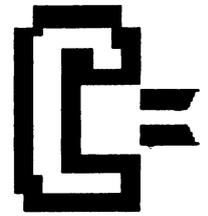
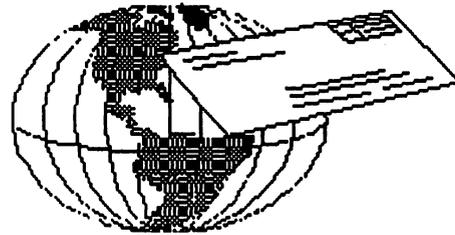


COMMODORE MAILINK

3-7-06

NEWSLETTER OF MEETING 64/128 USERS THROUGH THE MAIL



MEETING NEWS March, 2006

We are already in the second half of this decade! Our membership numbers less than 100 these days, but in view of the local user group membership declines, we seem to be holding our own.

Hello and welcome to new member Robin Harbron, 2130 Scotland St., Thunder Bay, Ontario, P7J 1B4, CANADA, who is now listed in our enclosed BIO's. I recall from several EXPO's that often when someone has a question during a demo, Robin can clarify to the most minute technical details, over the heads of those of us who are hardware-challenged, but at least he makes it sound understandable (and we pretend to understand).

We in the U.S. have had a recent postage increase from 37 to 39 cents per ounce, so we have decided to incorporate our application for membership into our semi-annual BIO's and Yellow Pages packet, rather than include it in each newsletter as we had planned last year. We still may have to shave another page from our newsletter in order to hold dues to their present levels, while still cramming as much Commodore-related information into the newsletter as possible.

We have lessons #2 and #3 of Stephen Judd's Slang Tutorial inside, and anticipate completing it sometime this year, thus decided to include SLANG on Mailink-On-Disk now, rather than waiting till the end of the tutorial. Bruce Thomas' geoPublish Tutorial will continue through this year, and will come to completion approximately at the end of 2007. This tutorial will constitute a book when finished and, could be called the "Bible of geoPublish". Of course, if you prefer to have all tutorial lessons neatly packaged together, Bruce has bound copies available for sale.

As a message to all members, it should be noted that what you read in these pages is dictated by what you/we the members submit as articles, games, demo's, programs, interviews, etc. Each and every issue of our newsletter is created, edited, printed, published, and mailed by member volunteers. The only way to make it better, or more to your liking, is to submit articles you want to see in print. As of January 10, we had 71 members, which means theoretically we could receive 71 articles for May, but unfortunately it would be unrealistic to expect that to happen. But one can dream, can't one?

--President, Linda Tanner

NEWS FLASH Welcome aboard our new member David VanKammen, 1598 McGraft, Muskegon MI 49441. His BIOS will be in the May issue of the CML. Also some late renewals Barbara Douglas, Albert Chapulis and Everett Pearsall all of their bios are included with this issue,

BUSINESS OFFICERS:(see addresses in BIO's)

PRESIDENT : Linda Tanner, tannerlj@yahoo.com

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

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

PUBLISHER/MAILER: Richard Savoy;RSavoy5578@aol.com; prints and mails CML; sends late reminders;

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

MEMBER BIO EDITOR:Brian Vaughan: Frogissam@bluecity.org; edits member addresses and BIO's; denotes member as "Friendly Correspondent" in BIO's at member request;

E-DDRESS EDITOR: Joseph Fenn, jfenn@lava.net; maintains email addresses of members; posts list online;

WEBMASTER: Andrew Schwartz, andyschwartz@hotmail.com;

maintains Mailink website, <http://mailink.videocam.net.au>;

QUESTION & ANSWER MAN: Rolf Miller; answers C= related questions of wide variety; rolfmiller@aol.com;

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

MAILINK-ON-DISK EDITOR:Ken Barsky;creates disk version of CML for subscribers; KBarsky@msn.com.

THE EASY WAY TO CONTACT OFFICERS:

President@MAILINK.videocam.net.au

Vicepresident@MAILINK.videocam.net.au

Treasurer@MAILINK.videocam.net.au

Bioed@MAILINK.videocam.net.au

Emailed@MAILINK.videocam.net.au

Webmaster@MAILINK.videocam.net.au

Managingeditor@MAILINK.videocam.net.au

Diskeditor@MAILINK.videocam.net.au

Editor@MAILINK.videocam.net.au

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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 disk file and a backup disk file, 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 to our Mailer, Richard Savoy, by the first day of the month you are editing. NOTE #1 TWS or TRUE ASCII disk files should be sent to CML Disk Editor, Ken Barsky. NOTE #2: to include a color page, send 90 completed sheets of that page, printed on both sides (ready for insertion into CML), along with the "masters". If you are new at editing, 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.

The March Editor : Richard Savoy

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

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

FROM THE EDITOR'S DESK

First I'd like to say we have had 80 members renew their membership in MUTTM, I'm sure there are more that will sign up shortly.

Kenneth Barsky has had a great start up disk as his first Disk Version of the CML! I send him pages 9 through 18 via the internet and he converts them to Commodore. It was not the first time it had been done as several of our visiting editor have sent the newsletter to me the same general way, but it opened the door for us to join the 21st Century as you will see from Linda's article in the next column.

The Yellow Pages have been sent via the Internet from Argentina, that's not all! We can make quick changes or additions right up to the time of printing the newsletter. The quality of the master pages will be more uniform and make for better photo copying. This issue March 2006 will be the first issue done completely in the new format.

Nearly 50 % of the re-new memberships contained the extra three dollars to cover the cost of the two free disks enclosed with each of their issues this year. If you missed out, you can still sign up by sending Emil Volcheck, our Treasurer three dollars and I'll see to it that you get the issues you missed.

By the way before I forget a MUTTM APPLICATION will be enclosed with this issue of the newsletter as a separate item for you to pass along to any interested person.
Richard Savoy, Editor this issue.

NEXT EDITOR FOR MAY ISSUE

Articles can be sent on either 5.25" or 3.5" floppy disks, or via the Internet, if mailing hard copies, be sure they aren't folded. If you have any questions contact at my Snail mail or Internet address listed below. Deadline is April 15 for mailing.

Andrew Schwartz
6300 King Louis Drive
Alexandria VA 22312
Email: andyschwartz@hotmail.com

COMMODORE2APPLE

By: Linda Tanner

Finally there is a solution in this household that allows movement of disk files back and forth between an Apple and my favorite computer, Commodore 128. I can thank both Rolf Miller and Robert Snyder for their suggestions on interfacing two different computer formats, and while I am following much of what Robert Snyder suggested, I'll keep Rolf Miller's ideas (September, 2005) on the back burner, as it is always nice to have backup systems, which are not restricted to software and databases. Hardware needs "backups" occasionally also.

Robert suggested a floppy drive for the "other machine", as that is how in his household he moves between the two different systems. Being fairly ignorant of add on hardware for other systems, I investigated and discovered a little USB-powered "SmartDisk" 3.5" floppy disk drive that reads and writes files in both IBM and APPLE formats, and this unit cost only around \$34.

Here was the first test run. I sat down to the "fun machine" (C128) and loaded GEOS/WHEELS, then located the file to transfer, settling on "Meeting News". I then went into geoDOS and in there I COPY'd the desired file from geoWrite to IBM PC format. Next I moved the new IBM version of "Meeting News" onto 3.5" floppy disk. I then removed that floppy from the FD4000, and put it into the SmartDisk attached to the Apple. Finally, I sat at the online machine (Apple) and loaded the file from the floppy in SmartDisk onto the hard drive, then went into email, attached the "Meeting News" file to the letter I then emailed to Richard Savoy telling him of this test. It was a thrilling success.

Someday I'll try the WAVE again, as it did work fine with the SHELL account we had years ago. In the meantime, there will be no more trips to the library computers merely to send a file via email. Whew!

--Linda Tanner

QUICK TITLE PROGRAM

By: Kenneth Barsky

^^

QUICK TITLE PROGRAM is an original program that I wrote to compliment QUICK TITLES which appeared on LOADSTAR #55 and appears on side two of this issue CML on disk. The program has built in DOCS.

QUICK TITLES is a program that creates screen display headlines out of font character sets. 12 or so come with the program. I have added hundreds more. Any font can be used if you change the starting address to 2048. A program called MULTI SYS CHANGE appears elsewhere on this disk.

Now the output for QUICK TITLES is either to disk and/or as a printed out hard copy.

The output to disk is a sequential file consisting of the background and foreground colors, the tab value, and the keyboard graphics that make up the display word or words.

The printed hardcopy shows what keys to press or to program to make up the display word or words. This seemed to me to be laborious.

I wrote this program that makes program lines out of the sequential file output of QUICK TITLES. After you have created and saved the display word(s) the exit sequence will load and run QT PROGRAM.

A word of explanation first. QUICK TITLES produces a display headline of up to 10 characters (except Double Width). QT PROGRAM produces a four 2 program lines of 80 characters maximum. A line of 10 characters may run over. What I do with a line over 8 characters is to split it into 2 parts: left and right, and program them as odd and even lines with the odd (left) lines ending in a semicolon (;) so both left and right will come together as one line. (See note re: 128 version below)

Continue next column

So, the first prompt is:
IS THIS 1/2 OF A LINE? Y/N
If yes (see above) press Y. If no press N.

Next prompt:
DO YOU WANT TAB IN? Y/N. NO if 1/2 of a line. Yes if otherwise.

Next prompt:
STARTING LINE IS (ODD: LEFT 1/2 LINE;
EVEN RIGHT 1/2 LINE OF CENTERED)
(LAST LINE IS #N)
Any line larger than #N (this number is updated>

Let's say that line is 1/2 a line. Lets say you enter 51. The four lines produced will be line 51, 53, 55, 57. Then when you enter right 1/2 startwith 52 so the lines will be 52, 54, 56, 58. When the resultant lines are run the two will come together. Lines that are not 1/2 lines should be even.

Next prompt:

NAME OF FILE:
Enter name of sequential file.
Program will change background and foreground colors and print to screen four program lines and a prompt update. Bring cursor up to program line numbers and press RETURN. The resultant program lines are added to QTPROGRAM.

Now RUN and repeat with next word(s).

When finished delete original proram lines 1-25 and 61000. You will left with just program lines. Add POKES for screen colors and CLEAR screen to start.

NOTE: I also have a 128 version. Since 128 program lines are not limited to 2 you can disregard the split lines in the 64 version.

A Rebuttal to:

"CommVEx was a BUST!"

By: Robert Bernardo, co-organizer of the Commodore Vegas Expo

~~~~~

A few weeks ago I was informed by Larry Lathrop, C128 librarian of the Clark County Commodore Computer Club (Las Vegas), that Dale Sidebottom had written a review of the Commodore Vegas Expo (CommVEx) which was held on July 30-31. According to the information that Larry provided, this review was published in the September Commodore MaiLink, a newsletter that goes to hundreds of C= users. To my surprise, Dale had given CommVEx an unfavorable review! I was not a part of the MaiLink, and all of this was news to me. Larry promised to send me a hardcopy of the review. I now have the CommVEx review in-hand, and below is my point-by-point rebuttal. For those who are a part of MaiLink, please forward this rebuttal to those MaiLink editors who have my permission to publish this in their newsletter.

Let's begin. Dale wrote --

"With sincere apologies to Robert Bernardo and Bruce Thomas who valiantly worked to organize this puppy from hundreds of miles away, the first Commodore Las Vegas Expo (usually known as CommVEx) was a disappointment."

This was the first negative that I had heard. From all the other CommVEx attendees I'd heard nothing but positive comments.

Due to financial constraints, it was decided to hold it where the 5C's (Clark County Commodore Computer Club) of Las Vegas usually meet. Not only due to financial constraints but also 5C's president Al Jackson offered the use of the room after a deal for a venue in North Las Vegas fell through and 2 other hotels had provided room packages that had too many constraints/limitations.

Wanting to have a venue locked down by December 31 or so, I accepted Al's offer, and 5C's member Mac Meconis was the go-between who kept in constant contact with the public relations director of the room.

They meet in a free meeting room located at the Nevada Power Station. Well, having it at the power station would have been very far out of town; the public meeting room was at the administrative office building of Nevada Power.

Unfortunately, the 5C's didn't have a single member who had ever attended an Expo. They didn't know what to expect from us, or if we 'wild' expositioners might do something to endanger their status with the Nevada Power Company.

5C's member Paul Armstrong had attended the Las Vegas Classic Gaming Expo 2002 when the Fresno Commodore User Group had a table there. In fact, he helped out quite a bit at our table. My thanks to Paul for being the only vendor at CommVEx.

I personally believe that future expos in Las Vegas will never reach their full potential without better support from the 'locals.' Hopefully, with one CommVEx under their belts, the 5C'ers have discovered that we're just good people who love to interface and network with like-minded Commodore 'crazies.'

Bruce Thomas counted 55 CommVEx attendees; I counted 52 attendees. Out of that number, 16 of those attendees came from the 5C's club (from the club's total of 25 members). Having CommVEx would have been difficult or impossible without the efforts of Al Jackson, Mac Meconis, and one of my right-hand men, Larry Lathrop. Also Mark Richey, Ron Gratreaks, and others from the Southern Nevada Amiga Group were in attendance and had displays. In other words, the support was there. That said, the locals (5C'ers) were wonderful to us, gracious as could be, and I truly appreciated their hospitality during the Expo. *Continue on page 8*

# BASICALLY SPEAKING

This is our first time to deal with Commodore's favous Sound Interface Device, the three-voice 6581 SID chip. The SID is used in both 64 and 128 computers, but those who have programmed the chip will attest that each SID chip is unique and that no two SID chips will sound exactly alike. Since your president is a certified, card-carrying know-nothing when it comes to the SID chip, we will have to learn together on this topic. The books that will help us through our sound/music escapades include: Commodore 128 Programmer's Reference Guide, Commodore 128 System Guide, Mapping The Commodore 128, Commodore 64 Programmer's Reference Guide, Mapping The Commodore 64, How To Program Your Commodore 64, and Compute!'s Beginner's Guide to Commodore 64 Sound. Having these and other books that discuss Commodore-generated sound and music is not essential, but one can never have too many books, especially if they contain useful information. There exists a monstrous amount of literature about programming the SID chip, so keep that in mind as you peruse the minuscule amount of information that can be squeezed into our two allotted pages in each issue. In spite of that, we will still get to know our SID.

We have two short programs on page 7, one each for 64 and 128, and it is obvious at a glance that programming the SID chip on the 64 is much more labor intensive, while the 128's BASIC 7.0 has the advantage of versatile keywords not found in BASIC 2.0, such as SOUND, TEMPO, FILTER, ENVELOPE, VOL, and PLAY.

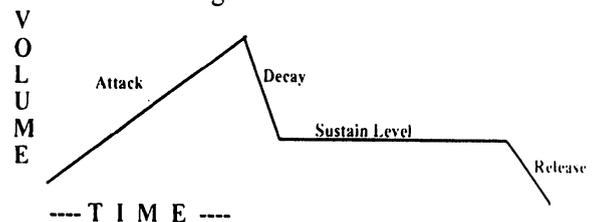
A good rule to remember in programming sound is that a minimum of five items are essential to produce sound on the Commodore 64: 1) volume, 2) A/D/S/R (attack, decay, sustain, release), 3) frequency, 4) waveform, and 5) gate bit enable. The C128 has similar requirements, but due to the multi-purpose nature of some of BASIC 7.0's sound keywords, there isn't an exactly parallel "list of five", as the 128 can produce sound with VOL and SOUND alone.

Taking the easy steps first, we look at "SOUND128-1.1.0" at the bottom of page 7, and on MaiLinkOnDisk. Notice four keywords in statement 10. Volume, VOL, is self explanatory and can range from 0 (lowest) through 15 (highest). TEMPO can range between 1 and 255, with 1 defining TEMPO at slowest speed. There is a formula in the C=128 System Guide which calculates the actual duration of a whole note in seconds, by dividing 19.22 by whatever number we assign to TEMPO. For example, if we use TEMPO 19 or TEMPO 20 in a program, the whole note would last approximately 1 second: **whole note duration = 19.22/n seconds**, where n=19 or n=20. In essence, TEMPO defines the speed of a song or sounds being played. Since FILTER is not essential, we will discuss it later.

ENVELOPE, with its 7 parameters, is where we set Attack/Decay/Sustain/Release, A/D/S/R, which are the four main components of our "sound envelope". Attack, Decay, and Release are functions of time, whereas Sustain is actually a volume setting, and until the gatebit is turned off, (allowing Release to release) Sustain continues to sustain the sound indefinitely. ATTACK determines how quickly a sound attains its selected volume, DECAY represents that initial decrease in volume from the ATTACK's peak, down to the SUSTAIN level. RELEASE is the sound's final descent in volume. If you want the coward's way out, BASIC 7.0 has created 10 default instrument ENVELOPE's for easy use; to use any of these predefined musical instrument ENVELOPE's, you specify the ENVELOPE #, such as ENVELOPE 0 through ENVELOPE9, for piano, accordion, calliope, drum, flute, guitar, harpsichord, organ, trumpet, or xylophone, respectively, ommiting the other six parameters. (If you are truly afraid of learning to program your SID chip, you can find one of very many Sound Editors, Music Editors, SynthPlayers, etc. )

SOUND has up to 8 parameters of voice #, frequency (0-65535), duration (0-32767), direction (0/up,1/down, 2/oscillate, 0=default), minimum frequency (if sweep is used) (0-65535), step value for sweep (0-32767, default=0), waveform (0=triangle, 1=sawtooth, 2=variable, 3=noise, default=2), and pulsewidth (0-4095, default=2048). The minimum parameters of SOUND are voice#, frequency, and duration, for example, SOUND3,8500,60, which codes for voice 3, creating an 8500 Hz sound for a duration of 60 jiffies, or 1 second. In our program for the 128, we could have incorporated the two batches of SOUND statements within FOR/NEXT loops, but it is easier to follow each SOUND statement visually as each sound is actually played, for better understanding.

In the diagram at right one can see the ENVELOPE as it is graphically depicted. This in my view is the most important subtopic in programming your SID with sound and/or music. We shall continue our unfinished discussion in May. How does that sound? -L.Tanner



## "SOUND64-1.1.0"

6 L1=54272:L2=54279:L3=54286:H1=54273:H2=54280:H3=54287  
7 P1=54274:P2=54275:P3=54281:P4=54282:P5=54288:P6=54289  
8 W1=54276:W2=54283:W3=54290:E1=54277:E2=54278:E3=54284:E4=54285:E5=54291  
9 E6=54292:FL=54293:FH=54294:RS=54295:FM=54296:OS=54299:EG=54300  
10 FORZZ=1TO24:FORS=L1TOFM:POKES,0:NEXT:POKEFM,15  
12 POKEH1,(ZZ\*4):POKEL1,4:POKEW1,17:REM FREQ8196/TRIANGLE/GATEBIT=ON  
13 POKEE1,73:POKEE2,137:GOSUB89:POKEW1,16:GOSUB89:REMA/D/S/R=64/9/255/9  
16 NEXTZZ  
80 FORS=L1TOFM:POKES,0:NEXT:POKEFM,0  
81 GOTO90  
89 FORA=1TO4000:NEXT:RETURN  
90 REM VOICE1 L1=FREQCTL-LOBYTE H1=FREQCTL-HIBYTE  
P1/P2=LO/HIBYTE PULSWVFRM WDTN  
91 REM VOICE1 WAVFRM CTL REG=W1 ENVELOPE GEN1  
(A/D)=E1 ENVELOP GEN2 (S/R)=E2  
92 REM VOICE2:L2/H2/P3/P4/W2/E3/E4 -----VOICE3:L3/H3/P5/P6/W3/E5/E6  
94 REM FL=FILTERCUTOFFREQ LOW NYBBLE(BITS2-0)  
FH=FILTCUTOFFREQ HINYBBLE(7-0)  
95 REM RS=FILTER RESONANCE/VOICE INPUT CONTROL REGIST.  
FM=FILTER MODE/VOLUME  
96 REM OS=OSCILLATOR3 RANDOM# GENERATOR/  
VOICE3 NUMERIC OUTPUT(BITS 0-7)  
97 REM EG=VOICE3 ENVELOPE GENERATOR OUTPUT  
99 REM NEED 5 ITEMS MINIMUM FOR SOUND:  
VOL/ASDR/FREQ/WAVFORM/GATEBITENABLE  
100 REM SOUND64-1.1.0 (VOICE1 SOUND PRG FOR64) MARCH06 CML BY L.TANNER

## "SOUND128-1.1.0"

10 VOL 15:TEMPO10:FILTER2000,1,0,1,8:ENVELOPE5,0,9,2,1,1  
12 SOUND1,12000,50,0,2000,200,1  
14 SOUND1,10000,50,0,2000,200,1  
16 SOUND1,8000,50,0,2000,200,1  
17 SLEEP4  
18 SOUND1,12000,2,1000,100,0  
20 SOUND1,10000,2,1000,100,0  
22 SOUND1,8000,2,1000,100,0  
24 SOUND1,6000,2,1000,100,0  
26 SOUND1,4000,2,1000,100,0  
28 SOUND1,2000,2,1000,100,0  
99 REM SOUND128-1.1.0 (VOICE1 SOUND PRG FOR128)3-06CML BY L.TANNER

Continue **Rebuttal** from page 5.

Las Vegas is important to our future, because it is the only place my wife will agree to go with me to attend a Commodore Expo. So I hope future expos there will be more successful and draw ever larger crowds! **Viva Las Vegas!**

To conclude, I'd like to go over the title, "CommVEx was a BUST!"

From an analysis of the Dale's review, it seems that his only criterion for measuring the success of the show was the involvement of the 5C's members. As mentioned above, the 5C's was involved; they did show their support. However, the success of the show cannot be only measured by local club involvement. Success must also be measured by other factors, like attendance numbers, quality and/or number of presentations, and that non-concrete factor, comradely. Concerning the attendance and compared to numbers from the LUCKI Commodore Expo, the SWRAP Chicago Commodore Expo, and even the Commodore Show Netherlands, CommVEx was a success. Thanks to everyone who came from Nevada, California, Oregon, Washington, Arizona, Illinois, Kentucky, and Alberta, Canada.

Concerning the quality/number of presentations, we had presentations from Dave Ross, Cameron Kaiser, Dave Holz, myself, Bruce Thomas, Bilgem Cakir, Larry Anderson, Rolf Miller, Lawrence Hiler, and Jason Scott, the topics covering Net blogging, gaming, CMD hard drive-hacking, the PAL

(European) scene/demos, new C= hardware, PC-to-C= file transfers, running a C= software business in the 1980's, and the BBS scene. (If I am forgetting anyone or any demo subject, my apologies.)

Concerning comradery, CommVEx was overflowing with it. Such friendliness! Such understanding! Such a relaxed group! Based on these criteria, CommVEx was *\*not\** a bust.

#### **Homestead mailing list**

> Homestead@videocam.net.au  
> <http://lists.videocam.net.au/mailman/listinfo/homestead>

## **SLANG (Scpu LANGuage)**

by Stephen Judd

### **Tutorial Lesson #2**

Go ahead and type this program into the Slang editor, press F1 to compile, and press F4 to run. Easy! The first line of this program declares the variable. Part of the reason you have to do this is that there are different variable types available. In BASIC, you can have floating-point variables, integers, and strings, and the name itself tells BASIC what type of variable it is:

A=10 ; numeric (floating point) variable

A%=10 ; numeric (integer) variable

A\$="10" ; string variable

As you probably know, the only reason to use integer variables is with arrays to save memory, because an integer array takes less memory than a float. Otherwise, a plain integer variable takes exactly as much space as a regular variable, and is actually slower for calculations because all calculations in BASIC are floating-point calculations.

In Slang, this is not the case. The variable type not only changes how much space is used but also how the variable is manipulated. In Slang, adding integers is much faster than adding floats together, and the integers take less space.

For example, if you change the line byte b in the program above to float b you will find that the program becomes larger, and it's also much slower (although you won't notice that in a simple program like this).

### **Tutorial Lesson #3**

Change b from a byte to a float, compile, and see what happens. The different variable types available in Slang are:

byte - 1 byte, signed numbers in range -128..127

ubyte - 1 byte, unsigned, range = 0..255

int - 2 bytes, signed, range = -32768..32767

uint - 2 bytes, unsigned, range = 0..65535

float - 5 bytes, signed, range = well, the usual BASIC range

In general, the smaller variables are also faster, so you'll often choose the simplest variable that meets your needs.

**Continued on page 9**

Continue **SLANGE** from page 8:

Just a few other things are worth noting. Unlike BASIC, variables can also have really long names, like:

```
uint ThisIsAVeryLongVariableName
b = b+ThisIsAVeryLongVariableName
```

Note also that variables can mix upper and lower case (the compiler is case-insensitive), and can mix variables of different types (you can add a byte to an int, for example). And once a variable is declared, that's it--you can't redefine a variable as a different type. One other thing to notice is that there is only one statement per line. Unlike BASIC, you cannot put multiple commands on the same line.

Loops and such: As is apparent in the above program, the for-loop in Slang is pretty similar to the BASIC for-loop. You can also put a "step" in there:

```
for b=1:10 step 3
```

There are two other loop structures available in Slang (and many other languages): while-loops, and repeat-loops. Here's an example:

```
b=1
while b<4
  sprint "blah"
  b=b+1
endwhile
```

This program does exactly the same thing that the for-loop does in the original program: while the expression b<4 is true, it performs whatever code is in-between the "while" and "endwhile" statements. The repeat statement is very similar:

```
b=1
repeat
  sprint "blah"
  b=b+1
until b>3
```

A repeat-statement always executes at least once, because the expression check is at the end of the loop. The way to think about all these things is pretty simple:

```
while ÄexpressionÜ While expression is true
  ÄcodeÜ Executes this block of code between
the while and endwhile statements
endwhile
```

Continue next column

One thing that Slang does not have is a GOTO statement. You can actually do GOTO's using assembly language, but it turns out that you can handle all the things you might use GOTO for using for/repeat/while-loops and the if-endif structure discussed down below (in next lessons), and your programs will be easier to debug. Stay tuned for lesson#4.

Stephen Judd can be reached at [sjudd\\$ffd2.com](mailto:sjudd$ffd2.com). His forum: <http://www.ffd2.com/slang/>

\*\*\*\*\*

## SELL BUY TRADE

**CINCINNATI COMMODORE COMPUTER CLUB**  
Official Users Group Number 292  
c/o 31 Potowatomie Trail  
Milford, OH 45150

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](mailto:thunderbird@iglou.com) or the club at: [cbmusers@yahoo.com](mailto:cbmusers@yahoo.com). A third alternative is to view them and download them from our web site- [www.geocities.com/c64-128-amiga](http://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 - \$1.00/100.
- 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.

Roger -{:)

\*\*\*\*\*

## WANTED WANTED

**Elinor K. Barton is seeking, "Ultima 4 Game Disks". Her address is: P.O. BOX 44, CORTLAND IN 47228-0044**

## GEOPUBLISH TUTORIAL PART 15

### Adding Special Text

By: Bruce Thomas

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

In this installment of the Tutorial we are going to use Special Text in Page Graphics (P.G.) Mode to add Headlines, Captions, Pull-Quotes and End of Article markings to give our Publication some flair. When creating Special Text [gP Page 4-35] we can use any GEOS font from 4 to 192 points and in any style. Since we are aiming for PostScript (PS) Printer output of this Tutorial we will stick to the 11 LW Fonts - in particular, the 5 fonts identified in installment #3. If you aren't using a PS Printer you should use MEGA Fonts for your headlines and Special Text as the larger available point size reduces the jaggies that occur when enlarging regular GEOS fonts.

While some people may use P.G. to add Special Text to each page as they go along I prefer to finish all of my text work and Graphic Placement first in case editing of files changes the layout. After all of the preceding work is completed I print off the file and use my red pen to indicate areas that need a Headline or Caption or to draw in a line or box.

Since we have done our proofreading and spell checking a good option for this phase of publishing is to print out Thumbnails of the pages. Thumbnails can be printed from PostPrint or geoPubLaser or created manually with the Paint Drivers and the Thumbnail program from the RUN GEOS Power Pak disk. The beauty of Thumbnails is that all 16 pages of a geoPublish document get printed onto one 8.5" \* 11" page (reduced to 22% size) and you can readily see where you need to add Special Text.

While adding the Special Text I don't finish each page as I go but rather jump from page to page, back and forth through the document. The reason behind this is that the Attributes for the Special Text (Font, Size, Style) are retained by geoPublish. So, if I have 5 headlines to place it is quicker to set the **Continue top of next column**

attributes and then use the "Goto Page" Option to jump to each location and enter the headline than to change the attributes multiple times on each page. Another handy feature to speed things up if you don't have an accelerator is to turn off bitmaps in the options menu.

### Main Titles

Let's start geoPublish, open our TutorialPart1 document and GoTo Page 1. In P.G. Select the Text Tool, open the Attributes, set LW\_Cal, 30 point, bold, Centered and then press OK.

Turn Snap On. Place your Pointer at the top left corner guidelines and click. The Special Text dialog box will open. Enter "Sophisticated Software" for our first article title. Click OK to set the text. Now we need to fix the alignment. Turn Snap Off. Select the Pointer and then click on our freshly placed text. Since we set Centering the text box extends to the right edge of the page. We want our headlines centered between our outermost vertical guidelines. Grab the resize button and drag it back to line up with the right guideline and at the same time drag it down about 1/4 of an inch. The reason we need to expand the box vertically is that the PS fonts print a bit different than they appear on screen. If we don't expand the text bounding box some of the letters may get cut off when printed. If you change Special Text Attributes after this placement you must expand the box again as it's size will return to the default.

Next we have to change to Zoom View in the top left corner of the page. Make sure the Pointer Tool is selected and then click anywhere on "Sophisticated" to select the Special Text. Turn the Toolbox off in the Options Menu (or C=T - a handy toggle to keep the Toolbox from getting in the way). Drag the top corner down about 1/4" to center the text in the Region.

Our first title is done so GoTo Page 3 and change to P.G. Preview.. Since our Attributes are going to stay the same we just have to turn on the Toolbox (C=T),

Continued on page 11

select the Text Placement Tool and set the box at the top left corner guidelines. Enter "A Quick Tour" as the title and then fix the alignment by re-sizing the bounding box back to the right guideline, expanding it downwards 1/4 inch and then centering it vertically in the region.

On Page 5 enter "Planning & Preparation" for the title. Fix the alignment, expand the box and center the text vertically before moving to Page 7. The steps are the same for the rest of our headlines so here they are.

Page 7 - "Master Pages Mode"  
Page 10 - "Page Layout Mode"  
Page 13 - "Document Conversions"  
Page 14 - "Importing More Articles"

That is all of the headlines for this document. Let's GoTo Page 2 and start with our headlines for subsequent pages.

### Subsequent Titles

Choose the Text Placement Tool and then open the Attributes. For these subsequent headlines we want LW\_Cal, 24 Point, Centered and Bold. Set those attributes and click OK. Set our Headline in the usual position and enter "Sophistication". Fix the alignment and expand the box downwards and we are ready to GoTo Page 4. Here, our headline will be "Touring".

Add the following headlines:

Page 6 - "More Planning"  
Page 8 - "Master Pages"  
Page 9 - "Master Pages"  
Page 11 - "Page Layout"  
Page 12 - "Page Layout"  
Page 15 - "Importing Articles"  
Page 16 - "Importing Articles"

If you were paying attention you noticed that we have two more headlines to add. Let's GoTo Page 10. On this page we carried over the remainder of the previous article

Continued in the next column

into two half-columns at the bottom of the page. Place your Text Pointer at 5 3/4" A and click. Enter "Master Pages" and then center and expand the box.

Now GoTo Page 14 where we also have an article carried over in the lower half of the page. Place your Text Pointer at 6" A and enter "Converting Documents" as the headline and then align and expand the box.

### Pull-Quotes

Since we were not importing graphics at this stage of the Tutorial we don't have any captions to add. We do, however, have two Pull-Quotes to add. GoTo Page 2, change to Zoom view and position the Zoom box about 2/3's of the way down the left column. You will see that there is space left between the last two paragraphs. We are going to use a Pull-Quote to fill this space.

A Pull-Quote is used to attract the reader's eye to the page and provide some enticing information from the article to get the reader to read some more. Select the Text Placement Tool and then set the Attributes to be LW\_Giannini, 18 points, left justified, plain. Now place your pointer at 5 3/4" and 1" and click. Enter the word "It" and click OK to place the word on the page. Select the Pointer tool and click on our text. Use the re-size button to expand the text box down and across to 6 3/4" and 3.5".

After placing the box open the attributes and change to Center justification. Press the Edit button and enter the rest of the text so it says "It is very important to allow the reader's eyes to rest." and then click OK. The text should be centered nicely in the blank area we had left for it.

Let's GoTo Page 4 where we have a blank area near the bottom of the middle column. You can stay in Zoom View and GoTo Page 4 and the Zoom box will just need to be moved over to the right and down a bit by moving your mouse pointer against the side and bottom edges of the screen.

Continued on page 12

Our text here is "...Page Graphics Mode is where you make it shine." but before entering the text change the Attributes back to left justified. Now just enter "...Page" to start with and then size the box to fit into our area. If you left the settings at Center you would Center the text between our placement point and the right edge of the page. Then, you would have to go to Preview in order to re-size the box back into our center column area. Once you have sized the box and entered the entire text string you can change the attributes back to Center to get the proper formatting.

### Marking the End

Many publications use a symbol or picture to mark the end of each article. All of my articles here end with "Until then, enGEOy your Commodore!" but having a tag line like that to mark the end of an article isn't always going to be the case. One of our PS fonts is called LW\_Shattuck and it contains many different symbols that are suitable for marking the end of an article. Open Zoom View in the bottom right corner of Page 2. We'll place a symbol to the right of the word "Commodore!" to indicate the end of this article.

Select the text tool and open the Attributes. Set the font to LW\_Shattuck, 12 points, left, Plain (styles don't have any effect on this font). We are going to use an Uppercase letter "X" which corresponds with the LW\_Shattuck Splat symbol. Place the X and then expand the bounding box. Do the same on Pages 4, 6, 10, 12, 14 and 16. Again, you can see how changing pages in Zoom View and setting Special Text is easy to do when you don't have to change Attributes each time.

### Part 2

So we have finished adding all of the Special Text we need to into our TutorialPart1 document. It is time to close it and open TutorialPart2. We have to start with Main Titles again so change to P.G. and GoTo Page 17. Choose the Text Placement Tool and set the Attributes to LW\_Cal, 30 points, Continue in the next column

Bold and Centered. The Titles we need to enter in Part 2 are as follows.

Page 17 - "Editor Mode"  
Page 18 - "Column Analysis"  
Page 20 - "Importing Graphics Part 1"  
Page 22 - "Proof Reading"  
Page 23 - "Importing Graphics Part 2"  
Page 24 - "Free Flow Graphic Placement"  
Page 28 - "Adding Special Text"

We have one more Main Title to add. On Page 21 we have an article which fills just the right column. Place your Text Pointer at 1/2"X and enter the title as "Document Renaming". Due to the narrow column the two words will be above and below each other. We still need to align the Bounding Box with the right guideline, expand it a bit and move the whole thing down about 1/4 of an inch.

With the Text Tool selected change the Attributes to LW\_Cal, 24 Point, Centered and Bold. Create the following Sub Headings:

Page 19 - "Column Analysis"  
Pages 25, 26, 27 - "Free Flow Graphics"  
Pages 29, 30, 31 - "Special Text"

GoTo Page 18 and position the Text Pointer at 5 4/72"A and enter "Editor Mode" for the sub heading. Next GoTo Page 21, change the Attributes to Left Justified and enter "Graphics Part 1" as the sub heading with your Text Pointer at the Top Left Guidelines. After Placing this Text change to Zoom View and expand the Text box to fit between the 'V' and 'X' Guidelines. Next, change the Attributes back to Centered and then expand the box down a bit.

### Captions

In TutorialPart2 we began importing graphics. To help make sense of the images for our readers we are going to add some captions. Our captions are going to be set in LW\_Giannini, 14 Point, Plain text and centered under the graphic.

Continued on page 13

## Tutorial Continued from page 12:

GoTo Page 20 and you will see in Preview that there is one graphic in the right column on this page. This is another reason not to use the first method for importing graphics. Change to Zoom View and place the box near the lower part of the left column. Here is a graphic that we imported in geoWrite / Editor Mode. It does not show up in Page Graphics Preview. We are going to place 2 captions beside this graphic. On the left side of the graphic we want our caption to say "Placed in geoWrite / Editor Mode". Make sure your Attributes are set to Left Justified, place your text pointer on the left side in line with the top of the garbage can and enter the word "Placed". Re-size the text box to be about as tall as the Can and enter the rest of the text. Change the Attributes to Centered and then expand the box down a bit. On the right side of the Can we want a caption that says "Not visible in Page Graphics Preview". Don't forget to change the Attributes back to Left before starting to enter the text. Once you have this caption completed move the Zoom Box (either scroll the screen or change to Preview and then place the Zoom Box from there) so that the other garbage can is visible. We want a caption on the right side of this Can that says "Centered in a Page Layout Region". GoTo Page 21 and enter a caption under this Can that says "Centered in a Region".

All of the preceding captions re-inforce the reasons not to place graphics in Page Layout Mode. If there wasn't enough space to place our captions we could not move the graphics without changing all of our text layout as well. GoTo Page 23 where we have 3 graphics. Each of these was placed in Page Graphics Mode but aligned with a Page Layout Region.

In Zoom View move to the lower part of the left column. We want to add "Centered" as a caption here. Under the graphic near the top of the right column we want a caption that says "Scaled".

Continued in the next column

There isn't quite enough room to have this centered properly under the image but it is close enough for our purposes here. For the third image, that is lower on the right column, we will have to move the bottom of the image up about 1/4 of an inch (select the image with the Arrow Tool and use the resize button) to make room for our caption of "Stretched & Scaled". If you forget to change to Left Justified before setting a caption and it ends up Centered with the right edge of the page just change it back to Left Justified, adjust the width and set Centered again. For a long Caption you would have to go to Preview to change the width or do some fancy scrolling in Zoom view.

GoTo Page 24 where we have our very large Giraffe image. Change to Zoom view at the feet of the Giraffe. Our caption here will be "Stretched and Scaled without a region". Center this text in a box wide enough so that you have 3 words on each line.

Pages 25 and 26 need 3 captions each. The first two will be centered under the images and the third one will be beside the image. Use the following captions:

"Figure 1: Simulated BSW Ad – Place Graphic into its own Region on the Page."

"Figure 2: Simulated BSW Ad - Graphic in Region; Text using separate Regions & Default Gutters."

"Figure 3: Thumbnail of Page with Graphic in a Region."

"Figure 4: Place your Graphic in Page Graphics Mode without a Region."

"Figure 5: Use Free Flow Graphic Placement to wrap text around images."

"Figure 6: Thumbnail of Page using Free Flow Graphic Placement."

### Almost Done

We are now ready to add our Splat marks at the end of articles. Set the text to LW\_Shattuck, 12 Point, Plain and place an Uppercase 'X' at the end of Pages 18, 19, 21 (once in each column), 22, 23, 27 and 31. Continued on page 14

And finally, I can only imagine what you have been thinking so far as the first paragraph of each section has been missing the first letter and the formatting is odd. You have seen this technique used in many publications and it is not hard to do in geoPublish. We are going to place a Large Capital Letter (LW-Roma, 30 Point, Plain) straddling the first two lines of text at the start of these paragraphs.

On Page 28 we need a letter 'I' in the left column and a letter 'L' in the right column. On Page 29 we need a letter 'C' in the left column and a letter 'S' in the right. On Page 30 we need both a letter 'M' and a letter 'S' in the left column and a letter 'I' in the right column. Place these letters so that their tops are three pixels above the other characters in the first line.

A slightly different approach will be taken with the letter 'W' in the right column on Page 31. Line up the bottom of this letter with the bottom of the characters in the first line and then move three pixels up.

That is all we are going to cover for Special Text now. I think there are enough examples and ideas here to keep you going for quite some time. Check your favorite publications for more ideas and see how easy they are to mimic in geoPublish, enGEOy your Commodore!

**BONUS!** - In article #3 I suggested that you make a Style Sheet to keep track of which fonts you are using for what part of the document. In article #7 I used a graphic and a table of values to make it easier to describe headline and text regions. I have put all of this info into a single page geoWrite file to make it easier to have it handy while you are working on the Tutorial. This is also a good example to use when you need to make up your own reference sheet for future projects. Download the GeoPublish Tutorial Style Sheet now. Make sure to have the LW fonts on the disk with the file when you print it out to get the proper formatting.

## First report of Commodore atCES

By: Robert Bernardo

After spending all of Thursday and most of Friday searching for a new Las Vegas hotel venue for CommVEx v2, I was able to rush to the International Consumer Electronics Show for a quick look. Because it was my first time to attend such an event, I didn't know what to expect. I found out by studying my pre-registration pack that my destination, Sands, was not an area within the Las Vegas Convention but an entirely separate building. In fact, CES was divided among 4 gigantic expo buildings, with Sands being the furthest away from the other three. The Sands Exposition Center was my goal, because Commodore Int'l. BV was there at booth 71007. Thank goodness that Ron Gratreaks, member of the Southern Nevada Amiga Club, was able to talk to me the night before and advise me on how best to get through the horrific traffic and find a parking spot. The trick was to park across the street at the Treasure Island Hotel & Casino and walk across busy Las Vegas Boulevard to my destination.

4:45 p.m. -- I arrived at the Treasure Island multi-story parking garage, parked on the third floor, crossed over the street sky-bridge to the hotel and down into the building. Out of the hotel I went, but I turned left and eventually found out that crossing the street intersections that way was the long way around. Darn, I should have turned right. Fighting through scores of tourists and CES people on the sidewalks, I entered the Venetian Hotel & Casino and wound my way toward the Sands Expo (which was connected to the hotel). With notepad and camera case in hand, I trudged past what seemed to be thousands of people and through endless corridors. 140,000 people expected to attend CES... now I knew the television news was right, and this was just one of the venues. Registration... that way... that way... CES attendees and AVN Entertainment Expo attendees in the same building (AVN, the Adult Video Network Entertainment Expo,

Continue on page 15

Continue from page 14

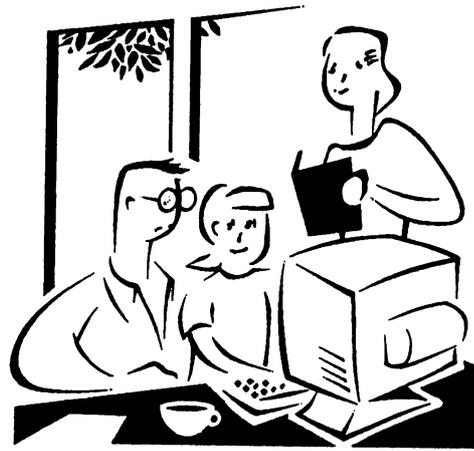
a show attracting its own particular crowd!). Finally, I stopped to the last exhibit hall door; if I continued walking farther, I would have entered the AVN Expo! , a show attracting its own particular crowd!). Finally, I stopped to the last exhibit hall door; if I continued walking farther, I would have entered the AVN Expo!

I entered that last door and asked the CES guide where registration was located. He pointed the way to advance registration. No problem at registration. At that late time of the day, there was no line, and I went right up to the counter. I showed my license and business card, but the lady behind the counter just wanted my pre-registration pack. She gave me the plastic holder for the badge to be worn around my neck, and she didn't even bother to check my camera bag. I asked where booth 71007 was, she examined her map and found nothing, and then she asked the associate to her side. He didn't know, but she then aimed me back toward the CES guide at the door. He would know. Go to the left and straight. Look at the huge numbers hanging from the ceiling to find your position.

I followed his instructions, and in no time I found the giant Commodore booth! It was not a little table but a space probably 20 x 50 feet. I stood by the side, straightened my shirt and jacket, checked my hair in the reflection of a window, put on my "I Adore My C64" and "J.E. R.C." buttons, took a deep breath, and strolled into the lion's den.

The "lion's den" was populated by a dozen or so Commodore business people -- two women at the ends of the area who were handing out brochures, some casual-dressed Commodore business-types, and the "suits" -- the Commodore business men in their expensive power suits. I felt like a small fry in a pond of big fish. **Robert Bernardo's Story will continue in the May issues and could end in a, "Middy Series"**

Thanks to Linda Tanner for passing the article alone.  
Editor this issue Richard Savoy



## THE BEGINNERS CORNER

### Lesson # 1

**Prepared By: Richard Savoy**

\*\*\*\*\*

Here we are back again for our second "Beginners Corner" last issue we just jumped around to learn the re-action to starting a series for those who really need to start from the beginning. What we don't realize is the people young and old have our beloved Commodore C-64's handed over to them with no instructions or help, "sorry but I haven't used it for sometime."

So with, "no more ta du" I will start here at the beginning. The lessons will be based on the Commodore 64 computer and if you have a C-128 a C-64 is in that computer also.

Let's make sure you have everything you need to get started:

1. Commodore C-64
2. Power Supply (black box an AC plug and a supply cord.
3. Video cable
4. TV Switchbox (small silver box with short antenna leads,)

Let's check and make sure you have everything, if not and you have no source, what better way than to go to the CML Yellow Pages or put a "Wanted"

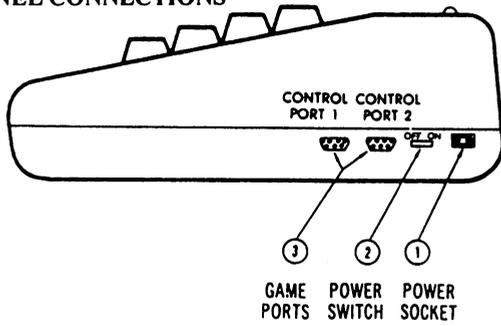
In the next newsletter, it's free to members of MUTTM.

### Side panel connections:

On the next page are diagrams and instructions for arrangement of the various connections and how each functions.

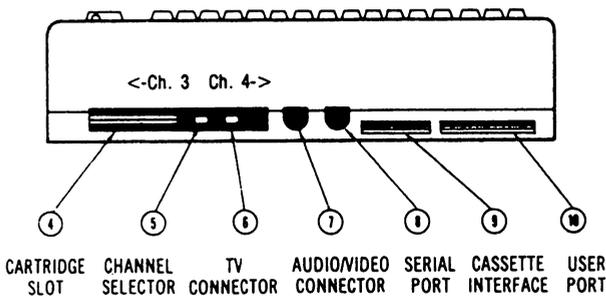
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**SIDE PANEL CONNECTIONS**



1. **Power Socket.** The free end of the cable from the power supply is attached here too power the computer.
2. **Power Switch.** Turns on the computer.
3. **Game Ports.** Each game connector can accept a joystick or game controller, while the light pen can only be plugged into the game port closest to the front of the computer;

**REAR CONNECTIONS**



4. **Cartridge Slot.** The rectangular slot to the left accepts programs or game cartridges
5. **Channel Selector.** Use this switch to select which TV channel the computers picture will be displayed on.
6. **TV Connector.** This connector supplies both the picture and the sound to your television set.
7. **Audio & Video Output.** This connector supplies direct audio, which can be connected to a high quality sound system, and a composite video signal, which can be fed into television "monitor".
8. **Serial Port.** You can attach a printer or single disk drive directly to the Commodore 64 through this connection. See you in May!

**MACUG STILL ALIVE!**

**By: Richard Savoy**

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I received the January 2006 newsletter (two pages) of the **Muskegon Area Commodore Users Group, 5130 Davis Road, Muskegon MI 49441.** Located just off the shores of Lake Michigan. According to their newsletter. "Rumors of our club's disbanding has been greatly exaggerated" and went on to say, "We learned from another newsletter (not the Commodore Mailink), that our club may no longer exist and might not even be located in Michigan but in Massachusetts!." Sorry to say, they aren't here in this New England state that I've live here all my life.

Therefore , let it be known throughout the land that the **MACUG is ALIVE** and meet on the fourth Tuesday each month at **7 p.m.** in the Photographics Building on Terrace next to Ryke's Bakery. For more information Call: Robert Luetjen 1.231.773-0035 or Maurine Gutowski 1.231,798-4888

I did send them some CML past issues of our newsletter and Applications for any of their members interested in joining the MUTTM, Richard S.

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

**ALBERT CHAPULIS,** 52 Alberge Ln, Middle River, MD 21220 has rejoined the group after a years absents, **Welcome back Albert.** Al's BIOS will be in the regular BIOS enclosed with this issue.

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**ARE YOU LOOKING FOR THE "QUESTIONS & ANSWERS" COLUMN**  
**NOBODY SENT ANY QUESTIONS!**  
**LET'S GET YOUR QUESTIONS TO:**  
**ROLF MILLER**  
**Rolfmiller@aol.com**



## SCRATCHING A FILE NAMED

By: AL Jackson

~~~~~  
Now and again, something will always happen that we can't explain. Worse than that, we may not be able to do anything about it! A file named "," on your disk is just such an enigma. Sometimes it might be a result of an errant save, or perhaps a misnamed file or some other obscure problem, but the fact remains that it happens and when you try to scratch the file with the usual:

OPEN15,8,15,"S0,":

command....it doesn't work! The reason it won't scratch the file is that the comma is a delimiter and as such is reserved from use in a filename. It is not a legal character in the name of the file. The way to get rid of it is to trick the disk drive. You see , the drive knows the file is there and that it is called "," but it just won't admit it to outsiders. Simply be sure there are no other single character file names on the disk and then :

OPEN15,8,15,"S0?":CLOSE15

and the errant file will be promptly scratched from your directory. The disk drive accepts the question mark as a wild card which stands for any letter and scratches any file with only one letter in it's name. Thus the caution to be sure there are no other single character filenames on the disk. If there are simply rename then with:

**OPEN15,8,15,"R0:newname=oldname"
:CLOSE15**

Rename the file anything you wish so long as there is more than just 1 character in the name.

**"SLANG THE PROGRAM" WAS
PLANNED FOR CML DISK
VERSION THIS ISSUE, WE
WILL TRY AGAIN NEXT ISSUE.**

Kenneth Barsky , Disk Editor

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FREE BONUS DISK

By: Richard Savoy

First I want to say "I'm extremely happy with the number of members who have taken up in my offer to give members free disks to members, for just the cost of the postage.

41 members so far have taken advantage of the program. Sooo, that's 82 double sided disks per issue 164 sides. I use MCOPI to copy and came up with an idea how to work it easier. I had been using two 1571 drives right along one Source an the other Target, now I connected another in series 1571 drive and made that drive a second Source. The next time I tried it "no soap" just a question mark with all the equipment on! It didn't take long to figure it out. You need to start with the original two drives, when finished copying the computer asks "Do you want to make another copy?" Indicate "yes" and turn the other copier on. I now, use three drives to copy at a time.