ucuga
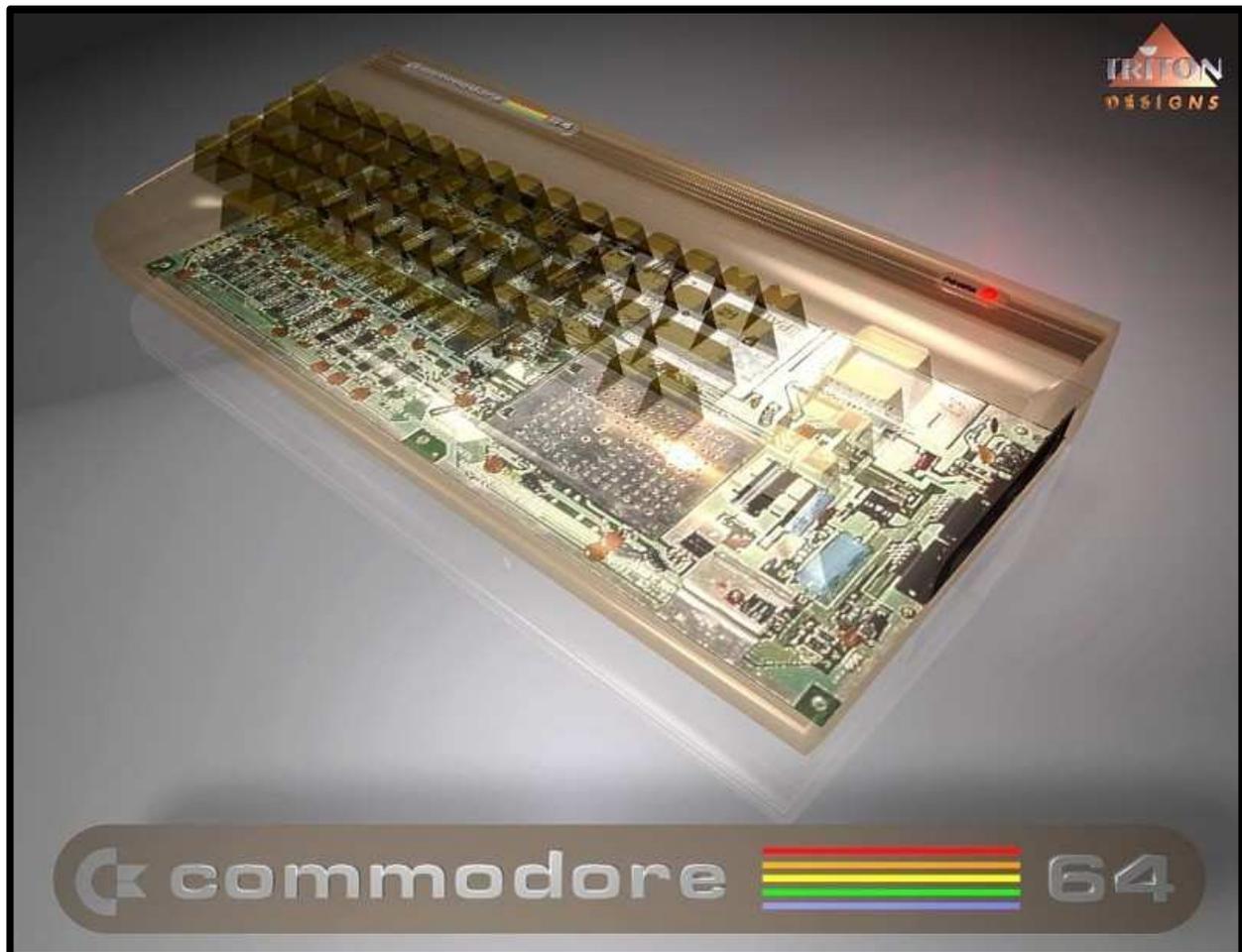
The Commodore Digest

Ten Little Commodores!

Is the Commodore 64 fading into obscurity? Or is it alive more than ever? Find out in these pages!

Welcome to the July/August 2004 of the **UCUGA Digest**, or as I like to call it, a trial run for my **geoPublish v1.1** upgrade! Thankfully, other authors have eased my workload with excellent articles to nicely round up the issue.

The Ensenble Writing Cast for this Issue.

There seems to be a beehive of activity surrounding the Commodore hobbyist scene that carries no rhyme or reason. Should there be a singular force guiding the Commodore 8-bit community, or should it remain fragmented? Let's hear some opinions on this! **Todd Elliott** muses about this... In the meantime, *write us a letter*.

Bruce Thomas has written an excellent article about a very sensitive subject that every single Commodore diehard should know! Your Commodores in your collection deserve such attention from you and your family members.

Arndt Dettke, in part ten of his instructive **GoDot** tutorials, covers the intricacies of scaling images to suit your image processing needs. Scaling images to make them bigger or smaller is a common and essential image processing function and GoDot makes it seem so simple. Plus, some exciting GoDot news!

Rolf Miller has written no-nonsense prose about using ordinary Commodore 64 setups as compared to using modern PC's. Moreover, Rolf Miller shows how a member of the notoriously fickle X-Generation manages to get hooked on a Commodore 64.

Jane M. Voskamp-Jones cleans your clock on timekeeping under **Commodore GEOS**.

K. Dale Sidebottom gives two eulogies to **Henry Gilbert Dale** and **William R. "Bill" Kennedy**. Also, **Loadstar** bestows a brand new title upon him!

Spring 2004 Commodore EXPO Mini-Review!

Recently, I had the great privilege of visiting the **Louisville, KY** metro area and met with numerous enthusiasts at the **Spring 2004 Commodore EXPO**! This EXPO has easily been one of the better Commodore shows around, where presenters could use an overhead projector to show off their latest C64/128 endeavors. There was also a microphone sound system for every EXPO-goer to understand what was going on, saving the presenters from a case of laryngitis. Not only that, the demo slate for the whole official EXPO contained presentations that received accolades from an enthusiastic and captivated Commodore audience!

I myself had a great time at the EXPO! I finally met a couple of individuals that I had only known by their names or email addresses, such as **Greg Nacu**, Bruce Thomas, **Lawrence (Fast Hack'em)**, **Ray Castaldo**, **Leif Bloomquist**, **Dave Moorman**, and many more. This is in addition to many great people that were at the EXPO such as

K. Dale Sidebottom, **Roger Lawhorn**, **Linda Tanner**, **Earl Williams**, **Geoff Sullivan**, **Mike Midgal**, **Maurice Randall**, **Jim Butterfield**, and many others. It was a pleasure to meet many of these individuals, trade in Commodore talk, ideas, items, etc.

Special Thanks!

Despite my penchant for name-dropping, I must single out **Clyde Tucker** for special thanks in making this 2004 Spring Commodore EXPO *a memorable one*! I went through the morning portion of the official EXPO before Clyde introduced himself to me. I quickly found out that he worked as an educational interpreter and he offered to interpret some of the presentations for that afternoon and the following day. I gladly accepted and was able to fully understand Bruce Thomas' geoPublish v1.1 presentation and the Commodore RoundTable on the next day. **Thank you**, Clyde Tucker, for answering the impromptu call of duty at this EXPO! I truly appreciate it and enjoyed the Spring 2004 Commodore EXPO as a result.

Behind the Cover.

The opening UCUGA logo was blurred via a GoDot module and supplied by Arndt Dettke. I also used this neat picture of a 'transparent C64' made by **Triton Designs**. I was not able to locate Triton Designs on the Internet, as the word, 'Triton', is a common word under **Google**. If a reader knows more about this picture, please drop us an email! Combined, the effect is to impress upon the reader that things may be fading... Or not!

Todd Elliott, Shanghaied Editor

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Ten Little Commodores

And Then There Were Many!
Copyright (c) 2004 by **Todd Elliott**
With Apologies to **Agatha Christie**

Recently, I had the great opportunity to attend the **Spring 2004 Commodore EXPO** in **New Albany, IN** and networked with Commodore enthusiasts and personalities. The day after the 'official' EXPO was the **Commodore Roundtable**, where participants chimed in on how to improve our Commodore 8-bit computing hobby.

Admittedly, the Commodore community, as a whole, is *shrinking*. Time marches on, and even timeless classics such as the Commodore 8-bit computer line may eventually fade into memories of countless individuals around the world. Members leave the hobby altogether, some pass away, some are quite content with their stock setups, some want leading-edge support, some just want the nostalgia, and more. The Commodore Roundtable brought forth about discussions on how to make the Commodore 8-bit community grow and *strengthen*.

And then there was only one!

In my humble opinion, there's no *magic sandbar* to wedge in place to prevent any erosion in Commodore hobbyist community. Fifty years from now, 99% of the original hardware for the Commodore 8-bit line will no longer work. The Commodore 8-bit line will be synthesized in cutting edge programmable silicon designs and also in software emulation, for others to enjoy well in the future. Users groups may also become non-existent, and even demo parties may cease to a trickle. The Commodore 64/128 computers may remain an active piece of interest among computer historians, museums and researchers alike.

For a 'Dead' Computer, the Commodore 64 is a Lazarus Machine.
However, that is way off in the future! We can still enjoy our Commodore hobbyist endeavors for the next 10-15 years in ways that are **rewarding and fulfilling**. To achieve this end, some sort of Commodore community or cohesion needs to be maintained. Jim Butterfield said it best at the Commodore Roundtable, "*We need a firebrand*". Ideally, there should be an individual or a group of dedicated Commodore enthusiasts that can help shape the direction of the Commodore hobby.

For a long time, well after the Commodore 64 was declared *dead*, the Commodore 8-bit hobbyist community was blessed with a firebrand of sorts; **Commodore Business Machines** itself and later, **CMD**. It is the hardware companies that set direction and innovation for its flagship computer lines to breathe renewed life year after year, when all other computer technologies are quadrupling in size and power.

We Need a Firebrand! Volunteers?

However, CMD itself bit the 8-bit bucket and unloaded the *leadership* role onto Maurice Randall's **CMDRKEY** investment. To date, CMDRKEY has yet to fulfill its promise to usher in a new era of Commodore hobbyist computing. There are signs that CMDRKEY may well deliver very soon and lead the Commodore hobbyist community forward with exciting new products such as the recent demoing of **CMD HD DOS**+.

In the meantime, other individuals began hardware development and as a result, have brought in a new, fresher and welcome perspective on Commodore computing.

The Commodore Community Breathes New Life and Vigor!
The **IDE64** team have come up with 4th generation of their best-selling product, a cartridge adapter that can accept IDE HD's, CD-ROM's and Compact Flash (CF) cards. **Nick Coplin** has come up with innovative and cheap solutions to accessing modern hardware via his **X1541** cable and **64HDD** software approach. **Jeri Ellsworth** has proven that complex 8-bit designs such as the Commodore 64 can now be synthesized into programmable chips, possibly paving the way for affordable and brand-new Commodore 64 clones.

There is, too, the software side of the Commodore equation. There, the possible base of contributors is a lot larger than the pool of Commodore oriented hardware hackers! Lately, the software trend is to create excellent games like **Turrican III** or **MetalWarrior IV**. Moreover, C64 demo production remains active in parts of the Commodore scene.

Additionally, many C64 classic games are now being fixed for IDE64, CMD **HD/FD/RAMLINK** & **SuperCPU** usage. Maybe the pendulum will swing to software development geared towards productivity and utilities.

These hardware leaders are in a symbiotic relationship with their software peers. Good software will make use of leading-edge hardware, spurring more Commodore hobbyist usage, and so on... **Metal Dust**, when released, promises to make full use of the SuperCPU, which in turn, could lead to more people obtaining SuperCPU's or using them more often. Ditto for **Wheels SC**, whenever that is released.

Then there's the continued goodwill the Commodore 8-bit line receives to this day. There are several disk magazines, newsletters, online forums, and magazines (i.e., **Go64**! German, **Commodore Scene**, & **Retro Gamer**) that actively preach the Commodore gospel. They often report on hardware & software developments, provide avenues of leadership and influence and guide awareness of the Commodore 8-bit brand. Even then, these publications face extinction, most notably Commodore Scene (Although a 2005 edition is promised!) and **Loadstar** (extended to issue 246, fortunately!).

Lastly, and one of the most important components to sustained Commodore community is that of meetings and parties. It is true that users group are disappearing in vast numbers, most notably **Melbourne** (**Australia**), **CIVIC** (**Ventura, CA**) & **RVUG** (**Willingboro, NJ**) Commodore users groups disbanding.

However, Commodore EXPO's have been successfully held and C64 demo parties are quite popular overseas. These vital gatherings are where hardware & software people meet face to face and discuss their

Ten little Commodores underwent design;
    One downed in marketing and then there were nine.
Nine Commodores coded furiously for the demo fates;
    One overused his badlines then there were eight.
Eight Commodores praying to Silicon Heaven;
    One said he'd stay there then there were seven.
Seven Commodores playing a game of Qix;
    One chopped himself in squares then there were six.
Six Commodores ventured into the Dark Side;
    A GUI enraptured one then there were five.
Five Commodores writing up binary lore;
    One got in an infinite loop then there were four.
Four Commodores yearning to be free;
    A penguin swallowed one then there were three.
Three Commodores battling a Grue;
    A quick swipe maimed one then there were two.
Two Commodores fighting over scarce funds;
    One went broke playing Strip Poker then there was one.
One Commodore left all alone and being canny;
    He went online on the Internet and then found there were many!

Things Fall Apart...Or Do They?

Commodore hobbies, hoping to lead to more productive and creative ways for the Commodore 8-bit line to expand.

Things Fall Apart...

With this all in mind, it looks like the Commodore 8-bit community is a very **fractured** group, indeed! There is no true firebrand, coordinating and guiding the Commodore 8-bit line to better heights with innovative hardware and software from its active userbase. It appears that all participants in the community have their own projects, agendas and uses despite what other members in the same community are doing. I remembered this poem by **Agatha Christie** and have adapted it for this moment:

Enhancing the Commodore Community with the Internet

Enter the Internet... This is where Commodore enthusiasts can find out the latest happenings in their Commodore 8-bit community and network with other interested individuals. A Commodore enthusiast, with the local users group having died long ago, can simply log onto IRC network and chat real-time with other Commodore loyalists in all parts of the world. A Commodore hardware guru can work with a Commodore software developer 2,000 to 3,000 miles away to ensure that the end-user experience is more than satisfactorily. A Commodore herald can publish PDF's on the Internet for others to read and enjoy. And much, much more!

Finding Commodores On The Internet

Hearken the C= Steering Committee?

This is where the core of the Commodore 8-bit community can be nurtured to a full bloom of Commodore goodwill for all involved. If you like tinkering with hardware, do so! Collaborate with others on the **CBM-Hackers** emailing list and find your path to Commodore enlightment.

Want to do software? Program a game for the **2004 MiniGame Compo**! Program a **GEOS** application. Code a killer C64 demo and release it to a captive audience at a C64 party! Like to write prose about the Commodore 64 and 128 computer lines? Send your masterpiece to the **Commodore Digest**, Commodore Scene, Loadstar, and more. Want to do absolutely nothing and just want to enjoy your Commodore hobby? Go on right ahead! Play some latest games like MetalWarrior or **It's Magic II** for an afternoon's worth of guilty pleasure. Go subscribe to a Commodore periodical. Go to a Commodore EXPO or party and hobnob with other Commodore people.

Having It Your Way

In short, **Just Do Your Own Thing**. :) The amount of effort you put into your Commodore hobby is proportional to the amount of enjoyment you extract from your Commodore hobbyist endeavors. It is also proportional to the amount of contribution given to the Commodore 8-bit community.

This dovetails nicely with the decentralized concept of the Internet. On the Internet, there are hundreds of websites, discussion forums, resources and interactive chatrooms geared towards the Commodore hobby, all manned by all sorts of Commodore people from all stripes, agendas, interests, skill levels, etc. The Internet allows the Commodore enthusiast to **truly do his own thing and view it as a labor of love**.

Through the Looking Glass

For example, I took on the difficult and mind-numbingly task of revising the premier DTP GEOS application called **geoPublish** and have received a truly rewarding experience in return. I managed to learn a lot more about GEOS coding in general, have met with other Commodore personalities at a recent Commodore EXPO, and have received feedback for my coding endeavors from other like-minded Commodore GEOS DTP enthusiasts. It has been an excellent Commodore adventure!

The Butterfly Effect

According to urban legend, the *puny* butterfly has the potential to create one of the most powerful forces of nature; a hurricane. Supposedly, each butterfly creates an unique air current, and when it interacts with other existing air currents generated by various sources, eventually leads to formation of hurricanes.

With hundreds of Commodore people doing their own thing, each and every action contributes to an overall healthy and robust Commodore Hobbyist community. Thanks to the Internet, a near-dead computing platform is re-energized by Commodore hobbyist endeavors, leading to a more sustained and active interest in the Commodore hobby.
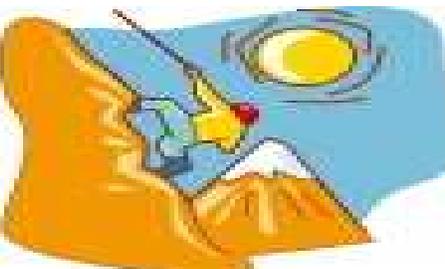
Getting C= Support a Mountainious Task?

However, there remains hundreds, even thousands of Commodore hobbyists that eschew the Internet in various ways and reasons. Admittedly, these Commodore loyalists may be left behind in this seismic shift to the Internet as a means of promoting Commodore goodwill and support.

Without any oversight by a benevolent guiding force, over a period of years, Commodore users gravitated towards the Internet in supporting in their own hobbyist experience. As a result, a critical mass of Commodore enthusiasts is present, all contributing to a healthy hobbyist enterprise.

Inversely, the traditional Commodore community began a slow descent into obscurity. This huge base of Commodore loyalists quit subscribing to periodicals, stopped attending EXPO's and Users Groups. Such declines in existing bastions of Commodore goodwill serves to illustrate the genuine power of the **Butterfly Effect** now permeating its Internet cousins.

The Commodore Butterfly Effect!

Rather, the challenge lies in tapping the power of the Internet to promote Commodore excitement among this existing Commodore group of non-Internet users. This group is a *vital aspect of our Commodore hobby and should not be marginalized.*

I will cherish my and other people's contributions to the Commodore hobby. I wouldn't have it any other way otherwise, and look forward to great things to come! Come and reap the benefits of the Butterfly Effect, and participate in a active Commodore Community in your own unique and special way on the Internet!

GEOS Genie

by Jane M. Voskamp - Jones

This issue, we will begin to look at the many different ways of setting the GEOS deskTop clock. But first a little background information.

Why Set The Clock Anyway ?

On boot-up of the original C128 GEOS v2.0 System disk, the date and time given is 08/22/88 1:00 PM {note the typical MM/DD/YY HH:MM AM/PM 12HR format}. When you create, or simply update an existing GEOS data file, the operating system automatically records the month, day, and year for you, along with the time in hours and minutes. It stores this, with your data files, in the directory area of your disk, in the additional storage area after the filename and other GEOSy information. Well, that's okay as long as you don't mind having the author's date and time of creation being your only way of working out when you made something.

To get slightly technical, the date is stored in bytes {decimal} 25 to 29 {hexadecimal $19 to $1D} if you want to get to the nitty gritty {like I usually do}. Byte 25 {$19} contains the Date : Year Last Modified, Offset from 1900. Byte 26 {$1A} contains the Date : Month Last Modified {1-12}. Byte 27 {$1B} contains the Date : Day Last Modified {1-31}. Byte 28 {$1C} contains the Date : Hour Last Modified {0-23}. Byte 29 {$1D} contains the Date : Minute Last

Modified {0-59}. To determine the time from there you would need to convert the hexadecimal numbers {$} to decimal. Thankfully, GEOS normally does this automatically of course. Did I get too technical ?, sorry about that {okay I'm not really, I love this stuff - smile}. For more information refer to the section 'Examining GEOS Sectors' in 'The HandBook of Commodore Disks' {**}. For more information on converting hexadecimal refer to either 'The HandBook of the Commodore 128' or 'The HandBook of the Commodore 64'.

Anyway, having your **OWN** date and time is certainly better than having all of your files showing 1988 as the year in which you created every document {sigh}. Oh yeah, since the year 2000 has well and truly passed, and we are still content to use our Commodores and GEOS, I will draw your attention to the point up there about Year Last Modified, Offset from 1900 in Byte 25 {$19}. If a files creation date, in the InfoBox, shows 99 we know that it is 1999, and if it shows 0, 2 ,or 3, whatever, we will realize it means 2000, 2002, or 2003, and not try to offset it from 1900. How hard or dangerous was that ?

So far as I can tell, the millenium change over didn't cause any problems for our computers.   But before we reached midnight 2000, I decided to try it, just to see for myself. I set my DeskTop clock to 12/31/99 11:59 PM and let it roll over. As I thought, no problem, but I had to test it. I created a temporary Scrap file, then I used my favourite GEOS sector editor program MAVERICK S.E. from MAVERICK v5.0 [c of Kracker Jax, KJPB] just to take a little peek at those above mentioned bytes and they showed in hex{$} 00 01 01. Yes, I did actually have to refer to my own HandBook to find my way around the disk sector - it has been a long time. {Thank goodness I wrote that HandBook when I did - grin}.

The change to 2000, or as it is seen on the deskTop clock 00, hasn't caused GEOS any traumas. The biggest problem may be with the DATE function in geoPublish and

geoWrite, but I reckon we can actually get around the 'offset from year 1900' that I have mentioned up there. A friend of mine immediately said "It's the bug, you should get rid of your computers and get new ones !". I thought, why ?, it does not bother me in anyway. I can quite easily figure out what it should be from the display. Honestly, it is not a problem, and I must confess to not actually giving any of it a second glance since. So, let's get down to talking **clock setting** programs then.

Setting The GEOS Clock

At this point, the non-System disk clock programs that I have mentioned here, were the ones that I could find without a HUGE amount of searching and rummaging around in my GEOS 'cupboard'. Most likely there are more, but I couldn't find them, or didn't see them. Anyway, there are enough programs here to play with for the present.

Let Me Count The Ways {Part I}

DeskTop Clock : An integral part of DeskTop {v2.0} : Since this clock is always displayed on the DeskTop {or DualTop v3.0 if you are using it}, if this is as far as you've got, it makes the most sense to set your clock here.

```
08/12/96   10:01 AM
```

Yes, of course you can easily set the clock with your time from the DeskTop Options menu, using the Set clock option. But if that was all, then there wouldn't be a column to write. For more information on the set clock option refer to the section 'The DeskTop, Part 2 The Menus' in 'The World of GEOS HandBook III'.

However, the date and time will need to be reset this way **EVERY TIME** you boot GEOS, or you are back to 1988 again on your data files. So, you had best not forget it then. Setting it is simple, to begin, move the pointer over the clock display 'window', and click. An I-beam cursor will flash over the first character in the date, shown in MM/DD/YY HH:MM AM/PM 12 Hour format.

Type over the display, or use cursor keys to move around. To exit the window, press RETURN, and the pointer is back. Pretty simple stuff really. But with GEOS, you know that someone out there has found a more fun, or more simple way, to do these things, right ?. Let's go and find out.

Preference Manager Desk Accessory : Found on the System disk : This program is much slower than the clock display window, but if you must look at it, then you must. Double-click on the file icon to enter the preference mgr and the current settings of DeskTop are displayed for you.

The clock is in the lower right, as TIME SET in HH:MM:SS 12 hour format, and DATE SET in MM/DD/YY format, click on either display box to access it. Either enter new numbers, or skip with space. To exit either box, press RETURN.

Unfortunately, the SAVE button does not store the date and time in the preference file, only the colours, pointer data, and speed stuff, it's a pity really but typical of BSW back then to only go so far and then stop. We need to find an easier method.

AutoSet v1.0 : by William C. Coleman, Published by RUN Magazine June 1989 {ReRUN Disk May/June 1989} for v1.3 or higher. This handy Auto-Exec 40/80 column program allows you to set the Date/Time at bootup. A Dialog Box is displayed with the current date and time positioned across the top, along with Time, Date, and OK (exit) gadgets.

Click on a gadget to access the settings. I like this one, having used it for a while. The date is shown in MM/DD/YY format, and the time is shown in HH:MM AM/PM 12 hour format.
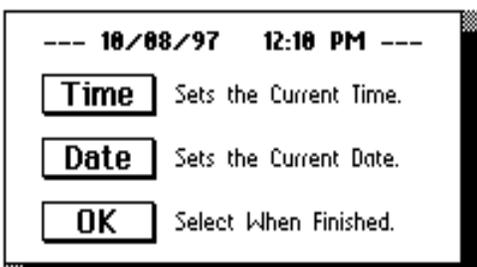
QuickClock : by Ernest R. Hunter, Published by Compute's GAZETTE Sept. 1988. This small 40 column DA program, when run, clears the screen and displays the clock {really small} in the lower right corner in MM/DD/YY and HH:MM:SS AM/PM 12 hour format {note the addition of SS seconds into the time}.
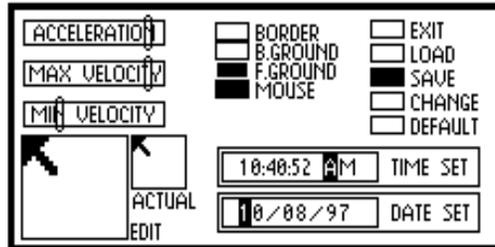

Click on the clock to access either the DATE or TIME numbers with cursor, and type over with the correct ones. Move the pointer over QUIT and click, to exit the program back to DeskTop.

SetClock v1.1 : by Falk Rehwagen from the Public Domain {PD} via Germany. This excellent Auto-Exec 40/80 column program also allows you to set the Date/Time at bootup.

The program clears the screen with a background fill, and displays the clock, in DeskTop manner, in the upper-right corner of the screen, with an information box at the bottom of the screen {not shown to scale in picture}.
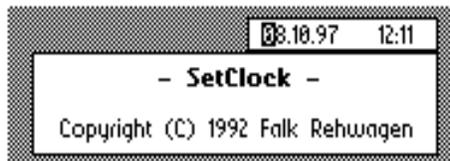
The cursor sits in the clock, waiting for you to enter the correct the Date and Time. Note however, that the display is given in DD/MM/YY European Date format {a welcome change}, and the HH:MM in 24 hour format {although this can confuse a bit if you don't realize it}.

This program was my favourite for a long time, as when run on an unprotected work disk, it will update itself with what you type in, in other words it stores the current date and time to itself. An absolute blessing.

AnalogClock v1.2 : by Charles W. Bozarth from the PD. This Desk Accessory 40 column program doesn't actually let you set the clock, but rather displays the GEOS clock in analog {round clock face} format.
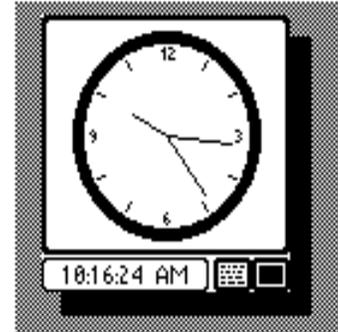
This clock ticks and chimes, and is quite good, even though it really performs no function whatsoever. Although I thought that it could be used like a screen saver program if one wanted.

Setting The GEOS Clock
To be continued next time.

Readers Three Wishes And All That...
There have been no further letters or queries. Just remember that if you need any answers, I may be able to help you with your GEOSing.

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.

GEOS Genie
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South Australia
Internat'l Telephone 61 8 8260 4062
{We are about 12 hrs ahead of the U.S.}

{**} The HandBook of Commodore Disks,
The HandBook of the Commodore 128,
The HandBook of the Commodore 64,
and The World of GEOS HandBook Series,
are currently available from JMV Grafix

How to GoDot #10
By Arndt Dettke

Scaling (up and) down

In many cases the size of the letters **GoDot** provides is not the size we need to have. For this purpose we must scale the writing to the wanted view before adding it to our graphics.

Scaling modifiers are **mod.ClipWorks** (options *Zoom* and *Shrink*), **mod.Squeeze2Clip**, **mod.StretchClip**, **mod.Double**, and **mod.Tile**.

If it doesn't matter whether the output of the scaling process is correct in its aspect ratio (like may be the case when dealing with letters), then it is quite easy to perform the process. Let's take the image from the last workshop as an example (**mptext.clp**, see Pic #1), it contains the word

Pic #1: "mptext.clp", 25 cards wide, 5 cards high

"MetalPlate", written with GoDot. It's a GoDot clip of 25 cards width and 5 cards height. We want to stretch it to become 40 cards wide and 8 cards high.

Well, just load the clip image, render it (with button "**Display**"), and set the related clip values for it (execute **mod.ClipWorks** and enter the values 0, 0, 25, 5). Install **mod.StretchClip** and execute it. This enlarges the letters to fill the whole screen area which you can quickly verify if you render the image again (or just click the preview window on main screen).

Pic #2: Both Versions - Original Size and Scaled Up Size

It doesn't look too good but don't care, this is only an intermediate stage. Then you set the target clip values of 0, 0, 40, 8, install **mod.Squeeze2Clip** and execute this one. Render the resulting image, and you're done (see Pic #2, which additionally has been processed a bit after scaling the text by adding textures to both of the different sized writings - see **H2G #8**, **step 3**, in March/April 2004 issue of the Digest for directives). This way you can achieve any (card) width and height you want to have.

To scale an image leaving it undistorted (with a correct C64 screen aspect ratio of 8/5 or decimal 1.6) is another matter. GoDot's modifiers *scale cardwise, not pixelwise,* and we have not too many options to set values which lead to a correct ratio. **ClipWorks** values which divide to 1.6 are correct: width 32, height 20 (leads to a size of 80%), also 24 and 15 (60% size), 16 and 10 (40% size), and of course 8 and 5 (20% size) are applicable. To achieve exactly 50% size we use **mod.Tile**, and by repeated use we can scale down to 1/4 and even to 1/8.

You can undertake the opposite function in **mod.Double**, instead of using **mod.Tile**. You can choose one of the four quadrants of the screen (each 160 pixels wide and 100 pixels high) and scale it up to full screen. If another area on screen should be doubled, you first have to move it to one of these quadrant positions with **mod.Scroll**.

It would be clever to combine two or more scaling processes to one undistorted result, and fortunately, this works. For instance scaling down to 75% (using **mod.Squeeze2Clip**) can be done by first scaling down to 60% and then scaling up (using **mod.StretchClip**) the intermediate image with the values needed for 80%.

I hope, the table explains clearly enough what this means. Here's an example where an image gets inserted into its original scaled down to a size of 3/8. It is another three step process. First load the image (here: **zone-aigles.4bt**) and look in the scaling table where it reads: 3/8 is "*first 30%, then do StretchClip for 80%*". So, what have we to do for the 30%'s? Table: "*first 60%, then Tile*". Aha, what's the 60% process now: "*set clip values, then Squeeze2Clip*". Ok, so this is where we have to start from.

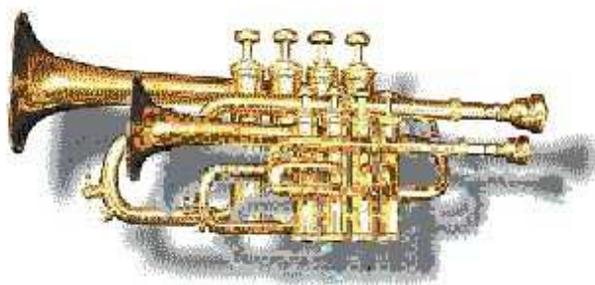**Scaling table (values for correct C64 screen aspect ratio)**

Desired Width	Related Height	Scaling Ratio	What to perform
32	20	80%	First set this clip, then do *Squeeze2Clip*
30	18 6/8	75%	First 60%, then do *StretchClip* for 80%
25	15 5/8	62.5%	(5/8 size) First 50%, then do *StretchClip* for 80%
24	15	60%	First set this clip, then do *Squeeze2Clip*
20	12 4/8	50%	Do *Tile*
16	10	40%	First set this clip, then do *Squeeze2Clip*
15	9 3/8	37.5%	(3/8 size) First 30%, then do *StretchClip* for 80%
12	7 4/8	30%	First 60%, then do *Tile*
10	6 2/8	25%	Do *Tile* twice
8	5	20%	First set this clip, then do *Squeeze2Clip*
6	3 6/8	15%	First 60%, then do *Tile* twice
5	3 1/8	12.5%	(1/8 size) Do *Tile* three times
4	2 4/8	10%	First 20%, then do *Tile*
2	1 2/8	5%	First 20%, then do *Tile* twice

All other values aren't convenient or even impossibly to achieve.

Command history
To scale down to 3/8 (Pic #3):

Load Replace "zone-aigles.4bt"
Display
(Inst: ClipWorks) - Execute
Wid: 24, Col: 15
Accept
Inst: Squeeze2Clip, Execute
Inst: Tile, Execute
Inst: ClipWorks, Execute
Wid: 32, Col: 20
Accept
Inst: StretchClip, Execute

In **mod.ClipWorks**, set clip values of 24 (width) and 15 (height), and apply **mod.Squeeze2Clip**. (If you like you can render the image after each step to see what happens to it.) Next step: 30%, just apply **mod.Tile**. Now the image is smaller than the wanted 3/8, we have to scale it up to achieve the desired result. Last step: 3/8, enter **mod.ClipWorks** and set values of 32 and 20 (the values for 80%), and apply **mod.StretchClip**. The resulting image now has a width of 15 cards and a height of 9 cards plus 3 pixel lines which is pretty much the exact ratio (15 divided by 9 3/8 is 1.6). Save the image for further processing (to "**Undo 4Bit**" recommended if you have an REU) and reload the original image.

Go to **ClipWorks** and enter these clip values as the target position of the scaled down image: Wid 15, Hgt 9, Row 14, and Col 20. We're abandoning the three pixel lines at the bottom of the scaled image here, but I think we can undergo this little loss. Load the "**Undo 4Bit**" by determining "**into Clip**" as the load target (and also "**Undo**" as the load Source if you used your REU).

At last, install **mod.FrameClip** (see **H2G #1**) and apply a frame of the color you like around the scaled down image. Render, and you're done (see Pic #3).

I have uploaded the 4bit images and the new modifier (**mod.Double**) used in this Digest to my site (**www.godot64.de**), so you can easily duplicate the images shown here on your own.

Have fun using **GoDot**!

Pic #3: Scaled down to 3/8 of its size and re-inserted

Pic #4: Another example, the smaller trumpet is 75% (6/8) of the size of the bigger one, and inserted into the original image by masking.

Give it Away
*(Not just a song by the
Red Hot Chili Peppers)*
by Bruce Thomas

Beware the Garbageman!

Chances are, since you are reading this newsletter, you have been using your Commodore computer for more years than you care to remember. Or, you had one as a child and have recently got another one in an effort to relive some golden memories.

Have you considered giving it all up?

That's right. Me. The guy who has been using a C-64 for over 20 years is now asking if you are ready to give yours up.

Of course, I am asking myself that question also.

It's All Too Much
(Not just a song by The Beatles)

I got my first C-64 with **1702** Monitor and **1541** Disk Drive in November 1983. I bought a **1526** Printer in January 1984 after typing in **SpeedScript** from **Compute!'s Gazette** and realizing a Word Processor wouldn't be a whole lot of use without a printer.

In the years since, my system(s) have grown to include a **C-128D**, **SX-64**, **SCPU**, **HD** Drive, **HD-Zip** Drive, CD-ROM Drive, **FD-2000** Drives, **1581's**, **1541-II's**, a couple of **LexMark PostScript** (PS) Printers and a number of Mice and RAM Expansion Devices. I have over a dozen 5.25" Disk Cases that hold 50 disks each, a 100 Disk File Drawer, disks in boxes and loose in cupboards. I have at least one hundred 3.5" disks for my 1581's and FD drives. I have a case full of CD's for my 64. I have a number of cupboards in my garage filled with software.

My 4-Drawer Commodore Filing Cabinet (yes, they made these as well) is filled with complete sets of **RUN**, **AHOY!**, **Compute!**, **Commodore World**, **GeoWorld** and **Gazette**. There are shelves in my office full of manuals for Commodore software and books of all sorts.

In addition to all of the items that I use regularly I also have shelves, drawers and cupboards full of spare monitors, drives and computers. I have extra power supplies. Redundant RAM Expanders, just in case one decides to die. I still have a Dot Matrix printer connected to a 64 in another room even though I haven't used anything other than a PS equipped Laser for output for over 6 years.

OK, *so big deal*, Bruce has a lot of stuff. A lot of people have a lot of stuff.

The Wherefore and Why
(Not just a song by Gordon Lightfoot)

Lately I have been thinking about giving away my Commodore collection. *Yes, all of it.* Every last disk and magazine. Every piece of hard to find hardware. But don't start phoning me or sending me e-mails hoping to be first in line. **I hope the line doesn't form for a long time.**

To be more accurate, I have been thinking about my *wife or kids* having to give away my C= Collection.

Let's face it. *None of us is getting any younger.* And you can never be too certain that there isn't an accident waiting for you around the next corner.

Now, this isn't always the most pleasant topic but it is one we are faced with more and more as acquaintances or friends pass away. Often, it isn't even people we know.

Last week I got a call out of the blue. Would I be interested in a Commodore computer system? If I didn't want it and couldn't pick it up that day it was going out to the trash. He knew what he had. A **C-128**, **1571** drive, **1902** monitor, a printer, mouse, modem "thing", and a bunch of software and manuals. I was able to get away from pouring concrete with my Dad long enough to go and relieve this person of their C= burden.

He told me the system had been his Dad's and he had passed away about a year ago. They were doing some re-arranging and finally got tired of moving these boxes in the basement. He asked if I could make sure that any disks with personal files on got destroyed. Sure, no problem.

Once I finally got home and unloaded my van I saw that his "bunch of software" included originals of **PaperClip III** and **GEOS 128** only. The rest of the disks were all hacked copies of popular games and programs. The Manuals consisted of photocopied pages crammed in binders.

Now, don't get me wrong. I was very happy to have these items donated to my Personal Collection and **eBay** Emporium but I would have been happier not to have been saddled with the crap.

So do everyone a favor and **start planning** to get rid of your equipment now.

All That You Can't Leave Behind
(Not just an album by U2)

For starters, make a list of what you have and where it is. The list will help ensure that no important piece of equipment gets overlooked. IF you have any pirated software make a note of that. Keep it together and leave instructions for whomever is taking care of your equipment that they should dispose of these items prior to giving the rest away.

The next, most important, part of this planning is to leave some info on who to contact to arrange the transfer. The fellow who gave me his Dad's 128 System said he did a search on the web and found my **CUE** web site (*http://www.edmc.net/cue*). From that he learned my name and then spent a fair amount of time (3 cups of coffee, he said) to locate some contact info (even though my e-mail address is listed on the site he wanted immediate contact and I am not in the phone book under Bruce). Luckily for me he was persistent enough and took the time to track me down. Having a couple of contact people listed with addresses, phone numbers and e-mail information will make the process easier for the person given this task.

Finally, stay in touch with people. You never know when someone will get contacted about an available system that is close to where you are. I regularly hear from people all over N. America because they find my web site. If you can be reached you may be the recipient of some wonderful equipment. A former member of our User Group recently contacted me and passed along a C-128 system which included a 1581, a **CMD SmartTrack** and a **SwiftLink-232** Serial Cartridge - all equipment he couldn't take along on an upcoming move.

If you follow these simple steps you can take comfort in knowing that all of your Commodore Collection will be passed along to someone who will continue to love and cherish these items the way you do. **Let the garbageman find his own Commodores.**

THE PC - COMMODORE DEBATE

Organization Vs. Saving Time - by Rolf L. Miller

Yes, a PC vs. Commodore debate recently took place. But it happened accidentally, totally unplanned. It occurred during a group Bible study.

It started when a lady showed the others in the gathering a three-page printout of the outline being used. Inquiry revealed that the teacher e-mailed it to her by request. Actually, he sent the half-page of text which she in turn formatted on her PC. So, when others also requested it, he explained that they would get just the text: they would have to format it.

This comment prompted a "digitally challenged" remark. Naturally, the jest targeted the teacher's Commodore 64, which they all know he uses to produce class material. Things went downhill from there.

Don't misunderstand. A Bible study did ensue. It just didn't go the way those with PC's hoped.

The teacher initiated the discussion by first asking the group to bear in mind that the Bible gives instruction regarding all aspects of life. He then suggested that this includes how to use a computer. And before any in the puzzled audience could react, he read a verse which urges making the most of time.

"My PC saves me tons of time," one stated firmly. "I've never been more organized," she continued. "I just finished cataloging all my recipes."

"You mean you have to turn your computer on to get a recipe?" another homemaker asked incredulously.

"I leave it on all time."

"In the kitchen?"

"No, in the den."

"How do you use recipes in the den?!"

"I print them out."

"And that's quicker than a card file?"

"What file?"

In other words, "disorganized" describes this lady's situation before PC. It is fair to say, therefore, that her organization efforts saved time, and the PC can take credit for that. But it is evident that the computerized effort in this case requires more time than had a noncomputerized system existed in the first place.

The same became obvious when the discussion turned to using the computer for Bible study as opposed to the "old-fashioned" book approach. Furthermore, this conversation revealed another factor to consider, as several recounted their devastating experiences with virus infections and other PC malfunctions which destroyed all their work.

Of course, backing up data (which most don't) is the insurance against such loss, though one reported that his backup included a virus which then infected his newly restored system.

In judging time saved, therefore, it is *less than equitable* if all the hours eaten up by those efforts are not also counted, and when considered, it raises a question as to the expediency of computerizing everything. Indeed, while organizing an activity is invariably more efficient, the same is not necessarily true for doing it on the computer.

As for the Commodore being "digitally challenged," it is certain that no 64 or 128, even if souped up, will stand against the power and memory capacity of today's PC's. As illustrated, however, *not using the computer may constitute the best use of time*. And in that regard, what the Commodore is unable to do -- or more accurately, what people think it cannot do -- may be beneficial.

What started this debate is an example. The Commodore is able to produce PC quality formatted text, as GEOS users often demonstrate. But the teacher made no mention of that capacity. Consequently, those who wanted the text formatted would have to do it themselves, or get copies of the lady's effort.

The bottom line in this instance is that teaching involves more than formatted text, and one of the best ways to conserve time is to avoid efforts which are not essential.

THE X-COMMODORE GENERATION
by Rolf L. Miller

Rolf Miller working his recruiting magic.

There are a lot of younger folks who don't know what a Commodore is. That's not surprising. As Someone recently pointed out, it's been a decade since **Commodore Business Machines** ceased operation.

This explains the reaction of a twenty-something fellow who came by the office. He spent a moment perusing the C64 setup. He had heard the name, but never seen one, let alone any familiarity with the system. This became evident when he asked if the **1541** case housed the computer.

However, he had not come by out of any curiosity in Commodore. His interest rather had to do with a collection of old 286 hardware stashed in the basement. He wanted to put together a system for experimental purposes in conjunction with some college studies.

The project he envisioned involved controlling an external device with the computer. Besides the zero-cost factor of working with discarded equipment, he wanted

access to the variety of porting which older machines accommodate. And he preferred the programming options they allowed as opposed to tackling the complexities of newer systems.

Well, it just so happens that the Commodore also contains a variety of porting, and its built-in **BASIC** makes programming easy. What intrigued this student, though, is its direct mode of operation. He did not know a computer existed which provided for directly executing a program command outside of a running program.

He immediately recognized the advantage of this as it pertained to his planned experimentation. He could test to see if something worked before going to the trouble of coding it into a program.

For instance, the **User Port** contains eight lines available for input or output (I/O), as detailed in the **Programmer's Reference Guide**. Since each of the eight lines can be set for I/O, they provide for multiple applications, allowing both output to and input from external devices. These lines are controlled by simple **PEEK** and **POKE** statements, either directly executed or accomplished in a program.

The User Port is not alone in providing external access to the computer. There are also two **Control Ports**, each of which contain seven input lines, including Analog-to-Digital (A/D) Conversion. While these ports are commonly used for joysticks, paddles, etc., they can just as well be utilized to receive input from other devices. And, of course, this information can be processed in concert with User Port applications.

Then there is the **Expansion Port**. It provides direct access to the computer's data and address bus. This allows an external device to take control of the computer, as demonstrated by game cartridges. In other words, an application could utilize the Commodore as its own computer: robotics comes to mind.

Not to be overlooked are the **Serial** and **Cassette** Ports. They are naturally setup for both input and output (loading and saving programs). Interfacing these ports for other than their designed peripherals is simply a matter of conforming to the built-in routines.

Now, considering all this, *who in their right mind would choose to experiment with older PC's over a Commodore*? That is exactly what this young man thought. He left with a 64 and a Programmer's Reference Guide.

Embrace the Blue Screen of Life - Use a Commodore 64 Today!

GoDot News

By Arndt Dettke

Great news! I finally managed to combine **GoDot** and the famous **JuddPEG-Viewer** (JPZ) to let GoDot act like a GUI to JPZ! I proudly present: **ldr.JPGViewer**.

With this loader GoDot is now able to recognize and read **JPEG** images and display them (in **IFLI** mode)! Comfortably as always, you click JPEGs with your mouse, type in the indent values if you like, and here we go. Once loaded, an image can be displayed in IFLI as many times as you like. You can also convert the loaded JPEG to **4Bit** if you want. For this purpose you can use an additional modifier: **mod.ConvertJPG**

Look at the image below, they honestly come out of my C64 without further work! To be able to view them online I have saved GoDot's 4Bit as GIFs, using GoDot's **svr.GIF**. [*Editor's Note*: I used **ConGo** to convert the GIF file to a JPEG for this publication.) **Adrian Gonzales**' renderer (and of course **Steve Judd's** loader as well) is just breath-taking!

Hey, how does that actually work? JPZ itself takes the entire C64 memory space and GoDot as well! The two of them won't fit in one single computer by any means! Right. That wouldn't work. My loader boosts one C64 to be a *double* C64. Everything you need for this is an **REU**. GoDot will then control the switching of the two *virtual* C64 machines, ensuring that proper code is in the right places.

Additionally, the JPEG-IFLI viewing module works under the **SuperCPU** and is PAL+NTSC compatible. Thanks to Arndt using existing JuddPEG code, users who have successfully used the JPZ program can easily use GoDot's JPEG capabilities on their Commodores!

Get this latest achievement in Commodoredom! Download the JPEG modules at: **www.godot64.de**
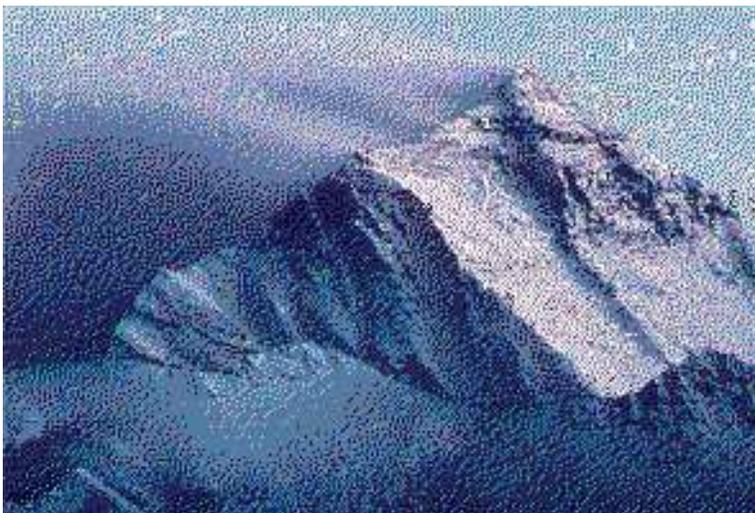
Only GoDot can capture the majestic beauty of Mt. Everest.

Grubz by Singular Crew

Yes, **Grubz** is yet another attempt to create a decent **Worms**(tm) style game for our aging Commodore 64. The goal is not to copy everything from other platforms, but to implement an optimal solution for the available hardware, so expect differences in gameplay.

Grubz runs on stock **C64/C128** with **1541**. Both **PAL** and **NTSC** video standards are supported. Of course we do not forget to support the latest and greatest hardware expansions:

SuperCPU 64/128 - Recommended
IDE64
CMD drives

Highlights:

Two screen multicolor AGSP scroll with opened top/bottom borders.
16 sprite multiplexer with interlacing (only if really necessary) and splitted hires/multi sprites.
Particle effect for explosions.
Possible to play against one or more players.
Keyboard and 4 player adapter supported.
Fast math routines, movement of weapons/worms with calculated winds.
C128 2MHz support during borders. Runs in 20MHz mode under SuperCPU.
Currently 2 weapons: bazooka and dynamite.

Still to do:

More weapons, Music/Sound FX, More levels, and User Interface niceties.

Download the **Forever 5** party preview here: *http://noname.c64.org/csdb/release/?id=12464*.The preview includes 3 levels, c64/keyboard/joystick players, and bazooka. No wind. Credits- *Code*: **Soci**/Singular (**Kajtar Zsolt**) *Graphics*: **Poison**/Singular (**Oszvald Balazs**)

The Grubz preview screenshot. Looks promising!

Commodorean Of The Year!

DAVE'S FORWORD: At the **LUCKI Expo 2004**, Dale gathered us into a circle to discuss the "Future of Commodore." Many comments were made and ideas aired. While the decline of user groups was a worry, the technical advances and loyal support we have seen in the last years lifted our spirits.

At some point, for immediate reasons I cannot recall (faulty memory at $c000), I nominated **K. Dale Sidebottom** as **Commodorean of the Year for 2004**, and the "quorum of those present" agreed.

The immediate cause is fuzzy, but the ultimate reason for pointing to Dale is evident in the article that follows. He is a leader, an enabler, a cheerleader, an entrepreneur, and quite a philosopher.

Others also deserve note for their leadership of our chaotic community -- and will, I am sure, in the coming years. I have seen many groups gathered around hobbies and interests, but few have the heart and soul (not to mention tenacity!) of Commodorea!

So, to you, K. Dale Sidebottom, we bestow upon you the distinction of Commodorean of the Year. You may now can make your acceptance speech. ;-)

DALE: When **Dave Moorman** informed me that I was to be honored in **LoadStar**, I thought back to the last time I was given recognition by this prestigious publication. Five years ago, **Fender Tucker** selected my August **LUCKY REPORT** as one of the five best Commodore newsletters of 1998. I'm not sure my August issue was so outstanding, but it was certainly unique!

It was billed as the "*Commodore's First Ever Swimsuit Issue*." I worked hard on it, too. I asked some of our finest female fans to send me snapshots of themselves in bathing suits. I thought I could integrate these photos into a display of advanced **CMD** hardware that would get everyone's attention. After all, we see magazines featuring lovely ladies draped over automobiles and motor-cycles. Why not similarly extoll the "sexy" side of Commodore?

But when I contacted these wonderful ladies of Commodore, they all politely replied, "Are you nuts!"

To find models for my special issue, I was forced to scan pictures of classical works of art like **Venus de Milo** and **Michelangelo's** statue of **David** (using the **HandyScanner 64**). Coverting these scans into **GEOS**, I used **geoPaint** to add swimwear...an essential detail in any swimsuit issue.

To give you an example, I plucked a nude from **Reubens'** famous painting, **The Three Graces**. I modestly covered her with a geo-bikini and placed a CMD device in her arms. The acompanying text began, "**Peter Paul Reubens** wanted his models to be hefty and robust. How about you? Do you enjoy big ones? Then you should check out the **1750XL**. This beauty has two huge meagbytes of memory, the largest REU ever manufactured for the Commodore..."

But that was back in 1999. To be honored in 2004 as Commodorean of the Year is even more gratifying. I realize that not all of you got to vote on this. Nevertheless, I hope that I have accomplished one or two things that merit such mention.

If you would allow me to make a small acceptance speech, I would like to share with you my vision of what Commodoring ought to be and why I think it is important. All good things in Commodore are based upon what I consider to be the five essential tenets of Commodore philosophy as follows:

1. The power of computing belongs in the hands of the user. We have a right to know what is going on "under the hood."
2. Programs should be backwardly compatible. Future advances should maintain respect for the past.
3. Obsolecesence, and especially artificial obsolecesence, should be voluntary...not mandatory.
4. Computer skill is demonstrated by producing more with less...not the reverse.
5. We should bear in mind the universal law of computing...that given proper time, program and peripherals, any computer can accomplish any computer task.

Based upon these five principles, our participation in the worldwide Commodore community should always be a source of pleasure and pride. But there is more.

Consider the history of the 64 itself. This machine was born *a child of serendipity*. Think of it as a convergence of fortuitous events. When CBM developed the 64, it got lucky...like winning the lottery.

Consider the operating system. **Bill Gates** was just getting started and didn't have much money, so **Jack Tramiel** was able to purchase an unlimited license to use **Microsoft's** version of the BASIC 2.0 programming language and operating system. It was more compact and worked faster than anyone else's. From the beginning, the PET -- then the 64 and even the 128 -- profited from a BASIC OS that was not just cheap, but second to none! Today

Bill Gates and Microsoft are acknowledged around the world as leaders in OS development...but back in the early days of 8-bit computing... WHO KNEW?

The **SID** chip was created by **Bob Yannes**, who would later become the co-founder of **Ensoniq**, one the the best producers of synthesizers in the world. Before his genius was widely recognized, his 64 SID chip became one of the best sound devices ever used in 8-bit computers.

In an internet interview he was asked, "What would you have changed in the SID's design, if you had a bigger budget from Commodore?" His answer surprised me.   "The issue wasn't budget, it was development time and chip size constraints.   The design/prototype/debug/production schedule of the SID chip, **VIC II** chip and Commodore 64 were incredibly tight (some would say impossibly tight). We did things faster than Commodore had ever done before and were never able to repeat after!"

My point is that the 64 resulted from an unexpected union of happy happenstances. Things went better than anyone could have expected. Yet, after the 64 was on the market, CBM failed to appreciate how lucky they were to have it. Instead, they started using it as a loss leader. They drove down the price, hoping to attract people to the Commodore computer line in order to convert customers to more costly computers down the road. CBM bet its future on its ability to compete with the "Big Boys," namely **IBM** and **Apple**. To play up the 16-bit side (the **Amiga** and the **Colt**), it had to play down the 8-bit side...leaving the C64/128 virtually abandoned and impoverished (no accelerator card, no improved video card, no hard drive, no CD access, etc.)

This went on for years until, in the late 80's or early 90's, Commodore's CEO **Irving Gould** said of the 64,

"We've been trying to kill that sucker for years!" But the joke was on CBM. The Commodore 64 turned out to be the most popular computer ever made, and CBM's treating it like an unloved step-child only quickened their demise.

Imagine that you find a child cold and hungry. Would you feed it? Would you give it warm clothes? Would you try to make up for the needless suffering it has experienced in the past? Welcome to the C= World according to Dale. I see Commodoring as a challenge of fairness, an opportunity to establish equity. If my PC has a hard drive, then my 64 does, too. Why? Out of fairness, okay! If my PC can access a CD, so can my Commodore. If my PC is allowed to print pictures in 16 million colors, so is my 128. If you love a child, you make certain that that child has the same advantages as his/her peers, do you not? It's only fair!

Obviously, the Commodore is not really a child. And there are many who believe that a 64 functions best when plainly attired, like a monk in a monastary. I have no argument with anyone as to the strengths of the stock Commodore system. If one can do everything they want to do with a C64, a 1541, and a dot-matrix printer; they have my highest admiration.

But twenty years as a Commodore user have convinced me of a stark truth. People don't leave Commodore because of what others do with it. *They leave it because they themselves have become bored/frustrated with it*.

To prevent these problems, we must continually challenge ourselves and our Commodores! Some of this is done by using the stock 64 in new ways. For some, it is a matter of adding new peripherals or programs and learning to use them. For some, it is a matter of watching how a PC does it and saying to oneself, "I know that any computer can do any computer

task, so what must I do to accomplish this on a Commodore?"

What I have also discovered over the years is that the Commodore community is divided into many parts...stock users, power users, emulators, demo artists, programmers, musicians, collectors, and so on. Each area is in many ways independent of the others. My prime directive is to encourage everybody to get on the same side of this thing and push! My purpose is to convince all parties that it is to our mutual advantage that we work together. A rising tide lifts all boats.   Whatever spurs a broader interest in Commodore, in general, will profit us all.

Again, I want to thank Dave and **Sheri Moorman** for their dedicated work in regards to LOADSTAR and their support of the Commodore community. It is my hope that this honor which they have bestowed upon me will encourage others to promote a closer bond of friendship within this worldwide computer family. And we hope those friendships continue to grow in strength and number for many years to come.

K. Dale Sidebottom
President of the LUCKI Club

DAVE AGAIN: Thank you, Dale! What other piece of technology has created an international family?
The Commodorean Hymn
(To the tune of
Give me that Old Time Religion)

Give me that old time computer (x3)
  It's good enough for me!
It shows 16 vibrant colors (x3)
  It's good enough for me!
Has a three voice synthesizer (x3)
  It's good enough for me!
It does everything but Windows (x3)
  It's good enough for me!
Amen!

---D.M.M.---

In Memoriam

Today we remember two persons, Henry Gilbert Dale and William R. "Bill" Kennedy, whom we honor as outstanding Commodoring individuals. Both as human beings and as hobbyists, they were among the very "best of the best!"

Henry and Bill share many traits in common, and among them are that both men were highly skilled in electronics. Henry served in the Merchant Marines as a radio operator and navigator on ships during WWII and later the Gulf War. Bill was a Chief Spectroscopist at American Cast Iron Pipe Company (ACIPCO).

Bill sent me a 7-page paper he had written for the ACIPCO back in 1970 entitled **Electronic "Sliderules"**. A personal note explained, "When I was working, I was in charge of some very sophisticated analytical equipment. Most of the laboratory was packed with relays, microchips, capacitors, operational amplifiers, solenoids, motor generators, high voltage equipment, timing circuits, clocks, and [we] even had to build some of the equipment that was not available such as photo mutiplier tube testors and signal generators." (*Not surprisingly, I was lost!*)

Though their areas of expertise were different, yet in retirement each chose to become a Commodore user and excel in that effort. Personally, I think this was a way for them to keep their minds sharp, to challenge themselves to learn new things and enjoy new experiences in an "electronics-related" field.

Just as both were among the best in their respective vocations, both became quite advanced in their 8-bit avocation, as well! Both developed Commodore systems that most would envy. Each sought to use their Commodores to print out photos of the people and the things that they loved.

It was back in June of 2000 when Henry Dale called me to find out what he needed to do to print 16 million color photos from his Commodore. This is not easy (*although the LUCKI Club is currently working to simplify it*)! In my humble opinion, anyone who can print out pictures taken with their digital camera from a Commodore in 16 million colors is breathing rarified air. It's an uncommon accomplishment.

Henry's success was published in an article that appeared in the somewhat infamous "Biker Mama" (June 2000) issue of the LUCKY REPORT, which shows Gaelyne Gasson and her "HOG" above a picture of Henry and Marie Dale's home in Deleware. You can see this cover in color on our website by going to *luckyclub.net* or *luckiclub.net* (LUCKY and LUCKI are interchangeable).

Henry died last year in May. Thus, he was unable to attend the LUCKI Commodore Expo that year, as he had planned. So this year I asked his widow, Marie, if she would donate one of Henry's Commodore items to help us raise money in our Expo Raffle. It would also give us a opportunity to honor him there, as well.

So she sent us the FD-2000 that Alan Reed won. Observe his proudly smiling face! This shows what can happen when those who pass on can *pass on their legacy*, and we are grateful to Marie Dale for making this possible.

But I also asked her what happened to the rest of Henry's C128 system that he enjoyed using so much? She explained that a friend of hers told her that the local VFW needed a computer. Marie was concerned that they might not know how to use a Commodore, but her friend assured her that they had members who were computer experts and could operate anything! WRONG!!!

So Henry's best "fully-loaded" computer system went to the VFW, and they ended up tossing into a dumpster and sending it to a landfill. When I shared this story with the folks at the LUCKI Expo, an agonizing groan swept through the entire assembly. It was like hearing that a rare painting by an "old Master" had inadvertently been tossed into a furnace and burned.

But this was not anyone's fault! Everyone was trying to do the best they knew how to do. But since Commodores are rare, those who appreciate them need to inform their families as to what to do with them in the unlikely event of their deaths.

Bill and Henry had many things in common. Although they died a year apart, both died in May after their 81st birthday. They were active supporters of the Commodore community, and so both of them joined MUTTM and LUCKI, the two largest Commodore user groups in the world. Not only that, I think both of them married above themselves. I have met Marie Dale and spoken to Grace Kennedy by phone, and these guys were lucky to get 'em!

The sad thing these men have in common is that neither told their spouses how their Commodores should be handled after they died. This made for uncomfortable decisions which I believe their widows would have preferred to avoid.

Henry Gilbert Dale

Henry Gilbert Dale, age 81, of New Castle, Delaware, died on Sunday, May 11, 2003. He had had an extensive career in the Merchant Marines where he served as a radio operator aboard liberty ships during WWII, which transported troops overseas. His extensive electronics training also brought him to work for TWA for 14 years at LaGuardia Airport in New York as a flight radio operator. Following his graduation from high school in Indiana, where he was born and raised on a farm, his love for the field of electronics was enhanced by the many technical and communication training schools he attended.

Mr. Dale owned and operated an appliance repair shop in Wilmington DE from 1957 to 1981. Following his retirement from the appliance repair business, he returned to serve in the Merchant Marines as a radio officer and navigator. His ship was

Alan Reed was happy to win the FD-2000 in the Expo Raffle

called to duty during the Gulf War where he served until his retirement from that service in 1990.

Following retirment, Mr. Dale served aboard the medical mission ship, the Anastais, as a radio operator and navigator on a mission trip to Northern Europe. Henry's hobbies included electronics, ham radio operating, [Commodore] computers, and woodworking.
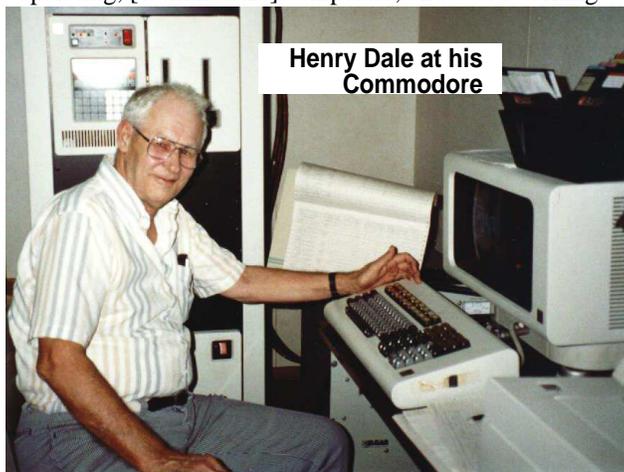
Henry Dale at his Commodore

William R. "Bill" Kennedy

Retired Chief spectroscopist and Assistant Library Superintendent William R. "Bill" Kennedy died May 22 (2004) at the age of 81. The Birmimgham, Alabama, resident had been in retirement since 1987, after 43 years of serivice to the ACIPCO.

His time at ACIPCO began in 1944, during which he was involved in spectroscopy and the development of direct reading methods of steel and brass analyses. He was a key figure in the establishment of modern analytical labs at ACIPCO

His committee work with the National Bureau of Standards laid the groundwork for provision of standard reference materials for chemical analysis and sampling

of metals and metal-bearing ores.

Mr. Kennedy was an elder at Grace Presbyterian Church. He was well known in the Presbyterian community for his Church Newsletter contribution, "Bill's Quills." (*Please read his last one.*)

Bill's Quills - His Last

What a beautiful April! Grace and I discussed it and we think it was the finest Spring we can remember. So many familiar plants blooming at once was indeed a rarity. How do the dogwoods know when it's Easter?

Barely have the forsythia and quince stopped blooming, when the daffodils and tulips begin. The normal pause between different things blooming was missing.

Could you, did you, do you, ever want for anything? Grace and I think we have all we need and more than we deserve. We really don't want for much. The life we know together is gloriously better for having a loving Church that brings much joy. When you have everything you need, why would one want for anything? What do you need? I can think of just one thing.

Bill Kennedy at his 60th school reunion

At my age, I would want for TIME. There are still things for me to accomplish.

There are still things we would like to do. There are still sights I want to see. There are yet some hugs to give and to receive. There are still some that need to be loved. For all these in yours and my life, I need time. AND, you do too!

Think about that AND, if there is something you need to do, do it NOW!

Bill Kennedy

He wanted more TIME because he enjoyed LIFE so much. Take seriously his advice. If there is something you need to do, don't wait!

Specifically, if you have not told your loved ones what to do with your Commodore things, should anything happen to you, do it NOW! It may not seem like a big thing to you, but to younger users like Alan Reed, who have not yet been able to maximize their 8-bit systems, such a decision can make a *huge* difference!

We are grateful to Bill and Henry who illustrated extra-ordinary lives that we may learn from and be inspired by. For as long as men of good character find Commodore rewarding, we can all be justly proud to be members of the community surrounding it.

We were fortunate to share even this small part of their lives.

And they will be missed.

K. Dale Sidebottom
President of the LUCKI Club
(Lucky Users of the Commodore Klassic International)

UCUGA to Disband in December
Other Methods to Be Tried

After the roundtable discussion at the **LUCKI Expo**, it has been decided that **UCUGA** should disband at the end of this year. What will take its place? Several things may be tried.

First, the LUCKI Club will adopt the *Infinite Loop* published by **Earl Williams** as our newsletter of choice. If you already have a subscription to this colorful Commodore mag, your dues to the LUCKI Club next year are only $5.00. :-))

If you have no subscription, and you live in the North America, your dues will be $25.00. This will combine LUCKI membership with a 12 month subscription. The dues of those living overseas will be $35.00.

That takes care of the newsletter for LUCKI members, but what about ways to increase unity within the Commodore community? I don't know exactly what way is best, but we are attempting two things. One is an old idea, and the other is new.

The "old idea" is the **Virtual Internet Commodore User Group**. **Jim Brain** is back in a big way, and he hopes to revive his plans to create a virtual user group on the internet. **VICUG**, as it is called, would enable anyone online to join his association of Commodore users. Some day, it may become the biggest 64 user group in the world.

The new idea is the concept that I will call a "resource committee" made up of volunteers, trying to do only those things that helps all branches of our Commodore computer family. This is impossible to do, perhaps, but it is worth trying, and I am hoping to find volunteers who will help me.

The bad news is that neither of these "uniting" tactics immediately affects users who have no internet connection. I believe this is an important reason to encourage membership in the **Meeting C64/128 Users Through the Mail** (**MUTTM**) and in our own LUCKI Club. With their consistent circulation of newsletters, both of these groups serve the needs of members, on- and offline.

NEXT (UN)LUCKI(?) EXPO
Suffers from Triskaidekaphobia, BEWARE!

The next LUCKI Commodore Expo in 2005 is scheduled for the second weekend in May...the one starting Friday the 13th!! How can a LUCKI Expo start on one of the most *unluck*y days of the year? Maybe it was just *bad luck*!

Nonetheless, we are planning a 48-Hour-Expo scheduled from 6:00 Friday evening to 6:00 pm Sunday. We will offer a white- or blackboard on which anyone wanting to do a demo can list the time they want to do it and those planning to attend can "sign up." We do ask that no one conflict with the period of time scheduled for the "official" part of the Expo...11:00 am to 7:00 pm on Saturday, May 14th.

The room rate, which has held steady for four years, will be $69, a $10 increase from last year. But for your $10, you get a larger room with fast access internet service and a free continental breakfast that includes hot, as well as cold, food. In other words, you'll get Belgium waffles and delicious omlets in addition to cold cereal. ;-)

I hope that all of you will clear your calendars for May 13-16 in 2005. I promise that I will beg **Joe Torre** to bring his MoJo to chase away the shadows. We also plan to have **Seth Sternberger** there to drive them crazy with his special vibes. More information will be forthcoming as time approaches. :-)

---K.D.S.---

LUCKI

The LUCKY Club or L.U.C.K.I. (the **L**ucky **U**sers of the **C**ommodore **K**lassic **I**nternational) is a Non-Profit Organization whose pupose is to educate and encourage users of Commodore computers and related equipment. MEMBERSHIP is $20.00 a year ($25 overseas) which includes the LUCKY Library, the monthly newsletter, and special offers.

OFFICERS

K. Dale Sidebottom	-President	(812) 944-9132
Frank Nally	-Vice-President	(502) 636-5712
Steve Grassman	-Treasurer	(502) 239-2268
Clifton Swihart	-Member at Large	(502) 454-7830
Willis Patten	-Member at Large	(502) 647-3451

5C's Group

Clark County Commodore Computer Club
4424 Fenton Lane
N. Las Vegas NV 89032-0141
President - Al Jackson   (email: ajax@wizard.com)
Vice President - Rick Ruffin   Treasurer - Betty Moeller
64 Librarian - Vacant   128 Librariam - Larry Lathrop
Secretary - 'Mac' Meconis
Meets 1st & 3rd Saturday of each month for C64, C128, & Amiga.
Voice contact: (702) 645-2402 or
Email: **commodorelasvegas@usa.com**

LACC---The Lansing Area Commodore Club

PRESIDENT   Tim Lewis (517) 487-6285
email: lewist@arq.net   web: www.arq.net/~lewist/
VICE-PRESIDENT   John Lindemann (517) 484-2335
email: justjohn@arq.net
SECRETARY/TREASURER   Fred Tafel (517) 393-5974
email: freight362@aol.com
NEWSLETTER EDITOR   Maurice Randall (517) 543-5202
email: maurice@ia4u.net   web: www.ia4u.net/~maurice/
MEMBER AT LARGE   Cliff Eshelby (517) 676-9112
email: ceshelby@juno.com

Club membership dues are $20 annually for members in the U.S. and Canada. Overseas membership is $30. Send check or money order to: **LACC, Attn: New Member**
       P.O. Box 1065, East Lansing MI 48826

SWRAP

The South West Regional Association of Programmers Commodore 64 User Group, Inc. (non-profit), or SWRAP.

SWRAP has been a Commodore 64 and 128 user group in Chicago, Illinois since January 1983. Our current meeting location is on Chicago's southeast side, at the East Side Bible Church, 10524 S. Avenue N, Chicago IL 60617

Normally, our meetings are held on the second Sunday of each month, from 2:30 - 4:30 PM. All visitors are encouraged to come.
   The SWRAP Officers for 2002 are:
   President - Randy Harris 773-375-9017 rharris1@videocam.net.au
   Treasurer - Dave Ross
   Secretary - Robert Schwuchow (pronounced like SHOO' ko)

Dues are $25.00 per calendar year.
The SWRAP Home Page URL on the internet is:
         http://swrap.net
   Here you will find detailed directions to the meeting place, a calendar of events, and the latest news. SWRAP strives to help its members, and Commodore users as a whole, get the most out of their C64/128's.

Cincinnati Commodore Computer Club

c/o Roger Hoyer
       31 Potowatomie Trail, Milford, OH 45150
   His email address is thunderbird@iglou.com.
   The club's is **cbmusers@yahoo.com** and the web site is:
       www.geocities.com/c64-128-amiga

Madison Area Commodore Users Group P. O. Box 1305, Madison WI 53701-1305

Muskegon Area Commodore User Group P. O. Box 4496, Muskegon Heights MI 49444

Fresno Commodore User Group

3487 E. Terrace Avenue, Fresno CA 93703

We meet on the third Saturday of the month from 10 a.m. to 12 p.m. at the Senior Citizens Center, Manchester Mall, Highway 41 and Shields Avenue, Fresno, California. Yearly membership dues are $12 ($15 overseas), checks or money order payable to FCUG/64.
President/Newsletter editor -- Robert Bernardo rbernardo@iglou.com
Vice-president -- Bill Gilbert
Secretary/Treasurer/Librarian -- Dick Estel dickestel@att.net
Club hardware/software -- Meredyth Dixon
Member-at-large -- Jim Kirby -- Phone contact -- 559 627-2438

1989-2004 LUCKY Report/UCUGA Digest Index

In a phenomenal 8+ year run, **K. Dale Sidebottom** has produced an estimated 96 issues worth of Commodore information with a leading edge slant, all produced on Commodore equipment and in high laser quality output. Thanks to Dale's efforts in advancing Commodore GEOS DTP publishing, we now enjoy **Maurice Randall's PostPrint** utility and a **geoPublish v1.1** upgrade.

While not the first users' group newsletter entirely produced on Commodore equipment, nor on a Commodore GEOS DTP setup, it was truly a groundbreaking endeavor published by a dedicated Commodore hobbyist. Borrowing from the legacies and groundwork laid forth by Commodore GEOS DTP pioneers such as **geoWorld**, **geoJournal** and **geoVision** International, Dale kept hammering away at his GEOS DTP efforts and thanks to the **PostScript** printing language, he further advanced the Commodore GEOS printing platform into the 21st Century.

Dale used specialized PostScript coding in creating patterns, curves, etc. He also broke the **LaserWriter** fonts barrier, inserting code to allow use of printer-downloadable fonts. He was the first to incorporate JPEG's and EPS files into his newsletter issues. Not only that, he was also the first to use color for his self-publishing efforts, an expensive proposition. However, his real contribution is his entertaining prose, insightful commentary and always having a proactive and leading edge agenda.

Being an admiring fan of the **LUCKY Report** and the **UCUGA Commodore Digest**, I put every single issue into sheet protectors and have made year by year binders of these issues. I needed an index so I could put them in front/back of the binders and quickly locate any article. To my delight, I just acquired a complete set of LUCKY Line/REPORT issues dating prior to 1998.

I have already compiled the indexes for the 1998-2001 issues of the LUCKY REPORT. In addition to LUCKY Line and LUCKY Report Issues (pre-1998), I will also work on a 2002-2004 UCUGA Digest Index. I hope to present the complete and entire index in a special index issue for later publication by K. Dale Sidebottom.

A sneak peek at the legend used in the index; A **LUCKY Charm** is an issue considered to be noteworthy, contains a good amount of information, entertainment value, and constitutes an excellent read. A **LUCKY Star** is an issue considered to be truly exceptional, usually containing color, PostScript wizardry, proactive and leading edge prose and can be considered iconic. (e.g. *The Swimsuit Issue*) I got this idea from a **MAD Magazine** Covers compilation.

Admittedly, the selection of LUCKY Charms and Stars to various issues in the index is subjective. Regardless, each and every single issue bears testament to the excellent quality of only which a Commodore GEOS DTP setup can provide and are always an enjoyable reading experience.

-Todd Elliott

UCUGA

The Commodore Digest is published on a C128 assisted by a 100MB CMD/ZIP Drive, an 16MB RAMLink, a SuperCPU, and an FD-2000. All color scanning must currently be done on another platform, then converted to JPEGs which are then formatted into Commodore DTP documents. The Digest is printed using Maurice Randall's PostPrint 2/3 connected directly to a color laser Lexmark Optra SC 1275 printer.

DISCLAIMER