CPU

Ushering the Commodore User into the 21st Century

the Commodore 128/64 Power User newsletter

CYBERSPACE COWBOY
Time is a Tumbleweed

Power Using: I.PAINT
Next generation color printer drivers

PoweRevu: IPORT
Image processing at its best

COMMODORE Crossword
A puzzle from Susan Sackett

And more inside this issue!

FALL 1995-WINTER 1996 **$3.50**

POWER USER

Issue 3 No. 1

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PUBLICATIONS

On the Cover:

This issues cover is one of the many graphics that are available on the *GEOS scanART disk volume 1*. I drew the the original in pencil back in the early 1980's when I had an idea for a Tarzan story. It took place in the Jungle Lords later years of life, he is around 80ish. The story was to be called Tarzan's Last Adventure, and likewise the drawing.

Scanned from the original art into geoPaint using geoFAX. The GEOS scanART disk volume #1 is available from GosserGamesLtd., Inc. Publications, P.O. Box 1817, Shelton, WA. 98584. Price is $14.95 postage paid. Volume #1 theme is Fantasy and Science Fiction.

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C O N T E N T S

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CPU The Commodore 128/64 Power User Newsletter
Ushering the Commodore User into the 21st Century

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DEPARTMENTS

III On the Cover
III ADVERTISER'S LIST
IV From the Back Room
2 NEWSWORTHY

COLUMNS

1 CYBERSPACE COWBOY
4 Power Using: I Paint
6 Story Time
9 Powerevu: IPORT

FEATURES

7 SUPER CPU
8 CPU's Wish List

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From the Back Room...

Welcome my friends to the third issue of the Commodore 128/64 Power User newsletter or CPU for short. Last issue's Editorial has generated some response, compelling me to clarify my position on COD orders. Fender Tucker of Loadstar brought to my attention the fact that Softdisk Publishing doesn't do COD and that they are a reputable company. I concur wholeheartedly with Fender! I was trying to make a point; not insinuate that all companies that dont do COD are questionable.

I was referring to mail order businesses in general. Softdisk is not a mail order business, rather it is as its name stipulates; a publisher. They publish magazines albeit on disk, and subscriptions from any publisher is never sold on a COD basis. At least I have not come across one yet that does. Therefore Softdisk Publishing isnt even in the same category as retail and mail order outlets. I have found in my years of dealing with them that they are a company with integrity, and they are not the only ones that are.

Ok, enough of that. Have you noticed the different banner on this issue's cover? When discussing Power User I and others have always referred to it as CPU. Short for the Commodore 128/64 Power User newsletter. So I decided to change the banner to just that; **CPU** *the Commodore 128/64 Power User newsletter.*

You will also have noted that the overall layout has been changed. There is now a table of contents page instead of the "Whats Inside" box on the inside front cover. All vendor advertising is now in the back of the magazine where they are easy to locate. We have added some new columns: **Kids Korner**, and **PD Potpourri**. These will be regular additions to CPU. We are also adding what we call features, articles of interest. Each issue will contain from one to three of these.

This will be mentioned in the **News Worthy** column but I wanted to say it here also. Doug Cotton of CMD posted on GEnie that due to the overwhelming response from 128 owners, that CMD is going forward with a Super 128CPU. And because of advanced orders for the Super 64CPU have mostly been for the 20mhz model, CMD has decided to scrap the 10mhz version. Doug also indicated that this will push the release date of the Super 64CPU back to April instead of February. Also the 128 version would follow in about 90 days. I cant wait!

You may have noticed that this is the FALL 1995-WINTER 1996 issue. This is so that CPU falls back into schedule. You will still receive the same amount of issues for your subscription. Your mailing labels will have the documented change.

Support those of us that support you by *"Ushering the Commodore User into the 21st. Century".*

--Editor

```
GEOS TIP... When in a large GeoWrite
document, it is quicker using the Goto
Page function to move forward even if
it is the next page than the keyboard
short cut " C= +"
```

CYBERSPACE COWBOY

Time is a Tumbleweed

by: R.J. Smulkowski

Hello, Commodore Faithful. It's going to be one of my "good news, bad news" columns...let's get the bad out of the way, OK?

The Library BBS, long the online organ of suburban Tacoma Washington's UPCHUG (University Place Commodore Home Users' Group), has ceased operation. Personal health of the system operator is a major reason behind the closure. This is a sad thing, on many levels. UPCHUG has for years been a power group and a class act. The Library BBS was always a fun, family-oriented board. And Brenda (The Library's sysop for years) is one heck of a lady. So, the Cowboy tips his Stetson for a minute, saying "So long, podner" to a fine Commodore BBS, and sending heartfelt get-well wishes to Brenda.

And now, old friends of the Cowboy might say "Whoa, Cowboy, we've heard this one before", but it bears repeating folks -- if you have a Commodore resource out there that you use, give those folks a bit of support and show your appreciation. The BBSs, user groups, publications, and programmers that speak our language are getting to be precious few.

And now, let's lighten up a bit, eh? Let's talk about something, or rather someone, on the positive side of Commodore usage. Commodore users should all look towards Michigan tonight and say a word or two of thanks. Mr. Maurice Randall just keeps on cranking out exciting software for our beloved little 8-bits. Last summer there was geoFAX...now there's one for you -- sending/receiving FAX transmissions with a C= 64 or 128! And they said it couldn't be done. Just who is this "they", anyway? Not one to rest on his laurels, Maurice's latest project is a top-quality telecommunications program for GEOS 128, one area where GEOS has always been lacking. Sneak peeks at this package, known as "The Wave", have been leaked and the response has been positive. Both geoFAX and The Wave require a bit of hardware exotica, but you are reading "Power User", right?

And while we're in gush mode, let's look towards the wild Pacific Northwest, home of the Power User Newsletter. There are precious few Commodore-specific publications left, and this one is an entirely private venture. Tom does it first and foremost out of love for Commodore 8-bit computing. If and when the Commodore Hall of Fame roster is drafted, I surely hope that the Maurice Randalls and Tom Gossers of the world -- the little guys who do their research and development work in their precious spare time, who finance their 8-bit passions out-of-pocket and not with corporate venture capital -- are not overlooked. Thanks, guys, from the Cowboy.

PEACE

NEWS WORTHY

SUPER 128 CPU announced

CMD announced that there will be a **Super 128 CPU** that will work in both the 64 and 128 modes of that computer. Because of this change the Super 64 CPU will be shipping sometime in May or June instead of February. The reason is to maintain board compatibility between the two versions, thus keeping costs down. CMD indicated that the Super 128 CPU will ship approximately 90 days later. That puts it somewhere around July. CMD is still accepting $50 deposits on the Super 64 CPU and are now taking $50 deposits on the Super 128 CPU at this time. Price for the Super128 CPU, $299. For more info call: 1-413-525-0023

CPU SUBSCRIPTION CONTEST

GosserGamesLtd., Inc. Publications has announced the first ever **CPU** *the Commodore 128/64 Power User newsletter* subscription contest. Subscribers have a chance to win a **Super64 CPU, CMD SmartTrack** trackball or a GEOS **ScanArt** graphics collection disk. One (1) grand prize will be awarded, three (3) second place prizes awarded and eleven (11) third place prizes. The grand and second place prizes are *waiting to be shipped to the winners directly from CMD* as soon as the names are drawn on the July 9, 1996 drawing date. *Subscriptions or renewals must be postmarked no later than July 1st.* The third place prizes will be mailed from GGL.,Inc. Publications. *Winners names will be published in* ***CPU, Commodore World*** *and the* ***Loadstar Letter****. For more info call the Power User BBS at 1-360-426-2406 logon as GUEST enter CPU at password prompt and go from there.*

C64 8-bit Sound Sampler

Cindy Simms (no company name, so we'll call it **CS Enterprises**) has announced that she is distributing an 8 bit sound sampler for use with **DigiMaster** the C64 sound sampling software from Autumn Technologies. CPU purchased one of these samplers and it works flawlessly. The sound quality is *very* good. CS Enterprises does ship COD and accepts check or money order. The cost of the sampler is $60 ppd. CS also offers a kit to separate the C64 keyboard with a 10 foot cable. Digimaster can be ordered from CMD for $34.95 see their Ad elsewhere in this issue.

Make check or M.O. payable to:
Cindy Simms
P.O Box 2771
Harlingen, TX.
78551

Three new releases from Threshold Productions International:

Hans Kloss - You are double agent Captain Kloss from World War II. You are in Hitler's bunker and your duty is to get documents and pieces of the plan for a doomsday device Nazi Germany is making. There are traps in this multi-level underground bunker - beware. $14.95

Acid Runner - Remember Lode Runner back in the 80s? Well this is a new version with more tricks and easier level editing built in. $14.95

Zamczysko - You are searching through an old castle looking for all the diamonds you can find. You must watch out for the different monsters that live in the dwelling! $9.95

Jonathan Mines / IRC nick Skyclad / Head Manager @ Threshold Productions

Changes announced at Threshold

Productions

In the past few months quite a few changes have occured at the TPI offices, of public note are:
Threshold Productions is now known as Threshold Productions International. The extension on the name is for legal reasons, there is another company using the same name which handles graphics and animations for various TV shows.
Our message number has changed, to leave a message just dial 1-(206)/706-2231. The (206)/361-1332 number is now for private/non-business related calls only.
We will be shipping our first catalog very soon and unlike other catalogs it will be disk based with playable preview versions of our titles. When requesting a catalog please include USD $1 for shipping purposes.

Jonathan Mines / IRC nick Skyclad / Head Manager @ Threshold Productions 17730 15th NE Suite #229 / Seattle, WA 98155 tpinfo@eskimo.com / (206)/706-2231

The Gatekeeper Improves

The Gatekeeper is undergoing many new improvements. Issue 4 (February/March 1996) marks our first issue with a color cover. We also have a more compact size on 8.5" x 14" paper, and with 32 pages we end up with 34 more square inches than on 11" x 17" paper. Issue 5 will be our first issue with a professional illustrator as well as articles submitted by third-parties. In the near future we plan to be laser printing, using bulk-mail, and ultimately to move from photocopying to printing press. To accomodate all of this, our rates have risen slightly. Here are the new prices:

Rates (US funds)	US	Can./Mex.	International
sub (1 yr./6 issues)	$14.95	$16.95	$26.95
w/ 3.5" disk	$23.95	$26.95	$36.95
w/ 5.25" disk	$22.95	$25.95	$35.95
sample issue	$3.95	$4.50	$5.50
back issue	$4.95	$5.50	$6.50

The companion disk is public domain and can either be received with the newsletter in an envelope for the price indicated, or one may send a self-addressed, stamped disk mailer and formatted disk to get it for free. Besides including all of the public domain and shareware programs mentioned in each respective issue, original and never before released programs and sourcecode are included from our programming columns (assembly language and C). The Gatekeeper, 610 First Street, Liverpool, NY 13088.

Job Opening at Threshold Productions International

Position: Head Programmer
Hours: Part Time (ten or less hours a week)
Pay: $6/hour

You should have good 6510 programming skills. Be able to handle packing/crunching tools and have at least a vague idea about the difference between NTSC and PAL C64s. You will be involved in:

1. Taking already completed games and making preview copies
2. Creating a standardized booting system
3. Stripping trash off completed games and re-packing/crunching
4. General programming tasks

Not all the work is with games - we do have some other software projects at the moment which need some touch ups.

Send all information you think is needed to tpinfo@eskimo.com

Jonathan P. Mines - Head Manager @ Threshold Productions International IRC nickname Skyclad 17730 15th Ave NE Suite #229 (206)/706-2231 tpinfo@eskimo.com

Continued on Page 5

Power Using: IPaint

IPaint; *Interlaced paint program for the Commodore 128.* The fact that the graphics produced with Ipaint are interlaced is what makes this paint program for the C-128 stand out from Basic Paint and Masterpaint. Another thing that makes IPaint stand out from the crowd is the plethora of printer drivers and printer support.

A few years ago Ipaint lacked in the area of color printer support. Paint programs are really only as good as their hardcopy output. Greyscale output is fine, but when you're dealing with the resolution and color palette of the caliber that IPaint delivers, you want if not need high quality hardcopy. I was fortunate enough those early days to have a STAR NX-1000 Rainbow color printer. I still have it by the way. I had met Rick Kane on Qlink and had been corresponding with him about color printer support. Rick asked me to mail him my printer manuel so he could write a color printer driver for the NX-1000 Rainbow. In exchange I got to beta-test the drivers.

When I saw the output for the first time from a color printer I was duelly impressed. It beat greyscale hands down! Having said that, I must admit that even as good as the color printouts were from Ipaint, I found them lacking. But I learned to live with it. I discovered that the best printouts came from graphic images that had a lot of bright colors. Images that are dark and have a lot of browns and greens didnt reproduce satisfactorily in printout. So I avoided printing images of this type. One thing about color printing that you soon discover is, it is slooooow!

Well Rick must've realized that the color printouts were lacking in detail also. So over the next couple of years (I dont know if it actually took this long to write the new drivers) time past! Rick and I had been contact with each other on GEnie and last year he asked me if I would like to test some new drivers he wrote for Ipaint. I jumped at the chance! Actually what happened was I recieved e-mail from Rick asking me if I had finished beta-testing the new color printer drivers, and to report my findings. I had no idea what he was talking about. He had been so busy that he thought that he had uploaded them to me to test. I let him know that he had'nt and that I would be more than happy to test his new drivers.

The problem with a paint program like IPaint having a theoretical 65,536 apparent colors is that there are no color printers with that many colors. So to compensate for this most color printer drivers treat all like colors the same. For example all shades of red within an image would printout as either dark or light red. The same with greens and blues, oranges and browns. So you can see that a graphic that has a lot of color detail is going to lose that detail when printed out.

The ribbon on the NX-1000 Rainbow is a four color ribbon; black, blue, red, and yellow. At first glance it would seem that the printer has a very limited color palette. It is in fact capable of printing in seven different colors. How do you get seven colors out of four? By printing in the same area using two colors. When two colors are mixed you get a third color. Actually the seven available colors are accessed by sending escape codes to the printer, through creative programming however a more extensive palette can be realized. Theoretically you could get twenty-four colors from this ribbon. Still doesnt sound like much? What if you could dither the color to get more shades and varing levels of intensities? How many apparant colors would there be now? If you dithered one color with any one of the

twenty-three other colors than you could get 552 different colors. And what about the varing degrees of brightness?

Well, I am not a mathematician so dont hold me to those numbers. The point that I am trying to make is that by using a dithering technique, Rick Kane has succeeded in creating a color printer driver that reproduces the colors that you see on screen on paper. So if you see an ochre instead of an orange on screen, these new color drivers will print ochre on paper, not orange. The one big drawback of these new drivers is the time it takes to make a printout. About four times longer than the standard color drivers! But the end results are well worth the wait.

These drivers offer landscape and portrait modes as well as several modes of resolution. Your printout can be as small as a few inches or large enough to encompass multiple sheets of printer paper. A black and white dithering mode is also an option for those with monochrome printers wishing a greyscaled printout of their color images.

Any serious IPaint power user will want these next generation color printer drivers for themselves. Please contact: *Living Proof, Ltd., P.O. Box 80714, Mpls., MN., 55408-8714* for availability.

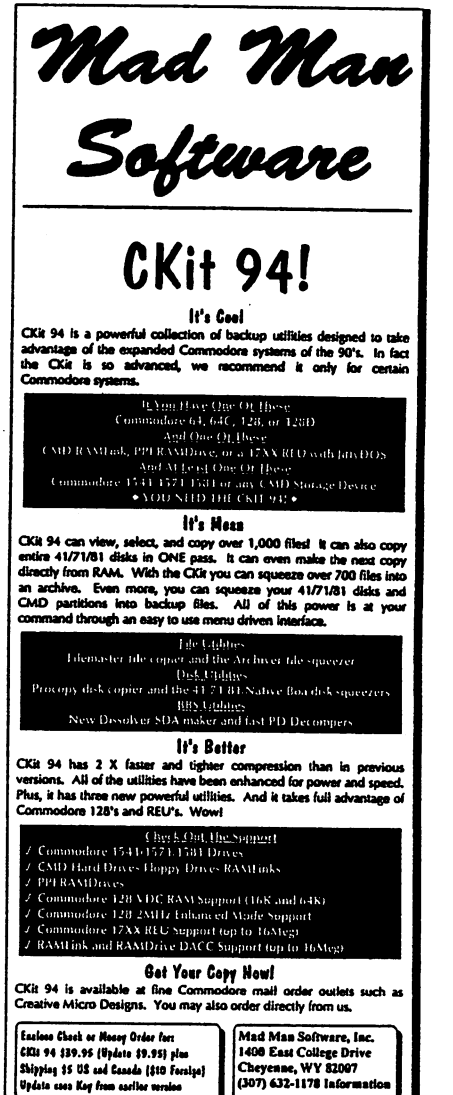
NEWS WORTHY continued from page: 3

Seattle, WA 98155

CPU to become U.S. Distributor

CPU *the Commodore 128/64 Power User newsletter* is currently negotiating with *Eagleware International Productions* to be a U.S. distributor of their C64 software products. *EIP* offers several titles: Confusing Quest, Confusing Quest 21/2, Dumi, Fields, Hangman, Stars and Rings Deluxe and Disk Tools. *EIP* also offers the C64 POWERDISK disk magazine and a free diskmag called VENDETTA.

Eagleware International Productions
De Fazant 42
7905 HD Hoogeveen
HOLLAND



Story Time

White Dragons Mountain

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NOT SO LONG AGO, IN A WORLD OF ANOTHER REALITY.....

It was warm for a Winter's evening 100 leagues to the southeast in the village of Ot. The sun was just beginning to set over the White Dragons Mountain and the townes taverns and Inns were overflowing with the bustle of people searching for drink and merriment. A smokey haze started to blanket the valley below the mountain where the village sat. Sounds of music and boisterious talk and laughter arose from the valley. The sounds made they're way up the mountain, through the crags and peaks, over the plateau's and into the Dragons lair.

The sounds of the humans assaulted his ears. But the Dragon only smiled. He was known as Cryothraxus, and in his cunning heart beat a plan that would soon rid him of these pests once and for all, and also add substantially to his already huge hoard of treasure. Once the village far below has been decimated, he would be exalted by his peers to the point of envy. Had Cryothraxus heard the conversation taking place between two men, one a Dwarf , the other a human, he might not have smiled so self-satisfyingly. For these two men were plotting an end to the great White Dragon and his great hoard!

In a dimly lit corner of the "Why Vern?" tavern sat two men. One a tall spindly fellow with shifty eyes and dark unkempt hair known only as "Fingers" to those having the misfortune of knowing this man personally. Actually Fingers was a good person of sorts. He could be trusted by his closest friends, irregardless of the fact that that was not a high number. He was honest and dependable when it came time for him to perform his thieving abilities.

Fingers companion who sat across the table was one of his few friends. Broad chested, short of stature yet large and forboding. Long thick red locks of braided beard cascaded down his voluminous chest. It was as plain as his grey eyes to anyone that this man was a Dwarf. A man of iron, of battle and conquest. He was young for a Dwarf, yet his years were equal to any human in their middle ages. Thor was his name, given unto his mother by a minion of Odin.

Thor wears the scars of many battles, but now his heart yearns for adventure and treasure, especially gold. Tonight Thor and Fingers are planning their next adventure. And it envolves a certain White Dragon and it's hoard!

Fingers was about to speak when a comely waitress approached their table. She asked, "may I take your order, gentlemen?" Thor was the first to respond, "bring me a leg of lamb and a tankard of ale." "Make that two tankards of ale!", added Fingers. "anything else mister?", asked the girl. "Yes! As a matter of fact there is one more thing —you", replied Fingers with a big smile on his face. Thor just looked at the wench to see her reponse. Both men almost fell out of their seats when the girls response was, " Okay meet me in the alley out back after closing." Both men were dumbfounded, Fingers never had such a positive response before.

So after their meal and getting their fill of ale, the two adventurers exited the tavern. It was late, not much activity in the streets. But that was to be expected of a Village the size of Ot. The two started walking down the foggy street toward the towne stables when Fingers broke the silence. You go and check our horses Thor, I have a midnight rendezvous, he said. I think ye would be best off old friend if you left that wench to her own devices, snapped Thor. Fingers laughingly responded, Why I do believe my old Dwarven friend is jealous! Ach, dont be a fool man! Did ye not see that glyph on her cheek? retorted Thor. Aye! So what? questioned the thief. Bye the Gods man have ye no learnen other than thievery? That glyph is the mark of the Telle!

Aha, I think that green ale has given you illusions Thor! Fingers chuckled and asked, what is the Telle? A Coven, an ancient order of very powerful witches. Thought by many to be the creators of the Dragons, answered Thor. I dont believe it. The Dragons of Gondwana were created by the Gods of Chaos during the Apocalypse of the first millenium!, exclaimed Fingers. A great many of this milleniums Sages contend otherwise, mi dear cutpurse. Thor was bored with this confabulation and meant to seek an escape from it. Treasure was on his mind, gold in particular.

It is well known that once a dwarf has gold on his mind it is not unlike an uncontrollable fever. Thor grabbed Fingers by the arm brusquely and jerked him in the

Continued on Pg 7

direction of the stables. Lets go, he said, we canna delay any longer! When the two reached the stables they noticed that the stench was stronger. The stable keeper was shoveling compost into a cart. He was a lanky sort, mid height with a greenish tint to his skin. Any half educated idiot could tell that this man was half Orc. His looks were presentable, a rare specimen indeed. We've come for our horses my good fellow, exclaimed Thor. The stable keeper nodded, Aye I'll be with ye inna shake. Meanwhile way up on the Mountain top, Cyrothraxus dreamt of warm humanoid flesh. Was that a grin that parted his lips ever so slightly at the thought?

Next Issue: Part Two

SUPER CPU

Or how I justify the need for this new toy!

When CMD first announced that there was going to be a Super64 CPU released for the Commodore 64 computer, I jumped for joy. They announced that there would be two models available, a 10mhz model and a 20mhz model. I thought forget about the 10mhz one, I want the 20mhz model! The estimated price was $199.00 for that particular model. I have so much invested in my system now I thought to justify spending an additional $200 on myself.

I had already made up my mine that I was going to get this new gadget. I really wanted one to work in the 128 mode as I do 99.5% of all of my work in that mode. But CMD did not want to commit to a 128 version if there wasnt going to be enough demand for one. So they started essentially a write-in campaign to glean how much interest there would be in a 128 version. Well, there was a enough interest for CMD to decide to go ahead with a 128 version of the Super CPU. Instead of waiting for the 128 version I sent in my $50.00 advance for the Super64 CPU. At least I will have it to play with until the Super128 CPU is released.

So, to justify spending some more money on my system I sat done and made a list of things that I do in the 64 mode, or could do until I got my Super128 CPU. If any of you use the software in this list, then you can imagine how any of it would benefit from a 20x speed increase. ***FGM***--what a great graphics manipulation program this is. Imagine it running 20x faster! ***Games***--like the SSI AD&D role-playing games. No more slow combat sequences! ***GEOS***--so bitmap intensive and widely used. Imagine using geoPublish and seeing the page draw out 20x faster in page graphics mode! ***Digimaster***--the state-of-the-art sound sampler for the Commodore 64. From sampling to IFF sound file conversion running 20x faster! ***Maverick!***, ***SID Symphony***, ***Koala Paint***, ***RUN Paint*** and numerous utilities. ***Handyscanner 64*** and the ***Video digitizer***, just think what a speed-up of 20x will do for these programs!

And there are many others, ***CKIT 94*** just to mention one. A 128 version could greatly enhance programs like ***Ipaint***, ***Iport***, ***BASIC 8***, ***Master Paint***, ***GEOS 128***, ***Superbase*** and on and on. 128 games like ***Quest for Adventure***, ***Maidstone Quest*** and others. These games are excruciatingly slow in execution even at 2mhz. So as you can see I dont have a problem justifying spending $200.00 on myself. And when the Super128 CPU is available I wont have a problem then either, only it will be another $300.00 unless of course CMD has an upgrade policy which they have indicted they do want to offer.

-Tom

DISK FORMATTING OPTIONS:

C64 Basic 2.0 OPEN 15,d,15,"N0:name,ID": CLOSE 15

C128 Basic 7.0 HEADER"name",id

JiffyDOS: @N:name, ID or @N:name

Where "d" is the drive number.

CPU's WISH LIST

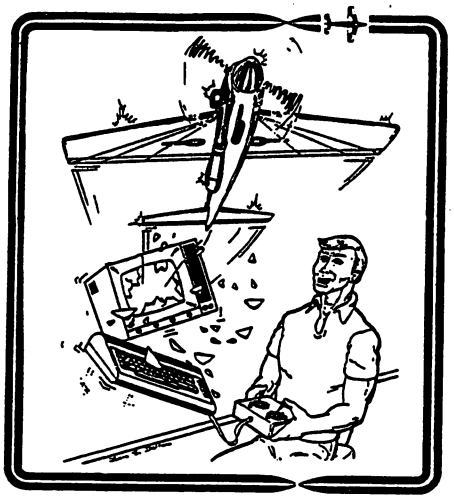
Just about every computer user has what is called a *wish-list.* Commodore users are no exception, they're the rule. A wish list is a compilation of things hoped for or needed. In this case computer related. So, published here and now is the *"Official Power User wish list".* You may peruse this list and add or subtract what you may from your own personal *wish list.*

Free-form clip for Ipaint.
Free-form clip for geoPaint.
Handyscanner driver for Ipaint.
Handyscanner driver for geoPaint.
Video digitizer driver for Ipaint.
Video digitizer driver for geoPaint.
128 80 column version of FGM.
Flat bed scanner for the 128 and 64.
Color scanner for the 128 and 64.
CD-ROM for the 128 and 64.
CD-ROM software for the 128 and 64
GEOS 128 80 column desktop publishing package.
128 versions of all 64 mode only software.
JPEG and MPEG import ability.
128 80 column games.
GEOS file copier for copying outside of the GEOS environment.
Commodore World magazine to go monthly.
Graphics conversion software from any format to any format.

As you can see there are many things here that most likely will not ever happen. But some will, like FINALLY! the 128 GEOS desktop publishing package from Maurice Randall. There is a CD-ROM interface cable and disk available for the Commodore from Australia. Importing JPEG's into Ipaint maybe a reality in the near future. Handyscanner and video digitizer drivers for Ipaint and GEOS are distinct possibilities. New 128 80 column games appear sporadically. A flat-bed or full page scanner has been hinted at by developers. In the mean time we have geoFAX to scan in full page artwork into our Commodore's.

Yes the future looks bright and appealing for the 8-bit Commodore user. It looks like we will have new products and support into the next Century. It seems that this dead horse isnt ready to stop kicking just yet.

-Tom



RCFS 64
RADIO CONTROLLED
FLIGHT SIMULATOR
By John Kallend
FOR COMMODORE 64
DAVE BROWN PRODUCTS
4560 LAYHIGH - HAMILTON, OHIO 45013

POWEREVU: IPORT

Do you like the output of IPaint but cant draw or create computer art worthy of viewing? Have you seen all the great graphics and images created by other people and desired to import them into your C128? Well now you can with IPort, the stand alone *IPaint graphics management* software!

The current 1.54/D version of IPort offers eight *import* options: IFF, KOALA, GIF, MAC, GEOPAINT, BASIC 8, DOODLE and PRINTSHOP; and one *export* option, GIF. These are also called modules. When a conversion is selected the appropriate module is loaded. The eight modules operate similarly on similar actions: Open, View, Save, Disk Command, Exit, etc. Lets take a look at each Module in turn:

IFF v1.5 Converts an Amiga IFF picture file into IPaint format. Supports IFF's up to 8 bitplanes (256 colors); and 6 bitplane EHB (64) and HAM (4096) files. When converting you have the options of changing the image colors and you can start at any point in the IFF image, you may choose to double the Height, Width or both.

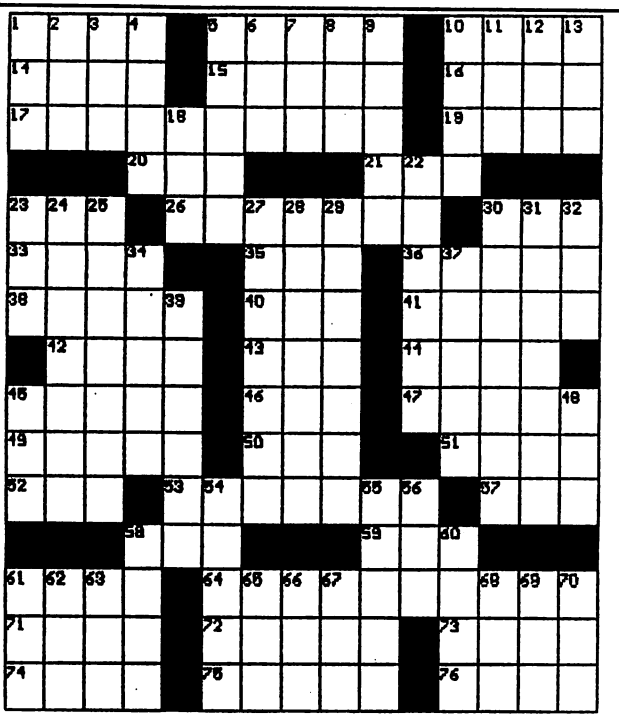
KOALA v1.5 Converts a standard Koala Paint image to IPaint. Unfortunately this means uncompressed Koala files. Any files with the "gg." prefix will need to be converted back to original format before IPORT can handle it. I would like to see in a future version of this module the ability to convert compressed Koala's directly to IPaint. Most Koala's turn out beautiful when converted to the 80 column screen color palette. ***TIP...*** *IPORT cant find Koala file when file name has blank spaces at the end.* ***SOLUTION...*** *When typing in name, after last letter CTRL RVS ON SPACE number of spaces after last letter, then RETURN. Also you must type out all of filename.*

GIF Accepts any GIF version, only recognizes features of "GIF87a" however. Also displays GIF signature to show version. Does not support interlaced GIF's, however there is a GIF delacer stand alone program by the Author (Rick Kane), that works very well. It requires a large capacity CMD device to work and is very time consuming, but worth it just to be able to veiw these images on our C128's.

MAC Imports Macpaint (monochrome) images into IPaint. Most Mac's are larger than the 640x400 screen so this module allows you to select the 640x400 pixel area of the Macpaint image that you wish to save to IPaint. To bad it cant save the whole image, IPaint doesnt have the ability to load in larger than screen images. Also it would be nice if the IFF and the GIF modules had this ability.

GEOS Imports a standard geoPaint image into IPaint. This module gives you color editing ability as well as the ability to select the 640x400 pixel area of the image that you wish to save to

Continued on Page 11



ACROSS
1 Kill
5 Good end for apples?
10 Couch
14 Smidgeon
15 Bird of peace (2 wrds)
16 Russian mountain
17 C-64, C-128, Vic 20, Pet, and Plus 4
19 Receptionists word
20 Haggard heroine
21 Incipient chicken
23 250, to Ovid
26 Swizzle stick
30 Aries sign
33 Attention getter
35 born
36 Aida, for one
38 Addict
40 Top
41 It. sauce
42 Part
43 Ailing
44 This, to Jose'
45 Clenched hands
46 Dead even, for an ascot?
47 Snail mail need
49 Dill seed
50 Hour zone letters
51 Mix
52 Information super-highway
53 Examiners
57 Vane direction
58 Mil. grp
59 One (ger)
61 Past times
64 Media storages
71 Dole
72 Unwanted screen message
73 Dutch E. Ind weight
74 Pans partner
75 Cow farm
76 Slipped

DOWN
1 Thus (lat)
2 Old card game
3 Money machine
4 Sweet 'taters
5 Military student
6 Alter words
7 Beetle
8 Holiday starts
9 Observe again
10 Trilled
11 Mine find
12 New program for C= (with 62 down)
13 Hgt.
18 sounds of understanding
22 Feels
23 Heel
24 Rockette, eg
25 Bank transaction
27 Instigates
28 Pragmatist
29 Sated
30 Say again
31 Apollo's twin
32 ___Tse Tung
34 Thaus
37 Nuisances
39 Places again
45 Aficionado
48 Before
54 Over
55 Wipe the dishes, again
56 Title
58 Avails
60 Something to pick?
61 Elect. abbv
62 New program for C= (with 12 down)
63 Baseball's Mel
65 Retirement letters
66 ___Lanka
67 Heb. meas
68 Little Valerie
69 Inventor Whitney
70 Commodore music file

SOLUTION in NEXT ISSUE

POWEREVU: IPORT

Continued from page 9

IPaint. Again it would be nice to be able to save the entire image to IPaint instead of just a selected area.

BASIC 8 Imports a Basic 8 image to IPaint, maintaining its original onscreen aspect ratio by doubling the pixels vertically. To load a Basic 8 picture without this doubling just load it directly from within IPaint.

DOODLE Imports a Graphic 1 or Doodle image into IPaint. It can be its original 320x200 size or doubled to 640x400. This module also offers color editing as well as a cut and paste feature.

PRINTSHOP Converts a standard 88x52 pixel PrintShop clip into a monochrome IPaint picture "ip.*" file.

EXPORT: GIF Creates a Graphic Interchange Format (GIF) file from any IPaint file. You must load an IPaint file for conversion. This module gives you the option of viewing the IPaint graphic and *Write GIF*. When you select *Write GIF*, you will be asked to set or accept a value for *Compress Power*. This is a number between 1 and 5. The higher the selected number the more the image is compressed. The more the compression the longer it takes to write the GIF . Irregardless, this is a lenghtly process.

IPORT is a very powerful image processing system. It does a fantastic job within the hardware limits of the C128. Beautiful images that used to be out of the reach of the Commodore user are now within easy grasp. Hopefully future versions of IPORT will allow the importation of JPEG's and MPEG's if this is at all possible. IPORT can be ordered directly from the Author or Creative Micro Designs:

Living Proof, Ltd.
P.O. Box 80714
Minneapolis, MN. 55408-8714

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MAVERICK! will not boot-up if you have a printer connected to your system via a Parallel Cable. You must disconnect the cable from the printer.

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The POWER USER BBS is the support board for CPU subscribers. Run and maintained by the CPU staff it is your direct connection to ***CPU the Commodore 128/64 Power User newsletter***. Also open to the public, PUBBS offers online support to subscribers, a large PD software library, online games and a vast message base system that is part of the Omni-Link Echonet network system of Omni 128 BBS's around the world.

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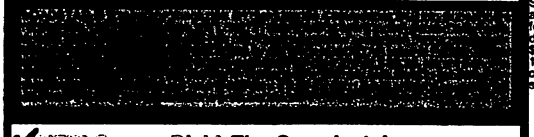

✔NEW Games Disk! The Compleat Jon: 11 Games! The

whole gamut of gaming is covered here: artificial intelligence, role-playing, mazes, fantasy, science fiction, education and even non-violence (which was a radical concept in its time). These eleven games are among the best ever published on LOADSTAR. Listed on the menu in chronological order, so you can see how Jon's style changed as the years rolled by. 1581 disk 0021D3 $20. 1541 disk #0035D5 $20

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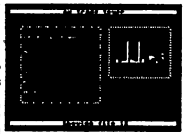

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Disk 12 - HOLIDAY: Artwork for New Years, Valentine's, St. Patrick's Day, Halloween, Thanksgiving and Christmas #0023D5

Disk 13 - PEOPLE/FACES: Scenes of people and faces from FRD Software #0024D5

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The 3.5" disks are roughly equivalent to two and a half 5.25" disks.

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Disk 5: Equals 12, 13, 11B #0013D3
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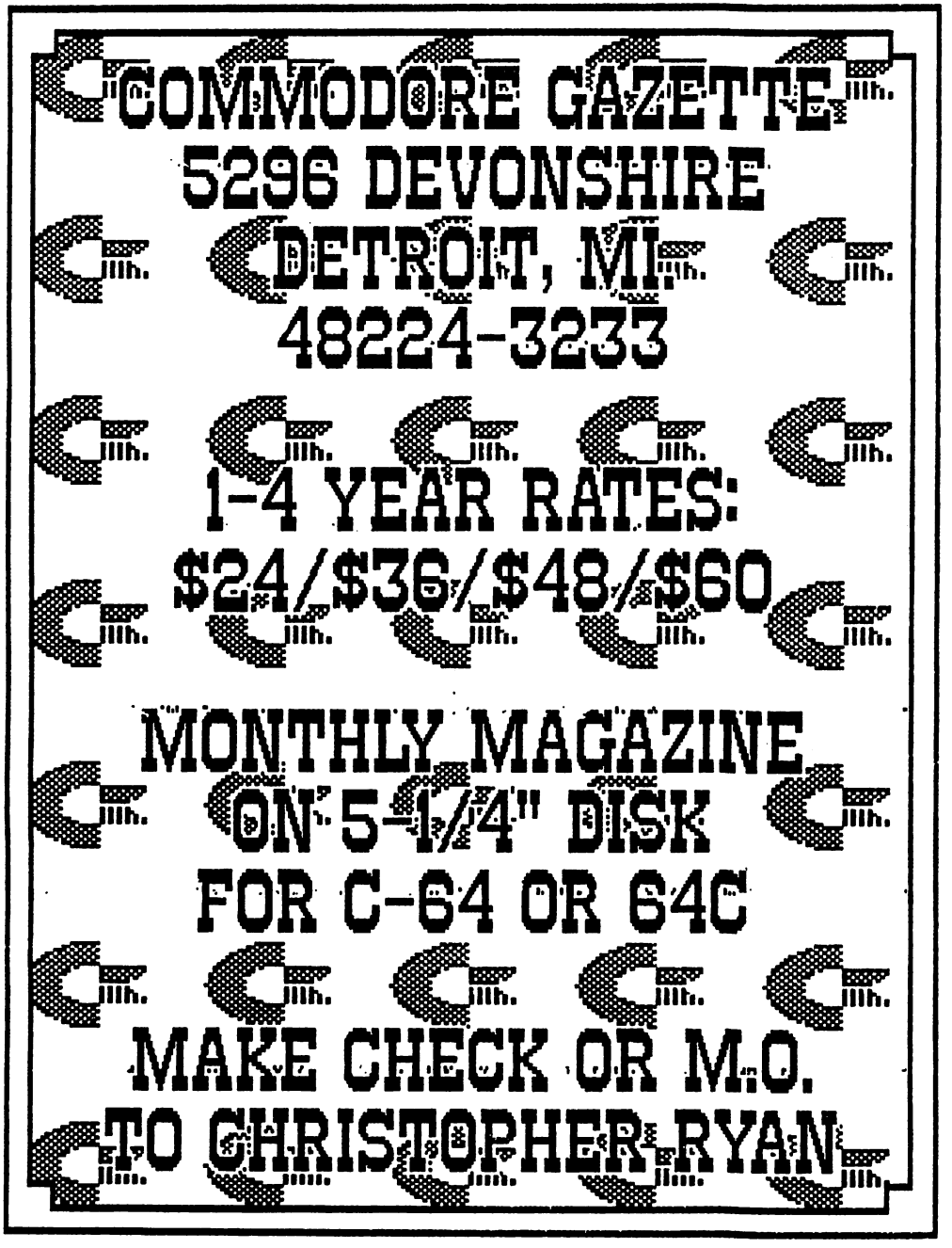
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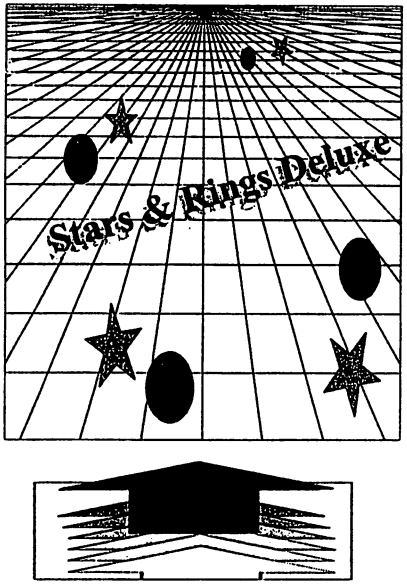

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RAMLink Base Model (OMB, No RAMCard)	$149.00
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Languages & Compilers

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Chartpak 128 (Abacus)	$25.00
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SEC Check Register 128	$29.00
SuperScript 64 (Precision)	$15.00
SuperScript 128 (Precision)	$20.00
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Superbase 128 Version 3.01 (Precision)	$35.00
SwiftCalc 64 (Timeworks)	$16.00
TWS 64 w/Speller (Busy Bee)	$29.00
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Aprotek MiniModem C-24 (C= ready, 2400 baud)	$69.00
Aprotek MiniModem C (C= ready, 1200 baud)	$50.00
Aprotek Com-Modem Adapter (for ext. modem)	$19.00
Aprotek Com-Modem Adapter Cable	$9.95
BOCA 2400 Baud Modem	$69.00
BOCA 2400 w/SwiftLink and Cable	$99.00
BOCA 14.4K bps FaxModem	$129.00
BOCA 14.4K w/SwiftLink & Cable	$159.00
BOCA V.34 28.8K bps FaxModem	$199.00
BOCA V.34 w/SwiftLink & Cable	$229.00
Commodore 1670 Modem (1200 baud)	$14.95
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SwiftLink RS-232 Cartridge (Up to 38.4K baud)	$39.95
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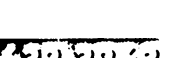

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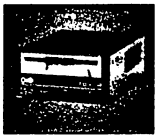
FD Series

1.6 MB 3.5" Floppy Drives



The FD-2000 disk drives utilize today's latest 3.5 inch disk drive technology. FD-2000's support 800K (1581 style) and 1.6 MB (High Density) formats. Fast and reliable, they support 1541, 1571 and 1581 style partitions, Native Mode partitioning and can actually read and write 1581 disks. FD's feature built-in JiffyDOS, SWAP button and optional Real Time Clock. High capacity, speed and compatibility make the FD right for every application, including GEOS.

RAMLink

Power-Backed Expandable REU

The fastest possible form of storage, RAMLink provides instant access to files and retains data while your computer is turned off. Easy to use and expandable up to 16 MB, RAMLink utilizes the same powerful operating system found in CMD Hard Drives. Unlike Commodore REU's which are compatible with less than 1% of commercial software, RAMLink supports more than 80% of the commercial titles. RAMLink also offers built-in JiffyDOS Kernal, SWAP feature, reset button, enable/disable switch, pass-thru port and RAM port for REU/GEORAM use. RAMLink offers maximum speed, expandability and compatibility with all types of software and hardware including GEOS.

HD Series

SCSI Hard Drive for the C-64/128

HD Series Hard Drives are available in capacities up to 1 GB, are fully partitionable, and can emulate 1541, 1571, & 1581 disks while Native partitions utilize MS-DOS-style subdirectories. HD's connect easily to the serial bus or parallel via RAMLink. Includes built-in JiffyDOS, SWAP feature and RTC. HD's offer superior compatibility with most commercial software including BBS, Productivity and GEOS. And with new pricing, HD Series drives offer the lowest cost per megabyte of any C64/128 storage device.

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geoCanvas 64 and 128 !!

80 column color for GEOS !

geoCanvas 128 3.0 supports color in 80 column mode on any Commodore 128 computer, whether it has 16K or 64K of video memory! GC128 lets you work in three different modes (takes advantage of available memory):
16K mono mode - 200 lines high, no color (Like geoPaint, good for 16K systems.)
16K color mode - 176 lines high, full color (Even better if you have 16K!)
64K color mode - 200 lines high, full color (The best yet! Requires a 64K video chip)
geoCanvas 64 3.0 is also available, operating in 40 column mode on C64/C64c or C128/128D.

Bash wordmen:

Dynamic tool modules - Add and delete tools at will. Add 30 tools at once! Any author can write a tool for GC64 or GC128. Programming notes disk available (order below). Open three documents at once. Windows moveable/resizable. Keyboard shortcuts under each tool. Ruler has margins for lining up columns. Edit tool can select entire window and can change color of region. Paint brush can have an 'brush effect. Window marker between corner of screen so window can be 80% of screen. Multiple copy print box. Previews document even 100% faster than previous versions. Grabbies have new features and minimum size. All settings are remembered from one session to the next. And much more than can be listed here!

P. Gomer - "GC128 is VERY impressive!"

K. Kramden - "...this is one of THE best programs I have ever seen for this computer."

G. Jetson - "I think you have a real winner here. I have never enjoyed GEOS 128 like this before!! This is absolutely the best thing ever for GEOS 128!"

GC64 works in 40-column mode and requires a REU use GEOS 64 or GEOS 128.
GC128 works in 80 column mode and requires a REU and GEOS128 (has all same features as GC64).
A demonstration version is available, order below.

(cut along dotted line)

Product:	Price:	Quantity:	Total:
geoCanvas 64	$25		
geoCanvas 128	$28		
Both together	$43		
Demos, Tool Prog notes	$3		

Upgrade to GC 3.0 from GC1.x previously sold by CMD: $15 with old disk

Subtotal: _____
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ALL PROGRAMS NOW WORK IN 40 AND 80 COLUMN MODES!

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BlankOut - Saves screen from burn-in.
Chaos - Nifty example of nature's random beauty.
DeleteSYP - Removes corrupted headers, footers, and pages from geoWrite docs.
DirPrint - Print directory of any disk type.
DiskRAM - Display Block Allocation Map of any disk type.
DiskProtect - Make your disks protected as Master or Boot disks.
EggTimer - Set a count-down alarm.
FancyStart - Startup screen while you boot GEOS.
FileLock - Lock documents with a password.
FindFile - Find any file on any disk, very useful.
HeaderEditor - Edit header information of any file.
LockScreen - Locks screen with password while you're away from the keyboard.
Login - Password entry each time you boot GEOS.
NewPointer - Makes mouse pointer look awesome.
NewSysErr - Replaces GEOS Panic box with soft reboot program.
NoPictures - A program that combines and splits geoWrite documents, even those containing graphics.
Particle - Open and restore CMD HD partitions from a Desk Accessory.
PatchConvert - Removes remember boxes from CONVERT 2.1.
PhotoPrint - Prints photo albums to printer.
RAMTest - Tests REU for defects in memory.
Redirect - Attempts to fix mangled directories.
SaveWiz - Saves geoWizard activator code to REU for reboot.
ScreenGrab - Makes photo scraps of any screen, with color support.
SysInfo - Displays information about your system.
UnMakeGEOS - Removes GEOS from a disk to make it Commodore again.
geoDump - Displays memory in hexadecimal and ASCII.

COMPUTE!'s Gazette, on the earlier version - "It's not the next big thing, by any means. It's a whole lot of neat little things. ... All in all, Fiedler has filled this disk with quite an impressive variety of utilities."

Also available is the Prog Disk, which contains source code for routines written in the geoProgrammer format and useful in just about any program you might be writing. There are 32-bit math routines, and some of the Apple GEOS routines (made for use on Commodore). It also contains about eleven geoWrite documents on various subjects such as geoPaint document format, unlisted routines for GEOS 128 and disk drivers, and other files that were available on Quantum-Link.

(cut along dotted line)

Item:	Price:	Quantity:	Total:
Utilities	$17		
Upgrade	$7	(Original Disk Only)	
Prog Disk	$10		

Subtotal: _____
6% tax in PA: _____
TOTAL: _____

Name: _____
Address: _____

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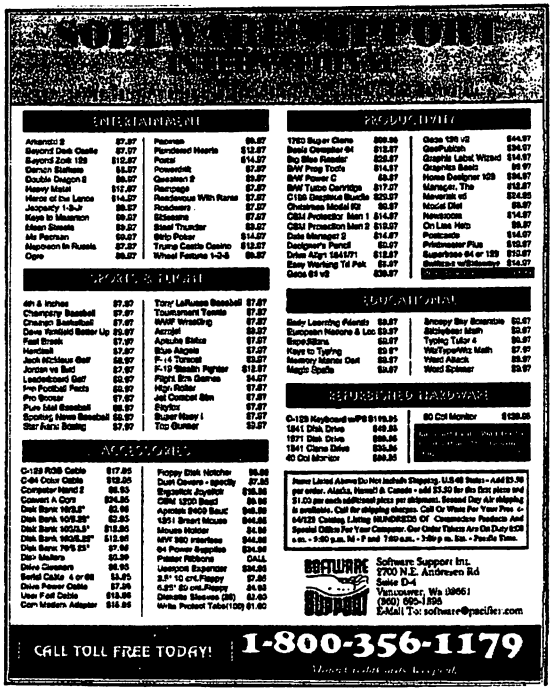

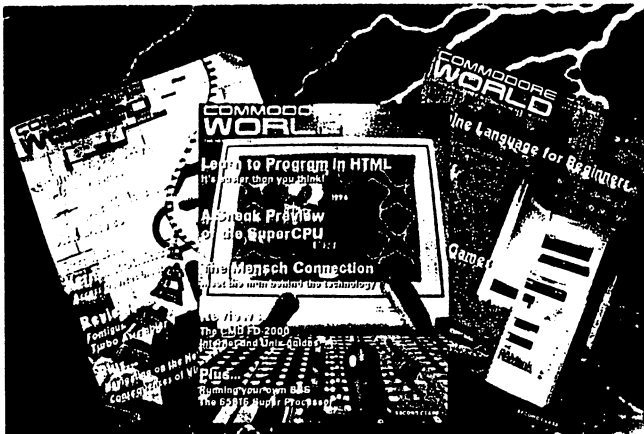

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