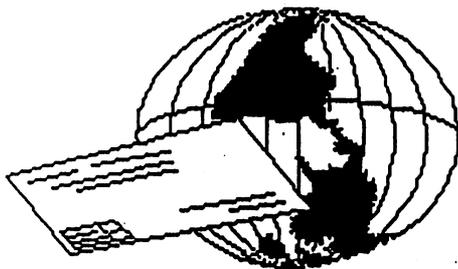


Send a request to the President via mail [MUTM, PO BOX 64, METAMORA OH 43540-0064] or email [president@MAILINK.videocam.net.au] with your postal address to receive an application. All information on membership will be sent to you via postal mail. DO NOT SEND MONEY WITHOUT FILLED OUT APPLICATION. However, for your information, 2008 dues are \$15 for U.S.A., \$17US for Canada, and Mexico, and \$25US for all other addresses. Membership includes Commodore Mailink in January, March, May, July, September, and November, plus COMMODORE YELLOW PAGES and BIO's (members list) in March and Sept.

HOW TO JOIN M.U.T.M.



**COMMODORE MAILINK**  
**NEWSLETTER OF —**  
**MEETING 64/128 USERS**  
**THROUGH THE MAIL**

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## MEETING NEWS

by Rob Snyder

Welcome back to another year of Meeting 64/128 Users Through the Mail and our first issue of Commodore Mailink for 2008. The cover graphic this month comes from Jane Voskamp Jones. I believe it is another graphic from her unpublished large Geos clip art collection she produced. I feel it is fitting to have a "summertime" image grace the cover of our newsletter this January-- after all, it is summer in the southern hemisphere where Jane lives. I'm sure us "northerners" appreciate a summertime image to help us dream of warmer days ahead and funner summertime activities. In the meantime, warm up that 64 or 128 computer and start typing away.

Let me remind members that the semiannual BIOS page will come out next issue and I hope everyone will look over their own bio to see if they would want to add or subtract some information. A person's likes and commodore equipment changes with time and an up to date listing allows the most correspondence between similiar members. I have taken over the bios compilation duty from Brain who has retired from the job and the club, so let me know of any and all changes.

The Resources page also comes out in the March **ISSUE**. If you know of suppliers of equipment and programs to add to our "Yellow Pages" contact Richard Savoy who gets those pages together for us. Andrew Wiskow of Moreno Valley, California has volunteered to become the West Coast "Depositor for orphaned commodore equipment." He is a becoming a new member for 2008 and his email is wiskow@verizon.net

I hope you will now sit back and enjoy the January 2008 issue of your newsletter-- Commodore Mailink

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*Commodore Mailink, January 2008, pg . 2*

## OBITUARY

We are sad to announce that MUTTM member **Craig Scott LeVay** has passed away. We have Galyne Gasson to thank for much of the information presented here, as after she was contacted, she did a "Google search" then forwarded what she found.

**Oakdale, Minn./LA CROSSE** - **Craig Scott LeVay**, 49, of Oakdale and formerly of La Crosse died suddenly on September 2, 2007, at a Native American powwow in Indiana.

He was born November 26, 1957, in Santa Monica, California, to William and Elaine (Morris) LeVay. Craig graduated from Logan High School and Western Wisconsin Technical College, both in La Crosse. He was employed as a printer at the Veterans Hospital in Minneapolis for 25 years.

Craig's hobbies included Indian lore and crafting fine Native American clothing. He also had a love for railroads and history.

Survivors include his parents, William and Elaine LeVay of Green Valley, Arizona; one sister, Gail (Jeff) Krall of San Antonio, Texas; and two neices, Jessica and Ashley Krall.

A memorial service (was held) at 1 P.M., Monday, September 10, at Jandt Funeral Home, Highway 162 and Hattan Street, Bangor. Pastor Scott Skogen officiating. Burial (was) in Fairview Cemetery in Bangor. Friends (may) call from noon until the time of the service Monday at the funeral home. Memorials are preferred in lieu of flowers.

(As a long time member I am embarrassed to admit that while Craig was one of those members who had indicated his willingness to be a "friendly correspondent" in our semi-annual Bio's, I do not recall having contacted him, and after reading his obituary and re-reading his Bio, I certainly feel I missed an opportunity to know a very interesting person. --editor)

## My Introduction to POCKET PLANNER 2

For many years I had resisted using spreadsheets, I suppose because I had tried one (?MultiPlan?) and found it excessively cumbersome, complex, and with too steep a learning curve. Plus it just wasn't fun. The years passed quickly, then one day a MUTTM member asked me if I had ever used Pocket Planner 2. I asked, "What's that?"

Not too long after that conversation the member sent me a copy each of Pocket Planner 2 (64) and Pocket Planner 2 (128). Still I resisted for at least another year. but a promise is a promise, and having promised to try Pocket Planner 2 (PP2), I opened it up one day and my whole world enlarged. Once I realized how user friendly this software is, I decided the first project was to keep track of the household finances this way. It's wonderful because now we can see in black and white, totals of both monthly and yearly expenditures and income. But it is so flexible one could use it to track income and expenses (or any other data) on a daily basis if desired.

And after my husband's very negative 2006 experience with Turbo-Tax, I decided to experiment with PP2 and the U.S. I.R.S. federal tax forms. In a few hours one weekend I created PP2 files that will do the work of the 1040EZ, for filing singly, or married filing jointly. True, the 1040EZ is very easy to complete in itself, but a tax preparer could save a bundle of time with a nifty program such as PP2 for this task, and NEVER be forced to sit online for hours waiting for the calculations to be done, as one is forced to do with TurboTax. I am absolutely certain PP2 can also be used to calculate more complicated tax forms, as this was just a test.

In the "Acknowledgements" section of the PP2 manual are mentioned the three key programmers: David Foster, Randy Linden, and Don Holtz. Don't we wish they were still writing for Commodore?

Elsewhere in this issue is more on PP2. Stay tuned for future PP2 work. -L.Tanner



# GEOSGenie

by Jane M. Yoskamp - Jones

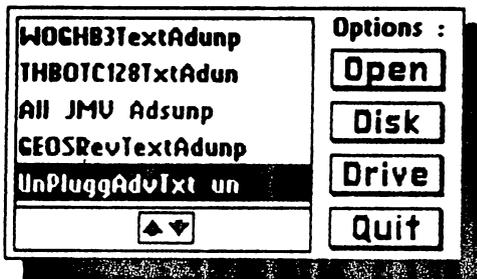
## Manipulating geoWrite Files

There are so many ways of doing things in GEOS, it is no wonder I can go on and on and on ..... And here I am still only on geoWrite as a topic. So lets take a look at what can be done to geoWrite files outside of geoWrite.

## GEOMISER

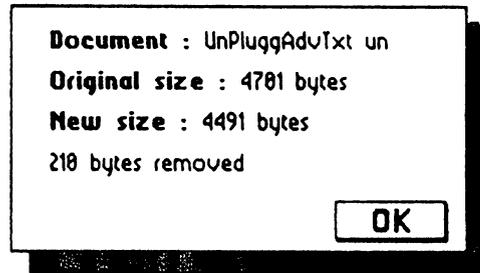
GEOMISER v1.0 by Marc F. Brouillette. This 40 column PD Application program will help you to reduce your geoWrite document to its smallest possible size. This can be handy when space is becoming limited on your storage disk.

On run the program displays a DBGetFile box listing the geoWrite files on disk, with gadgets of Open, Disk, Drive and Cancel being available. Select a file and click Open.



The program lists the page number and the number of bytes in the file to the back area of the screen display.

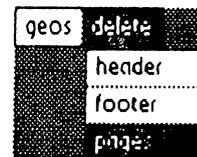
The program begins work and then displays a DBox giving the results of the reduction performed.



Click OK to exit to the first DBGetFile box to select another document, or click Cancel to exit. The document file still worked afterwards, although personally I couldn't see anything different with it at all. But by all appearances it worked fine.

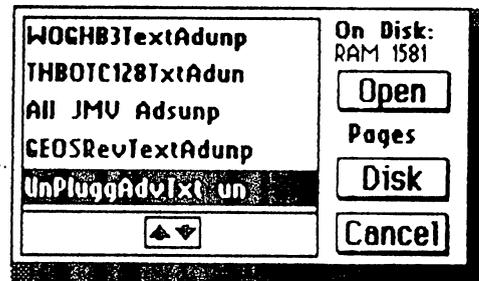
## DeleteHFP

DeleteHFP by Nathan Fiedler (of GeoCanvas colour in 128 80 columns mode, fame). This 40/80 column PD Application program from the GEOS Utilities 2.0 disk (discussed in GEOS UnPlugged I), will delete headers, footers, and pages, from geoWrite documents.



On run the program clears the screen and has a small menu at top left. The menu has Geos and Delete as option.

The geos menu has Delete Info, and quit. The Delete menu has Header, Footer, and Pages as options.

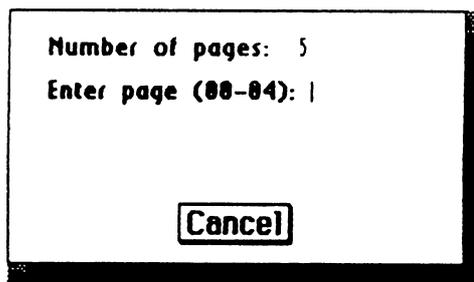


GeosGenie continued on page 5

## GeosGenie continued from page 4

Selecting either will bring up a DBox listing all the geoWrite files on disk. Gadgets of Open, Disk and Cancel are available. In the place of the Drive gadget is the nomination of your menu selection.

Following the Pages option, select a file and click Open. Next a DBox displays the number of pages in the document and you must enter the number of the page to be deleted, in two figures as given by the example. Enter the number and press RETURN, or click Cancel to exit back to the menus. A DBox announces 'Operation Complete !' when it is finished.



The program just neatly removes the page from the VLIR Index Table of the geoWrite file. Not bad, not bad. I felt fairly confident with the program's ability to do its job. For more information on VLIR Index Tables of GEOS files, refer to the section 'Examining GEOS Sectors' in 'The Handbook of Commodore Disks'.

If you select the Header or Footer options from the menu and one is not found in your file, a DBox informs you. If one is found a DBox announces 'Operation Complete !' when it is finished. It worked very quickly actually, and that's pretty much it, a very useful program to have in your Public Domain library for whenever a job might call for it to be used.

### The Zone ...

Well, it would appear that I have a little space, so I thought I would tell you about some projects I have been meaning to start, although I never seem to get around to them lately. First off the blocks is some new pre-printed cards, you know the sort that I make. Yes, the type that I have made into the 'CARD Art Series I & II' (just managed to squeeze in a quick plug there - smile), and some have even been featured in the GEOS section on Loadstar64 issues #228 and #230 a couple of years ago.

I have loads and loads of graphics of my own, and from other sources, including the PD, that I have yet to use. And I have all these ideas just fighting their way to the surface of my grey matter.

All I need is the time to get down and get into it and make the cards a happening thing. I love working on the Commodores and GEOS. I know, I know, you can do much the same things on the other brand machines, but that's just not GEOS, and I have my wonderful Commodores, and they still work for me. And besides, even though I have the other brand machines at my behest, it doesn't mean that I want to use them for this.

In fact, my family and other friends, recently off-loaded their old Commodores to me, so now I have even more spare parts (I heard you groan out loud there) to keep me going well past the next millenium (yes, yes, I know that the next one is a long way off, but that is what I am aiming for).

Although, at this late stage, I don't think that I will be creating any more new HandBooks, these twelve are it now. I'm certainly not getting rich on their sales anyway (big sigh). As long as I have fun with GEOS, that is all that really matters to me. In fact, I am probably writing the columns now simply for the pleasure of using geoPublish, geoPaint, and geoWrite, and that's okay. What ever keeps me using the Commodores and GEOS is alright with me.

Anyway, so here I am with all these ideas, and the only thing between me and succeeding with them, is making the time available for myself to have a go. I suspect that this is what happens to most people. It doesn't matter what equipment that you have and use at all, it is time that is such a scarce commodity in our hectic world.

One of the other things that I do most on my Commodores these days, apart from these columns, is to begin the task of converting everything I have ever written and published, into a format suitable for transferring over to the pentium monoliths, so that I can burn it all to CD or DVD someday. I have been working on this on and off, for two years already, and I suspect that I will still be working on it for a long time to come yet.

I enjoy it because it really is keeping me working with the programs that give me a buzz, and nobody out there really thinks that I can do it.

GeosGenie continued on page 6

**GeosGenie continued from page 5**

But I have done a few test runs, and I now know that I can achieve my goal. The idea is that I can keep it all with me, no matter what the future brings.

More than anything I want my favourite computers to keep on running, but even I have to be a realist and understand that eventually, things will start to break down, and if we can't fix them ourselves everything that I have written will all become stuck in limbo and inaccessible to me. So I have to act now while my Commodores are still working and giving me the opportunity.

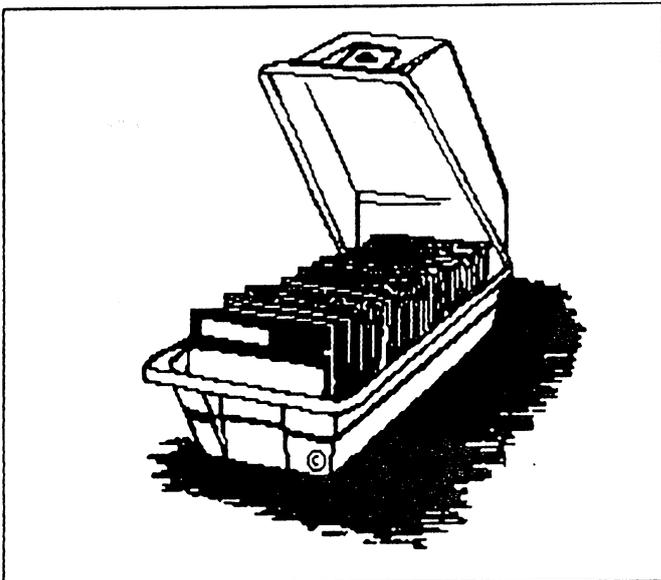
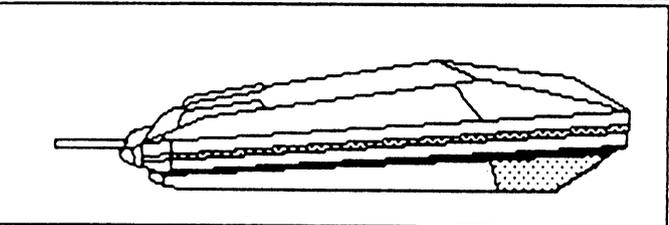
I would be happy to one day share with you all, my journey down this road. How I make my Commodores take care of the compiling, and the conversions of text and pictures to a suitable format to port over. It is loads of fun with GEOS, and once again shows that we can go where everyone said we could not. Silly them!

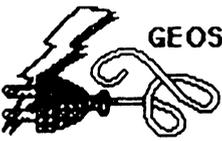
**Readers Three Wishes And All That...**

Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA(Business)E and I will write you back. You can even just let me know if you are enjoying the column.

**GEOSGenie** PO Box 635  
 Enfield Plaza 5085 South Australia  
 International Telephone 61 8 8260 4062  
 {we are about twelve hours ahead}  
 jmvgrafix@yahoo.com.au

{\*\*} The World of GEOS HandBook Series {I, II, III}, and The HandBook of Commodore Disks, The GEOS UnPlugged Series {I & II}, and the CARD Art Series {I & II}, are currently available from JMV Grafix





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## LETTER TO EDITOR:

(Editor's note: the letter below was sent by former MUTTM President, Tom Adams, to a number of MUTTM officers.)

*"I am reading the September 24, 2007 issue of Newsweek and noticed the article beginning on page 46, "Power to the People", and then on page 49 Newsweek has a timeline of "Era of Innovation" and nowhere does it mention Commodore computers. But it does mention that in 1991 Quantum Computer Services becomes AOL, but does(n't) say anything about (the fact that) Quantum Computers was know(n) as Q-Link. Wasn't COMMODORE a leader in this field? Maybe the readership of the MaiLink would be interested in a story about this.*

*Unfortunately I am not the person to do this because I am not that smart to write such an article. But would be interesting to read about it. Do you think some member of the group would write an article and maybe contact Newsweek and get their take on this?"*

Tom Adams

## MY FIRST COMMODORE

(The following online post was sent in response to the query,

"What was your first Commodore?")

"I had a Vic-20, 12" black and white TV, and a C2N Datasette. My parents got me a C64c, with a 15412-II for christmas, a few years later. I was in heaven. Absolute heaven. To this day I have never received a christmas gift that changed my life as much as that C64.

I'd spent years of my childhood life looking at C64's in Compute's Gazette; I never imagined I'd ever actually get one. My C64c was my first true love.

(Who knew I'd end up with 10 or 12 of them stacked up in my present day living room!).  
Cheers, Greg Nacu

## Commodore History Museum

A few weeks before publication time I received a message from **Bill Degnan**, who teaches computer history at the University of Delaware. Along with his letter inquiring about the possibility of advertising his Commodore poster, he included his website address, which is:

<http://www.vintagecomputer.net>.

It is worth the time to visit his website as there are more early computers featured than you can shake a stick at! There are many computer items, including some CBM/Commodore items for sale, besides the nifty Commodore poster which is \$19.99 US, and which measures 24" X 36". I counted at least 25 different items shown on the poster.

I had originally planned to just reproduce much from his website here in this column, but alas, with a slow-as-molasses dialup internet connection, I decided I didn't have THAT much free time to sit around waiting for files to download. So I had to opt for a small summary.

There is too much to mention here, but part of a copy of an original newspaper item is reprinted there. This news item was originally published in the "NEW YORK WEEKLY MESSENGER", Vol. II - No. 20, Whole No. 89, on Wednesday Morning, February 13, 1832.

The 1832 news item describes a "most extraordinary machine invented and constructed by Mr. Babbage of London", and this machine is generally accepted as one of the earliest computers, if not THE earliest modern computer.

For those who have online capabilities, it is worth a trip to Bill Degnan's website.

After visiting the website, it became obvious that since it is a Computer History Museum, and since history is continually being made, the current many and varied versions of our Commodores will eventually make their way into his museum and website.

*Commodore MaiLink, January '08, pg.7*

## How to GoDot

By Arndt Dettke

Working on clips (Part 4, A Sample Application)

Have you carefully examined the front page of this Digest? Did you notice this issue's main title? It's different, isn't it? If you like it, this is how to create your own newsletter main title. Come, follow me.

You need `ldr.4BitGoDot` for it, and the modifiers `mod.ClipWorks`, `mod.StretchClip`, `mod.PixelEdit`, `mod.Histogram`, `mod.Cartoon`, and `mod.Scroll`. Later, you can save your results with `svr.4BitGoDot`, `svr.PostScript` or `svr.GIF`.

Although the text of this workshop ("UCUGA") was written by using GoDot itself I take it as given. You can download it from my site ([www.godot64.de/download](http://www.godot64.de/download)) as "ucugatitle.clp". It's a clip saved in GoDot's own 4Bit format.

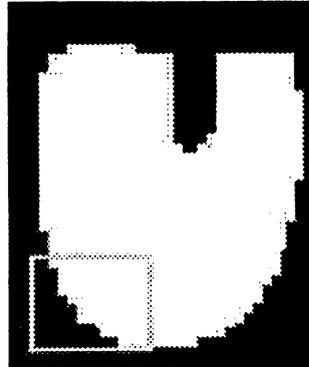


Pic #1: Written with GoDot using font "Beesknees".

If you have no access to the internet or you like to work on your own title I suggest you use any paint program, create your title text as graphics and save it in a format GoDot can read (Doodle, Koala, GIF, PCX, hires bitmap, OCP Art Studio, Paint Magic, and many more - see link on my site's main entry page). For this time I concentrate on processing "ucugatitle.clp" with you.

Load it to memory with `ldr.4BitGoDot` (default loader) and render the image. You'll see it's a rather small text in the upper left corner of the screen. Execute `mod.ClipWorks` to set a clip around it. Its genuine size is 23x6 cards. In the next step we will scale it up to screen width. To not distort it, the clip must have a height of 14. This is roughly the standard C=64 aspect ratio of 1.6 (23/14 is about 1.6). So your clip values have to be 0,0,23,14. Now install `mod.Stretchclip` and `Execute`. When finished, render the image (`Display`).

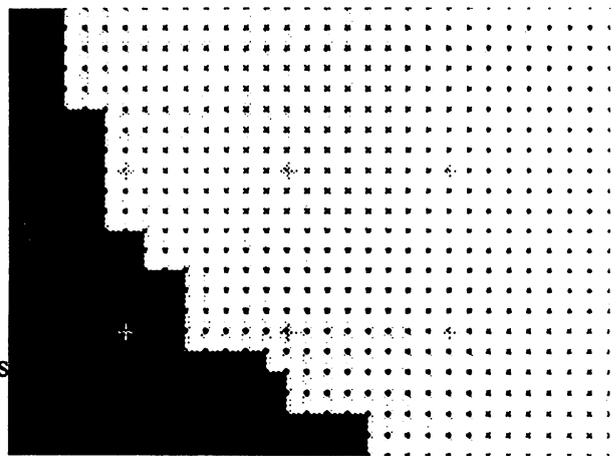
You'll see a larger text, quite jaggy, and surrounded with junk graphics remainders which we will get rid of by executing `mod.ClipWorks` again (the clip around the text is 0,1,38,10 this time). Click on `'ClrClip'` and select black as the color to clear with. Then hit `'Outside'` which de-



Pic #2: The middle U of UCUGA, many jaggies. The framed area is magnified in the next images.

letes everything in memory but the clip. Leave `ClrClip`, "`Accept`" your settings and change the display mode to `'Hires'` now. Render again. GoDot only renders what is inside the clip and leaves the rest of the screen as it is. Since it's a smaller area this works faster than before. (If you don't like the crap that remains on screen, set `'Exec Area'` to `'Full'` for once, this will clear the display).

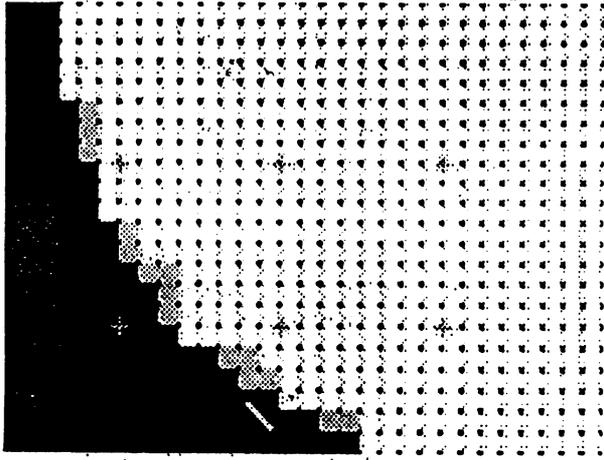
Yes! The text is jaggy! What to do now? It doesn't look too impressive this way... Ok, we have to edit the image and paint the jaggies off. Install `mod.PixelEdit` and execute it. To "unjag" the text you look for pixel steps of at least two bits width at the borders of the letters. Click the "O" in the upper right box. GoDot will give you an overview then, and you can click in it and thus move the magnification window to this location.



Pic #3: Many two bit steps which must be filled.

Continue next page:

You fill the jaggies with white ink, starting in the black angle, moving the pen along the longer side of a step until you reach half the length of it



Pic #4: The highlighted pixels are filling the angles to let the letter finally look smoother.

(one more than half if the number of pixels is odd). You perform this with every two bit angle around the letter, vertically or horizontally. When finished, leave PixelEdit and render again. If you notice little peaks or even humps, go into it again and clear them away in black. Proceed with the next letter until everything is finished. It will take some time, don't forget the background music! ;-)

This was the drudgery, now we can lean back and let GoDot do the work. Next step is setting the beautiful rim around the letters. For that we install `mod..Histogram` and execute it. It should show only two colors, black and white. *Swap* black with blue and *exit* Histogram.

Install `mod.-Cartoon` This modifier draws a black border around every colored area in the image (this is the reason why we had to exchange black by blue: otherwise the border would have been invisible). Execute it. This modifier doesn't open an own window but indicates being busy by a white bar wandering



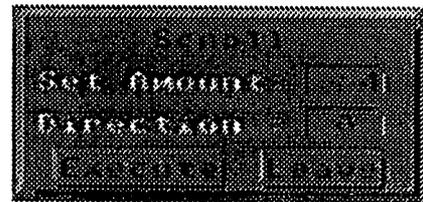
Pic #5: Unjagged.

down the preview window (once). When finished, render the image (full screen). A nice white writing on blue with a black rim.

But this Digest issue's title is colorful, how to achieve that? Easy: install again `mod.-Histogram`. It will now show three colors, black, much blue, and white. *Swap* black and yellow (now the rim is yellow), *swap* white and green (now the letters are green), and *swap* blue and black. *Exit* Histogram and render. Green letters with yellow borders on black.

Before we perform the last step – the black shadow – we must save the file as it is now. Owners of an REU save it to unit RAM as “Undo 4Bit” (every saver which opens the directory dialogue is applicable here), everyone else cannot but save it to disk (using `svr.4BitGoDot`).

The shadow is nothing else but the title, itself. Only it is just black, and displaced by some pixels.



Pic #6: The highest amount is 64 pixels at a time.

So, what we do is install `mod.Scroll` (which we use for the first time) and execute it. We set an amount (of pixels to shift the image), let the direction by “Right” and *Execute* Scroll. The little white bar appears and goes again. Now, we click the direction to “Down” and execute again. We have shifted the entire image four pixels south-east now.

Next step (and then the finals): change colors with `mod..Histogram`. Install and execute it. *Swap* black and white (the background is white now). And now something new, *weJoin* yellow and green with *Target* black. As a result we have a black shape of our letters on a white backing, verify this by rendering the image.

The finals! Enter `ldr.4BitGoDot` (is it still installed?) and *Compose* the image we saved even just now (as “Undo 4Bit”) as *Foreground* Render the full image, and be happy, this is our main title!

Continue from page 10:

If you like to save it as an EPS clip first set a clip around the letters (0,1,38,10) and save it with `svr.PostScript` where its "Save Area" is set to "Clip". You find the same dialogue in `svr.GIF` (see picture #7). So, here we are!

**Mod.Scroll** - Module to shift an image to any of the directions Up, Down, Right, or Left. The highest amount of pixels at a time is 64. If you want to shift an image by 96 pixels right (12 cards) you enter 48, and execute it twice.

**Mod.Cartoon** - This modifier draws a black rim around every colored area in the image thus giving the impression of a cartoon painting.

Execute  
(Screenmode:) Multi  
Exec Area: Full  
Display  
Inst: Histogram  
Execute  
Swap blk, yel  
Swap blu, blk  
Swap wht, gm  
Exit  
Display  
(Save: 4BitGoDot)  
Save  
Unit: RAM (or any drive)  
Save "Undo 4Bit"

### Command history

*to create a main title headline*

(Load: 4BitGoDot)  
Load Replace "ucugatile.clp"  
(Inst: Clipworks)  
Execute  
Clip: 0,0,23,14  
Accept  
Inst: StretchClip  
Execute  
Exec Area: Full  
(Screenmode:) Hires  
Display  
Inst: ClipWorks  
Clip: Wid 38, Hgt 10, Row 0, Col 1  
ClrClip  
(Select:) black  
Outside  
Leave  
Accept  
Inst: PixelEdit  
Execute  
(Edit... Exit... Display... Execute... Edit...)  
Exit  
Inst: Histogram  
Execute  
Swap blk, blu  
Exit  
Inst: Cartoon

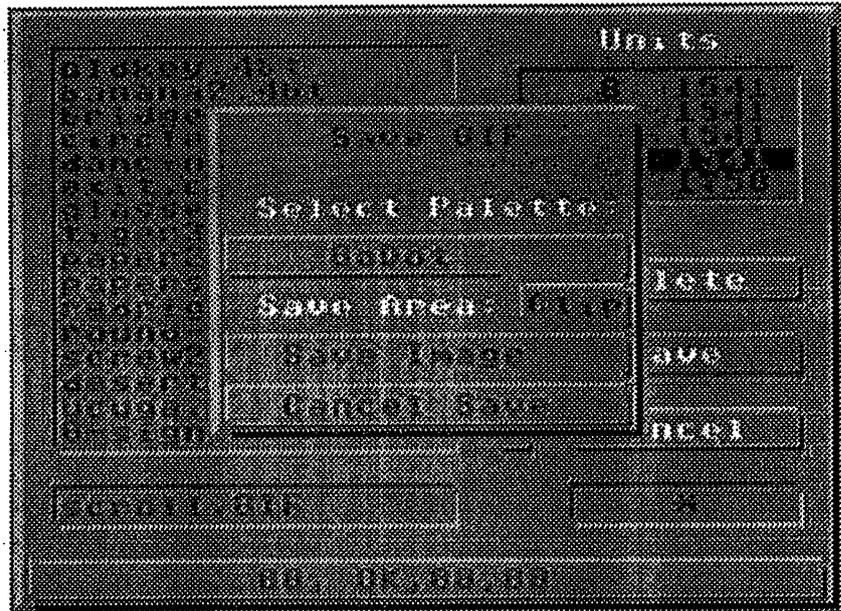


Fig #7: Save the result as a GIF image. The PostScript saver has the same UI. The filename suffix (.GIF or .EPS) gets attached automatically after saving.

Inst: Scroll  
Execute  
Set Amount: 4  
(Direction: Right)  
Execute  
Direction: Down  
Execute  
Leave  
Inst: Histogram  
Execute  
Swap blk, wht  
Join yel, gm

Continued on page 11

Continued from page 10: \_\_\_\_\_

```

Target: blk
Exit
- if an REU was used:
  Load
  Source: Undo
  Compose Foreground
- if a drive was used:
  Load
  Compose Foreground "Undo 4Bit"
Cancel Load
Display
Save: GIF (or PostScript)
Save "ucugantle"
Save Area: Clip
Save Image

```

Mod.PixelEdit has been updated for this issue of the UCUGA digest. Download it from my site ([www.godot64.de](http://www.godot64.de)).

Have fun using GoDot!

**LEARNING TO  
PROGRAM IN  
BASIC 2.0  
USING A 64 C**



Lesson # 8

Prepared By: Richard Savoy

AA

Continue from Page 15 of the  
November Commodore Mailink

AA

You can print the value of a variable in DIRECT mode, after the program has been RUN. Type ?A\$;B\$;X;Y after running the program above and see that those four variable values are still in the computer's memory.

If you want to clear this area of BASIC memory but still leave your program intact, use the CLR command.

Continue next column

Just type CLR (RETURN) and all constants, variables and strings are erased. But when you type LIST, you can see the program is still in memory. The NEW command discussed earlier erases both the program and the variables.

Here is a sample program incorporating many of the techniques and commands discussed in this section.

This program calculates the average of three numbers (X, Y and Z) and prints their values and their averages on the screen. You can edit the program and change the assignments in lines 10 through 30 to change the values of the variables. Line 40 adds the variables and divides by 3 to get the average. Note the use of parentheses to tell the computer to add the numbers before it divides.

**TIP:** Whenever you are using more than one set of parentheses in a statement, it's a good idea to count the number of left parentheses and right parentheses to make sure they are equal.

```

10 X=46
20 Y= 72
30 Z= 114
40 A=(X+Y+Z)/3
60 ?"THE AVERAGE OF"X;
Y;"AND "Z;"IS" A;
90 END

```

That's it for this Lesson, watch for us in the March issue of the newsletter.

# THE BEGINNERS CORNER

Lesson # 10

Prepared by: Dick Savoy



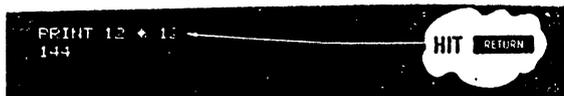
## SUBTRACTION

To subtract, use the conventional minus (-) sign. Type:



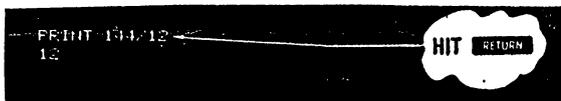
## MULTIPLICATION

If you wanted to multiply 12 times 12, use the asterisk (\*) to represent multiplication. You would type:



## DIVISION

Division uses the familiar "/". For example, to divide 144 by 12, type:

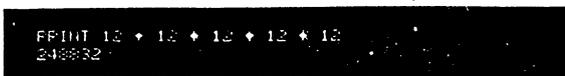


## EXPONENTIATION

In a like fashion, you can easily raise a number to a power (this is the same as multiplying a number by itself a specified number of times). The '1k' (Up arrow) signifies exponentiation.



This is the same as typing:



TIP:

BASIC has a number of shortcut ways of doing things. One such way is abbreviating BASIC commands (or keywords). A? can be used in place of PRINT, for example.

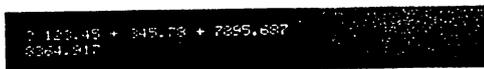
As we go on you'll be presented with many commands; Appendix D shows the abbreviations for each and what will be displayed on the screen when you type the abbreviated form

The last example brings up another important point: many Calculations may be performed on the same line, and they can be of mixed types. You could calculate this problem

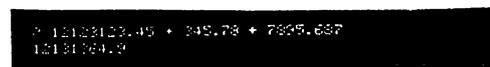


Up to this point we've used small numbers and simple examples. However, the Commodore 64 is capable of more complex calculations.

You could, for example, add a number of large figures together. Try this, but don't use any commas, or you'll get an error:



That looks fine, but now try this



If you took the time to add this up by hand, you would get a different result. What's going on here? Even though the computer has a lot of power, there's a limit to the numbers it can handle. The Commodore 64 can work with numbers containing ~10 digits. However when a number is printed, only nine digits are displayed.

So in our example, the result was "rounded" to fit in the proper range. The Commodore 64 rounds up when the next digit is five or more; it rounds down when the next digit is four or less.

Numbers between 0.01 and 999,999,999 are printed using standard notation. Numbers outside this range are printed using scientific notation.

Continued on the next Page:

Continue from page 12:

Scientific notation is just a process of expressing a very large or small number as a power of 10.

If you type:

```
1.23E+17
```

This is the same as  $1.23 * 10^{17}$  and is used just to keep things tidy. There is a limit to the numbers the computer can handle, even in scientific notation. These limits are:

Largest:  $\pm 1.70 \sim 41183E+38$   
Smallest (different from zero):  $\pm 2.93873588 \sim 29$

## PRECEDENCE

If you tried to perform some mixed calculations different from the examples we showed earlier, you might not have gotten the results that you expected. The reason is that the computer performs calculations in a certain order.

In this calculation:

$$20 + 8 / 2$$

you can't tell whether the answer should be 24 or 14 until you know in which order to perform the calculations. If you add 20 to 8 divided by 2 (or 4), then the result is 24. But, if you add 20 plus 8 and then divide by 2 the answer is 14. Try the example and see what result you get.

The reason you got 24 is because the Commodore 64 performs calculations left to right according to the following:

**First:** — minus sign indicating negative numbers

**Second:** 1' exponentiation, left to right

**Third:** \*/ multiplication and divisions, left to right

**Fourth:** +— addition and subtraction, left to right

Follow along according to the order of precedence, and you will see that in the above example the division was performed first and then the addition to get a result of 24.

Make up some problems of your own and see if you can follow along and predict the results according to the rules set down above.

There's also an easy way to alter the precedence process by using parentheses to set off which operations you want performed first.

For example, if you want to divide 35 by 5-plus-2 you type:

```
35 / 5 + 2
```

you will get 35 divided by 5 with 2 added to the answer, which is not what you intended at all. To get what you really wanted, try this:

```
35 / (5 + 2)
```

What happens now is that the computer evaluates what is contained in the parentheses first. If there are parentheses within parentheses, the innermost parentheses are evaluated first.

Where there are a number of parentheses on a line, such as:

```
(12 + 9) * (6 + 1)
```

the computer evaluates them left to right. Here 21 would be multiplied by 7 for the result of 147.

## COMBINING THINGS

Even though we've spent a lot of time in areas that might not seem very important, the details presented here will make more sense once you start to program, and will prove invaluable.

The series will continue when extra space is available! Dick Savoy

## Pocket Planner 2

by Linda Tanner

It has been a while since anyone wrote about spreadsheets, so maybe it's time, and of course since I am impressed by how functional and user friendly Pocket Planner 2 is, that is what we will discuss.

A spreadsheet is merely a sheet or page or screen containing a bunch of numbered "cells", each of which may or may not contain data. Think of graph paper, with each square capable of containing a piece of information that either you place there, or is placed there by your "programming" of the spreadsheet program. In the case of Pocket Planner 2, which we will call PP2 here, you have dimensions of 250 X 250. In other words,, starting at the top left, you can scroll up to 250 "cells" to the right; likewise, you can scroll from the top of the screen, down 250 cells, giving you 62,500 cells in total, whether you are looking at your computer screen, or viewing a PP2 printout.

I have taken some editorial license in reproducing the table below from the now-defunct "Commodore World", Vol.2, No.4.:

### Spreadsheets at a Glance

Program	Calc II	geoCalc	Pocket Planner 2	SwiftCalc
<b>General Features</b>				
128 Version	N	Y	Y	Y
Mouse support	N	Y	Y	N
REU support	N	Y	Y	N
Adjustable Colors	Y	Y	Y	Y
Menu System	N	Y	Y	128 Vers.
Window Option	Y	Y	Y	Y
Compatible With	N	N	Y	Y
Other Spreadsheets				
Interface Ability	N	Y	Y	N
Worksheet Size Limit (max. number of cells)	57,600	28,672	62,500	62,500 (128) 26,000 (64)
Graphs	Bar	None	Bar graphs	Bar graphs Line graphs Pie charts X-Y graphs Logarithmic
Sort Option	Y	N	Y	N
Find & Replace	N	N	Y	Y
<b>Functions</b>				
Mathematical	Y	Y	Y	Y
Statistical	Y	Y	Y	Y
Financial	N	Y	N	Y
Trigonometric	Y	Y	Y	N
Scientific	Y	Y	Y	N
If..Then	Y	N	Y	Y
<b>Printing Options:</b>				
Sideways	N	N	Y	Y
Margins	Y	N	N	Y
Fonts	N	N	N	Y
Type Attributes	N	Y	Y	Y
Print Grid Option	N	Y	N	N

As you can see, the table compares four popular spreadsheets, CalcII, geoCalc, PP2, and SwiftCalc.

When you open PP2 you can immediately begin entering information in your first spreadsheet file even if you know next to nothing about PP2. Think of it as a good learning tool.

For example, when you load PP2, you will be asked to select from a list which printer you will use. If you do not plan to use one at that time, just click on any printer to continue.

You will be presented with your very first spreadsheet with all those little cells to fill.

Pretend you are a tax preparer and want to have a quick and easy way to prepare customer tax forms. PP2 is for you.

(cont. on page 16)

## Commodore Mailink

### Twenty-Five Years of Commodore Computing

By: Robert Snyder

I am proud to have owned a Commodore 64 computer for 25 years. On December 18<sup>th</sup> 1982, my brother Dan and I went to the Computer Store of Toledo and used out pooled savings to buy a "CBM 64" and a datasette. I still have that computer—serial number 5000054328. Months before, we puzzled over which computer to buy: the Timex-Sinclair, which we could have gotten for \$99 or the VIC-20, advertised by William Shatner. We decided on the real keyboard computer. When the 64 was introduced, we decided to go with the newer model for fear of obsolescence.

Some things we did with our new Commodore 64 may not seem like much now. We typed in some very small programs from the manuals and a couple of magazines we purchased, and even experimented with some homemade programs. My brother made a screen graphic rocket shoot off the top of the screen while I was able to combine a joystick command (from the back of the manual) to "land" an "airplane sprite" I designed. The only two cartridges I had for the longest time were the Music Composer and Star Trek—both presents.

A disk drive and printer were purchases we made over a year later. When those items were connected, we were again amazed! A seven minute tape program took only 22 seconds to load from a diskette. With a printer we were able to show others what we did on our computer without taking them to the computer. We even started a family newsletter which is still being published today.

My brother got married and moved away in '87. He took our 19" (secondhand) television we used as a monitor but I got to keep the computer! I purchased a floor model 15" color TV (on sale at Montgomery Wards) and was computing once again. I got married in '92 and took the Commodore with me.

The last person whom I personally knew had a 64 "traded-up" to a clone (IBM) in early 1993. After a few months later, I heard of and attended a local users group meeting—the Commodore Computer Club of Toledo. At the Friday night meeting, I saw OVER 30 people who used C=64 computers. In 1995, I was reluctantly elected Vice president of the club and then President in 1996—and have been ever since.

Belonging to the local users group introduced me to the larger Commodore community. I was able to read newsletters from clubs around the country who exchanged with our newsletter—CCCT's Data-Link. I started subscribing to Commodore Publications such as Loadstar, diehard, Commodore World and the Underground. I started to attend a local Hamfest/ComputerFest and in 1998 attended my first Commodore show—the Lansing Expo. That was also the year I found out about Meeting 64/128 User Through the Mail.

In this 26<sup>th</sup> year of using my Commodore, I wish to write a collection of stories relating my past C= experiences. I hope you will enjoy reading them as much as I have enjoyed living them.

### Commodore Items for Sale

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. 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.

INTERNAL REVENUE SERVICE Form 1040EZ Year '06 Filing Single  
 NAME John Doe  
 SocSec #1SS498 SS66 SS1417  
 SocSec #2

Pres.Elec \$0.00  
 W2 #1 \$1,000.00  
 W2 #2 \$2,000.00  
 W2 #3 \$3,000.00  
 W2 #4 \$4,000.00  
 W2 #5 \$5,000.00  
 W2 #6 \$6,000.00  
 W2 #7 \$7,000.00  
 W2 #8 \$8,000.00  
 W2 #9 \$9,000.00  
 W2 #10 \$9,999.00  
 W2-totals\$54,999.0  
 TAXBL.Int\$2,000.00  
 UNEMPLOYM\$1,000.00  
 AlaskaPFD

Line4 \$57,999.0ADJ.Gross INCOME  
 Line5 \$0.00 If some one can claim you or your spouse  
 check box and entr amount from wrk.sheet on back  
 Line5 \$8,450.00 Filing Single Stnd.Ded.

Line 6 \$49,549.0 AGI - Stnd.Ded.  
 TAXBL.Inc\$49,549.0 TAXABLE INCOME - ZERO if AGI is less than Stnd.Ded  
 TAXBL.Inc\$49,549.0 -TAXABLE INCOME IF AGI GREATER THAN STnd.Ded  
 Tx Paid \$10,000.0 Federal IncomeTax Withheld See Box 2 of W2  
 Line 8a Earned Income Credit  
 Line 9 \$100.00 Federal Telephone Excise Tax Paid  
 Line 8b Nontaxab Combat Pay Election  
 Line 10 \$10,100.0 Total Payments

Line 11 \$8,939.00TAX from TaxTables use your Taxable income from above  
 OWE \$0.00 YOU OWE Nothing if line11 is less than Line 10  
 OWE??? \$0.00 You OWE This Amt.if line11is more than Line 10  
 REFUND \$1,161.00-Your REFUND if line10 exceeds Line11TAX

Above represents a printout from our PP2 file, "IRS1040EZsample2"(on Mailink-on-Disk). A most important part of this printout is column 2 (beginning with \$0.00), as it is here where you enter the data needed such as W2, and federal tax withheld information, etc. And it is here where our program places the results of its calculations such as W2 totals, Adjusted Gross Income (AGI), Total Payments, and amount you OWE, or your REFUND.

The text in the left column, as well as the text to the right of column 2 is added for clarity, as PP2 does not "read" that text--it is for us.

The space allotted here is not enough to scratch the surface of the 84 page user's booklet for PP2, but one can see the usefulness of spreadsheets such as PP2. With time, a PP2 program can be created that would calculate taxes based on a much more complex tax return. Of course PP2 is not restricted to tax calculations. This example uses 2006 tax forms--all that was available when I created the PP2 file. -Linda Tanner

## Using Pocket Planner2 To Track Your Budget

The spreadsheet printout on the right was created to demonstrate the sideways printing capabilities of PP2.

The budget file I created for use in my personal life prints to 3 pages, the first one being a summary, with the other 2 pages consisting of the details. This "Budget Summary" is broken down into Total Income as well as Total Expenses, each of which is summarized monthly and yearly.

The sample budget here is for an imaginary household of 4 persons, each with a regular paycheck, plus various other items of income. The portion of budget summary devoted to expenses shows zero in all categories because each cell on the summary page represents a total from other pages, not shown for lack of space.

The user is free to name categories in any way, but clarity is always best, unless your "software protection" involves creating fake or gibberish names for categories nobody else would understand (a low-tech solution to prying eyes).

The PP2 file for this is included on MailLinkOnDisk, and would be very easy to tweak to one's own uses.

How does PP2 "know" to add all the detailed expenditures, for example, in other cells and place the totals in our "Budget Summary"? You tell it. If you want January "Food" expenses to be totaled, and all your food expense details are entered on lines 50-60, you would enter "@sum(b50,b60)" in the cell under January, on the "Food" line. When you hit "F6" to "evaluate" after new entries, PP2 totals the amounts you had entered in column b, lines 50 through 60, and places that amount in the "FOOD" line under JAN. I urge members to try PP2. Linda Tanner

*Commodore MailLink*  
*January '08, pg. 17*

	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	TOTAL
Year 2007	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
CLTH/SHOE	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
COMPUTER	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
EDUCATION	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
FARM-GRDN	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
FOOD	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
HOUSEHOLD	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
INSURANCE	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
MED/DENTL	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
MISC.	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
TAXES	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
TRX-DED.	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
UTILS	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
VEHICLES	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
TOT. EXPNS	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00
Paycheck1\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$1,000.00	\$12,000.00
Paycheck2\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$24,000.00
Paycheck3\$500.00	\$500.00	\$500.00	\$500.00	\$500.00	\$500.00	\$500.00	\$500.00	\$500.00	\$500.00	\$500.00	\$500.00	\$500.00	\$6,000.00
Paycheck4\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$2,000.00	\$24,000.00
Babysit\$600.00	\$600.00	\$600.00	\$600.00	\$600.00	\$600.00	\$600.00	\$600.00	\$600.00	\$600.00	\$600.00	\$600.00	\$600.00	\$7,200.00
MoneyMkt1\$25.00	\$25.00	\$24.00	\$30.00	\$22.00	\$28.00	\$30.00	\$32.00	\$29.00	\$35.00	\$28.00	\$31.00	\$30.00	\$344.00
MoneyMkt2\$50.00	\$50.00	\$55.00	\$53.00	\$54.00	\$56.00	\$51.00	\$50.00	\$52.00	\$52.00	\$50.00	\$49.00	\$54.00	\$623.00
ChkgInt#1\$2.00	\$2.00	\$2.00	\$3.00	\$2.00	\$2.00	\$2.00	\$2.00	\$3.00	\$2.00	\$3.00	\$2.00	\$2.00	\$28.00
ChkgInt#2\$5.00	\$5.00	\$4.00	\$5.00	\$3.00	\$2.00	\$4.00	\$5.00	\$3.00	\$3.00	\$2.00	\$5.00	\$4.00	\$48.00
LaunCare \$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$1,200.00	\$14,400.00
TaxRefund \$250.00	\$250.00												\$250.00
TOT. INCOM\$7,632.00	\$7,632.00	\$7,385.00	\$7,391.00	\$7,382.00	\$7,388.00	\$7,387.00	\$7,389.00	\$7,387.00	\$7,392.00	\$7,383.00	\$7,387.00	\$7,390.00	\$88,893.00

## From The Editor's Desk:

This issue was both fun and a challenge. With a new Lexmark Optra 45 printer in hand, I had visions of creating a really eye-catching production. The first attempt at using the new printer was not good, but another try showed it to be a great upgrade to the limping, dying Optra 40 which I continue to push, nudge, and coddle so as to get every mile possible before it finally dies outright. The main problem I have found with the Lexmark Optra 40 is those pesky "guides" that look like some sort of "springpins" that have flexibility both vertically and horizontally inside the printer, but their weakness is the little plastic "holders" which anchor them in place. Those plastic "holders" break too easily and in peeking into the Lexmark Optra 45, I do not see anything resembling these "springpins" or "holders".

The Optra 45 was printing everything perfectly for all of my test runs. But one day I decided to fiddle around with all the little buttons on the front, which maneuver you through the rather complex menu system as displayed on the printer "screen". After messing with the buttons and no doubt changing stuff, I now cannot get anything to print correctly. Each page (which is supposed to be filled completely with text, and or text and graphics) now prints only a handful of words, and each word is at the far left of the page. The rest of the entire page is blank. If let run to completion, a one-page document, printed as the Optra 45 is now printing, would probably use many dozens of pages, each holding maybe five or six words. So, it;s back to the Optra 40 for this issue.

Editing each issue is a learning experience and I invite any member who has never edited, to try your hand. You can even use a "cut and paste" approach. ENJOY. **Linda Tanner, Jan., 2008**

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10	"How to GoDot", continued
11	"How to GoDot", continued
11	"Learn to Program-BASIC2.0, #8 - <u>Richard Savoy</u>
12	"The Beginner's Corner"- <u>Richard Savoy</u>
13	"The Beginner's Corner", continued
14	Pocket Planner2 - <u>Linda Tanner</u>
15	"Twenty-Five Years of Commodore Computing"- <u>Robert Snyder</u>
15	Commodore Items For Sale- <u>R.Hoyer</u> <u>Cincinnati Commodore Computer Club</u>
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## NEXT EDITOR

Our March, 2008 editor will be Richard Savoy. Richard tells us he can accept articles just about any way you like to send them, as long as it is text files:

For example, you can send via email just like you would any message. I only ask if it is more than one item, that the title be at the top of each article. If you use GEOS, then send geoWrite files. TWS can be in program or sequential files, or on disk. Files must be in my hands by the **FEBRUARY 15th** deadline.

**Richard Savoy**

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