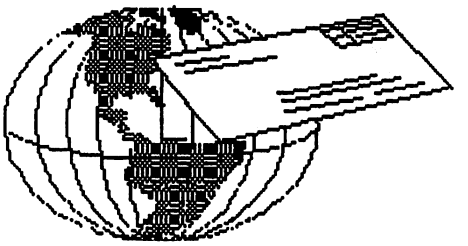
COMMODORE MAILINK

NEWSLETTER OF MEETING 64/128 USERS THROUGH THE MAIL



MEETING NEWS
January, 2005

We are only a few years away from the time at which the ancient Mayan calendar ends abruptly, which depending on who is translating or deciphering, is around 2009-2012. With the help of our trusty little Commodores, maybe we will just chug our way through whatever comes our way!

As of December 13, our records indicate 72 members have renewed so far, which is comparable to most year's numbers. One thing we don't yet have is a long line of wannabe editors. Seriously, I am encouraging someone out there to volunteer to edit one issue of the MaiLink. You can mention it in your resume' and you will learn a lot, assuming you've never edited a newsletter before. You should know that each issue is edited by someone in this group who has volunteered to take the time to gather articles and other items of interest, then creatively assemble it all into a MaiLink. But this year, there is a snag. We only have 4 volunteer editors scheduled (**David Mohr**, whose issue you are reading, **Richard Savoy**'s March, **Andy Schwartz**' May, and yours truly will edit whichever month nobody else wants), but there are six editions to publish. Therefore I am inquiring, requesting, pleading, begging, entreating, and asking if anyone would volunteer? **PRETTY PLEASE??** It is not difficult. An abbreviated version of our Editor's Guidelines is on page two, a version that is complete enough for any would-be editor.

Potential editors may want to note that many of the pages you see in a given MaiLink are regular columns such as TWS, geoPublish Tutorial, QUESTION & ANSWER DESK, and BASIC, and are prepared by the writers of these columns, leaving only around 8 pages an editor would need to create. On the other hand, a really ambitious editor is free to create all 18-20 pages. We are flexiible!

Remember if we are left with only three or four editors, the newsletter suffers, as each individual imparts his/her own mark and style on the edition, and in the long run, the result is much less variety and diversity in what we publish. I am hopeful someone will accept the offer I promulgated some months ago: if each person in a 120-smember club edited an issue, his/her next turn would not come around for about 20 more years!

Here is wishing every one of you a healthy 2005. Enjoy.

--Linda Tanner, President

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Members may place free Commodore BUY/SELL/TRADE ads in the MaiLink. Send diskfile of ad to next editor, or if ad is very short, hard copy may be submitted instead

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.

Editor should where possible use the two-column per page format for better readability. Also, all page margins, excepting page 2, should be no less than 3/4 " on each right and left margins. Text, regardless of which font, should, with rare exception, be 12 point or larger. The number of different fonts on a page is not written in stone, but no more than two is a good rule of thumb, or three if you include footers and/or headers.

Requirements for the Editor include, regular columns such as TWS, geoPublish Tutorial , BASIC, and Q&A DESK, and 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 some of the "options", and forward to 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 130 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: pages 1, 2 , 5 and 6 of this newsletter were created with a C128, SCPU, CMD HD, RamLink, Lexmark Optra 40 PS II printer, geoWrite, geoPublish, Wheels, and PostPrint 3, by Linda Tanner.

January Editor: **David Mohr**

MUTTM TREASURER'S REPORT

for November 1, 2003 thru October 31, 2004
Submitted by: Emil J. Volcheck, Jr., Treasurer

The time has rolled around again - the end of what I call the "MUTTM fiscal year". Since we start collecting renewal dues in early November, I close the books effectively at the end of October (since no next year dues have come in by that time). The only hangover is the printing and mailing of the November CML. The tabulation below has the full results for the club for the fiscal period, including that November mailing.

If you have any questions about these finances, please feel free to contact me as shown below. I hope that by the time you read this, you are a "renewed" member of the club - for 2005 (and the many years to come)!!!

Until next time, here are those numbers:

11/1/03	Balance	$ 544.57
	Income - dues	$ 2053.37
	Income - other	$ 4.99
	Expense - Mailink	$ 1921.71
	Expense - Webpage	$ 93.34
10/31/04	Balance	$ 587.88

Remember, when you send 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

Editors Crypt

{Lord Ronin from Q-link}

Another year for us and still the Commodore is doing fine. Despite what others may say we are alive and doing fine. The coverage of Jeri on a local T.V. news broadcat <my area>. A New York Times article on her history and C= work. Almost all of the 250,000 64DTV units sold. Ah we are still around.

This issue is a touch late this month. There were some late breaking information that caused the delay. For the technically minded. This is done on a C=128D with a SuperCPU, fully populated with 16MB {65,215 C= blocks} of ram. Written in Geos 128 and printed out in Post Print 3. Submissions from our members came to me in E-Mail. They were converted by Wrong is Write 8.1 to Geos 2.1. Hope that you enjoy what our members have submitted for all of us.

MTTM Losses

We are saddened to hear the news of the passing of Mr. Edward Nordmark, a long time member of the MTTM. Who passed on 19/July/2004. All of us send our regards to his wife. Who was kind to inform us of this event.

We are saddend at the report from Kathatine Powell of the death of her husband and MTTM member. Joe Powell on 12/November/2004. He will be missed by his family and the MTTM.

Addy Changes

This is Christopher Ryan, changing my e-mail address.My Dellmail address has so little storage so I am moving toYahoo.

I am not having the problems with Yahoo that I thought I had when I tried out Yahoo! before.

So, please send ALL future e-mails to Chris48224@Yahoo.com

E-Mail correction

Jon Searle aka the commodore man. JSEARS@rgv.rr.com

More on Page #4

Tom Adams

{Lord Ronin from Q-Link}

Tom has offered some of his C= collection for the group. My users group the Amiga & Commodore Users Group <CBM Registration #447> Has agreed to collect the items. They will be housed in our storage center. After tested and inventoried. We will list them in a future issue of the CML for all members to see and be able to increase their collections. Our thanks to Tom for this support to the C= world.

A TRIBUTE TO JEAN NANCE.

{Linda Tanner}

As you will read elsewhere in this issue, Jean Nance, our longest-reining former President, has found it necessary to resign her membership.

Jean has worn many hats--before, during, and after her Presidency, and she could be called "The Matriarch of Meeting 64/128 Users Through the Mail". We owe much of our continuity and cohesiveness to Ms. Nance, who, even after leaving her post as President in 1994, continued to serve as Managing Editor for some time.

In 1987 when Kirby Herazy asked Jean to take over as President, not only did she oblige, but she also began to compile and publish the BIO's.

We sincerely will miss the presence of Jean Nance in our group, as well as the many articles she wrote, and her years of effort and dedication to keeping our club and our Commodore platform alive.

Our entire group sends well wishes and hope for a healthy 2005 to Jean.

{Managing Editors Post Humble Mumble}
Depending on your viewpoint. For good or evil. Jean was the LADY that helped me to gain this position in the officers of the MTTM. She greatly aided me in learning to improve my writing skills and thye things needed to make an issue for the CML. Though I had written a piece for this issue about Jean, and her situation. After reading Linda's brief and succinct Tribute. I realized that if I wrote anything. Well to give Jean the full credit for all that she has done for the CML and the MTTM. That would take an entire issue, in an abbreviated form. Jean would not want that to happen.

The short story, and this is not elicit pity or sympathy. Jeans eyes have gone on her. She has, in the true spirit of a C= user and a member of the MTTM. Graciously gave a donation this year to the MTTM. Sadly she cannot use her C= items any more. She wanted them to go to members. As the NorthWest regional resource - storage area for us. Member David Moon {a.k.a. #30} and myself, with help from the local user group members. Have agreed to cover the cost to bring her items to our area. In a future issue of the CML, we will offer to the membership some of her items. But to a home where they will be used. Thank You Jean for all your help.

Making a CML Issue

{Lord Ronin from Q-Link}

Welcome to another year of the CML. As always we are looking for guest editors for the issues. Well this little bit is to let all those that have thought and discarded the idea, to know that it isn't really that hard. "What is it that I have to do?" That is a question that I have heard many times as I send e-mail asking for guest editors. OK that is simple to answer. Just put it all together, and fill in the gaps. Sounds strange? Yeah I thought so, time to explain. The issue runs around 20 pages. Many of the regular articles are done by members. Such as our President Linda who does pages 1&2. Richard Savoy does the CML on disk and the TWS section. There is also the GeoPublish series. In fact 10 out of the 20 pages were already done for me this issue. Printed and laid out for me. The rest I collected from people like Rolf Miller and his regular Q&A section. Plus members will submit to you articles.

So what do you really need to make an issue? Hey I have heard people tell me that they don't have all the power GEOS stuff. So they feel they can't make an issue. Frell that, not

BASICALLY SPEAKING

(by Linda Tanner)

This will be the last column devoted to sprites for a while, as the beginning programmer, after this issue, should have plenty of ammo for creating his/her own sprites and manipulating them in hopefully inconceivable ways.

There is a minor correction to the second November program, "Spritesampler2A". On page 5 in the second to last paragraph it is stated "Similarly, for sprite #1, in linr #9, we read data.....". After that was written, I combined two FOR/NEXT loops into nested ones in line #8, thereby eliminating statement #9.

In the program for the C64 on page 6 we are dealing with two "InterGalactic CosmoBile" spaceships. For the purpose of teaching the novice programmer about sprite-to-sprite collision, I force the two craft within very close proximity of each other, but not so close that they "touch". We know in **Star Trek:Next Generation** that such closeness would never be allowed before shields would go up, the Red Alert would sound, and possibly the Photon Torpedoes would be readied. But this is the Commodore 40 column screen we are dealing with (for now) and we are still learning.

The variables in statements 6, 8, and 9 are mostly what we have worked with before. BO and B1 are merely variable represenatations of 53280 and 53281 as used in line 6 in November's "SpriteSampler2". One new variable is SC, short for "sprite collision". When writing programs, it is helpful to use acronyms for variables, where possible, unless you are accustomed to including many REM statements. Both Z and ZZ are SID chip variables. X1, X2, X3, Y1, Y2, Y3, R, and S are merely "X" and "Y" co-ordinates reserved for our two spacecraft.

Statement 10 is analagous to statements 8 in each of November's "Spritesampler2" programs, in which we are reading data statements, one element at a time, and POKEing each data element into its appropriate memory location. In statement 12, we assign the color white to our first IGCM (sprite # 0) and yellow to our second IGCM (sprite #1), with the POKESS+39,1 and POKESS+40,7. Next we horizontally expand our sprites. I tried expanding them vertically as well, but they looked less like spacecraft and more like a child's toys or even worse.

In line 14 we first assign "X" and "Y" co-ordinates for both sprites, then we "enable" them with our POKESE statement.

Ship movement begins in line 20 and continues throughout the program until a certain condition is met, namely when sprite 0's "Y" co-ordinate has become a negative number. In line 20, in our first FOR/NEXT loop, we start both sprites moving, with sprite 0 starting at X=150 and Y=100, while sprite 1 begins at X=50 (R) and Y=50 (S). As we progress through our first FOR/NEXT loop, our "X" co-ordinate for sprite 0 decreases by 1, while its "Y" increases by 1, and sprite 1's "X" increments by 2, while its "Y" increases by 1. Then we reach line 22 where we have new rules for sprite movement. In each loop of this FOR/NEXT, sprite 0's "X" increments by 1 while its "Y" does likewise. Sprite 1's "X" increases by 1, while its "Y" increases by 2, as seen in line 23.

Also in line 23 is our "sprite collision detect" routine which we won't need at this point, but for the record, IFPEEK(SC)AND1=1 is the routine which here is checking to see if sprite 0 has collided with any other sprite. If our sprites collide and we had changed our routine to IFPEEK(SC)AND2=2 meaning we are looking to see if sprite 1 has had a sprite-to-sprite collision, we would likewise detect a collision. If a collision is detected, the program goes to the subroutine in line 29, which causes the SID chip to produce a crashing sound, then sends us back to the end of line 23 or the beginning of 24. It is here after the two ships have come perilously close that we send ship #1 back from whence it came, essentially reversing its path. Then in line 27 we send ship #0 zooming off into space, with its "X" co-ordinate starting at 180, incrementing by 1 per loop, and its "Y" decreasing by 2 in each loop until the condition "IF(Y3+Y)<0" is reached. Often in programs I use a decimal to designate a zero, as it is interchangeable, but now notice in line 27 the decimal after the "LESS THAN" symbol is difficult to read. It is there, and in the future I might refrain from this. When the condition of "Y"=less than zero has been reached for ship #0, our program goes directly to line 32 where both sprites 0 and 1 are disabled and our program is STOPped.

There is a myriad of ways to achieve sprite movement, including specific directed action, as well as random movement. You'll learn much by practicing substituting varying numbers in sprite co-ordinate variables. Enjoy.....

SPRITESAMPLER 3
(InterGalactic CosmoBile or IGCM)

```
6 SS=53248:Y=53265:SI=12288:SH=SS+29:SE=SS+21:E=.:BO=53280:B1=BO+1:R=50:S=50
8 PRINTCHR$(147):POKEBO,.:POKEB1,.:SC=SS+30:Z=54272:FORA=1TO24:POKEZ+A,0:NEXT
9 ZZ=Z+24:X1=150:Y1=100:X2=110:Y2=140:X3=150:Y3=180:POKE2040,192:POKE2041,193
10 FORII=1TO2:FORI=.TO62:READQ:POKESI+I,Q:NEXT:SI=SI+64:NEXT
12 POKESS+39,1:POKESS+40,7:POKESH,PEEK(SH)OR3
14 POKESS,X1:POKESS+1,Y1:POKESS+2,R:POKESS+3,S:POKESE,PEEK(SE)OR3
20 Y=.:FORA=X1TOX2STEP-1:POKESS,A:POKESS+1,Y1+Y:POKESS+2,R:POKESS+3,S
21 Y=Y+1:R=R+2:S=S+1:NEXT
22 Y=.:FORA=X2TOX3:POKESS,A:POKESS+1,Y2+Y:POKESS+2,R:POKESS+3,S
23 Y=Y+1:R=R+1:S=S+2:NEXT:IFPEEK(SC)AND1=1THENGOSUB29
24 FORA=RTO50STEP-2:POKESS+2,A:POKESS+3,A:NEXT
27 Y=.:FORA=X3TO255:POKESS,A:POKESS+1,Y3+Y:Y=Y-2:IF(Y3+Y)<.THEN32
28 NEXT:GOTO32
29 POKEZZ,15:POKEZ+1,6:POKEZ+5,25:POKEZ,34:POKEZ+4,129:POKEZ+6,6:RETURN
30 REM 64SPRITESAMPLER3-INTERGALACTIC COSMOBILE (IGCM)JAN05CML-BY LINDA
TANNER
31 REM SS3.20 AND SS3.21
32 POKESE,PEEK(SE)AND252:STOP
100 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
102 DATA3,255,192,14,0,112,56,0,28
104 DATA224,0,7,56,0,28,14,0,112,3,255,192
106 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
108 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
110 DATA3,255,192,15,255,240,63,255,252,253,219,191,63,255,252,15,255,240
112 DATA3,255,192
114 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
```

The adventuresome novice can alter just a few statements to better understand sprite collision. At a glance it appears that our two spaceships, these intergalactic cosmobiles (IGCM) collided, then went separate ways. Try this: incorporate a FOR/NEXT in line 23 to allow time to closely inspect the ships when they are at their closest. Include FORA=1TO2000:NEXT after the first "NEXT" and before the "IF PEEK...." statement. The new statement 23 will look like the one below:

23 Y=Y+1:R=R+1:S=S+2:NEXT:FORA=1TO2000:NEXT:IFPEEK(SC)AND1=1THENGOSUB29

Run and view it now and you will see just how close the ships are. Now remove the FORA=1TO2000: NEXT from line 23. Next change the values of R and S in statement 6 from 50 to 56. You should have R=56 and S=56 in line 6 now. OK, run the program now and you should see the two ships collide, making a crashing sound (borrowed from my falling wall program in November).

Sprite collision detection can be with another sprite, with many sprites or with background. The reference to help with this is **C64 Programmer's Reference Guide.** Next issue is something new.

everyone likes GEOS. We have had issues over the years in Geos, TWS, why one man told me that he wrote a SEQ editor and made an issue. The rule for this is that it must be through C= software and hardware. So running this issue through my Wheels 128, Post Print 3 for the 128 and the Lexmark Optra-40 printer, is fine. Still waiting for a newsroom submission.

Need help with ideas and layout concepts. Hey man, that is what the managing editor is for, just ask, and I can lend a hand. So can Linda our President. Or in other words, feel free to volunteer. Stealing a motto from a Sci-Fi convetion I attend. The MTTM/CML runs on Blood, Sweat and Volunteers!

OmniReader

{Joe <Kilroy> Fenn}

ref Jack Rothweilers little seq reader, I added in few lines at top

so it will work in either 64 or 128 mode. Have used this for last

15 uears at least!!!

```
 5 IFPEEK(65534)=72 THEN
POKE808,239:A=646:GOSUB100
 7 IFPEEK(65534)=23 THEN
POKE808,112:A=841:DIRECTORY
 8 POKE 53281,0:POKE
53280,0:POKE A,1
 9 PRINT:PRINT:PRINT
 10
INPUT"FILENAME";F$:INPUT"PRINT
Y/N;R$:D=3:IFR$="y"THEND=4:S=7
 20
OPEN1,8,2,F$+",M,R":OPEN4,D,s:
PRINTCHR$(14)
 30
GET#1,A$:IFST=0THENPRINT#4,A$;
:WAIT198,1,1:POKE198,0:GOTO30
 40
PRINT#4:CLOSE1:CLOSE4:INPUT"AN
OTHER Y,N";Q$:IFQ$="y"THEN 5
 50 IFPEEK(65534)=72 THEN
SYS64738
 65 IFPEEK(65534)=23 THEN
SYS57344
 100 D=8:GOTO110
 110
SYS57812"$",D:poke43,1:POKE44,
192:poke768,174:poke769,167:SY
S47003,1
 120
POKE782,192:SYS65493:SYS42291:LI
ST:POKE44,8:POKE768,139:POKE769,
227:RETURN
```

(use "P shift O" instead of spelling out POKE in lines 110 amd 120 otherwise you cant get the entire line entered within the required line length)

Joe Fenn (aka kilroy)

P.S. I call mine "omnireader" because works both 64/128 mode.

{Mangaing Editor Note: I used Commodore NLQ for the prg lines for ease of type in}

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.

Q. In the November 2004 MaiLink, you showed how the 64's way of doing things can be used to convert between ASCII and screen code without setting up conversion tables. Is it possible to do the same with music? My User's Guide has an Appendix M table of Music Note Values which lists a note number 0-123 for each of the musical notes along with the values to POKE to achieve the corresponding sounds. Is there a way to use just those note numbers to produce their musical equivalents without setting up an array of their respective table values?

A. Well, yes, sort of. The reason for using an array, especially when working with music in BASIC, is to avoid delays in timing caused by calculations. But, with that caveat, it is easy enough to accomplish your desire.

First, though, it is noticed that no appendix M or equivalent appears in the newer (larger, white) User's Guide, and the table is appendix E in the Programmer's Reference Guide for the 64, appendix O of which contains a fuller discussion of this subject.

It next needs to be noticed that the table lists 96 notes covering 8 octaves, 12 notes per octave, which represents the chromatic scale. This means that each note is exactly 1/2

step apart. However, the numbers used by the table for these 96 notes are 0-11, 16-27, 32-43, 48-59, 64-75, 80-91, 96-107, 112-123. So, in order to to utilize these numbers to produce the sequentially correct tone, 16-23 must be converted to 12-23, 32-43 to 24-35, and so forth. The following code will do it, where N is the table number to be converted.

```
N=N-4*INT(N/16)
```

Notice that the numerical sequence is multiples of 16, though only the first 12 of each multiple is used. Thus, subtracting corresponding multiples of 4 will do the job. An alternative to this, of course, is for you to renumber the table 0-95. That would eliminate the need for this code and speed things up a little.

The basis for the next bit of code came from someone smarter than I. It derives the decimal for a given note from a base value of 64814, which is the decimal of the highest note in the table. Recall that each note in the table is precisely 1/2 step apart and there are 12 notes per octave. So, dividing 64814 by 2 to the power of 12ths that the desired note is below it yields the desired note's decimal (give or take an undiscernible amount). In the code following, N is the table number selected, T is the number of 12ths below the highest note in the table, HD equals 64814, and F is the resulting decimal for the note selected. (The up arrow in Commodore BASIC is the mathematical sign for the power of.)

```
N=N-4*INT(N/16):T=95-N:F=(HD/2^(T/12))
```

For example, not that you could hear it without really good ears and super audio equipment, if the lowest note in the table (0) is selected, it is 95/12 below the highest. Thus, 64814 divided by 2 to the power of 95/12 equals 268.

Then, integer division of the resulting decimal by 256 yields the value (1 in this example) to POKE to the high frequency register (54273), and subtracting that value times 256 from the decimal yields the value (12 in this example) to POKE to the low frequency register (54272). This code illustrates it.

```
HIX=F/256:POKE 54273,HIX
LOX=F-HIX*256:POKE 54272,LOX
```

Integer division, which results only in whole numbers, can be accomplished by using the INT function as in `N=N-4*INT(N/16)` or by assigning the results to an integer variable. An integer variable is declared by merely using the % character at the end of the variable name as shown.

All that is needed to demonstrate this procedure is to incorporate it with a little coding to implement sound (see the User's Guide for particulars).

```
 10 POKE 54296,15:POKE
54277,17:POKE 54278,248
 20 HD=64814
 30 INPUT N
 40
N=N-4*INT(N/16):T=95-N:F=(HD/2↑(
T/12))
 50 HIX=F/256:POKE 54273,HIX
 60 LOX=F-HIX*256:POKE 54272,LOX
 70 POKE 54276,17:FOR X=1 TO
250:NEXT
 80 POKE 54276,16:FOR X=1 TO
100:NEXT
 90 GOTO 30
```

Entering a note number from the table will sound its tone. Other numbers produce assorted results. To display the calculated results for comparison with the table values, add the following to line 60.

```
:PRINT F,HIX,LOX
```

Naturally, the line `30 INPUT` could instead be coded to read data, files, or other input, including random generation. And modifying the routine with other aspects of sound would allow actually playing music composed using the table numbers. Remember, however, that the time required by the procedure's calculations will tend to restrict the complexity of composition.///

{Editor Statement: For the record. I converted the things in the prg and relevant to the prg into "Commodore NLQ" and boldface. In order for it to be more useful in typing onto the scree the information. Any errors in this are the fault of the Managing Editor, not the author}

USING FUN GRAPHIC MACHINE

by Rolf L. Miller

The November 2004 editor, Robert Snyder, mentioned his desire to see some step-by-step articles about using Fun Graphic Machine (FGM). It happens that this desk sees regular use of FGM at year end to prepare the header graphic for the family's "Happy New Year" letter. The procedure follows.

On the 64, with the FGM program disk in the drive, LOAD"F*",8 and RUN. When the menu appears, press the RETURN key to select CREATOR, then RETURN again if fast loading is present or Y if not. When the next menu appears, press RETURN to select 4 GOTO HI RES SCREEN EDITOR. A high resolutionscreen will appear filled with garbage. Press together the SHIFT, CTRL, and E keys, then Y to erase. What remains is a large square graphic cursor that moves with the cursor keys. Press the X key to switch to the second screen and erase it, then X again for the third screen.

The year's doings briefly recounted in the annual letter invariably suggests a theme. This prompts a search for existing high resolution art to illustrate it. There are literally thousands of titles available, and FGM is able to load high resolution graphic work from nearly any source.

In this instance, the existing art selected for the theme needed some "improvement," and when it comes to invention, FGM needs some help. GeoPaint, Doodle, and other such programs are good alternatives, as are the Koala Pad, SuperSketch and the like for tracing endeavors. To save the results, the capture method is preferred at this desk. Simply do a reset while the high resolution image is present on screen, load and run Screen Finder from the FGM program disk, find the screen, then save to disk (see the manual).

OK, so saying "see the manual" isn't exactly step by step. Blame it on the author of this marvelous program. FGM consists of multiple-step procedures, and many of these steps have multiple steps which in turn contain numerous steps. In other words, attempting FGM step by step is certain to end in a tangle of feet.

For example, that large square graphic cursor is one of six available in the CREATOR section. Toggle between them by pressing the 1-6 number keys. These graphics can be changed by loading others or capturing material from the screen, and can be flipped, rotated, cropped, reversed, and pasted to or overlaid on the screen. Screens can be linked two or three across or down, and what is on a screen,including text, can be copied, shifted up, down, left, right, expanded, reduced, flipped, rotated, reversed, and pixel edited. And if it appears on screen, it can be printed, and printer output allows numerous alternatives (depending upon the printer's capabilities, of course), including expanded and double-strike printing, density selections, and dot and line feed increments.

The manual provides detailed instructions on how to implement all of these functions. There is no secret to learning how to combine them in accomplishing the desire: it is simply a matter of experimentation. Pick a project: a letter, flyer, sign, card, labels, whatever, and try things.

Now, GEOS users have been heard to complain that FGM produces only black and white graphics, no color. Actually, this is fortunate, for if it allowed for color, there is no way it could do what it does. (Yes, that is to say the GEOS cannot.) But the results of FGM can be imported into GeoPaint (the PicShow utility will do it), where color can be added -- or, just get out the Crayons.///

{Editor Note: For some reason the e-mail had corruption in it. I hope that I have cleared it up and presented Rolfs article in the proper manner.}

D64 and other Terms

{Lord Ronin from Q-Link}

Recently a member asked a question about things, such as the .D64 files. Some of the officers thought it a good idea to explain, ah simply that is to add, what these power user terms mean. By Power User, I mean not only the expansions for the C=. But terms that are used to lable things for the C=.

This is not a comprehensive list or explanation. I choose to take the .D* terms. Simply because that was the first question to lead into this discussion. Also as the SysOp of the Village BBS. I use this type of file for the U/D areas of my BBS. Again please understand that this is a generic overview.

A ".D64"? What the frell is that? Will it work on a C=

system? Why do I see so many of them on the Inet at sites to gain files? That is the basis of this short review. Coupled with how I deal with the file type for my BBS and my deckers.

Simply put a ".D64" as the extension shows on a file. Example: Kitty.D64, of kitty.d64. This is an image file of a full 1541 disk. Yeah it is a way to beat some copy protection schemes to save your disks. Not all as i will show in a moment. No you can't use this on your C=. Not as it stands. You see the .D64 is 689 blocks. Bit bigger than the stock 664 for the 1541.

On my BBS I usually use a Zip prg. Like the one from Pasi to compress the file. My goal for the BBS is that I use the concept of the decker having a 1200 bps modem, and two 1541 drives. That is the lowest common denominator for my board. I make a lot of .D64 files for the BBS to preserve disks.

Anyway, on a real C=. You need some tools to open the file and be able to use it on the C= and a 1541 drive. The best tool that I have used is Errol Smiths unzipv215. This is great if the file is already Zipped. If not, it won't open it for you. Two prgs will do that for you. One is a tool from Load Star. Generically called "PC Echange". Last I heard it was a pass around programme. Please check the bios and contact Rev. Dave Moorman for more information on the prg and Load Star. The other prg is a simple one. Eroll Smiths "d64it" As he states it is crude but works. This one, like the prg from Load Star, will make and revert to normal a .D64 file.

All that said, there are also files that are titled like "filename.d71" and "filename.d81". These are also image files of the entire disk. Yeah I mean a 1571 and/or a 1581 disk. They won't fit on a regular disk of that style. IIRC the .d81 is around 3226 blocks. Bit over the 3,000 blocks of a 1581. The programme that I use for working with these is either the Errol Smith one above, again only if they are Zipped, and by that I mean the PK or GZ style. If just a .d71 or .d81. I go into Geos/Wheels and use Bo Zimmermans shareware programme call GeoBeap v2. Overall this is a good way to score up a collection of C= files. BUT you should know that there are some that will not convert to a .D64 on the C= through our tools. I see several messages on the tools that I use. Most of them say something about it not being a 1541 disk. The best I can surmise is that it is using different access or maybe it is extended tracks. Hope that this little bit helps you in the expansions of the C=. Other terms that are seen are things like SCSI, IDE and CD ROM.

SCSI and IDE are two methods of communicating with hardware. Simple for us is that the CMD HD runs on SCSI and the IDE64 system. Well that is IDE <BG> CD ROM, that is the disks. The ones that remind this old hippy or a 45 RPM record in shape. There is even a large hole in the center. A mega storage system for files. At this time, we C= users have the CD ROM COMMANDER, distributed by Dale Side Bottom. This requires a CD Rom unit, the CMD HD and of course the disk from Dale. Please see his bio for contact information. There are many disks made of C= files. Not all of them have to be commercial. Geoff Sullivan produced a disk of fonts and more. There are the versions of the GeoSpecific disks. I have many disks of files that were presented to me. Yeah I have the Arnold collection on CDs. I have heard that there is a system for the IDE64. But I have not a lick of experience with that system.

OLR, that is a term for Off Line Reader. There are two that I know of for the C=. QWKRR which is for the 128 and QWKIE, for the 64. I haven't used the 64 version. But I use regularly the QWKRR on the 128. This allows me to take my mail packet from Videocam. Read and reply, as well as save in standard PET or in ascii the text. Also handles attached files, send and receive for that part. For more information of the Off Line Readers for the C=. Rod Gasson in the bios at videocam <rod@videocam.net.au> is your best source of information. Well after all, he did write the programme. He has also been a great help to me in understanding how it works.

MSG from March Editor

NOTE: pages 11, 12, 13, 14, 15, and 16 of this newsletter were created with MSPUB (from the Internet,) printed using a HP Desk Jet 940C and converted with C-128 40 column to TWS using Big Blue Reader using 1571 & FD-2000 drives

By Richard Savoy

GEOPUBLISH TUTORIAL PART 8
EDITOR MODE
By: Bruce Thomas

For this tutorial I am providing the geoWrite files pre-formatted and ready to pour into the text regions. If you follow the step-by-step instructions in article #7 (and provided in a separate file with each successive article) you should be able to create the GeoPublish Tutorial fairly easily. This time we will look at some formatting tricks you need to know when creating your own gP masterpiece.

As you work on a publishing project you begin by writing your articles. When I write articles I have a certain amount of information I want to convey. The topic is what determines the length of the article. Of course, how much I have to say on a particular topic oftentimes has very little to do with the space I have to fit the article into once I start working in gP. This tends to result in a number of options to get my text to fit.

How can I cut thee...

The first step in paring an article down to size is to read it through. After importing and rippling your geoWrite file highlight one of the text regions then select Editor from the Mode Menu (there is no keyboard shortcut and Editor Mode is only available from Page Layout Mode).

You will find that Editor mode is almost the same as geoWrite V2.1. Scroll through your imported document and carefully read it over. Continue through each page (using 'next page' from the Page menu) until you get to the end.

How much text is left over from your regions? By this I mean that if you created 4 text regions and you have now got to page 5 in Editor Mode is there a lot of text or only a couple of lines. The answer will determine what you do next.

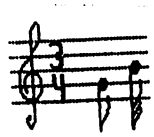
If there are only a couple of lines of overflow text then the first thing to do is to go over your article again and cut out any excess words. It is amazing what this can do. Especially look for paragraphs that end with only one or two words on the last line (like paragraph 2 above). By cutting or changing a word you may be able to bring that last word back onto the previous line thereby shortening your article. You will also want to look for any chances to hyphenate words to fill any space on the preceding line. Hyphenation can be a laborious process but it can pay big dividends. GeoPublish does not auto-hyphenate which is one of my big beefs with full justification formatting.

While reviewing your article check for single lines from one paragraph that flow onto the next page. Sometimes it is possible to suck those lines back to the previous page by changing the bottom gutter value in the region to '0'. Don't forget to also remove the space between paragraphs that will now be at the top of the next page.

Another gutter trick is to change the left and right gutter values for the text regions. In a 2-column layout, for example, lower the value for the inner gutters by 2 or 3 points. Lower the value for the outer gutters all the way to '0' if you want. This looks better if you are not using borders around your text regions. If you are using borders make sure you leave a gutter value of at least 5 points. After changing the gutter values and re-rippling your text go into Editor Mode again and check out the difference. You'll be surprised at what this simple change can do for your article.

Another change that works well if you only have a few lines of overflow (depending on the length of your article) is to change the paragraph spacing by making use of geoWrite's individual paragraph formatting. You may have noticed that I like to leave a blank line between paragraphs. This provides some much needed 'white space' on the page and allows the readers' eyes to rest a bit while reading. Of course, these blank lines add up over the course of an article and may be all you need to get your article to fit.

Continued on page 12



GEOPUBLISH Continued from Page 11

In cases like this I still like to leave some blank space - just less. A trick I have been using for a long time (including this article) is to put my cursor at the end of the first line of a new paragraph and press RETURN. This creates a 'new paragraph' complete with the indent. Since this is not really a 'new paragraph' we have to get rid of the paragraph indent. Click on the 'P' marker under the ruler and drag it over to the left edge of the screen and click to set it there. Your 'new paragraph' will look just like it did before.

The next step is to place your cursor at the start of the first line of your original paragraph (move one line up) and press the DEL key to remove the blank line between paragraphs. Now, select 1 1/2 line spacing for this single line paragraph. You have just saved yourself a half of a line in the length of your article. If you do this 4 times you will shorten the article by 2 full lines which will have the effect of pulling the excess text back from the next page.
This change works best when Full Justification is not being used. If you are using Full Justification then you will have to manually insert spaces to try to get the first line to spread out.

You can use Toolkit (see article #6) to change the font size. A single point reduction (from 12 to 11 as I did with article #5) may be all you need to squeeze your article down to size.

While an earlier option was to make some minor wording changes to save a bit of space we are now at the point where serious editing may be in order. Go back over the article and be vicious with your knife. Cut excess or redundant wording and, if necessary, remove entire sections for use at a later time.

If none of these options will work for you, and you can spare the overflow space on another page, just do like we did with article #4 and create a new region on the next page to hold the overflow.

Another method to ensure you don't run out of space is to import one of our Dummy articles and just type the article in Editor Mode. This allows you to pace your writing to only use the available space.

Another method to ensure you don't run out of space is to import one of our Dummy articles and just type the article in Editor Mode. This allows you to pace your writing to only use the available space.

And there you have it. As you have seen there are quite a few editing tricks that you will want to have in your publishing toolbox to improve your geoPublish endeavors.

Next time we'll analyze the different page layouts we have used so far.
Until then, enGEOy your Commodore!
Bruce Thomas

THE BEST OF BOTH POSSIBLE WORLDS - PART 3 -

BY: Kenneth Barsky

Must we abandon all our Commodore stuff? Not necessarily! With a Commodore emulation program you can have the best of both possible worlds. You can run most of you Commodore stuff on the PC. Some even better: You can listen to stereo SID music without a cartridge or chip. You can speed up or slow down your programs. Eliminate the border and have your program fill up the screen. If your PC has a CD burner you save Commodore programs to CD disk.

On the PC Commodore disks are simulated as **disk images** files with a .d81 suffix on **simulated disk drives**. Last issue I discussed **Copy 64/Copy 1581**. and how to use it.

What you need:

1. A program that emulates the Commodore and can read .d81 images.

Continued on page 13

The Best of Both.....Continued from Page 12

There are many emulation programs out there. Some are for use with the 1541 or 1571. I downloaded one of these –I don't remember which...at cost. The problem was that I would have to attach the 1541 or 1571 to my PC. I had no clue as how to do this. I am mechanically declined. I wasted my money.

The emulation program that I use is **WinVICE 1.14** available on line from VICE at http.//www.viceteam.com/org/ on line. It is the latest version.

An earlier version VICE 1.10, is available on line from Dave Moorman at Loadstar at: Http://www.eloadstar.com/pctower/freels.html

Another source you might try is LOADSTAR COMPLET by Fender Tucker. as described in Mailink November 2004 . It has VICE1.9. Loadstar issues 1-99 and much, much more. It cost $20 and is available from Fender Tucker at "mailto:fendertucker@sport.rr.com" by phone at 318-868-8727 or by mail at 443 Gladstone Blvd. Shreveport, LA 71104. By itself that might be plenty; and even allow you to get issues of Loadstar by email.
With Fender's CD you can use VICE right away...he has instructions included.

So assuming that you have downloaded and have used Copy64/Copy1581, or at least have bought LOADSTAR COMPLETE this article will discuss VICE (and I might point out, in jest. a little VICE never killed anyone.

After you have downloaded VICE maneuver using search and find files x64 and x128.

You can click on either of these and ye old Commodore screen comes to the screen With the x128 emulator two screens come to screen. You can toggle either the 40 column or 80 column by clicking on the bars that appear in the toolbar at the bottom of your PC screen.

Before use, some preliminary work:

Click on **Options.**

Check on Video Cache, Double Size, Double scan, Sound Playback, Virtual device traps. Uncheck True Drive emulation. (Click ON when running LOADSTAR to read text files)

Now while we are here in Options notice that you can vary the speed that your programs load and run.. Anywhere from 10% to 200%, No-limit (600) or Warp Speed (723).

Also not that you can select Full Screen here or later with toggle Alt-D. What happens is that the Commodore-like border is eliminated and your program fills the entire screen.

Also you can switch Joystick from the PC to Commodore Joystick here or with toggle Alt-J BUT you will have to have you commodore joystick installed. I'm sorry, but a don't know how. I get around this problem, as described below.

If you can also toggle the PC mouse to the Commodore 1351 mouse here or with Alt-Q.

Note as you click on and off here the blue screen returns.

Next, click on **Settings**

Click on **Peripheral Settings.**

Select **Device 4**

Click on Use IEC Device
Printer Emulation File System
Printer Driver ASCII
Output Text
Output the file # 1
Output #1 name viceprnt.out

This is the printer setup. While I am on this subject please note that when you are in VICE any Commodore program that prints out doesn't print to paper,

Continued Page 14

The Best of Both .....Continued from Page 13
but to a file in the same location as the program you are running a file called **viceprnt.out.** It is saved as a ASCII file; so if you can save the printout as an ASCII file, not PETSCII..

You can seek out **viceprnt.out** and, with some adjustments, print out using your PC word processor and your Inkjet printer, whatever.

.

But note ASCII varies from PETCII in that PETCII upper and lower case will print in ASCII as sorts and caps. I find that ULTRA V6.0 does a fine job of "printing" out saved ASCII files.

Click OK. Next select drive settings. Click on 1581 and OK.

Click on SID settings. Click on Stereo. OK. VICE will now play SID music 6 voice. No chip or cartridge needed.

Click on Joystick settings. Since I don't know how to attach a joystick I use the directional pointers on the PC keyboard to emulate a joystick I click on **Numpad+RCtrl** for both port 1 and Port 2.

All done. Select **Save Current settings**. OK, we are ready to go.

Click on file. You will notice that there are two ways to load and run a file;

The first way is to click **Autostart disk/tape image**, find the .D81 disk image you want to run and click and run. You can vary the speed and size of the screen as described above by using the Alt combination or clicking on the settings above the screen.

The other way is to click on **Attach disk image**, select drive, find the file you want to run, and click on it

Now you will have to load and run the file you want to run. But please note that VICE doesn't have JiffyDOS built in. You will have to do it the old fashioned LOAD"FILE",8 way.

One more thing; The keyboard. The PC keyboard is unlike the Commodore. VICE alters the PC keyboard to simulate the Commodore keyboard.

C128 (C64?)	PC
RUN/STOP	ESC
Restore	PgUp
[CTRL}	tab
C= (Commodore)	Ctrl
CAPS lock	F4
VDC-Key	F2
HOME	HOME
CLEAR	{Shift)HOME
move left	pointer left
mov right	poimter right
colon :	semicolon
semi colon;	apostrophe
l. bracket[	[shift] semicolon
r. bracket]	[shift] apostrophe
at sign @	l.bracket
asterisk *	r.bracket
equal sign =	backslash
check mark	[shift] l.bracket
back parent	[shift] r.bracket
plus sign	minus/dash
minus/dash	equal sign
l.orn. brac	[shift] minus/dash
r.orn. brac	[shift]equal sign
point up	delete
pi	{shift}delete
English pound	insert
bot. line	backslash
house	[shift] backslash (num)
bang	[shift] 1
quote	[shift] 2
number	[shift] 3
dollar	[shift] 4
percent	[shift] 5
ampersand	[shift] 6
apostrophe	[shift] 7
open paren.	[shift] 8
close paren.	[shift] 9
point left	[num pad] 2
LOAD/RUN	[shift num pad] 2
Quote	[num pad] 3

THE WRITE STUFF
WORD PROCESSOR
COLUMN BY: Richard Savoy

ARTICLE NO. 10

I am always happy to hear from a fellow member of the group, this time Ken Barsky wrote; In Write Stuff:
I search/replace of search/delete with CTRL SHIFT S. Also pressing CTRL again before entering what to hunt or what to replace toggles reverse character; so it is possible to hunt/replace of hunt/delete control characters. Also when loading or saving PETSCII files I have to shift before return..

p,P Print/Preview 30
Tap CTRL and press p to print your document. Press SHIFT-P to preview.

While you are viewing a help screen or help file, press p to print the screen. In command mode, press C= P to dump the screen to the printer.

Set top and left margins using the Print Menu to position the screen.

Also see help files under "Printing", (should be in Article # 11 next time)

Screen Format 31
You can easily change the appearance of the screen. Tap CTRL and press:
w to toggle word-wrap on and off.
f to toggle between character sets.
b to change background color.
£ to change letter color.
* to toggle the "edge effect."
SHIFT * for the special wide screen.
SHIFT B to change the menu color.
SHIFT \ to change menu's letter color.
C= £ to change position color.
C= c to change the clock color.
C= b to change border color.

While viewing the Print Menu, press b to change the box color. When viewing the help screens, press b and \ to change border and letter colors. The colors of the Preview screen can also be similarly changed.

Sh-S Search & Replace 32
The search begins at the cursor, so put the cursor at the beginning of your text if you want to search all of it.
Let's say you've just written a letterto Jane and you've used her name at least 20 times. Now you want to send the same letter to your other girl friends. No problem. Tap CTRL and press SHIFT-S:

Search for:Jane <press RETURN>
Replace with:Joyce <RETURN>

And before you can say "Betty Boop," you're ready to print your second letter.
When defining the search or replace phrase, tap CTRL to toggle RVS input on & off.
Enter a phrase in lower-case and press SHIFT-RETURN for a careless search.

Sh-R Sorting Columns 33
To alphabetically sort a column of data or data table, you must first eat the data to move it into the stomach (buffer) and return to edit mode. Then tap CTRL and SHIFT-R to Restore and sort the data. Select "A-Z" to sort in ascending order or "Z-A" to sort in descending order. Select the column (1-10) you want the sort on and the sorted list will be spit out at the current cursor location. Lists up to 9K may be sorted.

THE WRITE STUFF
EMBEDDED (RVS) COMMANDS

R Reverse field toggle
s Subscript 1 character
S Superscript 1 letter
u Underlining toggle
w Wait...pause printing
x External file
 # Print page #
. Condensed print toggle
E Escape code CHR$(27)
- Soft hyphen

This is continued from a list on page 16 of the November CML

HISTORY
COMMODORE MAILINK
DISK VERSION
By: Richard Savoy

Welcome to the first newsletter of, **MEETING 64/128 USERS THRU THE MAIL,** Jean Nance a retired biology teacher wrote those words on her C64 computer, with a 1571 disk drive, and sent to 22 current members in September 1987. In the newsletter Jean wrote about receiving a demo copy of the Write Stuff Word Processor and if they should be distributors for the software.

Also, a membership list of the current members was listed. It was suggested that a contribution of $3, or whatever they feel is fair.

User Group Disk? There had been some consideration of have a user group disk and Pete Grazer had volunteered to be disk librarian and David Symusiak, assistant, by November 1987 both had resigned, at this point it was questionable what the group would do in reference to a disk version . In the January 1988 issue it was suggested instead of writing with pen and paper, let's just pass disks around!

Doug Burton for disk newsletter expenses was given $35 for publishing address and information lists that otherwise would have had to be photocopied and mailed. Doug was finding the expense of sending out the disk version more than he expected and cost of $1.25 per disk was suggested as being fair. A letter in **RUN MAGAZINE** brought in 41 new members. He had put the newsletter on front of the disk and public domain programs on the back side of the disk. The July 1988 Commodore Mail Link new Disk Editor Bill Robinson with both C-64 and C-128 versions with the same boot –up program used today. Jean remained as newsletter editor & president. The going price for the disk version was 45 cent and blank disk, appreciated but NOT necessary. As of the start of 1989 MUTTM was $ 9.00, and the disk version by Douglas Burton $ 7.50 mail direct to him, for members only. By the end of 1988 MUTTM had 103 members.

The January 1990 issue of the **MUTTM** was the last issue Bill Robinson edited. He had put out and distributed the last ten issues, and was moving on to other interesting and challenging things in Ireland and Wales. Bill did say he would continue supplying the Disk version, with a short delay. Jean Nance edited the March hard copy issue and Bill Lyons was the first Guest Editor with Jean in May from then on the Commodore Mailink (CML) hardcopy has been done with guest editors.

Changes with the Commodore Mailink on Disk: Bill Robinson had been Editor and distributor for the past two and half years. In the January 1991 issue Jean announced that Paul McAleer will make up each disk Mailink. The November 1990 was his first issue, and it was a great deal more than just the files of the material In the regular Mailink. Paul would send the disk issue to those who have difficulty reading the hard copy, or visual problems. Jim Green would now provide back issues. Complete set from September, 1987 through November, 1990 for 3.00 US funds at that time two issues /per disk. If you wanted a single disk it was 1.25 per disk & 1.35 Canada in US funds. Starting in January 1991 they started to fill each issue first, on the front side of the disk with the current issue of the CML and balance of the double sided disk with public domain programs, like it is done now. The charges were to cover cost, and time was donated!

TO BE CONTIUED IN THE MARCH ISSUE CML

NEXT EDITOR

I'll take articles up to February 15, otherwise I'll use your space! You can send via Email in text format any size. On any size disk in TWS program or sequential format or ASCII files. Pictures leave space or clipart and graphics that need to be pasted. If you like your picture in the newsletter write a little about yourself that we don't already know. Color picture is best, but do it early, I'll donate the page.

Richard Savoy, 250 West St. Apt. 9 Ware MA 01082-9783

Shadowland

Greetings everyone;

Modernity Grp. is proud to make available the new IDE64 v3.4+ Browse to WiNGs.webhop.org to read more about it under the News for 2005 section.

In short, the IDE64 v3.4+ builds on the IDE64 v3.4 by doubling the size of PEROM chip, and providing a toggle switch to support any two versions of the IDEDOS at the same time. If you have a SuperCPU, but you want to use the IDE64 on a stock system too, you are no longer locked into one mode or the other. The IDE64 v3.4+ comes configured with the latest, WiNGs compatible, SuperCPU IDEDOS available, as well as the new v.9x IDEDOS which is still under development. The utilities disk also includes the new and greatly improved v1.2 perom programmer utility.

The World of Commodore Distribution of WiNGs is expected to be available for download from WiNGs.webhop.org later this week.

Screenshots and details of "SpiffyPaint" are available now under the Applications section. SpiffyPaint is not included in the WiNGs distribution, because it is still in too early a stage of development. It is also a larger application which will likely be distributed separately from the main WiNGs system.

Greg Nacu

Gateway

{Email from Maurice Randall}

I've made available the complete source code for gateWay 64 and gateWay 128. The code is for the unreleased gateWay V2.6.

Go to cmdrkey.com and you'll find a new link on the left called "Programmers Only". Click there to find the gateWay source code page.

I'm also working on making D64 images of the actual gateWay V2.5 disks in both 64 and 128 versions and they will be available for downloading from the GEOS download pages. They will be available from the "Other useful things" page at:
http://usa.cmdrkey.com/cbm/geos/geos13.html
web: http://cmdrkey.com

{Editor Addendum}

Maurice has also announced the upgrade Wheels 4. This can be down loaded from his site. Both for the 64 as well as the 128. A heavy replacement. But thanks to Maurice, there is a collection of dox. At this time, I have not had the chance to open and install the new files.

On homestead@videocam.net.au. Maurice gives an account of a very negative thing that happened to him and his family in November. At the same time he promises to catch up on his C= orders and the repairs that have waited for awhile. In any event, it is IMHO good to see Maurice posting on the mail lists again.

Tulip Sells Commodore

December 27, 2004

{Sent to acug0447@yahoogroups.com mail list by Robert Bernardo}

Amersfoort, the Netherlands - Computer manufacturer, Tulip, has sold its subsidiary company, Commodore, for 24 million Euros to the American Yeahronimo Media Ventures, Tulip announced Monday.

Both companies have signed a declaration of intention for the transfer of the famous computer brand. Yeahronimo is an American venture company with a sales office in the Netherlands. After the sale is expedited, Tulip's goal is to increase its main residual activities.

The turnover of 24 million is partly related to future turnover of Commodore. Tulip must have the complete amount by the end of October, 2010 at the latest. As sales have continued, Tulip still earned 4 million Euros this year.

Music products

Earlier this year Commodore started a new life at Tulip in the music world. The venture began with a range of products for the music market. The company simultaneously launched a new sales website on Internet where besides portable music players -- music, games, and merchandising were also obtained. It was hoped that the venture would revive the good, old days of Commodore.

Classified

1541 Disks

The A.C.U.G. #447 has close to 400 disks in 10 pack boxes still sealed. These are from Verbatum. Double

CINCINNATI COMMODORE COMPUTER CLUB

Official Users Group Number 292
c/o 31 Potowatomie Trail
Milford, OH 45150
www.geocities.com/c64-128-Amiga
cbmusers@yahoo.com

The Cincinnati Commodore Computer Club has 1000's of used commercial items for sale at very reasonable prices. The lists include software, hardware, accessories, books, magazines and manuals. Because of the low prices we ask that buyers pay postage. For a 5 1/4" disk of the lists, send a floppy mailer to Roger Hoyer, 31 Potowatomie Trail, Milford, OH 45150. If you'd rather receive the lists by Email, contact Roger at thunderbird@iglou.com or the club at cbmusers@yahoo.com. A third alternative is to view them and download them from our web site- www.geocities.com/c64-128-amiga.

The club also sells the following printer tractor feed items: 3.5" x 15/16" address labels in pastel shades of blue, green, pink and yellow, plus white -$1.00/100. 2.75" x 1 15/16" labels for 3.5" disks - $1.50/100. 3.5" x 6" postcards - $1.50/100. Prices include postage.

ReRun CD

It is with great pleasure to announce that VideoCam Services is now accepting pre-orders for the ReRun Compendium CD. This is a fully licensed product due to an agreement between Click Here Software and VideoCam Services / VCSWEB.

This CD includes all of the ReRUN Monthly Magazine disks, almost all of the Special issue disks ever released, and the greatest compilation packs of Applications, Games, and GEOS software ever sold on ReRUN Disks.

The ReRUN disks are stored as D64 and D81 "Disk Images" on the CD. Simply click on the disk you want using your web-browser, and copy it to your hard drive. Or, you can even use the disk images on your CD directly with your favourite Commodore emulator. Disk Images also allow you to easily copy the disks to real Commodore floppy disks with any of the many free and popular tools available for download.

This CD also contains a *complete index* of every article, program, and review ever published in RUN Magazine. The index is formatted in HTML so that you can view the index on just about any computer using your web-browser.

The Index is formatted to provide an Annual (Yearly) index for every year of RUN Magazine. From their premiere issue in January 1984 to their final December 1992 issue, you'll find a listing of all of your favorite articles, programs, and reviews. This index will make it fast and easy to find the article you are looking for.

In addition, there is also an Index arranged by topic and category. So, click on games (or reviews, applications, etc.) and see every article in that category listed in alphabetical order. The category listing will also list the year, month, page number, and everything you need to find your favourite article.

Michael Hunter had the idea of creating this CD and has seen it through to its completion. He's spent nearly a year working on its organisation and this shows in the final product. It's very well organised!

To kick off the release of this CD in a really BIG WAY, Michael Hunter also has an eBay auction at the moment that includes the very first release of the ReRun Compendium CD. It is to be included with the complete collection of EVERY issue of ReRun and Commodore Magazines. The auction link is:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5145377295

{Editor Note: The auction is completed as of this time}

The ReRun Compendium CD will start shipping on December 13, 2004 and will sell for $14.95 USD plus shipping. We are accepting pre-orders for the CD in the Commodore Central Market. The listing is located at: http://cbm.videocam.net.au/centralmarket/index.php?what=moreinfo&sku=109

Merry Christmas from Rod & Gaelyne at VideoCam Services / VCSWEB!

64DTV Sales

Since a number of people looked at me funny at World of Commodore when I mentioned 194000 units had been sold. I called QVC today and had them check inventories:

E22494 (the single unit) : ~6000 units left
E25376 (the double unit) : ~8000 units left.

You have to multiply the second number (2 DTVs in each "unit"), so there are 24000 units left to sell. By definition, that means
226000 units have been sold.

A far cry from 14-20 million units, but it's only been 2 weeks

Jim Brain

{Editor Note} This was sent out around the 10th of december.

The 64DTV

{Lord Ronin from Q-Link}

Many readers may know about the "64DTV" thing. But others may not, so this is a fast statement on the new "toy". <G> Well first off it looks like a big based Joystick. Having a collection of little read buttons and two "fire" like buttons. Plus an on/off switch. Takes some AA batteries and it connects right up to your T.V. set.

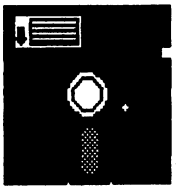
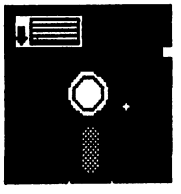
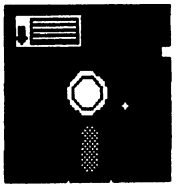
Inside there are 30 games, like Impossible Mission 1 & 2 and Uridium. All like the original games. I mean by that, that they aren't trained or tamed. Gives you a white screen with the blue and red "C=" symbol. Then a familiar C= 64 screen. Where it types the load command and then the run command. Next you see a scree that is like a crew screen. Complete with a bottom scroll. This is actually the menu and you scroll down it to select the game of choice.

BUT!! if you know the trick, that is to wiggle the stick left and right at the start of the C= screen. The load changes to a LOAD "$" rather than the LOAD "*". This gives you another listing, just like a directory listing. Here are about 6 more hidden games. Plus a something else <G> OK if you select the other thing, the top file. You get a listing of many things. Just to be short for space. There are two IFLI pictures, one has Jeri in it and the other has Jim Butterfield. There is also a doc reader. That has a message from Jeri. Telling you about hacking the 64DTV. In fact she ends with something along the lines of Happy Hacking. You see if you are into hardware hacking. One can open up the system, install a keyboard and a drive. Bingo you have a C=64 on one chip in this 64DTV. Yeah there are already hacking mail lists and web sites. Oh yeah I should mention that in this easter egg, there is an on screen vitual keyboard

My Users Group has one. Whe have played the games on several occasions. Tied into a 1702 monitor. Overall it looks just like the factory and the cracks that I have in my collection. Cost at this time is around $30 from QVC.

However in a news rport on KGW out of Portland Oregon. As well as in an article in the New York Times. Jeri Ellsworth, the creator explains more about her background and her love of the C=.

In those interviews. There are comments about the 64DTV going into stores, like Toys R Us and Radio Shack in 2005. This would be a good thing for all C= users. Will it spark a new interest in the C=? Possible, as the sales look good, see the above from Jim Brain. Maybe we are seeing a rebirth of the C= in a new form? All we can do is wait and see how the world reacts to our wonderful system.

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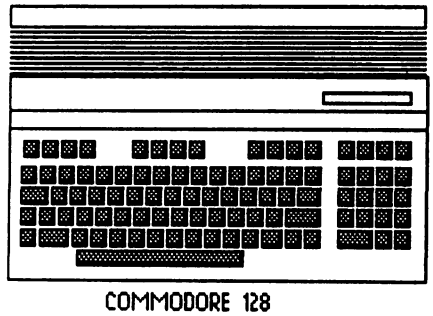
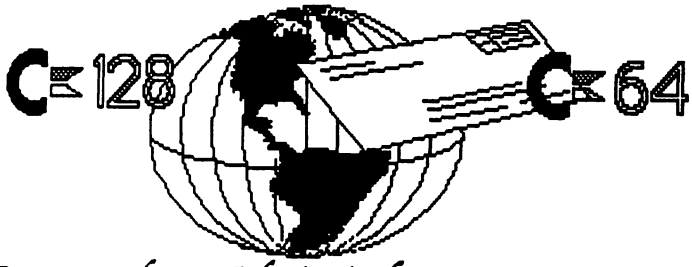
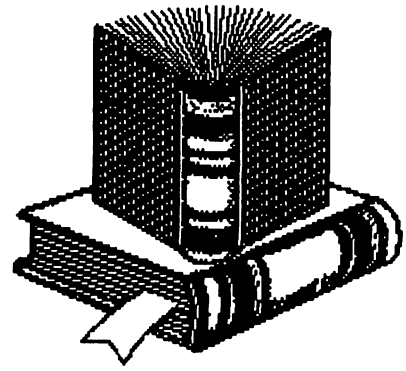


COMMODORE 128



Editor's Editorial

Tis past midnight and the issue is just about finished. Many things have happened in the past year. Some are good for us as the MTTM and C= users. Sadly not all events are on the plus side for us. Our group has lost a long time member to health. My own year was rather horride to put it mildly. Not saying what happened. But do what to thank the support I received in e-mail from many members of our group. Your support helped pull me through a very depressive time.

I've spent the year glued to the keyboard of this 128D and the 64c in the shop. Working on articles for both Load Star and Scene World disk mags. Hopefully something out of the flood of things will be of use and inspire other C= users. I mention this because of part of the writing I have done, that being reviewing R.P.G. utilities that were saved from Q-Link. Running them, comenting on them and in a few instances doing some minor fixes. Other instances having a hacker friend do the major fixes. But out of all of that, I have a deeper feeling for the C= programmers of the past. Hours of work to make one of these tools. For games that, well many are not in publication any more. Though I must add, that doesn't stop them from being played and enjoyed. Bothers me greatly to think that all of that time, devotion and effort. That was then put up for free downloads on Q-Link. Is to be just trashed. Because it isn't the newest windrone thing. A great shame, and one that my local group is trying to stop. Preserving the files for the future. This year we plan to have them on CDs for c back up files.

Also I want to thank Tom Adams and Jean Nance for allowing my group to collect their Commodore items. These will be sorted, tested and later listed in a CML for the membership. Stored here in the northwest regional area for members. Like to add one more thing. Though I wasn't able to make an announcement in last years CMLs. The Archieves of the CML is doing quite fine. Next issue should see the return of a listing for you. Thanks to all for getting me through 2004. May 2005 be better for all of us and the C=.