Andrew Schwartz, 1108 S. 14th St., Pekin, IL

61554; maintains Videocam Mailink website,

<http://mailink.videocam.net.au>;**YELLOW PAGES EDITOR:** Linda Tanner; compiles lists of

members having expertise in various Commodore fields; also lists

products and services specifically geared to Commodore users;

THE EASY WAY TO CONTACT OFFICERS:

president@MAILINK.videocam.net.au

vicepresident@MAILINK.videocam.net.au

treasurer@MAILINK.videocam.net.au

bioed@MAILINK.videocam.net.au

emailed@MAILINK.videocam.net.au

webmaster@MAILINK.videocam.net.au

managingeditor@MAILINK.videocam.net.au

diskeditor@MAILINK.videocam.net.au

editor@MAILINK.videocam.net.au

COMMODORE MAILINK POLICIES and RULES:

The Commodore Mailink (CML) is published every other month by

Meeting 64/128 Users Through the Mail, copyright 2003 by Meeting

64/128 Users Through the Mail. All rights reserved. Permission given

to reprint if credit is given to the Meeting 64/128 Users Through the

Mail. The names, "Meeting 64/128 Users Through the Mail" and

"Commodore Mailink" and "CML" are also copyrighted. Any and all

opinions expressed in this publication are the views of the authors, and

in no way necessarily reflect the viewpoints, attitudes or policies of

Meeting 64/128 Users Through the Mail, unless so stated or indicated.

Neither Commodore Mailink nor Meeting 64/128 Users Through the

Mail condones piracy of copyrighted software or other material. All

programs published are with the permission of the author, or are to the

best of our knowledge, in the public domain. Software offered for sale

is said by the seller to be either public domain, or if commercial, is the

original disk with original documentation. All manuscripts or any

material for review or publication should be sent to the editor of the

next issue. Commodore Mailink reserves the right to edit

submissions.

Members may place free ads in the Mailink. Send text to next editor.

Short ads may be hardcopy, but most submissions should be on disk,

and in the format required by the next editor. Ads must be about

Commodore such as BUY/ SELL/ TRADE. If the list is long, ask for

S.A.S.E.; send list via SASE. In FOR SALE ads, be clear about S&H.

Your name will appear in ad; members can find your address in BIO.

EDITOR GUIDELINES: (abbreviated version))

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

Options include items submitted by members, Table of Contents, Vendor Watch, Questions and Feedback. Many of the requirements are provided by the President: Meeting News, Business Officers, Commodore Mailink Policies and Rules, Editor's Guidelines--essentially all of pages 1 and 2.

Requirements for the Editor include, if submitted, BUY/SELL/TRADE ads, Treasurer's Report, Obituaries, Announcements, Address Changes, and New Member BIO's. Also the Editor must detail the computer system, including software and hardware and printer used in the production of the current newsletter, as well as name, requirements, and deadlines of next editor. This could be in two separate columns: "The Editor's Desk" and "The Next Editor". If as Editor, you receive more than enough to fill pages 3-18, you will publish all "requirements" and some of the "options", and forward to next editor only whatever "options" would not fit in newsletter.

The Editor should edit each item as it arrives, creating a diskfile and a backup diskfile, making certain a TWS version of all disk files is (also) created. A good, clean "master copy" on single, unfolded sheets, printed on one side only and protected by cardboard should be sent along with the TWS disk files to our Mailer, Richard Savoy, by the first day of the month you are editing.

NOTE: to include a color page, send 110 completed sheets of that page, printed on both sides (ready for insertion into CML), 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 for proofreading 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 the 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 1,2, 5, and 6 were created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoWrite, geoPublish, and Click Here Software's PostPrint 3.

MAY, 2003 EDITOR: Andrew Schwartz (see his Editor's Column elsewhere in these pages).

COMMODORE MAILINK, May, 2003, page 2

The Editors Desk

By Andrew Schwartz
aschwartz@grics.net

This is my first opportunity to be a guest editor and I have enjoyed the experience very much. The only thing that could have made this experience better was to have had more material to work with when I accepted the task. I used material from a variety of sources and hope I have correctly credited the right people, if not please drop a line to the next editor and I am sure he will be glad to do so.

I used the following to create this issue:

C128D
1581
1571
1541
CMD HD40
Super CPU
MPS 803 - Draft copies
Cannon BJC250 Printer - final output
GEOPUBLISH
The Internet

I have also taken this issue and created a Microsoft Word version that I can email to anyone who is interested. Just drop me a line if you would like a copy.

July Mailink Editor

I, Rob Snyder, am the guest editor for the July edition of Commodore Mailink. I can accept articles which are dictated, handwritten, typed, datasette, 5-1/4" or 3.5" DD commodore (including GEOS) disks, and even 3.5" DD DOS format; but no MS Word files. Please include the name of the file along with the program used to create it (TWS, PB, GW, Appleworks, etc.) This really helps me translating the file into my WP file format.

Email submissions are also welcome. Just include the text in the body of the letter. If you like attachments, use

them. Just put the name and type of file attached in the body of the Email .

If you can include your phone number or Email address, it would be helpful if I had any questions. Please have articles to be included sent in by the 16th of JUNE. This will give me two weeks to finalize the issue.

I have been editor twice before and this time I would like the cooperation of EVERY member! I will be sending out postcards for you to send back with YOUR commodore tip(s) to be published in the Mailink. The issue could be called "Postcards from Commodore" I truly want everyone included, if only this once. If you have more than a postcard, send a letter. Let's ALL make a sincere effort to send in something.

Some suggestions for the "correspondently challenged" could be:

- describe your main/favorite use of your commodore and how you do it
- which printer you use and how you have it set up ie. cables, codes, paper, etc.
- what entails your commodore set up and why it works best for you
- trouble shooting you have done (so others won't have to muddle through the same aggravation)
- special uses you developed. Self-made programs that solve a specific problem or is a universal solve-it-all.

Those are just suggestions. Write what interests you and send it in RIGHT NOW. It is never too early to make the next issue of our newsletter. I will be sending out postcards to all subscribers in the first days of June. Please join in with your fellow Meeting members and truly make this a GROUP EFFORT.

My address is:

Rob Snyder
11497 COUNTY RD 7-1
DELTA OH 43515

and my Email is:

arsnyder@wcnet.org

my phone is:

419-822-3112 or 419-205-0268
(3-9 pm please).

Commodore Spring Expo

By Linda Tanner

According to March '03 UCUGA's Commodore Digest, it will be May 24-25 at Holiday Inn Express, 411 E. Spring Street, New Albany, Indiana, which is just across the Ohio River from Louisville, Kentucky. Cost is \$5 per person/\$10 per family. Sellers pay \$15 per table. To make reservations, call 1-877-451-2595. For non-smoking room you must tell the operator it is for "Spring Commodore EXPO 2003" and reservation number 67776294. For smoking rooms, all is same, except reservation number is 67782665. Cost of rooms is \$59 per night for up to 5 persons per room. Total room cost with taxes is \$64.31 per night. If you are attending to do a demo, you will not be charged, but you must make arrangements in advance.

Email Dale: luckykds(at)iglou.com or call him at 812-944-9132.

More Commodore Spring Expo

By Robert Bernardo

Jeri Ellsworth is going to the Louisville Spring Commodore Expo, and she's going to present the CommodoreOne production board in its North American debut.

Dale Sidebottom, organizer of the Expo and president of the LUCKI club, says, "Jeri Ellsworth has confirmed that she is coming here to demonstrate and discuss her C-1 computer project. In fact, she is bringing boards to sell at the Expo."

"With Jeri Ellsworth, Maurice Randall, plus much more to entice and tantalize the dedicated 8-bit enthusiast, this Expo will be special, and you won't want to miss it!"



Even More Commodore Spring Expo

Taken from the LUCKY web site

The LUCKI Commodore Club is pleased to host the Spring Commodore Expo 2003. We hope you will support the next Commodore Expo this spring in the Louisville Area. Just as SWRAP held their Expo in Lansing, just outside of Chicago; our Expo will be held in New Albany, just across the Ohio River from Louisville at the Holiday Inn Express.

Although the Expo begins Saturday morning, May 24th at 9am, we are encouraging everyone to come early and make a weekend of it!

On Friday evening (May 23), our club is sponsoring a Hospitality Night. You can enjoy food, drinks, entertainment, and a host of good Commodore friends prior to the Expo itself!

The Expo officially runs from 9am to 5pm on Saturday (May 24th). All sellers and demonstrators need to set up before 9am. That should be easy to do, as you have from Friday evening through 9am Saturday morning. We have been assured that our meeting room will be kept locked overnight to protect the equipment.

We invite you to stay Saturday night and enjoy a second day of Expo excitement on Sunday. We will have time then to have longer, more detailed demonstrations. This was truly a highlight of last year's Expo.

"With Jeri Ellsworth, Maurice Randall, plus much more to entice and tantalize the dedicated 8-bit enthusiast, this Expo will be special, and you won't want to miss it!"

We know not everyone can make it, but we hope each "user group" will try to send at least one representative. This is, after all, the best opportunity we have to meet and share with many of those who make this community so terrific!

Spring Expo 2003

The LUCKI Commodore Club proudly presents: Spring Commodore Expo 2003 May 24th & 25th 2001 Louisville, Kentucky USA

BASICALLY SPEAKING by Linda Tanner

(Submit your BASIC routines, programs, tidbits for publication today!)

READ THIS:	TYPE THE KEY(S):
CLR	[SHIFT][CLR/HOME]
HOME	[CLR/HOME]
UP	[SHIFT][↑]CRSR
DOWN	[↑/↓]CRSR
[2 SPACE]	[SPACE][SPACE]
LEFT	[SHIFT][←]CRSR
RIGHT	[→]CRSR
RVON	[CONTROL] + [9]
RVSON	[CONTROL] + [9]
RVOFF	[CONTROL] + [0]
RVSOFF	[CONTROL] + [0]
BLK	[CONTROL] + [1]
WHT	[CONTROL] + [2]
RED	[CONTROL] + [3]
CYAN	[CONTROL] + [4]
CYN	[CONTROL] + [4]
PUR	[CONTROL] + [5]
GRN	[CONTROL] + [6]
BLU	[CONTROL] + [7]
YEL	[CONTROL] + [8]
F1	[F1]
.	[SHIFT][F1]
F3	[F3]
F4	[SHIFT][F3]
F5	[F5]
F6	[SHIFT][5]
F7	[F7]
F8	[SHIFT][F7]
{A}	[CONTROL] + [A]
{any letter}	[CONTROL] + [letter]
←	←
↑	[SHIFT] ↑
C64 only:	C64 only:
[<1>]	[C=] + [1]
[<2>]	[C=] + [2]
[<3>]	[C=] + [3]
[<4>]	[C=] + [4]
[<5>]	[C=] + [5]
[<6>]	[C=] + [6]
[<7>]	[C=] + [7]
[<8>]	[C=] + [8]

In this edition, we are looking at simple arrays. Each of the two programs on page six handles arrays very differently. A hypothetical database of individuals, composed of 26 people along with height in inches, gender (M or F), hair color (BR,BL, GR, BK, BA), eye color (BR, BL, HAZ), age, and ABO bloodtype for each is used in both programs.

The first program, "Multi-array128", is basically a GIGO routine (Garbage In-Garbage-Out). It creates seven separate arrays (for name, gender, height, hair color, eye color, age, and ABO bloodtype), then proceeds to fill them, one by one, by reading data statements that contain the array elements. It creates an eighth array, DG%(26), but does not retrieve the 26 elements of that array by reading data statements. Rather, DG%(X) is calculated "on the fly", and represents the number of characters comprising NA\$(X). For example, the first name in the array of names is NA\$(1) (Amy), thus DG%(1) will calculate its length as 3 via DG%(1)=LEN(NA\$(1)) in statement 10. This calculation in this program is only for the purpose of formatting the screen printout (SPC(15-DG%(A)) in line 18). Remember, the calculating is done by the computer via the LEN function--all you have to do is "call" the function.

The second program, "Uni-array128", uses identical data, yet manages this using only one array. But in this case, each element of the array appears at a glance to be gibberish, but contains all of the identifying parameters that identify each individual. For example, in the "Array array", the 26th element is "ZED73MBAHZ800+", which is stored in AR\$(26). Using this type of array seems more compact, but the computer must now be told how to separate out the individual parts of each element for printout into something intelligible. Lines 20-26 do this, first by checking to see if each character, as it is encountered, (IF(ASC(M\$)>64)AND(ASC(M\$)<91)) lies within a restricted subset of possible characters. Once the "name" portion of the array element has been identified, then it is a matter of merely counting, since each gender identity is only one letter, and all remaining array elements are two characters, except the BL\$ array which has both 2- and 3-character elements.

Obviously these types of routines can be modified for many kinds of arrays. This exercise was primarily written to show that arrays can be handled in quite varied ways. In fact, this was a learning experience for me, as I had assumed/guessed that "Multi-array128" would occupy more memory, because it "wasted" memory by creating eight arrays, where "Uni-array128" uses a mere single array to do the same task. But it was a slight surprise to note that both programs finished at 4 BLK each.

Experiment with your own arrays. These one-dimensional arrays are very useful for handling many pieces of data that can have the same "name", yet need some means of identifying each as unique, for example, with names. We all have names, yet each is unique, or can be made unique in the case of identical names. An array called NA\$, with say 200 elements, can be neatly listed in a "dimension statement" (DIMNA\$(200)), while 200 names not placed in an array but given 200 separate variable names would be an inefficient use of computer memory as well as time spent searching through and handling that many variables--time which could be better used elsewhere.

In the next month or so, I hope to delve more into array handling, as well as multi-dimensional arrays. Enjoy.

"MULTI-ARRAY128"

```
6 REM-128PRG1-ARRAYPRACTICE-CML5-03-BY LINDA TANNER
8 FAST:DIMNA$(26),DG%(26),GN$(26),HT%(26),HC$(26),EY$(26),BL$(26),AG%(26)
10
FORA=1TO26:READNA$(A):DG%(A)=LEN(NA$(A)):NEXT:FORA=1TO26:READGN$(A):NEXT:FORA=1TO26:READHT%(A):
NEXT:FORA=1TO26:READHC$(A):NEXT:FORA=1TO26:READEY$(A):NEXT
12 FORA=1TO26:READAG%(A):NEXT:FORA=1TO26:READBL$(A):NEXT:RESTORE
18 FORA=1TO26:PRINTTAB(10)NA$(A)SPC(15-DG%(A))GN$(A) "HT%(A)" "HC$(A)" "EY$(A)" "AG%(A)"
"BL$(A):NEXT:RESTORE
100
DATAAMY,BERT,CARA,DINA,EVA,FAWN,GINA,HOLLY,IRIS,JILL,KIM,LISA,MISTY,NANCY,OPRAH,PRISCILLA,QUE
NTIN,ROSE,SEAN,TIM,ULYSSES,VIKKI,WIL,XENA,YOLANDA,ZED
102 DATAF,M,F,F,F,F,F,F,F,F,F,F,F,F,F,M,F,M,M,M,F,M,F,F,M
104 DATA61,71,66,60,62,68,59,63,64,68,60,66,67,61,65,65,69,62,74,70,72,64,68,66,65,73
106 DATABL,BA,BR,BK,BR,BK,BL,BR,RE,GR,BR,BR,BR,BL,BK,RE,GR,BL,BR,BK,BK,BR,GR,BR,BR,BA
108 DATABL,BR,BR,BR,BL,HZ,BL,BR,BL,BR,BR,HZ,BR,BL,BR,BL,HZ,BL,BR,BR,BR,BR,BR,BL,BR,HZ
110 DATA28,70,39,50,16,20,14,45,50,66,22,33,35,28,41,45,79,39,15,44,17,49,40,51,37,80
112 DATAO+,O+,O+,A+,A+,0-,AB+,0+,0+,A+,0+,A+,AB-,O+,O+,A+,A+,A-,O+,A+,A+,0+,A-,O+,O+,O+
```

"UNI-ARRAY128"

```
6 REM-128PRG2-ARRAYPRACTICE-CML5-03-BY LINDA TANNER
8 FAST:DIMAY$(26):FORA=1TO26:READAY$(A):DG%=LEN(AY$(A)):GOSUB20:NEXT:STOP
20
NA$="":FORB=1TODG%:M$=MID$(AY$(A),B,1):IF((ASC(M$)>64)AND(ASC(M$)<91))THENNA$=NA$+M$:ELSENL=LEN(
NA$):GOTO24
21 NEXT
24 PRINTTAB(10)NA$;SPC(15-NL);MID$(AY$(A),NL+1,2);" "MID$(AY$(A),NL+3,1);" "MID$(AY$(A),NL+4,2);"
"MID$(AY$(A),NL+6,2)" "MID$(AY$(A),NL+8,2)" ";
26 PRINTMID$(AY$(A),NL+10,3):RETURN
50
DATAAMY61FBLBL28O+,BERT71MBABR70O+,CARA66FBRBR39O+,DINA60FBKBR50A+,EVA62FBRBL16A+,FAWN68F
BKHZ20O-,GINA59FBLBL14AB+,HOLLY63FBRBR45O+,IRIS64FREBL50O+
52
DATAJILL68FGRBR66A+,KIM60FBRBR22O+,LISA66FBRHZ33A+,MISTY67FBRBR35AB-,NANCY61FBLBL28O+,OPRAH
65FBKBR41A+,PRISCILLA65FREBL45A+,QUENTIN69MGRHZ79A+
54
DATAROSA62FBLBL39A-,SEAN74MBRBR16O+,TIM70MBKBR44A+,ULYSSES72MBKBR17A+,VIKKI64FBRBR49O+,WIL
68MGRBR40A-,XENA66FBRBL51O+,YOLANDA65FBRBR37O+,ZED73MBAHZ80O+
```

NOTES: Due to geoWrite's way of interpreting and creating line breaks, some of the statements appear to have no statement numbers, while some lines appear to have a statement number and nothing else. Statement line numbers 10 and 100 in "Multi-Array128" belong with their respective statements directly below them. Likewise for statement numbers 20, 50, 52, and 54 in "Uni-Array128".

Announcing a new Commodore Computer Business

Hello everyone, my name is Michael Hunter. I am a long-time member of the Commodore community. I got my first taste of Commodore computers at a very young age when I met the Commodore VIC-20. Since then I have been hooked on Commodore computers. Many of you may recognize me from discussions in the Comp.sys.cbm news-group. For the last several years, I have been using the news-groups to meet and correspond with many of the great Commodore users in the community. When time permits, I've even been known to provide some assistance to many of the "new" Commodore users.

I find it encouraging to see so many people rediscovering the Commodore computers. In addition to being an excellent gaming system, the Commodore computer has always been a great tool for hobbyists and computer programmers who enjoy tinkering "under the hood," and discovering the real potential of these great computers.

My new company, "8-BIT Designs," is geared towards providing continued support and new products for Commodore computers. On our website, you'll find new hardware and accessories for your Commodore computer. It is my hope that these new products will help to fill a need in the Commodore community, and make using your Commodore more enjoyable. There are many more product designs that I am still working on, so be sure to check back regularly.

The website is located at:
<http://www.8bitdesigns.com>

In addition to providing information about my products, I have a special "how-to" section on the website. I have written these articles to assist Commodore users with common problems. I hope that these articles will help many Commodore users to discover different ways to solve their problems, and learn different techniques to perform common tasks. To read these articles, look for the "how-to" link in the site index. If you have a subject that you would like to see discussed in the "how-to" section, let me know. I am also willing to post

helpful articles submitted by other Commodore users. Any articles submitted by users will remain property of the original author, and provide credit to the author.

You can learn more about my new company, and myself, by clicking on the "About the Company" and "About the owner" links in the site index.

Feel free to e-mail me with comments, and questions. I'll look forward to hearing from you.

Michael Hunter
8-BIT Designs
mike@8bitdesigns.com

MUTTM TREASURER'S REPORT

For February 1, 2003 thru March 31, 2003
Submitted by: Emil J. Volcheck, Jr.,
Treasurer

With the renewals for 2003 behind us, activity has been low. As of this time, we have 104 members, only 6% below last year. But, as always, new members would be great! So, keep an eye out for your Commodore-using friends and acquaintances - tell them about MUTTM and the support that we can provide.

Here are the numbers:

1/31/03	Balance	\$ 1757.74
	Income - dues	\$ 322.00
	Income - other	\$ 0.73
	Expense - Mailink	\$ 340.55
	Expense - other	\$ 93.02
3/31/03	Balance	\$ 1646.90

Remember, when sending in your dues, or any other funds for the treasury, please make the check or money order payable to: Emil Volcheck, Treasurer; then send the funds to me at: 1046 General Allen Lane, West Chester PA 19382-8030. If you have questions, mail me at this same address, call me at (610) 388-1581, or email me at: treasurer@MAILINK.videocam.net.au

THE WRITE STUFF WORD PROCESSOR

COLUMN BY: RICHARD SAVOY

This is the start of a continuing column of articles relating to "THE WRITE STUFF" (TWS) which is a collection of word processing software, including a full feature word processor, a talk word processor, a printer customizer, a optional spell checker, and BB File Reader, BB Nenu Maker, and BB Manual. Written by R. Eric Lee, and copyright by his Bust Bee Software firm in Lompoc CA 93438.

This isn't something new to CML newsletter! There have been articles going as far back as September 1987 when Jean Nance did the first five newsletters, By 1990 fifty members had the software, at present I don't know when it slipped away, from being a regular column but while writing the column I will research any articles in past issues. I do hope that anyone who has material, (that feel it should be in this column) will send it along to me, I already have received 21 tips from Emil Volcheck which will be passed on in proper order. I also hope for the the well being of the group, that somebody will volunteer to do the same for "GEO's" which is another great word processor, I'm sure there is a equal number of members that use this program.

Now, that I have the formalities out of the way, here is the current master plan for these atricles, to get every one that has a program but don't know how to use it, or just gave up, to spell out step by step t moves to get up and running. For the advance user I will try to list the short cut key strokes as we go along, or maybe we will bring up something you don't already know.

Let's talk about hardware for a minute or two. You need a Commodore computer either a C-64 or C-128 and a least a disk drive, but two is better, more on this later, if you plan to make hard copies you'll need a commodore compatible printer(if you have a printer connected to your Commodore already, you should be all set.)

Of course you need the program, which is copyrighted, there are two versions TWS64 (40 column) and TWS128 (80 column) If your not sure you have a legal copyright version, in the upper right hand corner is a Copy # number and right under the number it tell the version you have. to the best of my knowledge they were all issued on 5.25" disks. If you don't have the program and would like to purchase the program LINDA TANNER has both versions for sale at \$ 15.00 each including S & H also includes the 58 page manual.

Now we are ready to start, and we will use a C-64 vision today, the main difference between the two versions for today is C-128 version would automatic load and writing would be 80 column (what you see is what you get).

So put your disk into your disk drive and press SHIFT-RUN/STOP or type LOAD "BB",8 press Return. And type RUN and press Return. Now you should see a title screen/menu THE WRITE STUFF and a bee flying around with music playing. A hand is pointing to BB Writer just press return and main window screen should appear with the words Help Edit Print Save Load across the top of the screen. Now see the blinking cursor upper left corner type your name in the space and press return for a second line and put your street address and press return for a third line and when finished another return, GOOD! You are using TWS. Now you want to save your work. Press the up arrow key on your keyboard (to the left of the RESTORE key) Select "Save" by using the cursor arrow keys to highlight "Save" and replace the TWS system disk with a new formatted data disk and enter a file name, example:"test1", If you are all set with your address saved to the disk, let's cruise around a bit. Now let's use the up arrow key to highlight "Edit" and press return key, now highlight "Clear Text" and press return. Now "Above" and return BINGO! Your text should be gone! If you are in that upper row and need to get back to the work window try "ESC" key (upper left hand corner of the key board if that don't work try return)

Let's just do a few more command press up arrow key and highlight Load and press Return key and a screen appears with your saved program. Press return and there is your file, now let's print it out, yes your right hight light printer and the printer screen appears, now all that stuff in the center box will be another class or we will do it in sections. So for now highlight Screen to see your art work as it would look when printed out. Now try printing it! That's it for this time.



Letter to the Editor

Editor MMTHM May,

I have made an error caught by Mr. Volcheck about how many devices TWS can address

There are many versions of TWS (I have just looked through several) and they indeed have a TWS version (128-80 col.) which addresses "a,b,c,d,and e" devices which would take it to 12 and which I said it wouldn't do. The version I was using gave the selection in the menu of "Drive 8 Devices 8,9 8,10 8,11 Drives 0,1", so I was unable to select device 12 (without revision of the program).

Another version of the BB-128 indeed gives the "a,b,c,d,e" selection but I did not know that at the time. The reason for all this was given in my article about the CMD ZIP drive. The HD-DOS automatically "stamps" every Zip disk with a "12." I preferred it to be marked "10" because I could reach it with TWS version I was using. CMD manuals advise against using a device number of "11." I think it is used for some other reason which is not in use as of this date. (Perhaps planned for later). At any rate, I renumbered all my Zip disks to 10 (there is software provided to do this). I would not have indicated not being able to get to a device 12 if it were not true for me at the time. There may be other ways to get to devices numbers above 13. I have no need to go higher than that.

I believe TWS is the most versatile word-processor around. Many of us don't check out the different versions to see if they differ and which one offer some goodies that other versions don't. Spell checking is one of them: there are others.

Thanks for calling this to my attention.

Sincerely yours,
W.R. Kennedy
341 Orchard Road
Birmingham, Al 35215-6929

LARRY'S COMMODORE 8-BIT PROBLEM
TROUBLESHOOTING LIST

BY LARRY ANDERSSON

This is a simple checklist FAQ of some of the easily correctible but not always well known problems you may experience with your Commodore 8-bit computer.

NOTE: This FAQ is by no means complete, much of the information covered here deals with Commodore 8-Bits that I have had experience with and reference materials on. If you have stuff to add or revisions to current information please e-mail me at:

larry@portcommodore.com

MY COMPUTER POWERS UP STRANGELY

- + (64) If the screen is full of multi-colored garbage text, it is most likely that your power supply died.
- + PET If you get a Blank Screen you might have your IEEE-488 connector in the user port by mistake or your user port device cable upside-down.
- + Some 'flat' 128's power switches can't fully engage because of the case design, if you get 'flickering' try filing the hole around the switch.
- + PETs are prone to have the chips come unseated from their sockets. With the computer OFF, Push down (not too hard) on the top of each socketed chip, turn back on the power and see if it made a difference.

IT DOES NOT PRINT ON THE SCREEN WHAT I TYPE

- + Make sure the 'shift-lock' key is not locked down
- + Check the joysticks that are plugged in, if one is pushed to the side or the fire button is jammed down, this will cause keyboard problems.
- + Check the keyboard for stuck-down keys (this happens from time to time, especially on SX 64s.
- + On older machines the keyboards may become dirty were some keys cease working.

I CANNOT LOAD ANYTHING FROM DISK OR TAPE BUT EVERYTHING SEEMS TO BE WORKING OK.

- + TVs and Monitors put out alot of interference especially on the left side of the screen, Datasette Drives or Disk Drives may not communicate well if they are too close to the display or on the left side, try re-arranging your drives.
- + Some commercial programs leave the floppy drive's read/write head on a half-track and make the drive unable to read disks. Try sending an Initialize Drive command (OPEN 15,8,15,"I":CLOSE 15) without a disk in the drive to reset the heads, then try loading again.
- + If it is a drive you just got it may not be set for device 8, try loading the directory using device 9, 10 or 11. (i.e. LOAD"\$",9)
- + The 8050, 8250, and SFD-1001 cannot read disks created with the 1541, 1571, 4040 or 2031. Make sure you are using a compatible disk formats.
- + On the PET tape, make sure sound is turned off: POKE 59464,0:POKE 59466,0:POKE 59467,0 The sound generator interferes with the tape operation.
- + Add a 0: (or 1: for second drive) before the file name of disk programs, this will make the disk attempt an Initialize before loading the file.
- + If you are trying a LOAD"*",8 try doing a LOAD"?*",8 It sometimes does the trick. Also see previous hint.
- + If you are using a fast-loader cartridge or ROM, it may not be compatible with the drive or program you are trying to use.

I AM HAVING TROUBLE FORMATTING DISKS OR SAVING PROGRAMS

- + (Tape) make sure the 'write protect tab' isn't punched out, if it is, you will need to cover the write protect hole with tape.
- + On the PET tape make sure sound is turned off: POKE 59464,0:POKE 59466,0:POKE 59467,0 The sound generator interferes with the tape operation.
- +The Commodore 2040, 4040, 2031, 8050, 8250, SFD-1001, 1540, 1541, 1570, 1571, and 1581 cannot reliably use high-density disks. Use Single or Double Density Disks on the 2040, 4040, 2031, 1540, 1541, 1570, 1571, and 1581. The 8050, 8250 and SFD-1001 use 96 track per inch Disks. Use them if you can find them, though you might squeak by with Double Density disks.

Extended Keyboard Use on the C-128 in C-64 Mode

By Dave Kline

Because extra registers are present in the C-64 mode on the C-128, you can use the C-128 extended keyboard in C-64 mode. A routine using the three extra keys can lines at location \$D02F follows. This routine wedges itself into the IRQ interrupt routine by diverting the IRQ vector at \$0314/\$0315 to point to the code. Note that to scan a given column in the key matrix (say, that connected to the K0 line), the output line is held low (logical zero); matrix columns that are not being scanned should have their respective output lines held high (logical one). (This is merely a Commodore convention; another manufacturer's system might scan a keyboard similarly but would reverse the process -- scanned key matrix column output lines would be held high, while unscanned ones would be held low.)

This ML routine can be entered with the C-128's monitor but is executed while in C-64 mode. The routine is called by SYS51968. To deactivate, press RUN-STOP/RESTORE. (Note, other routines that use this memory area while cause conflicts.)

```

0CB00 78      SEI          ; DISABLE INTERRUPTS.
0CB01 A0 CB   LDY #$CB    ; DIRECT IRQ VECTOR TO CODE AT $CB0D.
0CB03 A2 0D   LDX #$0D
0CB05 8C 1C 03 STY $0315
0CB08 8E 14 03 SEX $0314
0CB0B 58      CLI          ; ENABLE INTERRUPTS.
0CB0C 60      RTS          ; RETURN TO CALLER.

0CB0D A2 F8   LDX #$F8    ; $1111 1000
0CB0F 8E 2F D0 STX $D02F  ; ALL 3 EXTENDED KB OUTPUT LINES ACTIVE.
0CB12 A5 FF   LDA #$FF
0CB14 8D 00 DC STA $DC00  ; CIA #1'S DDR SET FOR ALL 8 LINES AS INPUTS.
0CB17 CD 01 DC CMP $DC01  ; NOT = $FF? KEY HELD DOWN,
0CB1A D0 06   BNE $CB22   ; SO PROCESS IT.
0CB1C 8D 2F D0 STA $D02F  ; ELSE ALL KB OUTPUT LINES INACTIVE.
0CB1F 4C 31 EA JMP $EA31  ; JUMP TO NORMAL IRQ HANDLER CODE.

0CB22 A9 FB   LDA #$FB    ; $1111 10111 ... K2'S COLUMN SCANNED FIRST.
0CB24 8D 2F D0 STA $D02F
0CB27 A2 00   LDX #$00    ; ZERO SHIFT/CTRL/CBM FLAG.
0CB29 8E 8D 02 STX $028D
0CB2C A0 08   LDY #$08    ; COUNTER ... 8 ROWS TO TEST.
0CB2E AD 01 DC LDA $DC01  ; READ INPUT PORT.
0CB31 CD 01 DC CMP $DC01  ; VALUE CHANGING?
0CB34 D0 F8   BNE $CB2E   ; YES, LOOP AGAIN FOR ANOTHER READ.
0CB36 C3 FF   CMP #$FF    ; ANY KEYS IN THIS COLUMN DEPRESSED?
0CB38 D0 0A   BNE $CB44   ; YES, PROCESS KEYSTROKE.
0CB3A 18      CLC          ; CLEAR .C TO PREPARE FOR ADD.
0CB3B 8A      TXA          ; GET KEY NUMBER (INDEX) AND
0CB3C 69 08   ADC #$08    ; ADD 8 SINCE WE CAN SKIP THIS COLUMN.
0CB3E AA      TAX          ; PUT INDEX BACK WHERE IT BELONGS.
0CB3F 6E 2F D0 ROR $D02F  ; NOW K1 HELD LOW ($1111 1101).
0CB42 D0 E8   BNE $CB2C   ; ZERO? NO WAY! WE'RE FORCING A JUMP
                        ; TO $CB2C TO SCAN THE NEXT COLUMN.

0CB44 4A      LSR          ; PROCESS KEYSTROKE ... SHIFT BITS INTO .C .
0CB45 90 09   BCC $CB50   ; IF .C = 0 KEY STRUCK, SO WE QUIT SCANNING.
0CB47 E8      INX          ; BUMP KEY INDEX COUNTER.
0CB48 88      DEY          ; DECREMENT ROW COUNTER.
0CB49 D0 F9   BNE $CB44   ; 8 ROWS DONE? NO, THEN LOOP AGAIN.
0CB4B 8E 2F D0 ROR $D02F  ; PREPARE TO SCAN NEXT COLUMN. (KN=0)
0CB50 8D 69 CB LDA $CB69,X ; LOOK UP C-64 KEYCODE FROM TABLE.
0CB53 10 07   BPL $CB5C   ; IF HI-BIT ($7) SET, IT'S <SHIFT>ED,
0CB55 A0 01   LDY #$01    ; SO WE SET SHIFT FLAG.
0CB57 8C 8D 02 STY $028D
0CB5A 29 7F   AND #$7F    ; AND LOP OFF BIT#7 TO GET TRUE C-64 KEYCODE.
0CB5C 85 CB   STA $CB    ; SAVE KEYCODE.
0CB5E A6 FF   LDA #$FF
0CB60 8E 2F D0 STX $D02F  ; DEACTIVATE EXTENDED KEYS CAN LINES.
0CB63 20 DD EA JSR $EADD  ; CONVERT KEYCODE TO ASCII BYTE, PLACE IN
                        ; BUFFER.
0CB66 4C 7E EA JMP $EA7E  ; RESTORE REGISTER CONTENTS & RETURN FROM IRQ.
    
```

```

>0CB69 40 23 2C 87 07 82 02 40 40 28 28 40 01 13 20 08
>0CB79 40 1B 10 40 3B 0B 18 38 40
    
```

Commodore Secrets

Any Commodore 8-bit computer
Typing:
PRINT0+""+-0 will crash the BASIC.

Commodore PET, Vic20, 64, but not the 128
Typing:
35072121 crashes the BASIC.
The Commodore 64 sometimes reports SYNTAX
ERROR instead.

Commodore 128
To get the credits and anti-war message
you just need to type:
SYS 32800,123,45,6
To get another hidden message, go to the
ML monitor and type:
m f63f5 f640b

Table of Contents

Page	Article
1	Meeting News
2	Officers names/Duties
2	Commodore MailLink Policies
2	Editor Guidelines
3	Editor ramblings
3	July MailLink Editor
4	Commodore Spring Expo Information
5-6	Basically Speaking
7	Announcing a New Commodore Business
7	MUTTM Treasure's Report
8-9	The Write Stuff Word Processor Column
9	Letter to the Editor
10-11	Larry's Problem Troubleshooting List
11	The 1541 Fixer
12-13	Video CDs of the Commodore Expos
13	C128 Service Manuals Available
13	Top 10 signs you bought a bad Computer
14	Homestead Mailing List CD
14	New members and renewals
15	Loadstar Complete on CD
15	Sources for 1520 plotter pens
15	Commodore C=65
15	Games Solutions Database online
16	Commodore VGA Adaptor
17	MailLink on disk
18	A Simple Way to make a Small Book
19	Green Eggs report
19	C=64 back as a Web Server
20	Extended 128 Keyboard use in C=64 Mode
20	Commodore Secrets
20	Table of Contents

GREEN EGGS REPORT

By Alice at nospam.ar.com

The Green Eggs Report is a monthly post of URLs potted within news:comp.sys.cbm we posted these reports back in '95 and '96 and some folks asked that we start posting them again. The online version of the green egg report is available at <http://ger.ar.com/>

Emul8 - 8 bit retrocomputing=-	http://emul8.xlabs.sk/flammewars/pc.html
Adam Dunkels' homepage	http://dunkels.com/adam/
Bravenet Web Services	http://clix.to/pocketretro
Commander X - LANTRONIX, Inc.	http://www.commanderx.com/productinfo.html
Commodore Utility Files	http://www.c64.us/cbmfiles/utils
Index of /cpm/cdrom/ENTERPRS/C128/UTIL	http://www.retroarchive.org/cpm/cdrom/ENTERPRS/C128/UTIL/
Index of /white-flame/files/c64	http://www.geocities.com/white-flame/files/c64
Leif Bloomquist's Home Page	http://home.ica.net/~leifb
New Page 0	http://ist.uwaterloo.ca/~schepers/formats.html
PDP11/70	http://www.psych.usyd.edu.au/pdp-11/11_70.html
Retro Computing Page	http://retrocomputing.netpandora.com
SECAM C64	http://bserra.free.fr/secamc64.htm
The As-Yet-Unnamed BBS	http://www.thepcmuseum.com/bbs/
The Contiki Operating System	http://dunkels.com/adam/contiki/index.html
The Fridge	http://www.ffd2.com/fridge
The XAP1541 adaptor	http://sta.c64.org/xap1541a.html
Wanderer's Commodore Stuff: Arnold Archives	http://cbm.oasiscomm.net/arnold.php
chrisp - tunnel device for Mac OS X	http://chrisp.de/en/projects/tunnel.html
ftp.funet.fi:/pub/cbm/schematics/computers/	http://www.funet.fi/pub/cbm/schematics/computers/
my lame c64 site	http://www.friedalive.com/commodore
schematics	http://staff.washington.edu/rrcc
uIP - Size	http://dunkels.com/adam/uip/size.html

Alice's Registry, Inc. an ICANN accredited domain registrar supporting the open source community through our SourceFund grants project. Visit <http://www.ar.com/> for more information.

Commodore 64 back, as web server

By James Middleton

Just two months after the world's first internet-enabled Lego brick was created, geeks have resurrected eighties favorite the Commodore 64, as a retro web server.

According to Commodore hackers, Peter Eliasson and Adam Dunkels, "the possibility of connecting the Commodore 64 to an ethernet local area network has been a collective dream in the Commodore community for decades."

The resulting project, 'the Final Ethernet cartridge', was finished and the Commodore 64 went live on the net.

"A C64 ethernet adapter would make it possible to connect the C64 directly to the internet, making it possible to download software, transfer data to and from the C64, play network games over the Internet; the possibilities are endless," said the duo.

The Final Ethernet cartridge was based on a Systor Vest AS embedded ethernet board mounted on a single 74LS139 chip that offers an interface with the legacy C64.

The extremely small uIP TCP/IP (transmission control protocol/internet protocol) stack was used as a software base to run not only a standard HTTP web server, but also a streaming RealAudio music feed from the C64 tape drive.

The uIP TCP/IP stack was used by Olaf Christ back in January to web enable a Lego Mindstorms brick.

But because the C64 is only equipped with 64KB of memory, "the regular web server application is not able to handle heavy load," warned its creators.

"Each web client uses a small amount of memory, and each TCP packet sent by the web clients has to be processed and parsed. With many simultaneous web clients browsing the server, memory and CPU cycles run out quickly.

"When the memory is exhausted any attempts to connect to the server are discarded, thus making it hard to reach the web pages on the server." To see the server onl9ne go here <http://tfe.c64.org/>

You can use your computer to easily print up a few to dozens of copies of any small book that you write. If you have some knowledge or expertise on some subject, but not enough to write a big book, then you can put your knowledge into the form of a small book with little effort or time. The following technique uses the ability of THE WRITE STUFF wordprocessor to print text in two columns. Three problems that must be overcome when making a small book by using your computer are:

1) Printing on both sides of the paper. Most Commodore printers don't print both sides. Some newer ink jet printers can do it. Even if you try to print one side, then take the paper out, reverse it, then print on the back side ... the back side printing will show through on the front side because ordinary printer paper is too thin (designed to be printed only on one side). Of course, you could just print the book on single sided paper, but then half the pages would be blank (the back side would be blank).

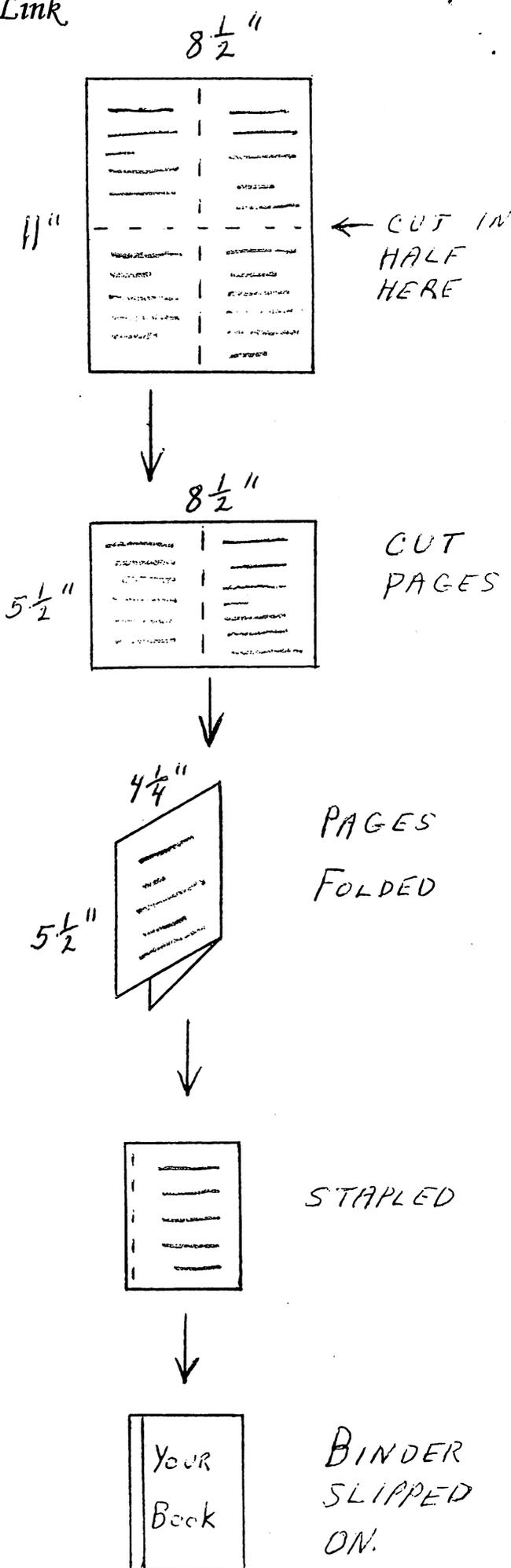
2) How do you connect all the pages together into one unified book, in other words, how do you "bind" the book.

3) A few pages makes a flimsy book, not thick enough, not enough pages.

So, to make a simple book, instruct THE WRITE STUFF wordprocessor to print out your text in double columns, and also set the page length from 66 lines to half that or 33 lines. By trial and error, set the left, "column", and right margins so that the book comes out OK. After printing, you cut the 8.5" X 11" pages in half to make 8.5" X 5.5" pages, then you fold those in half to make 4.25" X 5.5" finished pages. This results in a folded paper that looks like it is double sided. Also, each big printer page is now converted to four little pages, so your book now has four times as many pages than if you had a full size book.

To bind the book, simply staple it about a half dozen times along the non-folded edge. Then, over the stapled edge, slip a "report binder" on, and then you have a nice looking small book. The binder covers and hides the metal staples. Go to an office supply store to buy the slip on binders, mine cost \$0.25 each. Then I used a hack saw to cut them in half so that each was 5.5" long to fit the half size book.

Using this method to make small books, it took me about half an hour to make each copy of a 28 page cooking book (printing it and binding it). The cost to make each book was about \$0.35 which includes the cost of paper and ink and the binder.





MAILINK on DISK

BY: RICHARD SAVOY, EDITOR

YOU CAN BUY COMMODORE MAILINK ON DISK: Anytime during the year and receive all six issues with the bonus disks! Example say you ordered now, you would receive the issues already published this year and all the bonus disks sent with those issues, within days after I receive your order and check.

REMINDER Once again I'll remind you that you must be a member of MUTTM to buy the disk version with extra bonus disks. Also the extra bonus disks have been my idea, and if I couldn't do this sometime in the future, no way would a future Disk Editors be required to do it.

WHAT'S NEW FOR MAY

Side 1: This issue of Commodore Mailink (CML) newsletter will be on the front side of the disk. whatever space is left, will be filled with three block graphics, depending on the space available.

SIDE 2: I have a start-up music MENU program (the song is Goodnight) first, and from there you can choose and load the Commodore 64 programs; SUPBALL2 a pinball game using joystick commands; BURNING RUBBER arcade racing game; BLUE THUNDER is a flying arcade game; SOLAR is a knowledge parole type game; EARTH is another chance to get more knowledge; 3 OF A KIND you need your thinking cap for this one! MASTERWORD guess the mystery word; DOLLY DORIGHT just a filler (but she does know it all); TURBO SKI LDR another arcade game.

FREE BONUS DISK with the MAY ISSUE. Is the March 2000 "Disk of the Month". from the M.C.C.C.Inc. Australia. This disk has text files to read that may be of interest; Introduction, Super CPU, Jiffy Dos, Big Blue Reader, Packet Radio, Story, Oz Diskmags and Jokes. and much more including games.

A SECOND BONUS DISK with this issue will be the March 1997 Magazine, from Clark County Commodore Computer Club of Nevada, better known as the 5C's. This disk Has the usual disk magazine newsletter on the front side and some games; TURBO SKI, VIDIIOT POKER, SKELETON, DEVILS REVENGE and more. Side two has a full side music program for your enjoyment.

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 \$1.50
U.S.A. FUNDS ONLY

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

Commodore VGA Adaptor

By Allen Bairstow

For a long time now my goal has been to connect my c64 and c128 directly to a VGA monitor.

- This goal is now becoming a reality thanks to a guy called Neil Jansen who lives in Florida, USA.

What are the specifications likely to be?
- Fully Commodore compatible, simply plug into the video/RGB outputs on your Commodore and plug directly into a VGA monitor and away you go !

Will it work in c128 / 80 column mode?

- Yes. The C=VGA will work in c64/40 column mode, c128/40 column mode & c128/80 column mode.

- All colours will be supported unlike older adapters where 80 column mode was in B/W.

The excitement mounts as the prototypes are now nearing reality.

As with most things there are some problems but we (myself and the developer) think we have managed to sort out the hardest one - money !!

One option that I suggested was to ask everyone for a small deposit of about \$5 (£3.50), this would have generated more than enough to support the entire prototype development. But neither I nor the developer wanted to ask for money until the final build was to take place. So this idea was scrapped.

In the end, I managed to 'rearrange' my personal finances to send over a substantial amount of money, this, together with money from the developer means that he is now completing four (4) prototypes.

What next ?

Well, when these first four prototypes are ready they will be distributed like this : 1x stays with the developer, 1x comes to me as I have many different spec Commodores, 1x will go for BETA testing in the USA (NTSC) and the other will go to UK/Europe for BETA testing.

Want to be a BETA tester and be one of the first EVER people to use their C= on an SVGA monitor ? Heres what you need to know :~

I would though, like to have someone with some video experience (most importantly, they know how to identify video PROBLEMS:

- 1) flickering
- 2) ghosting
- 3) artifacts
- 4) tearing

(<http://www.darkcrow.co.kr/image/tip&tech/video2000/tearingtest.gif>)

they also need to know the basics like interlacing/progressive scan, different resolutions/refreshes, and differences between NTSC, PAL, and xGA formats....

Also, you will need access to c64, c128 (in all modes) 40 column, 80 column, and 64k VDC.

The next stage ?

When the C=VGA adaptor is complete and ready for a 'build' then we will need a small deposite to kickstart the production run. Again, we hope to keep this deposite down to a minimum (@\$5~\$10) and you will not be asked for any money until the prototype is 100% functional.

Unfortunately, the high cost of a production run means we will 'have' to ask for a deposit otherwise the final units would never see the light of day !

All those of you prepared to make a deposit will get certain benefits, one of which will be a fixed price on the C=VGA, other benefits will be arranged later on. All deposits will be refunded if the project fails to get finished ~ which is highly unlikely !

Commodore Scene, the UK's only paper magazine & importing service for the Commodore 64 & 128

e-mail : allan.bairstow@btinternet.com -
web : <http://www.commodorescene.org.uk/>

LOADSTAR COMPLEAT on CD

LOADSTAR is the longest-running disk magazine for any computer -- and is still being published by Dave and Sheri Moorman (revdave6@rmi.net, PO Box 44, Holly CO 81047). One of these days its impact and longevity will be recognized and you will want to see (or remember) what it was all about. Now you can. Everything LOADSTAR produced for the C64 and C128 computers from 1984 through 2001 is on this CD. And a lot more. The special price for MTTMites is \$30, postage paid to the US. Add \$4 to Canada or \$5 elsewhere. Here's some of what you get on the CD:

- ~ 199 issues of LOADSTAR in .d64 format
 - ~ 42 issues of LOADSTAR 128 in .d64 format
 - ~ .TXT files of all of the text on the LOADSTARs for easy searching.
 - ~ 21 issues of UpTime in .d64 format
 - ~ JPGs of all of the color covers (beautiful!)
 - ~ PDFs of all of the LOADSTAR Letters (suitable for printing with Acrobat)
 - ~ MP3s of all of Knees Calhoon's songs (about 100 of 'em)
 - ~ All "products" like the Compleat Series (except Geos)
 - ~ All of Dave Marquis' SID music
 - ~ All of Walt Harned's artwork
 - ~ All of Maurice Jones' card games
 - ~ A handy 92-page catalog of the first 107 issues
 - ~ In case you don't have it, the best Commodore emulator for the PC, VICE 1.9.
- NOTE: You don't need a PC to use this CD. There are ways to connect a CD drive directly to a Commodore. There are also Commodore emulator programs for the Mac computer.

To order, call or write:

Fender Tucker
443 Gladstone Blvd.
Shreveport LA 71104
fendertucker@sport.rr.com
318-868-8727

I take cash, check, money order or PayPal
(where my name is fender@loadstar.com)

Source for 1520 Plotter pens

If your looking for a source for 1520 plotter pens you can find them online at:

<http://www.alltronics.com/download/027-030.pdf>

Part number: 920c84 ALPS

I think you could probably gut the Atari plotter for your 1520.

Also compatible Trackballs are part number 92C069

OR write to them at:

Electronic Component Supply
PO BOX 730 Morgan Hill, CA 95038-0730
Order Numbers: Phone: 408.778.3868 Fax: 408.779.2608
Hours: 10am to 4pm Monday - Friday

Commodore C=65

Anthony Beckett is creating a database of C=65 Serial numbers. If you have a C=65 he is asking that you send him your serial number (or other information that might identify its age compared to other Commodore 65s).
Email the info to:
webmaster@heimcomputer.de or
au.net.bigpond@avcaz

Games Solutions database online

There is a new SOLUTIONS section on the SPACETAXI web site. The guy has really improved this section 1000%. It is only for COMMODORE 64 Games & utilities, so you don't have to waste time sorting through AMIGA & PC related junk.

<http://spacetaxi.alphalink.com.au/GAME-HELP.html>

More solutions also available at:

<http://solutions.c64.org/>

NEW MEMBERS FLASH: We just received word ,before going to press, that CIVIC 64/128 USERS GROUP voted to provide each member one years membership in MUTTM, also for the C=MAILINK on disk version, a total of eight new members, making a total 112.

Homestead Mailing List Volume One CD

By Gaelyne Gasson

Announcing the Homestead Mailing List
Volume One CD

This is a compilation of the messages
from the Homestead Mailing list, from 28
August 2000 through 28 February 2003.

It includes over 6,000 messages with over
2,000 subjects from about 280 authors.

Some of the topics include Maurice
Randall's information about CMD products
(as well as updates from his trip to
collect these items), detailed Wave,
Wheels and HD-DOS messages. CLIPS/JOS and
WINGS information, lots of hardware
assistance, and history as it happened as
Jeri Ellsworth's 24bit video card became
the C= One. The Homestead Volume One CD
includes messages in HTML format,
including an index file and messages
sorted by Author, Date, Subject and
Thread. Files are also in TEXT format
sorted by Year and Month. The majority of
these messages are in text format, except
for when the original sender used HTML
instead of plain text to send their
Email.

In addition to the text files are gzipped
archives of the same text files. This was
automatically created by the mailing list
software to make downloading an entire
months worth of messages easier and
faster. We've included these for
completeness as each archive is also
listed in the index.html file. Last, one
large file in "mbox" format holds all of
the Email messages in Volume One. This
format is used by UNIX/Linux style Email
programs and can also be useful for
searching specific topics.

Price (in US dollars): \$11 plus \$4
shipping

To order your CD, visit the Commodore
Central Market at:

[http://cbm.videocam.net.au/centralmarket/
index.php?department=Compilations](http://cbm.videocam.net.au/centralmarket/index.php?department=Compilations)

New Members & Renewals

Christopher N. Barton, P.O. Box 44,
Cortland, IN 47228-0044. Christopher is
a retired government consultant. Hobbies:
Video tapes, reading (sci-fi & historical
fiction), motion study, survival skills,
building & home improvement, and nra
membership. System: C-64, 1541 disk
drive, mps-802 printer, and a C-1702
monitor. Interests: video games (fantasy
& adventure), musical composition (music
box), and word processing (EZ script).

Late Renewals

Barry Evans, 1324 Jersey ave., Muncie, IN
47302 Barry is an auto worker. Hobbies:
coin collecting, home improvement, and
working on cars. System: C-128d, C-64, C-
64c, plus 4 & -64, 1541, 1541-II, 1571,
1581 & fd-2000 disk drives, 1750 & cmd
1750xl reus, okidata 120, okimate 10,
c=803, 1525 & c=1230 printers, 1702,
1802, 1902, 1084 & 1084s monitors, 1670 &
boca 2400 modems, swiftlink cartridge,
and a cmd smartmouse. Interests:
telecommunications, and repairing C-64s &
C-128ds, and installing devices &
switches.

Julius Schwartz, 601 Kappock ST. #5p,
Bronx, NY 10463-7727 Julius is a
musician. Hobbies: target & skeet
shooting, math study, modern stamp & book
collecting, and historical computer
equipment & books. System: C-128, C-128d,
C-64, C-64c, vic-20, pet-2040, SX-64, C-
16, plus-4 & amiga 500, 1541, 1571 & 1581
disk drives, mps-801, 1525, 1526 & star
nx-1000c printers, and 1702, 1802, 1804,
1084s & magnavox monitors. Interests:
programming, and electronic & mechanical
involvement in hardware & software.

Fender Tucker, 443 Gladstone blvd.,
Shreveport, LA 71104 Fender is the
"Grand Exalted Mojo of Loadstar". His
goal is to keep all loadstar issues &
products available for years to come.
Hobbies: reading, book collecting,
especially juvenile series books, cryptic
crosswords, home music recording, movies,
and tv. System: C-128d, cmd hd-85, fd-
2000, 1541, 1571 & 1581 disk drives,
ramlink, and a super snapshot v5
cartridge. Interests: turning people onto
programming, and the internet, e-mail,
(FENDER@LOADSTAR.COM).

Dale Sidebottom - PostScript Printing and T-Shirt transfers
Jeri Ellsworth - The C= One

grateful if anyone having such tapes could mail us a copy so we can help share them with others.

CD #3
Time: 1 Hour 9 Minutes

C128 Service Manuals Available

Summary:

Jeri Ellsworth - C= One continued
Dale Sidebottom - PostScript printing with PostPrint2 and patterns/colors
Randy Harris - Announcements
Jim Butterfield - Presentations and "Machines that Never Quite Happened"
Maurice Randall's CMD History display with some of CMDs original prototypes and first production models
Restaurant - Showing many of the Expo participants in a relaxed environment.

Centsible Software has several service manuals for the Commodore 128. We are running a limited time special on them for \$15.00 each (plus shipping). They also have service manuals for several different models of Commodore monitors. These we are selling for \$20.00 (contact with model number for availability).

They can be reached by mail at:

Centsible Software
PO Box 445
Edwardsburg, MI 49112-0445

By email we can be contacted at:

wd8izh(at)centsible.com

by phone at:

574-315-2794

A donation to either VCF or SWRAP (or both) will be made for each VCD set sold. VCF is the main group holding the Vintage Computer Festivals and SWRAP is the C= User Group that holds the Chicago Expos.

Prices (in US dollars):

Vintage Computer Festival Single CD, 45 Minutes: \$11
Chicago Expo 2000 3-CD Set 2 Hours, 58 Minutes: \$31
Chicago Expo 2001 3-CD Set 3 Hours, 44 Minutes: \$31
Chicago Expo Dbl 6-CD Set 6 Hours, 42 Minutes: \$62
VCF & Chicago 7-CD Set 7 Hours, 27 Minutes: \$73

Where to buy:

Commodore Central Market
<http://cbm.videocam.net.au/centralmarket/index.php?department=Video>

Unfortunately we don't have any videos from the Chicago 2002 Expo, and we also don't have any from the Spring Expos in Kentucky. We would be

TOP 10 SIGNS YOU BOUGHT A BAD COMPUTER

10. Lower corner of screen has the words "Etch-a-sketch" on it.
9. It's celebrity spokesman is that "Hey Vern!" guy.
8. In order to start it you need some jumper cables and a friend's car.
7. It's slogan is "Pentium: redefining mathematics".
6. The "quick reference" manual is 120 pages long.
5. Whenever you turn it on, all the dogs in your neighborhood start howling.
4. The screen often displays the message, "Ain't it break time yet?"
3. The manual contains only one sentence: "Good Luck!"
2. The only chip inside is a Dorito.
1. You've decided that your computer is an excellent addition to your fabulous paperweight collection.

Video CDs (VCDs) of the Chicago Expo
2000 & 2001 and VCF#4

By Gaelyne Gasson

We are really excited about this and have been wanting to get this project ready for the public for some time now. We are very pleased to announce these new items.

Several months ago, Robert Bernardo mailed us 4 VCR tapes with his home video of the Chicago Expo (2000 & 2001) plus VCF #4 (Vintage Computer Festival) in 2000. After much time and effort, we have these available in Video CD (VCD) format. The entire set of both Chicago and VCF VCDs comprise 7 CDs and 7 hours, 27 minutes viewing time.

The VCD format is great because it's on CD and playable in most DVD players that have the VCD capability. You can also view it on computers (not our Commodores YET, but we NEVER say NEVER!) such as Mac, Linux and Windows. The other nice thing is that you need not worry whether it's in PAL or NTSC format.

If you've never been to an Expo or computer festival, these give a great representation of what it's like to attend one. It's very much like meeting old friends as you watch Dale Sidebottom and Maurice Randall work on making a Zip drive together or marvel at what JOS (now Wings) can do while watching Greg Nacu. And then there are the famous talks given at both Chicago Expos by Jeri Ellsworth with what now has become the C= One. Watch as Jim Butterfield threatens to go the 'Full Monty'...

Here's a list of what's on each VCD set:

Vintage Computer Festival (VCF #4, 2000)
1 CD (45 Minutes)

Summary:

Cameron Kaiser with his Tomy Tutor Emulator and HyperLink 2.5
A wander through the exhibitions including
Original Amiga boards such as Agnes Pinball and other Arcade Games
Presentations - Cameron Kaiser won 2nd place Best Homebrew, Kit or Educational for his Tomy Tutor Emulator

Chicago Expo 2000
3 CD Set (2 Hours, 58 Minutes)

CD #1
Time: 1Hour 13 Minutes

Summary:

Randy Harris and Dale Sidebottom - Intro
Randy Harris - GEODOS Demo
Dale Sidebottom - JPG Slideshow
Maurice Randall and Dale Sidebottom - CMD HD to Zip Drive
Steve Judd - Music Editor
Mark Seelye - 3D Object Editor

CD #2
Time: 48 Minutes

Summary:

Jeri Ellsworth - 24bit Video Card (now the C= One)

CD #3
Time: 57 Minutes

Summary:

Maurice Randall - Wave
Robyn Harbron - Myst-like game engine with IFLI graphics and sampled song running in background
A wander through the Expo showing various exhibitions
Greg Nacu - CLIPS (now merged with JOS into WINGS)
Jason Peterson - Jsprite Sprite Designer
Eric Kudzin - CD Player

Chicago Expo 2001
3 CD Set (3 Hours, 44 Minutes)

CD #1
Time: 1 Hour 17 Minutes

Summary:

Jason Peterson - 64 in a PC case
Maurice Randall - Evolution of CMD
Greg Nacu - JOS (now merged with CLIPS into WINGS)

CD #2
Time: 1 Hour 18 Minutes

Summary:

Greg Nacu - JOS continued

+ If it is a previously used disk that is giving you heck, make sure to add the 2-character disk id (i.e. "N0:NAME,ID") to do a complete disk format and not a simple directory erase.

+ Add a 0: (or 1: for second drive) before the file name of disk programs, this will make the disk attempt an Initialize before saving the file.

+ Are you using a unique file name? the Disk Drive will not automatically overwrite old files. Issue a 'scratch file' command before saving.

+ Beware of old commercial software disks, some nasty (and stupid) vendors punched holes (which can mess up the drives heads) in the recording area.

+ 1581 diskettes are VERY prone to failure (called the click of death, as the disk starts making a clicking sound when unreadable), handle with care.

I RUN A GAME ON MY 64 AND I CAN'T SEE ALL OF IT

+ Over the years Commodore changed the Commodore 64's method of how it assigned color to the characters on the screen (which are blank) when it clears it. Some programmers assumed cleared screens will contain white characters or the last used character color, which is not always the case. Fortunately there are not too many programs with this problem.

MY COMMODORE 64 CP/M CARTRIDGE DOESN'T WORK

* Commodore's CP/M cartridge for the 64 relies on precise timing of the 64 when Commodore did revisions to later 64s that timing was altered. Only early model 64s have the compatible timing to support the CP/M cartridge.

A good sign you have an early 64 is if the video connector has only 5 pins instead of the 8 in the later 64s.



THE 1541 FIXER

BY BILL DUN

Code	Check These
A	6502
B	6522
C	32530201
D	90122905
E	LM311
F	582
G	9602
H	32557202

CODES SYMPTOMS

ACD	ERROR LED STATUS ON ALL THE TIME
B	DRIVE MOTOR RUNS ALL THE TIME AND LED STAYS ON
AD	DRIVE MOTOR RUNS ALL THE TIME AND LED STAYS OFF
B	AFTER WARM UP, MOTOR RUNS ALL THE TIME
DE	DOES NOT LOAD WHEN HOT OR LED FLASHES 3 TIMES
D	SEARCHES WITH LED FLASHING CONTINUOUSLY
C	SEARCHING WITH NO RED LED
FGH	DRIVE FAILS TO READ
BH	FAILS TO FORMAT DISK
AB	STEPPER MOTOR DOES NOT STEP FORWARD
A	WILL NOT SAVE WHEN DRIVE HEATS UP
D	LIGHTS STAY ON, MOTOR RUNS CONTINUOUSLY

NO LED'S ON POWER UP

- FUSE & POWER SWITCH
- +5/12 VOLT LINES
- POWER CORD

FLASHES ON POWER UP

- ALL RAM & ROM'S

DRIVE MOTOR RUNS WITH NO RED OR GREEN LED'S

- VR2 POWER TRANSFORMER

LOADS PROGRAMS WITH RED LED FLASHING

- DRIVE SPEED
- STEPPER MOTOR

LOADING INTERMITTENT

- ALL ROM'S
- DRIVE ALIGNMENT

MESSAGE OF "FILE NOT FOUND"

- CLEAN DRIVE
- HEAD-0 STOP
- ADJ.-ALIGNMENT

DRIVE SPEED IS NOT STABLE

- DC MOTOR

LOCKS-UP WHEN LOADING

- 901229-05

FAILS THE PERFORMANCE TEST & DISPLAYS ERROR 21

- CHECK TEST DISK
- DRIVE MOTOR

FAILS THE PERFORMANCE TEST & DISPLAYS ERROR 27

- STOP ADJUSTMENT

PASSES PERFORMANCE TEST TO TRACK 18 DISPLAYS ERROR 21

- READ/WRITE HEAD

PASSES PERFORMANCE TEST BUT WILL NOT LOAD PROGRAMS

- STEPPER MOTOR

FLASHING LIGHT ON & OFF DURING LOADING

- ALIGNMENT