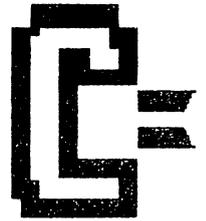
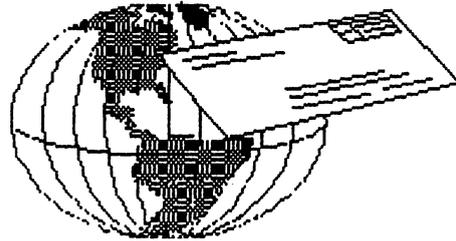


COMMODORE MAILINK

NEWSLETTER OF
MEETING 64/128 USERS
THROUGH THE MAIL



MEETING NEWS March, 2004

With this March issue, you will notice your new **COMMODORE YELLOW PAGES**, by our new Yellow Pages Editor, **Jorge Pedreira**, as well as your new **BIO's**, produced by **Brian Vaughan**. If you usually just get your **BIO's** and Yellow Pages, then put them on a shelf, it might be time to read them again. We have had several new members (recently **Joe Gonzalez** and **Jeffrey Puffer** listed in earlier CML's) as well as our newest, **Mike Mickelson**. We all welcome them and hope that with the variety of editors, editorial styles, as well as content, there will be something for everyone. The **TWS** series by **Richard Savoy** is still on-going: **Bruce Thomas's** geoPublish Tutorial has many more issues to run, and **Rolf Miller's** Question & Answer Desk will hopefully be there forever. Mention should be made that Rolf publishes only the question and its answer, but not the name of the person submitting the question. So now is your chance to ask that question you were too embarrassed to ask before.

As Commodore users know, most people either hate(d) or love(d) **GEOS** when we first tried it. I must admit it didn't do much for me back then due to the 1541 speed.. **Wheels** made a believer of me, and now it is used for just about everything of any importance from this desk. Well, guess what? **Maurice Randall**, the author of **Wheels**, has just released **GEOS64** and **GEOS128 (2.0)** for free download from his cmdrkey.com site. It has been described by one as a sort of demo for **Wheels**. Then, if after trying **GEOS** and liking it, an "original" version can be purchased for only \$25. The "original" is needed for installing **Wheels**, as **Wheels** looks for a serial number on a physical disk in the process of installing.

I had hoped by now to have transcribed the videotapes of the **Chicago Commodore EXPO** some of us attended last October. It hasn't happened, but am hoping to have something to report for May. These **EXPO's** are where all the latest and geekiest things in the Commodore world are demo'ed and believe me, if you've never attended one, you will be in for a pleasant surprise when you finally do.

Our **ARCHIVIST** and Backup Editor, **David Mohr** was the first guinea pig in our quest to eventually publish pictures of every officer. He did a "thumbnail" of himself in January and we cannot guarantee how quickly we will get mug shots of all of us, but it could happen within the year. As he said, very few of the members know what any of us looks like and it would be nice to identify a face with a name. Plus I cannot help but wonder how many **M.U.T.T.M.** members wander around at **EXPO's** chitchatting and discussing this demo or that demo, without knowing we all belong to the same club!

OK, kick back, relax, and read a little more about the Commodore world. Hope you enjoy this issue.

-Linda Tanner, President

BUSINESS OFFICERS: (addresses in BIO's)

PRESIDENT : Linda Tanner, tannerlj@yahoo.com

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

VICE-PRESIDENT: Francis Redmond, redinc@earthlink.net; sends "late" reminders;

TREASURER: Emil Volcheck, Jr. emilv@mercury.ccil.org receives dues, donations, balances bank account, disburses monies;

MAILINK-ON-DISK EDITOR & MAILER: Richard Savoy: RSavoy5578@aol.com; compiles and archives MailLink On Disk and arranges for photocopying and mailing of CML;

ARCHIVIST and MANAGING EDITOR: David Mohr, lordronin@videocam.net.au; oversees receiving, maintaining and copying CML archives; backup editor;

MEMBER BIO EDITOR: Brian Vaughan: frogissam@neteze.com; edits member addresses and BIO's; denotes member as "Friendly Correspondent" in BIO's at member request;

E-ADDRESS EDITOR: Joseph Fenn, jfenn@lava.net; (jfenn@lava.net); maintains email addresses of members;

WEBMASTER: Anjdrew Schwartz, andyschwartz@hotmail.com; maintains MailLink website, <http://mailink.videocam.net.au>;

QUESTION & ANSWER MAN: Rolf Miller, rolfmiller@aol.com; he answers C= questions!!

YELLOW PAGES EDITOR: Jorge Pedreira, edar43@abaconet.com.ar; maintains resource lists of C= oriented products and services; produces March/September Yellow Pages.

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

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Members may place free Commodore BUY/SELL/TRADE ads in the MailLink. Send diskfile of ad to next editor.

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.

Editor should where possible use the two-column per page format for better readability. Also, all page margins should be 3/4 " on each right and left margins. Text, regardless of which font, should be 12 point or larger, the only exception being that on page two column one. And last but not least, since we don't want our newsletters to resemble ransom notes, use no more than two fonts per page, excepting the footer. For example, the footers are usually Zapf Chancery or something similar, so one is free to use two other fonts on each page, besides footer font.

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 120 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 MailLink 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 & 6 of this newsletter were created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoPublish, and PostPrint 3.

March Editor: RICHARD SAVOY

EDITOR THIS ISSUE

I may have made a mistake with the title of this article, maybe a better title should have been "Read-me First!" In my article page 16 of the January issue I had asked for somebody to write about TWS's BB TALKER and Rolf Miller took me up on it and it starts on page 13. That will replace my usual article this issue.

Shortly after the release of the January Disk version of the newsletter I received an email from Al Jackson in part read. The program listing on page 8 of the JAN 2004 Mailink has typos in line 140 & 145. In addition it will only run on a C128. The same problems are on the disk version, you sent in the program called "1581 CNTR TEST". True, David (guest editor in January) had indicated that there were errors and also noted it at the end of the article. We have more than once corrected typo's between the release of the newsletter and the disk version. Al Jackson goes on to say he was sending a modified program called, "NEW LISTING" which starts on page 14 of this issue. Also it will be in the disk version. The program can be modified for a C64 if the user modifies lines 500 & 600 according to the instructions in lines 505 & 605 respectively. Thank-you all for being a "Member Helping Members".

You may think for a minute that this is a promotional issue for LOADSTAR, it just so happens we have two items with Loadstar involvement, One is a letter from new member Jeff Puffer, who wrote it to Linda with his Membership Application, Linda felt it was certainly enjoyable reading, and I agree with her, he has been a long time friend and Pen pal, his letter starts on page 16.

Last September fellow member Jack Rothweiler sent me a letter with a beautiful drawing of "Nehalem bay Oregon" as a letterhead, he said, "I drew it and others in good old GeoPaint I even convert about 6 or 8 to GeoWorks in the IBM and it worked." I saw a article there, and then Jack said, "It was on Loadstar # 172 "Jack's Headers." What do you think happened next? Go to page 12 to see!

NEWS FLASH

15

NEW

MEMBERS!

SEE PAGE 18

FOR LIST

NEXT EDITOR FOR MAY

Andrew Schwartz is the May guest editor, articles can be sent on either 5.25" or 3.5" floppy disks, or via the internet. If mailing hard copies be sure they aren't folded. Deadline is April 17th, if any questions contact Andrew as follows: (note these are new addresses)

Andrew Schwartz
6300 King Louis Drive
Alexandria VA 22312

Email: andyschwartz@hotmail.com

MUTTM TREASURER'S REPORT
NOVEMBER 1 2003 THRU DECEMBER 31 2003

**QUESTIONS & ANSWERS
DESK**

ROLF MILLER, EDITOR
rolfmiller@aol.com

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

For the first two months of the new fiscal (membership) year, we had a pretty good response for renewals. However, the pace was a bit slower than last year. By the time of my next report, we'll have a pretty firm fix on the final renewal rate, but it looks like we'll be down some compared to last year.

So, if you know of Commodore users who are not MUTTM members, how about a bit of persuasion? After all, our group is one of the surviving few that still supports the Commodore technology - especially for the novice user!

In any case, I'd like to wish folks a Happy New 2004 - and hope that you'll continue to get value from your trusty C= system!!

Until next time, here are the numbers:

10/31/03 Balance	\$ 544.57
Income - dues	\$ 1104.37
Income - other	\$.66
Expense - Mailink	\$ 0.00
12/31/03 Balance	\$ 1649.60

Remember, when you send in your DUES, or any other FUNDS for the treasurer, to 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, you can mail me at the same address, call me at (610) 388-1581, or email me at: treasurer@mailink.videocam.net.au

Questions may be submitted by regular or e-mail. Answers will be returned as soon as obtained, then published in coming issues, though the identity of those asking questions will not appear because duplicate, similar, and associated items will be compiled.

Q. I use TWS (The Write Stuff word processor) and the manual says it can be used to edit programs. "Great!" I thought. I have a BASIC program that needs a lot of editing. But when I loaded it into TWS, all I got was garbage.

A. Actually, rather than a suggestion, the manual's reference to editing programs appears to be an offhand remark emphasizing the loading abilities of the application. And note that it specifies machine language, and that only as it might apply to overstriking existing text. As evidenced by the question, other direct editing is impractical, if not impossible, because of the way native program code displays without the aid of an appropriate editor -- which explains the garbage. Furthermore, directly altering code risks destroying its internal integrity, rendering it inoperative.

However, word processors can be used to indirectly edit a BASIC program. This is possible because a listing of BASIC, which is a text representation of the actual code, can be made into a program. So, a listing saved as a sequential text file can be loaded into a word processor, edited, resaved, then converted to a program.

CONTINUED ON PAGE 7

BASICALLY SPEAKING by Linda Tanner

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

A member requested more in-depth information on array handling, so we'll revisit them. An array is an efficient way to group related objects, especially if we are going to examine and/or manipulate them. For a comparison, we'll create two data handling routines, one using arrays, and the other not. We have a database containing names, gender, and state or country of origin, which can be used in each of the two C128, 40 col programs, both of which are shown below:

"Non-Array Datafile Handling Routine"

```
8 FORA=1TO10:READN$:PRINT"# "A" "N$" ":NEXT
10 PRINTTAB(15)CHR$(17)"PRESS A KEY TO QUIT"
12 GETQ$:IFQ$=""THEN12:ELSESTOP
20 DATATOM ADAMS/M/MD,JOHN MARK AMES/M/MN,JOHN BAIRD/M/CN,ALLAN
BAIRSTOW/M/UK
22 DATAKENNETH BARSKY/M/NY,CHRISTOPHER BARTON/M/IN,ROBERT BERTRAND
/M/OH
24 DATAIVAN BLITZ/M/AU,FLORENCE BLITZ/F/AU,DONALD BOWMAN/M/MD
```

"Datafile Handling Routine Using Array"

```
10 DIMN$(10),A:FORA=1TO10:READN$(A):PRINT"# "A" "N$(A)" ":NEXT
12 PRINTTAB(15)"PRESS A KEY TO QUIT"
14 GETQ$:IFQ$=""THEN14:ELSESTOP
20 DATATOM ADAMS/M/MD,JOHN MARK AMES/M/MN,JOHN BAIRD/M/CN,
ALLANBAIRSTOW /M/UK
22 DATAKENNETH BARSKY/M/NY,CHRISTOPHER BARTON/M/IN,
ROBERT BERTRAND/M/OH
24 DATAIVAN BLITZ/M/AU,FLORENCE BLITZ/F/AU,DONALD BOWMAN/M/MD
```

Now, these two programs look pretty similar, but there is a very important difference. In the second program, after the computer has read the data once, that information is stored in memory, and can then be further examined or manipulated. If for example, we had 1,000 names in our database, and we wanted to access only the male members from New York, we could include a short routine that would allow the computer to retrieve from memory those specific items needed.

Now look at the first program again. After reading and printing the data, the computer has no memory of any of that data, except the last item read, i.e., the last N\$ read from the data statement. To verify this for yourself, add statement 11:

```
11 FORA=1TO10:PRINT"# "A" "N$" ":NEXT:PRINT"PRESS A KEY TO QUIT"
```

When you incorporate this statement into program #1 and run it again, you will see what the computer remembers about N\$, and you will discover that to gain access to the data, those data statements must be re-read. When you study program two, you will discover that you can print the database over and over without having to re-read it from data statements. Further, with various other "search" routines one might add after the data is read in statement 12, data stored in the array can be subject to such search and manipulation endlessly, and the computer never has to re-read the data, whether it is being read from data statements or from a diskfile.

A two-dimensional array is slightly more involved, but it is more versatile. If we are working with the Commodore screen, we may want to fill it in a certain way. In the C128 40 col program on page 6, we've named "March-Arrays", we will examine six (yes 6) slightly different methods of filling the screen. The simplest way to fill the 40 column screen is done in statement line 12, where screencode 81 (see "Screen Display Codes" listed in most Commodore manuals and books) is poked into each of the 1000 locations in memory from decimal 1024 to 2023 (hex 0400 to 07FF). The FOR/NEXT routine places screencode 81 into each memory slot, one by one, starting with location "SC%+A", which the first time around is equal to 1024, since A begins as zero. The second value of "SC%+A" is 1025, the third, 1026, etc., till the final run through the FOR/NEXT loop, where A=999, which is added to 1024 to give 2023 our last memory location. We can see how a screencode can fill each of the 1000 memory slots in a FOR/NEXT loop. (continued p. 6)

BASICALLY SPEAKING, continued...

In line 14, our second try at filling our screen, we use a "nested" loop. We have a first FOR/NEXT loop, (FOR RO= 1 TO25) and the second FOR/NEXT loop (FOR CO=1TO40) is considered to be "nested" within the first. This means that on our first run through, RO=1 is the first value applied. Then RO remains equal to 1 during the entire time the second FOR/NEXT loop is executed, that is, RO=1 while CO=1, then CO=2, then CO=3, etc., until CO=40. Only after CO's value has cycled from 1 through 40, do we return to the first loop to reset RO's value to 2. Then we repeat the process where RO remains equal to 2, while CO cycles through the values of 1 through 40. The best way for a novice to understand what happens during the execution of nested loops such as ours, is to write out the various values of our variables at each stage of the process. In our first run above, not only will RO=1, but CO=1, SC%=1024, A=0, thus SC%+A=1024. After screencode 90 is poked into screen slot 1024, A is incremented by 1, in this case to the value of 1. In the next step, RO is still 1, CO=2, SC%+A=1025, and screencode 90 is now poked into the next screen location. For clarity and for beginners, it is best not to use NEXT alone as I have done. In statement 14 for example, we could have used "NEXTCO:NEXTRO:" instead of NEXT:NEXT:" but often programmers use as many shortcuts as possible for saving space. It is important for beginners to know how a NEXT matches up with a FOR. In our line 14 we have a first and second "FOR", and a first and second "NEXT". Our First FOR matches up with the last, outer NEXT, while the second FOR matches up with the first or closest NEXT.

In line 16 we use not only nested loops, but our first time to use the two-dimensional array, SC(25,40). The beginner will notice that in our dimension (DIM) statement #10, we allow SC to have a total of 25 values by a total of 40 other values. In our case we are thinking of our 25 line, 40 column, screen, and it must be emphasized that our value of 25 does not mean that 25 is the largest "value" that can occupy any one of those 25 slots. In our case, since we are using SC(25,40) to represent the 25X40 screen of 1000 memory slots, we will be placing values, each of which is greater than 1000, into each slot in our array. In our first run through line 16, RO=1, CO=1, thus SC(RO,CO)=SC(1,1). And the VALUE of SC(1,1) is SC%+A, which is 1024+0, so we are placing screen memory location 1024 into array element SC(1,1). Immediately after we have done this, we poke screencode 86 into our memory location stored in SC(RO,CO) or SC(1,1), then we increment A, and proceed through the nested loops as described above for line 14.

In line 22, we are doing nothing novel, but we have skipped a step that is now unnecessary, since our array has been loaded with the values we need for the remainder of this program, that is SC(1,1)=1024, SC(1,2)=1025 through SC(25,40)=2023. Thus line 22 merely pokes screencode 32 (SPACE) into each memory location, essentially clearing our screen. Beginning programmers are encouraged to compare line 22 with line 12.

Line 24 shows us how we can "wipe" the screen from left to right (or right to left with a few changes). Line 24 does nothing but switch the order of the FOR/NEXT loops, so that column 1 of the computer screen is filled, then column 2, then column 3, and so on, until column 40 is filled. Remember, in previous lines, we filled the screen row by row, but here we are filling it column by column. The nested FOR/NEXT loop principles are the same as before.

In our final screenfill (line 26), we fill from both right and left sides inward. Note that CO only cycles from a value of 1 through 20, rather than 40. And also notice within the inner FOR/NEXT loop the first poke is for the left side of the screen, the second, for the right. The first loop gives "41-CO" a value of 40, so that SC(RO,41-CO) represents screen location "Row 1, Column 40", or screen memory 1063. Hopefully this helps demystify arrays for novices. If not just ask.

"MARCH-ARRAYS"

```
10 SCNCLR:SC%=1024:DIMSC(25,40)
12 FORA=0TO999:POKESC%+A,81:NEXT:REM POKE SCREENCODE81 IN @ OF 1000 MEM.LOC.'s
14 GOSUB20:A=0:FORRO=1TO25:FORCO=1TO40:POKESC%+A,90:A=A+1:NEXT:NEXT:GOSUB20
15 A=0:REM LINE 14 POKES SCREENCODE 90 IN @ OF 1000 SCREEN MEMORY LOCATIONS
16 FORRO=1TO25:FORCO=1TO40:SC(RO,CO)=SC%+A:POKE(SC(RO,CO)),86:A=A+1:NEXT:NEXT
17 GOSUB20:GOTO22:REM LINOE16 POKES SCREENCODE86 INTO 1000 SCREEN MEM.LOC.'s
20 FORA=1TO2000:NEXT:SCNCLR:RETURN:REM ADJUST THE 2000 DEPENDING ON SCPU+/-
22 FORRO=1TO25:FORCO=1TO40:POKE(SC(RO,CO)),32:NEXT:NEXT:REM FILL SCREEN W.SPACES
23 REM LINE22 POKES SCREENCODE 32 (SPACE) INTO @ OF 1000 SCREEN MEM. LOCATIONS
24 FORCO=1TO40:FORRO=1TO25:POKE(SC(RO,CO)),127:NEXT:NEXT:GOSUB20
25 REM LINE24 POKES SCREENCODE 127 INTO @ OF 1000 SCREEN MEMORY LOCATIONS
26 FORCO=1TO20:FORRO=1TO25:POKE(SC(RO,CO)),127:POKE(SC(RO,41-CO)),127:NEXT:NEXT
27 REM LINE26 POKES SCREENCODE 127 INTO SCREEN MEM.LOC.'S FROM R&L EDGES TO CENTER
28 GOSUB20:STOP
```

GeoPublish Tutorial Part 3 Planning and Preparation

To make a sequential text file from a listing of an existing BASIC program, load the program, then, with a disk ready in the drive, type on screen OPEN 8,8,8,"NAME,S,W":CMD 8:LIST and press the RETURN key. Then, when the blinking cursor reappears, type PRINT#8:CLOSE 8 and press RETURN.

To turn a sequential text file of a BASIC listing into a program, consider that when writing a program directly on the computer, what is keyed on screen is converted to program code when the cursor is positioned within text containing a line number and RETURN is pressed. So, one way to convert listing text contained in a sequential file is to use a file reader to display the text to screen, then move the cursor over each line number and press RETURN. Of course, this won't work for any lines which scroll off screen.

There is another way. With the disk containing the sequential text file ready in the drive, type OPEN 8,8,8,"FILENAME":POKE 781,8:POKE 812,73:SYS 65478 and press RETURN. The blinking cursor will disappear and the screen will scroll blank. When the drive stops turning (or after a reasonable amount of time), hold down the STOP key and tap the RESTORE key to get the blinking cursor. Then immediately type CLOSE 8:POKE 812,47:SYS 65484 and press RETURN. The results will now list and can be saved as a program. - RLM

So far we have looked at some of the layout and design concepts that you need to take into account for each project you work on. We have also had a quick tour of the four main operating modes of GeoPublish. This time around we are going to finish our planning and do some final preparation.

Pre-Planning

Our project is to create a GeoPublish Tutorial using these articles as the text. We will, for the most part, use a 2-column layout with a large space for Article Titles at the top of each page. We will use Left and Right Master Pages so we can bind the finished product or punch holes and keep it in a binder without infringing on the text. Page Numbers will appear in the lower left corner of Left Pages and in the lower right corner of Right Pages. With this in mind it should be obvious that we are aiming for double-sided printing. We will place footers at the bottom of the pages to identify the publication. We will create a main title page with an index of articles.

Part of our planning process involves determining what output device we are going to use. Since November of 1988 my output device of choice has been a PostScript equipped printer. As mentioned last time, one of the biggest reasons for this is the crisp printouts using the scalable PS fonts. GeoPublish comes with 4 "LW" (LaserWriter) fonts and 7 other LW fonts were later released by Berkeley Softworks (LW Zapf is an improved version of LW Galey).

These fonts allow you to layout your document and get a

Continue on page 8

OBITUARY

**We have just been informed
by the family of ANTHONY
WEINER, a fellow member
for many years passed away
on June 9,2003**

relatively close approximation on-screen, and with regular printouts, of how your text will format on the PS Printer. When you do print your document, with GeoPubLaser or PostPrint, the Printer's built-in PS Fonts are substituted for the LW fonts in your document. Due to this part of the process it is important to know what fonts your printer supports. Your printout is done at the resolution of the printer (I have used 300, 600, 1200 and 2400 DPI PS Printers) rather than the 80 DPI of the GEOS screen and printers.

If these 11 LW fonts aren't enough for you then contact Dale Sidebottom (luckykds@iglou.com) and order his Laser Lover's Disk (LLD) and learn how to make use of hundreds of Public Domain PS fonts in your GeoPublish output. Dale also teaches plenty about using PostScript to get the most out of your printing experiences and the LLD is the only official source of the PostPrint program.

An added bonus of using a PS Printer for your output is speed. It used to take over 20 minutes to print one page with a multi-strike printer driver on my Dot Matrix printer. Using a PS Laser I have printed over 20 pages in just under 20 minutes.

It is also important to know the printout area supported by your printer. The first time I did a printout on an Apple LaserWriter using Legal sized paper in landscape mode I thought I had messed up in a big way as the edges did not print out. It turns out that the Apple LaserWriter would only print 6 3/4 inches across an 8 1/2 inch sheet of paper in landscape mode. Not what I wanted or what I was expecting.

Worxpace

As mentioned previously the ideal setup for our project would be Wheels with a 16 MB RAMLink and as large a partition as you can set aside. Dedicating a full 16 MB partition on a CMD HD drive would also be very good although access times are noticeably slower when working from the HD. For this project, create the biggest partition that you can on the fastest drive that you have and then continue on.

What we want in our working partition to start with is GeoPublish and the Printer Driver your system is setup to use. Depending on how your system is configured you might also need the Desktop or a Configure File if using GEOS.

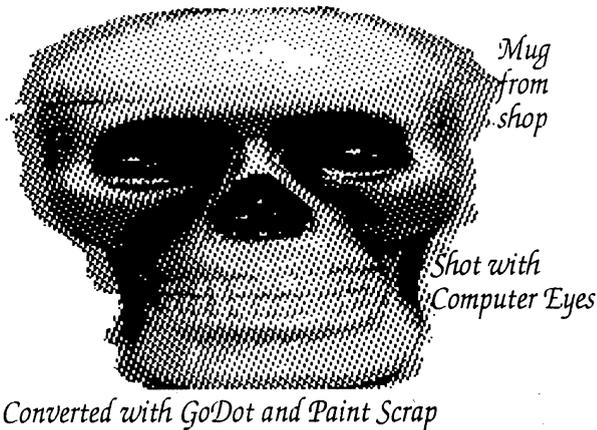
Ideally we want to have a separate 'style sheet' listing what each font will be used for and the point size for that particular use. In this way you can easily reference your style sheet rather than having to go back to previous pages to check what font and size you used. The consistency this provides will give your publications a more polished and professional look. Copy these fonts to your geoPublish Project Disk and then print out this list for handy reference.

LW Roma (aka Times Roman)
Front Page Headline - 80 points (bold)
Article Text - 12 points

LW Cal (aka Helvetica)
Article Title 30 points (first page)
24 points (subsequent)
Sub-Headings - 14 points (bold)

CONTINUED ON PAGE 11

Bits From The Archives



July
1988

Archivist's Coffee Mug

We did want the page to catch your eye. Big Grin on this end.

This is the first full page for the Archives. No I am not going to just tell you how to place an order. That is simple. Just send the request to me at the addy listed in the bio. Or if that is missing, and you are wired. I can contact you that way. The issue that I am presenting for the first run, is from July 1988. Jean Nance is the President at the time and Bill Robinson was the Editor.

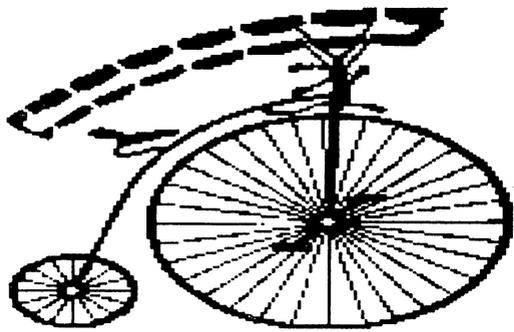
Jean mentions on page #1 that the positions of President, Newsletter Editor, Secretary and Treasurer. Had become "a little too much". This being the first issue by Bill Robinson. Bill's first article is on "Don't Trade Up, Add Up!" A piece on using the C- as another computer. Though he does mention trading up to the C-128 and the A500. In his first Editors article. He mentions that the group has "70 members" ... "70 different views on Commodore Computing" Doesn't sound too much different from today.

Bill has a piece in the issue about a real C-virus. I didn't know such a thing existed. This is an 8 block programme that isn't fatal but a "nuisance". The information and a disk that will remove the virus were submitted by member Percy Cutrer

"TIPS" has a bit about using the programme "Disk Doctor". Bill adds that he also has the programme "Lazarus". I have Disk Doctor but not the latter one. Bill offered to send both programmes for the cost of the two stamps, and you sent him the blank disks.

Naturally there is more to the issue. Even at only five pages. To order this issue will cost you \$2.25 for the copy, postage, envelope, handling and a bit to the MTTM treasury.

{Sensei} David O.E. Mohr
lordronin@videocam.net.au
lordronin@sceneworld64.de
lordronin@pol-c64.de
623 29th street
Astoria Ore. 97103 USA



The Village BBS

Lord Ronin from Q-Link
{Sensei} David O.E. Mohr

This is a free BBS. Well, OK there may be some Long Distance charges. Just that we don't ask you to pay us to call the BBS. 503-325-2905 is the number. Generally running 24 hours a day and seven days a week. Down at times for Inet work and writing Geos things. As the computer and the Hard Drive are also for Geos/Wheels and Wave.

A real C- BBS run on real C- items. Flat 128, SCPU with 16Mb Ram, 4.3GB CMD Hard Drive, FD-2000, Switlink and runs the Centipede 128 BBS OS. Board is biased to the Commodore user, Amiga user, and naturally for us, Role Playing Gamers. The Village is a board attempting to preserve C- files. Having over 2700 at this time and more being tested. Home for the local C- users group and is the official USA Scene World Disk Mag BBS.

We offer messages bases on several topics. including different aspects of the Commodore. One message base is dedicated to Geos conversation. The afore mentioned files. Heavily catogorized for selecting. Around 70 online games. Including many Empire versions and clones of Empire.

Most of all, friendly and talkative SysOps to help you learn more about the BBS. As well as the rest of the callers. Many from accross the USA and Canada. We are currently set up for 300-28.8K baud. Give us a call and either Re-Live the days of the BBS. Or see what is happening with a BBS today. Oh yes almost forgot. We are also part of the ComLink Hub Network of Centipede and V-128 boards. Yes we take 40/80c C- GFX, 40/80c Ascii, Ansi, RipTerm and Superes. Your account will be raised in 24 hours or less. Access is based on platform. Yeah C- users get more time for the BBS. Any problems, send a msg to ID #1. Any of the SysOps will try to help you to gain more enjoyment from the BBS.

Joining MTTM

The vast majority of the readers of these lines. Already know how to join the MTTM. However, since we know that these issues do get passed around to non members, and that is a good thing. Here is how to go about joining the MTTM.

The easiest way is to simply send a request to our President Linda Tanner. Either snail mail at R1 Box 120 T Black MO, 63625 Or E-Mail at tannerlj@yahoo.com. Requesting information and an application form.

Current fees for USA members is at \$15 USD. Slightly higher for outside of the USA. What you recieve in return, is the Commodore Mailink. Published on alternating months. Filled with information on and about the Commodore 8bit computers. Mainly the 64 and 128. Twice per year is the listing of the members. That includes their systems and interests. great way to find others interested in the same types of C- things as yourself.

GeoPUB CONTINUED FROM PAGE 8

LW Zapf (aka Zapf Chancery)
Page Numbers - 14 points
Continued - 10 points

LW Giannini (aka Avant Garde)
Footers - 14 points
Captions - 14 points
Call Outs - 18 points

LW Shattuck (aka Zapf Dingbats)
End of article - 12 points

Note - (if you are using two disk drives the fonts, printer driver and any Desk Accessories need to be on the disk with GeoPublish and your documents need to be on the disk in the second drive).

If you still have enough space add geoWrite, geoPaint and the Photo Manager.

Not Charlie McCarthy

The next thing we need to do is create a couple of Dummy Articles. These come in very handy during the creation of any geoPublish document in case you find that you have some extra space to fill or come across some new information that will make a great article. Rather than having to exit geoPub and start geoWrite to create the new piece (you can't create new geoWrite files with the Editor Mode) you just import one of your Dummy Articles and then rename it later.

Start geoWrite and create a new file called Dummy1. Select the LW Roma font in 12 point size and write anything you want. A simple sentence or just one word will do. Close that file and create a second one called Dummy2 and do the same with the font selection and short writing. Save both of these files to your document disk.

Bruce Thomas is the Author of this Article

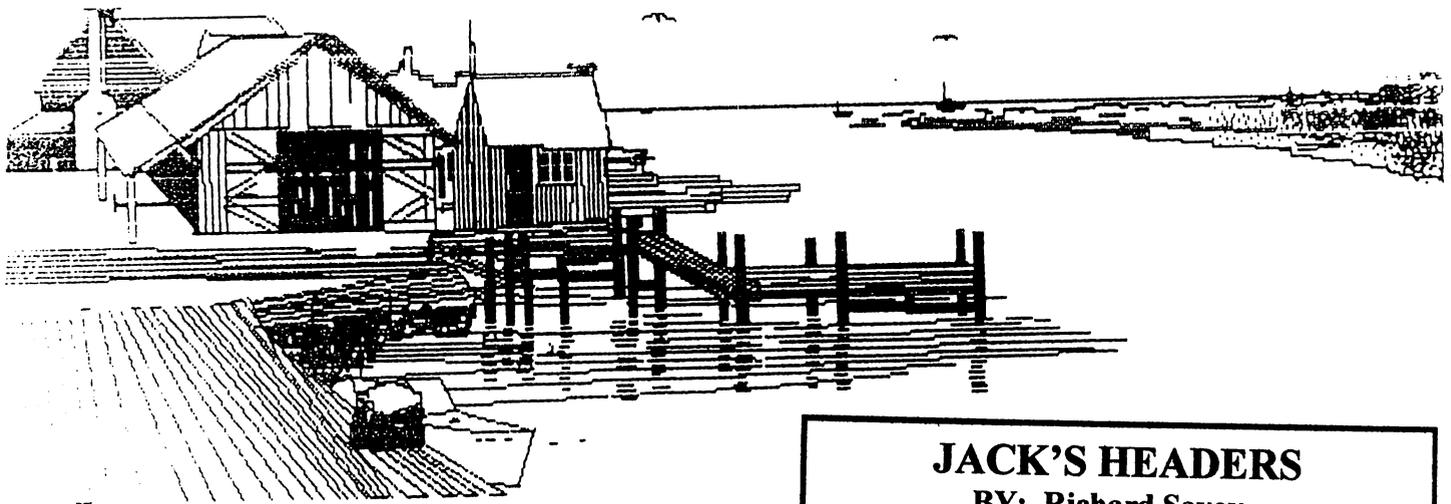
And speaking of our document disk, I like to have three disks that I save my files to. I rotate the disks for backup purposes so that I am not going to lose any more than one days (or a few hours) work. For this project I have a partition on my RAMLink plus two Native formatted (1.6 MB) FD floppy disks. One of the disks is labelled 'even days' and one is labelled 'odd days' and I swap them daily to store my latest file versions on. In this way, if something happens to my RL, I am covered. If a file gets corrupted on my RL and I copy it to one disk I still have the other copy on the other disk so I am only going to lose what I did that day. Make yourself some project disks.

The other thing that will really help once we start using Page Layout mode is to have a good idea how big the articles are. To get this kind of feel for your layout make sure you format your GeoWrite articles in the font and size that you want (LW Roma 12 point in this case) and print off your articles. Take the time now to proofread what you have written.

With your printouts you should be able to gauge whether a certain article will require 1 1/2 pages or 2 full pages or more. If you know this, and add this to your sketches, you have a good idea where to break columns and if one article will fill a certain page location better than another article.

That ends our initial preparations. Next time we will begin creating our first geoPublish document.

Until then, enGEOy your Commodore!



JACK'S HEADERS

BY: Richard Savoy

I received a letter from Jack Rothweiler, last September with some praise for my "great efforts" with the DISK VERION OF THE CML, but he went on to tell me, he was missing a disk in the September issue packet, that was easy to solve. What caught my eye was the letterhead!

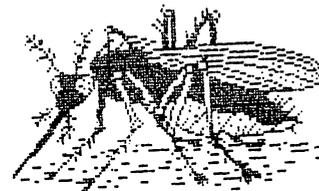
He went on to say, "Above is a letterhead I drew in good old GeoPaint & still use it & others. I even converted about 6 or 8 to GeoWorks in to IBM & it worked." I quickly tried to make a copy on my copier and it looked great, lights clicked on, in my head and I said to myself "this could be a great article for the CML and I'll be the Guest Editor again in March 2004." So I asked for Jack's approval, He replied by telling me that those graphic headers were given to Fender Tucker for publication as a donation in Loadstar and had been published in Loadstar #172 issued October 1998, "Jack's Headers." Now I know we wouldn't normally be printing any material that had already been published in the past, but today we have members who were not here with a Commodore in the hay days, and some others like myself, had no time or interest in GeoPaint, and

how about those of us that these programs have been past down to from former members.

So I got a email off to Fender who by the way is also a member of this group, and explained what I wanted to do, and got a quick reply, "I would be happy for anything we did back then to be reprinted in the excellent MUTTM newsletter."

The following is taken from the text Fender wrote in the article relating to the headers. Harbor - A very nicely drawn scene of a boathouse and pier, set in a calm-looking harbor. Jack had "Oregon is for Oregonians" letters below the pier, but I took (so did I) in case you wanted the scene to represent something other than Oregon for the Oregians.

I have several of Jack's art works in GeoPaint and will do what I can publish more in future issue with more details from the article in Loadstar and Jack.



AN OREGON SUPER IGL

THE WRITE STUFF
Word Processor
Talker Version
by Rolf L. Miller

There is a version of The Write Stuff (TWS) called BB Talker. As the name implies, it speaks the text given it. This is accomplished with an incorporated software module called the Software Automatic Mouth (SAM). It utilizes Commodore's built-in sound chip to produce the various sounds formed by the mouth which constitute speech.

Considering the limitations of 64K memory and the complexity of the English language as it pertains to spellings and pronunciation, SAM does a fair job with normal text. But it is likely that the hearer would experience difficulty fully comprehending a never-before-seen document because SAM has a hard time correctly saying some of the variant vowel and consonant sounds. For instance, when SAM pronounces the word "read," it always sounds like "red," never like "reed."

To accommodate this shortcoming, there is a Translator function available which allows translating text into phonetic script. Combined with some editing, SAM can read the results with near perfection. However, there is a circumstance for which the Talker without translated perfection is suitable.

One of the unhappy realities of life is that sight can deteriorate with age. And it is not hard to imagine how this disability can hinder use of the word processor. Just close the eyes and try typing a letter -- no peeking.

Besides not being able to proofread, the blind typist can

hardly reposition the cursor to correct errors even when typing blunders are realized. And if the method of typing is hunt-and-peck, things go downhill real quick.

But what if the word processor spoke each key pressed, said the letter under the cursor, spelled words, or read words, sentences, paragraphs as desired? And because the typist knows how the writing is suppose to read, less than perfect pronunciation is quite acceptable.

As the TWS manual points out, the basic difference between BB Talker and BB Writer is in the way the function keys work. Of particular interest are F1 which causes SAM to say the word the cursor is on, F3 the sentence, and F5 the paragraph. A press of F2 says the character under the cursor. Holding F2 down spells the text.

F8 brings up the Speech Menu where the various options can be selected. The first option permits changing the attributes of SAM's voice. This allows selecting a voice that suits the ear. Another option permits turning "lights" off. This blanks the screen while SAM is talking. Blanking the screen while speech is occurring makes the voice more understandable. Then there is the option to have SAM say each character as it is typed. This makes keyboard response too slow for the touch typist, but facilitates the hunt-and-peck approach or a feeble hand.

Other options include having menu items and messages spoken. This allows the sightless to move around TWS with little to no help from another. When used in this way, leave the Reciter on, Translator off. And when the settings are as desired, they can

CONTINUED ON PAGE 14

TALKER VER. CONTINUE

be saved as defaults by doing a CTRL X and selecting the SAVE Defaults option with the program disk in the drive.

For this use, the placement of the F keys on the 64's keyboard are ideal. And the CTRL key beeps when pressed. Turning on the option to say the keys as typed allows figuring out the placement of other keys. With SAM speaking the menu items, a press of the up arrow hears the menu selections as highlighted by cursor movement. Selecting Load brings the menu of TWS files on the disk in the drive. Pressing F1 says the file name pointed to with the cursor. Similarly, at the Print menu, pressing F1 speaks the pointed to printing options.

Experience will find that typing a sentence, then pressing F3 to hear it read works well. If something doesn't sound right, mistakes can be found with a combination of back cursoring, pressing F1 to hear the word where the cursor is, and using F2 to hear the spelling of words. The same procedure allows proper positioning of the cursor to make corrections. Simply overstriking and retyping the balance of the sentence may prove easiest. - RLM

NEW LISTING BY: AL JACKSON

Up dated version of program listed on page 8 January 2004 issue. See paragraph two on page 3, Editor This Issue.

```
100 rem check 1581 disk for
controller type & j1 jumper
110 rem 12/09/87 fred bowen
115 :
120 print"insert any formatted
disk in drive."
121 input"check which unit";u:
print
125 :
```

```
130 open 1,u,15:l=218:h=1
131 rem last part of line 130 as
downloaded reads
"l=dec("1da")and255:h=dec("1da")/
256". this produces an error
message.
140 open 2,u,2,"#"
145 print#1,"m-
r"chr$(0)chr$(192)chr$(1):
get#1,a$
150 if asc(a$)<>192 then
print"device"u"is not a 1581.":
goto360
155 :
160 print#1,"m-
r"chr$(1)chr$(h)chr$(5):rem
modify controller cmds
170
fori=1to5:get#1,a$:b$=b$+chr$(asc
(a$)or3):c$=c$+a$:next
180 print#1,"m-
w"chr$(1)chr$(h)chr$(5)b$
190 :
200
print#1,"u1";2;0;1;0:gosub500:rem
seek track 1 & reset timer
210
print#1,"u1";2;0;80;0:gosub600:re
m seek track 80 & read timer
220 :
230 print#1,"m-
w"chr$(8)chr$(64)chr$(1)chr$(0):
rem test jumper j1
240 print#1,"m-
r"chr$(8)chr$(64)chr$(1):
get#1,j$
250 :
260 print#1,"m-
w"chr$(1)chr$(h)chr$(5)c$:rem
restore controller cmds
270 if val(f$)>0 then print"seek
error- check diskette.": print:
run
285 :
290 print"unit"u" contains a
";:rem report
300 if t>20 then print"wd1770";
310 if t<20 then print"wd1772";
320 print" and j1 is ";
330 if j$="" then print"open"
340 if j$>"" then print"closed"
360 :
370 close2: close1: end
380 :
```

CONTINUED ON PAGE 17

WATCHING THOSE FLOPPY DISKS

by Rolf L. Miller

(Note: The writing of this article occurred before reading the January issue about David Mohr's difficulties with 3.5" disks. While what follows revolves around 1541 use and its 5.25" disks, it is thought the information is applicable to any floppy disk medium. Beyond this, 1581 users are cautioned not to turn the 1581 off with a disk in the drive. The reported reason is that the read/write head drops onto the disk's surface, possibly marring it.)

Next to word processing, one of the main jobs performed by the 64 on this desk has to do with a mailing list. The names, addresses, and other pertinent information is maintained in a data base. The programs which manage it came about some 21 years ago and are found on the same 5.25" Elephant brand disk to which they were originally saved.

It is recalled that articles which appeared in the late 1980's expressed doubts about whether disks could be counted on beyond five years or so. An oft mentioned worry cited experts who suggested that the magnetic field holding the data might weaken with the passage of time. Because of this, they advised copying the contents of disks older than five year to newer ones.

One definition of an "expert" is: "an ex-drip under pressure." This could describe a formerly harried disk salesman. The fact is that the magnetic field strength of recorded data will remain indefinitely unless altered by an external magnetic source.

This assumes, of course, that the surface material of the disk remains sound. After all, it is the disk surface which holds the magnetic field. So, the data is secure as long as the surface isn't damaged or otherwise compromised.

This is a legitimate concern, and it goes beyond taking precautions to avoid soiling the surface with peanut butter and jelly, scuffing with the shoes while searching for it on the floor, and other destructive handling. The focus here is on the permanence of the media itself. There are two factors affecting this, neither of which are under the direct control of the user.

First, disks can wear out with use. For instance is the time the word processor, an almost daily used program, began acting strangely. Reloading it brought the same symptoms, and speculation began to suspect the computer, or maybe the 1541 disk drive. But other programs worked properly, and this fact prompted loading up a backup copy, which brought everything back to normal.

In theory a disk should not become worn because the read/write head of the disk drive is not supposed to actually touch the disk surface. In practice, though, it often does, usually because the disk doesn't turn perfectly flat. Over a period of time, this slight rubbing can create a flaw in the media, resulting in a loss of data (it only takes the loss of one data bit to corrupt things). This is one reason that using a copy rather than the original disk is advised.

Continue on page 16

NEW MEMBERS LETTER

Dear Ms. Linda Tanner,

Here is My Commodore C64 Story

My first Computer was a Commodore VIC-20. I loved my VIC, and still have good memories about it. I remember typing in Basic Programs. My favorite VIC-20 games are SCOTT ADAMS's Text Adventures. I just had a Tape drive.

In 1985, I got a Commodore C64, in 1986 I bought a Disk drive, I also had a printer and joy-stick. I was into games.

I want to say it was around 1990 (Editors note: a couple years later) when I first became Pen-pals with Richard Savoy from Ware Massachusetts.

It was in the early 1990's when I first subscribed to **LOADSTAR: The Disk Magazine for the C64**, I loved Loadstar from the start. My favorite Loadstar game is **SEA TO SEA: The Transcontinental Railroad Game.**

When in the mid 1990's My Commodore c64 gave up the Ghost, I thought My days of Computer Fun was over. I thought I was going to become an IBM compatible Borg for the rest My Life. Freedom and Choice seemed to be gone.

When in the late 1990's I found a Commodore c64 Emulators for PC computers, it was like a ray of Multi 16 color light came through the Un-fun gray Windows of My Life. I also found out that LOADSTAR was starting to produce it's Disk Magazine in D64 format for P-C C64 Emulators. I was back in the C64 world again, and very happy. I felt like a man that has been in a Nuked World, and that I magically appear in a World of plenty of Food, plenty of water,

Continue on page 17

The other factor concerns the integrity of the media. The disk surface is a composite material. Its stability, therefore, is subject to the durability of the ingredients, especially as it pertains to the substances employed to bind things together. And, unfortunately, time tends to degrade most things.

For example, the disk used for the mailing list data base is likewise 20-years old. It is backed up on alternating disks after each update and is accompanied with a printout of the changes made. It's a good thing because the file disk suddenly began coughing up read errors.

As with the worn out disk, the suspicion first focused on the drive and prompted cleaning the read/write head. But the errors continued. The concern deepened when the just previous backup choked.

An examination of the file disk's surface discovered blotchy spots. And, obviously, the read errors transferred to the backup disk during the disk copy. But the alternate backup proved good and the update printout allowed restoring the data base to current status.

Needless to say, the new file disk bore the name of a different manufacturer, and that after checking the appearance of the disk surface. Furthermore, an examination ensued of all the disks bearing the brand name of the failed disk, along with a look at other regularly used disks. Any whose surface did not appear uniform were trashed after copying, making sure that backups did not occur on the same brand as the primary. - RLM

BUY/SELL/TRADE

**NEW LISTING
CONTINUED FROM PAGE 14**

I have several hundred 5.25" dd disks, also couple of hundred 3.5"dd disksand high density and extended density disks, also there are still C64, C128, 1541, 1571 items available. Postal Service wants up to \$1.50 per pound in the lower 48. So, that plus some cost for packing material is all I want for any item (s).

In addition, I have two 100 meg. CMD hard drives but no documintation. I'm asking \$40.00 each to ship them anywhere in the contiguous 48 states. Anywhere else call or write for price because shipping costs really change.

Vincent Dymek
111 Huemmer Ter.
Clifton NJ 07013

Telephone:(973) 471-8829

////////////////////////////////////

Continue NEW MEMBER page 16

and beauty all around me. I was in the C64 LOADSTAR world again,and I was a Happy Comuter person again. The Buffalo came back.

O.K. I am going over the top now, so I will stop my Rambling now.

Signed: Sincerely, Jeff Puffer

////////////////////////////////////

PRICES FOR THE COMMODORE MAILINK ON DISK ARE AS FOLLOWS:

- United States....\$ 8.00
- Canada..... 9.00
- All others..... 12.00

the above includes C=Mailink on Disk,with extra programs and a choice of a Bonus Disk: Please check one:

MCCC INC. [] OR 5C's []

IF YOU CHOOSE BOTH BONUS DISKS ADD \$ 2.00 USA TOTAL \$ 10.00

U.S.A. FUNDS ONLY
PAYABLE TO:RICHARD SAVOY, 250 WEST ST. APT.9,
WARE MA 01082-9783 USA

Commodore Mailink March 2004

```

390 :
500 fori=11to8step-1: poke56320
+i,0: next: return
505 rem line 500 as downloaded
reads "fori=11to8step-1:
pokedec("dc00")+i,0: next:
return", line won't execute on a
c-64
600 input#1,f$,r$,e$,d$:
t=peek(56329)*10+peek(56328):
return
605 rem line 600 as downloaded
reads "input#1,f$,r$,e$,d$:
t=peek(dec("dc09"))*10+peek("dec("
dc08")): return". line won't
execute on a c-64.

```

////////////////////////////////////



OUTER SPACE!

Easier to understand if you read Page 18 column one first.

When I'm the guest editor usually page 17 & 18 I leave until the end, in reserve for any last minute additions. So it was 18 I did first and with this space left to fill in, you can see I decided to let you see how and why I have choosen the color picture. I really understand the strong feeling some have about color and Commodore. I think if the Officers are going to do this we should show our better side. I am willing to take part in getting these pictures in color into CML by making and donating the page. Don't forget to write something about something other than the BIO's.

Richard Savoy

GO TO BIO's PAGES 13 & 14 FOR MORE ARTICLES



**SECOND
GUINEA PIG**

**RICHARD
SAVOY**

TABLE OF CONTENTS

Meeting News, front page of this issue our President tells about our quest to eventually publish pictures of every officer. David was the first last issue. Seeing I'm the guest editor this month, decided to take a stab at it. Recently, a picture was put into a Real Estate website in my home area of me at the computers at the Ware Senior Center. so snapped the picture and printed it out in black, it looked like something from outer space. So, I went with the easy way for me, scanning a photo with a flat bed scanner and saving as a "thumbnail" and sizing and saving as a "JPG" now that's in color so, keeping with our group Editor Guidelines on page 2, to include a color page, send 120 completed sheets of that page, printed on both sides, So page 17 and 18 are on me this month

<u>Article</u>	<u>Page</u>
Meeting News	1
Officers Names	2
Duties/Policies	2
Editor Guidelines	2
Editor This Issue	3
Editor Next Issue	3
MUTTM Treasurer's Report	4
Question & Answer Desk	4
Basically Speaking	5-6
Q & A cont.	7
GeoPublish # 3	7-8-11
Obituary Weiner	7
Archivist's July 1988	9
Village BBS	10
Joining MUTTM	10
Jack's Headers	12
The Write Stuff:Talker	13-14
New Listing Update	14-17
Watching Those Floppy	15-16
New Members Letter	16-17
Buy/Sell/Trade	17
Outer Space	17
Second Guinea Pig	18
New Members	18

NEW MEMBERS

We wish to Welcome the following new members who have joined through U.C.U.G.A.

- Charles R Beis , 3701 Summit Ln , Garland TX 75042-5476
- Jeff Daigle , 73 Cove Ln , Montross VA 22520
- Michael L Durkovic, 10501 8th Ave NE #208 , Seattle WA 98125
- Todd Elliott , 9705 Hammocks Blvd #203 , Miami FL 33196
- William A Fowler Jr, 1925 Crossgate Ln , Louisville KY 40222
- Steven L Grassman , 6801 Fenwick Dr, Louisville KY 40228-1206
- Ken Guenther, 1436 Whispering Pines Dr, Hebron KY 41048
- Robin Harbron, 2130 Scotland St , Thunder Bay , Ontario P7J 1B4 CANADA
- Harry A Keep, 17382 Madera Ln, Huntington Beach CA 92647-6148
- Frank J Morlan, 8439 Leclair Ave, Burbank IL 60459-2764
- Frank Nally, 526 Eastern Pkwy, Louisville KY 40217
- Bryan Pope, 69 Grove St , Watertown MA 02472
- David M Ross, 333 S Vance St, Lomard IL 60148
- Clifton Swihart, 2010 Old Shepherdsville Rd, Louisville KY 40218-2424

COMMODORE YELLOW PAGES

March 2004

REPAIR:

MONITOR REPAIR: Includes S&H, covers most monitor repairs; notify me of sending monitor; **Earl Williams, 263 E. Parkview Dr., Grand Junction, CO 81503-2034; or earlw@earl-ydesigns.com**

MONITOR REPAIR- "We fix all Commodore and Amiga monitors" for \$50-75 + parts + S & H.
ph. 651-642-9890 or see raycomp@visi.com Raymond C. Bryan, 795 Raymond Ave., St. Paul, MN 55114.

COMMODORE MAN COMPUTER REPAIR- Low cost guaranteed Commodore service!

Cleaning of: C64, 1541 and most printers, \$15

Cleaning C128 \$20

Cleaning C128D \$25

Alignment and cleaning of 1541, \$25

Keyboard repair (1-3 keys), cleaning included, \$20

Install reset switch, with cleaning \$20

Install device switch, with cleaning, \$24

Other repairs, call first.

816-229-6576 from 9AM till 8PM C.S.T. daily.

Commodore Man Service and Software, 1307 Golfview Drive, Grain Valley, MO 64029.

COMPUTER SALES, REPAIR, SUPPORT- this company was formed for servicing Commodore and two other platforms; 15% of our business is sales, 85% repair & upgrade. Contact **K-Z Computers, Ken Zito, 8 Jerome Place, Copiague, NY 11726, ph 631-523-6381, or email to: kzcom@optonline.net**

CARLSEN ELECTRONICS-a leader in trailing edge technology; Commodore computers, peripherals, repair articles, "hacks", upgrades, hardware schematics, RAM expansion units. Commodore monitors, EPROM adaptors.

FREE estimates-no fix--no charge; general electronics, info., tips/tricks. We are a low-overhead home-based business:

Carlsen Electronics

154 Classe Road (in Ethel)

Winlock, WA 98596

Contact him/them: rcarlsen@tds.net or

rrec@u.washington.edu or

http://personalpages.tds.net/~rcarlsen/

REPAIR:

REPAIRS the following:

Drive repair (some drives), C64,C128,1541,1541-II, etc. In his own words, Raj says, "Heck, I buy C64's on eBay just so I can have something to fix...he he he."

Rah Wurttemberg

2727 Paces Ferry Road SE, Suite 2-1500

Atlanta, GA 30339 Email: fixit@c64.us

APROTEK MODEM REPAIR:

They still have many parts for Aprrotek modems and also repair them. If you would like to speak to a technician, call Randy at 1-541-582-2118. As an example of repair costs for Aprrotek c24 MiniModem, a M.U.T.T.M. member was recently charged only \$35 for complete repair, including shipping & handling.

Aprrotek, Inc.

9323 W. Evans Creek Road

Rogue River, OR 97537

1-541-582-2118

CLICK HERE SOFTWARE COMPANY

Owned by Maurice Randall, this company's primary business is sales of software authored by Maurice, plus the expanding line of hardware, including what was originally sold by CMD. Click Here Software does do some repairs, in particular on CMD products. HOWEVER, before you ship your unit, such as FD2000, FD4000, CMD HD, SuperCPU, RamLink, etc., for repairs, call or email for details. Remember, Maurice is very busy with manufacture and sales of products, plus his "other" life in the non-Commodore world. Contact:

Click Here Software Company

426 Sumpter Street, P.O. Box 606

Charlotte, MI 48813-0606

Phone: 1-517-543-5202 FAX: 1-517-543-5202

Email: maurice@cmdrkey.com

REPAIR WARNING!!!

A friendly reminder to all C64 users: Remember to heed the caution on the underside of your Commodore 64 machine:

"ATTEMPTED REPAIR BY UNAUTHORIZED PERSONS VOIDS WARRANTY"

(A similar warning appears on the C128) :-D

Suggestions or corrections? Write to me at

Jorge Pedreira

Italia 3049

1888 Florencio Varela, Bs. As.

Argentina

Or if you prefer,

edarc43@cabaconet.com.ar

COMMODORE YELLOW PAGES

March 2004

MEMBER ASSISTANCE in: SOFTWARE--GEOS:

1. Tom Grimm-support and general GEOS help;
2. K. Dale Sidebottom-extensive GEOS repertoire;
3. Geoff Sullivan-GEOS assistance of all kinds;
4. Bruce Thomas-GEOS knowledge of howto/where, etc.

SOFTWARE--NON-GEOS:

DATABASES- Roger Hoyer
DESKTOP PUBLISHING -K.Dale Sidebottom
SPEEDSCRIPT -- Brian Vaughan
SPREADSHEETS--Roger Hoyer
SUPERBASE128 -- Roger Hoyer
THE WRITE STUFF 64 and 128--Tom Grimm
VIZISTAR 64 & 128 -- Roger Hoyer

TECHNICAL & OTHER HELP:

DIGITIZING OBJECTS/PICS -- Chris Fite
HELP FOR BEGINNERS--Linda Tanner
POSTSCRIPT PRINTING -K.Dale Sidebottom
PRINTER UTIL'S-STAR NX1000C - Chris Fite
PUBLICITY FOR YOUR C= CLUB-Roger Hoyer
QUICK BROWN BOX--Joseph Fenn
RE-INKING PRINTER RIBBONS-Chris Fite

GAMES (HINTS & TIPS):

1. Jon Searle -military, strategy, role-playing adventure games such as Chess, Go, Wasteland, Panzer Strike, etc.
2. David Mohr - role-playing games using dice.

COMMODORE REPOSITORIES:

(The following people/groups have indicated they would accept most Commodore items discarded by others who downgraded to the other platform.)

EAST--Vince Dymak -- New Jersey area;

NORTHEAST--non-member, Ken Zito, covers tri- state areas of NY, NJ, CT, plus area from Washington, D.C. to the south, PA to the west, and MASS to north, and possibly the rest of New England up to Maine. KZ Computers, 8 Jerome Place, Copiague, NY 11726; (631-523-6381)

EAST CENTRAL -- CCCC -- Ohio and surrounding area

MIDWEST - Linda Tanner - Missouri and surroundings

NORTHWEST--David Mohr-Oregon, surrounding area

WEST--your name could be here.

SOFTWARE/HARDWARE:

LOADSTAR- Rev. Dave Moorman now runs LS. Order 6 or 12 disk issues: Snailmail: 6 issues, \$43 and 12 issues, \$84. For email, 6 issues is \$25 and 12 issues, \$48. Also check out Dave's latest, nearly done creation: It's a browser program called "64 H Driver" which lets you browse LS issues on CD; projected cost is \$50. with your hardware. Contact: eTower Marketing, P.O. Box 44, Holly, CO 81047, ph.719-537-6009; email: revdave6@aol.com; PayPal accepted.

CENTSIBLE SOFTWARE:

8818 College Avenue
Berrien Springs, MI 49103 (ph.616-471-1083)

This company has offered 17 years of continuous service to the computer community. For the C64 alone, there are 1,200 titles of software. Prices are reasonable and you may order online or via snailmail. Write to them above or see their website for info: <http://www.centsible.com>

VINTAGE COMPUTER COMPANY

520 Silverbrook Drive
El Cajon, CA 92019 (ph. 619-445-8432)
email to: vintagecomp@home.com

This company specializes in Commodore stuff. They have much merchandise including hardware, software, books, manuals, monitors and specialties. They have C64 and C128 systems. All software, hardware, and systems are tested before sales. Write, call or email for Commodore needs.

CLICK HERE SOFTWARE COMPANY

P.O. Box 606, 426 Sumpter Street
Charlotte, MI 48813-0606; phone/fax: 1-517-543-5202.

ORDERS ONLY 1-866-CMDRKEY (Visa,MC)

Wheels64/Wheels128 (GEOS upgrade)	\$36/\$40
GEOS64/GEOS128 v2.0	\$44 - \$49
geoFAX software for GEOS	\$40
GEOSWH(eels) 64 combo pack	\$69
GEOSWH(eels) 128 combo pack	\$79
geoChart, geoFile, geoBASIC, geoCalc, much more.	

geoSPECIFIC, PD/Shareware CD by Bruce Thomas
Contains over 30 MB of files too numerous to list here.
<http://www.edmc.net/cue> or rbthomas@edmc.net, or mail at 5528-142A Ave., Edmonton, AB, Canada, T5A 1J8

COMMODORE YELLOW PAGES

March 2004

COMMODORE SHOPPING:

"COMMODORE MAN", Jon Searle offers service and software. His multi-page catalog lists software including games, educational, music and sound, art and graphics, desktop publishing, word processing, business/finance, calc/spreadsheets, programming and utility, databases/file managers, telecommunications, GEOS, C128-specific-titles, magazines, much hardware, books and numerous add-ons. He also performs repairs, alignments, and cleaning. For his current catalog, send SASE with two 37-cent stamps to him at:
1307 Golfview DR., Grain Valley, MO 64029-9672

CINCINNATI COMMODORE COMPUTER CLUB-

The CCCC has 1000's of used commercial Commodore items for sale at very reasonable prices. The lists include 13 C-128, 118 C64, 10 C64-C computers, 68 1541 drives, 15 1571 drives, 79 monitors, 64 printers, books, manuals, and accessories. Rock-bottom prices. Send a floppy mailer, with postage to **Roger Hoyer, 31 Potowatomie Trail, Milford, OH 45150-1619. (ph. 513-248-0025) or (thndrbrd@one.net)**. Visit our website at: www.geocities.com/C64-128-amiga

MOHR REALITIES- We Buy, Sell, & Trade.

This new store is packed with Commodore stuff including hardware, software, magazines, PS's, cables, books, + more.. See **David Mohr, 623 29th St, Astoria, OR 97103-2803**
(lordronin@videocam.net.au)

OLDEST COMMODORE-related SHOP in:

This shop bills itself as the oldest and possibly the only still-operating Commodore-related shop in the area. We sell new and used hardware, software, books, and magazines. Plus, we do repairs. **Raymond C. Bryan, 795 Raymond Ave., St. Paul, MN 55114.**
(Tel 6516429890) (Fax 6516429891).

ACSI Bulk Inks, 3998 Center Church Road, Suite 2, Loganville, GA, 30052, USA phone 1-770-554-0992.

COMMODORE SHOPPING:

COMPUTER ASSISTED TECHNICAL SERVICES - (C.A.T.S.) many products, services, & more. PD Library containing 30,000+ listings on four 5.25" disks, \$5 or \$6 for two 3.5" disks-includes DCMR program; packs of multifonts for geoWrite & geoPaint; lessons in BASIC programming; assistance with creation & maintenance of database(s) or spreadsheet(s), newsletter preparation, and more. For extensive listing, send SASE with three 37-cent stamps to **William E. Robblets, 259 W. Granby Rd, West Granby, CT 06090-0273; catsatct@cox.net**

THE CENTRAL MARKET-a new place to shop!!!

Write to, or visit, Videocam's new Commodore "store" where you can find many neat things such as: PD or Shareware, Loadstar, club newsletters, software, internet-related items such as Telnet memberships. Videocam Services, Hyperlink, and more. An example of their offerings includes geoSID Stereo Player by Roger Lawhorn. This is new software at bargain basement prices: \$3 for email ordering, \$5 snailmail. See at <http://cbm.videocam.net.au/centralmarket/>

CHRIS FITE'S COMMODORE SHOP-software and hardware: Energy Conversion (3,000 ways) Disk- \$3; C64 HELP SHEET-\$3; DEMO's Disk- 11 high quality demo's- \$3; Picture Puzzle Disk for C128-scrambles picture for you, then you reassemble; has 16 pictures, but you may use others- \$3; Portable Reset Switch for stock C64, \$15; Printer Utility Disk for Star Micronix NX1000C written by Chris, \$5; Ribbon Re-inking Kit, \$35; works on any ribbon cartridge using cloth-type ribbon. All prices include postage. **Chris Fite, 1742 S. Poplar Ave., Broken Arrow, OK 74012-5107.**

MAILINK ON DISK-back issues available from Sept., 1987 through 2001. In early days, disk edition was text only. Prices: 1987 through 1988, \$3/2 disks; 1989 through 1990, \$4.50/3 disks; 1991, \$6/5 disks;; 1992 through 1993, \$4.50 per 3 disks; 1994 through 2001 are \$6/6 disks. Separately, each disk is \$1.50. **R.Savoy, 250 West St., #9, Ware, MA, RSavoy5578@aol.com**

COMPUTER BARGAIN STORE-specialize in new & used Commodore hardware, software, and accessories. 3366 South 2300 East, Salt Lake City, UT 84109; hours are MST 1:30-6:30 PM approx.. Send SASE for product list. Phone 1-801-466-8084 <http://www.oldsoftware.com>

COMMODORE YELLOW PAGES

March 2004

HARDWARE

CLICK HERE SOFTWARE COMPANY

P.O. Box 606, 426 Sumpter St., Charlotte, MI48813-0606

<http://www.cmdrkey.com>; maurice@cmdrkey.com

INQUIRIES:517-543-5202 FAX:517-543-5202

ORDERS ONLY:1-866-CMDRKEY (VISA, MC)

Floppy (3.5") drive, FD2000 (800K or 1.6 MB) \$189.00

CMD Hard drive HD1000 1 gigabyte (gig) \$289.00

HD Zip drive -CMD HD w/internal zip-100 drive \$299.00

HD Jaz drive -CMD HD w/internal Jaz 1 Gb drive \$349.00

HDCHAS HD chassis w/o mechanism \$249.00

Turbo 232 High Speed Modem Interface \$39.95

Null25 DB-25F to DB-9F null modem cable \$9.95

Null19 DB-9F to DB9F null modem cable \$9.95

Turbocable DB-25M to DB-9F Modem cable \$9.95

GeoCable parallel printer interface w/passthru port, 6' \$34.95

GeoCable15' parallel printer interface w/pass-through

Port \$39.95

JiffyDOS for the following:

C128 \$30.00

C128D \$49.00

C128D-K 128D computer ROM only \$30.00

C64 \$20.00

C64 V4 computer ROM only (specify serial #) \$20.00

C64SX System \$39.00

1541, 1541-C, 1541-II (JiffyDOS for drive only) \$19.00

1571,1571D,1581 (JiffyDOS drive ROM only) \$19.00

JiffyDOS for all other available drives \$24.00

JOYSTICK BP Pro Joystick Controller \$9.00

CMD SmartMouse 1351 compatible \$49.95

Power Supplies

Power1581 for 1541III/1581/RL v.1 power supply \$25.00

PowerRL CMD FD series/RAMLink v.2 power sppl \$14.95

PowerHD CMD HD replacement power supply \$59.00

RAM Expansion

RCRTC RAMCARD (0 MB with Real Time Clock) \$59.95

RAMCARD (0 MB w/o Real Time Clock (RTC)) \$49.95

1 SIMM 1 MB 30-pin SIMM chip for RAMLink \$5.00

4 SIMM 4 MB 30-pin SIMM chip for RAMLink \$15.00

RAMLink w/RAMCard (0 - 13 MB) +/- RTC \$208 -267.00

RAMLink w/RAMCard (16 MB) with RTC \$278.00

SuperCPU128 accelerator w/o SuperRAMCard \$259.00

SuperCPU128 w/SuperRAMCard (0-16MB) \$319 - 379.00

SuperCPU64 Accelerator w/o SuperRAMCard \$199.00

SuperCPU64 w/SuperRAMCard (0-16 MB) \$259 - 319.00

+ OTHER ITEMS TOO NUMEROUS TO LIST.

C-1 coming soon, & RETRO REPLAY (upgrade clone of Action Replay see www.geocities.com/cm-easy)

C=VGA adaptor

Still a prototype, but you can preorder it. Fully Commodore compatible, simply plug into the video/RGB outputs on your Commodore and plug directly into a VGA monitor. The C=VGA will work in c64/40 column mode, c128/40 column mode & c128/80 column mode. All colors will be supported <http://www.btinternet.com/~commodorescene/vga.html> commodorescene@btopenworld.com

INTERNET / BBS / MAGAZINES

INTERNET ACCESS- Access the Internet on your Commodore by signing up with our Australian friends, Rod and Gaelyne Gasson. In the U.S., current annual signup fee is about \$30. Sign up with a company that caters to Commodore users. Contact Videocam Services, 90 Hilliers Road, Reynella, SA 5161, Australia. See info. at: <http://cbm.videocam.net.au>

THE VILLAGE GREEN- a 24/7 BBS; now a regional member of ComLink Hub; system is: Centipede BBS run on a C128D w/JD, SCPU w/16MB, CMD 1 gig HD, FD2000, SwiftLink, and Zoom 28.8 modem. Requirements: CG in 40 or 80col; ASCII in 40 or 80 col, ANSI. 300-28.8K baud. General Info: Support BBS for members of the A.C.U.G CBM Reg. #447 and Players of Dice Role Playing Games, as well as C= Role Playing Games. Over 67 online games; general and specific message bases; over 2,000 files, including GEOS-related ones, plus a few in .D64 format for the emulator crowd. Email service; friendly and ready-to-help SysOp. Phone 503-325-2905.

AMIGA/COMMODORE USER GROUP #447

Monthly newsletter and C64 disk; accepts out-of-area membership and emulator users. Chencellor and editor is David Mohr, 623 29th St., Astoria, OR 97103-2803; email to: lordonin@videocam.net.au

COMMODORE SCENE UK's only paper magazine. and importing service for C64/128. It's a topnotch publication by Allan Bairstow; includes 5.25" disk. Commodore Scene,14 Glamis Close, Leeds, West Yorkshire, LS25 2NQ, United Kingdom. Cost in U.S. is \$22 w/disk or \$19 w/o coverdisk.

U.C.U.G.A.-United Commodore User Group Assn.: publishes **Commodore Digest**, an excellent publication with leading edge slant. You'll read about Commodore One here first. This is Dale Sidebottom's and Rolf Miller's work. Cost is \$15/individual or \$25/group. Subscriptions handled by Rolf Miller, 492 Anacapa St., Ventura, CA 93001.

MCCC News--Melbourne Commodore Computer Club; great monthly disk & newsletter with regular columns, great hardware tips; \$30/year; MCCC News, P.O.Box 177, Box Hill, Victoria, Australia, 3128