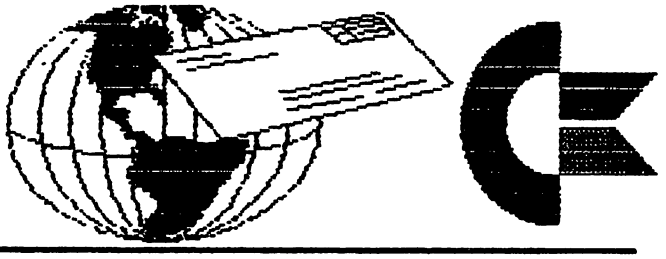
COMMODORE MAILINK

NEWSLETTER OF — MEETING 64/128 USERS THROUGH THE MAIL

NOVEMBER 1998



PRESIDENTS'S MESSAGE FOR NOVEMBER 1998

1999 DUES ARE PAYABLE BY DECEMBER 10

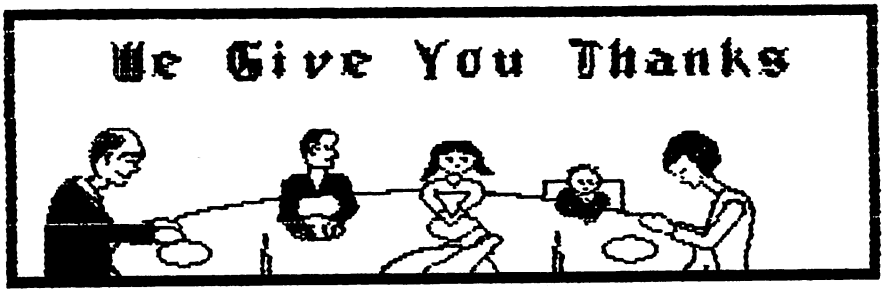
MEETING NEWS

Tom Adams, President.

Hello and a big welcome to the new members, ROBIN HARBRON, CHARLES S. HOLLINGSWORTH, DOUGLAS R. JENKINS, LARRY LATHROP, JOHN MACCARO, RON SLAMINKO and ROBERT SNYDER. Their bios appear elsewhere in this issue.

Here it is November and my friend, Bev Harvery, in Canada tells me he has had his first snow of the season. Being November it is time to send in your dues for 1999. As I wrote in September we are keeping the dues at the same rate as last year, $12.00 for US members, $14.00 US for our Canadian members and $22.00 US for members in other countries. I have a favor to ask of all of you, if you are not planning to renew would you please drop me a line telling me why? You can send me a note by postal mail, call me at (301) 927--8826 or use the Internet and E-Mail to tomadams@sysnet.net. The treasurer has all the details about renewing your membership elsewhere in this issue. The last two issues were done with GEOS and a laser printer. Did these two issues cause anyone to take another look at GEOS or look at the prices for a laser printer? I did not hear any comments on this and thought with GEOS it would cause some to make remarks. GEOS seems to be a program that you either love or hate. There never seem to be remarks by people that they can either take it or leave it. I, myself, have used GEOS only seldom because I never took the time to fully learn the program. I do plan on taking another look at GEOS. What are your comments on the program and laser printing? I would really like to hear your comments as it helps to steer the Commodore MaiLink in the direction of the members. Remember this is your newsletter and we want to print what you want to read. With no comments we are kind of at a loss to what to print. We are not a group that meets in person but by the mail. Please write and give me some kind of hint as to what direction we should take.

Well that's all for this year, I hope you and yours have a great holiday and I look forward to seeing ALL of you back here next year.



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

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COMMODORE MAILINK.

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DUES ARE DUE

DUES for 1999 membership are due by DECEMBER 10, 1998: $12 for U. S. members, $14 US for Canada and Mexico, and $22 US elsewhere.

Make your US funds check or money order payable to ROLF L. MILLER and send to ROLF L. MILLER, 492 Anacapa St., Ventura, CA, 93001. The trust account for the group requires that checks or money orders be made out to ROLF L. MILLER.

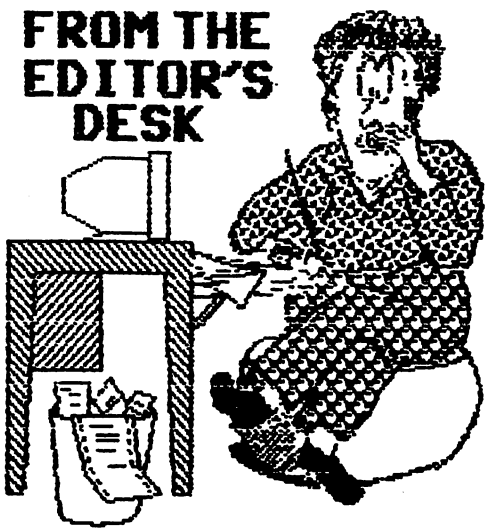
The decision to maintain dues at their current level came from the consensus that any shortfall resulting from actual costs would be made up, as in the past, by members who send a few dollars extra in addition to their dues. Therefore, a big THANK YOU is due those benefactors.

On the other hand, there are some members who increase the group's expenses, let alone adding to the work load of those affected.

For example:

* Failure to notify Brian Vaughan of an address change results in the double postage expense of having to remail the returned MaiLink;
* Those who do not renew by the December 10th deadline generate the cost of printing and mailing reminder cards;
* Late renewals (though better late than not) add printing costs because reproducing past issues of the MaiLink does not qualify for quantity discount;
* Checks or money orders made payable to other than ROLF L. MILLER require return, adding to the postage costs at both ends. A check made out by someone else without your name on it is a problem. You don't get credit for your payment, and we must search for a "mystery" member whose name is not on our list.

In other words, why not stop reading right now, write the renewal check to ROLF L. MILLER, and post it!



EDITOR'S DESK

DICK ESTEL will be the editor of the January, 1999 MaiLink. His deadline to receive material is December 10th. He can accept material as follows: On 5 1/4 or 3 1/2 inch disks: The Write Stuff, Pet ASCII or standard ASCII. By Email (dickestel@worldnet.att.net): Paste or otherwise include the text in an Email message. On paper: Articles of a page or less cleanly printed with a good, dark ribbon.

I received all submissions and edited them if necessary. I made up a disk with all the material for the issue, and sent it on to Hugh McMenamin.

EDITORS FOR 1999. We have editors for January and March 1999. Editors are still needed for the May, July, September and November issues. If you would like to consider editing one of these, let me know soon. I will send you a copy of the "Editor's Guide" that outlines procedures and answers most questions you might have.

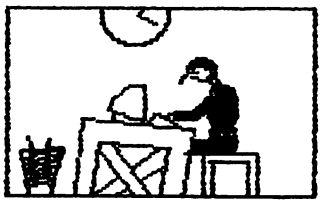
Jean Nance

ASST. ED. NOTES by Hugh McMenamin

Since I am one of those folks that 'hate' GEOS as noted in Tom Adams MEETING NEWS because it is so slow without the speed up devices and I am too lazy to take the time to learn how to operate it successfully, this issue will revert back to the 9 pin Epsom printer format using ILLUSTRATOR IIa on the C=128 and a Prowriter Jr.

Original graphics were composed on RUNpaint or scanned and converted to RPO.files for editing. They were then converted to clip-art with FGM for use with ILLUSTRATOR IIa.

AN INVITATION TO BE AN EDITOR
Rolf. L. Miller



Each and every member of Meeting 64/128 Users Through The Mail is invited to edit one or two pages for the March 1999 MaiLink. The plan is to use a collection of pages to put together the issue.

THE PARTICULARS

1. Produce one or two readable pages of output from a Commodore 64 or 128 ready for copying. Within the page(s), include your name and what you used to produce it. The page(s) may contain graphics. A page may be less than full (the editor will fill it up).

2. Use at least a 1/2" margin around the page. The top line of each page should be a page header containing the words COMMODORE MAILINK MARCH 1999, followed by a space line. Use no page numbers.

3. Send the page(s) flat, protected by two cardboard inserts, along with a disk containing a TWS or sequential text file of the page(s) (for the MaiLink on disk) and any graphics used to: Rolf Miller, 492 Anacapa St., Ventura, CA Deadline is Feb. 15, 1999

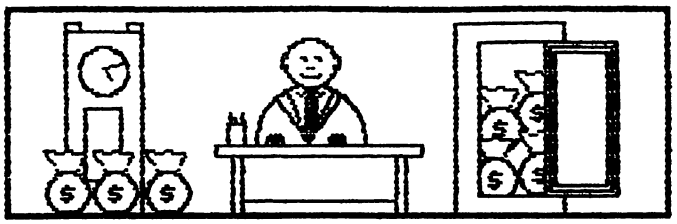
4. If more than one article of similar material is received, the one bearing the earliest post mark will take precedence.

5. In the event that pages received do not copy well or are otherwise unusable, they may be edited and reprinted by the editor.

6. A prerequisite of publication is payment of 1999 dues.

TREASURER'S REPORT

From: Rolf L. Miller, Treasurer



Balance as of September 30, 1998.

7-31-98	$1863.62	1-1-98	$2507.80
Credits	159.00		1075.75
Debits	750.00		2310.93
9-30-98	1272.62	9-30-98	1272.62

The Credits include all dues and donations received during the period. The Debit is the advance during the period which covered the cost of printing and mailing the MaiLink and bio pages.

"SEND YOUR ARTICLES E-MAIL!"

by Jack Blewitt (cupid@sinnfree.org)

Would you like to submit an article to "Mailink" or your local club newsletter via e-mail? Are you turned "OFF" by the requirement that all input must be submitted on disk in a format that may even be alien to you? Are you confused on how to convert your screen code word processor text into true ASCII required by the internet? If so, read on. This article will tell you how, using the most common word processor (The Write Stuff) and terminal program (Desterm). These are the programs chosen because they are the ones that I am most familiar with, but the same principal should apply to any popular software combinations. You will just have to examine the manuals to determine the correct <keystrokes> for your programs.

The first thing is to draft your article, spellcheck, then SAVE your draft to disk as a back-up. I suggest setting your left margin to "0" and the the right margin to "1", which is the 79th column. This is because many e-mail providers use the 80th column for their own line control code. Preview, <ctrl> <Shift-p>. This activates the margins and lets you view the semifinal results. We are going to allow the Internet Service Provider to enter word-wrap when we compose the e-mail. Remove all TWS Control Codes at this time as they tend to cause havoc when sent over the internet. Also remove extraneous blank lines except for one blank line, <Return>, as the top line of the program. For your protection, SAVE your finished file. This saves as: "-filename.tws" onto your work disk.

Conversion to ASCII: The file is still on the screen. Tap the <ctrl> key then press and HOLD DOWN the <a> key. Conversion to true ASCII is now complete. It may look like garbage on the screen, but this matters, not! <ctrl> <s>ave this file to disk as: "-filename.asc". The .asc suffix denotes true ASCII and the prefix "-" denotes that it was created in TWS format. Desterm: Load Desterm! (NOTE: The MODEM need not be "ON" or even attached at this time!) When you come up in the Terminal Mode, press <CTRL>+<R/S> at the same time to bring up the Menu. Highlight and activate [Buffer Operations], then [Load]. When prompted for [filename?:] type in "-filename.asc" (or whatever filename you have given the TWS true ASCII file). Select [overwrite] then [ASCII]. Your drive will hum as the program loads. Now select [Edit] to view. Everything should be correct. If you forgot to leave a blank line on top of your program your first line will have been moved six spaces to the right. This is a quirk of conversions! Relocate the first line, then add a blank line at the top of the file so this will not happen again. Simply <HOME> the cursor and press the <Return>. NOTE: Most editing is much easier to do in the original TWS format. Press <ESC> to return to the Menu, then select [Save]. SAVE this file as a <PRG or SEQ>, <ASCII> file, to you Desterm Data Disk as "filename.asc". This file is the program you will load into your buffer prior to transmitting it onto the e-mail page you will create. Should you decide to send this file as an attachment to your e-mail, ASCII, SEQuential file type is recommended! To test your buffer, press <ESC>, as needed, until you are back in the Terminal Mode. Since you do not have the MODEM on-line you will have to activate the Echo, (<C=> <e>cho in Desterm), in order to view the results.

Your "filename.asc" is already in the buffer at this time, but you must re-[Load] it into the buffer should you have exited Desterm and returned for any reason. Press <C=> <c> until you see [Buffer in Transmit Mode] in the window. NOTE: When you toggle <C=> <c> between 'Capture' and 'Transmit' you are also setting the pointer to the top of the buffer so the entire buffer will be sent. Once in the Transmit Buffer Mode, simply press the <C=> <+> to activate the buffer. Watch the content of the buffer write itself onto you terminal's screen. It's magic! Toggle "OFF" the <C=> <e>cho when complete. This is the same process you will use when you are composing the e-mail to send your buffer onto the screen. Once you have started to compose your e-mail and have typed in the addressee info, toggle <C=> <c>ontrol to read [Buffer in the Transmit Mode] then press <C=> <+> to transmit your buffer onto the e-mail page. That's it! The rest is up to the Editor to convert your ASCII e-mail into whatever format needed to edit and/or add to the newsletter.

Recovery: How does the Editor recover this information and place it in a usable form? If capturing and printing with IBM equipment, use your normal methods to retrieve e-mail. For Commodore users, just before reading your e-mail, the recipient turns "ON" the buffer in the 'Capture Mode' by pressing <C=> <+>. The window reads: [Buffer Open]. Read the incoming e-mail, then close the buffer, <C=> <->, when finished. When Off-Line, return to the Menu with <ctrl>+<R/S>. Select: [Buffer], [Save], and SAVE as "-received.asc", [PRG], [ASCII], file. This will save a PRoGram file, ready to be read by TWS set to ASCII format. As an alternative, you could SAVE this file as [ASCII], [SEQ]uential if you are going to use a sequential reader/editor to retrieve the article instead of "The Write Stuff's" word processor.

Final Process: The Editor should load TWS and set the blank screen to ASCII by pressing <ctrl> then tapping the <a>, ((DO NOT HOLD THE A KEY DOWN THIS TIME!)). LOAD "-received.asc" in the normal TWS way. If you print the file now, you will get a mess! Convert to Screen Code first by once again pressing <ctrl> and holding the <a> key down. Edit out heading information, extraneous characters, and duplicate lines that may have been captured in the Buffer. I suggest you add one or two "asterisks" before the final back-arrow of each paragraph. You'll see why in just a moment.

Converting: The transmission process will have placed a carriage return symbol, (back-arrow), at the end of each transmitted line. Removal of extraneous line returns can be accomplished using the Search and Replace method. Since this is only effective from the cursor position to the end of the file, you should press <home> <home> before the start of any replacements. This places the cursor at the top of the file! Press <ctrl> then <Sh-S>. You will be prompted to [Search for ?]. Type in one <back-arrow>, located next to the <1> key, and press the <Return>. When prompted for [Replace with?], press the <Return> only! All the EOL markers will be removed. Now Search and Replace each "Asterisk" with a single <back-arrow> & <Return>. Your paragraphs have been restored if you have added the asterisks as mentioned above! You are now free to change margin control codes, columns, and/or other control codes as desired. Be sure and SAVE your final output!

Yes! I know there are other methods to convert files using ACE, ZEB, Little Red Reader, etc., but this method is about the easiest I have found. If you are familiar with those other converters you are advanced enough that you can use the one that best fits your needs. If anyone wishes additional information or a copy of this practice article sent to you via e-mail, just contact me via the e-mail address above. Note also, that you can attach graphic files for your editor if you coordinate the graphic formats prior to attaching them to your article. I have had my best luck with "FunGraphics" Screens that have been compacted using "Self Dissolving Arc" methods. In any case, have fun and submit your much needed articles to your Editor. This method will save them a slew of re-typing and can be further converted to any format use for the newsletters. They will appreciate your help and your input!

C=128 SUPERCPU REVIEW

Brian Vaughan

In order to use the SuperCPU [SCPU] in 128 mode, you must first open the computer, remove the MMU IC, install this IC on the included adapter board, install the adapter board in the MMU socket, and then route five wires with clips to an adjacent IC where the clips are secured to specified pins on the right side of the IC. The metal shield covering the flat 128's circuit board which is removed for this work is not reused when reassembling the computer.

Upon receipt of my SCPU, the 16 MegaByte [MB] SIMM on the SuperRAM card would not pass the SUPERRAMTEST program provided on disk. A call to CMD gave me several options to try. Replacing the power supply with one from a spare 128 solved the problem. My 16 MB SIMM will now remain dormant until programs or utilities are written to use it (the Wheels upgrade for GEOS uses this 16 MBs of RAM very nicely). I use the flat 128 mostly in 64 mode and with RAMLink (RL) plugged into the back of the SCPU.

The two Mah Jongg games I have for the 128 mode will not work with the SCPU. With one, the pointer moves too fast, and with the other, the screen is garbled no matter which LOAD mode I use. In 64 mode, the benefits are "Super"! I use an 80 column version of SpeedScript to edit the club bios. When printing the bios, I attempt to start each page with a new bio. The bios are in 4 linked files, but the page formatting is dependent on all preceding commands. This means that after making any page formatting changes, I must start from the first file again to proceed further. At normal speed , the screen preview scrolling is painfully slow and the job can take 6 hours. At turbo speed, the bios fly by and I can do the same job in about 1 1/2 hours. Also, features like the Text Insert mode when working near the beginning of large files in memory now work as fast as one can type, and Searches are done in an instant.

I use a label program for the club mailing labels, my vast video library, etc. With large files, this program would pause 15 seconds at times for "garbage collection" before the cursor would return, allowing me to continue. At turbo speed, the cursor does just a quick blink as the garbage collection is performed.

I also use a program called Astrospeed which compiles a BASIC program into a ML program with a BASIC loader. This program worked so slowly, I would have to leave the room and do something else. Now at turbo speed and working from/to my RL, the job is done in 10 seconds on average! And what GEOS work I have done with the unit has performed at amazing speed. When I first got my RL I couldn't believe the speed of LOADs & SAVEs. Wait until you see the speed of these and other DOS operations using the SCPU with an RL -- including SEQ files. Since the SCPU must slow to normal speed for external disk drive operations, one cannot appreciate the full benefit of using the SCPU unless used with a RAM device such as RL or others.

The drawbacks are minor: The height of the SCPU hides the Swap buttons on RL. The Directories using RL go by in a flash. One has to be quick with the Control key or switch the SCPU to normal speed for RAM directories.

I can see from the bios that other members own SuperCPUs. I would like, for the benefit of our members, to see their reviews of the unit in the newsletter so we can all appreciate the advantages of this major improvement to our systems.

DISK PROBLEMS

by H McMenamin

I received a 2HD disk with the assumption that since I had a 1581, I would be able to read all the 3 1/2 inch floppies. The sender had used a CMD FD-4000 which apparently uses the high density disks. After inquiry by Jean Nance, Ray Carlsen of CARLSEN ELECTRONICS reported:

"The 1581 uses only DSDD disks, not HD. An IBM type (PC) drive can read and write both DD and HD disks (that's what the extra hole in the HD disk is for), but most people use only high density disks in PC drives. A PC drive has switches that check for 1. disk write protect, and 2. HD or DD disk. The 1581 can't tell the difference because it doesn't look for the hole in the disk. Unless you check it after writing to it, you may not know it was corrupted."

EMAIL with DIALOGUE 128

by Jean Nance

1. Adjust your TWS text to the line length required by your server.
2. Text must be converted to Pet ASCII sequential with the initial hyphen left off.
3. Get your article into a TWS file by running TWS.
4 Convert to Pet Ascii sequential with control/A and save to disk with "filename",s.
5. Run "Dialogue 128" and load file from disk into buffer with C=/L (Load).
6. Get online & go to Email.
7. Start an Email message to the ML editor.
8. Hit C=/T (transmit). Contents of buffer are transmitted to the Email message, with whatever introductory comments you have already made.
9. Add any more comments if desired.
10. Send Email.

MAILINK INDEX - HOW I DID IT

by Paul Berry

PART I: DATA ENTRY AND SORTING

In the July issue I mentioned that I was working on an index of Mailink issues starting with January 1993 (my first issue), and made copies of the 1997 portion of the index available to members. Jean Nance suggested that I write an article outlining how I did it. Sooo.

When I decided to make an index of Mailink issues, I knew that there would be a hundreds of entries and that they would have to be arranged (sorted) according to some classification scheme. I looked at several issues and decided that there should be six major categories; Meeting Business, Hardware, Software, Internet, Programming and Miscellaneous. It quickly became obvious that Hardware and Software would have to be divided into subcategories.

In order to conserve space, the information describing each of the hundreds of articles should be limited to one data line; for example:

(Title)	(Author)	(Issue)	(Page)
How I Use My Commodore	Rolf Miller	11/96	4

Because I was familiar with them, I decided that I would take advantage of the excellent processing and editing capabilities of The Write Stuff (TWS) to prepare the index. I am certain other good word processors offer the same capabilities. I used the C=128 version in the 80-column mode, because it made it easier to keep columns lined up, but it could have been done with the C=64 version in the 40-column mode.

If you are not familiar with the TWS keyboard (CTRL,1) commands such as: Hunt Text, Eat Text, etc., I urge you to read the TWS manual (either version). The explanations are very good and will make it much easier to understand what I did. I used these commands extensively in preparing the six year index. They made the job relatively easy.

To use the sorting capabilities of TWS one must first understand how the sorting routine works. TWS sorts lines of data, in either ascending or descending order, according to columns. Columns are defined as words; for example if an entry was: "How I Use My Commodore" or "Mary had a Little Lamb", either would have 5 columns (words). TWS will recognize up to 10 columns.

I decided to use a three-character code to define the category that best described each article, which would be entered as the first word (column) in each data line. For the first character of the code, I used the letters a, h, s, t, p and x for Meeting Business, Hardware, Software, Internet, Programming and Miscellaneous . In the case of Hardware and Software I added a descriptive letter as the second letter of the code, for the other categories I merely used x as the second letter of the code.

In order to keep things in some sort of chronological order, and for other reasons I will explain later, I used the last digit of the year as the third character (#) of the code. The code I used is summarized below.

Code	Category	Code	Category
	HARDWARE		SOFTWARE
hc#	Computers	sa#	Word Processors
hd#	Disk Drives	sd#	Data Bases
hm#	Monitors	sg#	Geos
hp#	Printers	sp#	Graphics
hr#	RAM Expanders	ss#	Spreadsheets
hs#	Power Supplies	sx#	Other
hx#	Other	tx#	INTERNET
ax#	MEETING BUSINESS	px#	PROGRAMMING
		xx#	MISCELLANEOUS

Now it was time for data entry. I reviewed each issue and made an entry line for each article. I put the three-character code at the beginning of each line, then I entered the data for each article. When I finished each complete year, I saved the data as a TWS file. Some typical lines of the "-1993 index" file looked like this:

ax3 Mail Volunteer	Jean Nance	1/93	3
sg3 GeoWrite With 2 Drives	Larry Wilke	1/93	5
sx3 C=128 Freeware	Jim Russ	3/93	9
sp3 Fun Graphics Machine	Linda Tanner	5/93	5
sa3 Paperclip Publisher	Dan Faber	7/93	4
hp3 About Printers	Ron Hackley	7/93	15
hc3 Commodore Chips	Robert Richey	9/93	14
hx3 Jiffy DOS	Dick Righter	11/93	10

Each line in this list represents an article in Mailink, but they are in the chronological order in which they were entered, and must be rearranged (sorted) according to categories. In order to sort, the "-1993 index" file must be loaded and on screen, then I must get all the data (lines) into the "Eat Text" buffer. To do this I placed the cursor on the first letter of the first line of data. In this case on the "a" in "ax3". Now I activated the "Eat Text" command. From the command line at the top of the screen I selected "Below Cursor" and pressed RETURN. All data lines disappeared from the screen, but they are not lost, just stored in the "Eat Text" buffer.

Now I activated the "Replace and Sort" command. From the command line at the top of the screen I selected "A-->Z" and pressed RETURN. Then from the command line at the top of the screen I selected Column "1" and pressed RETURN. The screen went blank for a few seconds, while the sorting took place, then the sorted file appeared on the screen. All lines were sorted alphabetically according to the first "word" in the line. The lines beginning with ax3 appeared first, as a group, followed by the hc3 group, the hd3 group, etc. The xx3 group was at the end of the file. Using this procedure I sorted each of the six yearly data files. After sorting I promptly saved each of the sorted files.

In the January issue, I will describe the assembly, editing and printing of the final 6-year index and will include details about how you can obtain a copy.

A BETTER COMPUTER PART II

Don Squire

About two years ago,I wrote a letter about 'Which Is the Better Computer? Is new better? Is big better?

A computer should fit the needs of the user,just like a pair of shoes or a pair of eyeglasses. I use a computer mostly for writing letters and short essays,and for light-duty games. By light-duty,I mean not having to jump around from a joystick or a mouse to the keyboard,searching for more fuel or food to keep the game going. Almost any computer with a full-size keyboard can do this job, and a black and white or monochrome monitor may do just fine. However,anyone who plays games or uses graphics intensively needs a color display. Many newer TV sets have an RCA jack in the back for video,which does well for a 40-column display.

The question about the usefulness of a computer depends upon the needs of the user. If I really needed an 80-column color display for an old 8-bit computer,I would ask the question 'Will a CGA monitor work as a substitute for the RGB monitor?' If it does,I bet that the display from a C=128 would beat the one from the old '88 hands down. After all,we have 16 colors,whereas the other display only has four. A 16-color display will only give an error message on the old '88 with RGB. Is this comparing apples to grapes?

My experience with home computing began in 1984 with a Timex 1000. It was only about 6 by 7 inches,so the keyboard was mainly for hunt-and-peck typing. The video display was in black-and-white even on a color TV. Ther were only 20 columns to this display,and the graphics were about the same as the old CP/M or PET graphics. The memory was about 2KB or 16KB with optional expander. Software and typed-in programs were stored on a regular cassette tape recorder. The tape did not stop after the program loaded,but it kept running until it was stopped manually or until it reached the end of the tape. Sometimes the Timex would crash if the 16k expander was bumped slightly. I had it serviced 3 times in two years.

In 1986,I was ready for a full-size keyboard. Too bad that I did not know that 'PLUS' did not always mean an improved model of computer. I bought a C=Plus/4. It was like a C=128 with half of the memory,no sprites,and no 80-column mode. However,it had 60671 bytes free versus 38911 for the C=64. That is another puzzler. How can anyone advertise 64KB of RAM on their machines if only 37 to 59 of them are free? The lower number is for the C=64,by the way. The plugs and ports for the joysticks and the datasette were different,so I had to buy adapter plugs in order to use those which were for the C=64. All of the software had to be ordered by mail.

In 1989,things started to go wrong with the Plus/4. Some of the circuits as well as the keyboard contacts were dirty. In 1990,I decided to buy a C=64. Now the lesson of six years was learned. When you change computers,you often have to get rid of all the old software and buy new software because the new machine can't use the old software. This process of changing over would have been easier had I bought the C=64 when the Plus/4 was still working. I had the bad luck of waiting several months for the finances and deliveries through the mail. You never know what life is like without your computer until your one and only breaks down. Sure,you may have several computers,one of which is your favorite,but the feeling is not the same. In 1991,the FSD-2 disk drive gave out. (Why didn't I buy a 1541c?) I bought a 1541-II and waited one month for it to arrive. It still works,but the wires to the lights came loose.

In 1994,my father gave me an old 8-bit IBM computer. Some software cost less and some cost more. Two titles had C=64 versions,Dick Tracy Print Kit and General Knowledge Builder. I discovered that many PD and shareware games for the C=64 were similar to some of the IBM games. It's easier to get 16 colors on this model than it is to improve the sound quality. I didn't even try. The user has to decide what improvements are worth the cost.

In 1996,I decided to upgrade the IBM,but I went overboard on spending. There is a danger to upgrading too fast. You can lose your shirt and end up with some idle peripherals. The sound on the newer IBM still isn't any better than it was on the old one,and I still only get 16 colors most of the time. The only real benefit I have is not having to order hardware,software and peripherals by mail. I can't get a printout with an IBM or an Epson printer,so guess which computer I still use for typing? The trusty C=64!

Laser Printers and The Write Stuff

R. Eric Lee

A few words on laser printers.I have used TWS for laser printing for many years now. My first one was an Okidata Laserline 6 which I paid over $2000 for (for sale cheap!). Later (business was good then) I got a HP LaserJet III with scaleable fonts which I still use. I have looked at the manuals for other laser and inkjet printers, and know TWS has been used by many with the newer printers.

If you are thinking of getting an inkjet printer (a better/cheaper choice for most than a laser), then go ahead. You'll get great looking text that you can be proud of. You may get a printer that has a dot matrix emulation mode, in which case setup with TWS and other CBM software should be relatively easy. In emulation mode, however, many of the features the printer is capable of will be unavailable. You can access them the same as you would access the features of a dot matrix printer--by sending control codes, but with laser or inkjet printers you'll have to send a lot more. Instead of 1-4 as with most dot matrix printers, you'll have to send 5-10 or more just to turn underlining on or change a font. With TWS 64, written before laser printers were affordable, each toggle can send only three codes for on, and three for off, so you would have to use the 20 printer macros to access each feature.

With TWS 128 I was aware of laser printer requirements and so allowed up to six codes to be sent to toggle a feature on and six to turn it off, and up to 32 codes for each printer macro. With 16 toggles and 32 macros, TWS 128 can send all the codes you may need to access any feature. (Note: Full justification of proportional spaced fonts, which is not a feature of most printers, is achieved under software control, but is not supported by TWS.)

TWS uses laser printers in text mode only, while GEOS uses them in graphics mode. While you can print anything in graphics mode, text mode printing is much faster. How difficult? With TWS 64 you'll have difficulty due to the limited number of codes (8) that the printer macros (20) can send. You'll also have difficulty converting the laser control codes, which will be given in the manual as a string of ASC II characters (e.g. <ESC>s122h32y23S), into decimals. In TWS 128 you have no practical limit on the number of codes you can send, and the codes can be entered just as they appear in the manual by preceding them with a reverse video E (the <ESC> escape code).

So with TWS 128 I'd say not difficult at all, although you may be overwhelmed by all the features the new printers support (you can always not use them). My advise: Take it slow, have fun, and enjoy laser/inkjet quality text.

Editor's Note: Eric is the author of "The Write Stuff", 64 and 128. This information came as an EMail reply to a question as to whether it was possible to use a laser printer with TWS.

LETTER TO THE EDITOR

I am probably as close to typifying the archetype Commodore curmudgeon as any one around. I like my Commodore and have no desire whatsoever to "upgrade". Unfortunately, I have read Fender Tucker's "State of the Tower Address" in Loadstar 171 and am much distressed to say the least. Loadstar subscribers dropped from 3996 to 1243 in 29 months! That's not a slip, that's a nosedive!

My emotions are mixed. On the one hand; I have read the articles in past issues of Mailink that reassure me that the Commodore will not die. I am encouraged by my sources of support such as the many very competent members of our MUTTM group, Loadstar, CMD, email contacts and the like. I want to shout "Circle the wagons, we are in for a battle" and/or "Don't give up the ship", and hope I would not just be getting ready for "Berry's last stand".

On the other hand; Over the last several years I have seen the demise of several publications that supported Commodore, such as Compute's Gazette, Run, Diehard etc. I have seen the long list of suppliers of Commodore software and hardware dwindle to a handful. I hear of many user groups disbanding. I wonder if I (we) should recognize these facts as indicators of the inevitable (I refuse to say progress) and make plans to join the MPOW (Mouse Pushers of the World). Ugh! I would really like to hear comments or suggestions from other members.

Paul Berry

SIXTEEN WAYS TO USE A COMMODORE

Jean Nance

What can you do with a Commodore? Here is a list, gleaned from my own experience and from the "Interests" category in the membership list bios.

GAMES. The C-64 is considered by some as "just a game machine". Well, what's wrong with that? The "comp.sys.cbm" newsgroup on the internet is full of appeals from those who have abandoned their Commodore for a "PC", and now want some way to play all those great Commodore games they once loved. There are games for all ages and interests: adventure and fantasy, shoot 'em up action, sports simulations, flight simulations, word games, strategy games, simulations of board games and card games.

WORD PROCESSING. Word processing isn't just for letter writing. It is for anything you need to write: submissions to your club or church newsletter, autobiographies for your grandchildren, lists, records or accounts of anything and everything.

With a word processor you can rearrange sentences or paragraphs, erase or add material, and check your spelling, until the text is just exactly as you want it. You can store what you have written on disk, and print as many copies as you need.

Keep ideas and plans in order with a word processor. Planning a trip? Rather than all those hand scribbled notes, scribble them on your Commodore, organize them, change them as needed, and finally make copies for yourself and others. Same thing with any plans: garden, craft projects, etc.

There are ways to add graphics to your letters or other written material. Create your own newsletter, for your family, your friends, to go in a Christmas card, or for any organization you belong to.

GREETING CARDS, BANNERS AND POSTERS. Several programs allow you to create your own greeting cards, banners, or posters. These can be done in color, or hand colored if you wish. A program isn't necessary, there are ways to use a word processor to create these items. Make posters to advertise your yard sale or church bazaar, or banners to help celebrate a birthday or other special occasion.

LABELS. Programs exist which allow you to make printed address labels, return address labels, labels for disks, for paper files, bookmarks, warning labels, anything you need. Or, labels can be done with your word processor. You can add graphics, or print in color if your printer allows. You can have files on disk of labels for family, friends, or members of an organization, ready to print out as needed. Some label programs allow you to print out only certain selected labels from a file.

TELECOMMUNICATION. Access a computer "bulletin board", or get on the internet and access information, discussions and individuals, world wide. Keep in daily touch with friends and relatives with Email, it is faster, easier and cheaper than correspondence by letter. You can send any text material, or programs for others to download, or download text or programs that you need. You can even set up your own bulletin board, and become a "sysop" (System Operator).

PROGRAMMING: You may not be able to write a program that others are willing to pay for, but your use of the computer will be enriched if you learn about simple programming. If you can write a program to do something: convert temperatures, F to C, make a little ball bounce off the sides of the screen, or drill on arithmetic facts, you have a greatly increased understanding of what is behind all the larger programs you use.

Once upon a time, Commodore magazines had "type-in" programs, that beginners could type in and run. These were simple enough so that one could change them if one wished. Loadstar disk magazine still has many of its programs in Basic, to study and see how they work. There are books of simple type-in programs for beginners, and books to help you start to learn programming. One does have to search for them now.

If you become confident about programming in Basic, consider other computer languages. There are various ways of programming, These are all similar but it is fascinating to see how the same thing can be done with a different set of rules and commands. Pascal, Fortran, Comal, Lisp, and "C" are available in Commodore versions, and also Assembly and Machine Language.

TECHNICAL (CAD, Astronomy "Ham radio")

HARDWARE. (Repairing, "hacking").

GENEALOGY. (Genealogy programs, or use a word processor).

VIDEO. (Titling, digitizing, create tutorials.)

DISK PUBLISHING. (Create disks for users groups or other purposes.)

SKILLS. (Typing, math drill. Others?)

GRAPHICS (Art, creating, collecting, Using and editing graphics. Font design,)

MUSIC and SOUND. (Collecting and creating music. Creating sound effects, digital speech).

FINANCIAL RECORDS. (Financial programs, including tax, spreadsheets).

OTHER RECORDS. (Data bases and the various ways they can be used).

I don't know enough about the last 10 categories to describe them adequately. Each of these is worth an article, not necessarily describing in detail how you do a particular thing, but outlining the possible approaches. Please consider submitting an article to the MaiLink in 1999, on one of these topics.

SIGNS AND INDICATORS. (by HJM)

Having just finished an event with a gathering of a number of people in a somewhat remote outside arena, I found that the Commodore was essential in preparing signs for directions from the main highway to the area. There was a program "GRAND PIX" in the COMPUTE GAZETTE February 1988 which expands Doodle format pictures to approximately 4 x 4 feet by printing the octothorpe character (#) where each pixel would be. The sheets can then be patched together and intensified with permanent marker of desired colors. (HJM)

NOSTALGIA

Robert J. Goos (from the internet.)

Like many people here, I started with a C-64. When you boot a C-64, what do you get...a Basic interpreter. Most of us, and more importantly, lots of kids, fooled around with programming in the early days of microcomputers. Remember when the standard two pieces of software for a PC was MS-DOS and GW-Basic? Remember when the hottest piece of software for the Mac was Hypercard?

Well, in the early days, I took a lot of pleasure with my C-64, writing little Basic routines to fly little spaceships around on the screen with the joystick, etc. Programming was part of the computer experience.

Today, things are different. Kids know how to play games, or surf the web, but few, if any have actually programmed anything. It is no surprise to me that the computer industry is crying for programmers. It isn't part of the microcomputing experience of teenagers anymore.

I had a lab worker once, a nice college girl, about 10-12 years ago. She grew up with a Tandy Color Computer, and wrote lots of stuff with Basic. She went to college in computer programming, and is making tons of money today. Today, I ask my kids if any of their friends have programmed anything, and they say "no".

So, this was a long, unfocused ramble, just to say that it's too bad that kids aren't actually programming anymore. It's no surprise that there is a shortage of programmers graduating from colleges today.

FEEDBACK

In Emil Volchack's article about inkjet printers in the September MaiLink, his comment about printing labels is at best misleading. We use TWS, and format the labels so that each label uses 6 lines, inserting blank lines as needed. We then set the top margin according to the position of the first line on the label. We leave one blank line, and therefore set the top margin to 1. Since there are 10 labels in each column, a top margin of 1, and the labels, give 61 lines. Setting the bottom margin to 3 and the page length to 64 causes each page to print correctly. These settings are for a Canon BJ-200 with the dipswitches set for normal spacing. According to the manual, this yields a 63 line page, but the setting of 64 actually works, whereas a setting of 64 causes the labels to creep up one line for each page.

Maurice Jones

PRINTING DOUBLE SIZE TITLES. The statement that simple word processors, as opposed to DeskTop Publishers, will not do double size titles and article headings is not entirely accurate.

Word processors like The Write Stuff which allow embedding printer codes within the text can thereby invoke any feature that the printer possesses. Most dot-matrix, and all laser and ink jet printers are able to print in expanded mode, double high, double size, and even quadruple size. Furthermore, these various modes are often offered in NLQ to boot. Thus, encoding the title or heading with the appropriate printer codes will accomplish the desire.

If the word processor does not allow embedding printer codes, there is no law against setting the printer up for the larger print and printing the title or heading as a separate document, followed by printing the body of the article normally. The same procedure is the solution for daisywheel printer users: insert a large font printwheel for the title, then a normal wheel to finish the page.

2 AND 4 COLUMN PRINTING WITH TWS. The Write Stuff (TWS) word processor, as do some others, allows for double column printing. Merely set the Center Margin to more than zero. The value is the number of spaces between columns.

TWS, as do some others, also allows printing to disk. Just press D at the print menu and enter a file name. The result is a PETASCII (or, if turned on, true ASCII) sequential text file formatted just as if printed to paper. Thus, if double column printing is invoked, printed to disk, then the resulting sequential file loaded, the text will be found formatted in double columns. Then, printing that using double columns will produce four columns.

FLAWED FILES. Fred Knerr noted a problem with the July MaiLink disk concerning the 64 reader on along with two flawed files (feedback and scanner) that he corrected and added to the September disk.

As a matter of information, the problem with the reader on the July disk is that it exists in name only: the program isn't present. This occurs when nothing in memory is saved. As for the flawed files, actually they were fine, except for their file type designation: PRG instead of SEQ. Hence, a sequential file reader would not recognize them. But they loaded fine into TWS and reader programs that allow entering the file name with a ,p read them.

Lacking that, there are ways to alter a file type designation via disk surgery. But a sequential file saved as a PRG file, can be loaded. If the cursor disappears, hold down the STOP key and tap the RESTORE key. When the cursor reappears, immediately save it as a sequential file on another disk by directly executing SAVE"NAME,S",8. Though the first two characters of the file are corrupted, a sequential reader will now recognize it.

Better yet, the May '98 MaiLink disk contains a 64 program called FRITZTERM(64). It's a terminal program, but it contains a whopping 44K editable buffer that works great as a file reader, PRG or SEQ. Simply load and run FRITZTERM(64), insert the disk with the file to read, press F3, press L, type the filename, and press RETURN. Use the cursor keys to scroll through the file. If it's desired to save a section of it to disk, position the first part of the wanted text at screen top and press the C key, scroll until the last of the wanted text is above screen bottom and the C key

again. Then press the D key (for disk), enter a filename, and press the S key to save the marked section as sequential file.

DATA LOSS. The truth is that data stored on tape or disk will last as long as the media. In other words, it depends on the life of the material and composition of the recording surface. There are reports of folks still using tapes and disks more than 20 years old. The few reports of failures describe a disintegration of the disk surface or brittle tape. Since different manufacturers use various materials and compositions in their products, it's suggested that backup copies be made on disk brands different than the originals.

THE PUBLISHING DEBATE. A debate is a discussion (hopefully friendly) of opposing reasons. The September 1998 MaiLink contained much discussion offering various viewpoints regarding GEOS and desktop publishing as opposed to simple word processing. Debates can be informative. So some rebuttals follow.

Stated: Its ability to produce high quality output on a laser printer sets GEOS apart from all other Commodore software.

Fact: Any word processing program capable of embedding printer codes and utilizing true ASCII can use Laser or Ink Jet printers.

Stated: Desktop publishing programs are slow to print.

Fact: Printing speed is a function of the printer and is affected by whether or not the printing utilizes the printer's built-in fonts.

Stated: Word processors print finer letters than desktop publishers.

Fact: The July and September MaiLinks.

Stated: Word processors won't print double size titles and article headings.

Fact: Any printer capable of double size printing can be so utilized by either embedding printer codes within the text or printing the title or heading as a separate document.

Stated: Perhaps with a better computer (like a PC), or expensive add-ons, desktop publishing works, but on a no-frills Commodore 64, desktop publishing programs stink.

Fact: The lack of know-how produces unsavory odors regardless of the computer used.

As evident from the above, the discussion pitted word processing against desktop publishing. However, as defined: "Desktop publishing is the use of a personal computer in conjunction with graphic and typographic layout programs and printers to design and create publications." Hence, any page containing text and graphics, whether produced by one program or several is, by definition, Desktop publishing. The debate, therefore, is not word processing versus desktop publishing. Rather, the debate is over how it is done.

It's thought that the best way to do anything is the way which works. And what works for one user may not be the best way for another. The bottom line is a readable page which addresses the needs of the readers. Indeed, the whole point of desktop publishing is communication. What must be kept in mind, therefore, is the readers' needs and wants, not the publisher's ego. Otherwise, the purpose gets lost in the effort to excel at putting ink on paper, resulting in nothing more than a gaudy bauble. Rolf. L. Miller

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SAD NEWS.

We are sorry to have to tell you that Charlotte Mangum passed away on February 19, 1998, after a long illness. She was 59. Charlotte was a Professor of Biology at the College of William and Mary in Williamsburg, VA. She had a long and distinguished career in teaching and research, and the college had set up a fund in her name to provide an annual award to outstanding research students and Biology majors.

Charlotte joined our group in September, 1991. She had long been a "Resource" person, offering general help for beginners and help with a variety of programs, and was a frequent contributor to The Commodore MaiLink. This is a great loss to our group. Our sympathy goes out to her sister, Elisabeth Mangum Berry.

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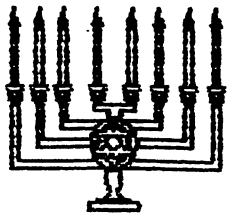


HAPPY

CHANUKAH

WHY I DON'T LIKE GEOS

W. R. Kennedy

1. Two or three disks are required every time it is used.

2. It takes too long to load the system,
even using the 1581 drive.

3. The time must be reset every time it is used.

4. When the word writer application is called up, there is never any indication of which column or line the cursor is on.

5. There is no convenient way to change page length.

6. There is no indication of how many lines a given printer will use in a printout.

7. Margin setting and paragraph setting is nerve-wracking and time-consuming.

8. Highlighting is not simple and straight-forward.

9. When you are writing a letter or document, it must be titled before you can begin writing.

10. Copying some files is not possible - the system says with a dialog box, "You can't perform this operation with the desktop."

11. Up-dating the system is almost impossible and at best is cumbersome.

12. I tried using a second-hand copy of GeoPublish and the system requires the original geos disk that the application was installed with. How do I know where this is? The system keeps telling me to insert the original geos disk.

13. The old Geos 2.0 will not recognize newer REU equipment. If the old REU is inoperative, the system will recognize it, but it is not possible to store data in an inoperative REU. If you put the newer REU in place of the old one, the system will not recognize it.

14. There is no way I know of to send printer codes to the printer with Geos. I have a Star NX2420. I have no way to tell the printer to change colors. (color = 27,114,n, where n=1 to 9).

15. The preview in Geos is just about worthless: it's like a playtoy.

16. You must have the printer file stored on every work disk.

17. Pointing and clicking requires a mouse or joy stick. They take up room on your desk. The mouse even requires a clean desk!

18. Icons may please some people, but having to go through a window to get to what you want is time consuming and cumbersome.

Loading a program such as TWS is much faster; you just load it and start writing. You can title it if you want to save it, but if you just want to print it without saving, you can do that too; not with GEOS.

EXPLORER & HTML EMAIL ATTACHMENTS

by Joe Fenn (aka kilroy)

Since I took over maintenance of the "Mailink" email address lists, I have often run into a problem with some of the new ones added into the list. I receive email from them that has nothing in the body of the message except a line noting that the text is in the form of an "attached file". Even if I download the attached file, it is corrupted with all kinds of "html" reference codes and it is very difficult to extract the needed info. After doing a little research here it seems this mostly is caused by users of "Explorer" software who don't even know they are sending the email this way.

If you use "that other computer platform" just for kicks like I do, then go into your "outlook express" and under the "Tools" option, you must check the "send plain text" not the "send html" option. Then at the bottom of screen click on "APPLY". From that point on, your text will be plain ascii text and right in the body of the email message so us "UNIX" shell account users don't have a hassle to work through.

Aloha

HELP! I have a Star NX1000C Rainbow. It does all of the operations to print except it doesn't print, even with a new ribbon. All that I can see is that the print head may be worn. As one tech told me on the phone after he refused to look at it, "It may be the part holding the ribbon cartridge". I've asked about purchasing parts for my Star, but no one has any.

The only other thing I've been told about the Star NX1000C by stores is, "It's just junk! Throw it away and buy our printer". Even mail to the Star addresses in NY or NJ in the manual is returned to me with "Not at This Address". I'd like to repair this printer, and see other members who also own one. Have they ever had such a problem? I could use help and advice about repairs and parts. Thanks. Rick Blythe

Editor's note: Paul Berry tells me that a neighbor got service on a Star from Radio Shack. They sent it to a service center. Paul advises that it helps to give as much information about what is wrong with the printer as you can, when taking it for repairs.

I have a recommendation from the internet for a company in California that repairs Star printers.
International Electronic Service and Sales 22600-A Lambert Street #703, Lake Forest, CA 92630. Phone (800) 274-3774, FAX (949) 380-3781
E-mail: jstopiess@aol.com. Printer repairs would be $55 for labor, plus cost of parts and shipping. They will do a no charge diagnostics test.

Star Micronics still supports their printers. For parts, ribbons, and manuals. 1-800-227-8274. To contact the nearest service center. 1-800-506-7827. Technical support. 1-732-572-3300

HELP! I'm looking for the following help with CP/M:

* I need whatever utilities and information are required in order to use a 1581 with the 28 MAY 87 version of CP/M. I have the OS and FORMAT.COM, but apparently I also need an ERA.COM and a replacement for PIP.COM. If there's a newer upgrade that supports the FD-2000, that would be welcome too.

* I'm trying to get a late version of WordStar installed for my equipment. In order of preference, I'm looking for:

(1) The uninstalled version of WordStar 3.3 (WSU.COM rather than WS.COM), or

(2) WordStar 3.3 installed for the C128 or a computer with a compatible terminal, such as an NEC PC-8800 (or generically, an ADM-3A terminal), or

(3) A copy of INSTALL.COM and WS.INS for WordStar 3.0.

Brian Ketterling.

GODOT a short review
by Hugh McMenamin

This revolution in graphics manipulation by the C=64 was created by Arndt Dettke & Wolfgang Kling and is distributed in the US by Creative Micro Designs, Inc.

The Godot program is unique in converting all graphics into its basic Godot 4 bit system Which uses a nibble (4bits containing the color 0-15) for each pixel of the graphic. Since there are 32000 individual pixels on a hi-res graphics screen (640 pixels across (8x80 columns), 8 lines to each row and 25 row, these add up to the 32000 individual pixels. With Godot, each pixel is an individual color so that the entire screen representation is stored from $4000 to $BD00.

Obviously, the C=64 cannot display this in their usual format. In fact with Godot, these are displayed as either conventional hi-res or med-res formats.

Godot can load some 31 different formats from regular or compressed Doodle and Koala (dd & gg) to GEOS, Gif, Fli and many others.

With the use of modules, these images can be combined, manipulated, dithered and changed to suit almost any taste. Modules are included that provide a screen saver (Toaster) and the Minesweeper game similar to the one on the 'big' machines.

With the saver modules (available on the paid for program) most of the loader formats can be saved to disk. As new modules are written, Mr. Dettke posts them on his own web site (or FTP) site or on Gaelyne Gasson's videocam.net.au site.

Godot can be used by the bare C=64 but to manipulate and save Gif images, an REU is necessary.

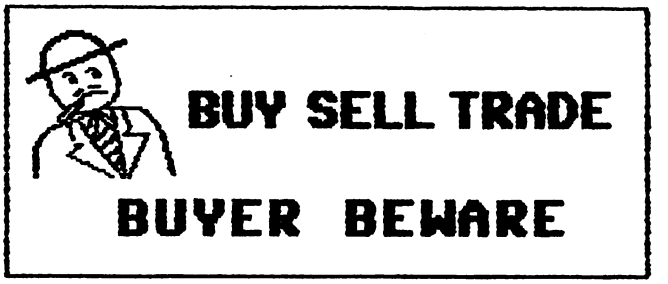
While the manual (42 pages) is extensive and clearly written, it is only a start in using this very complex and outstanding program. HJM

FOR SALE:

5.25" DISKS,LOW DENSITY,
FOR COMMODORE RE-LABELED,
NEVER USED,W/ SLEEVES, LIMITED SUPPY

25 FOR $ 7.00 PP USA
100 FOR $ 24.00 PP USA

RICHARD SAVOY



FOR SALE

Commodore Hardware, software,accesories and books on individual lists. Send SASE for copies of lists. Write to Roger Hoyer at 31 Potowatomie Trail, Milford OH 45150

ROGER HOYER

VENDOR WATCH

from Tom Adams

WARNING! Joseph Masters wrote to me commenting that he has sent money to two companies and has received no response. He has tried to call and write but no luck. He would like to warn other members to be careful when dealing with these two.. Joseph sent a check to Joseph Palumbo of J.P. PBM Products By Mail, Box #60515 N Sheridan Mall Postal Outlet, Downsview Ont. M3L 1B0 CANADA. The product he ordered was a new Super Snapshot v5.22 cartridge for $74.95. The other vendor is PHD Software Systems (Brett Tabke), P.O. Box 23, Moville IA 51039-0023. he ordered Karma 128, Res 80128, ACK! 128, Spray Paint 128 and Fontigus 128.

FREE! Doug Snell of MacharSoft is giving away a COMAL cartridge for the price of postage. Foe more details on this and other COMAL products write to: MacharSoft, 5 Elm Grove, Newton Stewart Wigtownshire DG8 6JT Scotland UK. Email: sales@macharsoft.demon.co.u

from Frank Redmond

I recently received a letter from a member stating that he tried to order some "ebonizer". The telephone was disconnected and when he wrote a letter, it was returned. Apparently Upwego Co. has gone out of business.

As a last resort, MEI/MIICRO; 800-634-3478 was still advertising replacement ribbons, at a discount, for most dot matrix printers. With the gradual demise of the dot matrix, I'd advise anyone to stock up now.

EMAIL ADDITIONS

Cotrill,	James R.	BUCKYK3LIE@aol.com	
Crosby,	Karen	karen@lucasco.net	
Dixon	Harvey	jsdixon1@swbell.net	^(1 not el)
Freedline,	Sherry	qt@telerama.com	
Harbron,	Robin	macbeth@tbaytel.net	* ?
Hayes,	Duane E.	snowsnake@genie.com	
Pattinson,	Dick	dpattinson@saltspring.com	
Peterson,	David	dapeter@iastate.edu	
Weathington,	Chris	joelrpg@aol.com	

NEW MEMBERS

ROBIN HARBRON, 220 Ogden St. Main Floor, Thunder Bay, ON, P7C 2N1 Canada Robin is a programmer/systems analyst (mostly Internet). Hobbies: Cricket, his family & cats, music (guitar & bass), church, camping, and reading. System: C-128D, C-128, C-64, C-64C, VIC-20, PET, Amiga 500 & 386sx laptop, 1541, 1571, FD-2000, SFD-1001 & 2031LPS disk drives, SuperCPU with 16 Megs., 512K REU, 2 Meg. BBGRAM, Canon BJC-4100, Panasonic KX-P1124, 801, 803, 1200 & 1250 printers, 1084S, 1701, 1702, 1802, and 1902A monitors, SwiftLink, Turbo-232, USR Sportster 33.6 Fax/modem, 1351 mouse, and a Super Snapshot V5.22 cartridge. Interests: Programming demos, utilities, and games, writing articles for the Loadstar Letter, collecting hardware & programs, and running his demo group on the Internet, E-mail, (macbeth@tbaytel.net).

CHARLES S. HOLLINGSWORTH, P. O. Box 1252, Thousand Oaks, CA 91358-1252 Charles is a retired research scientist. Hobbies: Photography, electronics, and music. System: Three C-64s & C-128, 1541, 1571 & 1581 disk drives, 2 Meg. hard drive, RAMLink, C-64 SuperSPU, Epson MX-100 printer, and 1902A & Amdec monitors. Interests: The C-64 as a data acquisition system, and telecommunications, E-mail, (csholLingsworth@hotmail.com).

DOUGLAS R. JENKINS, 18542 Kreigle Lake Rd., Avon, NM 56310-8633 Douglas is a machinist. Hobbies: Model rocketry, and woodworking. System: C-128, C-64, Plus/4 & VIC-20, Swan brand SW71 & 1581 disk drives, RAMLink with 4 Megs., 1750XL 2 Meg. REU, Jiffy-DOS, Star NX-1020, Panasonic KX-P1124 & C= MPS-1000 printers, Xetec Super Graphix interface, Magnavox 40/80, 1084S, and 1902A monitors, Turbo 232, US Robotics 14.4K modem, Super Snapshot V5, and a CMD SmartMouse. Interests: Loadstar + LS Letter, C=World, graphics, and learning BASIC.

LARRY LATHROP, 5375 Shake Ct. #104, Las Vegas, NV 89122-0226 Larry is a front desk clerk. Hobbies: Electronics, and following NFL football. System: C-64 & C-128, 1541, 1541-II, 1571 & Excellerator+ disk drives, geoRAM, 1700, 1764 & 1750 clone REUs, Star NX-1000, NX-2420, NX-10C & Okidata 120 printers, 1084, 1702, 1902A & Magnavox monitors, 1200 baud modem, and Super Snapshot, FastLoad, Action Replay, WarpSpeed, Final Cartridge-III cartridges. Interests: Tinkering inside C= equipment, music & graphics, and Loadstar 64 & 128.

JOHN MACCARD, 88 Wallis Ave., Jersey City, NJ 07306-6436 John is a computer support specialist. Hobbies: Comic book collecting, drawing (fantasy & real life), and writing. System: C-128 & C-64C, C-128 SuperCPU, 1571 & three 1541-II disk drives, CMD HD-170, Jiffy-DOS, Star NX-2420 & Canon BJC-4200 printers, 1802 & 1902A monitors, 1670, Boca 33.6K V34 & Zoom 56.6K modems, Turbo 232, Mach-128 & Symphony cartridges, and a Koala pad. Interests: Collecting demos, occasional code writing, and online hosting & web surfing (no E-mail address provided).

RON SLAMINKO, 14708 56th Ave. S., Tukwila, WA 98168-4572 Ron is an engineer. Hobbies: Golf, tennis, bowling, disc golf, music, and movies. System: C-128 & C-64, 1541, 1541-II, 1571 & FD-2000 disk drives, 1750 REU, Jiffy-DOS, Epson LQ-500 printer, and 1702 & 1902A monitors. Interests: Programming in BASIC, C, Pascal and some ML, compilers, and graphics. Add the "mark" to the left of Ron's name as being a "friendly correspondent"

ROBERT SNYDER, 302 W. Main St., P. O. Box 296, Metamora, OH 43540-0296 Robert is a rural mail carrier for the USPS, husband & father. Hobbies: Astronomy, gardening, jogging, hiking, and robots. System: C-128, C-128D, SX-64, C-64 & Amiga 2000HD, 1541, 1541-II & two 1581 disk drives, RAMLink with 4 Megs., MPS-801, Star NX-1000 & NX-1000C printers, 1702 & 1902 monitors, Super Snapshot V5, 1670 modem, 1351 mouse, and Computereyes. Interests: Word processing, demos, and GEOS using Wheels.

ADDRESS CHANGES

Scott Merrill, 23704 El Toro Rd. #5-530, Lake Forest, CA 92630-4794