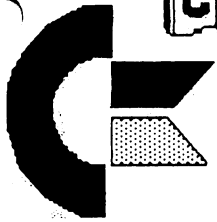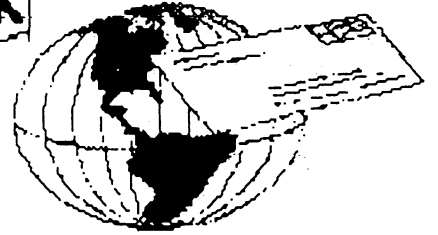# COMMODORE MAILINK

Newsletter of
Meeting 64/128 Users
Through The Mail

MEETING NEWS

Tom Adams

A big Welcome to all the new members. Andrew Leavy, David Moon, Robert & Grace Peppard, and DeWitt Stewart. Or new members bios will be found in this issue of our Members listing.

I see the pre addressed stamp envelopes were a success. Only 4 or 5 have responded the post cards from Fran Redmond. The others either sent their dues in the envelopes or sent messages that they would not be rejoining.

With this issue you will have the March 2001 edition of the membership list.

I understand that a few members were concerned about the mentioning of the Internet in past issue. Let me remind all that we have been and still are a Commodore user group that "meets by mail", that is postal and not E-mail.

Again I want to thank all you have re joined us for the year 2001.

MEETING 64-128 USERS THROUGH THE MAIL Officers

President: Tom Adams, 4427 39th St. Brentwood, MD 20722-1022
   Group Business and membership; printing, and distribution of MaiLink
   Phone 301-927-8826   E-Mail tomadams@smart.net

Vice President: Francis Redmond Rt.7, Box 7614 Palestine Tx 75801

Treasurer: Emil Volcheck. Jr. 1046 General Allen Lane. West Chester PA
   19382 E-Mail emilv@ccil.org

MaiLink Managing Editor: <Sensei> David O.E. Mohr. 623 29th St. Astoria
   Ore. 97103   E-Mail ronin@pacifier.com

MaiLink on Disk Editor: Richard Savoy 250West St. #9 Ware MA 01082

Membership Addresses, Biographies, Corrections and Changes: Brian
Vaughan 2101 Shoreline Dr. #352 Alameda CA 94501-6207

E-Mail Address Editor: Joe Fenn 3612 Puku Makai Drive Honolulu HI 96818
   E-Mail jfenn@lava.net

Listing of "Information and Resources" Member Volunteers:
   Linda Tanner R1 Box 120T, Black MO 63625

MAILINK POLICIES

Editors Crypt:

Lord Ronin from Q-Link

This month's issue has been a tad bit of fun. My server decided to add to their PINE feature, something about secure shell. which for me, well all it does is lock me out of PINE 4.21 and sit there waiting to open the in box for 9 minutes. Before I get kicked off with a no carrier. This has not been fixed as of this writing date.

Good news is that my son registered some Amiga programme that allows me to log onto my server and play in PINE. I am able to set things up in the home directory for DL on the C=128. Making a few extra steps and over two weeks off line, but the work is done.

So then, this issue is done in Wheels64. Using GEOPublish and perfect print. Main body text is PICA at 9 point. Submissions were on disk, hard copy and disk as well as Inet E-Mail. They were converted to normal PET ascii and then to GEOS with the wrong is right V7 programme. Then run through GEOS and the spell checker and into GeoPublish.

The images are from a tattoo book I found in a trash can 12 years ago and completely forgot about till recently. They were scanned with the Handy Scanner 64 and converted to GEOS with Handy Import.

Tools used, besides the above. C=128D with Jiffy Dos, CMD HD at 1GB, FD-2000, SCPU with 65216 blocks of ram. 1 pound of pipe tobacco, 19 pots of coffee and 3 nitro tabs. Printed out on a Cannon BJC 4000 inkjet. Oh yeah and a lot or prayer to the C= goddess. <BG> Most of the articles I have written including this one. Are done in 80 column with the PET ascii writing option on my BBS. Transferred to a 1581 disk and the above converting work.

I do want to thank all that gave help on the problem with the ISP and to note that in the near future. I am moving the lot to Videocam. Soon as I figure it all out. I will notify all that I can. Thanks more than I can say to my son who saved the day. Tom for his support and snail mail system. Gaelyne for the videocam offer. Nate/Dac though not a CML reader, he did give many ideas for fixes

in the lists. And to all that submitted help and support. That is what the C= community is about. Thanks to all of you.

MAY EDITOR

Our May 2001 editor is Paul Berry. He will be using TWS for his edition. Preferred format is via snail mail in 41,71, or 81 disks. E-Mail is possible but not preferred and would need to be an attached file in TWS or PET.

Submissions can be sent to Paul D. Berry 2113 Seven Lakes South, Seven Lakes, NC 27376. E-Mail contact is pdberry@pinehurst.net
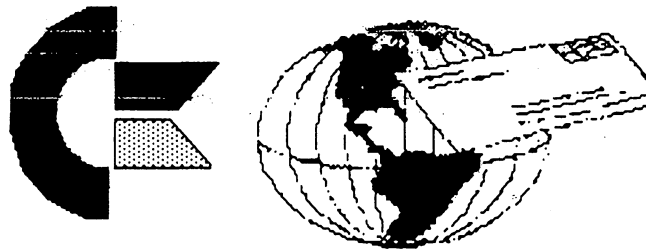
MAILINK ON DISK

by Richard Savoy, Disk Editor

From the Disk Editors Corner:

WHAT'S NEW FOR MARCH: This issue of the **COMMODORE MAILINK**, will ve on the front side of the disk, also I still have five more public domain C-128 40 column programs from Kieth Snyder that we will share with you. The back side of the disk will have the "BIO's" first and depending on space assorted C-64 programs.

FREE BONUS DISK: with the MARCH ISSUE The front side of the disk is "HUBBARD MUSIC" imported by Alliance III with more than 25 music selections, when the main screen appears, press space bar, and to make a selection use joystick in port II, on some selections you have a choice to make changes to the tune by pressing keys at the bottom of the screen. SIDE

2: Has "JIGSAW VIDEOS 2" with 16 different Jigsaw Puzzles and I've enclosed colored pictures which I made using Loadstar's Rainbow Printer program and scanned the pictures so to make copies which I'm sending with the disk so to make it easier to do the puzzles.

OLD TIME MEMBERS: If for some reason you fell through the cracks and never received a FREE COPY of the Commodore Mailink on Disk please drop me a postcard or Email and I will send you a copy FREE! My Email address is RSavoy557@aol.com

SUBSCRIBE TO THE COMMODORE MAILINK on DISK: If you aren't a subscriber you don't have to wait till January, you can start anytime and you will receive the current issue and the latest bonus issue and the next five issues, which are mailed out about two weeks after the current Commodore Mailink newsletter is mailed.

PRICES FOR THE COMMODORE MAILINK on DISK ARE AS
FOLLOWS:

The Cost is $7.50/year in US.
$8.70/year in Canada
$10.00/year everywhere else
$1.50 single back copies

PAYABLE TO : RICHARD SAVOY, 250 WEST STREET #9, WARE MA 01082-9783 USA.

MAURICE JONES - AN APPRECIATION

Jean Nance
Maurice Jones, 74, of Laneville Texas died on Thursday, January 4, 2001 after a long illness. Maurice was born on May 31, 1926 in Laneville. During World War II he served in the Army Air Corps. After the war, he attended Kilgore College and East Texas State College. He taught high school mathematics, physics, and computer science for 32 years, first at Gallatin and then in Tomball. He spent his retirement years in Laneville, where he wrote computer programs and magazine articles for Loadstar magazine, and regularly wrote for the Rusk County Democrat newsletter. He was a devoted husband, and a loving father and friend to his children. He is survived by his wife of 52 years, Jo Anne Glossbrenner Jones, four children, and six grandchildren. (Provided by Jo Anne Jones))

Maurice was a long time member of our group, and I personally will miss corresponding with him. Members who subscribe to Loadstar disk magazine will be familiar with his wonderful solitaire games. Fender Tucker, editor of Loadstar, was among the pall-bearers at the funeral. Here are some comments from him.

Maurice had been battling emphysema for so long that the end was not unexpected. In fact, Maurice outlasted the doctor's ETD by three months. When Maurice woke on the morning of January 1, he gloated to Jo Anne that he'd finally put one over on the IRS since she'd now be able to claim him as a dependent for all of 2001. Of course it was a nice gloat. Maurice was one of the gentlest and kindest of people and a real Democrat. At the funeral, where everyone was dressed in black suits, there was a prominent picture of Maurice standing on his back porch, where he met all his visitors when he was feeling better, dressed in a T-shirt and sweat pants. No histrionics for Maurice Jones! He was a teacher all his life and I sure enjoyed gabbing with him, especially when we spoke BASIC, our favorite dying language.

Maurice's death was pretty much as he envisioned it, dying in his sleep with his family around, eating and talking. 75 years is not a bad span for a life, and I'm so glad that he spent the last 10 of them as the AMCGS of Loadstar.

I'm putting the **TRULY COMPLEAT MAURICE** together right now, hoping to get it to Dave Moorman by this weekend so he can put it and VICE on a CD. solitaire games, each with comment by the AMCGS. It's big. I think I'll have to go to a third 1581 disk to get it all to fit, even though I'm packing everything.

Commodore People: *Lord Ronin*

In the Editors Crypt I alluded to a problem that I have with my ISP. Also to the fact that many members of the C= community offered help. I would like to

take these few lines to say a word or 100 about the C= community.

We are the most giving and caring group of computer users out there in the world. This is the lesson I have learned. Not only with the recent ISP situation. But with my back injury several months ago and the heart attack that I suffered in July last year. Support, sympathy, and compassion from the C= world came flowing into me. Hints and tips on things to try to do to fix the current ISP situation have flooded my sons account. As he worked for a while as the go between. Yes he is a C= users as well as Amiga.

But beyond that aspect of my problems. We rallied to help other members like Tom in his time of need. We send our heartfelt feelings to the survivors when members or just plain C= users pass on. Didn't we also send in money and at least good wishes so that our member in Romania <Hoi Mihai/Michael> would be able to have a SCPU and a monitor so that he could jack in with his C=?

I don't know what magic this C= has that creates this attitude in the users. I know that it is what gained me two new members to my users group. And a new member to the MTTM from my users group. What ever magic the C= has locked away. May it never dim.

LETTERS TO EDITOR

The Train:

Dear Editor:
As renewals to our group come in, I notice that some familiar names are missing. Tom Adams has told me that a few or these people had notified him that they would not be renewing. Generally, they have given up their Commodore and their attention, and desk space, go to a "PC". (I resent the use of this term for all computers other than Commodore. What the heck are our Commodores if not "Personal Computers")?

Some C= users suffer from ill health and find computing to be too much of a strain. Some of them have died, as obituaries in every MaiLink show. But, many have purchased another computer, and gone over to it completely. In many cases, the main reason is that they want to get on the internet, and local servers do not provide the proper "shell account" to enable them to do this with their Commodore. Once they have the new machine, it slowly becomes their primary computer, and eventually, the old "Commie" is sold, given away, or relegated to the closet.

This saddens me. My server, Prairnet, a community service of the University of Illinois, has promised they will continue to provide me internet access. However, I can't make sense of most web sites, can't see color photos that friends and relatives put on the web, can't shop on the web. I admit, I have acquired and "I-opener", a device that allows internet access only, complete access in living color.

I'd like to hear your take on this problem, and any solutions you can think of. More and more of the MaiLink seems to be devoted to material for those who own both a Commodore and another machine. I would never advocate forbidding such articles but they do make some of us feel as if the train has left the station and we aren't on it.

Jean Nance - Urbana Illinois

Editor Reply:

Jean, as I typed in your letter on my BBS system. I looked to my left to my "other" computer. Yes it is a "PC". O.K. it is an Amiga 1200 PC for the purists at heart. <BG> It sits under a box, joystick, towel and the pipe ash tray. Hasn't been used in a year. Most likely won't be used for many more months. Then only as a game machine.

I to say that our sacred C= is a PC. Won $50 bets on that trick. My 128D says "Commodore 128D Personal Computer". Says "Personal Computer" on my 64c. Can't see what the Amiga says as it is buried. <G>

My server, Pacifier, also promised me that they would keep the shell account on line. I spent half a month not being able to log on, as the shell system was saying Host Unavailable. They gave me a free month for that, now they installed some sort of secure shell and as written elsewhere in

this issue. That locks me out of PINE for my
e-mail records.

Unlike you, I am able to go to web sites. I
have grabbed many walkthroughs, 10 pages of
note writers, several hundred game files
from emulator sites. Pictures that are put
up. I just down load them and then through
GoDot or another converter, I am able to see
them. Thanks also to Steve Judd and Adrian
for making the colour jpeg viewer for us.

I don't know what problems you are having
and would like to ask all members to see if we
can help you to navigate with the C= on the
web sites. I'll gladly send what little I know
on the subject and how I do it.

On the mail lists and the newsgroups that
I am on. I read many reports and questions
about emulators and how to put C= files to
the heretic system. How to bring the C= files
from the heretic system back to the C=
system. I see this as showing that there is
still a lot of interest in our beloved PC. Why
I just sold a few weeks ago a 128 system to a
man that just can't afford the heretic system
and the constant/mandatory upgrades. He
wanted something reliable and trustworthy.
That wouldn't be obsolete by the time he got
home.

Articles on how to bring files from the
other system over to the normal C= system. I
think would be great for the CML. Many people
as you have said, had to switch just to go on
line. To be able to DL files for the C= and
then be able to put them on the C= for use.
This would be of great interest and would
help us keep our members active and
interested. I also know that there are sites
out there with many files. Lemon for example
has over 2600 Commodore files for free down
load.

Now then what do the other members think
of this topic? How should we advert our
group to attract new and returning members?
How and what should we do to fulfill the
interests of our current members? Sounds
like a good idea for future issues to me.
Thanks Jean for bringing it up.

RamLink Battery:

Feb 20 2001
 Hi:
 I thought MaiLink readers would like to
know:

I was without power 57 hours and
that my RAMLINK backup battery did NOT
backup that long. Now we need to know
just how long it will back up?

Bill Kennedy - Birmingham Alabama

Editor Comment:

I have read recently in one of the C=
newsgroups about some units that have
been in storage for years and the
battery still being fine. As it was
charged up and held the charge.
Comments from users would be a real
help to our members. Dealing with your
experiences with the Battery Backup.

E-MAILINK:

(edited from letter on several topics)

I am not "on-line", although the
MaiLink appears to be taking on that kind
of demeanor. That is why this notice has
skipped one MaiLink. The last editor
wanted submissions by e-mail. I thought
this club was "Users Through the Mail".
"Mail" being U.S. Mail. I don't object to
also using e-mail but not at the
exclusion of the original purpose of the
club. It's interesting that some of the
members include their e-mail addresses
before they would list their telephone
numbers, if at all. Maybe we should
change the name of the club to "Users
Through the e-mail". ha!

Vincent Dymek - Clifton New Jersey

Editors Comment:

We are these days becoming to set for
e-mail. Forgetting that this group was
formed before the big Inet days. Many of
our members are like Mr. Dymek and not
"wired". I think that to forget the Postal
service in favour of the e-mail is
cutting our throats. Even if we were to
have a North American BBS for our
group. Not every one has a term prg or a
modem. But we all have access to the
Postal Service. Stamps are cheaper than
phone bills anyway. We are Meeting
Through The Mail. But this shouldn't
mean exclusively either snail mail or
e-mail. But we should cover both. Mihai

in Romania sends me and others E-Mail. As it is cheaper and faster than posting an international letter. I know that it takes 7-10 days and costs $1 to send a #10 envelope with 5 sheets to the U.K. As that is what it runs me to post to Mr. Bairstow and the Commodore Scene magazine.

Two 1541 disks and a note from Al Jackson in Nevada costs just 55 cents to post to me. Very cost effective I would say. Now I may seem to go on about his a bit more than I should. However I have received e-mail from concerned members. Who didn't want it published. Concerned that the group will go E-Mail only. I think that this is a subject that we should address in the CML in a future issue.

VINTAGE:

This note is to tell you about a GREAT place that sells Commodore hardware & software. Maybe you could use this information in a newsletter. I have bought hardware & software him for over 3 years and everything arrives in good shape, all work great & his prices are reasonable.

Name is Vintage Computer...520 Silverbrook Drive, El Cajon CA 92019. OR phone 619-445-8432 OR E-mail vintagecomp@home.com to receive a catalog. It is 18 pages...listing C=64s, 128s, Amiga & Atarai... AND EVEN a SX=64, that are hard to find. I used to have one, but sold it to one of our preacher members about 8 years ago. I had fun with it, but he could use it as he traveled a lot to different churches.

They also sell many, many of the extra gadgets like, Gateway, Koala Pad, Super Expander,, CMD RAM Link & Jiffy Dos etc. Also many programs that are no longer in print.

Eloise Carey - Baywood Park California

Editor Reply:

Hoi Elly, I thought that your letter was better put in the letters to the editor area rather than as an advert. I know Bill and Vintage Computers personaly. As I have had a dealers account with them for 4 years. Yes most of their prices are quite fair and the shipping is not that bad. As an example. I finally was able to find a copy of Dungeon Masters Assit Vol #1. The box still had the patina shine to it. Inside were not only the

books and the factory disks. But several back up copies. My copy of Dam Busters was still shrink wrapped. I bought a Hear Say 1000 from them as well. Plus when I ordered items and they had already been sold. I was refunded in the order the difference. No waiting for things to be sent or cleared. In fact on my last order. Bill sent me a large collection of Joysticks. Simple because the models I ordered had proved to be defective. He also refunded he money for that part of the order. A M.O. right in the box.

So yes I would reccomend this company to all of our members as a way to pick up hardware. Yes they have plus 4s, c-16s and vic 20s in the listing. I have the catalogue beside me. Many titles of software and they have a full page of books and manuals. Be a great idea to get on their mailing list for the quarterly catalogue. Thanks for bringing this up Elly.

QUESTIONS:

My mother, also a Commodore user has a Star NX 1000C printer. It suddenly "died" one day, i.e., it continued "printing", but nothing was on the paper. Mom said all of a sudden when it was printing, she heard a loud noise, then the printhead continued to move across the page, but there was suddenly no more text printed on the page. I peered inside and nothing looks broken or different from its "before" condition.

Does anyone know if this printer sounds like the printhead has died and it is best to toss the entire printer, or is there hope?

Linda Tanner

Editors Comment:

A couple of my U.G. members had the smae problem and it was ribbon foul up in the cart. That is all I know at this time. I hope other members can give more information.

CHICAGO COMMODORE EXPO September 2000

By Linda Tanner

<Editors Comment: this article missed the January issue. A long one and I think that it should be put here in it's entirety. Rather than a break up between this issue and the May issue>

Where to begin? For starters, it was well worth the trip to Chicago. There were demo's off and on--mostly on--all day long. It was difficult to spend much time chatting with anyone for any length of time, for fear of missing out on yet another demo. Visitors attended from Arizona, California, Delaware, Indiana, Iowa, Kansas, Kentucky, Michigan, Missouri, New Jersey, Ohio, Oregon, as well as Canada, Mexico and Sweden. I took notes, as well as video taped until running out of tape; there were so many impressive demo's showing what the various programmers and others are doing, that when some of these ideas and programs are finally implemented, we Commodore users will be beside ourselves! Most of what is written here is from my own notes and/or video tapes, and some is gleaned from the SWRAP website, http://members.aol.com/rgharris/swrap.html, maintained by Roger Harris. Thank you Roger. In addition to a review of the Expo, he has some pretty nifty pictures.

The following demo's discussed are not necessarily listed in the order in which they occurred, nor are they listed in order of decreasing or increasing importance. They're ALL IMPORTANT. Further, I did miss a few because of talking with Hugh McMenamin and Stephen Blasko.

One of the longest demonstrations was that of Maurice Randall and K. Dale Sidebottom who managed to show from start to finish how to convert a CMD Hard Drive into a Zip Drive. They took us through numerous steps, including using a hacksaw to cut a little rectangle in the front of the hard drive case, through the positioning of the zip drive on top of the innards (looks easy), through closing case back up. They showed several very important items in this drive conversion process: 1) you MUST have latest boot ROM in CMD's HD. This boot ROM chip costs only about $15; and 2) you'll also need the latest HD DOS, because when you run CREATE SYS on your new zip drive, you're installing HD-DOS on your zip drive and must have the latest DOS to work with your latest boot ROM.

One of Stephen Judd's many creations showed a screen that told us "Remember...Emulators Suck. Thanks for using a REAL C-64", which then dissolves into a spinning coke can which then morphs into a taller and taller coke can with spinning and distorted text, which then morphs into a sort of "paisley" type design, which eventually transforms back into a coke can.

Another of Judd's creations, a moldy oldie according to him, is called BLARG. Most of you have probably heard of it, as had I, but have never seen it in action. He has created a way to create circles on the C-64, and he was slightly disheartened to discover that this circle routine on the 64 runs only 847 TIMES AS FAST as the circle routine in Basic 7 for the C-128! He had wanted to achieve the magic number of 1,000X as fast! (Note to Staphen: We'll settle for 847.) BLARG, according to Stephen, is a simple graphics extension for BASIC, optimized for the SuperCPU (SCPU). Stephen told the crowd, "I wrote that many years ago but now finally got around to working with one of my routines and put them into a little ML program with a simple little interface. I just wanted a little set of routines you could call from Assembly Language to do Basic Graphics stuff. The other one I wanted to show is another moldy oldie. This is a program to make music. There are lots of other music programs, but this is a good music editor that's easy to use. Mark Seelye is the music writer. He can create an instrument with this music editor--simple or complicated. This music editor can even be used from BASIC programs."

Mark Seelye discussed "Object 3-D", when he said, "It's a library of, or set of, routines for doing 3-D graphics, to move forward, turn sidways. Stephen Judd

asked me if I could create an editor for his set of routines so people could manipulate the spaceship, etc., in games, etc. So I spent the next year or two working on it. It is nearly done. So far, this editor gives four different views of an object. There is general information about the object, such as how many vertices, how many faces, which point is selected, where in space the selected point is..." While Mark spoke, we in the audience saw four different views of the same object on the screen, all of which was in SCPU mode, but we were informed that it actually works faster for stock mode. We first watched a cube rotating, with its parameters listed in text on the right side of the screen. He showed us how he could select one of the corners of the cube, and "pullll" it out in apparent space, yielding a totally new shape from the former-cube. We heard that a demo program will soon be available accompanied by some samples of how to use it, how to manipulate and move objects around the screen.

Then we saw the "Cool World" demo, another apparent moldy oldie that Stephen Judd wrote years ago.

We heard much from K. Dale Sidebottom who is the President and Editor of the LUCKI Club. Dale has been producing impressive editions of the LUCKY Report, complete with color pictures and color graphics. Dale has an interest, as most Commodore users do, in where we are headed as a community. He has been "testing the waters" with the idea of a Commodore Congress. In other words, could we use some sort of international congress which works by consensus? Would or could all interested and willing Commodore users comprise this Congress, or would each Commodore Club vote to send one or several delegates? If any readers has any ideas or input on this subject, Dale would love to hear your views, and no doubt our very own President Tom Adams would likewise be interested. Dale also discussed his color printer, a Lexmark Optra SC 1275 model, as well as GeoCable II. Last, but not least, one humorous highlight of the day, was when Dale had to very hurriedly set up his camcorder to catch one of the last presentations, this one by Jeri Ellsworth. All of the cables were connected, all of the proper switches and buttons were pushed, tripod perfectly aligned, but alas, when Dale hit the record button...NOTHING HAPPENED! Seconds were ticking, the crowd was jostling for pole

position to see Jeri's demo, Dale was going over his mental camcorder checklist... too much pressure....what to do...what to do....Jeri stepped forth with her handy test meter, "13 Volts!"....seconds ticking....still no red record light...when finally someone from the crowd said, "Is it turned on?" It wasn't. So he did. Then Dale proceeded to tape one of the highlights of the day (to be detailed later).

And of course, we saw Maurice Randall's Internet Browser, The Wave, in action. Maurice tells us that functionally the 64 and 128 versions are identical, and that each one has an advantage over the other. The 64 version is faster, screenwise. He scrolled text on the 64 and the 128 in quick succession for comparison's sake. The C64 was noticeably faster at scrolling. In fact, the Trekkies out there who have seen the speed at which The Wave 64 can scroll text will swear that it is moving at just the right reading speed for Data, the Android on "Star Trek Next Generation".

The slightly slower text scrolling speed of the C128 is due to the slower VDC chip. Maurice announced that 70-80% of the "necessary stuff" on The Wave is implemented so far. It looked every bit as good as we've heard, and no doubt most of us are on the edge of our chairs waiting for full release.

Greg Nacu, who carries his C-64 around backpack style, demonstrated Chester Kollschen's latest major project, CLiPs. Having missed his demo, but having seen a preview online, this CLIPS is impressive and warrants a separate article for a future issue of MaiLink.

Robin Harbron is developing a unique routine using IFLI graphics (Interlaced Flexible Line Interpretation) graphics, in which a mouse pointer can be manipulated around the screen independent of, and not interfering with, his on-screen IFLI graphics! No doubt, we'll hear more about Robin's project.

According to Roger Harris, Eric Kudzin showed his CD player/Commodore

hookup.

And Roger Harris did a GeoDOS demo which showed, among other capabilities, how this software can discern between an FD 2000 and an FD 4000. Further, it can even change a file type on a PC disk. It can change a text file to a Geo Write file, and much, much more. The entire GeoDOS file can be found at: http://members.aol.com/rgharris/swrap.html , SWRAP's website.

Saw Hugh McMenamin demonstrate his "Illustrator", for adding graphics to TWS. Don't know if it was an "official" demo, but he did a quick run-through so we could get an idea of its mechanics. One low point of the Expo for Hugh was when he discovered he had locked his keys in his car. And sadly, we now hear he has had some medical setbacks which are preventing him from computing altogether now. Here's wishing Hugh a speedy recovery from all of us.

Had a most informative discussion with Stephen Blasko. Stephen detailed how his wife edits, with the help of a Commodore, a newsletter that is eventually posted online. One of the things Stephen does is take the needed pictures and have them developed into a Kodak "picture disk". Then he uses GeoDOS while in Wheels, to copy JPEG files from the Kodak disk into Commodore format. Next, they use Stephen Judd's and Adrian Gonzales' JPEG Viewer for the purpose of not only viewing the pictures, but for easy identification, since Kodak uses some unusual, and not overly user-friendly, naming convention. Next, they use PostPrint II (a work in progress) to print the pictures on his HP1200 C printer--IN ANY SIZE HE WANTS--on the page. Stephen says depending on their needs regarding resolution, etc., they can run GeoDOS and JPEG on top of GeoPublish to get pics, or they use GeoDOS to transfer pics to an MS-DOS disk which they then take to OfficeMax, which then produces color digital printouts at the rate of 49 cents a page, or less if 100 copies or more.

In addition to all these wonderful demo's, there were raffle ticket numbers being called approximately once per hour. Prizes ranged from "exciting!" to "I have twelve of those already".

Wheels 64 and Wheels 128 could be bought

as well as a special deal on a SuperCPU Cartridge with 4 MB. There were numerous odds and ends for sale, including many books, one set of which I did purchase: a nearly complete set of C-128 books by Abacus software, Volumes 1,3,4,5,6,7,8. Prices on many nice items were sub-basement bargains.

Last, but certainly not least, is the demo by a delightful and very talented twentysomething Jeri Ellsworth, who hails from Oregon. Jeri got her first Computer, a Commodore, about the time many of us did, in approximately 1983. The difference is, Jeri was only about 7 or 8 years old when she started computing. She is a self-taught high school dropout who says since she lived on a farm and didn't have lots of friends, her computer was her friend.

Jeri says of her early days, "I was always interested in electronics and mechanical things and I would tear apart radios, TV's, and dishwashers or anything I could get my hands on. The way I got into Commodore hardware hacking is I was just fascinated with those game cartridges that had Donkey Kong or whatever on it, and I didn't understand how it worked. I just thought it was wires inside making connections from 1 pin to another. I would take nails and scrape across the cartridge board on the back of my 64 and try to make games come up and watch funny colors on the screen and burn it out." (Laughs from the audience.) "I think I helped commodore go out of business because under that first year of warranty I think we took it back 3 or 4 times!"

Then when Jeri was about 14, she had graduated to major projects--an audio-digitizer, as well as other things, including oscilloscopes. But money was not plentiful enough to buy fancy chips and tools and other necessities for the guru type, so she got diverted for several years.

Fast forward to now, and Jeri tells us she has three computer stores in Oregon; one is in Albany, one in Camby, and one in Monmouth, and that they are opening up another store to sell Nintendo and Play Stations. So she says she has "bought herself some freedom to go ahead

and buy some tools and some time, and now I can start designing again. I have been kind of full-time reading and learning about different programmable devices.".

Jeri's demo involved the 24-bit video card she is developing that will allow the Commodore to use a non-Commodore monitor, and be capable of resolutions up to 1024 X 800 pixels. She has lots of ideas, but of course is wanting input from any and all of us. She says, "Ultimately, I want to integrate the C-64 on a single chip that is backward compatible with VIC registers, so you can run your 64 software, and I'd like new, higher resolutions with bigger sprites, zoom, different resolution on every scan line and play fields..." Needless to say, Jeri wowed all of us, and many of us were wondering where had she been all our Commodore lives? And to think, Jeri found out about this Expo 2000 by accident! She was surfing Commodore sites and saw mention of it, and said that was her first time to ever hear of the Commodore Expo.

To say we are excited would be an understatement. Jeri posted an online update on September 29, in which she says, "I just completed the VIC-compatible revision of the chip. It mostly works. Biggest problem is sprites. Hope to have prototypes out to programmers within four weeks."

Well, folks, that was only part of "The Jeri Ellsworth Session", but it is enough to whet our appetites for higher resolution monitors to say the least.

For this attendee, the Expo was intense--I was afraid I would MISS SOMETHING if I left the room(s) with all the demo setups. So, I went without one drop of water all day, and without a bite of food. Is that a Commodore nut or what? Would I go again? In a nanosecond.

<Editors Comment: Jeri is a long distance member of our users group in Astoria. As well as several other groups. Recently she announced that she has sold her three business here in Oregon to devote herself to full time hardware design. Besides being a C= users. She is also an Amiga user. Thanks to Robert Bernardo, the President of the Fresno Users Group. I have a three hour video of the Expo. Though not able to have attended it. I have watched the video

several times. Learning how to make the Zip Drive for the C=>
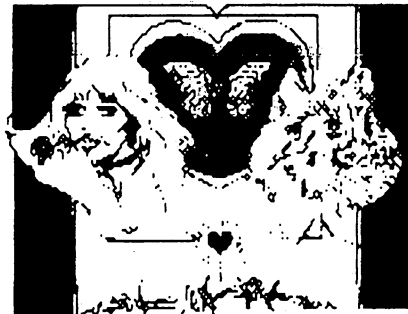
HINTS and TIPS
by Linda Tanner

In our quest to get online at the fastest speeds possible, some of us have purchased newer, faster modems, but not all is as easy as it seems it should be.

I bought a ZOOM FaxModem, Model 56 Kx Dual Mode, 56 K Dual Standard V.90 and K56flex External Faxmodem". That's what the box says. The box also mentions it is for "fast internet and remote LAN access"; elsewhere on the box it says "56K Internet Access V.90 ITU Standard plus K56 flex." Not being sure what all of it means except the 56K part, I bought one, connected it along with Turbo232, loaded Novaterm 9.6 and had no luck. I got a list of all those "Attention Terminal" commands (AT commands) from the library's online access, studied them, trying various combinations of AT commands to send to the modem, and still nothing. I then telephoned several very knowledgeable people who both said it probably wouldn't work with a Commodore. And by this time, the modem was plastered with all sorts of stickers and notes, so it was too late to return it anyway. On a lark, I loaded up a copy of Novaterm-Lite also V9.6, but several years newer, and guess what? Some of the modem lights lit that had been non-functional with my original Novaterm 9.6. So here was a clue, but without an internet account or even a UNIX account, there was nowhere to call (that I knew of). So I finally signed up

for a UNIX account and was eventually able to get both Novaterm 9.6 (after ordering a new version, patch C), as well as The Wave to work with this modem.

THE WAVE WORKED WITH THE MODEM ON THE FIRST TRY WITHOUT A HITCH! Novaterm took some coaxing. Novaterm always hangs up on my system when loading the file, "time.CMD drive", where all stops and the cursor moves home and that is the end of loading. (My CMD Hard Drive is where the RTC is located that "time.CMD drive" apparently is trying to read.) The remedy was to configure Novaterm to allow for the clock to be set manually and thus the software never looks at the HD's RTC. Also Novaterm 9.6c saves your preferences on your first run through, without even asking if you want to save these settings, which was not anticipated at all. One way around this, if you're not ready to save preferences is to cover the disk notch, and when Novaterm tried to automatically save your settings, be ready to hit F1 and/or <CR>. Sometimes if you're fast enough, F1 will go ahead and start Novaterm even after an error message appears and flashes on screen momentarily. Other times, F1 and <CR> are needed to get past the attempted save. Once you have conquered the RTC bug (if it exists and is not some quirk of my own setup), then Novaterm 9.6c will dial out and connect successfully. Also Novaterm had to allow for about 45 seconds in which to make connection, possibly due to sluggish system I am calling and not due a Novaterm flaw. But in the end, Novaterm 9.6c did dial out and connect in spite of RTC problem.

Found on newsgroup comp.sys.cbm
Found by *Lord Ronin*

To find out what revision ROM you have. Type POKE1024,1 On the top left of the screen an "A" will appear. The colour is important White A: is Rev #1 and this is said to be buggy. Dark Blue A:is Rev #2 and this is said to be an incomplete fix. Lite Blue A is Rev #3 and this is said to be the best of the lot.

HINTS and TIPS
By Linda Tanner

In addition to Bob Estrand's hint in November MaiLink, about using V-Tech's ribbon reinker, several responses to my original inquiry about old, very thick ink included:

Ed Rohan uses acetone, adding it to the thick ink with an eye dropper. He mixes a small amount of the highly volatile acetone in the ink with a small metal wire. As the acetone evaporates, he reapplies as needed.

Joe Garrison asked the owner of V-Tech the very same question several years ago. Joe had suggested using lighter fluid, when the V-Tech owner exclaimed, "NO, NO, NO. Use MINERAL SPIRITS (paint thinner)."

And a third person whose name I didn't get (at the September Commodore Expo) told me he is a retired chemist and his suggestion I also failed to jot down. If he is reading this, and it was something different from MINERAL SPIRITS, would he please let us know.

Terms & Jargon
Lord Ronin from Q-Link M.K.A. Sensei David Mohr

I received some snail and E-Mail asking about terms and Jargon used in the CML and other places. Now I am not up on all the jargon. Nor all the smilies and emoticons that are found in the Inet and on the BBS. But I thought at least a few would be good as a start to understand some of the things that have crept into writings of today.

First thing to understand. Writing does not convey emotion as seen in facial expressions and voice tone. So long ago these little code things were created. I have seen some in News Week magazine in my Dr. office. Here are just a few that I have come across.

:-) also :) A general Smiley face. Showing friendship or good feelings
    Variations are...
    ;-) winking smiley
    ;-? or :-? smiley smokes a pipe <denotes me alot>
    ;-! or :-! smiley smokes cigarettes
    8-) smiley wears glasses
    :*) clown nose smiley
    @@@@:-) Mrs. Simpson smiley
    [:-] Frankenstein Smiley
    :-X shock or unbelief at what was written
    :-O open mouthed shock or surprise

(-: left handed smiley <yup like me>

Those are a few and I invite our readers to submit others over this year.
These are called both smileys and emoticons.

Abbreviations: Short cuts for long terms or as I call them cliche phrases.
BCNU is Be Seeing You.
OTOH is On The Other Hand
BTW is By The Way
IIRC is If I Remember Correctly
OT is Off Topic
G is Grin
BG is Big Grin
VBG is Very Big Grin
EG is Evil Grin
SG is Sadistic Grin
VBESG is Very Big Evil Sadistic Grin
LOL is Laughing Out Loud
ROTFL is Rolling On The Floor Laughing
ROTFLMAO is Rolling On The Floor Laughing My <deleted> Off

There are more and I am not privy to all of them. The use of short hand terms and codes has a long history. I used them in WLDXing Short Wave Listening and sending it reports. Same for my days leaning HAM adio and CB radio. As well as my career as a Radio D.J.

Terms change and all groups have their own terms and jargon. We C= users have our language. Which is not the same as the IBuMers. Sometimes same words have completely different meanings. Say remember when a mouse was just a cat toy?
Shadowland: Lord Ronin

Shadowland: Jargon from Shadowrun RPG. A place in the matrix of information and rumours. None of which are proven. Found by *Lord Ronin*

Stuff that I saw in the mail lists and newsgroups. None of this is concrete and is merely rumours and speculation at this time.

Dale Sidebottom is rumoured to be working on some type of Digital Camera that can write files on disk that can be read by the C= in some manner.

Tests are being done on the Plexor Burn of C/D RW #12/10/32S model. That if ictions correctly for us. Shall allow us to rn our own CDs

on the C=.

Richard Milan mentioned some work done on 2" CDs to DL to the C= HD jpegs.

Discussion on the use of new and old CD units and speed. Some are a WORM <Write Once Read Many>. Others are set up for Write many Read Many. A problem that some of us face in using CDs on the C=.

The Aussie crew "TSR" is putting together a reunion meeting.

U.K. 2001 edition of Guiness Book of World Records is claimed by one news group member to state that the C=64 sold 30 million units and is listed as the worlds most beloved computer.

Rome C64 punk band at http://run.to/c64 has mp3 files of C= based music. This was not tested by me.

Rumour that Maurice Randall is working on and may have completed the jpg jpz viewer for Wave. "Source Code is mostly ready to paste". Found in comp.sys.cbm

Discussion in comp.sys.cbm on the fact that the 6502 chip can be called a RISC chip.

On C-16 and Easter Egg <what is that?> is listed as being SYS dec or CDAA also SYS 56250

Eskimo server at http://www.eskimo.com is alledged to be C= friendly and in all 50 US states. support@eskimo.com stated that they are dial up straight NT-to-PPP.

Dale uses the Sony MVC-fd73 <680x480> digital camera for the Lucky Report. This is part of the continuing discussion on digital cameras for the C=.

Maurice Randall announces "Concept" a new SCPU version of an assembler and linker. Works with Wheels 64/128. Needs a SCPU and at least 1 meg ram. A new Wheels version called SC is also in the works. Something set specifically for users of the SCPU.

CMD has stopped selling Wheels. Orders should go to Maurice Randall.

There we have the rumours to date. Anyone with concrete information. I welcome them to confirm, deny or correct the above. These were found in the Shadowland of Homestead, COPS, and gtm Mailists. com.sys.cbm and alt.c64 news groups.

LAST MINUTE REPORT: I was logged on to the Inet to look for any bits of late articles from submitters or corrections to articles. I found a msg about a letter to the C= users at the CMD website. Explaining the new polices on dropping the 800 number, cutting back to shipping only 2 days a week, increased shipping prices to compensate for the raise in UPS & USP prices. Also a bit of a cutback on Commodore items. But they are staying with us. I didn't get the site directly copied. CMD is doing online sales now. So you should be able to take a look. This caused a bit of a stir on the mail list. After a few reads by others. The mood settled and it is a general belief at this time that CMD will still be supporting our platform.

3D Games:
Played by Chris Fite

<Editors Note: Due to difficulties, I had to manually type this article into my BBS writer. Though I tried to make certain that all was exactly the same as submitted to me in hard copy. I may have made errors.>

The most fun or interesting games that I have played have or display a 3D scene. There are text games, which I don't like, and almost all graphic games are two dimensional, which I usually don't like. But 3-D games are like virtual reality, you can move around and see different things that look like real objects in three-dimensional space.

To achieve the 3-D graphics, programs either draw distant objects small and the same objects up close are drawn bigger <just like they would be in real life>, or the programs draw the closer object in front of and blocking the view of the more distant objects <again, just like they would be in real life>. So, when you look at the graphic, you can automatically see which objects are far away and which are close. Some 3-D programs do both of these effects.

When the program draws only the edges of the object, like all 12 edges of a cube, then that is called "wire-frame", and you can see through the object. When the program draws the faces of the object, like all 6 faces of a cube, then that is called "solid", and the object will block your view of anything behind it. Some 3-D programs draw wireframe objects, some draw only solid objects, some do both.

Below is a list of 3-D games that I have played, along with some remarks about each one. The three best programs are "FLIGHT SIMULATOR II" and "LEGACY OF THE ANCIENTS" and "TIME TUNNEL".

1) The simplist 3-D programs I know of are the two public domain programs called "LABRYINTH" and "RATRUN". Both of these programs look like a rat-maze or square tunnel that you walk through with the tunnel branching every which way, sometimes leading into a dead end. You can move forward through the tunnel step by step, or turn around in 90 degree increments. The walls of the tunnel are solid. No sound.

2) Next in complexity is "NEUTRAL ZONE", dated 1983 by Access Software Inc. You are in outer space, and only movement you can do is turn left or right. However graphic view is stunning, high resolution full screen view with smooth movement <scrolling> as you turn. As you shoot at enemy ships, your missiles get smaller and smaller as they travel away from you. Great sound effects too. Solid objects.

3) "FRACTAL LAND" is a public domain program. It draws random shaped hilly scene that appears to be 3-D because each layer of the scene is solid <a hill will block the view of what is behind it>. The number of different scenes is can draw is endless.

4) "DIGITAL LANDSCAPE" is dated 1989 by Digiscape Software. It works just like "FRACTAL LAND", but instead of a random scene, it draws a real scene of anywhere

n the U.S.A. of the topography Mountains, Valleys> of and area measuring about 100 miles east to west and 60 miles north to south. It comes with 14 disks filled with about 500 topographical maps to cover the entire U.S.A.

5> "TIME TUNNEL" is dated 1989 by Cosmi Corp. but is only sold under the name "TOP 20 SOLID GOLD" which is a collection of programs, of which "TIME TUNNEL" is one. This is a graphic adventure game. You travel to different times, like back to ancient Persia or forward to a spaceship. This game loads once, then never accesses the disk again during play of the game <you don't have to wait for it to load things from the disk from time to time like most of the more complex 3-D games do>/ This is the only 3-D game I know of that allows you to visually pick up an object and carry it around. Solid objects, good sound effects.

6> "THe LORD OF MIDNIGHT" is dated 1985 by Beyond, sold my Mindscape Inc. In this 3-D game, you walk around a landscape that measures 64 X 64 miles, and each step you take is 1 mile. You can turn around in 45 degree increments, giving eight different directions to move or look. That gives a total of 64 X 64 X 8 =33,000 different scenes. The scenery includes mountains, houses, castles, swordmen and their horses. You can either just walk and look around or engage in a strategy battle between two medieval armies. Solid objects. No sound.

7> "ECHELON" is dated 1987 by Access Software Inc. It is a 3-D space flight simulator with a huge area to explore, probably would take more than 100 hours of time to fly through it all. This 3-D game allows you maximum freedom of movement, you can turn in any direction and move in any direction. Everything is wireframe, has sound effects. You can explore or search and find objects or fight other spacecraft.

8> "LEGACY OF THE ANCIENTS" is a graphic adventure game dated 1987 be Electronic Arts. Parts of the game are not 3-D <but still very good>. The 3-D parts are the most realistic of any of the games described here. The tunnel maze part of this game is like "RATRUN", but the walls have stone texture, with flaming torches on the wall to light the tunnels. The flames of the torches move, cast shadows below them, and as you pass near one, you can hear the flame crackle.

Excellent sound. Solid objects.

9> "FLIGHT SIMULATOR II" is dated 1984 by Sublogic Corp. You can fly the realistic airplane in any direction with an ever-changing view outside the cockpit window. You have four areas to fly around: Chicago, New York City, Los Angeles, and Seattle. Very realistic. Good sound effects and both solid and wireframe objects, like the statue of liberty and the empire state building.

Dungeon Creator
Lord Ronin from Q-Link

Around 1974, there was released a game. The company was called TSR and that stood for Tactical Studies Research. Now the company is known as T$R or even HasWotcT$R. As they have been sold a few times. The game is called "Dungeons & Dragons miniature rules for midieval fantasy wargaming" Created by E. Gary Gygax and Dave Arneson.

Now a lot of things have happened since that time. D&D moved from a what if we had Merlin and Gandalf in the Battle of Agincourt. Along with adding Dwarves, Orcs, Hobbits <oops copyrighted name. So it was changed to Halflings> and of course Elves to the game. Around 6 versions of the Basic D&D game. Depending on how you count them. Around 5 versions of the AD&D game. Counting the newest version that was released a year hence.

Now many of you know that I am a gamer. A dice and pencil type. Only now learning about the C= and FRPG <Fantasy Role Playing Games>. Thanks to members of MTTM and their help. My handle is actually the name of my first RPG character. Created back on 11/March/78 common era.

D&D/AD&D has made the transit to the C= many years ago. Several series were produced by SSI. They are now PD as the current owner Allan Pinkerton <mad-underline-max1@netzone.net> has released them a few years ago that way.

Well now that the above background history is set. This is a review of a game and a creator. The game/creator is called "Dungeon Creator". Written by David Caruso II. Whom if the ruomours are true.

Played in some TV series that I forget and played a role in the Bruce Willis movie Hudson Hawk.

Mr. Caruso sold this game/creator to Fender and Load Star. Dungeon Creator was originally released on L.S. issue 74 and rereleased on issue 167. As a side note. Fender gave me permission to use the last release as my pass around disk. Word from Fender and from the new L.S. owner Rev. Moorman,is that David released last year this game as PD. I do not know how that effects the L.S. edition.

Now then there are problems with the game/creator. Fender told me that there is a lot of ML related error traps. I don't know about any of that stuff. I just write games and play them. My interest is in story and balance of monsters and treasure. But I couldn't get this game to work. Though I have both editions of it in my collection.

So Nu! I couldn't get the bugger to work. Phone calls to Fender didn't help. So after he said I could use it as a pass around disk. I gave it to my members. Who are also FRPG freaks. After a few weeks. We beat the game creation errors. Mostly these are sins of omission and lack of decent information. This is not the fault of Fender or Jeff at L.S. We learned a lot of things, that perhaps were taken for granted by David when he sent the programme to L.S. in/about 1990. This could explain why nothing to speak of was done in sending Fender adventures. Save for the late Jon Mattheson and his Anathors Crypt. Which was released in the 167 release.

Right then, at this point we made a collection of notes. I wrote them up in EdStar II and sent the disk to Fender. Who gave me a few issues of L.S. 128 for our users groups library. As we made in essence the errata sheet for how to use the Dungeon Creator and I added files on the actual making of the Dungeon. Fender was interested and asked what we could make in adventures. I told him my idea of a multi level game. He thought it might work as a stand alone product from J&F. Things started and then, well got put on the back burner.

Recently in e-mail with Rev. Moorman. I mentioned this project. Rev. Moorman was

interested and asked if it could be continued. But was not ready to commit any funds. I told him that we would give the final product to L.S. and if he wanted to lay anything on us, well back issue of L.S. and L.S. 128 would be nice, but not required. He mentioned some plans for the eLoad Star for the emulators. This will make a larger campaign for us to write.

That is where we are at this time. Creating a multi part adventure. As one of the features of Dungeon Creator is the ability to put in a PassWord. So that the next level is locked out till you find the P.W. in the prior level. The adventure that we are creating is around 15 scripted levels. There is the possibility of making it a full 20 levels.

O.K. at this point I know that many are ready to move onto the next article if they haven't already. As they aren't gamers in this sense of the term. But then again for those of you that are or are interested in new things being done by MTTM members. Let us continue on what this prg will do for you.

Despite thousands of RPGs out in the world. Some never released in the USA. The industry is a multi billion dollar a year international biz these days. Not like it was in the beginning. When E.G.G. <yes I am in contact with the great EGG> worked in the back room of his shoe repair shop to create something for himself and his friends. Sort of where many of us in the C= hardware/software are at this time. We owe the creation of all of the fantasy and sci-fi games that we play on the C= to E.G.G. and his idea for a fantasy game. Without him and his work. Our C= games would be less in number and perhaps less enjoyable.

Now back to the Dungeon Creator. I owe Dale Sidebottom a review of what we are doing and this isn't it ;-?. OK for those of us that are gamersand want to adventure in the fantasy world. Wait a mo, this creator will also make Sci-Fi and Espionage and Horror based games as well as the familiar Dungeon crawl.

Let us by pass how to create a character. That is covered in the dox. Instead I want to go over the creation/play of an adventure. Here is

the fun of the game.

Already, I have said that there is a pass word feature. There is also secret door, traps, treasure items, messages, questions, and of course the monsters, one way doors, dark areas, teleporters and fake outs. When you want to create a dungeon. You need to have an idea of what you want. By that I mean and am a strong proponent of STORY. The story makes the adventure. By example, the one we are doing for Load Star is the growth of a village boy to become part of the Imperial Guard for the Warlord. Through his adventures, he gains the skills to become part of the miltocracy/theocracy guard. Eventually the character wins the top rank in the guard. But only through many adventures.

Well now you need to make these adventures. First you need to make the things that the victim, err sorry the adventurer will face and use. Traps are simple. They are either damage, block the path or teleport to the start. As you need to place three important items in the adventure. The start, the exit and the item of the quest/adventure. Or IOW the prize. Now you need to also make magic items. There are many effects or spells that can help the adventure. Find treasure, see in the dark, yes you can dark an area so that it doesn't show on the map. Make friends with the monster, curse him, paralyse him, hit him with a fireball, heal yourself and a lot more. Each item can have 8 of these abilities. These items can be given at the start of the adventure. Or found during the course of the adventure.

Weapons and Armour: O.K. all RPGs are entering a high risk area. The character needs something to use as a weapon and he needs defense. You create these in the creator for weapons and armour. The weapon can be a sword, desert eagle 50 cal, fusion gun man portible or a spitwad. The name is up to you as is the damage that is causes. Armour works the same way.

Monsters: Anything found that isn't the character is called a monster. Technically this means traps as well in old school thought. Here though you create the monsters. They have armour rating, hit points also called in some games life levels, damage rating and a percentage to hit. They can have a special attack and that

had the same as above. But the percent chance of when it activates. The monster can have multiple attacks per combat round. You do get to not only name the monster. But give him some colour. Like what he says in his attacks. Example: slime "burbles"

Some may think that the adventure is simple. This is not the case. As you start the creation of the Dungeon. Now it is time to put everything in place. The screen is lite green. You place the entrance, the exit and the quest item. Now you make the corridors and the rooms. Secret doors, teleporters, one way doors, dark areas and more. There are doors that must have the correct coloured key to open. The Pass Word for the next level needs to be written. Oh yes there are messages you can write in the game. Some of them can be permanent or one time only. Others can be interactive. Meaning that the player needs to respond to a question. You can even add damage if he answers wrong.

Eventually you have the one screen map done. Now you scan it and then after following the backup prompt. You can use the keys to adjust your adventure. You can erase all encounter symbols on the map. Use some of the stock and the remapped GFX keys to smooth out the walls and make semi circles for rooms and turns. Then scan/save again. The adventure is finished.

Warning, there is a lot of things to consider in making these adventures. BALANCE is the key here. The monsters and the items given must be tough but not impossible to overcome. IF!! the player uses his head and thinks. This is a problem we are facing in our campaign creation. Don't think that the game will be just a few minutes. Expect the player to spend at least an hour on the game. Many levels we have made take 90 minutes to play.

There is more to say, but I don't want to step on the toes of Load Star and what was written and sold to them. Also I have a more technical report with images being prepared for Dale Sidebottom and the Lucky Report as I promised him. If you have the issues of L.S. with Dungeon Creator. And you want some games to play. We offer our rejects for the L.S. adventure for you. Just send a disk and return postage for a collection of adventures. Thanks for the read of the long

article.

THE PRACTICAL VALUE OF GAMES

By: Chris Fite

Computer games do have some practical value. The teach you or allow you to practice strategies that occur in real life. Success/failure in games can occur for the same reasons success/failure can occur in your real life endeavors. Games might be considered simple simulations of life.

1.) CHANCE. Some things in life happen by accident, good or bad. In games, sometimes you are dealt card hands that you know are better or worse than average.

2.) PRACTICE MAKES PERFECT. You get pretty good at doing somethings because you have done them so many times. In games, you usually get better the more you play.

3.) IF YOU MAKE BAD DECISIONS THEN YOU MAY SUFFER FOR IT. In games you sometimes make a sloppy stupid move, and then you regret having made that move.

4.) YOU MAKE MANY DECISIONS BASED UPON PROBABILITIES OF OUTCOMES, WEIGHING THE PROBABILITIES WITH THE AMOUNT OF POTENTIAL GAIN OR LOSS. In games, you sometimes make a move that you know will probably be a loss, but is good in the long run because in the unlikely event of winning, the resulting large gain is far greater than the many small losses that you have suffered for that one big gain.

5.) SOMETIMES YOU HAVE A WINNING STREAK, OR A LOSING STREAK. A series of losses or gains could just be bad or good luck, not proof that you are a bad or good player.

6.) DON'T PUT ALL OF YOUR EGGS INTO ONE BASKET. In games, betting all <or a large percent of your assets> usually is a disaster because, in the case of a loss, you will have nothing left with which to continue the game.

7.) DON'T PLAY A NO-WIN GAME. Some games you continue losing because you can't win <lousy rules or lousy player>. Best to spend your time at things that are more lucrative or that you are better at.

8.) SHORT TERM VERSUS LONG TERM STRATEGIES. In games the best obvious short term decisions may differ from the long term decisions. Likewise, in real life the small monthly payments on a mortgage may seem lower in cost, but in the long run is very expensive because of the interest.

CML ADS

Almost Free Commodore equipment. Cost is shipping and handling. 64s, 128s, 1541s, 1571s, monitors, printer interfaces, joysticks, datacassettes, books, software, ect. Way to much to list here in the CML.

Contact Vincent Dymek with a SASE for a list of items. Or ring him at 973-471-8829. Collection is from the terminated local Commodore Users Group. All need a good home.

CINCINNATI COMMODORE COMPUTER CLUB

Official Users Group Number 292
Meets at Norwood Plaza Bingo Hall
c/o 31 Potowatomie Trail
Milford, OH 45150
513/248-0025

The Cincinnati Commodore Computer Club has 1000's of used commercial COMMODORE items for sale at very reasonable prices. The lists include computers, disk drives, monitors, some printers, books, manuals and accessories at bargain prices. Because of the low prices, postage will be appreciated. Separate lists are provided on a 5 1/4" floppy disk as sequential files. The files can be accessed directly using sequential file readers for the 64 and 128 on the same disk. Send a floppy mailer with your return postage and address to:

Cincinnati Commodore Computer Club

c/o Roger Hoyer
31 Potowatomie Trail
Milford, OH 45150
phone: 513/248-0025

FOR SALE

Commodore hardware, software, accessories and books on individual lists. Send SASE for copies of the lists to Roger Hoyer at 31 Potowatomie Trail, Milford, OH

Wanted:

Michael Barbat, str. Carpatilor nr. 63,Bl. P2, Ap27, Brasov Romania.
Is hunting for a playable copy of Test Drive 2. Can any one lend him a
hand <Request inserted by Editor>

More Commodore information

COMMODORE GAZETTE A monthly disk magazine for Commodore 64/128 computer users. Been in business since October 1995 and continuing on.... EACH ISSUE INCLUDES:
COMMODORE GAZETTE FILES: Subscription list, survey fill out, back issue information, product list, table of contents.
KENNY'S CORNER: Programs from Kenneth Barsky. (bi-monthly in even #'d months)
SEQUENTIAL SHACK: Text files to read and print out. (bi-monthly in odd #'d months)
GAMES GALORE: Games to play (4 programs)
EDUCATION CENTER: Programs that teach you and help you learn (3 programs)
UTILITY TUNNEL: Programs for use at home or business or for use with your computer accessories (printer & disk drive use) (3 programs)
DEMO DELIGHT: Demonstration programs (HI-RES pictures or various programs) (3programs)
GRAPHIC GALLERY: Print Shop graphics for viewing and/or printing.
SOUNDS OF S.I.D.: SID music files to listen to
JIM GREEN PD: Public Domain games and programs from Jim Green(bi-monthly in odd #'d months)
MISCELLANEOUS MANSION: A full disk side with a wide variety of programs(bi-monthly in even #'d months)Request 1541 or 1581 disk format when subscribing.

Subscribe for up to FOUR YEARS!$25 (1 year) $45 (2 years) $65 (3 years) $85 (4 years) Make check or money order payable

to: CHRISTOPHER RYAN Commodore Gazette5296 Devonshire Road *<Editor Note: The address is incomplete. I did not receive the update by time of publication. I hope to*

COMPUTER FAILURES THAT I HAVE HAD
By: Chris Fite

Since 1984 when I first bought a Commodore computer. I have had 16 computer break downs, which averages about one breakdown per year. In every case, I either repaired them or replaced the broken item with a working item. Here is a run-down of those problems.

My C64 power supply died. I fixed it by replacing the fuse. I was lucky, it was one of the repairable kinds that had screws holding the base cover on, allowing me to get into it.

Then much later, the same C64 power supply died a second time, i replaced the 5 volt regulator to fix it. Radio Shack had that part in stock.

My Okidata 10 printer stopped working, carriage wouldn't move left or right. I put a drop of WD-40 oil on the steel carriage rod, that fixed it. *<Editors Comment:* CRC also works. I have three Oki 10s and they have all suffered the same problem as above. The repair is the same.>

Two of my Commodore Joysticks stopped working. Inside them, I found the springy sheet metal electrical contacts had broken <metal fatigue>. I tried to fix them but couldn't, so had had to scrap both of them. *<Editors Comment:* Tin snips, steel cans and a lot of patience, and I have fixed a couple models of joysticks that way from this problem of broken contacts>

Two of my 1571 drive's door latch stopped working, they became disconnected from whatever they were attached to. Inside, I found a cotter pin that had worked loose, so I just pushed the pin back in and added a drop of crazy glue to keep it in. This is a common problem on 1571 drives. *<Editors Comment:* Done this very same job many times on 71s and 41 models with the lever lock. My personal choice is cheap white glue.>

My C128 power supply died. Inside I found some green colored corrosion that had eaten through a wire lead of a resistor on the printed circuit board. The corrosion was caused by that brown rubbery goo that they put around heavy floppy components to hold them in place. So I scraped the goo off, resoldered the wire resistor lead. That fixed it. This is a common problem in Commodore power supplies.

My Commodore model 1351 mouse died, but if I held or wiggled its wire cable, then if would sometimes start working. So I disassembled it and using an Ohm meter found a wire that had broken <metal fatigue again> near where the cable comes out of the mouse. So I cut about two inches of the cable away and resoldered about nine cut wires and installed a superior strain relief by using about two inches of heat shrink tubing.

My 1902A monitor died, dead black screen. You could sometimes hit it, and it would come alive again. Inside I found multiple cold solder joints <cracked joints> around the big black high voltage flyback transformer. I resoldered all of the bad joints. This is a very common probelm on monitors. <*Editors Comment:* I have done over 6 monitors for this same reason. Cold solder joints in the H.V. area. I have a file that tells what ones to look for to repair. This is mostly found according to the file on the 1902 1902A and the 2002 monitors. Those are also the ones I had to fix.>

A used 1541 disk drive went bad. Inside, I found a pinched braided wire, its insulation had been broken through and it was pinched and shorting to the metal frame. I slipped heat shrink tubing around it to fix it.

The "M" key on my keyboard stopped working. Inside I found fine small hairs <eyelashes?> on some of the electrical key contacts and the "M" key had a small smashed ball of lint on it. Cleaned all that out of the keyboard contacts fixed the "M" key. <*Editors Comment:* Mine was cat fur and pipe ash. Cleaned the board and things work fine now>

About four other disk drives have failed on me. I just replace them with others that I had bought as spare backups. I haven't tried to fix them yet.

TABLE OF CONTENTS

ENDIING: Thanks to all who submitted for this issue. More thanks go to Tom for his help with this issue and the Inet problem I have. Crammed a lot of info in here for us. Learned a lot about at the same time. Hope you like this one.

Here are a few left over GFX. If any one is interested. I can send off the scaned collection when it is finished.