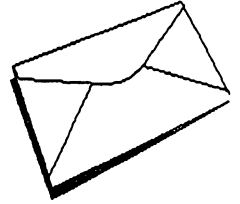


  
C=64

# CML

## Newsletter of

C=128



# Meeting Users Through The Mail

MEETING NEWS  
NOVEMBER, 2003

It is that time of year again—that is, renewal time. As we have done in recent years, we are enclosing a self-addressed, stamped envelope for your convenience, and for making the process as painless as possible. That pre-addressed envelope is also a handy reminder sitting there on your desk, beckoning...waiting. Membership dues will remain at \$15 USD in the continental U.S., \$17 USD in Mexico and Canada, and elsewhere at \$25 USD. For that you receive six issues of Commodore MailLink, as well as March and September issues of the BIO's, and the COMMODORE YELLOW PAGES. Since "Meeting 64/128 Users Through The Mail" is run solely by volunteers, including all officers, as well as each month's editor, the club is what we make it. It would be wonderful if sometime during the next year we could see some new names in the editorial lineup, or even in authorship of articles. Many of you who have never submitted any material for publication have much to say. At the EXPO I met someone who has eleven separate and different types of Commodore systems set up and fully functional at home! Turns out he is a member of this group, yet how many of know anything of this? Hey, Jim, we'll be hoping to read your article sometime in 2004.

We received notice from Henry Russ that his brother, James Russ, member of M.U.T.T.M, died suddenly in July of this year. His obituary is elsewhere in this issue, and we extend our condolences to James' entire family, and to all his friends as well as to those who knew him through this club.

The Commodore EXPO, held October 11 in the near Chicago, Illinois area this year was well attended. The SWRAP (Southwest Regional Area Programmers) club sponsored the event and in spite of a late start, the demo's just kept rolling on. A review of at least part of the EXPO will appear in an issue of CML as soon as this attendee can transcribe the videotapes. Incidentally, there were at least four other club members there, and it wasn't until near the end of the weekend that we all were aware of our common membership. It pays to read those name tags a little more closely.

Again, anyone interested in becoming our YELLOW PAGES EDITOR should contact me. I am looking for someone to accept this position. It is not a lot of work, and is perfect for someone thinking of making the leap from just reading the issues of MailLink, to actually participating in their creation. The YELLOW PAGES is/are published only twice a year, along with the BIO's, in March and September. Anyone who accepts the position will have little to do initially because previous editions can be used as a guide. Plus, many of the resources listed in one issue of YELLOW PAGES remain listed in later issues.

We have some of the editorial staff lined up for 2004 already and it definitely feels good. BUT, we still need to fill the September and November slots. Anyone who undertakes the task will find great satisfaction in producing/editing an edition of CML. Now, don't be shy. Just get the nerve and let me know you're interested. I'll even help you or co-edit if you desire.

Our TWS series, as well as geoPublish Tutorial, both have many editions still to be published. Plus, we again have Rolf Miller's many years of experience and expertise on board as he is now our Question & Answer Man. We also have an ARCHIVIST soon to offer copies from the Archives, and last but not least a BASIC column for those who love to challenge their minds by programming. We hope to see all of you next year. Enjoy this November issue!

—Linda Tanner, President

**FLASH: Address change, ANDREW SCHWARTZ, 6300 King Louis drive, Alexandria VA 22312**  
**Email, (andyschwartz@hotmail.com)**

**BUSINESS OFFICERS:****PRESIDENT and YELLOW PAGES EDITOR:**

Linda Tanner, R1, Box 120 T, Black, MO, 63625

Handles group business, compliments, complaints, threats, etc.;

**VICE-PRESIDENT:** Francis Redmond, 219 AN CO RD 4413

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**TREASURER:** Emil Volcheck, Jr., 1046 General Allen LN, West Chester, PA, 19382-8030; receives dues, donations, balances bank account, disburses monies, etc.;

**MAILINK-ON-DISK EDITOR and MAILER:** Richard Savoy, 250 West St., #9, Ware, MA, 01082; compiles and archives Mailink On Disk and arranges for photocopying and mailing of CML;

**ARCHIVIST and MANAGING EDITOR:** David Mohr, 623 29th St., Astoria, OR, 97103-2803; oversees receiving, maintaining and copying CML archives; backup editor;

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**E-ADDRESS EDITOR:** Joseph Fenn, 3612 Puuku Makai Dr., Honolulu, HI, 96818-2815 (jfenn@lava.net); maintains email addresses of members;

**WEBMASTER:** Andrew Schwartz, 1108 S. 14th St., Pekin, IL 61554; maintains Videocam Mailink website, <http://mailink.videocam.net.au>;

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Members may place free ads in the Mailink. Send text to next editor. Short ads may be hardcopy, but most submissions should be on disk, and in the format required by the next editor. Ads must be about Commodore such as BUY/ SELL/ TRADE. If the list is long, ask for S.A.S.E.; send list via SASE. In FOR SALE ads, be clear about S&H. Your name will appear in ad;members can find your address in BIO.

**EDITOR GUIDELINES:** (abbreviated version))

Editing a newsletter involves collecting articles, programs, and other items, then placing these items in printed newsletter form. An editor may opt for the "cut and paste" approach, where articles, once printed, are literally cut and pasted onto each "master page". Or, publishing software may be used. Options include items submitted by members, Table of Contents, Vendor Watch, Questions and Feedback. Many of the requirements are provided by the President: Meeting News, Business Officers, Commodore Mailink Policies and Rules, Editor's Guidelines--essentially all of pages 1 and 2, as well as BASICALLY SPEAKING's pages 5 & 6. Plus, Richard Savoy supplies "The WRITE STUFF" column of 1-2 pages, Bruce Thomas writes the GeoPUBLISH tutorial, David Mohr will soon create his ARCHIVIST page, and Rolf Miller has just volunteered to man the QUESTION & ANSWER DESK, leaving the editor has a mere eight pages to fill.

Requirements for the Editor include, if submitted, BUY/SELL/TRADE ads, Treasurer's Report, Obituaries, Announcements, Address Changes, and New MemberBIO's. Also the Editor must detail the computer system, including software and hardware and printer used in the production of the current newsletter, as well as name, requirements, and deadlines of next editor. This could be in two separate columns: "The Editor's Desk" and "The Next Editor". If as Editor, you receive more than enough to fill pages 3-18, you will publish all "requirements" and and some of the "options", and forward next editor only whatever "options" would not fit in newsletter.

The Editor should edit each item as it arrives, creating a diskfile and a backup diskfile, making certain a TWS version of all disk files is (also) created. A good, clean "master copy" on single, unfolded sheets, printed on one side only and protected by cardboard should be sent along with the TWS disk files to our Mailer, Richard Savoy, by the first day of the month you are editing. **NOTE:** to include a color page, send 120 completed sheets of that page, printed on both sides (ready for insertion into CML), along with the "masters" and TWS disk. A second copy of CML (copied on the back of junk mail is OK) should also be sent to the President for proofreading purposes.

Always keep your backup disk in a secure place until the Mailink is in the hands of members. If you suddenly realize it is near the first of the month, and you are not nearing completion of the newsletter, notify the President. It is much easier to deal with a problem if it is made known.

Editing can be fun. It can be mentioned in your resume', so what are you waiting for? Contact us now.

**NOTE:** this newsletter (except the Mailink-On-Disk page) was created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoPublish, and PostPrint 3.

**MUTTM TREASURER'S REPORT**  
**for August 1, 2003 thru September 30, 2003**

Submitted by: Emil J. Volcheck, Jr., Treasurer

By the time you are reading this report (in the November 2003 CML), you'll be hearing about renewing your membership for the upcoming year. Since we have been able to maintain our financial health (just barely), the tab for next year will remain low (at \$15.00); so I hope you'll all decide that CML is more than worth that - and RENEW! In fact, the recent improvements (the Q & A column, the TWS column and the GeoPublish column, for example) should make it even more worthwhile (especially if YOU personally make use of the great info that is appearing in them).

Until next time, here are the numbers:

7/31/03	Balance	\$ 1246.91
	Income - dues	\$ 0.00
	Income - other	\$ 0.75
	Expense - Mailink	\$ 404.17
	Expense - other	\$ 0.00
9/30/03	Balance	\$ 843.49

Just remember, when sending in your DUES, or any other FUNDS, for the treasury, to make the check or money order payable to: Emil Volcheck, Treasurer; then send the funds to me at: 1046 General Allen Lane, West Chester PA 19382-8030. If you have questions, you can mail me at the same address, call me at (610) 388-1581, or email me at: treasurer@mailink.videocam.net.au



Lord Ronin from Q-Link [Sensei] David O.E. Mohr

As you can tell, there are some differences to this issue. There are different graphics on the front page. These came from the collection of GeoPaint Clip Art from the BBS. Files called "Goodies" and "RunArt". Found on disks that I have collected over the last few years. Just showing what we have in our long history of C- files. Now you also note that the font is different. Save for members that my local group exchanges newsletters. You most likely have not seen these fonts before. As Far As I

Know {AFAIK} they are not on Geoff Sullivan's disk of post script fonts. Though Geoff did help me fix them to work in GeoPublish. Main body font is called "VillagePlain". This is a modified albertus font. Used in cult T.V. show from the 1960s called "The Prisoner". Yeah I am a big, long time fan of that show. Title font is called "LowWeRegular". This font was used in the late 1970s and early 1980s by TSR for the title of their Science Fantasy game Gamma World, the first edition.

These fonts are not native to the Opra-40 printer that I use for the print out. They had to be converted from something called "true type" to a post script font. Then to the version that we can use on the C-. The first part was done on an Amiga. The second part was done on this C-128D. Along with tips, hints an help from Gaelyne and Geoff.

That all out of the way. This issue used a C:128D, SCPU with 16MB RAM, CMD Hard Drive at 4.3GB. Articles were sent on 1541 disks and through inet e-mail. Hope that you enjoy the articles and remember that it is that time again. RENEWAL time!

We were saddened to learn of the passing of member JAMES RUSS. Apparently he was at his vacation home and passed away suddenly on July 3rd 2003.

James was a retired chemist, who enjoyed fishing and gardening. A collector of Commodore items. He was interested in desk top publishing, Geos, graphics, and word processing. Which he used his handy scanner and page fox tools. James was also interested in games, SID and telecommunications. He will be missed by his family and the MTTM.

## January Editor

I know that it is the end of the year. Holidays for many of us at this time. Going to be stuffed on turkey myself this month. Have a convention in the middle of November to attend. Where I am a dealer selling game related material and naturally Commodore software. (OryCon 25 Portland Oregon) So yes I can understand that there are many things happening at this time. That is why the January Editor, at least for the moment will be myself. Filling in the blank spots for our guest editors.

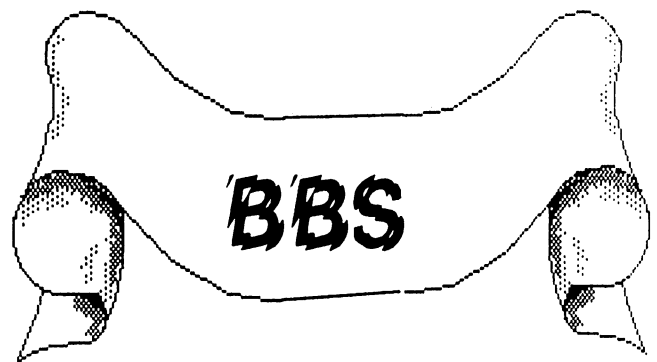
I can take articles in ascii, GeoWrite and standard PETascii. Files can be sent to me snail mail at 623 29th street Astoria Oregon. Either to (Sensei) David Mohr or my writers handle of Lord Ronin. Both make it through now days. These can be on 1541, 1571, 1581 or FD-2000 disks. Short couple paragraphs printed out I can also do, though

I am not a typist. Can't stop looking at the keyboard, and the fingers are untrained. (Very Big Grin) Those with Inet accounts can send the files as main message text. Or as an attached file. Please though only ONE attached file per message. I use QWKRR for the 128 as my Off Line Reader. This tool accepts only one file per message. Or if you want to try the BBS. You can call my BBS at 503-325-2905 and upload the file to our Tomes & Scrolls area.

## NEED HELP?

Doing an issue of the CML isn't that tough of a job. Takes me about two days, and that includes writing filler. Like this little bit. (VBG) However I understand the hesitation of tackling the job for the "first time". A tad bit daunting isn't it? Felt that way myself on my first newsletter, long ago for the Society for Creative Anachronism.

Now then, feel like taking on an issue, but not too certain about doing it? In my role of Managing Editor, I have a general, every updating guideline to help you. Add to that bit, that I will gladly co-edit an issue with any member that would like to take on an issue this upcoming year. That way you don't need to do it all alone. If that sounds like an idea. Feel Free to contact either Linda or myself. Right then, back to the issue at hand.



Update on THE VILLAGE and some BBS reviews continue on page 7

# BASICALLY SPEAKING by Linda Tanner

(Submit your BASIC routines, programs, tidbits for publication today!)

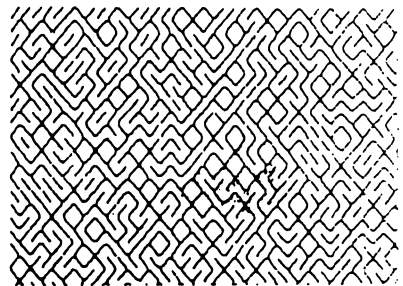
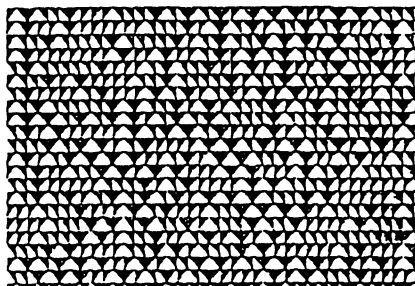
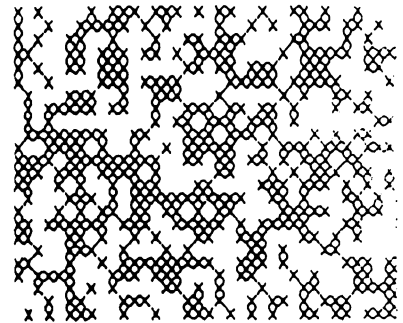
This issue contains something different. Chris Fite generously expended his time and utilized his programming skills in the creation of several BASIC programs for this column. The first routine's printout looks rather short on paper or on screen, but can produce some really nifty graphic creations. More of Chris Fite's work will appear in January. Chris elaborates on this BASIC program:

*"Shown is a simple BASIC program and its graphic output. Replacing the two graphic keys in lines 40 and 50 will change the printout. Even with the same two graphic keys, each time the program is run, a slightly different pattern is printed because of the random function in the program. The graphic keys on the Commodore computer were intended for easily making video games using the BASIC language. However, programmers use them for other graphics too, like the example shown, because they are so easy to do. However, they lack the versatility of hi-res pixel type graphics."*

Shown below are sample printouts from this program, which, as listed on page six, prints to the screen, but with minor modifications, can be made to output to printer. In the "olden days", when most everyone had daisy wheel or dot matrix printers, outputting in black and white, programs could include print routines that would satisfy nearly everyone. Interestingly, Chris mentioned that *"reducing any full size artwork drawn on a C64 computer looks four times better when reduced to 1/2 size on a copy machine. This makes it appear the Commodore has twice the pixel resolution both vertically and horizontally."*

```

10 FOR I=1 TO 24
20 FOR J=1 TO 39
30 R=RND(9)
40 IF R<.5 THEN PRINT "X"
50 IF R>.5 THEN PRINT " "
60 NEXT J
70 PRINT
80 NEXT I
90 GET A:IF A="H" THEN GOTO 40
READY.
    
```



## READ THIS:

## TYPE THE KEY(S):

- CLR
- HOME
- UP
- DOWN
- LEFT
- RIGHT
- RVON
- RVSON
- RVOFF
- RVSOFF
- BLK
- WHT
- RED
- CYAN
- CYN
- PUR
- GRN
- BLU
- YEL
- F1
- F2
- F3
- F4
- F5
- F6
- F7
- F8
- {A}
- {any letter}
- ←
- ↑

- [SHIFT][CLR/HOME]
- [CLR/HOME]
- [SHIFT][↑/CRSR]
- [↑/down/CRSR]
- [SHIFT][←/CRSR]
- [←/right/CRSR]
- [CONTROL] + [9]
- [CONTROL] + [9]
- [CONTROL] + [0]
- [CONTROL] + [0]
- [CONTROL] + [1]
- [CONTROL] + [2]
- [CONTROL] + [3]
- [CONTROL] + [4]
- [CONTROL] + [4]
- [CONTROL] + [5]
- [CONTROL] + [6]
- [CONTROL] + [7]
- [CONTROL] + [8]
- [F1]
- [SHIFT][F1]
- [F3]
- [SHIFT][F3]
- [F5]
- [SHIFT][5]
- [F7]
- [SHIFT][F7]
- [CONTROL] + [A]
- [CONTROL] + [letter]
- ←
- [SHIFT] ↑

## C64 only:

- [<1>]
- [<2>]
- [<3>]
- [<4>]
- [<5>]
- [<6>]
- [<7>]
- [<8>]

## C64 only:

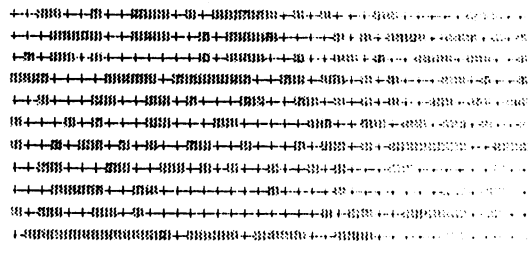
- [C=] + [1]
- [C=] + [2]
- [C=] + [3]
- [C=] + [4]
- [C=] + [5]
- [C=] + [6]
- [C=] + [7]
- [C=] + [8]

## BASICALLY SPEAKING, continued from page five

Mention was made in September that an updated version of the "Fingerprint" program, complete with a filesave routine, would be forthcoming in November. Because the "Fingerprint 11-03" program listing occupies so much space, it will be printed in January, '04. Chris Fite's program described on page five is listed below, and another sample of its output is shown below right..

### "SIMPLE GRAPHICS"

```
10 REM SIMPLE GRAPHICS1
20 REM BY CHRIS FITE
30 FOR I=1 TO 24
40 FOR J=1 TO 39
50 R=RND(R)
60 IF R<=.5 THEN PRINT"/";
70 IF R>.5 THEN PRINT"\";
80 NEXT J
90 PRINT
100 NEXT I
110 GET A$:IF A$="" THEN GOTO 110
```



Another program by Chris Fite manipulates graphic characters on screen in such a way that any two characters will make six patterns. The program accomplishes this by simply alternating the two graphic patterns to give the illusion of six different characters. The printout is below, and is listed in the MaiLin-On-Disk version as "GRA CHAR PATTERN".

```
10 REM GRAPHIC CHARACTER PATTERNS
20 REM GIVEN ANY TWO CHARACTERS, WILL MAKE SIX PATTERNS BY USING ONLY
25 REM THOSE TWO CHARACTERS BY SIMPLY ALTERNATING THEM.
30 REM WRITTEN BY CHRIS FITE 1996-11
100 PRINT"TYPE IN TWO GRAPHIC CHARACTERS"
105 PRINT"DON'T USE COMMAS"
110 INPUT C1$:C1$=LEFT$(C1$,1):C2$=RIGHT$(C1$,1)
200 L$(1)=C1$+C1$+C1$+C1$+C1$+C1$+C1$+C1$
210 L$(2)=C2$+C2$+C2$+C2$+C2$+C2$+C2$+C2$
220 L$(3)=C1$+C2$+C1$+C2$+C1$+C2$+C1$+C2$
295 PRINT"[CLR]";
300 FOR I=1TO6:PRINT L$(1):NEXT I:PRINT
305 PRINT"[HOME]";
310 FOR I=1TO6:PRINT TAB(9);L$(2):NEXT I:PRINT
315 PRINT"[HOME]";
320 FOR I=1TO6:PRINT TAB(18);L$(3):NEXT I:PRINT
325 PRINT"[HOME]";"[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]";
330 FOR I=1TO3:PRINT L$(1):PRINT L$(2):NEXT I:PRINT
335 PRINT"[HOME]";"[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]";
340 FOR I=1TO3:PRINT TAB(9);L$(1)::PRINT TAB(9);L$(3):NEXT I:PRINT
345 PRINT"[HOME]";"[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]";
350 FOR I=1TO3:PRINT TAB(18);L$(2)::PRINT TAB(18);L$(3):NEXT I:PRINT
500 GOTTO 100
```

[NOTE: Chris Fite's programs also appear on the November MaiLink-On-Disk.]

## BBS

Lord Ronin from Q-Link (Sensei) David O.E. Mohr

Ah, first off I need to explain about last issues article on "The Village". I wanted to present how a BBS looks today when run on a Commodore. More options than many remember from the 64 boards of the mid 1980s. To that end I succeeded. Way to well it seems. As I received some e-mail from members asking me for, well to be honest, simpler explanation about logging onto the BBS. I appear to have made it sound exceptionally complicated. To that I apologise.

So this is the simple explanation. First setting up your terminal programme. As I recall the ones that I have used on both the 64 and 128. That sinister sounding setting "8NI" actually is the default setting. Meaning that you most likely do not have to adjust it at all. Just insert into the phone book, the phone number to the BBS (503-325-2905). You can log onto the BBS in Commodore Graphics either 40 or 80 column. Or you can log on using Ansi. What I spent time over explaining was the log on procedure. The simple part is that it will be done from on screen prompts. "Do you support Commodore GFX" and do you want 40 or 80 columns. Those are the first two on screen prompts.

Then there is the logon graphic screen. Just tells you highlights on the BBS. Plus the number and pass word of the guest account. Right under that is the prompt to log into the system. Here is the choices, handle, ID number (This is the account number for the BBS), or new. At this point you can type in the guest account number. If you wish to look around. Then the next prompt is for the pass word. After that, everything else is menu driven. If help is needed just press the "?" key at the menu prompts. Even creating your own account is menu/prompt driven. Really quite simple. I just elaborated the steps to show that there is more now than what existed in the past for a Commodore BBS.

Before I end on my BBS. A couple things to

add. Now with the use of phone cards, 1010 numbers and unlimited long distance calls. Today it is easier and cheaper to make Long Distance calls to boards than it was in the 1980s. Second bit of news is that as of 27/Oct/03 The Village BBS is the official USA BBS for the Scene World disk magazine. Lord Ronin is also an NTSC English editor for the magazine and a member of the People of Liberty crew, the parent group for Scene World disk magazine.

Can a C- BBS be made into a telnettable BBS for the Inet? The answer now is yes. Though still not completed. There is a programme that will do just that. In fact a BBS called Warpzone is using the programme. That board is now converting from Image 64 to Centipede 128. If you are interested you can look at [www.petscii.com](http://www.petscii.com) for the programme and also read up on the developements.

Can you telnet on a C- to a non C- BBS. Yes you can. I am at two of them at the moment. Using Wave to telnet to the boards. Both run the Wildcat programme for the wintel machine. They also have over 200 members each. Not network of Fido, even though such things are possible.

Are there any new C- boards? I can tell you of one that opened up this year in Florence Alabama. Just recently it has changed not only its programe from Image to STR. But also its name from DS9 to Renaissance City. Handles C- in 40c and Ansi. On a C-64 with a pair of 1571 drives at the moment.

Any readers that are interested in knowing more. Contact me and I will give you the numbers for the telnet and the direct dial.



Next Page  
A Message  
About  
Commodore  
From Romania

## Commodore Call to Arms Mihai Barbat

{Editors pre mumble: The following is from prior member Mihai Barbat. It is been reprinted in other C- publications that I have read or heard about. Still we think it is timely and want to thank Linda for passing it along for this issue. Something to think about!}

The following was posted on Videocam's Homestead Mail list by the only Commodore user in Romania (that we know of), Mihai Barbat I [Homestead] The dying lists of a community still alive (I believe)

Here we are my friends, it's mid 2003! Commodore's death, announced in the beginning of the 90's still didn't took place. Impressive, I know :) The loyalty of us, the Commodore users is beyond any limits I knew. We'll need a psychoanalyst to tell us why we bonded like this with a machine

My story begins in 1998 when I got into high school and discovered the internet. I won't elaborate on this because I guess most of you know mystery, I am Mihai Barbat (Michael) the only active C- user left in Romania:) Using the internet (email only in the beginning) naturally, I guess driven by an inner instinct I came across COMMODORE discussion list. It was that time in my life when me and all my classmates were pushing the school email service to the limits (the only Internet service we had in the 1-st year of high school). We were subscribing to every list imaginable. I used to get about 300-400 messages per day, 99.99% being pure crap. I used to love spam back then, every new message in my inbox was important :) Slowly I learned a few listserv commands and I sent a search command (I was searching 'Commodore') to the list server. I got only one result. After a few unsuccessful tries of getting in, finally after a week I was in. Very shy, I sent a message to this list. To my surprise, actual people, commodore users, answered me :).

The now-deceased Ron Fick was the first to

respond me and introduce me to this newly discovered world. I remember those times so well, I was absorbing all the information I could find. I was so moved and amazed by this strong connection that established between us, against the distance that separated us. I was asking questions like a machine gun here and there. I guess that after some months poor Ron couldn't keep up with my frenzy and passed me to his friend Earl Cook. This also didn't stop me and I continued to push on with my questions. Some of them were so hilarious, I remember the first time I heard about Jiffy Dos. I took me about 2-3 emails to fully understand what a 'jiffied C128 was :). The first blow was when Ron passed away. It really shocked me, as I got very closed with him and all the CCCC members. But life continued and I moved on.

Naturally, slowly, as I gathered more information, my wild quest for C-knowledge slowed down a bit. I moved on to new email lists, the most important being Homestead. I guess COMMODORE list was dying when I first appeared there, moving to Homestead was like a breath of fresh air, lots of new interesting people. I had the chance to upgrade my Commodore with the help of my great friends at an unimaginable level for a user in Romania, this put me on the same level with you guys. I can keep up with every technical challenge with this setup. In present I am still on those list, emerging from time to time with every occasion I consider worthy of sharing there. Today I have received the June UCUGA issue from Dale. As soon as I began reading it, Dale's words stuck into my head 'nothing seems to be going on!'. This started a storm in my head, why this happened I began asking ...After 4 years the discussion lists aren't what they used to be. Almost all of them are in a coma like state. I don't know what happened, the routine got all of us? Did we all reached the same level of knowledge that we don't need to further communicate? I don't think so. My idea is that we became lazy in a way, and we seem to like it. There is almost nothing left to keep the enthusiasts high. I remember that back then in '99 there were so many people posting on those list. Look now, most of them got lost and mysteriously



disappeared (hy Colin :)))

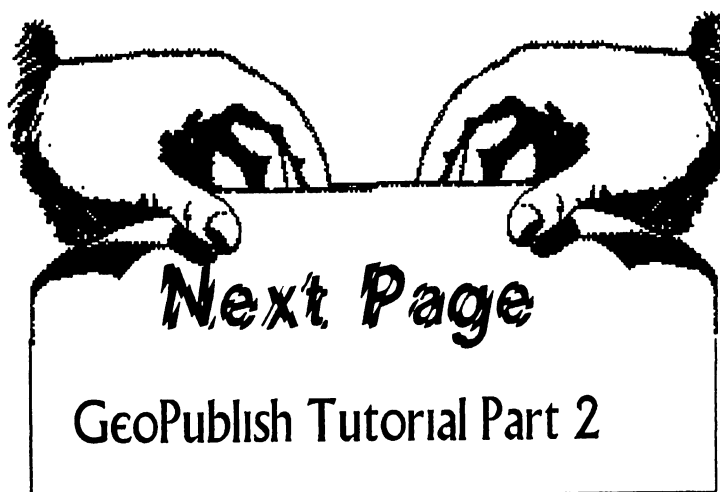
We need something to motivate us, we need something to set us all on fire. Let's make the discussion lists active again people, do you need another Ironstone/Tulip issue to awaken you? Even this major news didn't create much activity, just a few irritated individuals, including myself. What do you need to get active, tell me? What does it take to achieve this? What will you all say if I write this to Homestead 'Hm, all the people here on Homestead just wait for Maurice to release something so they can wake up from the coma and say 'wow' Maurice is the best !!!' Will this be enough to annoy everybody, I mean come on, do we really need electro-shocks like this to wake up?

I am challenging you all. Start being active or remain lame and quiet. Yes those are my words, lame and quiet. Start writing about your C- experiences, start writing about your favourite activity on the C-, tell us about your C-dreams, help Dale and Allan with articles, start experimenting my dear friends, do something. Only I, Colin and Greg know how much I struggled to get your attention on Jos now Wings os. We spent many many nights talking about how can we make you curious about it. I myself wrote some very tasteful and addictive articles on homestead about our experiments (excuse my modesty). We all said that we'll achieve victory when we'll bring Willis on the #wgs channel to chat and amaze him with Jolse's creation. Yes Willis was the prototype of the user we wanted to attract to the modern part of the C-. You want to know the results? I don't think you will be very happy. Be shocked now, because we only got just one new guy, Geoff Sullivan. It's hard! know, this was a hard blow for me and for my motivation. I guess that is why I kinda disappeared from the lists. What happened guys? Commodore users were known for their native curiosity and lust for knowledge and experiment. I don't know what went wrong. Anyway the road we took is not in the right direction. Dale, Allan you all need materials for your magazines. Why don't you launch topics on the lists, something like 'Hy

guys. I am very curious to find out about '....' I want an article for my mag, is there anyone willing to write it? I am willing to help and I am sure so are other people. Ask questions on the lists, ex: 'What do you think about Ironstone/Tulip, what does the C- means for you, why are you still using a C- in 2003 ... there are so many beautiful questions. Write more interviews (interview of the month, introduce newcomers, worst/best news, best/worst idea, ) do more reviews (demos, games), just ask ... DON'T JUST STAND, INNOVATE !!!

I hope you all got shocked, mad, awoken,... I will be very happy to know that I triggered any reactions. So I am asking you please react to this, don't do anything, you can even attack me, I won't mind;; you're all my friends :))

A sad Commodore user Mihai. Feel free to publish this reaction in your mags.....Homestead Mailing List. {Editors post mumble to steal a term from Fender: I know Mihai, spent hours chatting with him on "Talk" on VCS. For the record. I am a programming Lamer. But I am the column writer on RPG things for Commodore Scene 'hi Allan'. I am also the NTSC English Editor for the new disk magazine Scene World and now a member of the People of Liberty Crew. Now if a lamer/wannabe like me can reach this level. What can others of greater C- comprehension than I reach? Food for thought on what we can are doing with the C-. Don't let apathy put you back. Remember it was new to you once. It is new to the next generation of C- users. People like those in my users group. Don't let the intel die out.)



## GeoPublish Tutorial Part 2 -

### A Quick Tour

Bruce Thomas

Hi. Nice to see that you're back. I'm glad I didn't scare you away with that first article. I'll tell you now that this project isn't going to be easy. It will take quite a while to cover the many features of geoPublish.

You must also know that you will find this easier if you have more than one 1541 disk drive (165 KB space) for this. It is possible to use geoPublish when you only have one small drive but it is painfully slow and you are very limited in what you can do. For instance, you are very lucky if you can use more than 2 fonts in your document which really limits your creativity.

If you have a basic system don't get scared away. Just realize that your work is going to take longer and you will have to split files up over multiple disks. One such practice is to have your PhotoAlbum and Photo Manager on a separate disk and just copy over the individual Photo Scraps when you need to insert them into your document. Until I realized what an amazing program GeoPublish was I used it on a bare bones C-64 with one 1541 drive. After meeting several monthly deadlines I got a 1351 Mouse and a 1764 REU. A short while later I got a second 1541. Life with geoPublish improved immensely thereafter.

Basically, since geoPublish is 99 KB in size, you want as much storage space as you can get. This can all be done with two 1541 drives but an FD-2000 (1.6 MBs), CMD HD drive or RAMLink are your best bets. The more RAM you have to work with the better as access times are nearly instantaneous. You should also be running Wheels, the GEOS upgrade from Maurice Randall, as it lets you use partitions up to 16 MBs in size on the HD or RL which comes in real handy for large GeoPublish projects. If you have a Schnedler 4 MHz TurboMaster Accelerator or a CMD 20 MHz SuperCPU Accelerator you will also benefit from the greatly reduced time to redraw screens although there are ways to work around

this without an accelerator.

### Input/Output

Your Input Device is important also. While GEOS or Wheels will work with a Joystick the best input option is a mouse. The C-1351 mouse is a good device but a CMD SmartMouse is even better.

The SmartMouse has a third button which can be used for handy features plus it has a clock device to automatically set your System Time. If you don't have a SmartMouse or another CMD Device with a clock (FD,HD, RL) then you should seriously consider adding an auto-time utility (Rick Koch's AutoClock is my favorite) to your boot disk so you set your system time during every bootup. Don't underestimate the importance of setting the time. Checking the time and date a file was created can help you make sure you have the latest version of a file and prevent lost hours of work.

We are also going to work towards PostScript (PS) output. This provides the best possible output due to the ability to use scalable PS fonts and high resolution output devices. Don't worry if you don't have your own PS equipped printer. I started using PS Lasers (worth \$6000!) in 1988 and didn't get my own (worth about \$400 used) until 1997. We'll look at ways you can access PS Printers without owning one. Nevertheless, you can still print out our project on a DotMatrix or InkJet printer and get decent results if you choose the right fonts and have the right printer driver.

OK. So you are still here. Very good. At least everyone knows what we are trying to accomplish. On with the fun.

GeoPublish has four distinct modes of operation. These are MasterPages Mode, Page Layout Mode, Editor Mode, and Page Graphics Mode. We'll take a brief look at each of these modes and the part they play in our creations.

For some odd reason the designers of

geoPublish made it so that you start in Page Graphics Mode when you create a new document. The reasoning behind this is unimaginable. The real starting place for a new file should be Master Pages Mode.

In Master Pages Mode you can work on the full page or you can zoom in to a small portion of the page. This is very handy as you can create the guidelines for your columns, plus you can place graphics (company logo) or text (page numbers and footers) in a very precise manner. Guidelines created here are visible while you work on your project but are not printed out. Any text or graphics that you place in Master Pages mode will show up on every page in your project.

Master Pages Mode is also where you set up your main document parameters. Do you want to have a left and right page layout (to allow room for a book binding for instance)? If this is Chapter 2 you'll want the page numbering to start with something other than 1. How many columns will your layout use? Create Guidelines here so that each page layout is the same. If you are working on a regular publication you will want to save your Master Page layout into a Library file to make creation of the next edition easier.

Once you have created your Master Page guidelines you need to head off to Page Layout Mode. In this mode you use the Open Region tool to create Text Regions and then pour your GeoWrite files into these regions. It is also possible to place graphics in this mode but this is not the best method in my opinion.

Working in tandem with Page Layout mode to make sure your publication is the best it can be is the Editor Mode. This mode is very similar to using GeoWrite V2.1 except you don't have to leave geoPublish to use it. It is only possible to go to Editor Mode if you are already in Page Layout Mode.

In Editor Mode you can change the fonts and margins of your text files. You can cut, copy

and paste text between different documents if you have to. Desk Accessories are available in case you want to paste in a picture (again, not the best way to do this in my opinion) or some text or need to do a quick calculation or to play 'Hazard!'

Finally we get to Page Graphics Mode. This is the mode that I recommend you use to paste in pictures and lay out your headlines. Page Graphics Mode is one of the few Commodore drawing programs (yes, you have a full suite of drawing tools at hand) that lets you work on the entire page at once. You can create boxes and circles in any fill pattern. You can layer items by putting one graphic over another. Lots of interesting effects can be created here.

Your headline text can use all of the styles. Special MegaFonts and LaserWriter PostScript fonts let you create headlines over 2.5 inches tall that print out with fewer jaggies.

Page Graphics Mode is where you add all of the little touches that will make your publication special. This is the place where you actually see what your creation will look like on paper. The other three modes let you create the structure and content of your project but Page Graphics Mode is where you make it shine.

If you are just creating a Garage Sale or Lost Dog poster you can do the entire thing in Page Graphics mode very quickly. At the EXPOs that our club held I was able to quickly create posters using GeoPublish and an HP Laser Printer for the various booths, demos and displays as the shows were being setup.

Play around in each of these modes and see what you can discover. Next time we'll finish our pre-planning and preparations.

Until then, enGEOy your Commodore!

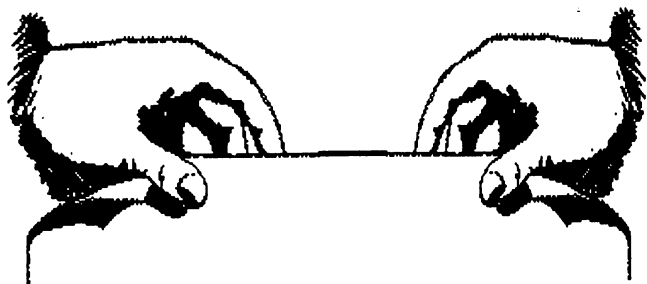


## Next Page Joining the MTTM Note on the Archives

## To Join MEETING 64-128 USERS THROUGH THE MAIL

Obtain an application from either the President, Linda Tanner, or Mailer, Richard Savoy, complete that application and return it to BIO Editor, Brian Vaughan. The other step is to send membership fees to Treasurer, Emil Volcheck, Jr. All officers' addresses are on page 2.

In the U.S., yearly membership is \$15 USD, in Canada and Mexico \$17 USD, and elsewhere, \$25 USD. You get six issues of CML (Commodore MailLink) and two issues each of COMMODORE YELLOW PAGES and MEMBER BIO's, and the opportunity to meet and network with many other Commodorites.



### The Archives

Lord Ronin from Q-Link  
{Sensei} David O.E. Mohr

Been a lot of talk on what are the Archives. Who runs them and what are they to do for the future. Hope that this will explain a bit for you on that subject.

The Archives are-is the collection of the back issues of the Commodore MailLink. I am the Keeper of the Crypt, OK old comic book title aside, I am the one that is preserving the back issues. Thanks go to Jean Nance for sending her collection of back issues. Richard Savoy for the copies from disk, and Linda Tanner for printing out some back issues for us.

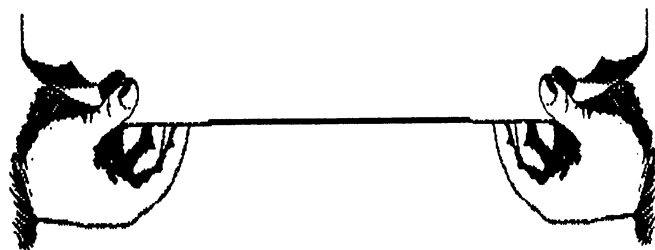
OK now to what I am doing for us in the Archives. The collection that I have, which is not complete at this time. More on that in a future issue, though 98% complete. Has been placed in

plastic protective sleeves. A long job making certain that they are in sequence. Then into binders, need to find more of the correct size. What you can do is gain copies of the back issues.

Some of them are only on disk at this time. One of my jobs is taking the disk file. Converting that to GeoWrite 2.1 and printing it out. Originally they were for 9 pin dot matrix. This will only be a clean up of the issues. Only thing added to the document is a statement that it is a reprint in GeoWrite.

How to gain a back issue is a question that has been asked of me. That is simple and tough. Photocopy of an issue costs me 10 cents for a double sided sheet. Sorry haven't fixed my copier machine yet. I walk a mile to the shop to make the copies. So a base cost of \$1.00 for a 20 page double sided back issue copy. Postage is roughly \$1.00 when I talked to the post office. As the copies are sent flat with a backing board. OK we are up to \$2.00 for one 20 page back issue. Add the handling fee on top of that, yeah I have to walk to the shop and do the work for the issue. Being cheap myself. Make that another \$2.00 total. So the cost for one 20 page back issue is \$4.00. However I am kicking back to our Treasury half of the handling charge. Meaning on a 20 page back issue copy. The MTTM gets \$1 and I get \$1 for smoke and beer money. ;-? You get copies of back issues and learn more on our long history.

For more information. Feel Free to contact me, and I will have a feature off and on about what we have in the Archives. Bulk requests can also be handled on a case by case basis.



## Next CML on Disk



# MAILINK on DISK

BY: RICHARD SAVOY, EDITOR

## IT'S RENEWAL TIME!

### LAST ISSUE OF YOUR SUBSCRIPTION TO THE COMMODORE MAILINK ON DISK!

Enclosed with this issue you will find an application form and self addressed envelope, sorry no stamp, this operation is really a non - profit operation! Please mail your checks before the year end; and don't forget you will have to make a choice about the "Free Disks".

REMINDER Once again I'll remind you that you must be a member of MUTTM to buy the disk version with extra bonus disks. Also the extra bonus disks have been my idea, and if I couldn't do this sometime in the future, no way would a future Disk Editors be required to do it.

### WHAT'S NEW FOR November 2003 disk

Side 1: This issue of Commodore Mailink (CML) newsletter will be on the front side of the disk. whatever space is left, will be filled with clipart that can be used with FGM or TWS Illustrator, depending on the space available.

SIDE 2: I have the usual start-up MENU program this month I've added the music program which plays "Lucille" at the start: BOOK is a Animals Zoo with data about animals; RHYMING is one of a few educational programs on this disk side; REMEMBERING is another, to exercise your memory; SIDPLAYER is Mozart Clarinet Concerto; DISK CMD basic four disk language; FEATURES QUIZ a C-64 drill & practice; HICKORY DICKORY learning how to set a clock.

FREE BONUS DISK with the SEPTEMBER ISSUE. Is the JUNE 2000 "Disk of the Month". from the M.C.C.C.Inc. Australia. The front side of the disk has six games from Louis F. Sanderand these are all small but great fun games. there is a file called LFS INSTRUCTIONS which is instructions for the six games. Side 2 was from a disk that came from my old group CRCCC it's a single program THE MICRO ASTROLOGER I've copies and enclosed two sheets with information and instructions with the disk.

A SECOND BONUS DISK with this issue is the December 1996 Magazine, from Clark County Commodore Computer Club of Nevada, better known as the 5C's. This disk has the usual disk magazine newsletter on the front side. I picked the disk because it was a Christmas time issue with five programs. Side two has a picture program with about 15 pictures for viewing.

### PRICES FOR THE COMMODORE MAILINK ON DISK ARE AS FOLLOWS:

United States....	\$ 8.00
Canada.....	9.00
All others.....	12.00

the above includes C=Mailink on Disk, with extra programs and a choice of a Bonus Disk: Please check one:

MCCC INC. [ ] OR 5C's [ ]

IF YOU CHOOSE BOTH BONUS DISKS ADD \$ 2.00 USA TOTAL \$ 10.00

U.S.A. FUNDS ONLY

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

# THE WRITE STUFF

## WORD PROCESSOR

COLUMN BY: RICHARD SAVOY

### ARTICLE NO: 4

Welcome to # 4 in my series of articles on TWS. It wasn't long after the September Mailink was mailed out, that I heard from my coach Emil Volcheck, in fact I've gotten so I really look forward to his helpful remarks, keep it up Emil, here is the good advise he gave, "reading thru the latest column, my memory was reinvigorated over a very fundamental point when it comes to printing: ALWAYS save, then print, NEVER print, and then save," This is good regardless what printer or computer you use, infact as you work you should save your work often. Emil goes on, "Reason - printers have occasion to act up and you can lose it all. So, I have always preached this posture..." GOOD, and we will too.

**EDITING BY MENU:** Let's say you want to delete an entire paragraph. Pick a paragraph and put the cursor on it--anywhere will do. Press "up arrow key", then RETURN to "Edit." Select "Eat Text," press RETURN; select "Paragraph," and press RETURN. The paragraph disappears. Select or press the backarrow and you're finished. Easier done than said.

Next to "Eat Text" you may have noticed the "Restore Text" option. All the text that you eat is temporarily stored in a 9K "stomach" or "buffer." Select "Restore Text" now, and the paragraph you just ate will be regurgitated. To move text, just eat it, reposition the cursor, and spit it back out. To copy: eat the text, restore it without moving the cursor, reposition the cursor and restore the text again. When eating text, always eat paragraphs, sentences, and words in that order (or the text may be out of order should you restore it).

The "Clear Text" option allows you to erase all the text above or below the current cursor position. To erase ALL text, simply HOME the cursor to the start of your text, and then clear below the cursor.

**COMMAND MODE:** Tap the CTRL key once to enter command mode (don't hold the key down). Now press the equal key for a word count.(look to the bottom of the screen). The number of bytes (or characters) used and bytes free (Total - bytes used = bytes free) is also displayed. All commands are executed by tapping the CTRL key (you must be in edit mode) and then one other key.

Tap the CTRL key once. Press it again and you're back in edit mode. The CTRL key toggles you in and out of command mode. Enter command mode and press the backarrow or RETURN key--yet two more ways to exit from command mode. Try it.

Almost anything you can do using the menus can be done faster in command mode. Enter command mode and press "s" to SAVE. Press "p" to print or SHIFT-P to Preview. Press "e" to Eat Text, "r" to Restore Text, or HOME (CLR) to Clear Text. Press "l" to LOAD, MERGE, or APPEND a file (depending on the cursor location).

Instead of using the cursors and RETURN to make menu choices, you can press the first letter of the word. For example, press "up arrow key" then "p" for the Print Menu. If the choice is between word, sentence, or paragraph, you can also press F1, F3, or F5 instead of w, s, or p. Learn to use command mode for greater productivity.

CONTINUED ON PAGE 15

CURSOR MOVEMENT: Enter command mode and try out the cursor keys. Cursors right and left move the non-blinking cursor from one word to the next. Cursors up and down move the cursor by sentence.

SCREEN FORMAT: Let's fool around with the screen. Enter command mode and press "\*" to toggle the right margin "edge effect" on and off. The edge effect allows you to see the number of spaces at the end of each line. You're still in command mode, right? Press "f" to toggle the font on and off. If you have Ultrafont (Compute!'s Gazette, July 1984) you can load "bb font" and change the character set to suit yourself. Now press SHIFT-"\*" and check out the special wide screen feature. There may be times when you'll want to turn off word-wrap. Press "w" to toggle word wrap off and return to edit mode.

All right, let's put some color in your life. Enter command mode and press "\" to change the letter color. Press "b" to change the background color and C=B to change the border color. Press SHIFT-B and SHIFT-\ to change the menu colors. Press C=\ to change the color of the position indicator, and C=C to change the clock color. Now try out all possible combinations of colors and screen formats. It should take you no more than 3.8 million years to try them all.

FILE ENCRYPTION: Are we having fun yet? If not, prepare yourself for the awesome pleasures of file encryption. Have you ever written something you didn't want anyone to ever read? Have you ever wished you COULD write something no one could ever read? Take a deep breath and enter command mode. Hold the SHIFT key down and press the "?" key (but first finish reading this paragraph). Answer "Yes" and type in a secret code word. Think of a word or phrase no one will ever guess, but one that you will never forget. Press RETURN and the entire text is turned to garbage. Great! Now you could save a copy and no one would ever know what you had written. To decode the text, just repeat the whole process using the exact same code word or phrase.

CALCULATOR: When you turn on your computer you can use it as a calculator. If you typed "?2+2" and pressed RETURN the answer "4" would appear. You can do the same thing without exiting to BASIC by entering command mode and pressing "3" (think #). You can then enter any mathematical expression that BASIC understands.

Complete the following sentence by placing the cursor on the percent sign, entering command mode, pressing "3" and typing: ((444-250)/250)\*100 [RETURN] now I came up with 77.6 and I take it is the interest, read on.

I borrowed \$250 and had to pay the loan shark \$444 or else; at% interest, I really got taken.

Press the "@" key and the answer will be inserted into the text. How about that? I hope you are enjoying these articles, more in January.



## QUESTION & ANSWER DESK

Rolf Miller, Q & A editor

rolfmiller@aol.com

Questions may be submitted by regular or e-mail. Answers will be returned as soon as obtained, then published in coming issues, though the identity of those asking questions will not appear because duplicate, similar, and associated items will be compiled.

### A DUMB SMARTMOUSE

Q. My CMD SmartMouse died leaving me to struggle with GEOS & Gateway using a joystick. I have been unable to find a replacement. Any suggestions?

A. The CMD SmartMouse is available from Click Here Software, or send it for repair (see the Commodore Yellow Pages). An alternative is to acquire MICROMYS which allows using a PS/2 (PC) mouse <[www.protovision-online.de/](http://www.protovision-online.de/)>

{Editors insert: Click here software is working on my own Smart Mouse. The micromys I have held in my hand and know that it exists}

However, before doing either, check to be sure the computer isn't the problem. Mouse movement utilizes the sound (SID) chip. An easy way to check the SID chip is load up a program that plays music and listen if it sounds right.

Also, a mouse which acts erratically can often be remedied by simply removing the ball and cleaning it along with the internal rollers. Another common problem is broken wires inside the cord or mouse, which replacing the cord will solve.

### PC MONITORS & COMMODORE

Q. Do you know of a way to connect a monitor made for the PC to the C-128 so it will display in color 40 & 80 columns using the C-128 in either mode?

A. The simple answer, at this writing, is: Sort of, maybe. The operative phrase here is "at this writing." By the time you read this, the "maybe" might be "yes," which, of course, would eliminate the "sort of" answer.

The reason for this ambiguity is that a converter designed specifically to connect a Commodore to the VGA monitors used by today's PC's is in development and, according to reports, is "all but a reality." It is said that it will provide for both 40 and 80 columns. Contact member Allan Bairstow for the most current information.

Short of this, there are VGA converters available for other platforms including video game consoles. However, reviews by those who have attempted their use with Commodore spoke of mixed results at best: "usable" being the most generous report and that, not as good as a TV hookup!

{Editor's Comment: This arrived to me as e-mail. There was a collection of distorted characters in the translation. It is my hope that all of the information is correct.}

## HOW THE UNCLUBED USE THEIR COMMODORES

by

Rolf L. Miller

By the turn of the century it became evident that I had underestimated the endurance of Commodore equipment. As a consequence, there proved little need for the hoard of computers, disk drives, monitors, printers, and all the associated trappings stashed over the years. So, I turned to listing items with the on-line auction house, eBay.

It's a good thing I don't have to make a living doing this. While an occasional item fetches a respectable bid, most sales involve a few dollars. In fact, buyers often pay more for shipping than the price of the item.

Though most of the over 500 different buyers I've dealt are on-line with PC's, the items they bid



on indicate they still use their Commodores. After all, people don't collect used disks, power supplies, serial cables, and the like.

However, nearly all of these folks are not allied with any user group. This is not surprising: user-group membership has always reflected a small percentage of total users.

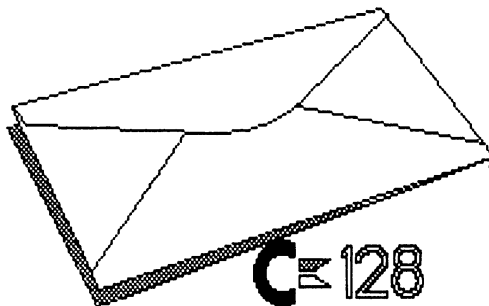
During the course of communicating with buyers, it is not unusual to learn a little about their interests. Some, naturally, are gamers, preferring the classic experience. With others it is a love affair, including marrying old technology with new. But not a few continue to use production software like word processors, spreadsheets, and database management programs.

The latter is apparent from items which do not sell. Production type programs seldom receive bids: people don't buy what they already have. Likewise, dot-matrix printers rarely garner any interest, but ribbons for them are good sellers. This tells that those printers are still being utilized.

As before mentioned, most of these folks possess PC's. So, why would a PC user continue production activities on a Commodore? As one put it, "I have more control over the work." Others spoke of the ease of doing things on the Commodore as compared to the PC. Several argued that, when all is said and done, the PC doesn't do it any better. And one said it was a matter of security: "If the PC gets a virus, I don't have to worry about it messing up my work." -RLM {Apologies to Rolf and the reader if anything is missing in this article. Loads of corruption in the download and conversion to GeoWrite - Editor}



**C=64**



**C=128**

Over the last few years I've played many games on my Commodore. Originally I got my first computer in December 1986. It was a Commodore 64c. Although I wasn't impressed with it at that point in time. There was literally nothing I could do with it since I didn't have a disk drive. My brother got a drive for his C-64c though, and we played games all the time. Eventually my C-64c went out So we had it repaired. Unfortunately it went out again about 6 months later.

Fast forward to march 1997 <passing the time when I had a 386 that crashed just about every four hours or so :(. Well it seemed like at least.> I met David Mohr and got back into the Commodore. Although I'm the only member of the A.C.U.G. who returned to the C- without receiving one David Mohr's long winded lectures on the subject. Although I think he happier that he didn't have to. ;-)

My family has tried to convince me that I should use the microsoft systems because Commodore isn't sold in stores anymore. And I tell them the Commodore doesn't suffer from all of the bugs the Microsoft systems get. Including in my opinion any way, Windows. Not to start any flame wars on the subject though. I know some people prefer Windows, I'm just not one of them, in fact I never liked it even when I had my 386. But back the point of this article.

I've been playing games on my C-128 for about the last 3 years Although I use GEOS, Edstar II, and a few other sequential editors/writers. Mostly I just like playing games. One of these days I'd love to write my own games, although my skills in programming aren't good enough. Yet. Unfortunately I keep bumping into games that require abit of training. This means that I must level the playing field so to speak. The game(s) start off relatively difficult since I'm playing it with beginning characters. The game eventually becomes easier to play. Untill I find an important item. Then the game says no matter what I do, it

isn't good enough. This makes me want to stop playing the game ever again.

Fortunately, there are editors for some of these games. Although I have learned what to look for in some games, which allows me to edit the characters with a track & sector editor. Although I'd like to be able to play the game without this, but that isn't always possible. Than again, I wouldn't have to do this if the game wasn't so difficult to play otherwise.

As an example, let's take the game Wasteland. I was playing this one recently, and I found the ruby ring which is needed later on in the game. Unfortunately I found some monsters not long after that and my entire party of characters died. That's not what made me mad though. What made me mad, was the fact that the ruby ring which I took with me before my team was killed is the fact that item was permanently lost as if it never existed. The only way to get it back was through a character editor made by Eaglesoft Inc. When you find something, it's best to save the game immediately. Unfortunately, you never know if it is necessary or not to do so. At the time my party was killed, I was fighting enemies that had previously been push overs. Only now they walking over me as if I had beginning characters who had no equipment, and no skills. Talk about frustrating.

I have followed the walk through by Wild Bill for the most part, but no matter how I advance my characters I end up having to use the character editor. Makes me wonder if the game is easier to play on an emulator? Although I have the real thing and desire or need to emulate what I already have. This game <Wasteland> is definitely a difficult game to play. Still it is fun and I learn something almost every time I play it. I'm trying to discover how to increase skill levels in the game so that I can share the information with others who play this game. So far I know how to get maybe a little under one third of the skills to improve. Unfortunately there are some skills that I can't even comprehend why they exist much less how to improve them. But that is part of the job I've set for myself. I've only discovered two

skills that improve the same way so far. These skills are medical and doctor. Each one must be used on an injured character or NPC <non player character> although characters and NPC's can be injured easily enough, the character or NPC must be in. really bad shape. This means if the character normally has 50 hit points, the character must have in their current hit points the letter SER, CRT, MOR, or COM. This means the character is either seriously injured, critically injured, mortally injured, or comatose. That's when you have the character or characters with either medical or doctor skills use them on the character or NPC in question. After doing this so many times, the skills level goes up making it more effective than before. Characters with both medical and doctor skills are more effective than characters with only one of the two skills.

Hopefully I'll be able to put together a comprehensive list of information together on how to increase the skills in Wasteland so that the game will be easier for other players. That is my goal, although I sometimes wonder if I'm setting myself up for failure or not. Oh well, only one way to find out or not. But in the meantime it sure has been fun to discover that for the moment failure isn't guaranteed yet.

Overall, so far, the process has been rather slow. But I believe it is worth it in the long run. It may take me several months to learn the rest of the ways to improve skills in Wasteland, but if all else fails, there is always the character editor to fall back on if needed.

I've heard people say that editors are cheating. Not so, they are actually a way of giving players a chance of getting somewhere until the understand how things work. After the players know enough about how the game works, than they have an easier time while playing the game(s) and the editors become less and less needed. But it is a long slow process. So if you use an editor on a game, just remember, it's only a game. Games are meant to be fun and relaxing. If the game isn't fun or relaxing for any reason, or seems to be impossible to beat or do anything at all? Than odds are you need an editor. No one program a

game that everyone can play with the same level of ability and skill, but that is why other people made the editors, the trainers, and the walk throughs. It would be nice if such things weren't needed, but they are. I'm just glad they are, otherwise I'd have never beaten a couple of the games I have. ;-)

;Editor's comment: There is a walkthrough of sorts for Wasteland. We have it at the A.C.U.G. with permission to pass it around from the author Will Bill. More information can be gained at wasteland@yahoogroups.com.=

## CLASSIFIED # 2

Wanted

Computer Eyes Software and Hardware  
Page Fox and Video Fox, hardware and Software  
Ultima VI  
Double Sided Double Density Soft Sector 5 1/4" Disks  
Any and All unwanted excess Commodore items  
for local and MTTM re-distribution  
Articles and Guest Editors for the CML  
;you knew I had to plug that didn't you?=  
For Sale

Bible on 1581 disks with Dox  
Geos 2.0 factory disks and book for information on the above.  
Contact ;Sensei= David Mohr

Watch for my article on the MCCC group their president Ivan and some of their history over the last 22 years with Commodore, in January Richard Savoy

Wanted, information regarding Wizard's Crown, the Eternal Dagger, Ultima 1-6, the Bard's Tale 1-3, any of the gold box 1st ed. AD&D games from SSI (strategic simulation inc.) excluding pool of radiance and secret of the silver blades.

I have most of these games, although I only have the three made for the forgotten realms in gold box set, all 3 Bard's Tale games, Wizard's Crown, the Eternal Dagger, and the first 5 of the 6 Ultima games. I have Gateway to the Savage Frontiere, but the clue book I had for the game is lost. I have never been able to beat the Wizard's Crown. There is quite abit I know about this game, but there is a high probability I have missed something important as I never can find the crown that my party is supposed to retrieve.

Any help I can get will greatly appreciated. Especially since I'll pass it along to any one else who wants or needs it. ;-)  
;Editor's note all responses to David Moon's request can be sent to me or perhaps the Q/A part of the CML?=  
THE END OF A GREAT TIME!

On October 27th an Email from Ivan Blitz of MCCC in Australia was sent to about 10 people including several members of MUTTM and said in part, "We are winding down our club and we at this stage will produce our last newsletter in February 2004." Now I know how many member of our group look forward to the MCCC DOM and I want to assure you, I still have many of their disks to distribute over the next few years.  
Richard Savoy

# QWKRR

Lord Ronin from Q-Link  
{Sensei} David O.E. Mohr

In the shortest terms. This is an Off Line Reader for the Commodore 128. That is a tool that will allow you the user to be able to collect your mail from the server. Read and respond to it, while off of the system. There is a lot more to it than that, and I want to learn more myself. In order to interview Rod and Gaelyne Gasson on the history and use of this tool.

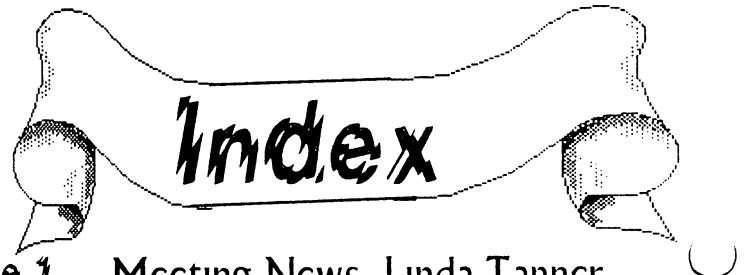
Why do your mail off line? In my case it is easier. Telnetting from Astoria Oregon in the USA to videocam in South Australia. Well there is this thing called lag. Where it takes a bit of time for your keystroke to register on your screen. When rushed, this can create some frustrating situations when trying to not only go through the stack of mail, in sorting out the good from the unwanted. But in replies it is a real pain. Trying to figure out if you typed the correct characters. Then finding out that you didn't. Only to learn next that you back deleted to far and have to try to type the line again.

This is just a short review on QWKRR. I have neither the space here or the knowledge to do much more than a little teaser. Let us for now bypass setting up your drives or partitions. The colour scheme, tag lines, VIP and Twit settings. Move right into using the tool. {Cheap plug on some of the features} Using my own frail experience as the base. Let me state right here, that both Rod & Gaelyne have been great help in teaching this old dumb ork, how things operate. Now then, my mail is from the e-mail, this is the lists that I am on and private email. Also I am on comp.sys.cbm, alt.c64 and the FIDO C- lists. QWKRR grabs the mail. I down load it to the partition. Then have it sort out the mail to the different areas, listed above. A couple of days of mail can reach over 300 messages for me.

Now I can select all of them to read. Or the different groupings above, including personal

mail. Generally I scan through the mail. Marking the ones that I will reply to later. Helps to eliminate topics and threads of no interest to me at the time. Using QWKRR I can quote the mail, even using the initials of the poster. Add or remove an attached file. One only per message. Import text, export/save the text, this is either standard PET or in ascii. Even do a sort of forward. There is even a form of address book.

For me this is a faster and much more efficient method of doing the e-mail. In fact I have re-joined some lists I had to drop. As before I couldn't keep up with the amount that came to me in the time I had for online work. There is obviously more to be said about QWKRR and how it is connected to the Inet. For now I'll leave off with the fact you can down load the file from vcsweb.com. I also have the files on my BBS.



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## The CML runs on Blood, Sweat and Volunteers