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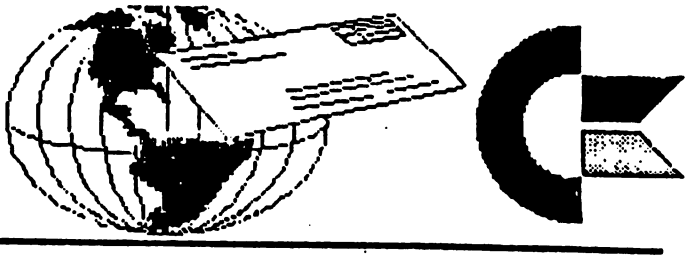
COMMODORE MAILINK

NEWSLETTER OF — MEETING 64/128 USERS THROUGH THE MAIL

JANUARY 1998



MEETING NEWS

Tom Adams

Happy New Year!!!

A big welcome to the new members who have joined since November: Willard Bingenheimer, Arlene H. Brockway, Henry G. Dale, Jack Hanlon, Gordon Kjer, James R. Lampman, Edward Normark, Thomas E. Paul, Robert Schwuchow and Eleanor D. Weaver.

This coming September will mark our 12th year of continuous publication of the *Commodore MaiLink*. (Our group was actually founded the year before in 1985.) We are a volunteer group and depend on everyone to contribute. Especially needed are articles. Now and then we receive comments that there are too many of a certain type article, but that's because only the people interested in that subject are contributing. If you feel you can't write, then suggest a topic and we'll try to find someone who is knowledgeable and willing to write about it.

A new membership list will be published with the March 1998 issue. If you wish to change your bio this is the time to do it. Please send any changes or corrections to Brian Vaughan to reach him by the middle of February.

We also need "friendly correspondents." These are people who guarantee to answer any letter sent by a member. They aren't experts, just "friendly correspondents." It doesn't mean that other members will not answer your letter, but from these people you are sure to get an answer. Here's an opportunity to volunteer. So, if you enjoy talking to others about your computer, hobbies, etc., send your name to Brian Vaughan today. And thank you.

Do you know your way around a particular piece of software or hardware? Please volunteer to help those who get in a bind and need answers to their software and hardware questions by sending your name to me now. And, if you have a problem, please send it to March's editor for publication in our "Problems" section.

MaiLink Calendar

Jan 15th-Feb 15th: Submissions for March issue. Changes in bios. Volunteer for Friendly Correspondents and Group Resources. March membership list and "Information" section.

March 15th-May 21st: Submissions for May issue.

May 15th-June 21st: Submissions for July issue.

July 15th-August 21st: Submissions for September issue. Changes in bios. Volunteer for Friendly Correspondents and Group Resources. September membership list and "Information" section.

September 15th-October 21st: Submissions for November issue.

November 15-December 15th: Submissions for January issue. Dues for 1999 by December 10th!

MEETING 64/128 USERS THROUGH THE MAIL ADDRESSES, OFFICERS, AND POLICIES.

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All manuscripts, or any material for review or publication should be sent to the editor of the next issue. (See "The Editor's Desk" column in this issue). Commodore MaiLink reserves the right to edit submissions.

EDITOR'S DESK

Ed Harler

Welcome to 1998!

Computers are just great...as long as everything goes as planned. Those who sent requests via e-mail for my lists of goodies did not get a reply. The fault is mostly mine because I failed to reply as they came in, but left them on the BBS thinking I could do one mass mailing. In the meantime the BBS experienced a disk crash! Bye bye e-mail. Please try again. Thank you.

Thanks to all who contributed material to this issue, which was created on a C-128 using 9 and 24-pin printers.

Editor for the March CML will be Jolene Ehret. Submissions should be sent to arrive by February 15. Anything over a paragraph should be on a disk in TWS (ILLUSTRATOR II), PETASCII or Speedscript format.

Only one more editor for this year is needed. Volunteer today! You'll be glad you did.

TREASURER'S REPORT

Rolf L. Miller, Treasurer

Following is a summary of the account as of November 30, 1997.

Balance			
9-30-97	$1060.80	1-1-97	$2732.93
Credits	1030.00		2431.47
Debits	356.00		3429.60
11-30-97	1734.80	11-30-97	1734.80

The Credits include all dues and donations received during the period. The Debits are all the expenditures during the period. The cost of printing and mailing the November MaiLink totalled $325.05.

The renewal period, though busy, proved to be a most enjoyable time. Many took the opportunity to send notes of appreciation along with their dues and donations. And not a few included interesting graphic work.

The envelopes also came with a variety of stamps. I saved other than the common ones until someone mentioned stamp collecting. Then I sent the accumulation on hand.

The trust account used by the group bears no interest nor incurs service charges. Checks must be made payable to ROLF L. MILLER.

Regarding the MaiLink on disk, it is an amentity offered by member Fred Knerr. The $6 to cover his costs is in addition to the $12 annual dues. The $6 should be sent to Fred Knerr. (When sent to the treasurer, it is deposited and a check is forwarded to Fred.) At the present time, there is no procedure in place to exclude the hardcopy from those who subscribe to the disk version.

An Editor Speaks

Getting this news out is no picnic.
If we print jokes, people say we're silly.
If we don't, they say we're too serious.
If we don't print all the stuff that people contribute, we don't appreciate genius.
If we do print it, the newsletter is filled with junk!
If we edit the other fellow's write-up, we're too critical.
If we don't, we're asleep.
If we clip things from other sources, we are too lazy to write them ourselves.
Now, like as not, someone will say we swiped this from some other source.
Well, we did! (with minor revisions.)

(Editing a newsletter is work, but it's also fun and a great learning experience. It's amazing what you can do with your Commodore.)

T E N Y E A R S A G O

Back in January, 1988, CML was called "Newsletter." (It was only the third issue and the editor was Jean Nance.) Not too original or distinguishing, so name suggestions were requested. The usual computer-related titles were plentiful along with some that zeroed in on the group's character and purpose. Among the latter were: *The Meeting Place* (Doug Burton), *Commodore Users Meet Via Letter* (Lee Hutchison), and *Commodore Mail Link* (Eloise Carey).

The fledgling group found that voluntary $3 dues were not enough to keep the organization in good fiscal shape, so dues were raised to $5. Those who wanted only "updates on new members [could] send $1.50." The treasury had $17.53; rather meager when compared to today.

A "TIPS" section was full of ideas for making your C= useful and are worthy of repitition. We've selected the following:

From Doug Burton: A tip for owners of tractor feed printers that waste a sheet of paper when aligning the print head. I use the extra sheets to make envelopes. Just take a small standard envelope and carefully open it up all the way. Trace the outline on a piece of thin cardboard stock. Cut out the outline, and use it to trace the pattern on a piece of paper. I usually put about 5 sheets of paper together when I cut out the envelopes, and then fold in the end flaps and glue the bottom flap to them with a couple of swipes of glue stick. Leave the top flap as is until you are ready to use the envelope, then fold and glue it for the perfect envelope.

Doug also suggested using a "personal" size fan to cool an over-heating 1541.

From Jean Nance: Have a lot of data number lines to enter? Add a short subprogram like this to your program:

```
60000 FOR X=400 TO 490 STEP 10
60010 PRINT X"DATA , , , , , ,"
60020 NEXT X
```

In place of "400 TO 490" put the line numbers where you want your data datements. Do not plan for more than a screen of lines at a time. "RUN 60000" and lines will be printed out for you. Enter data, using 0's to make each number 3 characters long. Hit return on each line to enter them into your program. When through, erase lines 60000 to 60020.

Quite a bit of space was used for telecommunications information. Some of the suggestions included using a local BBS, if you couldn't afford a national service, the woes of logging on (and the joy of succeeding), a description of what's available on a BBS and the assurance that a 300 baud modem is sufficient.

In "NEWS ABOUT MEMBERS" we learn that "DAVE FRASER reports he has 'upgraded' to an IBM, and so will regretfully resign from the group. "(What was that about "nothing new under the sun"?) In the same vein, Mary Mahaydik warned the membership that "Versions of Lynx X found on local bulletin boards nationwide, have been tampered with. After any number of uses, the program will format the disk!" Ed Hettler tells a similar sad tale about "Data Base C64" by BCI. [These were really forms of copy-protection and not viruses.] Ed found that he couldn't reformat the disk, but overcame the problem by using a BINGO wand to scramble the bits.

COMAL (remember that?) users were asked "not give out free copies of their disks" because

Comal Users USA (Len Lindsay) was apparently "in financial trouble."

And Keith Williams (with the paperless office in mind?) suggested corresponding via disk. His idea included adding PD programs and passing the disk on to other correspondents until the disk was full. Editor Jean Nance noted that "Dave Atkinson had a similar suggestion some time ago" and wondered "How would this work?" and the possibility of using the idea to fill in for the newsletter in alternate months.

A REVIEW
by Walt Warman, W1KVK

In the Nov. 1997 *QST*, published by American Relay League of Newington, CT and devoted entirely to Amateur Radio, is an article describing the experiences of three amateurs who became Army Signalmen. One of them was Joe Fenn, KH6JF, whose amateur call (like mine) does not show up in the bios. Here's a synopsis.

At 15, Joe hitchhiked the 164 miles from Kokomo, Indiana to Chicago, Illinois to take the amateur license exam. Even though still in high school he was able to join the National Guard as a radioman. Later, while in the CCC, he was contacted about going into a station without boot camp or training. However a dentist turned him down, but this did not last long. The Signal Corp inducted him and ordered the dentist to fix his teeth. Wartime service included time as a ship's radio operator (even though he was not familiar with maritime operating procedures) aboard the Army Transport *Colonel Penrose*, which sailed to Caribbean ports.

Other assignments included acting as an Elmer (instructor) to a coastwatcher in Britain's Leeward Islands, keeping an eye on U-boats surfacing in a remote lagoon, duty at Batista Airfield in Cuba, and even just charging batteries.

Joe says his Army service was exciting and he "enjoyed every minute of it."

Following WWII, Joe taught electronics to high school and college students. He also has a long record of service in MARS, an Army traffic handling network. He has followed the many changes that have come about in the amateur service, including the use of computers.

(Note: As soon as keyboards were added, making it easy to send code and teletype characters, radio amateurs started to use computers. This put them, as a group, among the earliest users of computers.)

(Editor's note: We hope that all hams [amateur radio operators] will add their call letters to their bios. And we also hope that Walt's article will inspire others to write articles about how they, or others, use their computers. The subject has been covered before, but there's plenty more of interest still to be written.)

THE DANGERS OF A HOBBY

From the *Twentieth Century Etiquette*, published in 1900, we glean this interesting information.

"A man with a hobby is universally shunned. He cares for nothing save the one idea which engrosses all his time. He will not engage in conversation on any topic save one, and will adroitly lead all the company up to this train of thought. He never receives credit for the intelligence which he really possesses for he wearies his listeners and will brook no contradiction. Beware of a hobby. The possession of one will impair your usefulness."

HOW TO BE A PEN-PAL

by Ferol Austen
edited from a *MaiLink* of the past

Meeting 64/128 Users Through the Mail was meant to involve corresponding with others. If we join the club only for the newsletter, we're losing a lot. Here are a few tips on exchanging letters and software.

First, don't be afraid to write to someone whose "bio" interests you. Second, don't be discouraged if you don't get an answer. Most of the time you will, but not always. Just write to someone else and keep writing until you find someone who answers and has similar interests.

If you get a letter *you* don't want to answer, a friendly postcard is enough to let the person know you don't wish to correspond.

Sometimes a correspondence outgrows itself. That's OK too. Just let it go. And if you find someone who wants to argue or be disagreeable (fortunately that's rare), just stop writing and send your good letters elsewhere.

Are there rules of etiquette? Not officially. But if someone sends you a disk, it's nice to send back something, even if only a blank disk. Don't ask for commercial programs and be sure everything you offer is public domain. If you can't send disks, send postage or something else. After a few letters you may want to exchange pictures of yourself and surroundings.

When you write to one of those listed in *MaiLink* who have volunteered to help with various computer programs, it's nice to enclose an SASE for reply, and be sure to thank anyone who has answered a question you put in the *MaiLink* or one you asked personally.

Actually, the most important rule to remember in writing to other members is the Golden Rule. The main thing is to write. You'll make friends and you'll learn a lot more than if you simply read the newsletter.

SMILIES :)

(The following revised revision is from a *MaiLink* of the past)

In prehistoric times, writing began as pictures. Some written languages are still more drawing than words formed from letters. The oriental languages come to mind. There are times when symbolic characters have an advantage over words because they can often express a feeling or thought which might otherwise require many words.

This, no doubt, explains why the devotees of BBSs and e-mail invented a new hieroglyphic language to enliven messages and express themselves. To read these signs, you have to put your head on your left shoulder.

The basic unit is the smilie :) a standard smiling face. In context, this can mean "I'm happy to hear from you," or "Don't take that comment seriously, I am just joking." The smilie can also wink ;) or :(frown.

The language can express many things about the user's appearance. 8) is a user who wears (sun)glasses. :[) indicates a moustache. 8:) is a little girl. :)-8 is a big girl. :Q is a smoker.

The smilie can also indicate some subtleties of mood and response. :D means the user is laughing. :/ is skeptical. :e is disappointed. :7 is wry. :X is keeping his lips sealed.

Many of the signs are simply absurd fun, verging on the unintelligible. :F indicates that the user is a buck-toothed vampire with one tooth missing. *:o) says the users is a clown. +:) is one who holds a religious office.

MaiLink On Disk Suggestion
by Frederick G. Knerr

In the November *MaiLink* it was suggested that using a word processor such as TWS to find other persons with the same equipment or interests from the Bio seq files on the *MaiLink* Disk. No problem, if you own a C-128. If you own a 64, you will not be able to load a file larger than 70 to 75 blocks. I had the same problem when I had to convert the September Bios files from *Speed Script* to seq files. I was able to acquire a C=128 at no cost; voila, the coversion job was done in no time. Future Bios files will be kept to less than 75 blocks, in order that all may make use of the search feature of word processors.

I did find a PD program that promised to divide a large seq file into usable file lengths. It did not work. If you have such a program, please let me know. The other members and I will be grateful.

The March *MaiLink* disk will contain normal club business, Bios, SID Music, games, and demos.

I am looking for programs from you. Please send me your favorite programs to share with the members.

LOADING "$" IN TWS ON THE 64
by Rolf L. Miller

The 128 version of The Write Stuff (TWS) word processor allows direct loading of a listing of the disk directory into text. This is one of the few short-comings of TWS for the 64. A disk directory can be viewed (CTRL,4), but a listing cannot be directly loaded.

This is really a minor matter. It simply requires preparing a sequential file listing beforehand, just as is required for incorporating a program listing into text.

First, execute LOAD"$",8 to load the dirctory into memory. Then type
OPEN8,8,8,"NAME,S,W":CMD8:LIST and press RETURN. When READY reappears, type PRINT#8:CLOSE8 and press RETURN. The resulting sequential file can be used in TWS by loading NAME,S.)

However, this mind often fails to remember this preparatory work. Then comes the inconvinience of saving the work in progress, exiting TWS, making the sequential file, and reloading TWS. And this is particularly annoying because what is usually wanted is the file names in the listing, not the listing itself.

The aggravation comes from the fact that the directory is loaded just like a program, and program files can be loaded straight into TWS. So, why can't the directory be loaded?

It's true that loaded programs aren't much use. Except for text within quotes, they appear as garbage. But the directory is mostly text within quotes, the wanted text.

The efforts spent seeking solutions to the little inconviniences of life often consume more time than what the remedy, if found, will end up saving in one's lifetime. On the other hand, the elimination of an aggravation is worth something: maybe even a longer lifetime. This goes double for simple remedies easy to execute.

The brain approached the matter

this way. The directory can be loaded in BASIC. TWS allows exiting to BASIC (CTRL,X) and RUN reenters TWS. The beginning of BASIC can be moved by a POKE to address 44, and restored with POKE43,1:POKE44,8. So, exit TWS to BASIC, move BASIC to the text area, load the directory, restore BASIC, and RUN to reenter TWS with the directory in text.

Consulting the TWS manual found the end of text at address 53247. Some experimenting and PEEKing into TWS Version 1 (the original, not the speller version) discovered 31744 as the beginning address of text. POKE44,124 sets BASIC to address 31744.

But wait. Room for the load needs to made in the text area. Otherwise, TWS will ignore its presence, or the load will overwrite work in progress. Pressing SHIFT RUN/STOP in TWS creates six lines of space from the cursor, and doing so 21 times creates enough space to hold a full directory of 144 files.

So, in the text area, move the cursor to screen top with the CLR/HOME key, press SHIFT RUN/STOP 21 times, CTRL,X (85 min left), (H)elp, More? to BASIC, move the cursor to clear space, type POKE44,124 (remember, this is for Version 1, the original, not the speller version) and press RETURN. Then type LOAD"$",8 and press RETURN. Then type POKE43,1:POKE44,8:RUN and press RETURN.

Viola! There is the directory!! Cursor through it till BLOCKS FREE is found, space out any remaining characters, and CTRL,SPACE BAR to close up the space. Then edit the results.

But, wait again. Since the directory did in fact load, it should be listable to disk, just as if the brain had remembered to do it in the first place. That would make a sequential listing available loading, which would make editing a bit easier. However, that must be done right after loading, before reentering TWS.

So, repeat the procedure, except that after loading the directory, type on one line OPEN8,8,8,"NAME,S,W":CMD8:LIST and press RETURN. When READY reappears, type PRINT#8:CLOSE8 and press RETURN. Then type POKE43,1:POKE44,8:RUN and press RETURN.

Yep, the directory is there as before. Close up the space, then do a CTRL,A to switch to ASCII and a CTRL,L for load and enter the name used for the disk listing. When the load is finished, CTRL,A to return to screen code. Isn't that sweet!

As noted, the POKE44,124 is for Version 1. For the Speller Version, use POKE44,147 for BA (the beginning address of text for BA is 37632) and use POKE44,132 for BB (the beginning address of text for BB is 33792).

It is also noted that this procedure must always be performed from screen top and must occur in text area 1 if the text areas are split. And because a typo in executing the POKEs will mess things up (and because who knows what else might go wrong), a save of work in progress BEFORE attemping this procedure is advised.

THE GOOD NEWS IS...

In an Internet conference held on www.delphi.com/commodore on 10 October 1997. Doug Cotton, of CMD, released the following information on a new computer that is being developed by CMD:

The computer will have a compatibility port that will accept a C-64, Apple, or other platforms.

It will have 4 MB of RAM, three 40 MHz 65816 processors, an SVGA controller, and a soundblaster-compatible soundchip.

It will have a new OS with the multiple processors, so it will be able to perform multi-tasking and multi-processing.

It will have a BASIC command line, printer and high speed serial port, on-board hard drive controller and built-in floppy drive.

There will probably be an option for a built-in modem and a browser/email.

It will also support a CD-rom.

They anticipate having a built-in program for word processing as well as a spread sheet.

The built-in programs, plus the ability to have local storage, networking, top flight internet capability, and other advantages as well, will make it an outstanding home computer.

Currently they anticipate the machine to cost about $399, but with increased production, the price could come down to about $299.

A prototype is expected to be completed within a year and with proper funding, can go into production almost immediately thereafter.

BUT THE BAD NEWS IS...

In mid-December Jon Mines (Arkanix Labs) issued the following:

"Well the day has come, or will come very soon. About six months ago my partner and myself gave ourselves until the end of the year to get things rollings, have some money coming in for our current products, and get at least 1-2 of our 1997 products out. None of that happened, so on January 1st, 1998 we are dropping 'active' support. That means we won't actually spend money or develop anything further on our company time.

"MODplay 64/128 are now public domain, and available from Nate Dannenberg's homepage. He includes the source code so anybody can make improvements, tweek the program, etc. Nate will continue development when he has time. The 8BSS, DualSID, and DigiMAX boards are availabe straight from Nate also, but you can expect a delay because of his hefty schedule.

"Development on NetStack and AVLink will continue, both Robin Harbron and Nate Dannenberg will work on these when they have time. NetStack actually works now, but SLIP is not fully implemented yet.

"Lazer Duel and Hyper Cars were released as freeware 4 months ago, they can be found on different FTP sites, including Scene Emporium (ftp.eskimo.com u/t/tpinfo/C64).

"Too much chaos, not enough money, not enough money, and on my part not enough interest after ten years on this platform.

"But, I will still support the C64 with my FTP site, some freeware games, and some more demos - what got me started on C64 back in 1988."

MORE BAD NEWS

In issue #36 of *Loadstar 128*, Fender Tucker reports that #40 will be the last issue.

Fender is a member of our Group, so anyone wishing to send their comments and/or opinions to him will find his address in the Directory.

OFFER TO MAILINK READERS

The CIVIC 64/128 User Group offers the readers of *MailLink* a complimentary issue of their monthly newsletter on disk. The disk also contains programs pertaining to the issue, and the back side contains a selection of programs from that month's library review. Mail requests to CIVIC 64/128, PO BOX 2442, Oxnard CA 93034-2442.

A USER PORT PROJECT
by Rolf L. Miller

Through the User Port the computer is able to both respond to and control external devices. That, to me, is an intriguing concept. So, I planned to some day try my hand at this. It's not that I had anything particular in mind. But ideas often await know-how.

"Some day," of course, added up to some years. The procrastination resulted from the perception of complixity. Then, a member of the local User Group demonstrated some of his stuff. That prompted an article in the Group's newsletter. Guess what: interfacing the User Port is not as complicated as it looks.

This is not to say things can't get involved. But some rules I try to follow include: "Keep It Simple, Stupid!" (KISS). And this is especially true when I'm ignorant. Suffice it to say, then, that this project hardly demonstrates all of the ramifications of the User Port and its programming.

The simplest User Port interface to achieve is control of an external device. A flashlight with wires soldered to bypass the normal switch provides a suitable device for testing. If the computer can be made to turn the flashlight on and off at will, any circuit can be controlled.

The easiest pin on the User Port to program is the pin labled C. For this project, all that's needed to turn the electronic state of this pin off is POKE 56579,1:POKE 56577,0. POKE 56579,0:POKE 56577,1 turns it on. (It's noted that pins D, E, F, H, J, K, L can be used as well, and each can be individually addressed. So, though the programming and circuitry becomes a little more complicated, 8 different devices can be under the computer's control simultaneously!)

Now, unless the desire is to fry the computer, voltages from external circuits must not be introduced to the computer's circuitry. The device to accomplish controlling a circuit seperate from the computer is the RELAY. The RELAY (rated to handle the external circuit) acts as a switch to which the seperate circuit (the flashlight in this case) is connected. The computer controls whether the RELAY is on or off. Voltage from the computer activates it.

When the computer is turned on, there is voltage present at pin C (as well as the others). Because the RELAY turns on when voltage from the computer is applied to it, connecting it directly to any of these pins is out of the question.

Enter the Integrated Circuit (IC). There are numerous ICs that contain all sorts of nifty little electronic configurations to perform a variety of things. One such configuration is called a NAND GATE, and the very common SN7400 chip contains four dual input NAND GATEs.

When voltage is applied to the inputs of the NAND GATE, it switches output off. Conversely, when voltage to both input sides of the NAND GATE is turned off, voltage from the computer is

passed through the output pin of the GATE.

Hence, wiring a NAND GATE IC between the User Port pins and the RELAY leaves the RELAY off when the computer is turned on. When it's desired to turn the RELAY on, simply turn voltage off to the NAND GATE inputs.

Since only one of the NAND GATEs is required for this project, and since the voltage on pin C is easily manipulated, wiring in the SN7400 is simple. Connect pin C to both pins 9 & 10 of the SN7400. Connect pin 2 of the User Port (+5VDC) to IC pin 14. Connect IC pin 7 to ground (User Port pins 1 & 12 and A & N are ground). Connect IC pin 8 (the GATE's output pin) to the plus (+) side of the RELAY. (The minus (-) side of the RELAY is connected to ground, and the wires from the flashlight connect to the RELAY's other two terminals.)

Naturally, to wire all this together requires a board with a 24-pin edge connector attached. This can be provided by stripping an old Commodore-ready 300 baud modem and cutting any traces that would otherwise interfere with things. (It's noted that most modems contain a RELAY capable of handling flashlight voltage, and a socket for the SN7400 chip is easily mounted where other chips formerly resided.)

Plugging the results into the User Port and turning on the computer leaves the flashlight off. To turn the voltage off at pin C, and thereby turn on the flashlight, POKE 56579,1:POKE 56577,0. To turn the voltage on at pin C, and thereby turn off the flashlight, POKE 56579,0:POKE 56577,1.

CLEANING C-64 KEYBOARD CONTACTS

By Joe Garrison
(A *MaiLink* rerun)

If you have to strike some of your keys several times before they record the keystroke, it might be time to clean the keyboard contacts.

Even though my soldering ability is comparable to that of an orangutan with a violin, I have successfully cleaned the keyboard contacts on my C-64 several times. Never having had any instruction in soldering, I used a 750 watt soldering iron on my first repair when a 40 watt iron would have done the job. Fortunately, I did no damage.

Turn the computer over and remove the 3 screws which keeps the top and bottom half together. Disconnect the two cables to separate the top from the bottom. Don't worry about reconnecting them because they only can be connected one way.

You are now looking at the bottom side of the keyboard which is held together by 39 small screws and two soldered wired. The soldered wires are to the SHIFT LOCK KEY. Desolder them.

Remove the 39 tiny screws and lift out the contact board. Don't worry about getting it back together correctly because it only goes back together one way.

Use alcohol and cotton swabs to clean off both the contact points and the bottom of the keys. Also examine the bottom of the keys for hair or lint, which should be removed if found.

To reassemble, reverse the above steps.

VOILA! You have cleaned the keyboard contacts. Note: If the SHIFTLOCK locks, but doesn't work properly, it could be because you have a bad solder joint on one of those two wires.

Maurice Randall and the Pirating of His *geoFAX* Program

[Editor's note: There has been quite a bit published about this in hardcopy publications and electronic media. This is a recent occurance of a topic which has been with us since the first commercial software was marketed. The following edited version has been culled from several sources including Genie, *The Double Click* (the Lansing Area Commodore Club's newsletter) and comp.sys.cbm. We hope this version will pull together all of the facts and help any who do not understand that pirating is theft to understand it now. The quoted text is Maurice's, whose name is pronounced 'Morris.']

One of the more sophisticated programs made available for the Commodore is Maurice Randall's *geoFAX*, which allows our *lowly* machines to send and receive faxes just same as any of the super, duper computers.

Maurice spent quite a bit of time programming this gem only to discover it had been upload to a California BBS (as well as others) as early as February 1997, which made it freely available for pirating. (*GEOS 2.0* was also available on this same BBS.)

"Several years ago, I thought it would be kinda neat to get into the software business and earn a decent living at it. If it turned out to be lucrative enough, I could devote more time to programming and less time to my main line of work, auto repair. I don't see it happening anymore. I've come to the realization that my time is best spent where I can make a decent living."

"Just imagine all the work I put into that software, plus the fact that it's the only software of its kind for our computers, and someone feels they have the right to freely distribute it. geoFAX is a commercial package, there's nothing free about it."

Maurice sold about 500 copies of *geoFAX*, but almost 75% were sold wholesale. After the program was posted on several BBSs his sales dropped 90%. Even with his initial success, the program was not financially profitable. He estimated that he would have made ten times more had the time been used repairing cars.

"Everytime I've cracked down to finish up a program that I've been working on, I've neglected my customers. They've had to wait longer to get their cars back. You know what? They all pay for what I do, and they pay me well. And they don't mind it. I do a good job diagnosing and repairing their cars and they are pleased when I'm finished.

"Nobody can pirate my work in my auto shop. You can't make a copy of a transmission rebuild that I did and pass it around. I've never seen anybody be able to upload and download a valve seal replacement job on a Chrysler Minivan."

"When I was developing geoFAX, I would use a computer setup at home and also had one set up at work. I spent time during business hours working on this software. I could have been taking in more auto repair work and getting more done if I hadn't taken on the task of creating a fax program for our 64's and 128's. I could have made a lot more money. geoFAX cost me a lot of money to develop due to these lost revenues. I've done this with other programming projects also. Everytime I do it, I get behind on my bills and it takes awhile to get caught back up. I can't keep doing that."

In spite of the loss of revenue, he feels a great deal of satisfaction in what he has created, but that doesn't put bread on the table!

Anticipating the possibility that the program would be pirated because of its desirability, each

copy of *geoFAX* has its own unique ID, which is included in all fax messages. "Any attempt to change this ID number would make the program either act strange or not work at all."

"If you ever get a fax from a geoFAX user and you see 'geoFAX GF-1035A' in the upper left corner, you'll know it's coming from someone with an illegal copy. A while back, I learned of another one that was passed around over in Germany. It has the ID 'GF-1295A'."

One of the very unfortunate results of the pirating of *geoFAX* is that Maurice has decided to cancel his *Project G*, "a completely new upgrade to the GEOS 64 operating system..." How unfortunate considering he has already spent more time on Project G than he did on *geoFAX* and that the 64 version was scheduled for completion by this past Christmas. He intends finishing the programming, but it will be a spare-time effort.

"I'd like to let everyone know that I've enjoyed being here and have learned from others and have also enjoyed helping those that I could whenever I could, but it's time for me to move on. I'll be cancelling my Genie subscription at the end of [November 1997]."

All of his computer activity has been greatly reduced. Running his BBS is one of the few computer activities he is continuing, mainly, I suppose, because it is the Lansing Area Commodore Club's official BBS. Since he has gone back to his car repair business, Maurice has found that he has more money in his pocket, a stack of paid bills, and some leisure time to do things around his home and shop that should have been done.

One of the interesting sidelights from Maurice's comments, which shows what a multi-faceted person he is, is his interest in racing.

"I haven't done any auto racing since 1993. That's something I've always spent my extra time with. Somehow, computing got in the way of it. I plan to devote my extra time once again to the sport I really love. Did you know that I was the last person to drive a Chrysler product in the NASCAR Winston Cup Series? That's a little known fact. It was in 1985. There hasn't been a Chrysler car eligible for that series since then. From '86-'88, I ran full time in the ARCA SuperCar Series. The same cars I used in NASCAR were still allowed for those 3 years with ARCA. I originally thought I could make enough money programming to help finance my very low-budget racing operation. That never happened. But since I do all the work on the race cars right here in my own shop without having to pay someone else to do it for me, I've been able to participate in this sport. Sure, it's an expensive sport, but I've always managed to do it with very little money. And in fact, in 1988, my money winnings totalled just slightly more than my expenses. I know I haven't won any races or even had any really good finishes, but at least I can say I've done it. And I can still do it, and I will."

"Computers are just going to have to take a back seat. Only one problem, though.. my race car doesn't have a back seat."

A final word from the editor: In response to my e-mail Maurice wrote --

"You might want to know that I've pretty much gotten over this fiasco, however I'm still watching my priorities. But Project G is getting finished and the January issue of our Double Click newsletter will have an announcement about it. It's due out in just over a week."

That means the information should be available just about the time you receive this issue.

- - F E E D B A C K - -

Charlie Duncan passes on the following suggestion hoping that it "will save some neophyte from having a problem."

I subscribe to both *Loadstar* and *Loadstar 128*, receiving 3 1/2 inch disks.

The first thing I do after opening the envelope is to move the sliding door on the upper corner of the disk case so that the I can see through the opening. Then I know that there is no way for me to mess the disk up by accident while I am going through the disk. I think it has saved me a couple of times, at least.

Newt Ludlum sent the following enthusiastic endorsement.

I must relate how the *MaiLink* members brought me out of the dulldrums. I purchased and sold a C64/128 in 1986 (before the establishment of a Commodore Club in Central Calforna) because there was no real help in those days.

When a neighbor retired in late 1995 he convinced me I should buy him out, which I did. I realized I needed some kind of help getting up to speed. My search led me to *The MaiLink*. And am I grateful!!!

It was a good feeling to receive welcome letters from Richard Savoy, Francis Redmond, Jolene Ehret, Walter Johnson and other members.

My thanks go out to Walter Johnson for helpng me with the 128 Manual.

And, thanks to Donald Ayers for his input on the 1541 tie in to #8/#9 conversion and of course the complete trouble shooting guide that he sent me without regard to price, etc.

Thanks, too, to Larry Pankey for his input on the 128 System Guide and where to locate one.

Thanks go to Joe Garrison for his input as to why my original (no Rev number) C-64 died on me and how to remedy the problem.

Thanks goes to Walter Grimm for some large assistance on trying to print from GEOS to my StarNX1000C. (Found it was best to go to GEOS V2.0 for proper printing).

Now I go to my C-64 mentor who has helped me out of several jams I've gotten into and to whom I owe many thanks: none other than Rodger Jarvis. He should be one of the Editors for *The MaiLink*. He is so knowledgeable in all facets of the 64/128 world and beyond. Thanks again Rodger!

My only purpose in going public is to let everyone know that writing to new members opens up a whole new world in what the Commodore can do for us with proper applications and know how.

I hope as I stumble along that I too will be able to assist others in there love of the C64/128 and make them happy 8-biters.

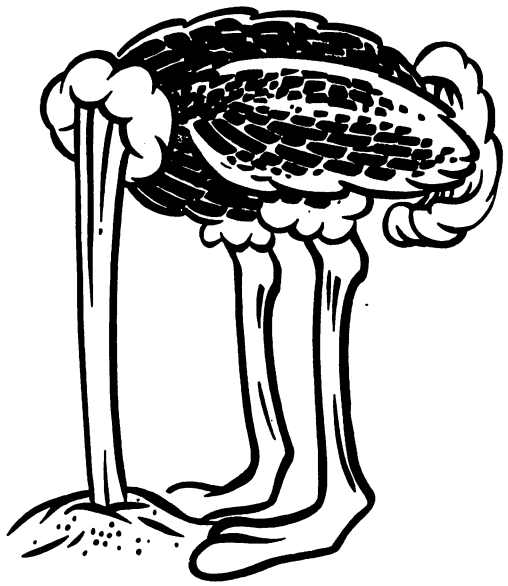
- - P R O B L E M S - -

Mis-justification

It looks as though your Editor is the only one with a problem, which he finds difficult to believe. If you have a problem (or the solution to a problem), please submit it in order that we all may benefit.

As you read thru this issue you will notice that sometimes the columns are correctly justified on both left and right. At other times (even within the same paragraph) right justification vanishes. If you have any ideas on why justification is so spotty, please let me know. Thanks. --Ed Harler

(P.S. Drat! This looks okay!)



- - BUY - SELL - TRADE - -

For sale by Steve Barcena: Software, C-64s (working and non-working), C-128, two color monitors (one 40/80), and three drives (plus more that don't work). Please send a SASE for complete list.

For sale by Ken Bronson:

CMD's Zoom V.34 plus 33.6k bps fax/modem 90.00
CMD's Turbo 232 cartridge (up to 115 k baud) 25.00
CMD'S Ex3 cartridge port expander 20.00
CMD's geoFAX - fax software for 64/128 25.00
Novaterm v9.6 and manual 10.00
Gaelyne Gasson'S "The Internet" Book 15.00

All of the above items purchased in November 1998 and never used.
** SPECIAL: all six items for $160.00 postpaid **

For sale by Ed Harler: Individual lists of C-64, C-128 and Miscellaneous (books, hardware) items for sale by Ed Harler. Please send SASE for the list(s) desired or use e-mail. No phone calls, please.

For sale by Barry Hom: Lots of Commodore hardware, software, and magazines. Send three 32 cent stamps or an e-mail for the list.

Commodore Philosophy

-- K. Dale Sidebottom

[Editor's note: The following is the major portion of an article, which was published in the August 1997 issue of the *Tri- City Commodore Computer Club*'s (*TC3*) newsletter (Issue #172). It was originally published in *The LUCKY Report*, which is the newsletter of the Louisville Users of Commodore of Kentucky. Those wishing to comment on the article may write to: LUCKY, c/o Phyllis Bunch, 2518 Browns Lane, Louisville KY 40220 or send an e-mail to either luckykds@iglon.com or gfv@iglon.com. *TC3*'s address is: 320 NE C St. Apt A, College Place WA 99324-2125.]

I remember back in 1964 when I was a freshman in college. It was not only the first year that I experienced college life, but it was also the first year than anyone ever showed me the inside of a *Playboy* magazine. I confess that it was much later before I learned why this publication was different. It seems that *Playboy* had a "PHILOSOPHY." The editor, Hugh Hefner, expounded upon it in each issue, and this seemed to set his magazine apart from all others.

I think that we in the LUCKY Club also need a "PHILOSOPHY." It probably won't be as sexy as Playboy's, but I bet it will be controversial! In view of the possibility that we may become a multi-platform club, Commodore users need to be aware now, more than ever, of who we are and where we are going.

This is my first stab at it, so if I stumble, be *kind*. I intended this to be a springboard for a discussion of what we believe and why. No matter what computer we represent, I believe that there will always be a little of the Spirit of Commodore in everything we do. Please write and tell me how you feel about the ... discussion which follow.

I remember growing up during the war protests of the 60's. In particular, I recall a bit of wistful wisdom that went like this: "Wouldn't it be wonderful if somebody decided to have a war and nobody came!"

I think of that phrase often when I consider the current state of American "computer affairs." Everything seems to be based upon "Artificial Obsolescent." It is defined as the process of becoming prematurely out of date, out of fashion, or discarded. Let me explain the rules. (1) You buy a computer which may cost you thousands of dollars. (2) Immediately, computer and software makers conspire to make you unhappy and dissatisfied with it at the earliest possible moment. (3) You must soon upgrade at a cost of several hundred dollars to make your equipment and/or software current. (4) Now the game begins again.

How does this "game" affect the lives of real people. Let me tell you about two of my friends who have played the game. (The names are changed to protect the innocent.)

Estelle and her husband purchased a 286 computer in 1989 for $4600. At the time they were told that it was the newest, most modern computer ever! It came equipped with WordPerfect 3.0. Within six months, everyone said that 3.0 was out of date; so they got WordPerfect 5.0!

Soon 5.0 was out of date and they decided to buy WordPerfect 5.1! Not long after that, Windows by Microsoft hit the market, and naturally they just had to purchase Windows and WordPerfect 6.0. Since the computer only had 4MB of RAM, it was now so full that she could not put anything else on it but a couple of small games.

Today she is upset for several reasons, not the least of which is her divorce! She also feels cheated by a computer marketing system that continually replaces good software with marginally better software until now she has no room on her computer for anything but WordPerfect and Windows! She has gone back to college to better herself but finds she will have to scrap this computer and basically buy an entirely new one. To add insult to injury, she realizes that her $4600 computer is now worth about $100!

She tells me that the first thing she and her former husband purchased when they got married was a $400 refrigerator. Her ex has it now, and it still works perfectly. She has the computer and it is nearly worthless! She says, bitterly, 'Thank God Americans don't buy refrigerators in the same way they buy computers!'

Gary works with me at the post office. He said that his parents bought a computer for him and his family as a Christmas gift in 1991. At the time it was a 286SX computer with a 16-bit processor. As time went on, of course, he saw that it was becoming out of date, so he upgraded it two and a half years ago to a 486DX with a 32-bit processor. He had to replace the motherboard and the processing chip at a cost of $540. Quite recently, he upgraded again to a 64-bit Pentium chip. Again he had to replace the processor and the motherboard for a total cost of $610.

Since he received his computer as a free gift, he considers spending $1060 over a five year period to keep it current is really just "the cost of doing business." He is happy with his computer and is not at all concerned that a new, more advanced Pentium chip potentially renders his obsolete only a month after his last upgrade. He is happy and content, accepting all this as "SOP" (standard operating procedure) in his computer world.

One of the basic tenants of Commodore Philosophy is that we as Commodore users have the right to keep what we have until WE decide it's obsolete. These decisions are generated internally, relatively unmolested by outside forces.

You may wonder then, does any Commodore product ever become obsolete? Of course! In my opinion, a 300 baud modem is a good example. On the other hand, the old and honorable 1541 disk drive is still serviceable, because it is still an effective way to store and transport most programs. The day may come when our entire LUCKY library is on the internet. Perhaps then the 1541 will be obsolete, but *no one is pushing* to make it happen!

Another difference found in Commodore Philosophy is the importance of "backward Compatibility." For instance, when CMD introduced the SuperCPU, my C128 sprinkled garbage all over the screen while in 64 mode. It was really weird! I called CMD and they told me that I was the thirteenth person to report this problem. (Now wasn't that "lucky"?) Although the problem was produced by a flaw in the computer, they found that by making an almost insignificant upgrade to the SuperCPU, the problem could be avoided. I sent them my SuperCPU and CMD upgraded it for free. Almost any other company would have told 13 people to get another computer, but in *our* community, support for "backward compatibility" has become the custom, rather than the exception.

What effect does this have on our Commodores? The best example I can give you is a recent exchange I had with Gary at work.

I showed him a laser printed copy of the article you read in the October issue of LUCKY REPORT, entitled "Commodore's Major Distributor." He looked at it and started to say, "I wish I could do that," but he stopped in mid-sentence.

He is an intelligent and thoughtful person. He knew that his computer could do what mine could do; he just didn't know how! He finally found his words. "I have four publishing programs at home, but...well...I wish I knew as much about my PC as you know about your Commodore."

I thanked him for the compliment. Yet, I was tempted to tell him,"I know mine so well because I have been using it, relatively unchanged, for fourteen years!"

He might have exclaimed, "No wonder you know your Commodore!"

And I would have replied, "I know my Commodore because I belong to a computer family that doesn't play "Artificial Obsolescence!"

Dale continues his discussion.

Obey the LAW,
The Universal Law of Computers

We all know that ignorance of the law is no excuse. Please allow me to state the LAW in its simplest terms: "Computers do one job; they 'push' electrons.

This "dummied-down" version may be unsatisfying to LUCKY members, so I'll state it more definitively.

'Given proper time, program, and peripherals, any computer can perform any computer task!'

I was rather ignorant of the LAW in those days and very inexperienced. Today I am a little more savvy. I know that, in fact, my computer can do anything that any other computer can do. Why? It's the LAW!!

Today, when I see something that I want to do that is unavailable to my Commodore, I try to skip the "dumb" question posed previously and go right to the heart of the matter. I set about to determine what I am missing. Do I lack the necessary time, program, or peripherals, or all of the above?

Through the years, I have discovered that problems most often stem from the unwillingness of hardware and software manufacturers to consider the LAW. I sometimes wonder whether they feel that they are a law unto themselves.

Why should ABC Software Company care about the needs of your Commodore? My question is: "If ABC Software Company doesn't care about my Commodore's needs, why should I do business with them?"

When I wanted to begin laser printing from my Commodore, I decided that I was willing to invest $1500. Hewlett-Packard had made a LaserJet IIP printer that was compatible to my computer. That they may have done so by accident is immaterial. They sold a compatible product and I was willing to make a substantial investment in their favor.

Now, let's look at the other side. Recently Roger Lawhorn and I priced InkJet printers. For less than $400, it appeared that we could purchase an Epson Stylus Pro with color and PostScript capability. However, on closer investigation, we discovered that the "PostScript" compatibility required an Ethernet card, which only IBMs can use.

From my point of view, the Epson Company is breaking the LAW. (They aren't alone.) Instead of companies telling us we can't do that on our Commodores, they ought to be telling us why they failed to make provision for ALL computers!

The bottom line? *You can't trust people who have no respect for the LAW!*

MEMBERSHIP DIRECTORY CHANGES

NEW MEMBERS

WILLARD BINGENHEIMER, 13214 Ashwood Dr., Sun City West, AZ 85375-4511 Willard is a retired electrician. Hobbies: Woodworking, metal shop, lapidary, and silver craft. System: Three C-128s, two C-64s, C-128D, Plus 4, C-16, VIC-20, and a complete PET system, two 1581, and three 1541 & 1571 disk drives, two 1750 REUs, Okidata 120, Star SG-10C & NX-1000C printers, two Magnavox 80 column, 1084S & 1702 monitors, Boca 14.4K modem, and two 1351 mouses. Interests: Going to computer club meetings, and the Internet, E-mail, (bing3118@aztec.asu.edu).

ARLENE H. BROCKWAY, 1672 Wood Rd., Cleveland Heights, OH 44121-1744 Arlene is retired. Hobbies: Genealogy and related history, reading (especially British mysteries), music, and humor (puns). System: C-64C, two 1541-II disk drives, Citizen 200GX printer, Xetec Super Graphix Jr. interface, 13 inch GE color TV as a monitor, and a Warp Speed cartridge. Interests: Word processing using Word Writer 5 & GEOS 2.0 with Perfect Print. She is looking for genealogy software for her computer.

HENRY G. DALE, 117 Buck Ln., New Castle, DE 19720-2710 Henry is a retired merchant marine officer. Hobbies: Ham radio, woodworking, music (piano), and Civil War history. System: C-64 & IBM-386, 1541 & FD-2000 disk drives, CMD HD-100 170 Meg. hard drive, SuperCPU, RAMLink, 1764 REU, Jiffy-DOS, Star NX-1040 & Canon BJC-4100 color printers, 1702 monitor, and a SmartMouse. Interests: Programming in BASIC, GEOS, geoPublish, geoFile, and geoPaint.

JACK HANLON, 1034 10th St., West Babylon, NY 11704-3816 Jack is retired. Hobbies: Music, and reading. System: C-128, C-128D & C-64, 1541, 1571, FD-2000 & FD-4000 disk drives, Okidata 120 printer, and 1802, 1902 & Magnavox 1CM135 monitors. Interests: MIDI, music, and going on-line.

GORDON KJER, 4026 N. 90th St., Milwaukee, WI 53222-1626 Gordon is retired. Hobbies: Scale boat building for display & remote control operation. System: C-128, two 1541 disk drives, Jiffy-DOS, RAMLink +4 Megs., Panasonic KX-P10911 & 2023 printers, and a 1084 monitor. Interests: Desktop publishing with GEOS, geoWrite, geoPaint, and Swiftcalc spreadsheets.

JAMES R. LAMPMAN, 3980 Bay Port Ct., Melbourne, FL 32904-9150 James is a retired chemist. Hobbies: Community theatre, acting, writing, and electric organ. System: C-128D, 1571 disk drive, Seikosha SP-1000VC & Star NX-10C printers, and a Magnavox 80 column RGB monitor. Interests: None given.

EDWARD NORMARK, 4 Crocus Ln., Commack, NY 11725-3609 Edward is retired. Hobbies: Woodworking, and photography. System: C-128 & C-64, 1541 & 1571 disk drives, Panasonic KX-P2180 printer, and 1802 & Magnavox 1CM135 monitors. Interests: None given.

THOMAS E. PAUL, 760 Glendale Ave., Naples, FL 34110-1504 Tom is a retired US Navy E8 electronic technician. Hobbies: Electronic projects, woodworking, metalworking, and fishing. System: C-128, C-128D, C-64, Plus4, Timex, Amiga 500 & 1000, four 1541 & 1571, 1581 & FD-2000 disk drives, 1750 REU, geoRAM 2.0, datasette, Star NX-1001 with Xetec interface, Star NX-1000 with geoCable, Seikosha SP-1200, Pinwriter P2200, 801 & 803, Okimate 10 & 20 printers, 1084, 1084S & Thompson 40/80 monitors, and two 1351 mouses. Interests: GEOS 128 V2.0, scanning, and video digitizing.

ROBERT SCHWUCHOW, 8110 Knox Ave. #1E, Skokie, IL 60076-3124 Robert is a computer programmer on IBM mainframes. Hobbies: Electronics, astronomy, and prehistoric natural history. System: C-64 & VIC-20, 1541, 1571 & FD-2000 disk drives, CMD 1750XL REU, Epson Stylus 800+ printer, and a 1702 monitor. Interests: Programming in 6501 assembler language to create applications for today's new needs & equipment.

ELEANOR D. WEAVER, 2233 Lakes of Melbourne Dr., Melbourne, FL 32904-9155 Eleanor is a retired administrative assistant. Hobbies: Photography, travel, writing, and theatre organ. System: C-128, 1571 disk drive, Star printer, and a Magnavox monitor. Interests: TWS 128, SwiftCalc, Printmaster, narratives for travelogs, and writing articles for a community newsletter & local C= users group.

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None reported

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Pearsall, Everett L.	everett85@juno.com *
Redmond, Frank	redco@ansinet.net x

(*=newly added) (x=change) (?=possibly erroneous addr) (↑ = unusual characters in address such as R (cap), l (el) instead of 1)

Report e-mail additions, cancellations, or corrections to: jfenn@lava.net