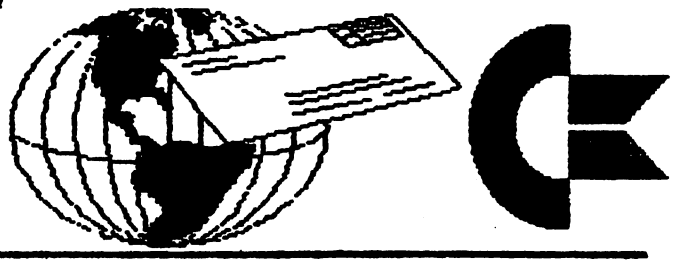
COMMODORE MAILINK

NEWSLETTER OF — MEETING 64/128 USERS THROUGH THE MAIL

Francis Redmond, President

NOVEMBER 1995



PRESIDENTS'S MESSAGE FOR NOVEMBER 1995

1996 DUES ARE PAYABLE BY JANUARY 1996

Let me state clearly and unequivocally that the dues for 1996 are; $12.00 per year Domestic, $13.00 per year Canadian/Mexican and $22.00 per year all other.

We had a mixup in the September issue. At the last minute, using mathematics that would have given even Mr. Einstein a headache, we realized that we could get by with $13.00 per year for our neighboring countries. We tried to contact the editor, but was a bit late. We did manage to correct the amount in the President's message, but missed correcting the note on page three.

Sorry about that. Its my first error since becoming president, - or maybe I should admit that it was the first of my errors that the editors had let slip by.

Now, all you members that have not yet done so, is to make sure that you get your dues payments in right soon. (How about now!!). We appreciate you members that have paid early and saved our treasurer a bit of work at the last minute. We also wish to thank you folk who are sending in a few dollars extra. We calculate our expenditures to the last dollar (dollar, Heck!!, the last penny) and set the dues to barely cover them. We appeciate the cushion. Any balance that we have at the end of the year will be utilized to offset the dues for the following year.

Occasionally Loadstar lists new sources for Commodore supplies, equipment, magazines and disks. I have contacted Mr. Fender Tucker if he would mind us listing these organizations in the mailink to furnish the information to those of you who don't subscribe to Loadstar. He gave his unqualified approval.

The equipment can include new, used and rebuilt items, chips, cables and various other items. The magazines and disks will be those that are sold on a subscription basis. We do not intend to list individual game or utility programs unless we feel they are of significant importance. (the person making the list will deem what is important). The listing will consist of names, addresses, telephone and/or fax numbers. We will also a list brief description of the item(s), and the cost, when available.

I feel that I am keeping myself busy enough trying to recruit new members and other pertinent club matters and do not intend to do this personally on a continual basis. I have contacted one or two persons to act as volunteers to prepare these lists and submit them directly to the current mailink editor. If these persons do not have the time to do this, I may put in a call for a volunteer.

Please note, Loadstar (and us too), recommends you contact any of these organizations before sending money. Also it may be that some of the other members have contacted these sources and have some advice regarding them. I think that many of us have memories of RUN, DIEHARD and other companies and are a bit suspicious of promises.

The editor of the January, 1996 MaiLink will be Jim Brain, 602 N. Lemen, Fenton, MI, 48430. Jim's deadline for receiving submissions is December 12, a bit early because of the holidays. Anything over about a paragraph should be on disk. Jim can handle files on 3.5 inch disks and 5.25 inch disks, in Geos, Easy Script, Speedscript, and Pet ASCII. You may also send material to Jim's Internet E-Mail address: brain@mail.msen.com.

I received the material for this issue, edited it if necessary, and passed it along on disk to my co-editor, Hugh McMenamin, who handled arrangement, page lay-out, graphics, etc. and printed out the master copy. Since I was in the throes of moving and settling into a new house in September and part of October, Hugh did more than his fair share of the work here.

Many thanks to Tom Adams who got this issue photocopied and mailed out. Also to Brian Vaughan, who provides the address labels for each issue. Thanks also to all the members who submitted material.

We need editors for "The Commodore MaiLink" for March, May, July, September and November of 1996. A lot of bios mention an interest in desk-top publishing. Please, won't some of you volunteer and give a respite to those of us who serve frequently? If you worry about adding graphics, consider just pasting them in. Or, two people can team up as Hugh and I did. A person who feels confident about their ability to edit written material can co-edit with someone who enjoys lay-out and graphics. Write to me if you're interested. I'll be glad to answer questions and send a copy of our "Editor's Guide".

Jean Nance, Co-editor

RENEW YOUR MEMBERSHIP!

Annual dues for membership in "Meeting 64/128 Users Through the Mail" should be paid by January 1st, 1996. Please help your overworked officers by sending in your dues before that. Dues will be $12 for members in the U.S.A., $13 for members in Canada and Mexico, and $22 for members in other countries. All amounts are in U.S. dollars.

Please send checks or money orders to our treasurer, Joseph Y. Powell, 5366 Fieldwood, Houston, TX, 77056. Checks should be made out to J.Y. POWELL, JR. It causes much extra work if dues are sent to anyone other than Joe Powell, or if checks are made out to the name of the group, or the newsletter, rather than to Joe.

DUES FOR 1996 MUST BE PAID BY THE END OF 1995! $12 U.S., $13 Canada/Mexico, $22 other countries. Send to Joseph Y. Powell, 5366 Fieldwood, Houston, TX, 77056. Make out checks to "Joseph Y. Powell".

ASST. ED. NOTES
by Hugh McMenamin

This edition has been done entirely with the ILLUSTRATOR IIa on the C=128 and a Prowriter Jr. in the Epson configuration. Original graphics were done with RUNpaint and saved as RPO.files which were loaded directly into FGM and converted to clip-art. The Christmas graphic was scanned with Handiscanner AS HI-RES, converted to MED-RES with THE ADVANCED OPC ART STUDIO. The graphic was then converted to RUNPaint with AUTOGRAPH, edited and colored. The RPM.file was then captured with PHOTO FINISH and converted to clip-art with FGM.

It has been and interesting challenge to get this issue together. It is a lot easier the second time. The details of production will ILLUSTRATOR II will be on the disk edition of MCUTTM. Thanks.

HJM

SORTING LISTS WITH A WORD PROCESSOR (continued)

Bob Hunter

In the July issue of Commodore MaiLink, I illustrated how The Write Stuff and Pocket Writer can be used to sort lists. We saw that using TWS to sort the rows in a table could involve having to replace spaces with shifted spaces. Unfortunately, substituting a SHIFT-SPACE for each space within an item in a big table could take a long time, and since in TWS a SHIFT-SPACE looks like an ordinary space it'd be easy to miss making a substitution. However, the task can be simplified by using TWS's Search & Replace feature (page 25 of the C-64 manual and page 27 of the C-128 manual).

To illustrate, I'll use the same table of great novels as I used in the first part of this article:

Don Quixote	Cervantes, Miguel de	1615
Tom Jones	Fielding, Henry	1749
Moby Dick	Melville, Herman	1851
War and Peace	Tolstoy, Leo	1869
The Brothers Karamazov	Dostoevsky, Feodor	1880

The steps to use and the changes that will occur in appearance of the table are as follows:

1. Replace 2-space sequences with any two characters unlikely to appear in the text except "?" and "*". I'll use "&&" for the two characters. The keys tapped or pressed are CTRL, SHIFT-S, SPACE (the spacebar) twice, RETURN, "&" twice, and RETURN.

```
Don Quixote&&&&&&&&&&&&&&&&&Cervantes, Miguel de&&&& 1615
Tom Jones&&&&&&&&&&&&&&&&&&&Fielding, Henry&&&&&&&&&&1749
Moby Dick&&&&&&&&&&&&&&&&&&&Melville, Herman&&&&&&&& 1851
War and Peace&&&&&&&&&&&&&&&Tolstoy, Leo&&&&&&&&&&&& 1869
The Brothers Karamazov&&&& Dostoevsky, Feodor&&&&&& 1880
```

2. Replace blank spaces with shifted spaces to link the parts of each name. The keys used are CTRL, SHIFT-S, SPACE, RETURN, SHIFT-SPACE, and RETURN. The changes can't be seen.

3. Unfortunately the single spaces between the names are now shifted spaces. Replace them with "&" by replacing each "&" and SHIFT-SPACE sequence with "&&". The keys used are CTRL, SHIFT-S, "&", SHIFT-SPACE, RETURN, "&", "&", and RETURN.

```
Don Quixote&&&&&&&&&&&&&&&&&Cervantes, Miguel de&&&&&1615
Tom Jones&&&&&&&&&&&&&&&&&&&Fielding, Henry&&&&&&&&&&1749
Moby Dick&&&&&&&&&&&&&&&&&&&Melville, Herman&&&&&&&&&1851
War and Peace&&&&&&&&&&&&&&&Tolstoy, Leo&&&&&&&&&&&&1869
The Brothers Karamazov&&&&&Dostoevsky, Feodor&&&&&&&1880
```

4. Replace the "&" characters with spaces. The keys used are CTRL, SHIFT-S, "&", RETURN, SPACE, and RETURN.

To see if the method, which I got from B-BUG, has worked, I'll sort the list alphabetically using the steps for sorting a list that I gave in the last issue:

1. Eat the table by putting the cursor on the first row of the table, tapping CTRL and "e", and pressing "p" five times and RETURN.
2. Restore and sort the table by tapping CTRL and SHIFT-R.
3. Put the cursor on "A-Z" and press RETURN.
4. Put the cursor on "2" and press RETURN.

Don Quixote	Cervantes, Miguel de	1615
The Brothers Karamazov	Dostoevsky, Feodor	1880
Tom Jones	Fielding, Henry	1749
Moby Dick	Melville, Herman	1851
War and Peace	Tolstoy, Leo	1869

It worked!

NEWSBREAK - DIEHARD MAGAZINE

The following message appeared on the Internet. It will be no comfort to those of us who subscribed to DieHard and have issues coming. It won't be much comfort to those who still have issues of "Compute's Gazette" disk due, either.

From: ceejack@crl.com (Jack Vander White)
Subject: Re: Diehard magazine ?
Date: Thu Oct 5 01:55:24 1995

Rather than reply to all the messages asking about DIEHARD I will tell all that has been happening over the last few days. Brian Crosthwaite, publisher of Diehard, contacted CMD, Loadstar, and Commodore CEE this week with the following form letter faxed to each of us:

Diehard, the Flyer for commodore 8bitters is planning to cease publication and we are looking to transfer our subscription fulfillment. Our number of outstanding subscribers is approximately 8,400 and I would be willing to throw in the balance of the list, totaling approximately 12,000. Please call me at (xxx)xxx-xxxx if you are interested in acquiring these readers and names.

Sincerely,
Brian L. Crosthwaite

Each of us did contact Brian for further details. They are bleak. The total number of paper issues due to subscribers is approximately 64,000. This does not count the approximately 1,200 Spinner subscribers which would make approximately 10,000 disks due. The cost of publishing alone would amount to approximately $100,000 for printing, layout, disks,mail cost, etc. Not taking into account the cost of articles, etc. When asked about money Brian's only comment was "There is none. It's gone."

A further complication is that Tom Netsel told me last week that General Media says that Brian has assumed the obligation to deliver the balance of the Gazette subscriptions. I questioned Brian about this. Brian says that General Media faxed him the terms of transference of the obligation and that he faxed back an acceptance of the terms. While I have not seen the actual faxes involved it does sound like offer and acceptance of a binding contract from here.

Obviously, all of us have rejected this offer. I have been told that there is an issue of Diehard at the printers, probably printed. However, the printing bill alone is over $8,000 plus the cost of mailing. Since there is no money it sits there.

If anyone were willing to assume the total obligations they would have to assume a liability of well over $100,000 over the next year before any returns from renewals would even make a dent in this huge obligation.

Please Note: I am putting this out as a public message. This is ALL I know. Please do not come back at me asking questions. I have nothing more I can add to this.

Jack Vander White

THE 8-BIT MACHINES ARE STILL GOOD

Donald Squire

This is a letter that I wrote to a local computer user publication. The articles usually relate to recent models of IBM compatable and MACINTOSH computers,although they do publish a list of user groups for other computers.

That article THE SOUL OF OLD MACHINES in the August 1991 issue of PSCU is lacking in research concerning orphan computers. Si and Connie Dunn apparently have never studied computer usage trends outside of the USA or browsed through the computer sections of the Sears catalogs over the past 9 months. I put this question to them: If the Commodore 64(c) is such an orphan,why did Sears sell it in its 1990 Christmas catalog and offer at least THREE software packages for it in their 1991 spring/summer and 1991 fall/winter catalogs? They didn't do that much for the Commodore Plus/4. There are different DEGREES of orphan consistency. Just because big wheel software places don't sell software for 8-bit machines doesn't mean you can't purchase a GEOS desktop package for them. WINDOWS is not the last and only word in desktop publishing software. The 8-bit machines are still good:!

A BIT ABOUT GRAPHICS
by Rick Mosdell

High resolution graphics on the C64 is not all that complicated. How to set up the VIC-chip to see your bitmap and colors IS, so this will not become a discussion on which bits to flip or where to put your blocks of data inside a computer already renowned for its lack of space. Instead, I am interested in the internal data formats of the only two graphics formats we have and clearing up some recent misconceptions found among some new users.

First, a few definitions:

NYBBLE the first (lowest) or last (highest) group of 4 bits found in a: BYTE, the fundamental 8 bit unit of our C64: an 8-bit computer.

WORD two bytes side by side and related, ie. 16 bits. C64 pointers into RAM are lo-byte/hi-byte.

BITMAP a contiguous block of data where a shape is defined when some bits or bit-pairs take a fore-ground color and others take on a background color.

COLOR- a block of data which defines ram. The colors for the bitmap, thus completing the picture.

COLOR- since the C64 has a maximum of nybble 16 colors, to conserve space 2 colors can fit into 1 byte.

LORES (LOw RESolution) Important! This would refer to pictures created by using the normal 256-byte character set. Extensive use of the graphics characters in lowercase plus RVSon/RVSoff here. Usually a lot of imagination goes into these! They are NOT graphic files and are really text stored in SEQ format. When Mordock found a way to snapshot them and save them as Doodle files confusion reigned!

MEDRES (Medium RESolution) This refers to Koala Paint files and related formats.

HIRES (HIgh RESolution). This refers to Doodle files and their derivatives.

DOODLE!

This graphics format is the simplest of all! Here the screen is divided into 64000 pixels of light (320x200) and is truly HIRES. Neither the text color-ram at $D800 nor the 4 background colors at $D021+ apply at all. The downside is that only 2 colors can be displayed at one time in an 8x8 pixel block. This is the format geoPaint uses (but allows for a whole page displayed a screenful at a time). These files are prefixed with "dd..." that when compressed become "jj...". They are PRG files that load at $5C00. Internally, the 1K of color (1024 bytes) is first followed by 8K of bitmap (8192 bytes). The "dd..." files are invariably 37 blocks long, which makes sense since they are 9K long (36+ disk sectors each 254 bytes). The "1" bit of the bitmap uses the low nybble value of the color-ram while the "0" bit displays the high nybble color. Simple, straight-forward and direct, but some artists might find this color restriction too hazardous to their health. Since our screen is 320x200 pixels (64000 total remember?) dividing by 8 will give us only 8000 bytes needed for the bitmap and only 1000 bytes necessary for the color-ram. So this format actually wastes 216 bytes! Careful placement of colors can result in spectacular HIRES pictures though: look for the "Lobster" from geoPaint and the Doodle files "Middle Earth" and "Pagoda". Other related formats are (refer to the program "Autograph+" by Fuzzy Fox): OCP ART STUDIO, RUN PAINT HIRES, SID/PIC HIRES (geoPaint).

KOALA PAINT

Koala is certainly the most colorful and interesting format. Here the screen is MEDRES, resulting in dots double pixel width for a resolution of 32000 elements (160x200). The loss of resolution is compensated by the ability to display 4 colors at once in each 8x8 pixel block. Here you have 2 blocks of color-ram, one wherever you put it AND the normal color-ram at $D800. Your picture is also effected screen-wide by the background color at $D021. These files are prefixed by " A pic...", are PRG files that load at $6000, and when compressed are prefixed by "gg...". That first character in the filename of the raw format means that you cannot delete these files normally. It is made by pressing CBM-1 (orange) and is hex $81 (decimal 129). The only way I know to scratch these files is by typing:

```
OPEN15,DV,15,"s0: A pic...":close15
```

Asst. Ed: or try

(OPEN15,DV,15,"s0:?pic ? name":close15)

Where DV is your current device. Here the creators of Koala were smart and wasted NO space. Internally the file contains 8000 bytes for the bitmap (not 8192 bytes), 1000 bytes (not 1024) for the movable color-ram, 1000 bytes for the color-ram at $D800, and (this IS important!) ONE more byte for the background color. The length ends up at 41 blocks which is ok considering it is about 10K long. These double width dots are called bit-pairs and they draw their colors from various sources:

%00 from the background color at $D021
%01 from the high nybble of the movable color-ram
%10 from the low nybble of the movable color-ram
%11 from the low nybble of the normal color-ram at $D800.

Interesting eh? There's your 4 colors and where they come from! Related formats would be: Advanced OCP Art Studio, Artist64, Blazing Paddles, RUN Paint MEDRES, SID/PIC multi-color.

There you go! One of the implicit mandates of Vision is to disseminate information about the C64/C128. Though I am no expert (neither am I setting myself up as one) I feel it important to give to others what I have found. Hope you find this useful! BFN!

(call Vision WHQ at 905-793-9699 near Toronto, Ontario, CANADA)

Editor's note. "Vision" is an online Commodore magazine produced by new member Rick Mosdell, this article was in a recent issue.

SCREEN CODE

The plain bit map without color is 8000 bytes (32 blks) and is produced by FLEXIDRAW, FGM (*s.files*) and by RUNPAINT (RPO.*files*). These can be loaded into each different program by changing the prefix to the appropriate one. i.e. FGM *s.files* can be be changed to rpo.*files* to be loaded into RUNpaint and vice versa.

Asst. Edithr

USING GEOPAINT IN THE WRITE STUFF
by Bob Hunter

Hoping to use Illustrator II for the next issue of Commodore MaiLink that I edit if I get to edit another, I decided to see if I could use the CML nameplate, which was in geoPaint format, directly in Illustrator instead of doing so by cutting and pasting. I succeeded with the help of Grafix Link and Fun Graphics Machine. The steps that I used follow. I used the 80-column 128 versions of both geoPaint and Illustrator II.

Using GeoPaint

I started by using geoPaint to change the date shown in the nameplate from "May 1995", which was the date of the first issue in which the improved nameplate appeared, to "November 1995", the date of the issue of CML to which I planned to submit this article. (The nameplate was originally created by Bill Lyons and first appeared in the January 1991 issue of CML; Gary Noakes made the improvements in its appearance.) I changed the date by using geoPaint's Edit Box tool to clear the old date and its Text tool to write the new date in the cleared space.

Using Grafix Link

Then I converted the nameplate from geoPaint format to Flexidraw format using Grafix Link. I used the following steps in doing so:

1. I chose LOAD A FILE, GEOS, and the name of the geoPaint file.
2. I chose VIEW and saw that the left half of the nameplate was showing in the viewing screen.
3. I chose SAVE and FLEXI and entered "nameplate left".
4. I chose VIEW and used the left-right cursor key to move the right half of the nameplate into the viewing screen.
5. I chose SAVE and FLEXI and entered "nameplate right".

Using Fun Graphics Machine

Next I converted the nameplate from Flexidraw format to FGM Clip Art format using the Creator section of Fun Graphics Machine. I used the following steps in doing so:

1. I chose GO TO HI-RES SCREEN EDITOR and erased the screens.
2. I chose LOAD A HI-RES SCREEN and loaded "nameplate left".
3. I chose LOAD A HI-RES SCREEN, switched to the next screen, and loaded "nameplate right".
4. I chose GO TO HI-RES SCREEN EDITOR and returned to the screen showing "nameplate left".
5. I chose LINK MENU and linked two screens across.
6. I chose SAVE CLIP ART, affirmed 2 linked across, substituted "15" for "25" as the number of rows to be saved, and entered "cml nameplate".

(I tried "CML nameplate" first but found that Illustrator wouldn't recognize the file.)

Using Illustrator II

To include the nameplate in an Illustrator document, I used a CTRL,2 RSV command to change the left and right margins to 1. Then I entered the CTRL,2, RSV mo command and, after pressing RETURN and INST/DEL, "..cml nameplate". Finally, I used a CTRL,2, RSV command to restore the margins to what they'd been.

64NET by Roger Detaille

If you ever wanted a hard disk drive, but were put off by the high prices, don't despair. You can have your cake and eat it too! How? By accessing the hard drive on an IBM compatible! All you need is a cheap, used XT or AT with a hard drive in it. These may be picked up cheap at flea markets. Paul Gardner-Stephen, a young South Australian, has written some programs that let you access this IBM hard drive via software and a cable. The cable connects the user port of your C64 to the IBM. The appropriate software is loaded into the C64 and IBM computers. Also involved in this project is Performance Peripherals Australasia.

There are instructions on how to make the necessary cable. The 64NET program serves an IBM compatible and a maximum of four (!) 64 computers at any one time. Having the storage capacity of a hard drive in an IBM compatible speeds up loading and saving. This, in effect, makes the C64 the best computer around: ease of use, excellent graphics, and high quality sound.

According to the author, you can access up to 65535 logical drives on your PC from your C64 using standard Commodore commands, subject to MS-DOS limitations. It also can access any floppy drive, CD-ROMS and network drives. In fact, it will access any device that has a DOS file system!

GEOS users haven't been forgotten, either. There are drivers available so users of this operating system may use it, too. These drivers are at present subject to translation into English, as they were written by a young German programmer.

The disks supplied are in 5-1/4 inch format for both machines, unless you specify otherwise. Where can we get these goodies? Write, phone or leave email to Performance Peripherals, the maker of BBG RAM expansion units and the US distributor for 64NET.

Phone : 1-518-436-0485

Email : p.fiset@genie.geis.com

For more information from the author, you may reach him on the Internet:

gardners@ist.flinders.edu.au

You may obtain, for a small fee, a shareware version of 64NET, which is a full-blown version of the original with two exceptions: you will not be able to save anything on the hard drive, nor will you be able to print anything on a re-directed printer.

TWO SMALL COMMODORE MAGAZINES
Jean Nance

There are two small Commodore magazines that are reasonably priced and informative. In the past I have advised members not to pay more for any new Commodore periodical than they can afford to lose, but at $11 for 6 issues, most of us can afford to take a chance. The two come out in alternate months, so for $22 you can have the equivalent of a monthly magazine.

"The Underground" is edited by Scott Eggleston, a familiar name in the Commodore world. There have been 10 issues so far.
The writing is clear and most Commodore users will find something of interest.There is an accompanying disk available, for a disk and the cost of postage.

"The Gatekeeper" is a more recent publication, edited by new member Bryan Pease.
All public domain and shareware files mentioned in the magazine are available on disk, for a disk and cost of postage, or for a small fee.

Tom Adams, our Vice-President distributes the disks for both magazines, so he obviously thinks well of them.

"The Underground" 4574 Via Santa Maria, Santa Maria, CA, 93455.

"The Gatekeeper" 610 First Street, Liverpool, NY 13088.

A WAY TO COOL C-128D

Mumblings & Fumblings by Rodger Jarvis

During this summer's hot and humid months here in mid-Missouri the internal 1571 drive in my c128D seemed to suffer from periodic heat prostration along with some of the local residents. After 3 or 4 hours of use the computer would still function fine, but the floppy drive would quit working. If a file retrieve or save was attempted the drive light would flash the ever familiar "error" code. Once this error occurred the only solution was to turn the system off for an hour or two, after which time the process could begin again.

What seemed to be needed was a fan to keep the whole system cool, but where should I start. I have always been the kid who would tear apart a brick to see what makes it work, so that seemed to be the starting point for me. I found 5 screws that held the cover on the computer; 3 along the outside edge on the back, 1 under the left side overhang, and 1 under the right side overhang, both next to the front cover. With these screws removed I figured all that would be needed to loosen it now was about a half a stick of dynamite or a drop from a 20 story building. Nope--sliding the cover toward the rear of the computer then lifting up removed it without incident.

Now, at this point memory seemed to kick in. Didn't I read an article about adding a fan to a c128D in the CML sometime back. Hmm...(Down to the library for a little research. Mine is in the basement right next to Jack Benny's vault.) Yep, Charlotte Mangum's article, "RAMLink", appeared on page 4 of the November '92 issue. I knew I didn't have an original thought... Oh, well, back to the fumbling. Charlotte and I both found that Commodore provided a fan bracket on the internal power supply and vent louvers on the left rear of the cabinet, which Commodore left unused. Anyone know why? Cost??

Next, where might a computerist find a fan the correct size that would bolt right onto the existing bracket. In addition, it would need to be 5 or 12 volts DC with a minimal current drain. Well--(past the alligator pit, again, for more research.) Jameco, 1355 Shoreway Rd, Belmont, CA 94002, has one, PN# 104205. It measures 2.36"SQ.x0.6", operates on 12VDC, draws 70MA, and is on sale for $6.95. Two #6x32x0.75" screws and nuts are needed to install it. With some fumbling the fan can be attached to the power supply bracket without having to remove the power supply from the computer.

Boy, that fan sure does look good mounted to that power supply. You could mistake it for a factory installation, but wait - something is amiss. Where do the blue and red wires attached to the fan go? With the front of the C-128D facing you, almost in the center of the main circuit board you will find a white connector with 6 wires, arranged from front to back they are: (wht, brn, red, blk, ylw, blk). This connector is easy to locate because it is the only one which has 6 wires and runs over to the power supply circuit board. The blue (-) fan wire goes to the last black wire on the connector and the red (+) fan wire goes to the yellow wire on the connector. The fan wires are tinned and the easiest way to connect them, I found, is to push each wire into the appropriate hole on the white connector from the top. Just make sure the tinned wire ends make contact with the metal terminal in the connector. Hey--I didn't have to solder anything. Also, I like these kind of modifications because if I foul up anything I can remove the evidence and no one is the wiser.

With the internal surgery completed, a technical writer usually tells you to replace the cover by reversing the steps it took to remove it, so I guess the second step in this procedure is to throw the computer back through the 20th story window from which I dropped it. This project cured my 1571's overheating problems and keeps the whole computer cooler. I did discover one problem as a result of adding a fan, though. Your computer will have a moving air noise, which may cause you to think you're sitting in front of an IBM PC--NOT ;).

One very important pre-caution that I will remind everyone here is,"UNPLUG THAT AC POWER CORD FROM THE COMPUTER BEFORE OPENING UP THAT CABINET", if you attempt this project.

COMMENT

by Bryan Pease

My interest was piqued by an article by Gary Noakes called "Analog and Digital" which appeared in the July 1995 issue of Mailink. The article he attempts to refute, "Is There Really a Better Computer?" had it right when it called Commodore joysticks digital, and it is Noakes who has it backwards. In fact, he himself states that a digital device has two possible states: off or on. But he then goes on to say that a simple wall-mounted light switch is *not* a digital device. So I ask, what other state could this switch have besides off or on? Unless it is one of those knobs that dim the lights, in which case it would be an analog switch.

The directionals on an ordinary Commodore joystick and the 1350 mouse both consist of four switches, each of which can be either off or on. The 1351 mouse and most IBM and Apple joysticks have four switches that can return a range of values, depending on the speed and/or distance they are pushed. It is technically wrong to classify any of these devices as analog or digital since what they actually are are *analog to digital converters*. They rely on physical input from the outside world which can come in any number of increments (analog), and the end result is that they send a single value to the computer (digital) to be processed.

It is generally accepted to call the devices which can return a range of values analog, whereas the ones which only return two values are referred to as digital. To further confuse matters, Noakes has brought analog to digital converter chips into the discussion. These are necessary for *analog* devices, hence analog *to* digital. If the device was digital to begin with, it wouldn't need to convert its output.

Make no mistake; I respect Gary and he has taken on a great responsibility in being your "answer man." I suppose one inherent difficulty of this job is that sometimes the answers will be questionable.

ML AFTER COMPILED BASIC

Rick Mosdell

Recently, it was brought to my attention that it was impossible to place a Machine Language program after a compiled BASIC program.This puzzled me, since it seemed to me to be just a matter of tagging the ML onto the end of the BASIC. Let's start with a simple BASIC program:

```
10 sys8000
20 clr
30 end
```

In zeropage, there are two RAM locations called SOV - or Start of Variables. Let's compile this BASIC program and check those locations to find its length. Locations 45 & 46 (2d and 2e in Hex) contain the values 177 and 31 - this equals 8113.

Let's go back and change our basic program to reflect this and compile it again:

```
10 sys8113
20 clr
30 end
```

When we re-check, we find that this compiles to exactly the same length as the previous version. Now consider this machine language program:

```
LDA #$93  ; Load CLR char to PRINT
JSR $FFD2 ; Jump to PRINT
RTS       ; Exit
```

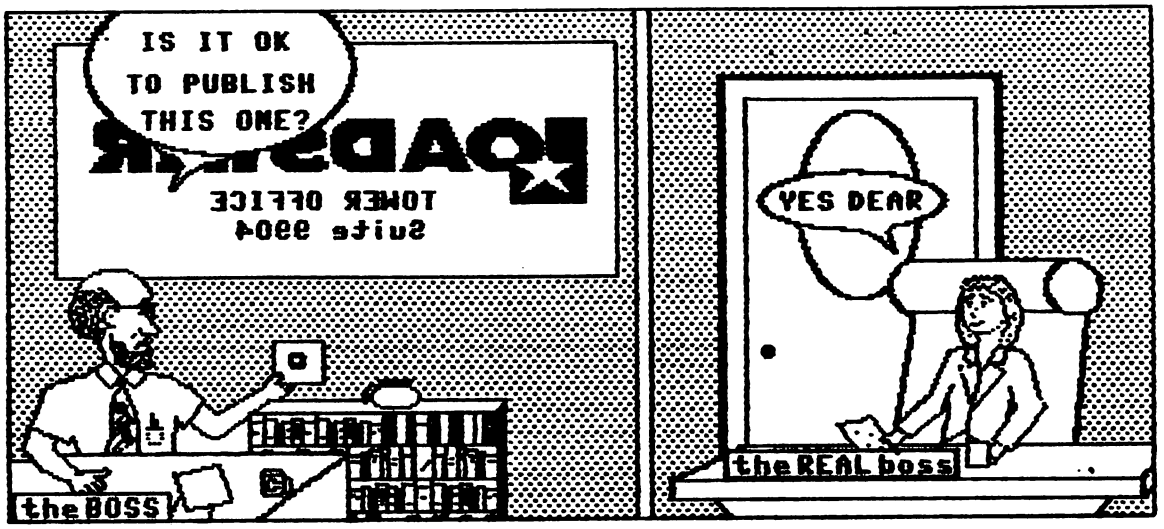
We can append this program to the BASIC that we already have using the following pokes:

```
poke8113,161 :rem LDA
poke8114,147 :rem #$93
poke8115,32  :rem JSR
poke8116,210 :rem $D2
poke8117,255 :rem $FF
poke8118,60  :rem RTS
```

Now, don't forget to change the SOV so that we can include this ML without it being damaged by variables:

```
poke 45,183  :rem lo-byte of SOV
```

Save the whole thing to disk now that the two portions have been grafted together, and run! Though the program itself is not very spectacular, it demonstrates the validity of the premise. You should be able to use this method to create BASIC/ML hybrids, even with compiled BASIC programs. I hope this tip helps all you BASIC types just beginning to dabble in ML.



LOADSTAR RELOADS

by Maurice Jones

Run has run its course; Die Hard has died; Gazette has been gazzed; but LOADSTAR has reloaded! Judi Mangham and Fender Tucker are now sole owners of both of the Commodore disk magazines originally owned by Softdisk! This is exciting news for us long time members of Fender's cult. While we are not too sure of Fender's business abilities, we rest secure in the knowledge that Judi was one of the founders of Softdisk and has served in many capacities in the meantime. We do not doubt Fender's ability to produce a great magazine.

Can there be doubt that this event was preordained? What are the odds of a few people in Shreveport, Louisana creating a disk magazine for Apple and then expanding through Commodore, IBM, and the rest? Is Shreveport known for its publishing industry? Its electronics industry? Its vast supply of computer programmers? Then what could possible cause Jim Mangham to allow the beautiful, talented Judi to get a divorce, thus acquiring a share of the company in her own name? And I suppose it is likely that the people running this successful business would seek out and hire as editor a guitar picking CW singer with no business experience and no publishing experience. Picture it, folks. A bearded, balding guy in jeans strolls into the business and says, "I wrote a couple of programs for Gazette and now I want to run Loadstar." You would have hired him, right? When pigs fly.

After all that, it's not too hard to accept the fact that Fender and Judi found each other and have acquired full ownership. It was obviously written in the (Load) stars.

We shouldn't be surprised that Fate is providing for us devotees of Commodore computers. How else to explain that after all this time of nonsupport from CBM and even after its demise, we still have so much support? With 24 disks from LOADSTAR and 4 disks from LOADSTAR 128 each year, shareware like FGM, TWS, and THE ILLUSTRATOR I have a lot more software than I can digest fully. When I had trouble with my monitor, I picked up the phone and ordered one. Then my C64C went out. In less than a week, a refurbished, JiffyDos equipped C64C sat on my desk. I have 4 meg of RAM plugged into the C64, with capability of expansion to 16 meg. I have a new, very fast 3.5" drive capable of 1.6 meg on one disk. I have available hard drives up to a giga byte. I have the capability of using any printer that anyone else can. There are C128s available. All types of drives, 1541, 1541II, 1571, 1581 are available along with the new drives from Creative Micro Designs. I suspect that if one really tried he could find VIC 20's and most of the later CBM machines. And now I have LOADSTAR owned by people who are dedicated to maintaining the magazine.

We have hardware support and software support. All we have to do is support those folks who support our machines. Renew your LOADSTAR, buy CMD products, send the fee requested by shareware writers, join a user group, correspond with other users. Who needs Windows 95? Our wagon is hitched to a LOADSTAR.

Now if you will excuse me, I need to start working on a special solitaire for the first issue of LOADSTAR in the twenty first century.

FEEDBACK

As for Jean Nance's question about GEOS file copying, there is only one way: you must copy them with GEOS. If you use Dual-Top, you may select any number of files and copy them to the destination disk in one operation. This is faster than the normal GEOS file copying. The same may be done with the GEOS copy program found on side two of the Maverick v3 disk. But it must be done in GEOS. This one will also let you select a number of files by highlighting them and then copying them to another disk.

Wraptor, to be found on Loadstar 135, is another way to copy GEOS files. It compresses them into one file, without going through the convert process first. It won't take locked files, though. The resulting, smaller file, may be filecopied with any file copier. Of course, they would have to be decompressed afterwards.

Roger Detaille

To copy a GeoPaint USR file, try "Maverick", "Fast Data Copier". I've used it many times to copy this type and many othe files and programs. Works great, best copier on the market!

David Chance

Gary Noakes gave Wylene Knight an incomplete answer as far as geoPaint images are concerned. The program he mentions, Graphic Storm, will convert a geoPaint image into Doodle! But his answer leaves one with the impression that the whole geoPaint image would be converted. This is not true. It only converts a portion of the image, the size of the Doodle! screen, ie. 40 cards (columns) wide by 25 cards (rows) deep. If you want to convert the rest, you will have to create another geoPaint file and move some of the others up there into the lefthand corner and convert that part again to Doodle! Continue this process until all the parts of your geoPaint image have been converted.

Furthermore, to be useful with the Illustrator I, these Doodle! files will have to be renamed for RUN Paint, that is, with an RPH prefix. Then you load the graphic into RUN Paint and with the help of the SHAPE submenu, copy a shape and save it as a shape file. This file will be in two parts. One file will have the RPS prefix, while the second file has the RPX prefix. This last file is not needed for the Illustrator I and may be scrapped. Put your RPS.FILENAME on your Illustrator workdisk and procede as usual to incorporate it into your letter. My address above was done this way.

I sent a lengthy letter to Wylene outlining the whole procedure in detail and I hope that I solved some of her problems she mentioned in CML. The only one I couldn't solve was this printing problem with 2-block PS files. It is difficult to diagnose a problem when you have no idea what was done with what program to arrive at the snag. I offered to convert any image for her, as long as she sends me copies of the images on a disk, and I'll send them right back, ready to be used with the Illustrator I.

Roger Detaille

ASST. ED NOTE: PS-2 block files can only be used on ILLUSTRATOR I in VIC1525 printer mode. This gives the same width as the 3 block files in the Epson mode, however, the detail is not as clear. To use PS-2 or PS-3 on the ILLUSTRATOR II series, use FGM to convert them to the screen and then go to the Clip-Art section to save the graphic as a clip-art file. HJM

Just a line for "Feedback" to let you know why I will not renew my membership in "Meeting 64/128 Users Through the Mail"

The #1 reason is that the Commodore Mailink should be called the "Geos MaiLink" as every issue has about 1/2 of it written about Geos. Believe it or not, not all Commodore users want Geos news.

#2 I have sent several articles to various editors and only a few were ever written in the MaiLink. (There were some further details about submissions and the reasons editors gave for not using them).

Bob Ritchey

Editor's note: It is hard to balance the interests of a large number of members. Some issues have had an emphasis on Geos, some have had no Geos material at all. It is not always possible to use everything that is submitted. We are sorry to lose Bob, who has been a valuable member.

TIPS

Attention STAR 1000 RAINBOW PRINTER owners. If you look down at your machine, just behind the printhead, and to the left, you will see a brass nut with a slotted adjustment screw. This is the adjustment to raise or lower the colored ribbon to the right color. DO NOT attempt to adjust this screw. The screw is solidly glued to the nut, and attempting to turn it or the nut will cause it to break off. It was very easy to break. On mine, I glued the broken pieces together and it works great on black and white, but goodby, color!

"Oley" Olson

Attention SWIFTCALC 128 SIDEWAYS users. I would suggest that you DO NOT use the AutoCalc feature. This is supposed to allow you either enter now and calculate later, or calculate after each entry. The toggle off and on may not turn off when you want to. This means that the entire sheet will be calculated each time you make an entry. In my case, this caused a large spreadsheet to take one and a half minutes for each and every entry. Frustrating! Without the AutoCalc it is considerably faster.

"Oley" Olson

My stepson informed me that the Control Pad from their SEGA GENESIS GAME SYSTEM functions with his Commodore 64/128. The control pad has the model number 1650. He said that most of the Sega units use the same Control Pad. I watched him and his son playing a Packman game on the C-128 in C-64 mode, and it worked better for that type of game than their joystick. He didn't know of any possible problems. He saw that the connectors looked the same, tried it, and it worked!

Harold Elig

I've found a way to put MULTIPLAN's last version on a 3.5" disk. The technique might be attempted with other difficult to use programs. Use TWO supercartridges. That is, Snapshot the program with maybe "Super Snapshot". Reload it into "The Final Cartridge III". Snapshot it there with that cartridge. The end product will run from a 3.5" disk. A programmer like Gary Noakes can likely explain why it works. I can only guess that the recoding avoids certain memory conflicts that result from using only one cartridge.

Donald Ayers

SNAPSHOTTING GEOS. A number of years ago, before I had the Maverick archiving system, I learned of a program called Vorpal Aid. I wrote to the author, who told me at the time that he was working on a new version of this program. It is supposed to do essentially the same as GEO BOOT. But what he suggested was using the Super Snapshot cartridge to copy GEOS. So here is what Eric Whitaker (Scormus) told me to do:

1. Boot GEOS as usual. Do not install your REU at this time.
2. Set your color preferences, your printer driver, and input driver. The date and time aren't important.
3. From desktop, close the current disk.
4. Push the Snapshot button and enter the ML Monitor.
5. Reset ALL drives on line by turning them off, waiting about 10 seconds, then turning them back on again.
6. Display Memory at $8492. This address represents Drive A and $8493 represents drive B. When you examine both locations, you must change both their contents to 00. They are the turbo flags.
7. Exit the monitor and take a snapshot of the memory. Give it a name, like geoSNAPPER. When you run this program, you will wind up where you left off. Now install your REU, add whatever is necessary and reconfigure your system.

When you do this kind of exercise, use a copy of your program. Never, ever, use your one and only original! I tried this technique and, lo and behold, it worked.

Roger Detaille

To examine HI-RES graphics on a C=128, BLOAD"dd*file*",b0,p7168 in the 40 col. mode and hit F1. Then type 1 and hit <RETURN>. To get out of the graphics mode, hit F1 and type 0<RETURN>. To display a BITMAP graphic such as *s.file* or *rpo.file*, BLOAD"*rpo.file*",b0,p8192 and repeat the above commands. If the color memory ($1c00 to $2000) is distorted, as it usually is, then enter MONITOR (F8) and type F 1C00 2000 01 then X to escape. then the GRAPHIC (F1) commands will work.

Hugh McMenamin

PRESS ANY KEY
By Maurice Jones

"Press any key," and variations of it, is one of the most often used prompts in interactive programs. As a beta tester for LOADSTAR, I often suggested that such prompts should be changed to "PRESS ALMOST ANY KEY." I don't think the editor appreciated my humor, since he never even acknowledged my suggestion.

My point was that there were a number of keys which would not give the expected result. The shift keys, the shift lock, the Commodore key, the control key, and the restore key usually do not give results. Further complications can arise if the run/stop key is pressed unless the key has been disabled from within the program.

The usual programming technique used in connection with the prompt is:

```
10 PRINT "PRESS A KEY"
20 WAIT 198,1
```

or

```
20 GET A$:IF A$="" THEN 20
```

While examining the code of OIL TYCOON recently, I was surprised to see

```
180 IF PEEK(197)=64 AND PEEK(653)=0
    AND PEEK(56320)=127 THEN 180
```

used after an "ANY KEY" type prompt.

Upon running the program, which was published by Gazette, I found that some of the above mentioned keys caused the program to continue. In fact, if the run/stop key is disabled, any key except restore will cause the proper response! In all of my future programs, expect the prompt "ANY KEY EXCEPT RESTORE."

Before someone takes this too seriously, let me point out that I do not intend to make this change in any of the solitaires that I have waiting for Fender Tucker to publish in "LOADSTAR". That would mean that you aren't likely to see that prompt in a Maurice Jones solitaire before 1997!

Since I mentioned the disabling of the stop key, I feel obligated to relate the following. Not long ago, Fender suggested that I should disable the stop key in my solitaires. I looked at Leemon's MAPPING THE COMMODORE 64 and found that the poke was POKE808,239. I installed the poke in the game which I was working on. Soon after, the program seemed to be infected with gremlins. I was totally baffled. In a later conversation with my friendly editor I mentioned the problem and he informed me that Leemon's poke often caused problems and suggested that the folks at LOADSTAR had found POKE788,52 would disable the stop key without causing any problems. As usual, he was right. There is now a note in my copy of Leemon at address 808. Incidently, POKE788,49 will reenable the stop key.

The address 198, used in the traditional WAIT198,1, stores the number of key presses stored in the keyboard buffer, whereas 197 stores the matrix coordinate of the last key pressed, with 64 indicating none pressed. The address 653 sets a flag for shift/control/Commodore key presses, with 0 indicating none are being pressed. Thus the two peeks in line 180 above serve to check for the press of ANY key except RESTORE. (Shift lock is seen as a shift.) Since the restore key is connected directly to the 6510 microprocessor, it is not accessable from BASIC.

For good measure, peeking 56320 allows one to read the data for joystick 2 and thus line 180 allows for any movement of joystick 2 to be considered as a keypress. Wow! If we add AND PEEK(56321)=0 we would have a "MOVE EITHER JOYSTICK, PRESS EITHER FIRE BUTTON, OR PRESS ANY KEY EXCEPT RESTORE" prompt!

KEYBOARD TIPS

THE DON'T DO IT KEY

How many times have you typed halfway through a line, only to decide that what you typed is garbage?

You don't have to delete all those characters before you start over again. Just press the Don't Do It key. On all Commodore except Amiga the don't do it key is the Shifted Return. If you press the keys while the cursor is on the line, the cursor will "Jump" to the start of the next line, but the computer will not process what was on the original line.

-- Jim Butterfield, Toronto, Canada
(from TRI-CITY COMMODORE COMUPUTER CLUB newsletter.)

BUY SELL TRADE

DAVID SORENSON has FOR SALE: C-64s, 1541 disk drives, printers, 1764 RAM expansion, Super Snapshot 5 cartridge, 1670 modem. Also lots of software, including Geos programs, utilities, games. Loadstar disks. Compute's Gazette and RUN magazines, and some Commodore books. Please send him a SSAE for a complete list with prices. Note he has a new address: 113 26th St. South, Great Falls, Montana, 59405. Phone 406-453-3092.

WANTED: "OLEY" OLSON would like to buy a copy of "Superbase, The Book".

KEYBOARDS AVAILABLE: I have two C-64 keyboards which I would be willing to cannibalize for parts to help other members. Both keyboards have the square Shift-Lock. BRIAN VAUGHAN

WANTED: By JOEL LISKER: A copy of Epyx (?) "The Keys to Good Driving".

FOR SALE by DALE STEENHOVEN. 1750 RAM expansion, $55. Fastload cartridge, $15. Also: C-128 Fleet System, Sideways, Superbase 128, Superscript 128, Wordwriter 6, Geos 128 V. 2.0, Geopublish, The Write Stuff 128 (3.5" disk), Newsroom with 3 clipart disks, Inventory Management, Cadpack 64, Icon Factory, Copy II V.4.0, Geos Personal Newsletter, Porter's Personal Finance 64, Label Wizard, Printshop. Prices from $5 to $20. Send SSAE for details.

FOR SALE by "Zem" Colynuck. Back issues of Transactor, Commodore, GeoWorld, Ahoy, RUN, TPUG newsletter, and Compute's Gazette. $2 each, postage paid, which is just about "Zem's" cost. Send SSAE for list. Also three C-64 keyboards, to good homes, for the cost of postage.

WANTED by "Zem" Colynuck. A 1581 in working order. Jiffy-Dos for the C-64 and the C-128, utilities for the 1581.

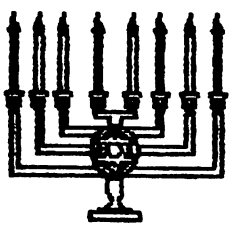
Also, a utility for making Print Shop clip-art. I have a binder full of IBM samples but the person who gave them to me has moved away. Any help or advice would be appreciated.

USER GROUP DISK SWAP? "Zem" Colynuck says, "Any club that wishes to swap club disks is invited to inquire as to what I have. I also have the OHCC C-64/C-128 collection. My collection is very large."

FOR SALE OR TRADE by Rodger Jarvis,
Okidata 120 printer, NLQ, Commodore serial ready, low useage, original box, packing, instructions, etc. $50.00
Commodore MPS803 printer, fair condition, no scratches, no box, instructions and serial cable. $20.00
Excelerator Plus, 1541 floppy drive made by Oceanic America, external power supply, serial cable, no box or instructions, good condition. $20.00
c64 Slim Line case made by Micro Accessories of SA, change c64 into c64C style computer, box and instructions, good condition. $10.00
1meg X 9 70ns SIMM, memory modules for RAMLink, 4 for sale. $28.00 ea.
"The Compleat Walt", over 250 pictures of art by Walt Harnard published by Loadstar, (7) 5 1/4" disks. These are originals NOT COPIES. $20.00 from Softdisk. -- $10.00
All of the above items include shipping.

WANTED by Rodger Jarvis. RUN magazines, Vol 1, #1 through Vol. 2, #3.

FOR SALE:
2- C-64, $40 each, w/power supply and joystick
2- 1541 disk drives $50 each, aligned this summer
2- monitors $80 each, model 1702
2- fastload cartridges $10 each
Willing to sell separate or in a set. Prices do not include shipping.
Please contact Taras or Paul Fedoryshyn, (605) 738-2361.



HAPPY CHANUKAH

NEWS FROM CREATIVE MICRO DESIGNS

Below is an Internet message from Doug Cotton of CMD, to the "comp.sys.cbm" newsgroup, on October 8th, 1995

With the demand for higher capacity hard drive mechanisms created by resource-hungry applications and operating systems, prices on hard drives continue to drop. This situation has allowed us to once again pass substantial savings on to our customers on most CMD HD models. In addition, inventories of some smaller drives are now so difficult for distributors to sell that we've been able to make a very good special purchase on a quantity of 40 MB mechanisms. Due to this purchase, we'll be offering a limited-time special on HD-40's at a price lower than we've ever been able to offer on any HD model. Until further notice, the following prices will be in effect on CMD hard drives purchases:

Model	Capacity	Old Price	New Price
HD-40	40 MB	$329.00	$249.00
HD-170	170 MB	$399,00	$349.00
HD-340	340 MB	$449.00	$429.00
HD-500	500 MB	$499.00	$499.00
HD-1000	1 GB	$779.00	$599.00
HD-2000	2 GB	N/A	$999.00

Prices do not include shipping, some quantities limited on specific models. (HD-85 no longer available.)

MORE CMD NEWS
Jim Brain

The CMD Super 64 CPU accelerator cartridge, currently under development by Creative Micro Designs, will allow a Commodore 64 or Commodore 128 (in 64 mode) to reach CPU speeds of 10 or 20 MHz. Two versions of the external cartridge will be produced, a 10MHz version and a 20MHz version. Although the unit's specifications are not yet finalized, the most current information states that a Western Design Center 65C816S 16bit CPU core (with 6502 emulation) will form the heart of the unit. The accelerator will be compatible will all standard peripherals for the Commodore 64, including the 1500 series disk drives and the 1700 series Ram Expansion Units. In addition, the unit will be compatible with EOR and the vrious peripherals offered by CMD, as the H and D series disk drives and the RAMLink.

Internally, the unit will contain a WDC 65C816S CPU and 64kB of fast static RAM for no-wait program processing. Both a stock and JiffyDOS enhanced kernel will be available, and the user can completely disable the unit if desired without unplugging. Also, the speed of the unit (1MHz or maximum speed) can be selected via switch or software. A pass through port will allow the user to use existing cartridges, and a planned expansion port dubbbed the "Rocket Socket" will allow RAM or functionality enhancements to be added to the accelerator.

Production units are scheduled in February, 1996, and a developers package will be made available to software authors. The projected prices are as follows:

Super 64 CPU/10	US$149.00
Super 64 CPU/20	US$199.00

Creative Micro Designs, Incorporated.
15 Benton Drive, P.O. Box 646
East Longmeadow, MA 01028-0646
(800) 638-3263 (Orders only)
(413) 525-0023 (Information)
(413) 525-0147 (Fascimile)

SEQ to BASIC

A year ago Donald Squire asked about converting a text file of a BASIC program into a BASIC program. The following routine works well on the C=128 (only) as long as the first line number is 5 or over and all the code is preceded by a line number.

```
0 input"[CLR][DOWN][DOWN]filename";n$:
    open2,8,2,n$+",s,r"
1 print"[CLR][DOWN][DOWN]";
2 get#2,a$:printa$;:ifa$<>chr$(13)then2
3 ifstthenclose2:end
4 print"[DOWN]goto1[HOME]";:
    fori=842to846:pokei,13:
    next:poke208,5:end
```

The program is attached to this routine and when it is finished, delete lines 0-4 and the program will be recovered as BASIC. Hooray for the dynamic keyboard.

Hugh McMenamin

C= RESOURCES presented by Francis Redmond

Commodore Network, 9 Wadeson St. Cobram, Victoria, 3644, Australia. This is a Commodore Magazine published in Australia. Contact them for subscription rates and frequency of publication;

Paxton Corporation, 28 Grove Street, Spring Valley, NY. 10977, 1-800-595-5534, Or 1-914-624-3239 (fax) contact them for a price list of material and prices. They supply chips, circuits, cables,boards, ect.

Grassroots, Donald Ayers, 75 State Street, Sturgis Ky, 42459. publishes a disk of various utilities, contact him for more information

Computer Bargain Store, 3366 South 2300 East, Salt Lake City, Utah, 84109, 1-801-466-8084, 1-801-486-9128 (fax) they publish a list of parts available which includes the number or parts on hand and their prices. Their list includes computers, peripherals, cables, programs, etc.

QUESTIONS

From "OLEY" OLSON: One of my future projects is to learn how to use SUPERBASE 128. The manual was apparently written for the 64 version. When they wrote the 128 version, they merely wrote an addendum to the 64 docs. In so doing, they left out a great deal. Is there anyone using this program who could give me some help and advice, please?

From JOEL LISKER: I am a fourth grade teacher with 17 C-64s, two VIC switches, 9 printers and 9 disk drives. In addition, our Parent-Teachers Association purchased 4 C-64s and two disk drive with JiffyDos. Wow! What a difference. They also bought me a CMD RamLink. I will use this hooked up to my C-64 that runs the 22 inch TV we use in the classroom in place of chalkboards. If you know of any educators using the C-64 please give them my phone number/FAX, 313-439-2564. I need advice on how to take best advantage of all this.

MEETING 64/128 USERS THROUGH THE MAIL

Organization business and membership - Francis Redmond, president. Rt 7, Box 7614, Palestine, TX 75801.

Newsletter printing and distribution- Tom Adams, vice-president. 34427 39th St., Brentwood, MD 20722-1022.

Dues and donations - Joseph Y. Powell, treasurer. 5366 Fieldwood, Houston, TX 77056.

Membership addresses and biographies; corrections and changes - Brian Vaughan, 2101 Shoreline Dr. 352, Alameda, CA 94501

Newsletter - Jean Nance, editor - 1109 Briarcliff Dr., Urbana, IL 61801

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NEW MEMBERS

Refer to the Sept. bios for the following new members:

Kenneth Barsky, John S. De Wolfe, David Lewis, Robert Mc Kay.

Jerome Orbik - We failed to list Jerome as a new member in Sept. and apologize for the omission.

CHARLES R. DILLING, 77-405 Missouri Dr., Palm Desert, CA 92211 Charles is a tax accountant, notary, and appraiser. Hobbies: Coins, stamps, golf, foreign travel, and cruising. System: C-64 & Packard Bell 386SX, 1541 & 1571 disk drives, Star NX-1000 & Epson Action Writer 2250 printers, C=1802 monitor, and a 1660 modem. Interests: Business applications, Loadstar, database & tax programs, and telecommunications . with America Online.

BARRY HOM, 5656 Eichen Cir., Fort Myers, FL 33919 Barry is a computer technician. Hobbies: Writing, cycling, Tai Chi, watching sci-fi on TV, and listening to music. System: C-128 and an Atari 2600, 1571 & 1581 disk drives, CMD HD-20 hard drive, 1750 REU, Star NX-1000-II printer, C=1084S monitor, Swiftlink, and an Intel 14.4 baud modem. Interests: GEOS, word processing, desktop publishing, and graphic design.

BRYAN PEASE, 610 First St., Liverpool, NY 13088 Bryan is a student, life guard, and soccer referee. Hobbies: Sailing, skiing, track & field, piano, reading, and writing. System: C-64C, C-128 & C-128D, Excellerator Plus, and two each 1541, 1571 & 1581 disk drives, CMD HD-40 hard drive, RAMLink, MPS-803, MPS-1250 & Star NX-1000 Rainbow printers, 1084S, Magnavox composite & two 1802 monitors, cartridge copier, video digitizer, Kaltek scanner, and a modem. Interests: He publishes a 20 page newsletter called "Gatekeeper" using GeoPublish.

WAYNE WORLIE, 1411 N. Jordan Ave., Miles City, MT 59301 Wayne is a retired railroad depot agent. Hobbies: None listed. System: C-128 & SX-64, 1541, 1571, MSD-2 & two 1581 disk drives, Star NX-10C & NX-1000C printers, and a Thompson color monitor. Interests: Collecting C= software.

ADDRESS CHANGES

James Denning - Refer to the Sept. bios for his change of address

Dan Haney, 743 Howard Ave., Wenonah, NJ 08090

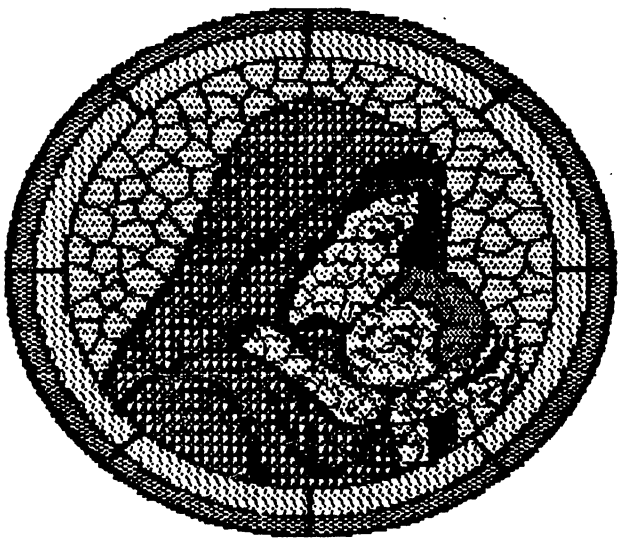
Robert Haran, 500 Washington Ave. #12D, Kingston, NY 12401-2923

Jean Nance, 1109 Briarcliff Dr., Urbana, IL 61801-5301

OTHER CHANGES

Wylene Knight - Place the square "mark" to the left of her name in the Sept. bios

OUR WISH for YOU



from

MEETING 64/128 USERS THROUGH THE MAIL