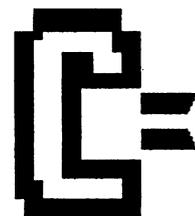
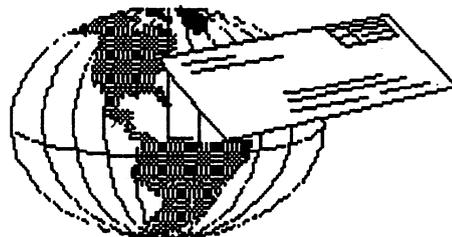


COMMODORE MAILINK

NEWSLETTER OF
MEETING 64/128 USERS
THROUGH THE MAIL



MEETING NEWS September, 2004

After editing last month's newsletter, and at the same time dealing with a truculent printer (it needs to be put out of its misery), it is a relief to have to print out "only" four pages for September. Funny how we take our systems for granted until some seemingly little problem arises, that often evolves into a major breakdown.

This month's issue brings you a picture of yet another officer who is brave enough to have his picture grace these pages. We thank Brian Vaughan for sending his picture, and Richard Savoy for printing it. We are hoping to entice more officers into forwarding their "mug shots" for future issues.

We were saddened to learn of the death of long-time member **William (Bill) Kennedy**. Bill and I had been off-and-on discussing the joys of programming in BASIC for the Commodore, which was only one of Bill's programming accomplishments. Besides the obituary inside this issue, an article in the July 2002 CML (pp. 6-8) chronicles William's very interesting professional career, before his 1987 retirement.

Another piece of bad news comes from our former President, **Tom Adams**, who told us on July 14, "*I have some not so good news. My Mom and I were going down a major road in Maryland next to a shopping mall. A large truck pulled in front of me and stopped. I did not have a chance to hit the brake and crashed into the truck at 35-40 miles an hour. Both my Mom and me had to be cut out of the car and were flown by helicopter to a trauma center in Washington. We were kept over night and released to our local hospital the next day. Mom has most of her ribs cracked as well as her sternum. My back was already messed up and this just made a bad situation even worse. We are both home and just about house bound. My car was demolished. I have not replaced it as I am unable to drive at this point. There is no feeling in either of my legs so even walking is bad. But the good news is that at my Mom's age of 86 and mine at 64, we are both alive and trying to get better.*" Somehow I think Tom would not mind receiving a card now and then to help cheer him up!

We have a new member to welcome. He is **Ken Clayton, Jr.**, P.O. Box 414751, Kansas City, MO, 64141, U.S.A. Ken is retired, and is interested in political and military affairs. He owns a 64 C, with a 1541 drive, Magnavox monitor, Datasette, and uses Okidata 120, MPS 803, and Okimate 20 printers. Ken's special computer interests include foreign language programming. Let's everyone welcome Ken into our little Commodore family!

And after wrestling with geoPublish and using it for several years in near total ignorance, I finally have read the portions of this Tutorial that have been published so far in these newsletters. It is definitely helpful and I urge geoPublish users who tend to merely skim software manuals, including geoPublish, to read through Bruce Thomas' Tutorial. OK, time to dig into the September CML. -Linda Tanner, President

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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 no less than 3/4 " on each right and left margins. Text, regardless of which font, should, with rare exception, be 12 point or larger. The number of different fonts on a page is not written in stone, but no more than two is a good rule of thumb, or three if you include footers and/or headers.

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 130 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 and 6 of this newsletter were created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoWrite, geoPublish, Wheels, and PostPrint 3, by editor Linda Tanner. Remaining pages were created with C 128, FD2000, 1571, KX-P2135 Panasonic printer and Illustrator II, by Richard Savoy .

September Editor: Richard Savoy

THE NEXT EDITOR

By: Rob Snyder

Hello, my name is Rob Snyder, and I will be the guest editor for the November 2004 edition of Commodore Mailink. This will be the fourth time I have had the privilege of editing our group newsletter. I have always been thrilled and scared each time I said I would do it and VERY happy once I get my copy of "MY" issue in the mail.

November is the year end issue for the Mailink - don't forget to renew.

With that in mind, I would like to ask all members to send IDEAS for what articles THEY WOULD LIKE TO READ about in 2005-- and beyond. It could be short as "I would like to see an article on using Fun Graphic Machine" or as involved as a whole paragraph (or page?) explaining what the commodore user would like see in the future article. This way the future contributors and editors of the Mailink can keep the newsletter relevant to its members-- and thus keep its membership as numerous as possible. The more members, the more ideas to share.

Of course, those who haven't read of their computer use mentioned in Mailink could put together a short article or tip share with the other members. Your tip could be that piece of information that keeps another member using their commodore. The way you are using your C64 maybe new to another member, even one like me who has been using a commodore (or two) for twenty-two years.

I will be glad to accept your articles to include in our club's publication.

I can accept articles which are dictated, hand-written, typed, datasette, 5-1/4" DD, 3-1/2" DD or HD commodore (including GEOS) disks, and even 3.5" DD or HD DOS format. Please include the name of the file along with the program used to create it (TWS, PB, GW, AppleWorks, MS Word, etc.) This really helps me translating the file into my word processing 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 the file attached in the body of the email.

If you could include your phone number or email address, it would be helpful if I should have any questions. Please have article(s) to be included sent in by the 15th of October to give me time to put the articles in a pleasant-looking format.

My address:

Rob Snyder
11497 COUNTY RD 7-1
DELTA OH 43515

my email:
alden5@wcnet.org

my phone:
419-205-0268 (4-9 p.m. please)

I look forward to an article from you, one of our fellow members, to include in this year-end issue.

FROM THE EDITOR'S DESK

Picture Time is back in this issue on page 7 we have Brian Vaughan and we have more later in the newsletter!

I just want to say here, how good it is that some of our young members are stepping forward like Rob (next editor) and Andrew (May editor) they come up with fresh ideas. Thanks young people. ed.. Richard Savoy

MUTTM TREASURERS REPORT

for January 1, 2004 thru June 30, 2004

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

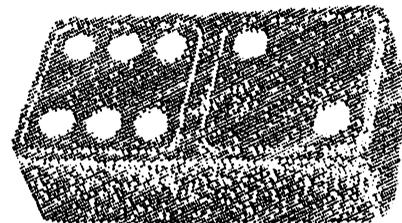
Altho we are nominally only half way thru the member year, from the treasury standpoint, we are about 3/4th the way thru (as I use a November 1 thru October 31 "fiscal year" that corresponds to the ways dues come in much better than the calendar year). Further, we are only receiving a very occasional new member; so activity is quite slow. Therefore, to all intents and purposes, this report will be practically identical to my final report later this year.

I said new members come in SLOWLY; 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 still supporting the Commodore technology - especially for the novice user!

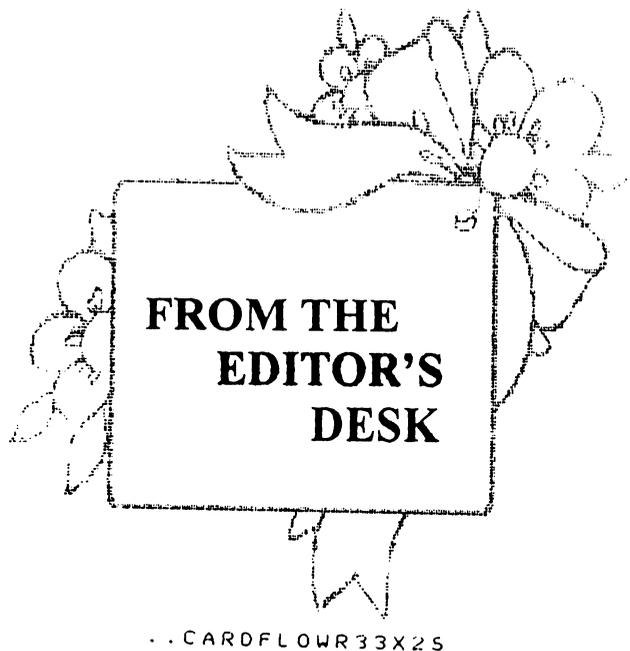
Until next time, here are the numbers:

12/31/03	Balance	\$ 1649.60
	Income - dues	\$ 893.00
	Income - other	\$ 2.63
	Expense - Mailink	\$ 997.11
	Expense - other	\$ 108.34
6/30/04	Balance	\$ 1439.78

Remember, when you send in your DUES, or any other FUNDS, for the treasury, 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
Cheers, Emil...



..DOMINO 22X13



..CARDFLOWER33X25

The above Clipart is one of several you will see in this issue of Commodore Mailink (CML) and had been included as fillers in the July 2004 issue of "CML on Disk". In fact, usually when the Newsletter has been inserted, I utilize the extra space this way. All the clipart is ready to use with The Write Stuff (TWS) word processor **Illustrator II**, which permits the incorporation of graphics in to the text of TWS. The Clipart is available to those members who purchase the extra disk version at a extra charge as listed in the current "YELLOW PAGES" that are enclosed with this issue of CML.

You will see that a name is assigned to each clipart, the files are saved in a compressed form and identified with two periods before the file name (i.e. ..filename)

The activating command of the Illustrator II is a reverse video mo (CONTROL, 2, and type mo) and at this point I hit the "Esc" key and type the exact filename.

Of course, there is a lot more to this subject, but to expedite this demo and article, I used TWS-128 with Illustrator II and two FD-2000 drives and a Panasonic KX-P2135 Printer, with Illustrator II in drive 8 and clipart in drive 9.
-ed Richard Savoy

BASICALLY SPEAKING

(by Linda Tanner)

Beginning programmers who have not worked with sprites yet will have your chance this month, and if all goes as planned, in several future CML issues. A sprite is a little character that you, the user, can define (don't worry--it's easy), and place on the 40-column screen. Each sprite encompasses 504 dots or pixels, each of which may be set "on" or "off". Envision a small "picture" you want to hang on your screen, and that picture is 24 dots across and 21 dots down (or up). Said another way, your picture is three bytes across (8 bits per byte), in each row, with a total of 21 rows.

A sprite is "created" by telling the computer the state of each of those 504 pixels that defines each sprite. But before you can tell the computer anything about your sprite, you must pencil in on graph paper an area encompassing 24 cells across by 21 cells down. Inside this 24 X 21 area you actually draw whatever picture or text you want. In this program I have created 8 sprites--sprites 0 through 7, which I first drew on paper just as described above. After you draw your sprite, you will assign a numeric value to each of the 504 cells. How do we assign numeric values? Those cells that are blank each have a value of zero. Those that have pencil marks in them will each have a value between 1 and 128, depending on where it lies, within any given byte. The "on" values for the 8 bits in each byte, from bit seven through bit zero are, in order: 128, 64,32,16,8,4,2, and 1. The "sprite data" that you give the computer is not these numeric values for each cell. Rather, it is the value of the bytes that the bits comprise. In other words, we are simply summing the values for bits zero through seven within a given byte, to arrive at that byte's value.

To the right is a sample 24 X 21 cell grid representing sprite three in our program on page six. In the first column on the left is a row-by-row listing of three bytes of data per row. These bytes constitute our "sprite #3 data" which can be found in statements 68,70 and 72.

After we have created our sprite on paper we still need to tell our computer certain information. We need to specify colors for our sprite(s). We may give a sprite one color, or it can have up to four colors in multi-color mode. We must "set" our sprite pointer(s) (a sprite pointer "points" to where your sprite definition, or sprite data block, resides in memory), which means we must poke a number between 0 and 255 into each sprite pointer, depending on where in the 16K video bank you want to place the sprite data.

Also we must turn our sprite "on" before it can be seen on the screen. And finally we must position our sprite(s) using X and Y screen co-ordinates, and only after it is positioned can it be moved and manipulated, including expanded vertically, horizontally, or both..

Our sprite-making lesson will be continued in November. In the meantime, [C64 Programmer's Reference Guide](#) is a good source on sprite-making.--L. Tanner

Sprite #3 data below:	8 bits comprise 1 byte								8 bits comprise 1 byte								8 bits comprise 1 byte							
	128	64	32	16	8	4	2	1	128	64	32	16	8	4	2	1	128	64	32	16	8	4	2	1
244,189,239	[Sprite 3: S L F H]																							
132,165,9	[Sprite 4: S L F H]																							
244,189,239	[Sprite 5: S L F H]																							
20,161,10	[Sprite 6: S L F H]																							
247,161,233	[Sprite 7: S L F H]																							
0,0,0	[Sprite 8: S L F H]																							
7,189,32	[Sprite 9: S L F H]																							
4,37,32	[Sprite 10: S L F H]																							
4,61,32	[Sprite 11: S L F H]																							
4,33,32	[Sprite 12: S L F H]																							
7,161,224	[Sprite 13: S L F H]																							
0,0,0	[Sprite 14: S L F H]																							
0,0,0	[Sprite 15: S L F H]																							
0,0,0	[Sprite 16: S L F H]																							
0,0,0	[Sprite 17: S L F H]																							
0,0,0	[Sprite 18: S L F H]																							
0,0,0	[Sprite 19: S L F H]																							
0,0,0	[Sprite 20: S L F H]																							
0,0,0	[Sprite 21: S L F H]																							
0,0,0	[Sprite 22: S L F H]																							
0,0,0	[Sprite 23: S L F H]																							
0,0,0	[Sprite 24: S L F H]																							

"SPRITE SAMPLER1"

(for the C64 without SCPU or with SCPU TURBO speed disabled)

```
6 SS=53248:Z=54296:Y=53265:SI=12288:E=
8 POKEY,PEEK(Y)AND 239:PRINTCHR$(147):POKE53280,0:POKE53281,0
10 A=2040:FORB=192TO199:POKEA,B:A=A+1:NEXTB:FORI=.TO62:READQ:POKESI+I,Q:NEXT
13 SI=SI+128:FORA=2TO6:FORI=.TO62:READQ:POKESI+I,Q:NEXT:SI=SI+64:NEXT:SI=SI-384
15 FORI=.TO62:READQ:POKESI+I,Q:NEXT:SI=SI+384:FORI=.TO62:READQ:POKESI+I,Q:NEXT
19 POKESS+39,8
20 POKESS+40,11:POKESS+41,4:POKESS+42,5:POKESS+43,6:POKESS+44,7:POKESS+45,15
23 POKESS+46,9:POKESS+21,255:POKESS+29,255:POKESS+23,255:POKESS,24:POKESS+6,255
24 POKESS+8,24:A=146:POKESS+2,A+48:POKESS+4,A:POKESS+10,A:POKESS+12,A
26 POKESS+14,255:A=50:POKESS+1,A:POKESS+5,A:POKESS+7,A:POKESS+3,135
27 A=208:POKESS+9,A:POKESS+11,A:POKESS+15,A:POKESS+13,135:POKEY,PEEK(Y)OR 16
30 FORAA=194TO231:POKESS+2,AA:NEXT:GOSUB42:POKESS+39,XX:GOSUB42:POKESS+40,XX
31 GOSUB42:POKESS+41,XX:GOSUB42:POKESS+42,XX:GOSUB42:POKESS+43,XX:GOSUB42
32 POKESS+44,XX:GOSUB42:POKESS+45,XX:GOSUB42:POKESS+46,XX
36 FORAA=231TO194STEP-1:POKESS+2,AA:NEXT
40 GOTO30
42 XX=INT(RND(0)*16):IFXX=.THEN42
43 RETURN:REM C64 "SPRITE SAMPLER1" (TURN SCPU SPEED TO STOCK) BY LINDA TANNER
50 DATA0,254,0,1,255,0,3,129,159,3,128,31,3,128,0,3,128,31,3,129,159,1,255,0
51 DATA0,254,0,0,0,0,244,209,223,148,209,1,148,209,2,148,209,2,228,209,2
52 DATA164,209,196,148,209,4,148,209,8,148,209,8,148,209,16,147,93,223
62 DATA0,0,112,0,0,64,0,1,191,0,2,129,0,4,34,0,4,100,0,18,16,24,9,16,24,4,160
64 DATA0,226,64,2,93,0,1,39,128,4,144,0,2,72,0,129,36,0,64,144,0,32,64,0
66 DATA19,192,0,10,0,0,6,0,0,2,0,0
68 DATA244,189,239,132,165,9,244,189,239,20,161,10,247,161,233,0,0,0,7,189,32
70 DATA4,37,32,4,61,32,4,33,32,7,161,224,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
72 DATA0,0,0,0,0,0,0,0,0,0,0
82 DATA0,0,0,0,0,15,0,0,8,0,0,143,0,0,129,0,0,143,0,0,128,0,6,128,0,4,240
84 DATA0,6,0,0,52,0,0,38,0,2,176,0,2,160,0,3,176,0,139,128,0,138,128,0
86 DATA138,128,0,168,0,0,216,0,0,136,0,0
90 DATA0,0,0,0,0,0,31,248,16,31,248,48,24,0,80,24,0,16,24,0,16,24,0,16,24,0,16
92 DATA24,0,16,24,0,16,24,0,16,24,0,16,24,0,16,24,0,16,24,0,16,31,248,16
94 DATA31,248,56,0,0,0,0,0,0,0,0
96 DATA18,149,65,170,152,130,138,212,132,0,0,8,137,80,16,170,160,160
97 DATA171,162,64,218,161,160,0,13,0,0,34,64,0,111,0,0,41,0,0,144,0,0,126,0
98 DATA1,68,0,0,144,0,3,192,0,2,0,0,4,0,0,8,0,0,16,0,0
100 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
101 DATA174,161,59,170,162,170,74,163,179,74,162,170,78,226,171,0,0,0,16,21,187
102 DATA32,21,42,64,29,179,255,149,42,32,21,171,16,0,0,8,0,0
104 DATA138,2,0,168,2,15,170,238,226,218,170,164,218,174,239,0,0,0,0,92,0
105 DATA0,16,0,0,92,0,0,68,2,0,92,4,0,0,8,228,238,224,170,136,128
106 DATA238,238,224,138,34,128,138,238,224,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
```

Note: the "thrill is gone" if you run this program with SuperCPU TURBO-speed enabled, as you won't be able to discern the color changes or sprite movement properly. In other words, running this with SCPU's speed set to "TURBO" is sort of like watching a favorite videotape on fast forward. :-D --Linda Tanner

PICTURE TIME-BRIAN VAUGHAN



"Although I had to get a PC for full Web access, I will never give up my Commodore system which I started in 1983 and now occupies half of my den. I continue to use it every week to update my many databases and for word processing--tasks that are completed and printed far more quickly than could be done on the PC."
Brian Vaughan

LONG TIME VOLUNTEER

I don't know the exact date Brian Vaughan joined the group, but he has been a volunteer almost from the beginning of the first newsletter in September 1987. Kirby Herazy was the founder and first president of "**Meeting 64/128 Users Thru the Mail**" Jean Nance took over and was the editor of the newsletter, the group was growing fast and they would get volunteers, but some didn't last long.

May 1988 issue had a new volunteer, and Jean was "very grateful" he would maintain the group mailing list, provide the labels for the Commodore Mail Link, and make the membership list in alphabetical order. Brian has maintained the Bios data base, making corrections, adding and removing data, denoted members as "Friendly Correspondences" and supplies Bio's master pages for issues of the CML twice a year. **Good job Brian and Thank-you from all of us.**
ed-Richard Savoy

QUESTIONS & ANSWERS DESK

By: Rolf Miller, Q & A editor

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.

STORING TWO NUMBERS IN ONE

Q. Rolf Miller's biographical sketch in the July '04 MaiLink spoke of using the 64 for statistical analysis. Are particulars available?

A. The analytic methodology is proprietary, but generally revolves around "reading" chart patterns. The computer, of course, can be made to display charts and identify aspects thereof. For example consider the following data:
6,8,5,6,7,6,2,4,6,9,6,3,1,3. A little study sees the values oscillating up and down, the tops being 8,7,9 and the bottoms being 5,2,1. Using the computer to recognize such points, along with other elements, is rather straightforward. On the other hand, successful computerization of those nuances and subtleties the interpretative process involves is still waiting on a yet to be achieved level of artificial intelligence.

As the biographical sketch mentioned, the initial effort in this endeavor focused on managing the data to accommodate the analysis. The statistics needed massaging prior to interpretation. The sheer volume of numbers challenged the memory capacity available at that time.

The solution devised is sort of unorthodox. It came about as a result of the data consisting of whole numbers which rarely exceeded 15, a natural consequence of the statistical scheme used. This opened the door to slashing memory utilization in half!

Please turn to page 9 to continue

THE OLD IS (often) BETTER

By: Rolf L. Miller

Considering the printer difficulties Linda recounted in the July MaiLink, including her "for now" solution bringing to mind "fanfold paper," the issue's arrival just as the old daisywheel finished printing a four-page document on fanfold paper seemed sort of ironic.

Along with fanfold paper as an item becoming things remembered are ribbons. They come to mind when former users go to pay for those cartridges required by their ink-jet and laser printers. Of course, ribbon printing can hardly achieve the colored results of today's printers, and GEOS users who utilize PostPrint would never think to go back. But when it comes to plain text printing, the older printing systems have their advantages, just as the Commodore is better in so many ways.

Consider, for example, the fellow who decided to act on his own behalf in a court matter -- his second mistake. He waited to prepare the required written response until the day before the scheduled 8:30 A.M. hearing -- his third mistake. It took longer to compose the material than he figured, naturally, which delayed till after midnight trying to print the necessary three copies of the multipage document (ink-jets and lasers don't do carbon copies).

Now it is a known fact that procrastination tempts Murphy's Law. Waiting until the stores are closed is an open invitation. And three blunders make it certain: the "buy paper" note written on the calendar disappeared with the changing of the month -- his first mistake.

Rummaging around found a partial ream left over from his ribbon printer days. Needless to say, his ink-jet didn't like it. Neither did the judge!

There is no suggestion here that he would have prevailed had he used a ribbon printer. Successful printing does not a case make. But it would have been heard.

Impact printers are not as finicky about the paper given them as are ink-jets and lasers. And like daisywheels, most of the later model dot-matrix printers came with roller platens. This expanded the kind of paper which they could use beyond the pin-fed variety.

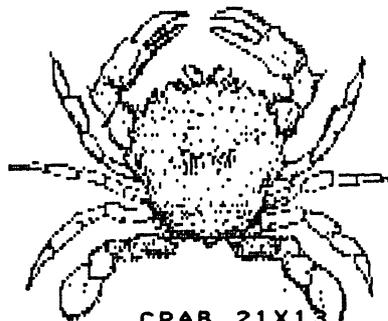
Of course, the characteristics of paper affect the results of any printer, but ribbon printing allows a wider range in grade because of the nature of transferring ink to paper by impact. Text produced by the better Near Letter Quality dot-matrix printers is mostly indistinguishable from that produced by ink-jets, and daisywheel quality, especially when used with carbon-film ribbon, remains unsurpassed.///



..CANDLE 6X12



..CLOVER PIP11X7



..CRAB 21X13



..CLOWN 16X16

Q & A Continued from page 7:

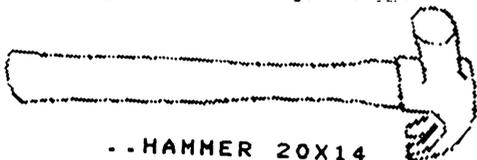
As those familiar with programming know, the largest value which can be stored in an 8-bit byte is 255. In binary it is seen as 11111111 which is the corresponding bit pattern. The lower 4 bits of a byte constitute the low nibble, 1111=15 in this case, and the upper 4 the high nibble, 11110000=240 in this instance, which happens to be 16 times 15. So, two values can be represented in one byte as long as neither exceed 15. Simply multiply the first by 16 and add the second to the results ($15*16+15=255$). To extract the first, integer divide the total by 16 (integer division gives only whole numbers). Then to get the second, multiply the first by 16 and subtract the result from the total.

Integer variables are represented by the % sign. So, assuming $V1\%=9$ and $V2\%=6$, to combine them into a single value, $V\%=V1\%*16+V2\%$ (results in $V\%=150$). To extract the two, $V1\%=V\%/16$; $V2\%=V\%-V1\%*16$.

COPYING POCKET PLANNER II

Q. Is there a way to copy Pocket Planner 2 from 5.25 to either 3.5 or CMD HD format? I have tried off and on for some years with Maverick and some other copiers to get it onto my HD, FD2000 or FD4000 with no luck.

A. The sole method seen reported success only with the C64 version. The procedure loads the program with a Super Snapshot V5 cartridge plugged in, sets all program options such as printer, file type to save, etc. as desired, then takes a snapshot (captures) the program and saves it as a single file to disk. Results over 200 blocks must then be compressed by running the "Supercrunch" program from the Action Replay cartridge disk. This file can be copied. (It is not known whether other "freezer" type cartridges or "crunch" applications will produce success.)



--HAMMER 20X14

There is an interesting aside to this. While some argue that Commodore software falls under exceptions for "obsolete formats" (a dubious position), this "capture to copy" procedure is currently being challenged in the courts as illegal under the Digital Millennium Copyright Act (DMCA), which forbids circumventing copy-protection. And, by the way, DMCA made programs which "crack" copy-protection, like Maverick, Fast Hack'em, etc., illegal, even though copyright law, which DMCA did not replace, allows for making backup copies of legally possessed software. This apparent contradiction is also awaiting sorting out by the courts.

Q & A Email to: rolfmiller@aol.com

THE BEST of BOTH POSSIBLE WORLDS By: Kenneth Barsky

It has been over 12 years since Commodore went under; yet all of us who belong to MCUBM still cling to our beloved Commodores. I still get Commodore Stuff from 3 sources -Mailink, LOADSTAR and Chris Ryan's Commodore Gazette, I have written many programs, which I had published, on these publications

I am very proud of my collection of SID music. I have sorted them by Artist and/or composers. Some pieces I have transcribed myself from sheet music using Stereo Editor. I have a complete collection of all 231 issues of LOADSTAR, most of Compute!'s .Gazette, Ahoy!, RUN magazines and disks. No I never got to learning how to and using GEOS or using a midi.

Yet a Commodore has its limitations. I used to get on line and could only get straight text information and download Commodore files. Commodore parts such as monitors and power packs are hard to find. My Commodore equipment is temperamental.

Continue on Page 10

A Commodore 64 is 64,000 bytes; a 128 128,000 bytes; with REU 512,000. My Dell Dimension has 18,600,000,000 bytes. There is no comparing the Internet, graphic and sound capacities.

So what is one to do? Must we abandon all our Commodore stuff? Not necessarily! With a Commodore emulation program you can have the best of both possible worlds. You can run most of you Commodore stuff on the PC. Some even better: You can listen to stereo SID music without a cartridge or chip. You can speed up or slow down your programs. Eliminate the border and have your program fill up the screen. If your PC has a CD burner you save Commodore programs to CD disk.

On the PC Commodore disks are simulated as disk images files with a .d81 suffix on simulated disk drives.

What you need:

1. A program that emulates the Commodore and can read .d81 images.

I understand that there are many emulation programs out there The emulation program that I use is WinVICE 1.14 available on line from VICE at <http://www.viceteam.com/org/> on line. It is the latest version.

An earlier version VICE 1.10, is available on line from Dave Moorman at LOADSTAR: <http://www.eloadstar.com/pctower/freedls.html>

A mention: with WinVICE in my system I get my LOADSTARs as .D81 files on line.

Another source you might try is LOADSTAR COMPLETE by Fender Tucker. as described in Mailink May 2003. It has VICE1.9, Loadstar issues 1-99 and much, much more. It cost \$30 and is available from Fender Tucker at fender-tucker@sport.rr.com by phone at 318-868-8727

or by mail at 443 Gladstone Blvd. Shreveport, LA 71104. By itself that might be plenty; and even allow you to get issues of Loadstar by email. With Fender's CD you can use VICE right away...he has instructions included.

But if you want to transfer 1581 disks (such as Mailink on Disk, for example), to the PC you need:

2. A program that converts 1581 disks (which I use) to .D81 disks and visa-versa.

I use 64c1581c which is a combination of 64copy and 1581 and is available from Dave Moorman on line at this address: <http://revdave6.dyndns.info/c64/copy64.html>

There is more I need to discuss. Some options and settings that need to be implemented prior to use and the location of Commodore Keys on the PC. But that's enough for now.

Download these files first.

I will get to these matters in my next article.



..CUBSCOUTS40X37

GEOPUBLISH TUTORIAL PART 6

Document Conversions

By: Bruce Thomas

"GeoWrite sucks."

I've heard the preceding comment before from quite a few people. Once upon a time I felt that way as well and settled on Busy Bee Software's The Write Stuff (aka BB Writer or TWS) as my Word Processor of choice. All of the things that geoWrite sucks at TWS makes easy.

GeoWrite is a Graphical-based program so text entry is painfully slow (especially on a stock C-64 and you really notice it if you try to insert some text at the start of a long article). TWS is a text-based program so text entry is fast. You have to load GeoSpell to check your typing and get a word count. TWS has integrated word counting ability and a lightning fast Spell-Checker. GeoWrite does not have macro ability. TWS has user customizable macros and comes with existing macros to make typing easier.

Of course, the shortcomings of geoWrite are overcome with some smart use of the program and some hardware and software products. By setting your margins in to one screen width you could avoid the side to side screen scrolling and type fairly quickly. If you use the default BSW font you are not hampered by a lot of graphical activity redrawing fonts. There are numerous Word Count utilities including some Desk Accessory versions that let you check your word count as you type (my favorite is the DA Word-Count 2.0 by Michael Myers). Once I got a 4 MHz Schnedler TurboMaster Accelerator I had a hard time typing faster than what geoWrite could keep up with. With the 20 MHz SCPU I rarely bother moving my margins in and always use the font I want rather than having to change it later.

Unbeatable Format

But, the one thing that geoWrite has going for it that no other Word Processor can touch is a format ready-made for importing into geoPublish. To ensure that geoPublish could satisfy the needs of as many users as possible Berkeley Softworks planned ahead and created the Text Grabber to make it easy to import text from numerous Word Processor programs. Not only did this mean that people could use their favorite program but it meant that publishers could accept contributions from non-GEOS users and easily include these articles in their geoPublish projects.

The reason this subject has come up this time is that I have been using geoWrite to write some of the articles in this series. Since I want to use geoPublish on my 128D with the 20 MHz SCPU to make it easier to document procedures I have been relegated to using geoWrite on my 64-C at 1 MHz. Uggghh!

Due to the very slow performance at 1 MHz (I have been spoiled for the last 11 years with different accelerators) I have again resorted to using other Word Processors to write some of these articles. It occurred to me that many of you will do the same when it comes time to create your own gP Masterpieces.

Sprechen Sie Deutsche?

No. I don't speak German either but at one time I had a need to translate some German (geoDOS Dox) into English. I needed a way to handle the translation. Since all files imported into geoPublish have to be in geoWrite format how do we go about translating one format to the other?

As mentioned, the BSW Text Grabber program allows easy import of files created by EasyScript, PaperClip, SpeedScript and WordWriter plus it has 3 Generic Import Forms. To import files created by BB Writer you would use the "Generic 1 Form".

Continued on Page 12

Continued from Page 11

To make this easier to remember I renamed a copy of Generic 1 to "TWS Form".

In addition to the Text Grabber a number of people created other programs to import files into geoWrite format. Red Storm (aka Joe Buckley) created numerous versions of WrongIsWrite7 (WIW) which will import ASCII files as well as converting between versions of geoWrite.

Markus Kanet wrote geoDOS and it excels at file conversions. You can convert C= and PC text (ASCII) files into geoWrite format and set the font, margins and tabs at the same time. Maurice Randall warns that geoDOS affects certain areas that geoWrite uses and suggests re-booting Wheels after using geoDOS.

One other program that is very handy to have when you are working with multiple geoWrite files and converting between different formats is Toolkit (or Toolkit.80 for GEOS 128 users) by Rick Krantz. This little gem lets you change fonts and margin settings on entire documents very easily. I keep Text Scraps of regular margin settings I use in an Album to make it even easier to get just what I want.

If you don't have geoWrite 2.1 (you should pick up a copy of GEOS V2.0 right away) you also need to be careful to use copies of your geoWrite files when working on a geoPublish project. GeoPublish converts all geoWrite files into geoWrite V2.1 format so you won't be able to read them with previous versions of geoWrite. This will mean using a program like WrongIsWrite to convert the geoWrite file back if you want to edit it outside of geoPublish

There are plenty of other top-notch geoWrite utilities but we have seen enough so far to help us in creating the best geoPublish projects we can. Next time we will import more of our articles and look at other ways to fit our files into geoPublish.

Until then, enGEOy your Commodore! Bruce

FUTURE OF GeoPublish ARTICLES!

We have had the good fortune of having seven articles since July 2003 including the one in this issue, published in the Commodore Mailink (CML), Lucky us. The man behind the scenes is our own member Bruce Thomas, of Canada. When Linda Tanner started the Introduction article last year it looked like we would have just a few articles for the series. Bruce has been a busy fellow adding more and more articles as the months have gone by until we now have enough for another year, at least. So, we are a lucky group to have Bruce quietly working in the back ground for our interest.

Richard Savoy, Editor this issue.

ONE TIME ONLY BONANZA SALE

We have accumulated over the last four years from over-runs, and extra printings a few extra Commodore Mailink newsletters, so "Meeting 64/128 Users Though The Mail", will be selling issues from 2000 to 2004 inclusive. It had come to our attention that maybe some of the newer members would like to obtain some these issues. This is a one time offer for members only. We are asking \$1.25 per issue or for a complete years six issues \$7.50.

Checks are to be made to our treasurer Emil Volcheck But mail with your order to our Mailer:

Richard Savoy
250 West Street Apt. 9
Ware MA 01082-9783

Email: RSavoy5578@aol.com
All prices include postage, which is being paid by the Mailer as a donation to the club treasury.

ADDING NEW KEYWORDS TO BASIC 7.0

BY: Keith Snyder

I recently wrote a small extension for BASIC 7.0 that adds 2 new keywords; PUT and LOOK. In order to demonstrate the use of these new keywords and provide a little info on what they can be used for I decided to write a little article on the subject. I hope this is helpful.

First we should have a little overview of how the VDC memory is laid out. Locations 0-1999 are normally screen memory. Location 0 is the upper left corner and 1999 is the lower right corner.

Locations 2048-4047 (yes there is a gap between the screen and color memory) are ATTRIBUTE MEMORY. This area controls the color of the characters on the screen, but also handles other features I'll cover.

Locations 8192-16383 are the character definitions for the screen (i.e. the alphanumeric/graphic characters that appear when you type)

Let's try out the new keywords. Load the extension and RUN it. Clear the screen, cursor down a few lines then type;
PUT0,90 and press return.

A diamond should appear at the top of the screen; if the extension is not loaded, of course you will get a SYNTAX ERROR.

type PUT2048,X where X is a number from 0-15. PUT will accept values from 0-255, but numbers higher than 15 will cause different effects. For example PUT2048+(16+X), where X is a number in the range 0-15, will cause the character to FLASH with the color specified. PUT2048+(32+X) will cause the character to be UNDERLINED. PUT2048+(64+X) will reverse the character. PUT2048+(128+X) will give you lowercase/uppercase characters. Higher numbers will combine these effects. For example PUT2048+5+16+64 will give you a flashing reversed character. The reason for this is each bit of an ATTRIBUTE location controls a different function. these are:

1=intensity

2=BLUE

4=GREEN

8=RED (mixing these first 4 bits gives you values of 0-15)

16=FLASH (0=normal, 1=FLASH)

32=UNDERLINE (0=normal, 1=UNDERLINE)

64=REVERSE (0=NORMAL, 1=REVERSE)

128=CHARACTER SET (0=UPPERCASE/GRAPHIC, 1=LOWERCASE/UPPERCASE)

Unlike the 40 column screen, the 80 column screen can display both sets on the screen at once, so you can mix lowercase, uppercase and graphics on the same screen.

ATTRIBUTE colors are different from the colors on the 40 column screen.

0=black

1= dark gray

2=dark blue

3=light blue

4=dark green

5=light green

The program listed here and continued on Page 14 will be on the "CML on Disk" version. See "C= Yellow Pages" how to obtain.

Continued on page 14

- 6=dark cyan
- 7=light cyan
- 8=dark red
- 9=light red
- 10=dark purple
- 11=light purple
- 12=dark yellow
- 13=light yellow
- 14=light gray
- 15=white

Characters for the 80 column screen are in the VDC RAM memory, which means you can create custom characters without any special setup. The only thing to remember is that all characters are 16 bytes long, instead of 8 like the characters in 40 columns. The first 8 bytes contain the shape data, the second 8 are usually set to zero.

So;

```
100FORI=8192TO8192+15:READDA,PUTI,DA:NEXT:DATA255,255,255,255,255,255,255,255,0,0,0,0,0,0,0,0
```

will replace the "@" character with a solid block.

The second new keyword is LOOK. This acts just like PEEK except it only reads VDC memory. It can be used any way PEEK can be used, i.e. PRINTLOOK(0) or A=LOOK(0) or A=LOOK(X)

There is a lot more to learn about the VDC of course, but this should get you started. Have fun!



NEW MEMBERS

Lets welcome two more new members beside Ken Clayton Jr. who's BIOS are in "Meeting News on page one of this issue. Welcome Barbara Douglas and Nigel Parker, their BIOS are in the complete "BIOS List" with this newsletter.

WE GOOFED

I guess the better way to put it would to say we the management overlooked mentioning in the July issue, that former member 2003 John Ames, had renewed. What's the big deal, you say?

It could be if John was having a problem with his computer and looking for help, or for a discount from one the "Yellow Pages" Advertiser.

OBITUARY

Mrs. Grace Kennedy, wrote to me in early July that, William (Bill) Kennedy had passed way on May 22nd. Bill was 81 and leaves his wife and two daughter and grand children.

Alumni of Birmingham-Southern class of 1944, worked for American Cast Iron Pipe Company for 47 years. He was a member of MUTTM for more than eleven years.

I was told "He always enjoyed his Commodore Mailink newsletter ed-Richard Savoy

**THE WRITE STUFF
WORD PROCESSOR
COLUMN BY: RICHARD SAVOY**

ARTICLE NO. 8

I'm sure you will see the improved text in this article and future issues, I really wasn't happy with how the text came out in the past and finally made a printer change.

Sh-K Dvorak Keyboard

The inventor of the typewriter had a problem. If you typed too fast, the keys would jam. Answer? QWERTY--a deliberately inefficient arrangement of the keyboard designed to slow the typist down. Tap CTRL then SHIFT-K for Dvorak; tap CTRL then QWERTY SHIFT-V to restore QWERTY.

QWERTY:

```
Q W E R T Y u i o p @
a s d f g h j k l ;
z x c v b n m , . /
```

Dvorak:

```
', . , p y f g c r l /
a o e u i d h t n s -
; q j k x b m w v z
```

e,Sh-E Editing

Instead of using the menu to eat, restore, or clear text, you can press the e, r, or CLR/HOME keys. You can press w, s, p for word, sentence, paragraph (or F1, F3, F5).

When you eat text using the menu, the "stomach" is always emptied first. In command mode you can press SHIFT-E to eat text and add it to whatever is already in the stomach. This allows you to move around, eat text here and there, and combine it into a single block before spitting it back out.

? Encryption

You've just written a long letter to that special someone, pouring your heart out--confessing all. You want to save a copy but you don't want anyone in a million years to ever read it. Answer? Think of a word or phrase that you will never in a million years forget, but that no one will ever guess. Tap CTRL, press "?" and enter your secret code. The text in memory will be turned to garbage! Now SAVE a copy.

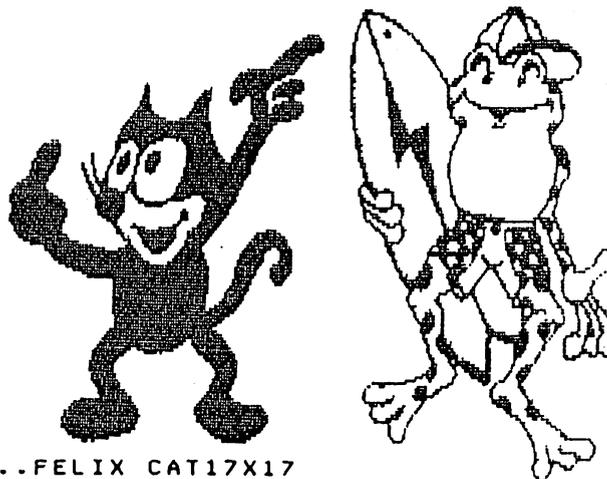
To ungarbage the file, repeat the process using exactly the same secret code word or phrase.

1.2 RVS Format Commands

Some embedded format commands are only one character long. Tap the CTRL key, press the 1 key, then the character to enter a single format command. In command mode, press 1 and then SHIFT back arrow to enter an escape code
[E = CHR\$(27)].

All other format commands consist of two letters followed by a number (0-255). To enter, tap CTRL and press key 2. For clarity, commands may be separated by a colon. To terminate input and exit to edit mode, press RETURN, back arrow, or the semicolon key.

As a rule, place commands on a separate line near the beginning of your text except for bold-face, underlining, or similar commands.
Till the next time, Richard



..FELIX CAT17X17

..FROG 15X19

PICTURE TIME - SNYDER FAMILY



Snyder family: Rob(39), Annette(35), Mark(one), Jacob(6), Helena(10), and Catherine(3) just after a swim this summer.

Above a photo, Dick Estel took of my family and I in front of our house this past July. I thought a family photo maybe more interesting than just one of me. I hope the order of the caption is right. **Rob**

BUY - SELL - TRADE

THE CINCINNATI COMMODORE COMPUTER CLUB HAS 1000'S OF USED COMMERCIAL ITEMS FOR SALE AT VERY REASONABLE PRICES. THE LISTS INCLUDE SOFTWARE, HARDWARE, ACCESSORIES, BOOKS, MAGAZINES AND MANUALS. BECAUSE OF THE LOW PRICES WE ASK THAT BUYERS PAY POSTAGE. FOR A 5 1/4" DISK OF THE LISTS, SEND A FLOPPY MAILER TO ROGER HOYER, 31 POTOWATOMIE TRAIL, MILFORD, OH 45150. IF YOU'D RATHER RECEIVE THE LISTS BY EMAIL, CONTACT ROGER AT thunderbird@iglou.com. OR THE CLUB AT cbmusers@yahoo.com THIRD ALTERNATIVE IS TO VIEW THEM AND-DOWNLOAD THEM FROM OUR WEB SITE: www.geocities.com/c64-128-amiga.

More Sell from CCCC

THE CLUB ALSO SELLS THE FOLLOWING PRINTER TRACTOR FEED ITEMS:
3.5" X 15/16" ADDRESS LABELS IN PASTEL SHADES OF BLUE, GREEN, PINK AND YELLOW, PLUS WHITE - \$1.00/100.
2.75" X 1 15/16" LABELS FOR 3.5" DISKS - \$1.50/100.
3.5" X 6" POSTCARDS - \$1.50/100.
PRICES INCLUDE POSTAGE.

COMMODORE MAILINK DISK VERSION

By Richard Savoy

Kenneth Barsky sent me a Email after receiving the July "CML on Disk" version that the program StereoplayerV10 locks up. By itself it will not play. Missing were several stereo files, which Ken added back to the program and all played well.

I checked the original disk and sure enough the files were missing on my master disk, so I'm sure the disks mailed in July aren't working correctly on side two. I have no idea what happened, and probably will never know. Solution to the problem is simple, a replacement side two will be in the subscribers packets in the September mailing.

It's not long after a mailing of the disk version, if something is wrong, that I don't hear from Ken Barsky or Al Jackson, which becomes very helpful to me, because although I usually try to check everything, completely their isn't any other in house checker for the programs, although I do have my wife Rachel as my text editor, and she is good.

Honestly, I don't like to receive error messages, but if a error is there it's not going to go away, once it is corrected I feel a great deal better. When I was a young man and was going to become a Self-Employed person for the first time, I couldn't wait to become my own boss! I quickly learned you never do, they just become your customers.

BUY - SELL - TRADE

Commodore 1520 Plotter in original box with manual, plotter cover, 41 rolls of paper, four NEW pen sets and eight disks of public domain programs - all for \$40.00 (includes shipping). Call or email ROger Hoyer at 513/248-0025 or thunderbird@iglou.com.

NEW MIDI SERIES

You may have already read Ken Barsky's article "The Best of Both Possible Worlds" on page 9 &10 and we have the good fortune to know it's continuing in at least a few more issues. Ed.. Richard Savoy

RICHARD'S ARCHIVES

Here is a letter written to Jean Nance on October 3, 1995, from Larry Schafer, who was the president of the Boston Computer Society at the time and a member of our group. I hope you enjoy it like I did.

REPORT FROM BOSTON

I just came back from a business meeting of the Boston Computer Society, where the once mighty organization had trouble even getting a quorum. The Commodore group is also limping along, but we're still holding monthly meetings.

At the last meeting, we had demonstrations of using Geofax and getting on the Internet. Both depend on phone links, and the local C= bulletin board is very popular, but most non-phone users are very quiet. I've been mining old (1987-8 era) copies of Compute Gazette! and finding lots of good information. I'd like to pass some of the programs on to others, but I have no idea what the copyright situation is.

Commodore users here are pretty set in their ways, but many are finding that nobody is able or willing to repair their systems when they break down. Aside from phone links, GeoWorld and Loadstar are still publishing, and I just got a copy of the latest Underground. Thank goodness for The Write Stuff and MaiLink.

Regards Larry Schafer

Larry, his wife, my wife and myself met in Sturbridge, Massachusetts a couple years later for lunch and Larry gave me a lot of his Commodore equipment. Ed.. Richard Savoy

BIO'S PLUS EXTRA

The BIO's containing 16 pages are enclosed with this packet prepared by Brian Vaughan who is the members BIO Editor. A new bio is started at the top of each page, which is the correct way, this time the results left a page and two-thirds free space! Goody gum drops, as Editor this issue, it falls on me to make good use of the space, so if for no other reason **please go to pages 15 and 16 and take a look**. I have some ideas but the pages haven't arrived...
ed...Richard Savoy

EDITOR THIS ISSUE

This is the place I get to tell what I did to make this issue, and how much I like doing it, and all that other great stuff. So here goes.

I have done several newsletters for the group over the past few years and the more I do it the more I like it, the more you do it things get easier. One thing I didn't like was my Panasonic Printer, I couldn't change fonts or size and ink cartridges were hard to find, so made a change in this issue.

Articles from the internet were Saved to a 3.5" Floppy low density 720K formatted disk, and printed using a H/P Desk Jet 940C. Now I still had to get the files to The Write Stuff word processor, for the Disk version!
Now with Big Blue Reader on a Commodore 128 loaded, I transferred the files from a FD-2000 drive 8 to 1571 drive 9. Any files that were in Commodore format I did the reverse to print out with my printer. I hope you all are happy with my new type.

I hope you all enjoyed the Clip art that I pasted where I could to take up space and to interest others to print out and use. I have lots more and will continue using to fill front page space on the disk version of the newsletter

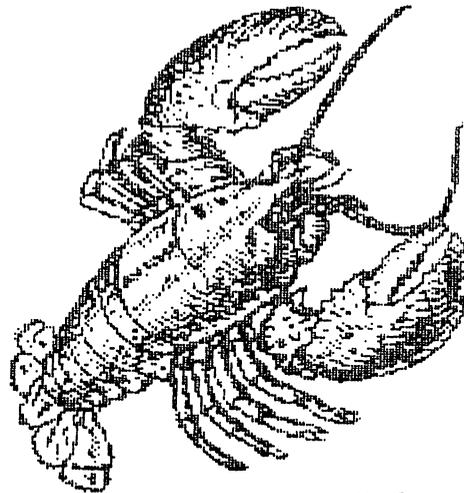
Richard Savoy



..HAMMER 22X7

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..CRAWFISH 28X19

COMMODORE YELLOW PAGES

September 2004

HARDWARE

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<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

Null9 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 1541II/1581/RL v.1 power supply \$25.00

PowerRL CMD FD series/RAMLink v.2 powr 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 - 16 MB) +/- RTC \$208 -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

GEOS 64 and GEOS 128 V2.0 are now available for free downloading. You now have a choice... if you don't need the manual, you can download GEOS along with all the files normally included with it or you can still purchase it at a reduced price of \$25 plus shipping. This price includes the complete manual along with 3 original disks which saves you the trouble of downloading and setting up your disks

+ 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 - A 24/7 BBS; now a regional member of ComLink Hub and North American Official BBS for Scene World Disk magazine; 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 70 online games; general and specific message bases; over 2,700 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.

THE VILLAGE GREEN Monthly newsletter of the Amiga & Commodore Users group CBM Reg #447. Made in Geos/Post Print 3. 12 pages of C= information and 4 for Amiga. Created in booklet format. Local group happens and information. Reviews, reports and Inet news. A.C.U.G. is open to Long Distance members and Emulator members for both C= and/or Amiga. Chancellor and Editor is {Sensei} David O.E. Mohr. 623 29th St. Astoria Oregon 97103 USA. lordonin@videocam.net.au lordonin@sceneworld64.de

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 Steve Grassman
6801 Fenwick Drive
Louisville, KY 40228

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

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September 2004

SCENE WORLD a free DL disk magazine in .D64 format. For the NTSC & PAL community, a magazine of reports, reviews happenings and more. Not a tech/gear head magazine, but one for the user. <http://sceneworld64.de> Full collection of issues is available for DL at the site.

The World of GEOS



The following Series of HandBooks are all still currently available. Enquire an order form, or more details on contents.

The World of Geos HandBook I with disk	\$15.00
The World of Geos HandBook II	\$15.00
The World of Geos HandBook III	\$15.00
The HandBook of Commodore Disks	\$15.00
The HandBook of the Commodore 64	\$15.00
The HandBook of the Commodore 128	\$15.00
GEOS in review	\$10.00
GEOS UnPlugged I	\$15.00
GEOS UnPlugged II	\$15.00
GEOS UnPlugged III	\$15.00
GEOS UnPlugged IV	\$15.00
GEOS UnPlugged V	\$15.00

US dollars preferably on Certified Bank cheques.

Sorry, personal cheques not accepted.

For overseas orders, add **\$5.00 @** for P&H
(P&H discounts available on bulk orders)

All STILL Available from...

JMV Grafix
PO Box 635
Enfield Plaza SA 5085
SOUTH AUSTRALIA

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 cbmusers@yahoo.com has 1000's of used commercial Commodore items for sale at very reasonable prices. The lists include C-128, C64, C64-C computers, 1541

drives, 1571 drives, monitors, 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 thunderbird@iglou.com 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.

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 2003. 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 2003 are \$8/6 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

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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, NY11726; (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 2 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

The Computer Bargain Store

It specializes in new and older discount computer systems; discount software, computer supplies & accessories, computer games, hard to find new and used items and support for old and collectible computers and game systems.

3360 South 2300 East

Salt Lake City, Utah 84109

(Behind Lugano's restaurant-- across from Dan's Food Store)

Phone number 801-466-8084

website: <http://www.OldSoftware.com>

email: bargainstore@oldsoftware.com

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@earlydesigns.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 YELLOW PAGES

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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

rrcce@u.washington.edu or

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

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 Aprtek 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 Aprtek c24 MiniModem, a M.U.T.T.M. member was recently charged only \$35 for complete repair, including shipping & handling.

Aprotek, 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

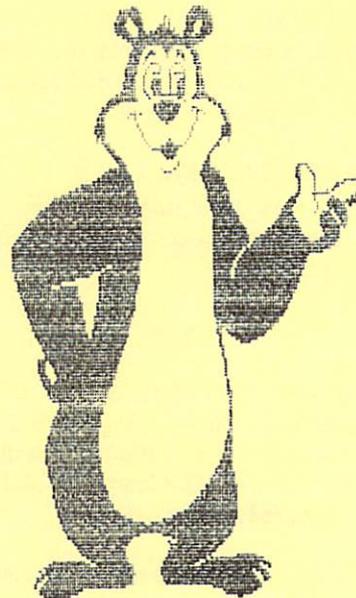
Jorge Pedreira

Italia 3049

1888 Florencio Varela, Bs. As.
Argentina

Or if you prefer,

edar43@abaconet.com.ar



.. HAMSBEAR 18X24

**THIS SPACE COULD HAVE
BEEN YOURS! IN STEAD OF
ME, Mr. Bear**