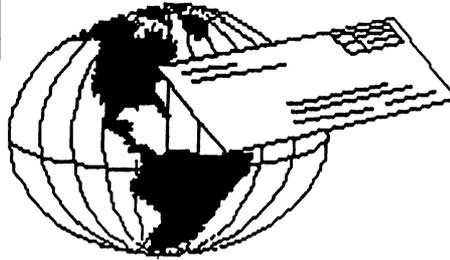


# COMMODORE MAILINK

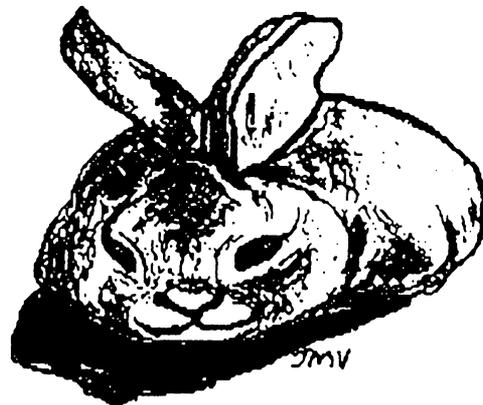
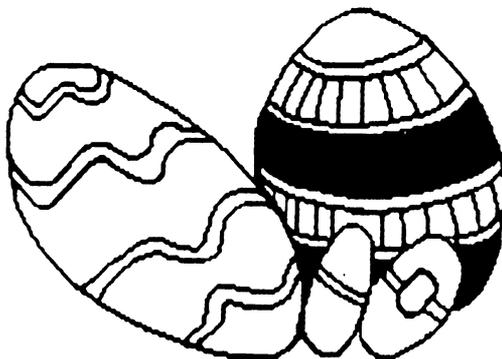
NEWSLETTER OF —  
MEETING 64/128 USERS  
THROUGH THE MAIL



**MARCH 2008**

March 4, 2008

# HAPPY EASTER



**JMV Grafix** © Jane M. Jones  
PO Box 635 Enfield Plaza 5085 South Australia

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# MEETING NEWS

by Rob Snyder

The cover graphic this month comes from Jane Voskamp Jones. It is another graphic from her unpublished large Geos clip art collection. I am grateful for her donation of the artwork for our club's newsletter cover. While I greatly enjoy her artwork I would enjoy graphics from more members, so please contribute.

I love reading through the old CML. Up to May 1988, Jean Nance, who was President then and made the club what it is today, was also secretary, treasurer, and newsletter editor. Brain Vaughn then volunteered to do member lists, Bill Robinson started doing the newsletter, and Elley Carey became treasurer. Reason being is that now the club had seventy-five members and the club reached a point "to be a little too much" work for one person. My point in bringing this up is that-- ONE: At seventy-five members back in 1888, they thought they had a HUGE number. Now that we are "DOWN" to seventy members, some members wonder whether the club is effective. TWO: It shows that team work and volunteerism is what keeps a club alive. The new MUTTM treasurer in 1989 wrote a small note I believe still holds true today.

## What We Are All About

I fear a lot of members (and I am guilty) read through the Commodore Mail Link and file it. It is informative and delightful but we fail to keep in mind "It is a CLUB." We should be thinking "How can I help? Who can I write to? Can I answer that question? Was the new program I bought a Doll or a Dork?" Tell the others by writing a member or the editor. Communications via mail is what we are all about. Without the Postal Service we would be zilch.

- Eloise Carey (CML 1/89)

Bill Robinson, then newsletter editor, wrote about the Commodore MailLink "... if we keep in mind that the main purpose of Meeting 64/128 Users Through the Mail is to Mail Link us with each other. So you can get a dozen "newsLETTERS" a month coming in by writing fellow members.

2- In addition I hope Mail Link will make computing more enjoyable, help solve computing problems, and bring attention to other useful and interesting computer subjects."

After all these years, all these different editors, and presidents, MUTTM is still striving for those same goals-- greater communication between commodore users to promote greater satisfaction in their computer use.

How the Cover was made-- Jane Jones drew the art back in 1994(?), scanned it into her C64 using the HandyScanner64 and PageFox Cartridge. After some editing, which usually is required, she saved the graphics onto a 1541 disc and transferred them over to her C128 and Geos128 set-up where she converted them to GeoPaint using HandyImport v1.1, and made some further editing.

## THE EDITOR'S DESK

Richard Savoy

As of this writing January 15, 2008 we have 60 renewal memberships. At this point 18 less! Now over the course of 2007 we learned that at least six would not renew in 2008 because of health or other reasons. Wow! That's a lot, as the Publisher of Commodore Mailink (CML) I personally have not received any complaints about the newsletter, Linda Tanner received one that has alerted us in regards to some article, and we thank the person that pointed it out. We realize some people are having hard times. Robert Snyder in his January article pointed out if anybody was having trouble paying now to contact him, so pass the word if you know any member with a problem.

For the past several years I have been mailing, In the November issue CML a SASE, postage has gone from 37 to 39 and now 41 cent, we have not increased the postage during that time! The cost of the envelopes, labeling and printing has been borne by me as a small contribution to the group, I simple enjoy what I can contribute.

This year the envelope and easy to use order form was sent in September, with the largest issue of the year so we would save on November issue keeping under the US Post Office special First Class rate of less then 3.5 oz. and not thicker then 1/4 inch. Renewals come in slowly, the January issue was ready the earliest in the years I've printed the newsletter 50 copies and we only had 43 members. I got on the telephone and started calling members who had not signed up! Good response, most just forgot, and remembered the envelopes were in the September issue. Those I had trouble calling and had a Internet address I sent a short message which worked as well, those left I send a postcard made from old clean file folders, address labels supply by Robert Snyder and a 26 cent stamp supplied by the club. Sooo, If you know a member who didn't get his CML you can tell him why!

*Richard Savoy, Publisher CML*

## EDITOR MAY ISSUE

By: Robert Snyder

I can take articles just about anyway you like to send them-- dictated, handwritten, typed, data-sette, 5 1/4" or 3 1/2" DD commodore (including Geos) disks, even 3.5" DOS or MS disks. Please include the name of the file along with the program used to create it (TWS, PB, GW, Apple-Works, MSWord). This really helps me translating the file into my WP file format (which will be The Write Stuff). Email submissions are also welcome. Include the text in the body of the letter or use attachments. Just put the name and type of file attached in the body of the email. If you can include your phone number or email address, it would be helpful if I had any questions.

Please have articles to be included in the May, 2008 issue, in my hands by the 16th of April, Tuesday.

Robert Snyder  
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Delta OH 43515-9685

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(419) 205-0268 (4-9 pm only please)

## YELLOW PAGES THIS ISSUE

By: Richard Savoy, Yellow page editor

Here we are in March 2008 and one of the large issues of **Commodore Mailink (CML)** this year! We have increase the number of pages from the September 2007 issue back from four to six pages! Bill Degnan's consume most of the added space with "Commodore Computer Poster" which is for sale.

Also add to the extra space was the article on "**How To Join M.U.T.T.M.**" I Guess we all know how to do that? Well, we also have a extra "APPLICATION FOR MEMBERSHIP" That we have just incase you come across that would like one. Enjoy.



# GEOSGenie

by Jane M. Yoskamp - Jones

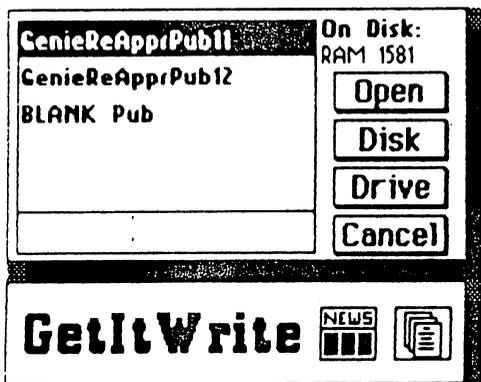
## Manipulating geoWrite Files - Pt. Two

Continuing the theme of manipulating geoWrite files, lets look at what can be done to geoWrite files outside of geoWrite

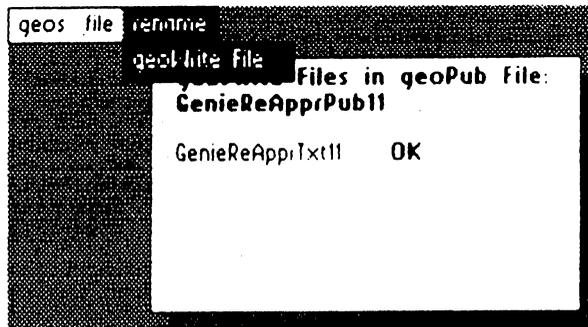
### GetItWrite v1.0

GetItWrite v1.0 by Joseph Masters. This 40/80 column PD Application program allows you to rename a geoWrite file that is currently being used within, and by, a geoPublish file. Normally it is a **huge NO-NO** to rename one of these geoWrite files, because if you do rename one just using the Desktop rename function, geoPublish will hang up with a 'file cannot be found' error. I use GetItWrite all the time, and find it to be a huge advantage

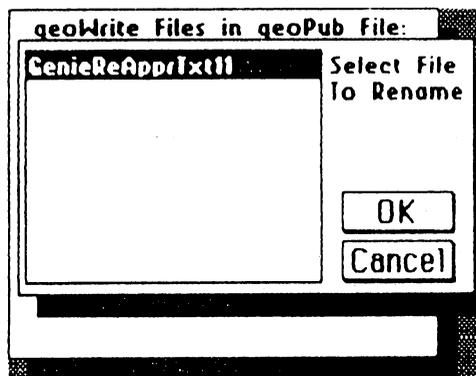
On Run the program displays a DBGetFile box listing the geoPub files on the current disk



The usual gadgets of Open, Disk, Drive and Cancel are available (diagram not to scale). Select a geoPub file, and click Open. Next the program presents a list box of the geoWrite text files on the disk that are used by this geoPub file. A main menu is at the top right of the screen, the options of geos, file and rename being given. Use the geos menus to access desk accessories and info. The file menu has close and quit options available. The rename menu has only geoWrite file



Select geoWrite File menu to bring up a DBGetFile listing all the geoWrite files that it can find that the geoPub file will look for (diagram not to scale). Gadgets present are OK and Cancel. Click on the geoWrite file you need to rename, and then click on the OK gadget

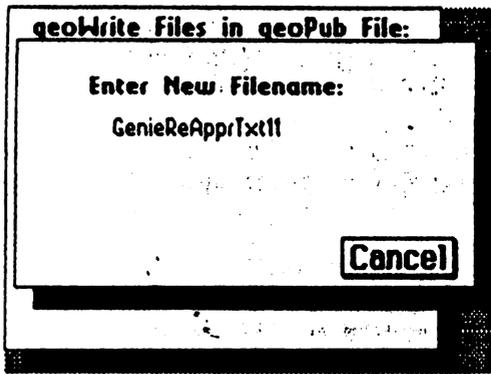


The next GetName DBox prompts you to Enter New Filename. A Cancel gadget is available (diagram next page, at top right). Type the new name and press RETURN, and you are returned to the first list box

You can continue to Rename files in this, or other geoPub files, or simply select quit from the file menu. The next time that you try to use your geoPublish file, Pub will correctly recognize the renamed geoWrite file

There is no other way that you can do this so easily, that I know of anyway

GEOSGenie continued on page 5



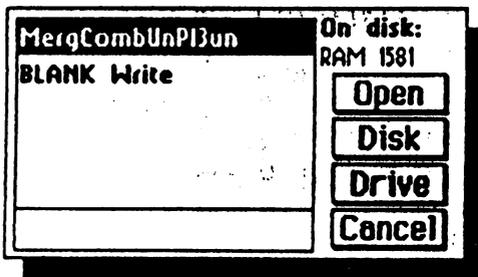
**Retriever 2.0**

Retriever 2.0 by Ed Flinn is a 40 column PD Application program, to assist you in retrieving photo scraps from geoWrite, geoFile and geoPublish documents, and placing them directly into a photo album.

On Run, the screen clears and only a file menu is present in the top left corner. The file menu has options of geoWrite, geoPublish, and geoFile, and info and quit. We will start with a geoWrite file to try it out.

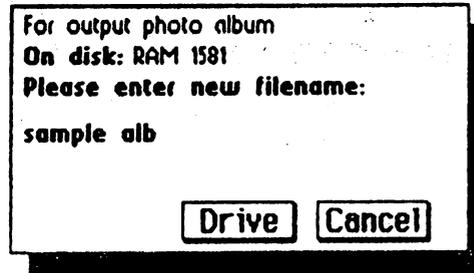


Click on the geoWrite option from the file menu, and the program presents a DBGetFiles box listing all the geoWrite text files on the disk. The usual gadgets of Open, Disk, Drive and Cancel are present. Select the file and click on Open.



Next you are presented with a DBox for the Output photo album on the current drive. Enter a name for the new album file, gadgets of Drive and Cancel are present (see following diagram). The program displays a box with Working ... in it. Then when it is done, it returns to showing just the file menu. The album file created is a v1.0 album file.

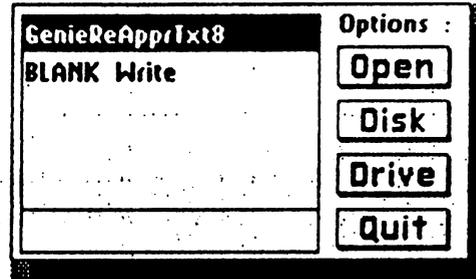
Using Photo Manager v2.1 with the file will convert it, or you can use a lesser version of Photo Manager to access it. (For more information on the Photo Manager, refer to the sections 'Photo Manager, Part 1, Introduction' and 'Photo Manager, Part 2, Using Albums' in The World of GEOS HandBooks II & III, respectively).



On viewing the photo scrap placed in the album by the program it showed it to be a true reproduction of the one in the document. Next I tried a geoPub file with multiple pictures to see what happened. Well, I'm impressed. The program actually 'retrieved' all the photo scraps and placed them in the new sample album. Works a treat and is trustworthy and effective as well. You have got to try this one for yourself.

**UNPUBLISH v1.0**

UNPUBLISH v1.0 by Marc F. Brouillette is a 40 column PD Application program to convert a geoPublish formatted text file back to an ordinary geoWrite file.

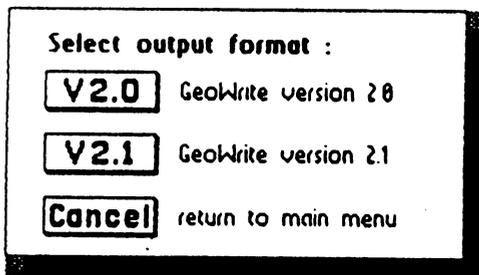


On Run the program displays a DBGetFiles box listing the geoPub write files on the current drive.

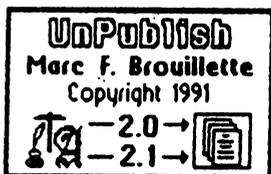
The usual gadgets of Open, Disk, Drive, and Quit are available. Select your file and click on Open.

Next a DBox prompts for the geoWrite version number for the Output format. Select from the options given (see following diagram on next page).

And a 'Processing file ... please wait' box is displayed.



When done the first DBGetFiles box is presented. The version number Cancel button also returns you to this file selection box. On looking for the new file on my RAMDisk though, I could not find one? Did the program even work?



Puzzling, everything seemed to work okay, so I don't know if it truly worked or not, but I didn't try it on GEOS64 so it still might work okay for some users. It is all trial and error really, even for someone like myself (smile).

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

Correspondence from Charles M Needom, of Cincinnati Ohio USA, (excerpted portions), "I am just enjoying the moment from the things you have sent to me. I LOVE THIS STUFF! I will use the GEOS stuff when I learn more about it. I am still looking to buy an Action Replay Cartridge to put my music tunes on using the SID music program. I love the music on the Demo Designer and Demo Designer 3 program. Well my friend thats about it, thank you again and keep up the good work and smiling each and every day. Until next time, Charles M Needom (happydemo designer)".

Jane Thank you for your feedback Charles. I was wondering if any of our other MUTTM members might possibly be able to assist Charles with the Action Replay Cartridge (ARC) that he is looking for. Maybe someone has two, and could spare the backup! I don't know, I'm just hoping of course. I know first hand what a difference the ARC can make to the C64 and the 1541 disc drives loading speed. Although I feel that you think you can load things into the cartridge Charles. As far as I know, the ARC has various utility programs available, picture snapping options, game freezing and ripping opportunities, and the best part of all, FASTLOAD V5.0 to turbo load files from the 1541 disc drive. Unfortunately, there is no chance to save to the cartridge like a RAMDisc

What you are probably thinking of Charles, is an REU - Ram Expansion Unit. Commodore manufactured a few that you could probably find second or third hand (see table below). These units provide 'add on memory' that works like a disc drive with no moving parts. But beware of power outages. It is only as stable as your power supply, and always save out to a physical disc for backup purposes. I hope that this helps a little.

**Refer to the Table below.**

Physical Commodore disc drives :-  
 1541 Disk Drive = 165K or 664 Blocks Free  
 1571 Disk Drive = 331K or 1328 Blocks Free  
 1581 Disk Drive = 790K or 3160 Blocks Free  
 Commodore REU equivalent disc drives :-  
 1764 REU 256K = 165K or 664 BL Free (Emulates a 1541)  
 1700 REU 128K = Unknown K or Blocks Free  
 1750 REU 512K = 331K or 1328 BL Free (Emulates a 1571)  
 1750 REU 1Meg = 790K or 3160 BL Free (Emulates a 1581)  
 (above table excerpted from "The World of GEOS HandBook I", "Application Work Disks", page 6)

Additionally, Commodore compatible REUs were produced by CMD (Creative Micro Designs Inc) such as :-  
 RAMLink with RAMCard (0 - 16 MB)  
 SuperCPU128 w/o SuperRAMCard  
 SuperCPU128 with SuperRAMCard (0 - 16 MB)  
 SuperCPU64 w/o SuperRAMCard  
 SuperCPU64 with SuperRAMCard (0 - 16 MB)  
 (however, current availability of these items from Click Here Software Company, Maurice Randall owner, is not known)  
 More information on these can probably be found in your "COMMODORE MAILINK YELLOW PAGES" guide provided this month, or at least in previous issues. Take the time to look at the wealth of information provided freely for you as a Commodore computer user.

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 12 hours ahead) :-

(\*\*) The World of GEOS HandBook Series (I, II, III), the GEOS UnPlugged Series (I, II, III, IV, V), The HandBooks of the Commodore 64 and 128, The GEOS in Review HandBook, and The HandBook of Commodore Disks, are currently **ALL** still available from JMY Grafix PO Box 635 Enfield Plaza 5085 South Australia, OR email [jmygrafix@yahoo.com.au](mailto:jmygrafix@yahoo.com.au)

# Twenty-five Years of Commodore Computing

by Robert Snyder

## MORE THAN A GAME MACHINE

I am proud to have owned a commodore 64 computer for 25 years. This is the second writing of my recollections about the use of my commodore.

Eight years into owning my commodore, I met the young lady whom I was to marry. We were both in college, a time where personal computers were still relatively new, but very handy for those 20 page, double spaced, term papers you had to write. Going further off story, at that time, 1990, you could rent a typewriter in the school library to type those papers. There were also signs on the message boards for people who would type up your papers-- for a fee. I wonder if they still do that? If they do, I am sure they prepare your report on a computer and not on a typewriter.

Back on story-- her family had a 'PC' computer, an 8088 with a harddrive and LX-80 printer. I had my 64 and 1541 drive with a Star NX-1000 printer. Needless to say, just a few days before the deadline of her Napoleonic Era paper, the 8088 had a harddrive crash. It would boot up, but only allow one or two pages to print out before it would abruptly stop halfway in the middle of a page. I mentioned I had a commodore 64 with a printer. She was skeptical. Her former boyfriend had a 64 computer. He only played games on it. Therefore, she thought of it as only a game machine, similar to their family's Atari 2600. Like many people, even today, she thought the 64 was not capable of meaningful work like college papers. I explained I used my computer for school papers and even a family newsletter. Up against a deadline, she gave it a try.

While the 8088 would not print much at one time, save anything to the harddrive nor disk drive, we could print off the report piecemeal and with her written notes, type it into the commodore. We then print it off all-together to make it professional looking. After a long 3 a.m. retype, the paper was reprinted using a 64, Speedscript and a NX-1000. It was handed in on time at the 7 p.m. class.

Her paper received an 'A', the 8088 received a new harddrive, I received the heartfelt thanks for all the late night typing, and the 'lowly game machine', the commodore 64, received the recognition it deserved from at least one more person; the recognition that the Commodore 64 was a-- COMPUTER.



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## How to GoDot

By Arndt Dettke

### Colorizing Monochrome Images

Do you remember when you tried screen printing at school? Yes? How was it done... After you painted your original copy, you had to cut out stencil papers to work out the different colors of the resulting serigraphy. For each single color in the final painting you had to cut one particular stencil. Then, you had to separately print each color onto the paper, using the stencil sheets you produced before, and finally you had a wonderful piece of art!

Why not use the same technique on our Commodore to colorize black & white images we

often find in clipart archives? Ok. Remember the "wax coating" we used in H2G#1 back in July? We worked with a rectangular mask then to achieve an image with two different brightness levels in it. These very masks is what we need. This time, I will cover how to create masks of any shape and how to use them as stencils.

We employ the following GoDot modules for this purpose: ldr.4Bit&Mask, mod.QuickMask, mod.DrawMask, and perhaps mod.MaskEd. Moreover, we use loaders for the appropriate b&w images, such as ldr.GIF, ldr.PCX-EGA, ldr.PFox-Select or ldr.HiBitMap. And: If everything works fine, I will also have a loader for geoPaint images finished at release time of this Digest issue. Some of the pictures treated here already were retrieved with a beta version of this new loader, exclusively written for you UCUGA Digest readers.

This b&w image „menjou.gif“ shall show us the steps we have to perform until it is colorized.

1. We retrieve the GIF with ldr.GIF and additionally mod.DecodeGIFhir. The top frame of the film-strip contains the original monochrome GIF. We have no colors in it.

3. The original image must be saved as an intermediate 4Bit now, preferably as "Undo 4Bit" in Unit RAM (your REU) to have faster access to it. After that you install mod.ClipWorks, click "Fill" and clear this area to green ("ClrClip - green - Inside"). There's nothing left but green in the image buffer at this time. Install ldr.4Bit&Mask and click "Get 4Bit" to retrieve the intermediate 4Bit from disk (switch "Disk" in this line to "Undo" if you used Unit RAM). "Display" the image. The background of the man is green now. Save the 4Bit image again as "Undo 4Bit" like above.

5. Step into mod.ClipWorks, use ClrClip for color light red, inside. Then enter ldr.4Bit&Mask and just click "Get 4Bit". Check the result after leaving the loader by "Display". Green background, light red skin. Save this image as "Undo 4Bit" again. Now for the bow tie.

7. ClipWorks, ClrClip, red, inside. Enter ldr.4Bit&Mask and just click "Get 4Bit". Leave the loader, save the image like before. Finally, we treat the high lights.

9. Fill the 4Bit buffer with blue and get the stored image back. We're finished.

4Bit Buffer



Display Buffer



2. In mod.QuickMask we set color white as transparent, but then click "Invert" to have all other colors but white transparent and "Generate" a mask, a "stencil". You will see the face, the bow tie and the shirt of the man, like in the original image. These portions of the stencil have to be cleared away with mod.DrawMask, set to "Mode: Clear". After clicking button "DrawMask" you're presented with a (sizable) green eraser brush. Edit with the left mouse button. The STOP key ends editing mode. All areas which remain white will be colorized in step 3. "Leave" the module.

4. Every step we take from now on is just a repetition of what we performed up to this stage. In mod.QuickMask we select white, invert the selection and generate the next stencil. Clear off everything which is not skin of the man and leave mod.DrawMask.

6. Relaunch mod.QuickMask, select white, invert it, and generate the stencil. There's nothing much left over: high lights in the hair and on the suit, the collar, and the bow tie. Erase everything but the bow tie with mod Draw-Mask.

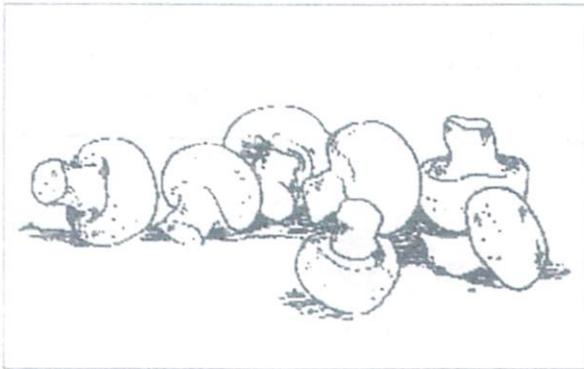
8. Generate the last mask. We just need to erase the collar and the shirt in it. The shirt is the little white band below the bow tie. Only the high lights are left over.

Pic 1 and 2. From a GIF archive, resulting in 4 colors, plus black and white. The stencil masks on the right.

Continue next page:

The monochrome images used here (and some more) are ready for download from my site at [www.godot64.de](http://www.godot64.de). I converted most of this material to GoDot 4Bit format to give you instant access to it, as long as ldr.GeoPaint is not finally released.

Lets start. After loading a monochrome image you first display it in hires screen mode. This will show the image in full 320x200 resolution. Later, when the first colors have been applied, it is better to change screen mode to "Multi", not to run into color clash problems. The first image we dis-



Pic 3: „mushrooms.4bt“, originally from a geoPaint image

cuss here is "mushrooms.4bt". It was taken from a geoPaint image called "foods.geo" using ldr.GeoPaint.

The very first you do every time when coloring a monochrome picture is giving the background a new color. So, load the picture with **ldr.4BitGodot** and display it in hires mode. It's all white with seven mushrooms in the middle of the image. Since mushrooms naturally are white we just apply a background color (green) and only a little bit of yellow where the mushrooms have been cut off the soil.

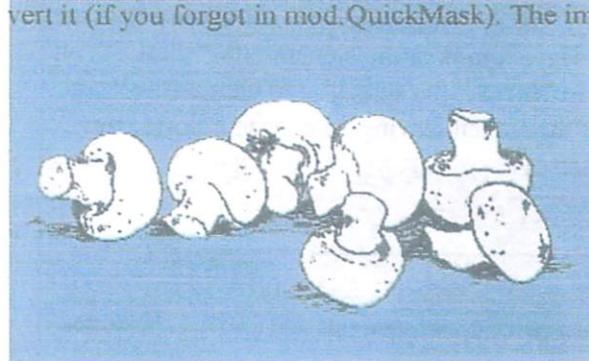
Install **mod.QuickMask** and execute it. Select white as the color to be transparent, but immediately click "**Invert**" to have all other colors transparent (but white). "**Generate**" the mask. Have a "**View**" at it, and you will see that the mask seems to be exactly the same as the image itself. This is because the mask, too, is a monochrome image, derived from another monochrome image. The mask is stored to where normally GoDot's display buffer is located. So, please, don't "**Display**" the

image until the color is applied. Displaying would destroy your mask.

Next, we have to edit the mask to produce the stencil we need. Install **mod.DrawMask** and execute it. Set the brush mode to "**Clear**" (instead of "**Draw**") and erase everything which is inside the mushrooms leaving a black shape of the food on white. "**Leave**" the module and save the 4Bit image as a temporary file, preferably as "Undo 4Bit" on unit RAM (if you're proud owner of an REU).

We will erase the image now to gain a plain green, empty 4Bit image. Install **mod.ClipWorks**, execute it, click "**Full**" and enter "**ClrClp**" to select green as the clearing color. Then engage "**Inside**", and "**Leave**" both ClrClp and ClipWorks. It is this plain color onto which the mushrooms image gets pasted, exactly where the stencil says "allowed to paste". Remember, the background area is **not** allowed and thus will stay green.

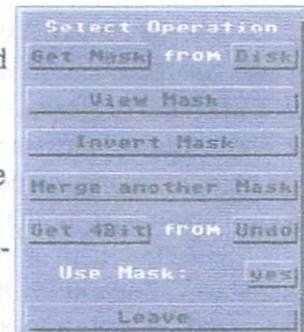
Now, install **ldr.4Bit&Mask** and enter its parameter window. You can have a look a your mask from here, too ("**View Mask**") and even invert it (if you forgot in **mod.QuickMask**). The im-



Pic 4: The final colorization, two colors, and black and white

portant setting is "**Use Mask:**", however. If set to "**No**" you just load a 4Bit image, no matter what mask is in the buffer. If it is "**Yes**" the loaded 4Bit gets processed, and only those portions of the image where no masking bit is set will be retrieved.

**Continue next page:**



Click the source button (where you read "Get 4Bit from Disk") to "Undo" if you have used your REU like suggested before, and then click "Get 4Bit". GoDot starts loading and processing. When finished, change screen mode to "Multi" and "Display" the image. White mushrooms on green.

The yellow stem areas get colorized exactly the same way. Enter mod.QuickMask, select white, invert it, and generate a mask. Edit this mask with mod.DrawMask, set to "Clear", and erase everything but the stem ends of the mushrooms (five are visible). Save the 4Bit image to "Undo 4Bit", clear everything to yellow (mod.ClipWorks) and reload the undo buffer with ldr.4Bit&Mask. What you get is Pic #4.

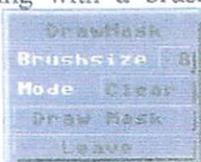
Each additional color would also add one more pass of masking, editing, temporarily saving and color clearing until the final stage has been reached. Have a look at the examples on these pages to see how many passes were needed.

**Mod.QuickMask** – This Module opens a window in which you can choose one or more colors that will determine these as transparent when loading images with ldr.4Bit&Mask. After choosing the transparent color(s), you click on "Generate" to create a stencil layer (a hires bitmap) where every pixel of the chosen color is set to "on". This is called a "mask" within GoDot. All other pixels are "off". Have a look at the stencil with "View". You can also "Invert" the selection to gain a true negative of the stencil leaving the chosen color(s) **not** transparent.



Dark gray will be transparent here.

**Mod.DrawMask** – A module to edit a mask by painting or erasing with a brush. You can change the brush size with button "Brushsize". The drawing with "Mode" between "Draw" and "Clear". You can change from 1 to 8 "Brushsize". mode gets set and toggles "Draw" and



"Clear". End editing with the STOP key.

**Mod.MaskEd** – Every time you find it hard to edit a mask with mod.DrawMask because you can't decently hit the very pixels you'd like to hit, use this module. It magnifies the mask bitmap by 8 and actually works like mod.PixelEdit (the only difference is that you cannot select colors). All the pictures you see here have been edited with this module, too.

**Ldr.4Bit&Mask** – Loader to retrieve 4Bit images and to process them during load. The 4Bit image won't be loaded at places where in the mask bitmap a pixel is set to "on". To "normally" load images you can switch off processing with "Use mask" set to "No".

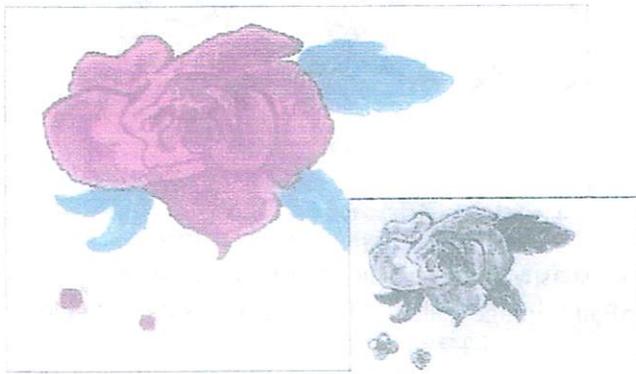


Fig 5 From a GEOS archive, contains 5 colors and white

### Command history

for one color layer

Load: 4BitGoDot (or any loader for monochrome images)

Load Replace "AnyMonoImage.4bt"

(Screenmode:) Hires

Display

(Repeat)

Inst: QuickMask

Execute

(Select:) white (or the color of the monochrome background)

Invert

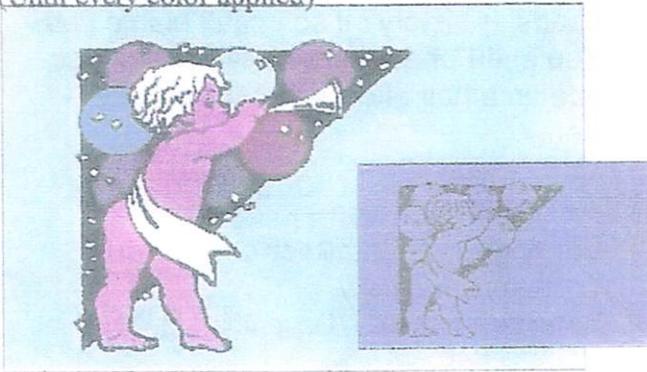
Generate

(View)

Continued on page 11:

Leave  
 Inst: DrawMask  
 Execute  
 Mode: Clear  
 Draw Mask  
 (Edit...)  
 <STOP> (press the STOP key)  
 Leave  
 Save "Undo 4Bit" (e.g. to your REU)  
 Inst: ClipWorks  
 Execute  
 Full  
 ClrClp  
 (Select:) green (or any other applicable color)  
 Inside  
 Leave  
 Accept (or Cancel)  
 Load: 4Bit&Mask  
 Load  
 Get 4Bit from: Undo (or Disk)  
 Get 4Bit  
 Leave  
 (Screenmode:) Multi  
 Display

(Until every color applied)

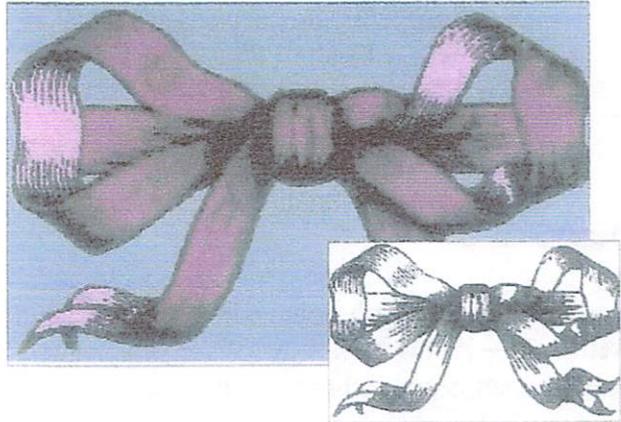


Pic 6: From a GEOS archive, contains 9 colors, black and white

You see: the more colors you have to apply, the more effort you have to invest. Images with many, many colors in them aren't too appropriate. The upper limit is four or five colors.

For your convenience, ldr.4Bit&Mask has been updated and enhanced. You can download it from my site.

Have fun using GoDot!



Pic 7: From a GIF archive, contains 3 colors and black.

## COMMODORE MAILINK AND COLOR

BY: RICHARD SAVOY

It seems like we are getting into a lot of colored pages! The original rule when we started with color was if you want to do it "you pay the cost," as a visiting editor, in other words you would make 70 some odd pages printed on both sides and mail to the Publisher (currently me) at no cost to the MUTTM!

When Linda Tanner was looking for a replacement series she found "GoDot" by Arndt Dettke it was sent to her using PDF program and she past it along to me, an just by lucky enough I had the equipment to down load it. My daughter had just given me a H/P Office Jet (All-In-One) when you scan a page it gives you a option to scan in "ocr" and make adjustment to the page. So, Linda just forward via the Internet twelve articles in the series. It was right up my alley! I love working with color, have three printers and have said before if you have something to contribute in color relating to Commodore I'll work with you. The next two in these series have color then we go back to black and white.

**MEMBERS LETTERS TO C=MAILINK  
FROM: KENNETH BARSKY**

Csaba A. Csaszar  
*Retired* :). *Taxpayer*:)  
55 East Lake Terrace  
Lake Ronkonkoma, NY 11779-2708  
Telephone: 631-588-3301  
Fax: No need for it!  
WWW=Snail Mail

Dear Ken:

Good morning! I can't believe how fast the year went by! — At the beginning of the year I was getting cramps and tightness in my calves.

Low circulation my Doctor suggested an angioplasty to see where are any blockages and he will "bum" it out and insert a stent. He spent two hours digging around, but was unable to thread it into the legs. "You have badly twisted arteries." He gave up.

Now I am getting special pills and the circulation improved a lot! The bad part was, that since June 07 I went into the "donut bole" **which** means that every medication had to be paid at full price

As of July each Rx. costs us a small fortune. But what a heck, I am still around. In September I hit 80, but feel and act as a 60-year old. Thanks for our family being around us with our grand children. We participate in all their activities. I drive couple hundred miles per week, the only thing since 9/11 we not drive off Long Island "single" daughter takes us on vacation trips.

Hope you are still reading this letter? I am now slowly closing up things. One item I will hang onto, is one full set of C= equipment. The rest goes to recycling or to anyone who is interested to pick up hardware, software, books. . Linda is taking several 128-Ds for UPS and packaging. I have probably 2,000 or more 5.25 disks with programs on them.

We used to, and. still go to garage. and. estate sales, as a hobby. Please let me know if you are interested in any "Stuff?"

I don't have any listings and will not make one, it would take to much time. I know what it is. My other hobby for the last 30 years was collecting old license plates. During- the summer I washed, straightened and catalogued them. My old C= spread shit could not hold all the detailed info on the.5 .2 5" disk, so now I am working with Word Perfect Quatro Pro.

Dear Ken, enclosed you will find my check #4695 in the amount of \$10.00 for a subscription to your *CML* on disk for 2008, -Keep up the great work you are fantastic!

Let me wish you and yours Happy Holidays in good health!

#####

**IS LOADSTAR HISTORY?**

#####

~~~Original Message~~~

From: Kenneth Barsky  
Sent: Dec 19, 2007 7:31 AM  
To: Dave Moorman

How's it going with you? Again I ask is Loadstar history? if so I can't blame you. You and Fender kept it alive over a decade an a half after others were gone.  
Ken

— Original Message—

From: revdave6@rmi.net  
To: Kenneth Barsky  
Sent: 'Wednesday, December 19, 2007  
11:40 AM

**We WILL** get back on track. 5.25" disks just double in price, so our run will be quite limited in that format. We are trying to get everything set up to do copying of 248. After than, several issues will come rather quickly. I am sorry about the whole year we have been down.

Dave

## LETTERS TO EDITOR

**FROM:** Myron Daniels in Hawaii

**chugs <chugs@hawaii rcom> wrote:**  
January 10, 2008.

To whom it may concern:  
If I left anyone out, my apology.

I have, and no longer need nor want the following items:  
C= Learning & Training Books. 1541, 1542 & 1571 Drives, NX 1000 Printers, Ram Cartridges, C= Printed circuit Chips, Maverick & other copying programs, Two drives that have some sophisticated copying chips in them. It will copy stuff like the Pocket Writer Series.

Software Program Data manual data sheets, the Write Stuff discs, Power Cables, Drive cables, 1084 & 1901 Monitors, C= Hardware RAM, Printer Interfaces, 5 -1/4" disks, 3 - 1/2" disks, C~ 128 Power Packs. Also have a working printer tape RE-INKING unit and supplies for it.

Sadly, the cost of shipping from Hawaii to any state in the USA such as California, Maine, Alaska or Florida, is Zone 8 from Hawaii.

U.S. Mail: USPS to Zone 8 can be found on the USPS.com website. Flat Rate, and regular postage is posted there.

Current Flat Rate boxes are \$ 8.95.  
No weight restriction.  
Must fit without distortion of the box.

There are two sizes:

1. 14" x 12" x 3-11/2" This is = to 588 Cubic Inches, or 0.340 Cubic Feet.
2. 11" x 8-1/2" x 5-1/2" This is = to 514~25 Cubic Inches or 0.2975 Cubic Feet.

Note: About ten to 15 pounds can fit in the flat rate boxes.

However, not a monitor, nor C64 or 128 will fit in the flat rate boxes.

There are only three Commodore users left in Hawaii.

Joe Fenn, Steve Hall, and myself; Myron Daniels.

Steve has a lot of C= stuff and has no room for any more. He also uses the newer PC platform.

I believe Joe has all he needs. He too uses the newer platform.

Me too. I only use C= now to play Sargon III the Chess game. It's the only game I play.

So, in summary, what do I do with all these items?

I don't know, nor can I guarantee they all work.

I have NO desire to check or repair them.

I would like to get a few dollars out of the stuff. Make me an offer. I'm sure you know what the stuff is worth to you.

I have not made a list of the items. It would be a major undertaking.

Tell me your needs, and I'll see if I have it or them.

This will most likely be the last time I publish this news.

Wish you all a great and happy 2008.  
Per Spock, "Live long and Prosper"!!

Aloha

Myron Daniels:

aka: Commodore Hawaii User Group  
"CHUGS".

We, CHUGS no longer exist as a group.

## NEW C64 HARDWARE

By: Roger Hoyer

From: Roger Hoyer <thunderbird@iglou.com>

Subject: New C64 hardware

Date: Tuesday, February 19, 2008 6:08:24 PM

Hi All,

At the meeting Sunday, the club decided to order one of each of the new C64 hardware that was shown in last month's newsletter (and attached) for use as raffle items for our upcoming C=4 Expo. Some of the attendees want to order items also.

If you would like to order any or all of these items, please email me or call me at 5131248-0025 by the 29th so I can get the order in promptly. We thought if we had a lot of orders we might get a discount and also save on shipping from Australia.

You can pay for the items by using the club's PayPal account at:

cmdreclub@i~ou.com. Since I have no idea what the shipping will cost for each member, we can let the club absorb it or figure it out after it gets here. Roger --11:)

**See page 15 & 16 for complete details. Remember these are new products, there is a web site near the bottom of page 16. Please use caution or wait till Roger's group checks it out.**  
Editor

## A LOOK AHEAD TO JULY 2008 CML

by Rob Snyder

Since we haven't any volunteers to do the July nor the September 2008 Commodore MailLinks, I have decided to do another ALL MEMBERS ISSUE for the July issue. All members are requested to send in an article to be included. I will be compiling the issue. Your page, or partial page, could be a description of how you use your 64, or about your favorite (or newly discovered) program, about a new piece of hardware you found, or finally got around to trying out. How about a page full of graphics you haven't seen printed before. How about a computer tip you discovered that makes your computing experience easier than it was before you discovered the tip? RUN magazine used to have a whole issue devoted to tips and hints; surely you have one. Maybe an editorial about the MailLink, MUTTM, or computer use in general.

I am asking you now in order for you to get a head start— so everyone has plenty of time to make up a page. I don't want to steal any articles from our MAY editor Earl Williams who also needs articles. Hint Hint Editors do not (as a rule) write up articles, they "edit" what comes in to allow a balance of different articles to appeal to the most readers— in our case the members.

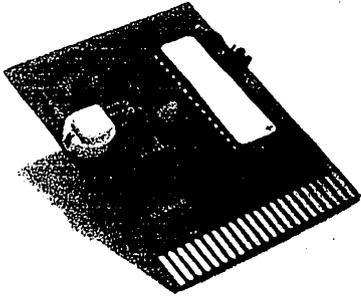
Please do your part and submit a page to the MailLink. Why not have a 70 page July issue? That would truly be an ALL MEMBERS ISSUE.

## New Hardware for your Commodore!

Please note: CCCC does not specifically endorse the products of any vendor.

This information is presented for informational purposes only.

During 2007, several new products began to appear for the C64, produced by an Australian hardware designer known as "Fotios". I will be obtaining and reviewing these products over the next few months, but I wanted to make sure everyone was aware of what was available and where it could be obtained. If anyone wanted to purchase any of these items and review them for the newsletter, their input would be very welcome.



### FB-512J 64KByte (8x8KB) cartridge

The FB-512J cartridge is designed to support 64KB 27512 series EPROMs. These EPROMs can store the equivalent of eight generic 8KB Commodore cartridges on one chip. Three jumpers are used to select which 8kb area of memory will be active and mapped to address \$8000. A fourth jumper is used to support the native Commodore 128 mode by changing the logic state of the EXROM line of the cartridge port.

#### Notes:

- \* The FB-512J cartridge replaces the FB-512J which is no longer available. The FB-512J used four mini-toggle switches while the new FB-512J users four jumpers.
- \* Cartridge case is not included. A plastic PCB support is provided.

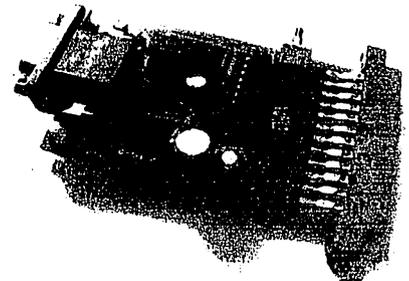
- \* A UV EPROM eraser is required to erase the contents of the supplied 27c512 EPROM.
  - \* An EPROM programmer is required to program the 27c512 EPROM.
  - \* A mini push button reset switch and plastic PCB support is included.
- Availability: In Stock , Price: AUD\$16.00 plus Postage & PayPal fees

### FBU\_RS-232 RS-232 interface for the Commodore 64/128 User Port

The FBU\_RS-232 interface supports various configuration modes using an 8-way DIP switch which allows individual selection of lines like DSR, DTR, RTS and CT. Speeds of 9600 baud are supported when used in UP9600 mode with Novaterm 9.6. The FBU\_RS-232 interface also includes a mini reset switch and works in native C128 mode. Two plastic PCB supports are supplied.

#### Notes:

- \* When used with NovaTerm 9.6 and the UP9600 driver, screen text speeds are 9600 baud.
  - \* File transfers vary between 2400 and 4800 baud.
- Availability: IN Stock Price: AUS\$24.00 plus Postage & PayPal fees.



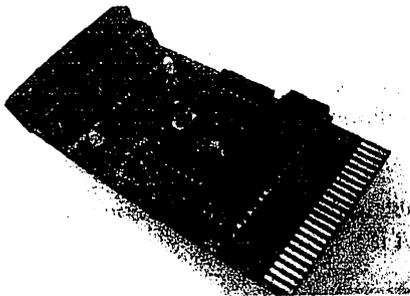
### FB-MIDI Multi standard MIDI interface for the Commodore 64/128

FB-MIDI Multi standard MIDI interface for the Commodore 64/128  
If your into creating music, FB-MIDI adds MIDI IN, MIDI OUT and MIDI THRU/OUT ports to your Commodore 64/128. Please check the support file area for compatible software.

#### Notes:

- \* This product is not compatible with Prophet64.
- \* This product does not include support for on-board clock(s), tape/drum sync or foot switch.
- \* Cartridge case is not included. Two plastic PCB supports are provided.

Availability: IN Stock , Price: AUS\$33.00 plus Postage & PayPal fees.



## FB-3XP Three Slot Cartridge Expander

The FB-3XP is possibly one of the most versatile 3-slot cartridge expanders that supports the following features: Fuse protection to prevent accidental damage of the c64/128 computer.. - High quality ROHS compliant components with gold edge contacts. - Mini push button reset switch. - Electrolytic capacitors ensuring reliable power to each cartridge slot. - Activity LED for each slot indicating when a cartridge is

on or accessing the expansion port. - DIP switches that enable/disable expansion port signals like I01, I02, ROMH, ROML, EXROM & GAME. However, one of the most important features is that the last two slots can be configured to swap the I01(\$DE00) and I02(\$DF00) lines. Depending on the configuration of four jumpers, this allows certain cartridges too be concurrently active like an REU and

RS232 cartridge. Please note that not all cartridges will work when swapping the I01/I02 lines.

### Notes:

- \* The FB-3XP is available in two configuration.
- \* The first is with all three slots in a vertical position.
- \* There's also a 2+1 version available where the last slot is mounted in a horizontal manner.
- \* This version is handy for large cartridge like 1764/1750 or SuperCPU.

Availability: (ETA 15Jan08) , Price: AUD\$33.00 FB-3XP (3 vert slots) \$40.00 FB-3XP (2 vert, 1 horiz slots) + Postage & PayPal fees

## FB\_SS Stereophonic-SID Cartridge for the Commodore 64/128

The FB\_SS Stereophonic-SID Cartridge for the Commodore 64/128

There are two version available to suit the 12v 6581 SID and the 9v 8580 SID.

The FB\_SS interface features a jumper and 8-way DIP switch which allows the SID chip to be mapped at any of the following memory addresses:

\$DE00, \$DE20, \$DE40, \$DE60, \$DE80, \$DEA0, \$DECO  
\$DF00, \$DF20, \$DF40, \$DF60, \$DF80, \$DFA0, \$DFC0

Most Stereo SID players support memory address \$DE00 for the second SID chip.

### Notes:

- \* As per photo, this cartridge includes a pass-though cartridge socket.
- \* This is ideal for anyone with a Prophet64 cartridge.
- \* The idea is to plug your Phophet 64 cartidge into this Stereo-SID cartridge and then plug both into the Commodore at the same time, No more SID2SID hacks required!.
- \* A SID chip is NOT included with this cartridge.
- \* You'll need to provide and install your own SID chip of the correct voltage for the cartridge ordered.

Availability: **In Stock** Price: AUD\$33.00 plus Postage & PayPal fees

## FB-NET Cartridge

The FB-NET cartridge is a new Ethernet adaptor for the c64/128 thats compatible with both the RRNET and TFE (The Final Ethernet). The FB-NET includes and Olimex CS8900a-h header board and two jumpers used to set any of the following I/O addresses: \$DE00, \$DE08, \$DF00, \$DF08 The Olimex CS8900a-h board is soldered onto the to FB-NET cartridge board. For more information about the Olimex CS8900a-h please refer to <http://www.olimex.com/dev/cx8900a-h.html>

### Notes:

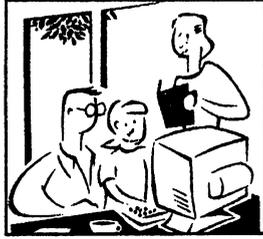
- \* Price includes Olimex CS8900a-h board which is solderd onto FB-NET cartridge board.
- \* Cartridge case is not included. A plastic PCB support is provided.

Availability: **1 to 2 weeks** ,Price: AUD\$55.50 plus Postage & PayPal fees

# THE BEGINNERS CORNER

## Lesson # 11

Prepared by: Dick Savoy

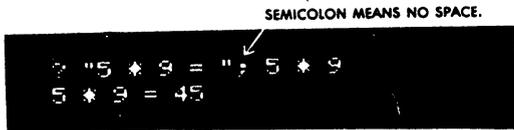


Continued from Page 12 and 13 of the January 2008 issue of the CML.

+++++

To give you an idea how things fit in place, consider the following: how could you combine the two types of print statements we've examined so far to print something more meaningful on the screen?

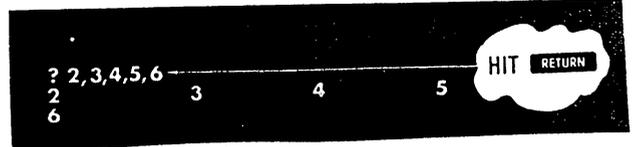
We know that by enclosing something within quote marks prints that information on the screen exactly as it was entered, and by using math operators, calculations can be performed. So why not combine the two types of PRINT statements like this:



Even though this might seem a bit redundant, what we've done is simply use both types of print statements together. The first part prints "5 \* 9 =" exactly as it was typed. The second part does the actual work and prints the result, with the semicolon separating the message part of the statement from the actual calculation.

You can separate the parts of a mixed print statement with punctuation for various formats. Try a comma in place of the semicolon and see what happens.

For the curious, the semicolon causes the next part of the statement to be printed immediately after the previous part, without any spaces. The comma does something different. Even though it is an acceptable separator, it spaces things out more. If you type:



the numbers will be printed across the screen and down on to the next -line.

The Commodore 64's display is organized into 4 areas of 10 columns each. The comma tabs each result into the next available area. Since we asked for more information to be printed than would fit on one line, (we tried to fit five 10-column areas on one line) the last item was moved down to the next line.

The basic difference between the comma and semicolon in formatting PRINT statements can be used to our advantage when creating more complex displays: it will allow us to create some sophisticated results very easily.

### NOW WE WILL START CHAPTER 3 Basic Programming: THE NEXT STEP

Up to now we've performed some simple operations by entering a single line of instructions into the computer. Once **RETURN** was depressed, the operation that we specified was performed immediately. This is called the IMMEDIATE or CALCULATOR mode.

But to accomplish anything significant, we must be able to have the computer operate with more than a single line statement. A number of statements combined together is called a PROGRAM and allows you to use the full power of the Commodore 64. To see how easy it is to write your first Commodore 64 program, try this:

Clear the screen by holding the **SHIFT** key, and then depressing the **CLR/HOME** key.

Type **NEW** and press **RETURN**. (This just clears out any numbers that might have been left in the computer from your experimenting.)

Continue on the next page:

