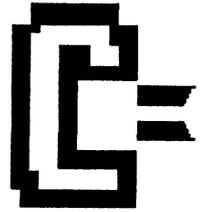
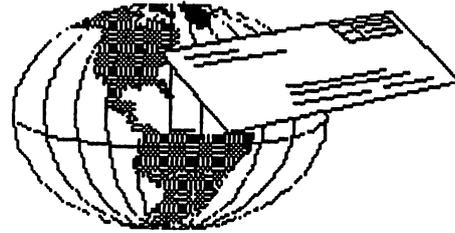


COMMODORE MAILINK

**NEWSLETTER OF
MEETING 64/128 USERS
THROUGH THE MAIL**



MEETING NEWS November, 2005

It is a tough act to follow the fine work **Dale Sidebottom** did with our September Commodore MaiLink. But, **Richard Savoy** and I had already earlier agreed we would co-edit this year-end newsletter. We cannot promise beautiful color (at least until one of us gets her printer in proper working order), but we can promise another issue jam-packed with Commodore-related articles, programs, and information.

One item you will find enclosed with this issue is a stamped, pre-addressed envelope to ease the process of sending your annual dues of \$15 USD for residents of continental U.S., \$17 USD for Canada and Mexico, and \$25 USD for all other members. Make your checks or money orders payable to our Treasurer, **Emil Volcheck, Jr.**, and mail them directly to him at 1046 General Allen lane, West Chester, PA, 19382-8030.

We have an email address (eddress) change to note, as it had inadvertently not been changed on page 2 column 1 in the officer's roster. **Brian Vaughan** is now at: frogissam@bluecity.org.

This is also the time of year when we invite members to edit an issue of MaiLink. Believe me, it is not difficult. It only involves gathering a few articles, then arranging them neatly on paper. New editors who feel intimidated by the process are free to mimic the style of earlier editors, and we invite any member who has had the faintest inkling of editing an issue to contact me and I'll prod--er, guide--you along every step of the way, if necessary. Those wannabe editors who have no publishing software, and who want no part of it, can feel free to use the old-fashioned approach of "cut-and-paste", where articles and other submissions are typed or printed out, then a perfect copy of each is actually pasted onto a blank sheet of paper, which then becomes the "master" for that page. You know where to reach me.....

This front page gives the president an opportunity to get your attention, assuming you read your newsletter. It isn't enough that I badger you about editing an issue, but now I am asking someone to write an article on your experience with WINGS. No experience with WINGS? It is a free OS, currently in development by **Jolse Maginnis**, yours for the download from: <http://www.king.igs.net/billnacu/wings/>. It would also be nice if someone wrote about PostPrint 2/3, the software for PostScript printing layout and production, written by **Maurice Randall**. Finally, someone could write about WHEELS, and it might seem new to some of our membership, as many do not use GEOS, which is a precursor of sorts, to WHEELS.

Last but not least, just ignore all the erratic lines and uneven text which result from my dying Lexmark, hopefully to be replaced by a Lexmark Optra 45. Until next year.....**Linda Tanner, President**

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Members may place free Commodore BUY/SELL/TRADE ads in the Mailink. Send diskfile of ad to next editor, or if ad is very short, hard copy may be submitted instead

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 and right and left page margins, except page 2, should be no less than 3/4 ". Most text should be 12 point or larger and a good rule of thumb is to use no more than three fonts per page.

Requirements for the Editor include, regular columns such as TWS, geoPublish Tutorial, BASIC, and Q&A DESK, and if submitted, ARCHIVES, 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 then forward to next editor the excess submissions.

The Editor should edit each item as it arrives, creating a diskfile and a backup diskfile, making certain a TWS version, or TRUE ASCII, 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 or ASCII disk files to our Mailer, Richard Savoy, by the first day of the month you are editing. **NOTE #1** TWS diskfiles may be sent as textfiles via email to Richard Savoy; remember to affix title to each file. **NOTE #2:** to include a color page, send 100 completed sheets of that page, printed on both sides (ready for insertion into CML), along with the "masters" and TWS/ASCII disk. A second copy of CML (copied on the back of junk mail is OK) should also be sent to the President for proofreading purposes.

Always keep your backup disk in a secure place until the Mailink is in the hands of members. If you suddenly realize it is near the first of the month, and you are running late, notify the President who can help expedite matters..

November co- editors: **Richard Savoy and Linda Tanner**

HOW TO JOIN M.U.T.T.M.

Send completed application from page 10, with check or money order made payable to Emil Volcheck Jr. to: President, R1 Box 120 T, Black, MO 63625, USA. Dues are \$15 USD for continental U.S., \$17 USD for Mexico and Canada, \$25 USD for all others. You will receive Mailink in January, March, May, July, September, and November, plus COMMODORE YELLOW PAGES and BIO's in March and September. Enjoy.

TREASURER'S REPORT

by Emil Volcheck, Jr.

**M.U.T.T.M. Treasurer's Report
for February 1, 2005 through July 31, 2005**

The first half of 2005 has been very quiet -- from the Treasurer's point of view. That's unfortunate because it means we have not been garnering new recruits to the ranks of MUTTM ! I've had the excitement of writing a few checks to Richard Savoy , our heroic Printer/Mailer, and to pay the annual fee for our website. And that's it! Our income from new member dues has been essentially nil.

I hope that the last half of the year -- with the coming of our next renewal season -- will be rewarding. If you know another person still using their Commodore, how about urging them to get on the bandwagon. They will benefit from the information and assistance that MUTTM can provide, as well as help to keep the enterprise going and supporting the needs of all its members.

But, now, the numbers are shown below. If there are questions about them, please feel free to contact me as listed below. Until next time:

1-31-05 Balance:	\$1708.39
Income - dues	170.00
Income - other	2.71
Expense - Mailink	678.11
Expense - other	101.25
7-31-05 Balance:	\$ 1101.74

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) 793-5156, or email me at:
treasurer@mailink.videocam.net.au.

END OF REPORT

SECURITY ALERT

We talked about "identity theft" in the July, 2005 issue of Commodore Mailink, yet there is another related item that needs mention.

About a year or two ago I opened up a small, separate checking account for the purpose of doing online business, including PayPal, eBay, etc. I wanted a separate account that would not be connected to household monies in the event some hacker was able to tap into my account.

Several months ago, my bank telephoned me regarding this new account asking if I would like "overdraft protection". The latest bank statement happened to be near the phone and I noticed a payment to PayPal. It suddenly dawned on me that "overdraft protection" is an incredible liability for this type of account. Why? Because "overdraft protection" is only of value when the owner of the checking account is the only one who can write checks or deduct monies from the account. But if a hacker accesses your account, "overdraft protection" allows the bank to cover the costs of his/her purchases. Further, it will be your responsibility to track down whoever hacked into your account. Good luck.

This is one instance in my opinion, that a person would NOT want "overdraft protection". --Linda Tanner

Commodore Mailink, November '05, pg.3

"C64 dieHards" coming soon...

For those not "in the know", Michael Hunter sold his business, 8-bit Designs, to one Denny Springle. Most in the Commodore community are aware that 8-bit Designs is/was devoted to Commodore, in particular to hardware addons.

Currently, Denny Springle is in the process of moving, thus no products are moving off of production lines. There is a new name for the business in the works, which is C64dieHards. Their new website, still in development, is

<http://www.c64diehards.com/>

and currently is informational. Until the move is complete, Mr. Springle invites us to visit his blog which is found at

<http://blog.c64diehards.com>

/, from which we lifted the latest update posted September 25, 2005:

"Well, it has been a little while since I have been able to jump on here and update this blog. Things are progressing rather slowly with both the website and the business itself. The lack of funds to do the things I'd like to do is making it difficult to get the business rolling but it just means it will take longer than I would wish to reach the point I'd like to reach.

Since I have a whole lot of time on my hands, however, I have been focused on generating new products. Several observations have led me to shift my business plan slightly. Those observations being

how absolutely small the Commodore market has become, how absolutely small the electronics interfacing of Commodores has become (read non-existent), and how there is a general lack of the aforementioned information. So, over the years I've done lots of little things for friends to assist them with interfacing their Commodores to various other devices for various reasons--control, data acquisition, hobby projects, etc. While there are quite a few well respected vendors who have specific interface products like hard drives, ram drives, ethernet devices, super processors--all of these very wonderful products. The bottom line for all of these products is they share one common feature--they all interface to the Commodore computer. Some of these devices vary in complexity--the RR-Net interface, for example, utilizes a simple logic interface to a CS8900A embedded ethernet controller while the CMD HD has its own 6502 and 6522/6/9 interface, DOS (EPROM), et al and operates independently of the computer. They all do the same thing....they interface the Commodore with the outside world.

So this got me thinking outside the box a little bit at a time....there is certainly a lot of uses for the 65XX family of processors and interface adapters and the Commodore is a good platform to use for development since it already provides the capability of being programmed in any number of languages, not the least of which are BASIC, C and Assembly. Commodores also feature interface adapters that are TTL and CMOS compatible, giving a full range of possible interface designs, and also provide some onboard features like an A/D converter and several clock signals. The 6522's ability to latch parallel data to serial provides a host of features for design.

Overall, the 65XX family is still a solid family--absolutely improved by Western Design Center--and has thousands of useful applications. My new goal is to flesh out as many of those useful applications as I can--using both the Commodore line of computers, as well as ground-up SBC designs that have practical purpose and application in the real world.

In order to make all of this worthwhile for both myself and others is that I'll not only offer these designs as pre-built units but also as kits you can build yourself that include full documentation on the designs that will help you learn how to design your own interfaces and SBC's for your particular applications. Truly the possibilities are limited only by one's imagination.

In addition to the interfacing projects I am working on, I will also be designing general electronics kits to teach basic electronics skills as well as the buying and selling of electronics components for all the projects and any additional components we may purchase for resale. Our goal is to offer smaller quantity price breaks than our competition.

And finally, there has been much rumor as to what will happen with the original 8-Bit Designs products. Long story short, there are really only a couple of products worth developing--and those couple of products will be completely redesigned. The rest....the rest will become more to learn by as I will be releasing most of the designs under GPL just as soon as I finish paying the remainder of my obligation to the former owner. Unfortunately, I was shocked to discover how much of the former owners designs were

based on outdated and unavailable technology, and how most of them were not even close to being original ideas--a lesson I've learned the hard way. A few of those products I may also sell as kits--but most will simply have schematics and build descriptions. The Ultimate Game Pad in particular is super easy to build from a spare game pad of any kind so long as you can isolate the component parts of the pad and wire them to their respective positions on a D-Sub connector. Super easy. All this coming real soon.

As for the website, it too is being worked on still....I had hoped to have the forums operational by now, and given that I'm taking some new directions with the business, I may take some new directions with the website as well, so I might end up just using a canned forum soon. Since I've invested already nearly \$10k into this venture (and that's just the tip of the iceberg!) the next section to open will be the store. I've been working on inventory and getting this setup and ready to go and hope to have the store online, at least in part, within a couple of weeks. So check back soon for the store opening (I'll post something on comp.sys.cbm too).

In short, there are a lot of things going on here at **c64diehards** even though none of those are very apparent from the outside looking in just yet. But product development has been completed on numerous new items and revamps of those couple of 8-Bit items are also complete, so when we do finally get the store together, we'll have several new and a couple of improved products ready to go, and in kit form."

Denny Springle, 3:15 P.M.,
September 25, 2005.

BASICALLY SPEAKING

by Linda Tanner

In September, we introduced SPRDEF, but not everyone has the books which detail how it works. We'll briefly discuss the key shortcuts to operating SPRDEF on your C128 in 40 columns. Below is a chart showing the keys you the user press, and adjacent to those keys are the matching descriptions. (Reset computer before entering SPRDEF).

USER INPUT

DESCRIPTION

Keys 1-8	Select sprite number at "SPRITE NUMBER?" prompt
A	Turn on and off automatic cursor movement
CRSR key	Move cursor
RETURN key	Move cursor to start of next line
RETURN key	At the "SPRITE NUMBER?" prompt,exits sprite designer mode
HOME key	Move cursor to top left corner of work area
CLR key	Erases entire grid
Keys 1-4	Select color source and enable sprite pixels
CTL key, 1-8	Selects sprite foreground colors 1-8
Commodore key, 1-8	Selects sprite foreground colors 9-16
STOP key	Cancels changes and returns to prompt
SHIFT RETURN	Saves sprite and returns to "SPRITE NUMBER?" prompt
X	Expands sprite in X (horizontal) direction
Y	Expands sprite in Y (vertical) direction
M	Multicolor sprite
C	Copies sprite data from one sprite to another

Hint: for a single color sprite, use the "2" key to fill character positions, and the "1" key to erase them. After creating all 8 sprites, immediately save them to disk with **BSAVE"filename",B0,P35854 to P4096** and you will then have your data for 8 sprites in a binary file on disk, ready to be loaded into any program you write.

Our little program, ROTATESPRITE does a lot. Line 8 turns on all sprites, line 10 places each sprite on-screen in specific locations, and line 12 gets random numbers for "X" and "Y", thus locating sprites randomly. Line 13 changes sprite colors, while line 14 places sprites randomly, but this time uses arrays to handle "X" and "Y" values (RX(A) and RY(A)). Line 16 expands sprites vertically, while line 18, horizontally. Line 20 returns sprites to default size and assigns each a different color, then moves each to a different location.

Line 24 loads a new batch of sprite data, then like line 20, assigns each a different color, then moves each to a specific location. Line 26 turns off all sprites, then loads up our original sprites.

Lines 28 through 34 comprise the most important part of our program, doing what the filename indicates--rotating a sprite. What we actually have are 8 different sprites, each created to have a different spatial orientation, so that when sprites 1 through 8 are located strategically, then successively turned on, then off, it appears that a sprite is somersaulting in mid-air. There you have one way to simulate sprite rotation.

To study carefully lines 28-34, change the 50 in line 47 to for example 2000 or 5000, then view the movement. Basically a sprite is turned (SPRITEA,1,7,0,0,0) on only after it is located on screen (MOVSPR2,160,118), because if it is turned on first, then placed in a screen location with MOVSPR, a brief flash or splash of color may be noticed beforehand, which represents a previous location of that sprite. In other words, move the sprite (MOVSPR) before turning it on. Last but not least, if you want to study the "sprite rotation" but do not like to stress out your disk drive, after you have run the program once, just type in RUN28.

OK, have fun and start experimenting with your own sprites and your own manipulations of them. Don't let looking at one big blob of code scare you. Look at one, and only one, statement at a time. And remember some lines contain several statements separated by colons. (The journey of a thousand miles begins with a single step.) Enjoy!

"ROTATESPRITE"

```
5 DIMRX(8),RY(8):XH=0:XV=0
6 SCNCLR:COLOR4,2:COLOR1,1:COLOR0,2:COLOR5,7:GRAPHIC1,1:%"FLIPMAN1",8
7 POKE53370,0
8 FORA=1TO8:SPRITEA,1,7,0,0,0,0:NEXT
10 FORA=1TO8:MOVSPRA,35*A,100:NEXT:SLEEP2
12 FORA=1TO10:FORB=1TO8:XR=INT(RND(1)*344+1):YR=INT(RND(1)*250+1):
  MOVSPRB,XR,YR:NEXT:NEXT:SLEEP2
13 FORA=1TO8:SPRITEA,1,3,0,XH,XV,0:NEXT
14 FORB=1TO10:FORA=1TO8:RX(A)=INT(RND(1)*344+1):RY(A)=INT(RND(1)*250+1):
  MOVSPRA,RX(A),RY(A):NEXT:NEXT:SLEEP2
16 IF((XH=0)AND(XV=0))THENXV=1:GOTO13
18 IF((XH=0)AND(XV=1))THENXH=1:GOTO13
20 FORA=1TO8:SPRITEA,1,2+A,0,0,0,0:MOVSPRA,36*A,20*A+40:NEXT:SLEEP2
24 %"ANIMALS1",8:FORA=1TO8:SPRITEA,1,A+2,0,0,0,0:MOVSPRA,38*A,20*A+50:NEXT
26 SLEEP2:FORA=1TO8:SPRITEA,0:NEXT:%"FLIPMAN1",8
28 MOVSPR1,170,190:A=1:GOSUB47:FORA=190TO120STEP-1:MOVSPR1,170,A:NEXT
30 SPRITE1,0:MOVSPR2,160,118:A=2:GOSUB47:SPRITE2,0:MOVSPR3,155,110:A=3:
  GOSUB47:SPRITE3,0:MOVSPR4,150,106:A=4:GOSUB47:SPRITE4,0
32 MOVSPR5,145,100:A=5:GOSUB47:SPRITE5,0:MOVSPR6,140,108:A=6:GOSUB47:
  SPRITE6,0:MOVSPR7,135,110:A=7:GOSUB47:SPRITE7,0:MOVSPR8,130,115:A=8:GOSUB47
34 SPRITE8,0:MOVSPR1,130,120:A=1:GOSUB47:FORA=120TO190:MOVSPR1,130,A:NEXT
46 GOTO48
47 SPRITEA,1,7,0,0,0,0:FORB=1TO50:NEXT:RETURN
48 SLEEP3
49 POKE53371,0:FORA=1TO8:SPRITEA,0:NEXT:COLOR4,1:COLOR0,1:COLOR5,2
  :GRAPHICCLR:SCNCLR:LIST:REM-ROTATESPRITE-FOR C128/40COL
  --CML-NOV05-BY L.TANNER
```

As with the programs in September, 2005 CML, this one includes two POKE statements that will change SuperCPU speed back and forth between 1 MHz and 20 MHz, depending on the need. For example, statement 7 sends us back to stock speed, whereas the POKE53371,0 in statement 49 engages SCPU turbospeed of 20 MHz.

Line 6 causes the binary file containing our first 8 sprites ("FLIPMAN1") to load; when we are finished with these sprites, then line 24 loads a new batch of sprites ("ANIMALS1"). After viewing these new sprites, we then reload our original sprites in statement 26.

One can see how easily we can switch from one group of sprites to another, all of which would be considerably faster with a speedier drive than the 1571.

Hopefully you have a better idea of spritemaking with the **SPRDEF** mode method, which is fun to use and basically what some would call "idiot-friendly". Try making your own sprites. Once you have, then you will feel more confidence in manipulating them on screen. See you next year.

SLANG

Introduction:

SLANG is an acronym of sorts for SuperCPU LANGuage, and this brief introduction is about transitioning to Slang from BASIC. Slang is the brainchild of **Stephen Judd** who has written much software, in various languages, for the Commodore, in addition to his occupation as a Ph.D. mathematician.

If you're familiar with higher-level languages you can probably skip this part. Some people however may be familiar primarily with programming in Commodore BASIC, and that's who this section is targeted at. This section introduces some of the higher-level language features in Slang you'll need to be aware of, in comparison with BASIC.

This is also a little tutorial on using Slang, so there are lots of examples below to try out. Once you've gone through them you should be well on your way to using Slang like a pro.

Note: If you find this tutorial useful -- or if you find it totally confusing --or if you find it anything at all -- please write me or post a note to the forum, and let me know. I'd love to hear from you. Heck, right now I'd love to hear from anybody! But feedback is very important, and it helps me to know what works and what doesn't.

Interpreted vs. Compiled

BASIC is an interpreted language, whereas Slang is a compiled language. In BASIC, you write the code, then RUN it, then errors are caught as they are encountered (Syntax Errors, Overflow Errors, etc.). You can break a program while it's running, have a look at some of the variables, change things around, then CONTinue running the program.

In a compiled language like Slang you write the code, then compile it into machine language (ML), then run that machine language program. You don't actually run the code you've written--the compiler

converts the code you've written into machine language, which you then run. So there are actually two parts to the program, that you can for example SAVE to disk: the `..source code..`, which is the part you write, and the `..object code..`, which is what the compiler produces.

The object code is what other people will run when they run your program. In Slang, source code files end in '.s', as in "spritedemo.e.s", and object files end in '.o', as in "spritedemo.e.o".

As to errors, errors such as Syntax Errors are caught during the `..compile..` phase, before ever running the program. Other types of errors (called runtime errors) are never caught at all -- in general if there are errors in your program it will keep on running, or may lock up the machine entirely! But Slang is designed to handle this, so that you won't lose your program.

Continued in January; watch for Slang Tutorial #1.

COPY PROTECTION

The book INSIDE COMMODORE DOS by Richard Immers, Ph.D., and Gerald G. Neufeld, Ph.D., has chapter after chapter of helpful information, routines, and programs for 1541 work.

Chapter 7.4, **Analyzing a Protected Diskette** begins: "Bad sectoring is central to any disk protection scheme....The following passages will introduce you to the black art of bit copying.

The book's appendix contains four routines written specifically to assist in the interrogation of a diskette. They are: Interrogate Formatting ID's, Interrogate a Track, Shake, Rattle, and Roll, and Interrogate a Diskette.

This book is helpful to anyone wanting to control a 1541.

CINCINNATI COMMODORE COMPUTER CLUB

The Cincinnati Commodore Computer Club has 1,000'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 Powtatomie Trail, Milford, OH 45150. If you would rather receive the lists by email, contact Roger at thunderbird@iglou.com or the club at cbmusers@yahoo.com. A third alternative is to view them and download them from our website: www.geocities.com/c64-128-amiga.

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

--\$1/100

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.

Roger Hoyer
CINCINNATI COMMODORE
COMPUTER CLUB
Official Users Group Number 292
c/o 31 Potowatomie Trail
Milford, OH, 45150, U.S.A.
www.geocities.com/c64-128-amiga
cbmusers@yahoo.com

WANTED TO BUY:

Am looking to purchase a new or like new Lexmark Optra 45 color printer to replace my failing (second in a row) Lexmark Optra 40 printer, lightweight brother to the Optra 45.

The price range is wide, but there are people who have bought these printers new, still in box, for under \$100 on eBay, but I am unable to access eBay of late. I am willing to pay more than \$100, as the inks, as well as add-on memory boards are identical in Optra 40 and 45.

--Linda Tanner,R1Box 120T,Black,MO 63625 USA.

"FIX ERROR 23's "

The following was posted online on Videocam Services' HOMESTEAD list by Paul Panks, (dunric@yahoo.com) Sept. 21, 2004:

There was a program in an issue of the Transactor magazine from mid-1985 that claimed to fix Error 23's on floppy disks. I typed it into my computer and tried it out...it seemed to work, as I was able to read previously unreadable Track/Sectors caused by the #23 Error.

It was listed under "Fun With The 1541" article. Here is the program (slightly modified):

0 REM error 23 fix - from Transactor Magazine 1985

```
10 INPUT"what track is the error 23 on ";t
20 INPUT "what sector is the error 23 on";s
```

```
30 OPEN2,8,2,"#"
```

```
40 OPEN15,8,15
```

```
50 PRINT#15,"U1:"2;0;t;s:REM"0" is zero not o
```

```
60PRINT#15,"U2:"2;0;t;s:REM "0" is zero not o
```

```
70 INPUT#15,a,s$,d,f
```

```
80 PRINT"status--";a;" ";s$;" ";d;" ";f
```

```
90 IFA=0 THEN 200
```

```
100 PRINT"it didn't work--could be damaged disk"
```

```
110 PRINT:PRINT"Try again?"
```

```
120 GETX$:IFX$=""THEN 120
```

```
130 IFX$="N"THEN200
```

```
140 GOTO50
```

```
200 PRINT:PRINT"DONE !! "
```

```
210 CLOSE2:CLOSE15
```

```
220 END
```

```
230 REM rest of program continues here
```

This program has proven helpful already, as it has made one of my disks far more readable and less error prone (most errors on disk seem to be of the #23 variety, it seems). I've also seen some #22 and #27 Errors as well.

Paul Panks

MEETING 64/128 USERS THROUGH THE MAIL

(Membership application; please type or print clearly.)

Name _____

Address _____

City, State, Province, Zip/Postal Code and Country. _____

Telephone Number and/or FAX (optional) _____

Male _____ Female _____

Email address (Eaddress) _____

Occupation _____

Hobbies, interests, in addition to computing _____

Computers, including model used _____

Drives _____

Printers _____

Monitors _____

Other _____

Non-Commodore computer equipment _____

Special computer interests _____

What you want to do with Commodore but cannot (yet) _____

Make your check or money order payable to: **Emil Volcheck, Treasurer**, and mail it with this completed application to: **President, Linda Tanner, R1 Box 120 T, Black, MO 63625** for full membership in "Meeting 64/128 Users Through The Mail" which includes bi-monthly issues of **Commodore MaiLink**, in January, March, May, July, September, and November, plus semi-annual issues of **Commodore YELLOW PAGES** and member **BIO's** in March and September.

Dues are \$15 US for continental United States, \$17 US for Canada and Mexico. All others, \$25 US.

(This application may be photocopied.)

**THE WRITE STUFF
WORD PROCESSOR
COLUMN By: Richard Savoy**

ARTICLE NO. 15

Printer Setup 51

If you have a Commodore 1525/801 printer, or printer that emulates a Commodore printer, The Write Stuff will work without modification.

The special print commands such as italics and emphasized print are setup for a Gemini printer. If your printer uses different codes, use BB Customize to change the defaults.

Daisy-wheel printers do underlining and bold-face printing in a manner quite different from a dot matrix printer. The defaults are set up for a Diablo type printer. Be sure to indicate on the Print Menu that you are using an LQ printer.

Soft Hyphens 52

A long word that doesn't quite fit at the end of a line should be hyphen-ated. This is especially true when text is justified. Since the program doesn't know where to divide a word, no words will be hyphenated and sometimes a lot of blank spaces will be created.

A soft hyphen simply tells the print routine where to divide a word IF there is a need to do so. Other wise, words con-tain-ing soft hyphens will be printed normally.

Speech Controls 53

B B Talker is both a word and a speech processor. It interfaces with S.A.M.- the Software Automatic Mouth. All of SAM's features can be accessed either through the Speech Menu or by using embedded format commands.

RECITER is an English text-to-speech program that converts ordinary text into the phonetic script used by SAM. When viewing a help screen, you can press F1 to have RECITER read the screen to you. Although a talking word processor may merely be a novelty to most users, the author hopes that educators and the handicapped will put B B Talker to good use. As for the rest of you--have fun!

=====

This is the last of my WRITE STUFF COLUMN'S for now at least. I will be looking for other Commodore related articles for the coming 2006 calendar year during this holiday season. I wish you all a, "**Happy , Healthy New Year.**"

=====

**GEPUBLISH TUTORIAL PART 13
IMPORTING GRAPHICS PART 2
By: Bruce Thomas**

.This time out we are going to have a look at another technique for importing graphics into geoPublish (gP) documents. The method we will use this time is similar to the Page Layout (P.L.) method we used on Page 20 in installment 10. We will create P.L. regions but we will do the imports in Page Graphics Mode (P.G.).

The big difference between these methods is that P.G. gives us access to Attributes, including some important options, that let us manipulate the images after we have placed them on the page. You'll see how this can be desirable when using graphics.

Since we are going to be changing the size of our image I am going to choose the "Open Scroll" graphic from the Fantasy Photo Album on the 2-Disk gP version.

Continued on page 12

Continued from page 11

Scrolls roll and unroll and change size in the process so it seems appropriate. Use Photo Manager to copy this graphic to a Photo Scrap on your Tutorial Project disk.

Our first import will not change anything with the image proportions. We are just going to center the image. Go into P.L. and create a region (9"V to 4 2.5") and then press the SHOW button to ripple the text. Return to P.G., change to Zoom view and scroll to the region. Choose the Bitmap Placement Tool [gP Page 3-6] and click on the top left corner of the region.

Once the graphic has been pasted into place choose the pointer Tool and click the picture. Now press "C= A" or click on the Attributes Icon [gP Page 3-5]. In the picture. Now press "C= A" or click on the Attributes Icon [gP Page 3-5]. In the Attributes box [gP Page 4-45] make sure "Centered in Region" is selected. If you compare this to the P.L. box [gP Page 3-19] you'll see some big differences. Along with the 3 main options and smoothing we can make the graphic transparent or set it in a pattern. Click OK to close the Attributes box.

You will notice that the image looks normal. Click on the image and use the resize button to align the image with the region. In Zoom View you can see that there is room between the text and the region so you could drag the edges of the graphic outside of the region. No matter how big you expand the graphic boundary the image will remain a constant size. Also, when you choose Centered, if you resize smaller than the original size the image gets cropped, losing some of the graphic.

Our next placement will use the Scaling option. Go to P.L., create a region (2"F to 3"Z) and ripple the text. Return to P.G., change to Zoom view and scroll to the region. Place the graphic, open Attributes and choose the second option (Scaled to fit).

The graphic doesn't look any different than the first time we placed it but now we can do some neat things. Highlight the graphic, click on the Resize button and align the boundary with the P.L. region. The graphic will be scaled to fit into the new area. Scaling enlarges or reduces the image but will not distort it.

Finally return to P.L., create a region (6"X to 8"F) and ripple the text. Back to Zoom View in P.G. and locate the new region. Paste the image and then choose the Stretched and Scaled to fit Attributes option.

Now, when we click on the graphic and stretch it down to the bottom of our region it gets distorted and does not hold its original shape.

And that is it for importing into P.G. where we have more control over the Graphics than in P.L. or Editor Mode. Next time we are going to look at yet another method (and my favorite) for importing Graphics. Transparency will come later. Until then, enGEOy your Commodore!

Next Article - Free Flow Graphic Placement
Bruce Thomas

**FGM CLIPART GRAPHICS
AND
FGM CLIPCAT.JA!
By: Kenneth Barsky**

As you know I have been going through all the Clipart that has been put on the CML disk version since 2001 and getting a print out of all the images that start with a single or double period. I have been unable to print out images that start with "a." which had been listed in the March 2005 disk version.

I have now, discovered a 24 block program on a series of 3.5 inch disks know as FGM ONE, FGM TWO and so on, called **FGM CLIPCAT.JA!** It is a program that runs in 64 mode that views or prints out ALL the images on the disk.

Continued on page 13

I contacted Richard Savoy the editor of the disk version of CML on disk and suggested he include that file with his clipart images so that subscribers can view images on disk. The file and all associated files are in 64 mode. The files and sizes are as follows;

- 4 blocks READ-ME
- 24 blocks TWS CLIPCAT.JA!
- 5 blocks T.CLIPCAT DESC
- 50 blocks T.CLIP CAT.1
- 45 blocks T.CLIP CAT.2

Richard's reply: "The clipart starting with, "A." were on the March 2005 disk version, I did omit the above files because I hadn't used FGM lately and did not have the time to research the files, Ken we can do that for the November disk."

So here we go! **READ-ME** (short version) Ron Hackley writes in 1993; This FGMC CLIP ART disk includes my FGM CLIPCAT program. CLIPCAT lets you review and print FGM.. Clipart images (Epson). I wrote it in response to requests we were getting for printouts of the FGMC clipart.

I've released CLIPCAT as **shareware** so it can quickly find its way into the hands of FGMers. Its inclusion on this disk is simply another way to facilitate distribution to FGMers.

The disk that Ron refers to is his 5.25 inch floppy **FGM CLIP CAT & CLIP ART 3**

T.CLIPCAT DESC

FGM CLIPCAT is a utility for viewing and printing FGM clip art files (the USR files that begin with ".."). It allows viewing/printing individually, selectively, or all. Filename and image size is printed along with each image. Print support is for Epson and compatibles only.

This program can be used as a slideshow or animation program, using FGM saved ..clipart files. You can display full clip art screens or make changes to just an 8-pixel area of an already

Present screen. This seems to have many possibilities so I have included it as an added option for you to experiment with. A SLIDESHOW DEMO is included.

FGM CLIPCAT is pretty friendly, but some of its "extra" features need further explaining. Full documentation is included on how to use this program.

Use load "fgm clipcat*", dvd# and then RUN to get CLIPCAT going. Once running you can read the docs (PLEASE!), view/print clip art files, or play the slideshow demo.

I am releasing this program as (**shareware**) (\$ 5) so it can quickly find its way into the hands of FGMers.

Happy FGMing, Ron C. Hackley
@@@@@@@@@@@@@@@@

If my mind serves me correctly, some time in 1999 Ron Hackley released FGM to public domain and his final release version V8 he allowed Tucker of Loadstar to distribute, if you want version V-8 Rev. Dave Moorman is the person to contact. (Dave has a advertisement in the yellow pages that are with this issue. I assume the clipart & fonts programs are in the public domain, Ron passed away early this century! If I'm not correct on any of this please contact me so I can make A CORRECTION in the January issue of CML. Richard Savoy

@@@@@@@@@@@@@@@@

T.CLIP CAT.1

FEATURES:

- SELECTIVELY VIEW & PRINT CLIP ART
- MASSIVELY VIEW OR PRINT CLIP ART
- REDUCE 2-3 SCREENS DOWN AS A UNIT
- FILENAME AND SIZE IS PRINTED
- *SLIDESHOW & ANIMATION*
- SAVE AS s. FGM HI-RES
- PRINT AT HALF-HEIGHT
- MARGIN SETTING

Continued on page 14

T.CLIP CAT.1 *Continued from page 13:*

A demo SLIDESHOW IS INCLUDED (the files that start with "a ."). Beyond that, you will need the FUN GRAPHICS MACHINE and/or some FGM clip art to take advantage of this program.

DESCRIPTION: CLIPCAT is a "stand alone" FGM utility that lets you view and/or print the clip art files on the FGM CONNECTION'S clip art disks, and should work with clip art from BUSY BEE as it becomes available.

CLIPCAT is also a unique slideshow program in that you can replace any AREA on the hi-res screen with a new image. This is NOT for viewing any other graphic format (ie: screens, g. graphic, GEOS etc.) FGM clip art files can be identified by the ..prefix, and are USR files

CLIPCAT is pretty friendly, so don't let all of these documents put off. This program grew extra features that need explanation, so I have doc'd everything I could think of. Yes, you really should read (and print) these docs before using CLIPCAT, but you can probably jump right in and start viewing/printing if you just follow the on-screen prompts.

Those DOCS have been broken down into two parts so they can fit into most word using processors. This is DOCS1 and contains what you're reading:) DOCS2 get into using CLIPCAT FOR SLIDESHOWS. And has many notes. **DOCS2 will be in the January issue of the CML.**

VIEWING CLIP ART: After reading these docs place your clip art (or SLIDESHOW DEMO files) disk into the drive and select VIEW instead of DOCS at the start-up menu. If you want to read the docs again you'll need to put the CLIPCAT disk back in the drive.

After selecting VIEW from the startup menu it's time to select the file (s) we want to VIEW/PRINT. The first thing you're asking for is: FILE PATTERN: ? ..

This is so you can be selective about what files you want to select from (SEARCH). Just pressing RETURN with the .. for a pattern will load all FGM clip art filenames, which is what you'd normally want to do. When you have clip art that begins with a different prefix you'll be able to enter that for a search.

If you want to select only from files that start with "..bear" then enter that. Non-USR files will be ignored. Don't use wildcards (?*) in the filename (exception: you want all USR file displayed enter just * for a pattern. To CANCEL delete the .. And press RETURN.

If running the SLIDESHOW demo enter a. at the pattern prompt.

FILENAME PATTERNS can be useful for arranging your clip art printouts by subject, for alphabetizing and for finding things faster.

After you enter a PATTERN (or use the default ..) and press RETURN a directory of matches will be loaded. Then you'll be prompted to SELECT which file (s) you want to view/print).

To SELECT a file press Y, RETURN, or CURSOR DOWN.

To SKIP press N or CURSOR RIGHT.

The CURSOR keys REPEAT, useful if you want to select, or reject all files, or if you're done selecting and want to get to the end real fast. Hold the RIGHT CURSOR down to reject (NO), and hold the CURSOR DOWN key to select (YES).

Once you SELECT the files you'll be ask if you want to:

CANCEL VIEW PRINT SLIDE

Following are details about each of the above selections. More details about SLIDE (SLIDESHOW and ANIMATION) are in **DOC-2.**

Continued on page 15

T.CLIP CAT.1 *Continue from 14*

****CANCEL:** Go back and get another directory (or QUIT)

****VIEW:** Select this option to display the selected clip art to the screen. Each clip art image will be displayed starting at the upper left corner of the screen, for your viewing and printing pleasure. The next prompt will be:

CLEAR YES NO

This wants to know whether to erase the previous screen before loading the clip art. YES IS NORMAL, but interesting and sometimes useful effects can occur if you select NO and leave the previous screen (TRY IT!). This option was added to allow you to experiment with SLIDESHOW & ANIMATION.

The next prompt is DELAY? 0. This wants to know how long to pause and display an image before bringing in the next image. This is only effective with CONTINUOUS VIEW (SHIFT-LOCK pressed). A value of 10 will give you a pause of about one second. Note that the actual speed will depend a lot on your drive system (Jiffy DOS will help a lot). Also, files located further down will take progressively longer to access because the drive head has to go back to track 18 before reading each file.

After answering the above DELAY prompt you'll be shown what keys to use while viewing, and prompted to press SPACE to begin viewing (you can also press RETURN, which I prefer). If the clip art is larger than one screen across or down you will only see one screen of it.

The screen border will flash briefly after each image is fully written. This is because some larger images will continue well below the bottom of the visible screen and it may seem like nothing is happening. This flash does not occur when using CONTINUOUS VIEWING (SHIFT-LOCK-down).

Once the image is displayed on the hi-res screen the program will wait for you to press a key

UP-ARROW will REDUCE the screen vertically in half. This has several uses:

1. Reduced screens save a lot of paper and print out faster. You still have a pretty good idea what the graphic looks like, although some detail will be lost.
2. If a clip art image is larger than a full screen down (ie: two or three screens down) reducing it once will pull more of it onto the viewing screen (often all of it).
3. REDUCING can be handy for use with FGM, since reducing two or three screens as a unit in FGM isn't that easy. With this, load the clip art, once visible reduce it, then press RETURN for the menu and select SAVE to save the screen. Many of the clip art images that are greater than 25 rows down will reduce very nicely onto one screen.

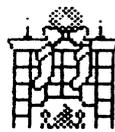
SHIFT/SHIFT-LOCK: Will cause files to be read until the end with no pause (CONTINUOUS VIEW). Press this while a file is loading: if you press afterwards nothing will happen until you release it and tap SPACE to read the next file. This option is especially useful for SLIDESHOW/ANIMATION, see DOCS-2. (in January, 2006 issue of CML) To release, undo SHIFT/SHIFT-LOCK.

NOTE: When doing continuous PRINTING the SHIFT key is used to pause.

PRESSING RETURN while VIEWING the hi screen will take you to a menu where you can opt to CANCEL, get NEXT file, PRINT, or SAVE the screen. Pressing one of the CURSOR keys will also take you back to the menu and probably safer if your RETURN key is getting dirty; "double-hits" may select NEXT without you wanting to.

Continued on page 16

PRINTSHOP GRAPHICS ON GRAPHIC



FIRE-3



ANGEL-3



STOCKING-3



BEAR-3

CANCEL NEXT PRINT SAVE

You will be shown the FILENAME of the file you viewing, the SIZE (COLUMNS AND ROWS) of the file, how many files are LEFT to view, and the name of the NEXT file that will be displayed if you select NEXT.

If you wish to skip the file shown as NEXT press =.

PRINT: This prints the clip art image along with filename and size. If you are in SLIDE then the entire screen will be printed, without name/size, else only the last loaded will be printed, with name/side.

When you select PRINT you will be given the option of printing the screen REDUCED vertically UNLESS you already reduced it with up-arrow.

NOTE ON SIZE; clip art files which are two or three screens down are actually 50 or 75 rows, respectfully. CLIPCAT checks for blank rows below the graphic and only displays/prints the TRUE vertical size of the graphic if it's greater than 25 rows. This is also used for printing: excessive blank spaces shouldn't be printed.

The size for smaller (single screen) clip art will be whatever it was saved as (if there's lots of space then it was saved with the space).

**PRINT: There are two entries to print:

1. If you select PRINT instead of VIEW right after selecting the filename you'll be in the option for CONTINUOUS PRINTING until all selected files are printed (PAUSE by holding shift).
2. If you select PRINT while VIEWing you can print the filename, size and last image you saw on the screen (if SLIDE then the whole Screen).

When you go to print you'll be prompted for a MARGIN. This allows you to print the clip art in the left, center, or right side of the paper. Clip art is printed one image at a time, down the page. By using MARGIN you can print some clip art on the left side, roll the paper back and print on the center, then on the right side (re: three across)

You'll also be prompted REDUCE Y/N? If you select YES then the screen (s) will be vertically reduced before printing (unless previously reduced).

When CONTINUOUS PRINT is selected, holding shift will pause after the current screen is printed and take you to the CANCEL VIEW PRINT SAVE menu. If you select PRINT you'll be able to re-set the MARGIN or change REDUCE, then continue printing. If you select VIEW you'll be taken out of CONTINUOUS PRINT and start viewing one by one (no return back to CONTINUOUS PRINT).

This program prints up one screen (40 columns) across; If a clip art file is larger than 40 columns across then only what you see across the screen will be printed. Those files aren't that numerous, and this is just a cataloger. Maybe for a later version. Files larger than one screen down WILL be fully printed.

NOTES ON PRINTING

1. PRINTING IS FOR EPSON & COMPATIBLES ONLY! This sends ESC 76 n1 n2 for 120 dpi printing, which is standard Epson code and should work with most printers that aren't stuck emulating Commodore 7-pin. At the bottom of the program some are some data statements that give you a little control, and the secondary address can be found around line 80. You MIGHT be able to print at other densities (ie: 80 dpi). You'll need to change the codes in the data statement that are at the end of the listing.

Continued on page 17

T.CLIP CAT.1 *Continue from 16*

If you make changes to the program DO NOT change the length of the program (ml is above) and DO NOT run it first; only changes to a freshly loaded CLIPCAT, and save before running.

2. LINEFEEDS ARE PROVIDED BY THE PROGRAM; If you get gaps then turn off your printer's auto linefeed (auto linefeed is not a good idea when working with graphics; see page 107 of your FGM manual).
3. If printing from the VIEW or SLIDE option you'll go to CANCEL NEXT PRINT SAVE after printing. If you wish, select PRINT and print the same thing again.
5. The filename will be printed with every image, along with the size. If the screen was REDUCED an "*R*" will also be printed to let you know that the printout is reduced vertically. The ROWS will be for the full-size image.
6. The disk HEADER (disk name) and ID will be printed each time you load the directory from a NEW disk. Thus, the first time you print from a new directory the HEADER will be printed before the filename, size, and image. Additional files selected from the same disk will not have the HEADER printed. When you put in a new disk the first image printed will have the HEADER printed above it.

NOTE: You can 'force' a header by exiting and re-running the program. This might be useful if you are printing several pages from the same disk and want the HEADER at the top of each.

————— END OF DOC-1 —————

**FUN GRAPHICS MACHINE
CLIPCAT DOCS PART - 2
WILL BE IN THE NEXT ISSSE
OF COMODORE MAILINK
IN JANUARY 2006**

THIS ISSUE EDITOR'S DESK

This is the place I usually tell you how I put this issue together, this time it's just a little different Linda Tanner and I co-edited the issue. You ask why? It's simple we didn't have a volunteer to do the issue, and make it easier on two people who had already done a issue in the past year. It isn't something new to the group, Jean Nance often had a co-editor when she would do the newsletter, Jean would put the articles together and the partner usually layout the pages and send the pages and disk version to the mailer.

So Linda left it up to me to write about what we did and how we did it, of course we used the internet and the US Mail to communicate.

Pages 1-10 were created by my co-editor Linda using a C-128 SCPU, RAMLink, HD, SD4000 drive and 1571, and a Lexmark Optra 40 printer: software used Maurice Randall's WHEELS, PostPrint3, and Todd Elliot's geoPublish 1.1, and Eric Lee's TWS-128.

Pages 11-18 were created by me, and I downloaded articles from the internet using a 3.5" floppy, formatted, low density 720K, text files only. To convert the files to TWS sequential files (for the disk version) I used Big Blue Reader and transferred the files from the 3.5" in a FD 2000 disk drive to 1571 Commodore disk to work with TWS-128 Illustrator II. My printer is a HP Desk Jet 940C. Making Master pages to photo I use MS Publisher. That just about covers the "Current Editor's Report" for this issue.

**I do want to encourage members to take a try at being a newsletter editor, a good way to start is writing a article! It's easy, just tell us how you use your Commodore. Email to me and I'll do the rest.
Richard Savoy RSavoy5578@aol.com**

QUESTION & ANSWER DESK

Rolf Miller, Q & A editor
rolfmiller@aol.com

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 prefer to use the word processor rather than a data base program to store data which contains text as opposed to numerical values. This material often consists of tables formatted in columns. This is easy enough to accomplish when the data lists don't exceed 80 columns, but many do. Lining up the columns in these cases is a hair-puller.

A. This difficulty is caused by what is called word-wrap. When the text being typed exceeds the width of the display, it wraps around to the next line. Consequently, the number of characters making up a line on the display varies, which in turn upsets how columns display. The answer is to turn word-wrap off.

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**NEXT EDITOR IS A
"MYSTERY EDITOR"
JANUARY ISSUE 2006**

We have a "MYSTERY EDITOR" for the next issue which will start off the next year, but we can't give you their name and address or the mystery would be gone. Now how are we going to solve that problem? I guess the best way to handle that seeing the only two people who know the mystery person is **Linda Tanner & myself Richard Savoy** is to send the article to either of us.

Linda: tannerlj@yahoo.com

Richard: RSavoy5578@aol.com

THE COMMVEX BUST

by Rolf L. Miller

A review in the September 2005 MaiLink bore the title "CommVEX was a BUST!" It concluded that the first ever Las Vegas Expo was a disappointment. Allow me to present a different view.

The term "bust" has several meanings. One definition references the upper portion of the human body, especially as it pertains to the female of the species. From that focal point, the Expo no doubt looked a bit flat.

Wisdom, however, suggests that it is less than prudent to judge by what appears. As pointed out elsewhere in the issue, one of the goals of an Expo is to meet people. There is more to this than just making acquaintance. It has to do with face to face exchange of information. From this perspective, the Las Vegas Expo fulfilled its purpose.

It goes without saying that education is an essential element in keeping continued use of the Commodore platform relevant. Learning occurs on several levels. The deepest understanding comes from actual experience, and witnessing the experience provides better comprehension than is possible from the testimony of a witness. The bottom line is that attending the Expo proved a whole lot more educational than reading about it. -RLM

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ADDRESS CHANGE

Rod & Gaelyne Gasson are moving,
new address:

Rod & Gaelyne Gasson
14 Siesta Crst
Maslin Beach, SA 5170
Australia

MUTTM TREASURER'S REPORT

Submitted by: Emil Volcheck Jr.

for November 1, 2004 thru September 30, 2005

With most of the "fiscal" year behind us, things have got pretty quiet, at least from the treasurer's point of view! That does mean we have not been garnering new recruits to the ranks of MUTTM in recent months! I've had the excitement of writing a few checks to Richard Savoy, our heroic printer/mailer, and to pay the annual fee for our website. And, that's it! Our income from new member dues has been essentially nil.

I hope that with the beginning of the new renewal/recruiting year that that will change. If you know another person, who is still using their Commodore, how about urging them to get on the bandwagon? They will benefit from the information and assistance that MUTTM can provide, as well as help to keep the enterprise going and supporting the needs of all its members. They may even be able to help others pursue their interests in keeping things Commodore alive.

But, for now, the numbers are shown below. If there are questions about them, please feel free to contact me as listed below. Until next time:

11/1/04	Balance	\$ 546.88
	Income - dues	\$ 1572.69
	Income - other	\$ 4.15
	Expense - Mailink	\$ 1144.58
	Expense - other	\$ 116.25
9/30/05	Balance	\$ 862.89

Remember, when you send in your DUES, or any other FUNDS, for the treasury, 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) 793-5156, or email me at: treasurer@mailink.videocam.net.au

Cheers, Emil

++++
Now I know more than one person will question in their mind, "I thought I already read the Treasurer's report" and you did on page 3, if you compare you will see that above report is more up to date!, actually the page 3 report should have been in that great July issue, just an oversight —Richard



XMS CANDY21X23

HAPPY &
HEALTHY
HOLIDAY
SEASON

FROM:
OFFICERS &
STAFF OF
MUTTM



XMS BOY 17X19

MUTTM RENEWAL 2006 MEMBERSHIP

1. NO CHANGE IN MEMBERSHIP DUES: USA \$ 15.00, CANADA \$ 17.00 \$ _____
 2. IF YOU DESIRE TO MAKE A EXTRA DONATION TO TREASURY: \$ _____
 3. BONUS DISKS FREE ONE EACH FROM THE DISK OF THE MONTH PASSED ISSUES OF: 5 C's OF NEVADA & MCCC OF AUSTRALIA BOTH DISKS ARE 5.25 INCH, C-64 FORMAT TO BE MAILED WITH EACH ISSUE OF THE COMMODORE MAILINK FOR POSTAGE ONLY \$3.00 US FUNDS..... \$ _____
- TOTAL; MAKE CHECK PAYABLE: EMIL VOLCHECK TOTAL: \$ _____

EACH CURRENT U.S. AND CANADIAN MEMBER HAS RECEIVED THE ABOVE FORM FOR ORDERING YOUR RENEWAL MEMBERSHIP FOR 2006 FISCAL YEAR., WITH THE NOVEMBER 2005 COMMODORE MAILINK. ALL OTHER WILL HAVE TO CHECK WITH THE TREASURER : EMIL VOLCHECK BECAUSE OF THE DIFFERENT POSTAGE RATE IN OTHER COUNTRIES.

PLEASE REMEMBER TO INCLUDE THE \$ 3.00 TO COVER THE POSTAGE FOR THE TWO FREE DISKS ALL SIX ISSUES OF THE CML.
Richard Savoy, Free Disk Distrutor

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