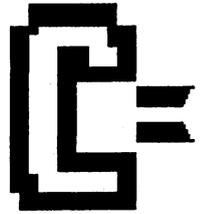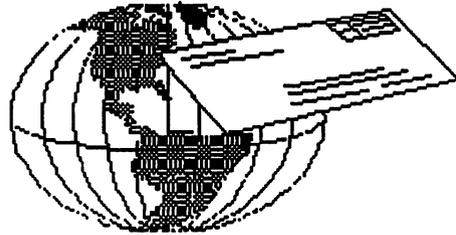# COMMODORE MAILINK

## NEWSLETTER OF
## MEETING 64/128 USERS
## THROUGH THE MAIL

# MEETING NEWS
# MAY, 2005

This is a good time (better late than never) to issue a huge THANK YOU to all the officers who work so diligently to make this club work. **Brian Vaughan** maintains our BIO's, the database from which newsletter labels are printed, and which contains all the information which is used to printout the hardcopy BIO's every March and September. **Andy Schwartz** is our Webmaster with Videocam Services, in charge of maintaining our MAILINK webpage. **Francis Redmond** takes care of mailing "late" notices in February or March. **Joseph Fenn** maintains our "Email address database" and periodically sends listings of these e-ddresses to those listed. **David Mohr** is our Archivist for the paper CML, as well as Back-up Editor. **Rolf Miller** mans the "Question & Answer Desk" and answers any and all Commodore-related questions, while guaranteeing anonymity for the "questioner". **Jorge Pedreira** is the person who gathers Commodore resource information and creates our COMMODORE YELLOW PAGES. **Richard Savoy** is our Mailer and assures all printing, collating, and mailing are done in a timely manner; plus he will remain MaiLink-On-Disk Editor for the duration of 2005. **Emil Volcheck, Jr.** holds the position of Treasurer, which involves disbursing all monies, receiving donations, memberships, maintaining all financial records, reconciling bank statements and things related. **Videocam Services** of Australia has generously discounted by $100 the fees our club pays for our MAILINK website and the use of the MAILINK email list. We are sincerely grateful for the contributions of each and every one of the above, and if our club had money we would be passing out bonuses!

For the record, we still do not have editors lined up for September or November, so for those out there in wannabe-editor-land, you know who to contact. By now, we editors have a fairly good routine worked out with Richard Savoy in the production of the newsletter (the one you're reading). If there are any late-breaking news items that merit front-page status just as CML is about to go to press, Richard can append them from his location at the last minute.

Don't forget the LUCKI Commodore EXPO, held near Louisville, KY, USA, in New Albany, IN this year on May 13-15. For details, see Dale Sidebottom. If it's like others it'll be a BLAST. Enjoy.

--Linda Tanner, President

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**VICE-PRESIDENT:** Francis Redmond, redinc@earthlink.net;
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material for review or publication should be sent to the editor of the
next issue. Commodore MaiLink reserves the right to edit
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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, ARCHIVES, BUY/SELL/TRADE ads, Treasurer's
Report,   Obituaries, Announcements, Address Changes, and
New MemberBIO's. Also the Editor <u>must</u> 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",
then 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 100
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.

May Editor: **Andrew Schwartz**

## Editors Ramblings

By Andrew Schwartz
andyschwartz@hotmail.com

This is my third opportunity to be a guest editor and I have enjoyed the experience every bit as much as the first two times. This has had to be the easiest of the three issues that I have been the guest editor of, as 10 of the 20 pages were already finished for me by Linda Tanner and Richard Savoy.

I used the following to create this issue:

C128D,1581,1571,1541
MPS 803 – Draft copies
Cannon BJC250 Printer – final
Personal Newsletter Creator

## July MaiLink Editor

By Linda Tanner
tannerlj@yahoo.com

The July 2005 MaiLink editor will again be Linda Tanner. Submissions will be accepted until June 20.
Linda will accept any Commodore format by snail mail, and very short submissions via email. The snailmail submissions should have the diskfile with it if it is very long.

## Corrections

Lord Ronin posted an advertisement that was cut off in the January issue. The NorthWest regional resource area, has 400 5 1/4" disks. All are still in sealed boxes. Mainly Verbatum brand. Cost is $10/box for MTTM members. This covers the disks and the shipping/handling fees.

A goodly percentage of Jean Nance's C= collection is in the hands of the Northwest Regional Resourse holding pen. 8 factory sealed Geos V2.0 for the C=64 $25 each, includes shipping and handling for MTTM members.

## Second Pre-proofed Edition of "Silicon Waves" Available

By Paul Panks
dunric@yahoo.com

This book is a personal journey through my history of computers and technology. It is at times light hearted and funny, but always at the forefront of the technological age. You will learn much in this book, from the childhood memories of Paul's Commodore 64 to his growing frustration with Windows and Microsoft. Computers are like waves, moving about the ocean with full force. Let this book take you on a journey through the digital ocean ahead.

A second pre-proofed edition of "Silicon Waves" is now available. The book is now up to 135 pages with proper page breaks and editing. The only remaining thing left to do is a complete spellcheck of the book. Once that is done, the pre-proofed edition will be a completed book and assigned an ISBN.

Here is a link to the pre-proofed second edition of "Silicon Waves":
http://www.lulu.com/content/112358

Anyone who wants a copy, just email me. Or you can also download it for $0.75 The downloaded document is in PDF format, viewable by Adobe Acrobat Reader 5.0

## Thank You to Tom Adams

In April, former M.U.T.T.M. President, Tom Adams, was cleaning out a desk and discovered a bunch of stamps from his days as the club's Mailer. He sent the envelope of stamps to our present Mailer, Richard Savoy. It turned out to be about $26.00 worth of stamps. We certainly appreciate Tom's action, as our club"s barebones Treasury can certainly put these stamps to good use.

**THANK YOU, TOM.**
*From the Officers of M.U.T.T.M.*

## MY THIRD COMPUTER

By Rolf L. Miller
RolfMiller@aol.com

There are three computers used at this desk: a Commodore 64 as the primary system, a notebook PC for internet access, and an abacus.

Some reject the notion that the abacus is a computer. But it is used to calculate totals by addition and subtraction, and a calculator, by definition, is a computer.

OK, so that's a bit of a stretch. But, then, some likewise think that calling the Commodore a computer is a reach. Nonetheless, no history of the computer has ever been seen which did not include the abacus. The same is true for the Commodore.

It is generally thought that the abacus dates to around 3000 B.C. Its origin can be traced to improvements in "counting tablets" which the ancients used to record their numerical reckonings. These tablets commonly consisted of a flat piece of wood or stone with scratched lines to create several columns. One column represented 1's, the next 10's, the next 100's, and so forth.

Markers such as pebbles or chips of bone or wood placed within the appropriate columns kept the count. A total of 34, for example, would see three markers in the 10's column and four in the 1's column.

The abacus evolved when beads strung on strings or wood rods affixed to a frame replaced the markers and scratched lines. Sliding the beads in the columns formed by the strings or rods produced the count. The "modern" abacus sees rods positioned vertically with a horizontal bar creating an upper and lower section.

A full-sized model of the classic Chinese abacus contains thirteen rods with two beads on each rod in the upper section and five per rod in the lower.

Each bead in the top section represents five in the lower. Sliding a bead toward the horizontal cross bar counts it. So, similar to the counting tablet, a count of 34 sees three lower beads in the 10's column pushed up toward the cross bar and four likewise up in the 1's column. Then, adding 2 is accomplished by sliding three lower beads in the 1's column down away from the bar while moving a corresponding top bead down toward the bar (-3+5=+2).

Now according to books, the abacus can also be used to perform multiplication, division, and even square and cube roots. Maybe so. However, the reason for obtaining this ancient counting device had to do with finding an easy, on-the-spot way of eliminating grievous checkbook mistakes caused by erroneous keystrokes on the calculator or computer. As they say, "Garbage in, garbage out," and for whatever reason, these fingers on a keyboard turn the balance column to trash.

Interest in the abacus as the solution occurred at a user group meeting of years gone by, the particulars of which long ago slipped through the senior rifts in memory. These cracks in the brain also explain why using the head for calculations isn't the answer. It is recalled, though, that a software vendor who catered to Commodore operated under the name "Abacus," displaying the device on their labels.

Anyway, since values are entered by sliding beads rather than pressing keys, it is not likely, as often happens at this desk, that entering 43 instead of 34 on the calculator or computer will be repeated on the abacus. And transposition of numbers isn't the only faux pas committed with keys. Imagine hitting the + key, or worse, the x key, instead of the - key. And while that might make you feel really good until the bank calls, accidently subtracting a deposit can give you a heart attack!

# BASICALLY SPEAKING
### by Linda Tanner

Have you ever wondered what all can be done with some of the C128's **GRAPHIC** commands? Here we examine **CIRCLE**, a graphic command available to C128 only while in 40 columns, which incidentally is the domain of all 14 of BASIC 7.0's graphics commands, as these commands are written for the VIC chip.

On page six are two routines, "CIRCLE GAL128" and "CIRCLE GUY128", which in essence draw on-screen a female face, and a male face, respectively, using mostly CIRCLE statements. In fact, "CIRCLEGAL128" contains 186 CIRCLE statements, some of which are within FOR/NEXT loops, along with just a sprinkling of PAINT and COLOR statements to create our girl/gal. Similarly, the second program, "CIRCLEGUY128" contains 133 CIRCLE statements which essentially draw the figures on-screen, after which they are PAINTed and/or COLORed.

One thing I learned in this lesson was that the order of the GRAPHICS commands is sometimes important. I discovered the hard way that it is best to set your colors before issuing the GRAPHICS command, "GRAPHIC", as in statement 10 of either program. Experiment by altering statement 10 in either program to: **10 GRAPHIC1,1:COLOR4,2:COLOR1,1:COLOR0,2** and save to a different name such as "Practice1". Reset your computer, then load and run your "Practice1", observing the colors as you run it several times. (A picture is worth a thousand words.).

With SCPU, our first routine runs in under 10 seconds, and without SCPU, at around 1.5 minutes. The advantage of running without SCPU is that you can much more easily analyze what is the result of any tweaking you do to the code. This is especially true of a command such as CIRCLE which can be brief or involved, as we shall see below.

If you read about the CIRCLE command in the <u>Commodore 128 Programmer's Reference Guide</u> or <u>System Guide</u>, you will find the second and third parameters represent the center or "X" and "Y" co-ordinates of the circle, while the fourth and fifth parameters, xr and yr, represent the "X radius" and "Y radius" of the circle. Making our "xr" and "yr" different values allows our "circle" not to be so circular and in fact, we can skew it in many directions and many ways. The sixth and seventh parameters, if used, represent our "starting arc angle" and "ending arc angle" which make drawing partial circles, or arcs of circles easy.

In "CIRCLE GAL128", line 14 draws the outline of the head/face with the first CIRCLE, then the two CIRCLEs inside the FOR/NEXT loop draw the left and right halves of the "hairdo". With each increment of the FOR/NEXT loop, the "Y" co-ordinate moves down one pixel, with the "X" co-ordinate, and radii all remaining the same. The eyes are drawn in 16, the irises in 18, the nose in lines 20 and 22, with the mouth in statement 26. Line 28 adds a swath to each side of the "hairdo".

By examining carefully statement 28, for example, and making minor adjustments, one at a time, and viewing the results with SCPU's Turbo speed disabled, one can see how easy it is to change the direction of a "curve", i.e., an arc of a circle. Experience is always the best teacher. Using statement 28 for an example, and looking at the second CIRCLE in the FOR/NEXT loop, notice that during the first loop, the center of the CIRCLE is at 280,160 (X,Y) but that for each successive trip through the FOR/NEXT, the "counter" A is added to X, and subtracted from Y, meaning the center of this CIRCLE is gradually moving 1 pixel to the right, while also moving upward by 1 pixel. By examining these CIRCLE statements, one can see the CIRCLE command allows for much more than making neat little circular circles on a computer screen.

Not only is CIRCLE capable of creating circles and ellipses, but page 245 of the <u>C128 System Guide</u> details also creating octagons, diamonds, and triangles with this command. In fact, notice the straight, vertical line above the upper lip of the face in "CIRCLE GUY128". This vertical line is also made with CIRCLE (see statement 27).

Hopefully the novice programmers out there are hopefully inhaling all of this, now sees CIRCLE in a whole different light. Remember, this is a learning experience for all of us, as I was unaware of the versatility of the CIRCLE statement until I sat down a few weeks ago to write these two programs. OK, see you a-round. :-)

## "CIRCLE GAL128"(128 in 40 col)

```
10  COLOR4,2:COLOR1,1:COLOR0,2:GRAPHIC1,1
14 CIRCLE1,160,100,98,98:SLEEP1:FORA=100TO150:CIRCLE1,160,A,98,98,270,0,,2:
   CIRCLE1,160,A,98,98,0,90,,2:NEXT
16 CIRCLE1,120,100,25,5:CIRCLE1,198,100,25,5:CIRCLE1,120,146,50,50,332,25,,1:
   CIRCLE1,198,146,50,50,332,25,,1
18 CIRCLE1,120,100,4,3:CIRCLE1,198,100,4,3:COLOR1,4:PAINT1,120,100: PAINT1,198,100:COLOR1,1
20 CIRCLE1,120,140,55,55,55,75,,2:CIRCLE1,200,140,55,55,285,305,,2:
   CIRCLE1,155,140,10,10,350,360,,2:CIRCLE1,165,140,10,10,0,10,,2
22 CIRCLE1,155,140,10,10,340,360,,2:CIRCLE1,165,140,10,10,10,20,,2:
   CIRCLE1,155,140,15,15,320,330,,2:CIRCLE1,165,140,15,15,30,40,,2
26 CIRCLE1,160,110,58,58,150,210,,1:CIRCLE1,174,196,40,40,342,22,,1:
   CIRCLE1,146,196,40,40,338,22,,1:COLOR1,5:PAINT1,160,167
28 COLOR1,1:FORA=0TO30:CIRCLE1,38-A,160-A,28+A,28,80,195,,1:NEXT:
   FORA=0TO34:CIRCLE1,280+A,160-A,28+A,28,180,290,,1:NEXT
90 REM-CIRCLEGAL128-MAY05 CML- BY LINDA TANNER
```

## "CIRCLEGUY128" (128 in 40 col)

```
10 :COLOR4,2:COLOR1,1:COLOR0,2:GRAPHIC1,1
12 CIRCLE1,160,100,99,99,180,360,,1:CIRCLE1,160,100,99,99,0,182,,1:COLOR1,10:
   FORA=100TO130:CIRCLE1,160,A,99,99+0.05*A,270,90,,2:NEXT:COLOR1,1
14 CIRCLE1,120,100,25,5:CIRCLE1,198,100,25,5:CIRCLE1,120,146,50,50,332,25,,1:
   CIRCLE1,198,146,50,50,332,25,,1
15 FORA=57TO62:CIRCLE1,120,146,A,A,330,25,,1:
   CIRCLE1,198,146,A,A,335,30,,1:NEXT
16 CIRCLE1,120,100,4,3:CIRCLE1,198,100,4,3:COLOR1,10:
   PAINT1,120,100:PAINT1,198,100:COLOR1,1
20 CIRCLE1,120,140,55,55,55,75,,2:CIRCLE1,200,140,55,55,285,305,,2:
   CIRCLE1,155,140,10,10,350,360,,2:CIRCLE1,165,140,10,10,0,10,,2
22 CIRCLE1,155,140,10,10,340,360,,2:CIRCLE1,165,140,10,10,10,20,,2:
   CIRCLE1,155,140,15,15,320,330,,2:CIRCLE1,165,140,15,15,30,40,,2
26 CIRCLE1,160,108,62,54,148,215,,1:CIRCLE1,174,188,44,38,339,24,,1:
   CIRCLE1,142,188,44,38,340,24,,1:COLOR1,16:PAINT1,159,161:COLOR1,1
27 CIRCLE1,159,135,2,17,95,130,,1
28 CIRCLE1,7,215,90,100,60,200,,1:CIRCLE1,254,215,30,70,190,315,,1
30 CIRCLE1,60,125,16,22,140,359,,1:CIRCLE1,60,125,10,12,190,370,,1
32 CIRCLE1,258,125,16,22,360,220,,1:CIRCLE1,258,125,10,12,10,170,,1
34  COLOR1,9:CIRCLE1,54,145,5,12,80,290,,1
36  COLOR1,10:FORA=1TO4:CIRCLE1,52+A,90-A,7,2,90,270,,1:CIRCLE1,62+A,72-A,5,7,180,270,,1:NEXT
38 FORA=1TO4:CIRCLE1,62+A,60-A,4,9,300,100,,1:
   CIRCLE1,70+A,42-A,7,2,90,270,,1:CIRCLE1,80+A,26-A,5,10,180,270:NEXT
40 FORA=1TO4:CIRCLE1,92+A,18-A,7,2,90,260,,1:
   CIRCLE1,104+A,8-A,5,13,120,280,,1:CIRCLE1,114+A,5-A,4,4,175,359,,1:NEXT
42 FORA=1TO4:CIRCLE1,200+A,5-A,6,6,10,190,,1:CIRCLE1,210+A,10-A,8,4,90,200,,1:
   CIRCLE1,220+A,24-A,5,12,45,195,,1:NEXT
44 FORA=1TO4:CIRCLE1,236+A,32-A,14,4,90,195,,1:
   CIRCLE1,242+A,44-A,5,13,65,190,,1:CIRCLE1,248+A,58-A,12,7,45,170,,1:NEXT
46 FORA=1TO4:CIRCLE1,254+A,66-A,9,7,130,200,,1:CIRCLE1,270+A,88-A,14,3,90,280,,1:NEXT
90 COLOR1,1:REM-CIRCLEGUY128-MAY05-CML- BY LINDA TANNER
```

## New Happenings With The 64HDD System

By Nick Coplin
ncoplin@lycos.com

Choose from the new Turbo/XE serial speed-up or the proven PwrLoad parallel system. Upgrade your C64 without changing KERNAL ROMs!

64HDD is a serial device emulator and as such its number #1 strength is its "out of the box" compatibility with a huge range software written for the C64. Unlike many other cartridge based storage devices, programs run without the need to be patched. However, compatibility with Commodore's IEC protocol came at the price of the traditional slow 1541 transfer speed that we all grew to hate. Upgrade KERNAL ROMs have been available for a while, but that solution is not for everyone.

Now, slow speed is a thing of the past thanks to the new range of 64HDD speed-up cartridges, including a new Turbo/XE serial speed-up and the traditional PwrLoad options. These cartridges are also designed to work with system add-ons like CMD's SuperCPU and RAMLINK for which upgrade ROMs were not a viable option.

Features:

- Simple to use plug-in cartridge
- Compatible with stock C64 or C128 (in 64 mode) computers as well as systems using SuperCPU, RAMLINK and JiffyDOS enhancements
- Three entry-level cartridge types are available, each customizable with a range of options
- 8x serial speed-up from 64HDD for Turbo/XE version
- 30-50x speed up from 64HDD for Pwr/Cart and Pwr/Link versions
- Speeds up 64HDD file loading operations, including multi-part loads
- Includes 64BOS in ROM - a smart and unique Boot.Operating.System

## Classified

Commodre Gazette: a Disk magazine of C= items of interest. $36 for one year $60 for two years. You can obtain this mag in either two 5 1/4" 1541 formatted floppies each issue. Or in one 1581. Sent directly to your door. Contents are varied each issue. For snail mail make checks payable to Christopher Ryan at 5296 Devonshire Road Detroit Mich 48824. If you have paypal. you can send payment to
frinits48224@yahoo.com

## Commodore 64 on Nokia Smartphones

Originally created by Christian Bauer for the Amiga platform, another independent developer has now carried on work on the Frodo Commodore 64 emulator to make it compatible with Series 60-based smartphones such as the Nokia 7650 and Nokia 3650. With the advent of Frodo for Series 60, owners of these phones can get a quick nostalgia fix whenever they want to. Also available in a version for the Series 80-based Nokia 9200 range of Communicators, the Frodo emulator is open source and as such can be ported to new platforms by means of relatively small efforts. Independent developer Hannu Viitala is responsible for porting the emulator to the Series 60 platform, introducing features such as full-screen emulation (with horizontal compression), emulation of both C64 joystick ports, mapping of the most important C64 keys to the keypad and text input via a dialog box.

The emulator also supports 16 KHz audio and automatically locates games sent to the device Inbox in Messaging, and features a dialog box that would theoretically enable users to write entire programs in the original programming language of the Commodore 64: CBM Basic.

Frodo for Series 60 is now available as a free download from Hannu Viitala's web site:
http://koti.mbnet.fi/~haviital/

## MossyCon

By Lord Ronin
lordronin@videocam.net.au

This is too show you that the C= interest is alive and the magic still happens. Picture the following, the morning of 28/March/2005ce. I'm expecting to see KilrPilr around 8:30am. An ungodly time for this undead old man.

I met KilrPilr on the weekly irc chat #c64friends. That is on 6pm west coast time on Saturdays. I didn't know till that day that I had met him back in 1994. But more on that later.

Around 10:30ish. KilrPilr arrives. Now understand that he is from the central part of British Columbia in Canada. A bit of a long drive to Astoria Oregon. At least he brought Beer!! {BG}

My son <Lord Alberonn> answered the door. I was in the computer room doing work on the BBS. Heading out to the kitchen. I saw not only KilrPilr from Canada, but Fungus/N0stalgia from Washington. But also a rescued Destine from Washington. Who has had some recent serious health problem and was rescued from a nursing home. Anyway their first sight of me was a bushy beard, hair and cloud of pipe smoke. Heading for the first cup of coffee of the day. Naturally they were standing in my way.

Well things did get better at after that point in time. Destine, who a few months earlier had popped by for a one night stand. Had to show off the Computer room. Crammed with the BBS and shelves, piles and stacks of C= things.

This story would take up the entire issue. So I must be brief on the events. After showing off my Role playing Games collection. As some are players, and we know players on the irc chat. Time to open the shop. The guys got to see a real game store that also not only sells. But promotes the C= and Amiga PC platform. OK I made some sales to the guys. Destine joined the local users group. KilrPilr had done that a month earlier.

Compressing things a bit here for space. Over the next 8+ hours we talked about the C=, what they are doing and what we want to do in the local group with the C=. Thanks go to these guys. Who understand much more than we do, regarding programming. Since they helped us to see that we can do what we want. We have the tools, books, mags etc to learn to program the things that interest us.

Mad Max/MHI, BBS ID #21, a member of the MHI crew and SysOp of the currently off line M2K C= BBS came by to the shop. Thought there is some hard feelings about recracking between his group and N0stalgia. He and Fungus were able to discuss a mess of techy things. Some guidelines and understanding was created between the two groups.

Wildstar, well known for his trip with making the C= Doom project for Commodore Scene, or is that the lack of doing it? Arrived and returned Robert Bernardo's SCPU. Which he borrowed back in July 2004, at the user's group's 26th anniversary party.

Let us jump ahead a few hours. Hours that were spent drinking beer and talking about the C=. Destines cell phone rang. That would normally tick me off. Today it was OK. Robert Bernardo, president of the Fresno Users Group. Had called to explain that he was running late. We had expected Robert around Monday rather than Wednesday the 28th.

Back to the Kibbutz. There we had more people. #26 on the BBS, known as Mahtzoid. A multiplatform user, and PizzaMan, a heretic user but a gamer in my group. Total now is, 9 for this impromptu meeting.

Things moved along at that time. Destine was on the off days of the irc. Using Lord Alberonn's Amiga Power Tower. We were demoing the BBS and the SCPU. When there were was a knock at the door. Robert Bernardo. President of the Fresno Calif. users group had arrived. But he brought Jeri

Ellsworth with him. Poor Jeri, it has been 5 years since she was last at the C= militant GHQ.

Events ran quickly after that, and for space. Time to be short. Jeri used my 128D with the SCPU to log onto the internet through Jim Brain's site. Jim is making the Linux box and the program so my BBS can be telnet and direct dial. Highlights only now. Jeri told me some things about the C-1 mail list. New concepts for the C-1, the 64DTV. Which I can't report for certain reasons. Save that chips for the PAL version are being burned for the 64DTV. She was gifted by me a promo things for the movie Seed of Chucky, a rubber sperm. You can guess the jokes about that which happened the rest of the night. I did take advantage of her at 2am when she was tired. Got her to agree to marry me and more. Yeah I have witnesses to this one.

Meanwhile we did talk a load of commodore stuff. What we like, dislike and desire for the Commodore in the future. Fungus told us that with the things that we have, we really can learn to program a multi disk adventure, along the lines of Pool of Radiance. Robert spent most of the time helping PizzaMan remove the spy ware collection upon his heretic machine. Interesting as he had used it twice, after my network friend had removed the spy ware. That was just three days earlier. Glad I only use the C=.

Poor Jeri was do at work around 7am. That was at 3am at the kibbutz. Yeah I did take advantage of the poor girl. But she does like antique radios. Anyway around 3am Robert started the 2+ hour drive to take her back home. Guess she is mad at me as she hasn't written back. <LOL>

The short end is that around 13 people with interests in the C= ranging from fanatical to what is this all about. Met in an impromptu meeting. Just more of the magic of the C=.

## The Fall 2005 SWRAP Commodore Expo!

SWRAP has decided to host a fall Commodore Expo again this year, in the Chicagoland area, the weekend of September 17th. The Expo is again being hosted by the Fairfield Inn & Suites in Lombard, IL. (Same place as SWRAP 2003.)

* September 17, 2005
* 8:00AM to 5:00PM
* Fairfield Inn & Suites (formerly Quality Inn & Suites)

http://marriott.com/property/propertypage/CHIFS
645 W. North Avenue
Lombard, IL. 60148
(630) 629-1500

* Admission is $15 per family
* Sleeping rooms are available, starting at $69. Be sure to mention the SWRAP Expo when making your reservation.

SWRAP is pleased to announce for this year:

* Events Friday, Saturday, and Sunday
* Pre-arranged evening space for evening events with wi-fi (hotel lobby)
* Broadband internet access - Wi-Fi in Guest Rooms and Lobby, Wired in Expo Room
* Expo Hospitality Suite
* Improved PA and Video service

And of course, our usual Demos, Vendors, and Raffle. SWRAP continues to strive to put on a quality Expo, as well as improving the quality with which we can host. We hope to see you there!

Preregistration will be available soon for guests, vendors and exhibitors at
http://www.swrapexpo.org

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**The thirtieth issue of Driven is available. Featured articles include an interview with Macbeth/PSW regarding his role on the C64DTV team; a belated but important retrospective on the Chicago Expo 2004; a look at the decline and renewal of the BBS scene; an expose on the PSXJoy project by its inventor; numerous backlogged demo reviews; and other random thoughts from the scene.  drivenonline.org**

## 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.

NO TASK TOO SMALL FOR COMMODORE

Q. Each year at tax time, the totaling of things includes weekly amounts from several activities. I use a calculator because I can't see wrestling with a program for this relatively small, once-a-year task. But misentering an amount, which this year seemed to be the rule rather than the exception, means starting over -- and that assumes I see the mistake.

A. When a math task involves more than a few entries, the Commodore is an ideal choice. It will not eliminate misentries, but mistakes will no longer require starting over. To experience it, turn on the Commodore and when the blinking cursor appears, press the SHIFT and ? keys together followed by 10.25+12.35+15.12 and press RETURN. The question (?) mark is short for PRINT, so it will display the total: 37.72. (If you miskeyed something, just move the cursor up, correct it, and press RETURN.)

This illustrates direct mode operation of the Commodore. It comes on in this mode, and most BASIC statements and functions can be directly executed. It is therefore easily used in this way as a calculator.

Naturally, anything typed on screen is subject to loss should the display scroll or be cleared. The alternative is to enter it as a program line. This is easily done by simply beginning what is typed with a number.

1?10.25+12.35+15.12

When a number precedes what is typed, pressing RETURN, instead of directly executing the code, creates a program line. RUN will execute it. And should the display scroll or be cleared, LIST will redisplay the program.

1 PRINT10.25+12.35+15.12

If the series of entries will exceed what a line will accommodate (80 characters on the 64, 160 on the 128), use a numeric variable to store the accumulating value in multiple lines, then PRINT the total.
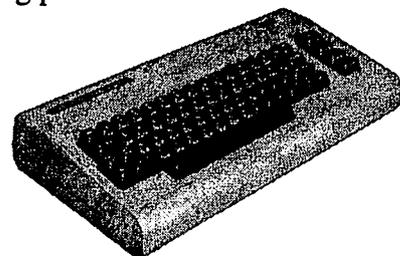
1 T=10.25+12.35+15.12
2 T=T+100.15+65.98+43.46
3 PRINT T

If desired, text bounded by quote marks can be included in the PRINT statement.

1 T=10.25+12.35+15.12
2 T=T+100.15+65.98+43.46
3 PRINT"TOTAL="T

When this is RUN, it will display TOTAL= 247.31. And because it is a program, entries can be edited (correct and press RETURN), and SAVE can be used to preserve it on disk, then LOAD used to retrieve it.

It is noted that line numbers need only be progressively higher in sequence like 10, 18, 24, which would allow later inserting a line if desired. Numeric variables can be a single letter, any two letters, or a letter and a number 0-9. Consult the User's Guide for more detailed programming particulars.

We are finally going to spruce up our work with some imported graphics. GeoPublish offers 5 methods for importing graphics. You can place graphics in Master Pages mode (seen on every page of your document), in Page Layout mode (in a region), in Editor mode, and in Page Graphics mode (in a region or free-flow). We will look at two of these this time.

The first method is one you are most likely familiar with (see our Column Graphic on Page 15). Either in geoWrite, or from within the Editor Mode, just choose the Edit Menu, select Paste and then choose Picture (C= W ). The Photo Scrap on the disk will be inserted on the line where your cursor is or on the next line down if you are not on a new line.

This is the least desirable method as you have no real control over the image. The Scrap is permanently centered and you can't enter any text beside it. You can't re-size the scrap and can only position it by changing the margins.

**Looking Trashy**

Let's try this method. Just to show what a poor choice this method is we'll use the Waste Basket graphic (from Art Gallery 1) from the Work & Play Album on the 2 disk geoPublish. Extract the scrap from the album with Photo Manager and then copy the Scrap to your work disk. Enter Editor Mode and scroll down the first column until you reach this paragraph. Place your cursor on the second following line (there are two blank lines after this paragraph) and use the C= W shortcut to place the scrap

Now doesn't that look bad? And you really can't work with it at all. On to the next method.
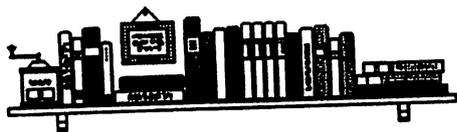
The second method for importing graphics is to create a region for the graphic in Page Layout Mode. We will again use this article as our example. Go to Page Layout Mode on Page 20 and create a new region (4 1/4"C - 5 1/4"E) in the right column area (the new region will go over top of the existing one and the text will be aligned around the new region). You will have to Ripple the text again.

Now select the new region and press the Bitmap Placement Tool [gP Page 3-10]. A box will prompt you to choose to Center the image in the area, Scale the image to fit or Stretch and Scale the image. For now choose Center and do not check the Smooth box. Press OK and your image will be inserted into the region.

Again, you can't really do much with this image. If you wish to Scale the image to fit you have to delete it and then import the graphic again as Page Layout Mode does not offer an Attributes option.

This method also creates an interesting issue when you wish to use Editor Mode. Try clicking on the right text region on Page 20 and choosing Editor Mode. You will be prompted to choose a text area to edit even though the entire column has been selected. You will have to click on the shaded text area above or below the graphic region in order to use Editor Mode.

We are done with Page 20 so will go to the next page and pour the remainder of this article into one column and import the graphic again but with a slightly different approach.

This time we will draw our new region for the graphic only half as wide as the text region. In order to make this easier we will use the Ratchet Option. You can turn on Ratchet or Snap. Ratchet does not jump to Guidelines but moves at preset intervals. Select the Options Menu and then choose `set ratchet'. When the dialog box comes up you will see that you can set the ratchet at 2 pixel or 1/2 inch (the default) values.

We want 1/2 inch ratcheting so press OK. Select the Options menu again and click on'ratchet' (C= R). Select the Region Tool and create a new region from 3" and 3" to 4" and 4X (doesn't ratcheting make this easy?). Ripple the text and you should notice that the column of text now appears as different areas - the dashed lines are broken at the edges of the graphic region. If you go into Page Graphics mode and use the Zoom feature you will be able to see the breaks around the region.

This, of course, wastes more of our valuable space. It is possible to place a graphics region without having these obvious region breaks but it takes careful placement and checking in the Zoom view.

Again, however, when we do import the Scrap we have the same three choices for effect and that is it.

**Smooth Operator**

A short discussion on Smoothing is required. If you choose Scaled to Fit or Stretched and Scaled to fit the graphic may lose some of its sharpness. The edges become blocky and the picture doesn't look very good. If you choose the

Smooth option geoPublish will try to overcome some of this blockiness by adding extra pixels in certain places. This can have disturbing results - worse than leaving the picture alone.

When you print your geoPublish file using geoPubLaser you have the option to set the quality of the smoothing. The available options are 75, 150, 300 or none. This sets the dots per inch (DPI) that any objects (text or graphics) designated for smoothing will be printed at. A lot of experimentation (test printing) is necessary to determine what level of smoothing works best for the graphic you are using.

For the most part I don't worry about smoothing as it can take a long time to print pages when smoothing needs to be processed.

Next time we will look at importing one of our Dummy articles and then changing the filename outside of geoPublish.

Next Article - Document Renaming
Until then, enGEOy your Commodore!
Bruce Thomas

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# THE WRITE STUFF
# WORD PROCESSOR
# COLUMN By: Richard Savoy

**ARTICLE NO. 12**

## Comments                39

Comments may be included within your text as non-printing notes. Text preceded by a reverse video n will not be printed or spoken. Notes may be up to 254 characters long. The following note at the very beginning of your text would enable the auto-save feature.

n@0:-filename

## Control Codes          40

Control codes allow you to access any of the special features your printer may possess. Any reverse video character that has not already been defined (see help screen page 3) can be defined to equal any number 0-255. For example the letter z could be defined by the following line.
z = 95

The reverse video z would print a backarrow (z) character which could not otherwise be printed since it is used to represent the RETURN mark.

To enter an escape code [CHR$(27)], tap CTRL, press 1, then capital E or SHIFT-backarrow. ( = escape code).

## Embedded Format Codes      41

All CTRL,2 format commands (rm8:ls1) must be placed on a line separate from your text or at the beginning of a line of text.

Some CTRL,1 commands (forced page and justification) should also be put on a separate line. Most CTRL,1 commands are toggles: they turn a feature on and off. Commands such as boldface, double-width, italics, and underlining can be put anywhere within your text.

## Headers/Footers      42

Headers & footers print text at the top and bottom of each page. If you don't want the header to be printed on the first page, define it after some text has been entered.

Be sure the header/footer margins are less than the top and bottom margins.
Press the semicolon key before entering the header/footer text.
Other format commands, like centering and right-alignment, can be included.

If you wanted the page number to be centered and printed 5 spaces from the bottom of each page you would enter: fo5;c Page #

For multi-lined headers and footers, separate each line with a RVS backarrow. Separate two lines with a RVS colon: the first line will print only on odd pages and the second only on even pages.

## THE WRITE STUFF EMBEDDED (RVS) COMMANDS

### CTRL 2 formats

| | |
|---|---|
| ai5 | Auto-indent |
| ai –5 | Outdent paragraphs |
| b14 | Blank Lines |
| bm10 | Bottom Margin |
| cm0 | Column Margin |
| fo5; | Footer |
| fp5 | Forced Page |
| he5; | Header |
| h18 | Header/Footer   lm |
| hr8 | Header/Footer    rm |
| lm10 | Left Margin |
| lm+5 | Left Margin+5 |
| lm-5 | Left Margin-5 |
| ls1 | Line Spacing |
| mr4 | Margin Release lm-4 |
| of20 | Offset all text |
| oF10 | Offset odd # pages |
| pl66 | Paper Length |
| pn1 | Page Number |
| pp4 | Print Page 4 |
| pw80 | Page Width |
| rm10 | Right Margin |
| rm+5 | Right Margin+5 |
| rm-5 | Right Margin-5 |
| sa7 | Secondary Address |
| tm 10 | Top Margin |
| <1> | Form-fill marker |

- - - - - - - - - - - - - - - - - -

10: linked  file
x0: mail merge data
1= 27,53,27,15     (macro)

The last four columns including this column, I've been showing you "Embedded (RVS) Commands" and please do not think you need to know all these commands to run TWS, you do not! If you are going to use TWS just to right letters you would need the Margin and a couple others. I've used TWS at least 12 years and don't use half of the command, but they are there if I do need them.        Richard Savoy

## SAM GETS A NEW FORMAT AND WE ALL GET A FREE BONUS!
BY: Richard Savoy

Late in January friend Ken Barsky said in a Email to me that he would like to see some of his software in the Commodore Mailink (CML) disk version, and I said, "send it along and I'll see what I can do in a up coming issue, but too late for March, back side off the disk is already. Front side is reserved for the current issue of the newsletter.

Shortly came in the mail from Ken a 3.5" floppy "**SAM NEW FORMAT**" with "The Write Stuff" BB Talking programs, with 188 free blocks on the disk, no way was this going to fit on a back side of a 5.25" disk with 664 blocks. So after some thought on the subject, it was decided by the powers to be, to just copy the disk as is, and give to every member with the May issue of the newsletter as an added bonus!

In the March, 2004 issue Rolf Miller wrote a article about the "Talker Version" on page 13 and 14, if you didn't read the article at the time or forgot what it said, I really think it would make you better understand and enjoy the "**Sam New Format**" more. **Enjoy,** Richard

## SAM NEW FORMAT
By: Kenneth Barsky

Since the first time I saw S.A.M. (Speech Activated Mouth) I been fascinated by its use of sound. I'd like to share my creations and my collection with anyone who is summarily interested.

From my Disk:

HOW TO USE SAM

First, disable DOS wedge and all cartridges. This side is not compatible.

I've added a boot file to all files listed below. The boot file loads SAM, RECITER and programs in question.

Try SAY-IT. It will ask you for a phrase, then SAM will read it back to you out loud. Spell it the way it sounds, not the way it's spelled. Try it with foreign languages. Try it with profanity, if you like. My wife and I tried it on Yiddish phrases and were in stitches.

You can vary the PITCH, SPEED, THROAT and MOUTH quality of the voice. If you choose this sub program the pitch, speed etc. will carry into other programs.

DEMO PROGRAMS: Try DEMO

1. Introduction
2. Knobs Demo
3. SAM Sings "Oh Say Can You See..."

Try SAM SPEECHES:
1. Introduction
2. Gettysburg Address
3. Hamlet's Soliloquy
4. Pledge of Alligance

Try HITCHIKER PARAGAPHS

UTILITY PROGRAMS:

DOCUMENT CREATOR

READ OUT LOUD

I wrote this one. This will read any text file sequential or program, print it to screen and SAM will read it out loud. Great for reading DOC files, especially if in PRG format.

On promt to select file name $ will read the directory of the disk.

And these NEW programs, created or adapted by Kenneth Barsky.

CALL BINGO starts with a fancy special effect called corkscrew; then the caller (computer) will ask you to PLEASE CLEAR YOUR CARDS; then start to pick and call (out loud) BINGO numbers while the screen displays large screen-size letters and numbers. Press any key (except X) for next number. Press X to see tally board. The caller wants to know DOES ANYONE HAVE BINGO. If 'N' for NO, the computer will call another number. If 'Y'" for YES, the computer will say PLEASE CLEAR YOUR CARDS, and a new game will begin.

A MY NAME IS is a children's game" based on a bounce-the-ball, leg+over game girls used to play when I was young. Press any alphabetical key and the computer will respond with a man's name, his wife's name, where they live, and what they sell for a living. Press another alphabetical key....You can change the name, cities and products to suit yourself. Z was tough. Not many cities begin with Z. Found one in Ohio. And Xanadu?

COMPUTERS CAN'T. I added SAM sound to a program by Alice Lawrence, a resource teacher/ counselor at Lord Nelson Senior School - a program I found on a disk in a box of stuff I got from Zem Colynuck, my pen pal and subscriber to C< Gazette. I added a boot program that loads SAM an RECITER and directly loads COMPUTER CAN'T. The program is nice as is, but is nicer with sound.

SAM SINGS. For Flag Day, June 14th,
SAM sings the Star Bangled Banner.
This is from SAM DEMO disk. I added the flag.
List the program. It's fascinating.

S.A.M. -- GUESS A NUMBER, A program again using S.A.M. (Speech Activated Mouth). Original programmer (unknown). I added the title screen and display numbers. Programmed using phonetics. Learn the difference between MUCH TOO LOW (high), TOO LOW(high) and A LITTLE TOO LOW (high). Guess 50 as first guess (cut field in half) then 25 or 75, then half again, etc. You should be right in 8 guesses, maximum.

TALKING ELIZA
This is not one of my originals. The copy on disk reads: The original program is from the book: More Basic Computer Games by David H. Ahl, Copyright 1979 by Creative Computing. The Talking Technology is from Software Automatic Mouth (S.A.M.) Modifications to Eliza's routines and the adding of its vioce are by Marv Bero, Version 2.4, April 1985. Thanks go to Joe Gomboc for help on integrating the talking. PLEASE NOTE: Eliza does not like vulgarities or being sworn at.

Why Eliza, when it sounds like a male voice? If anyone knows how to get a pleasant female voice using S.A.M., let me know. Best I can do is a little old lady. Eliza will attempt engage you in a conversation, but watch your language!

TELL TIME
Another S.A.M. voice program. The set time routine I borrowed from BIG TIME submitted by Jim Green. Set 24 hour time; my program will convert to 12 hour time. Press any key at the title screen and see and hear the time. If you want to hear (and see) the time continuously, change line 100 to 100:

BLESSING. I added this to a program MENORAH V2 (which appeared in Gazette in December '96) that lights Chanukah lights and plays Chanukah melodies. These are the blessings (prayers) that are said when lighting the candles. Another change - on the suggestion of Bernard Sussman the lights now light left to right (instead of normal Hebrew reading right to left) so that the most recent addition is lighted first.

VAN GOGH'S RELATIVES. This program appeared in my club's newsletter, downloaded from the Internet. I made a talking program out of it.

GRANNY SEZ uses the "old lady" voice from SAM. It quotes at random, one of 96 witasisms from "Clip-Art Sentance Sermons" published by Baker Book House in 1986. She may repeat herself.

SPEECH DEMO ...and you know my weakness for sound. Author unknown; self continue program is unlistable. You will notice that choice C produces a pleasant feminine voice. I have been seeking the setting of S.A.M. to produce such a voice. The best I could do is old grannie. If anyone can help me with this please let me or Richard know.

SMURF ALPHABET from PD Disk "NO FRILLS" #202 by Howard Campbell (419) 698-1195., Sound added by Kenneth Barsky. Use joystick 2 to move smurf to letter. Press <fire button> to select. Three words will come up starting with that letter. Use as is, or change to suit yourself.

GET UP!
A talking alarm clock for the Commodore 64.

The program has 3 modes (set, sleep, announce) plus an alarm message, a 5 minute time-announce interval and a 2 hour "back to sleep feature.

In sleep mode, the screen is dark and the voice is silent. In announce mode the screen is white, the clock is visible and the voice is active.

If you are interested more documentation are available on the disk using "doc reader" type in "GET UP! DOCS" to read or print more information.

The SAM & Reciter voice synthesis used buy "get up!" were obtained courtesy of Jim Rowell, Computer Foundation for Handicapped Children,

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## JUST BURNED OUT!
### To: Linda Tanner, Other Officers and Membership of MUTTM

Since the November issue of the Commodore Mailink (CML) in 1999, I have been the editor of the Disk Version, which is a 5.25" floppy two sided disk, with all the programs from the current issue of CML hard copy, which is mailed to each member. The disk version is done as a separate service by a volunteer, appointed by the president of MUTTM.
That appointee is allowed to charge a fee for materials and postage that he uses.

In August 1999 I sent some Demo programs to Fred Knerr who was the current disk Editor, in hopes we could use on the backside of the disk where editors put public domain programs. He never got to open the package! He went in the hospital for what his family thought was a routine operation, and passed, I was told by his daughter when she called me to find out what to do with my package. It was also the first word for MUTTM as she or her mother knew nothing about Fred's computer activites. So passing the information to Tom Adams our president at the time, I reminded him I was involved with CRCCC.

I got the job, and it was, "right up my alley" I had and still do have lots of disks and public domain software, it's just putting it all together is getting too much for me. So **November 2005 will be my last issue.** I expect to keep my other hat as the, Mailer for the Newsletter and continue to work on article for the Newsletter.

If somebody is appointed, if they like, I will help to get them going in any way they like.

I want to thank all those that bought the disk version and for the many nice letters and notes. Richard Savoy,

## Commodore 64 Back On Sale

Novelty-selling website gadgets.co.uk has formally announced that the Commodore DTV ("Direct to TV") is on sale now at £29.99. 30 games, wrapped up in a replica Competition Pro 5000 joystick, plugs straight into your telly... it sold something like 400,000 on its first day on sale in America, you know.

It's not an official launch for the C64 DTV - the little beauty hits shops for real in April. Gadgets.co.uk is importing the US version (which only works on NTSC-capable TVs) in limited numbers -- with the blessing of the product's official European distributor, the Toy: Lobster Company.

"We have assisted gadgets.co.uk in this import as we wanted to get the product into the hands of hardcore fans as soon as possible ahead of the PAL launch in April," Simon Jones of Toy: Lobster told redkeyreddoor via email. "Gadgets.co.uk were able to act fast and will be able to provide a good local service to buyers who won't have to risk buying from the USA."

While fellow distributors Just Distribution and Andromeda Entertainment concentrate on getting the C64 DTV into videogame shops, music stores and mail-order outfits, Toy: Lobster is handling the big fellas -- the toy, gift and entertainment stores up and down the country.

"Presentations [to store buyers] on the product are interesting and we find the level of interest difficult to prejudge," Simon reveals. "Some buyers really get what we're doing with the C64 and often break all protocol -- asking for a sample for themselves while frothing at the mouth. Others suggest a lower cost and tell us to remove games or make it less 'hi-tech' to enable

them to get to a lower pricepoint."

Generally, though, stores are keen. Andrew Blumson at Just Distribution handles independent games shops like CHIPS, and thinks the DTV will go down well in your local 'indie'.

"Your independent game store is the kind of place that attracts the hardcore gamer," he says. "The type of person who remembers the Commodore 64 the first time around. And independent shops can plug the DTV in and show it working - something the big stores usually can't."

> ### Reviews
> *"The only people really liable to be disappointed with the C64 DTV are those who want a fully-fledged Commodore experience, complete with BASIC and a full selection of games... For the more casual nostalgia trippers, the C64 DTV is a perfect tonic, and for the price you'd be daft not to pick one up."* - Hexus
>
> *"The C64 DTV performed flawlessly throughout the review and it was a pleasure to have instant load times."* - Driver Heaven

But won't gadgets.co.uk's sales between now and April will harm the success of the official UK version? "Certainly not," is Simon Jones's answer. And that might just be because Toy: Lobster are giving giving teary-eyed UK-based nostalgics a specially-tailored version of the C64 DTV. "We've made some changes to the official UK version in terms of content," says Simon. "So you can expect some different games when it comes out."

And the future? "We have long term plans for this platform and, in addition to the games already licensed, we will soon announce some other catalogues in the near future. We are working with the community to research which games fans really want to see."

Andrew Blumson, who handles 10 of these retro 'TV Games' already, thinks this is just the beginning. "Jakks Pacific [makers of the original Atari TV Game] have a five-year plan for these things," he says. "And the technology's there to remake a console like the Megadrive as a plug-in joypad, and release tons of the games on SD cards. Through 2005 and into 2006, these retro devices are going to very big."

## C64 DTV Built-In Secret Software User's Guide

This thing has lots of fun stuff built into it that your Average Joe just isn't going to get to enjoy. Here are some tips to help you get the most out of the DTV's built-in "Secret Software".

### Tip 01
To 'Turbo Load' the Games menu:
Hold down the Left Joystick Button as you power on or reset.
The games menu will load much more quickly.

### Tip 02
To boot to C64 mode:
Wiggle the Joystick back and forth (left to right) VERY FAST
as you power on or reset. Do this all through the credits screen until after the blue screen displays for a couple of seconds.
The display will load and list several programs and stop.

### Tip 03
To load and run a listed program from the C64 mode list:
Boot to C64 mode (Tip 02), then
Use the Joystick to move up to a listed program
Hit the Left Joystick Button
The chosen program will load and run.
Hint: If you keep holding the button down, it will Turbo Load (Tip 01).

### Tip 04
To go to BASIC mode:
Boot to C64 mode (Tip 02), then
Load and run (Tip 03) the listed "BASIC PROMPT" program.
The familiar blank C64 blue screen will come up.

### Tip 05
To use the Joystick Keyboard:
Go to BASIC mode (Tip 04), then
Hold down the Left Joystick Button.
The Joystick Keyboard appears.
Release the button and the keyboard disappears.

### Tip 06
To type using the Joystick Keyboard:
Bring up the Joystick Keyboard (Tip 05), then
While still holding down the Left Joystick Button,
Move to the key you want to type using the Joystick,
then Release the Left Joystick Button.
The key you selected will appear on the screen.
Repeat.
The Shift Keys are "sticky". That is, when selected they will stay in effect until you select them again.
(Consult an online C64 reference for an explanation of the C64's keyboard layout and functions.)

### Tip 07
To list the programs in memory:
Go to BASIC mode (Tip 03), then type (Tip 06):
LOAD "$",1[enter]
LIST[enter]
A huge list of programs will scroll by.
Hint: Hold down the Left Joystick Button to bring up the Joystick Keyboard as the list scrolls. This will temporarily halt scrolling (though it also obscures the bottom half of the screen...)

### Tip 08
To load and run the "ENTROPY" demo:
Go to BASIC mode (Tip 03), then type (Tip 06):
0 POKE1,55:LOAD"ENTROPY",1[enter]
RUN[enter]
The Entropy demo will load and run.

### Tip 09
To page through different screens in the Entropy demo:
Load and run the Entropy demo (Tip 08), then
Hold down the A Button and move the Joystick to the Up position.
Hold for a couple of seconds and release.
The next screen will load and run in a few seconds.
There are 5 different screens.

## Tip 10

To list programming info for the new graphics modes:
Go to BASIC mode (Tip 04), then type (Tip 06):
LOAD"DOCVIEWER",1,1[enter]
RUN[enter]
The first page of info will display.
Scroll through more screens by hitting the Left Joystick Button.

## Tip 11

To see the simple text Easter Egg:
Go to BASIC mode (Tip 04), then type (Tip 06):
POKE53280,0:POKE53281,0[enter]
The screen will turn black, which makes some text (which was already there!) visible around the BASIC header at the top of the screen.

## Tip 12

To see the slightly less simple text Easter Egg:
Go to C64 mode (Tip 02), then
Use the Joystick to move up to the line that says
0 BYTES FREE
and hit and release the Left Joystick Button.
You will see a name in the upper left-hand corner of the screen.
Hit the button again and the name changes.
Repeat.

## Tip 13

To see a picture of a Commodore Legend Drinking Beer:
Go to BASIC mode (Tip 04), then type (Tip 06):
LOAD"1337",1,1[enter]
RUN[enter]
Viola. A grainy picture of Jim Butterfield and friend.

## Tip 14

To see a picture of the DTV Development Team:
Go to BASIC mode (Tip 04), then type (Tip 06):
LOAD"DTVTEAM",1,1[enter]
RUN[enter]
Viola again. Jeri and friends.

## 8-BIT Designs Commodore Business Available Again

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I have decided to make this formal announcement, and let everyone know that I am once again entertaining offers for the business, it's assets, the product designs and related rights (intellectual property), domain name, remaining inventory of components, and even some designs that have not yet been made public.

At this point, I do have a few ideas in mind for the business. But before I proceed with those ideas, I would like to see if some of the many individuals and businesses that I spoke with previously would like to purchase the entire business and domain (including all related property) outright.

The website is located at:
http://www.8bitdesigns.com

All of my product designs are fully documented, and I am willing to assist the next owner in learning how to build everything.

In addition, there are a couple of "secret" prototypes that have yet to be announced. These additional prototype designs will be transferred to the next owner with the businessIn addition to the product designs and other assets, the new owner will also "inherit" my remaining inventory of components, parts, and even some finished items that can be used as an example of how the final product should look and work.

I am located in the United States. But, I am open to discussing the possibility of selling the business to individuals or businesses of any origin.
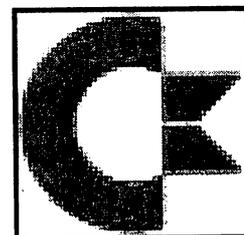
## Spring Expo 2005

K. Dale Sidebottom

*LUCKY Commodore Spring Expo 2005*
*May 13-15, 2005*
*New Albany, Indiana*
*Just across the Ohio River from Louisville,*
*KY USA*

The 2005 LUCKI Expo is scheduled for Friday the Thirteenth! That's right; we have moved the Expo away from Memorial Day traffic and higher airline ticket prices at the request of our fans. The 2005 LUCKI Expo will be a 48 hour Expo from 6:00 pm on Friday evening (May 13th) through 6:00 pm on Sunday (May 15th). Also at the request of last year's expositioners, we will start the "official Expo" at 11:00 Saturday morning and run demonstrations thru 7:00 pm or so. Instead of breaking for dinner, we will have pizzas brought in for those who are hungry and just keep right on "truckin'."

As last year, the Expo will be held at the Holiday Inn Express located at 411 W. Spring Street in New Albany, IN... right across the river from Louisville KY. The hotel rooms have been completely renovated. These rooms are bigger and better, with such amenities as a refrigerator, mirowave, and fast access internet service in every room! The cost per night is only $69.00. You can sleep up to 5 in a room.

As in the past, we expect to have terrific Commodore personalities like Jim Butterfield, Maurice Randall, Jeri Ellsworth, Greg Nacu, and Seth Sternberger. But we also plan on having a surprise in the form of Craig Ernster, who owns River Rat Productions. He films weddings for a living, and hopes to film this event in greater detail than ever before. From the fun of the Hospitality Party at 7:00 pm Friday, to the last demos on Sunday afternoon, we hope to have a rather complete record of the Expo events available to all on DVD.

## The DVD of the SWRAP 2004 Fall Expo is Completed and Mastered!

* Nearly 2 hours of Demo Footage
* Menu System and Chapter Stops

These are standard DVD-Rs mastered as DVD-Video for use in standard DVD set top boxes. They appear to work with most standard standalone DVD players; however, it does not appear to work with older PS2 game consoles. It does work with the XBOX.

DVD cost will be $5.00 with $5.00 Priority USPS Mail shipping in the USA.
Order yours at http://www.swrapexpo.org