EDITOR'S COMMENTS

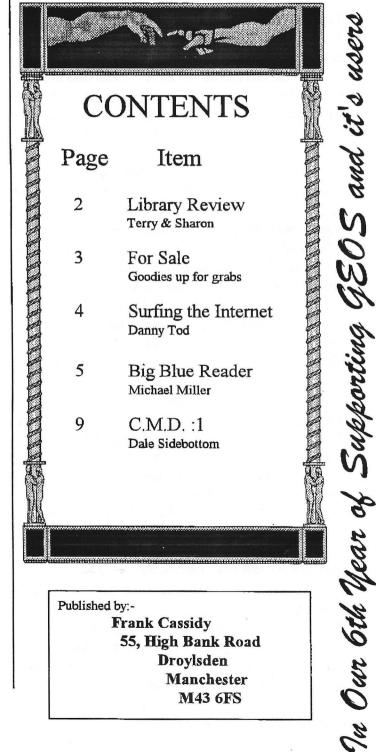This months geoNews contains an article concerning CMD and their sterling efforts to continue to support the C64/C128 and Geos users. It was written by Dale Sidebottom and is published in our newsletter by kind permission of Dale and Rev. Willis C. Patton editor and publisher of Geos Publication where it was first published. Our thanks go to also to Dave (geoNut) Elliott who was instrumental in getting the appropriate permission.

I have had to serialize the article Big Blue Reader simply due to the size . BBR is an excellent piece of software that allows the swapping of files between C64 and MS-Dos. Those of you with a PC at work and a C64 at home will find this software invaluable. As will anyone moving over from Geos to PC who have files they wish to keep but do not necessarily want to re-type them all. If I have room to conclude the article I will endeavour to write a few words on how I use it to transfer C64/C128 Geos to Microsoft Publisher on PC.

Surfing the Internet by Danny Tod gives non surfers an insight as to what is available for the C64/C128 user and this article barely scratches the surface there really is quite a lot there especially in the news groups area.
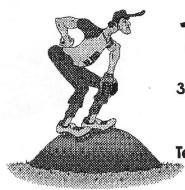
See you all in April -- Happy Geosing

Frank

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In Our 6th Year of Supporting GEOS and it's users

The March Disk Review

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Hi, am back again. This will teach Terry to let me do a review. As I had a number of disk's left over from last month, I have done you another review. Thank's goes this month to Dave Elliott, Danny Tod, Dave Garrett and Robert Lord. Sorry if I left anyone out, I can only go by what is on each disk. To start off this month we have 7 Basic disk's to add to the library. as you will see, you will have to buy all 6 of the next lot of disk's for them to work. So lets see what you need all thses disk's for.

geoCLUB BASIC DISK'S 65-70

You will have to get all of these disk's for this to work.

These basic disk's where sent in by Dave Elliott. This is what he said about these disk's. "On these disk's are Loadstar issue no 148, a free to pass around copy. Please explain in your notes that due to the fact that I recieve my Loadstar on a 1581 disk. I have had to copy it onto 3 disk's (6 sides) for you to use. I have also had to leave out 1 file because it was 700 blocks long and will not fit on a 1541 disk. If anyone with a 1581 would like a complete copy you can write to me with a 3 1/2 in disk and return postage, and I will copy it for them. The disk's should work, but you will need to keep changing disk's to load in the file's. If you get a requestor, just ignore it and bash in the disk with the file on it and it will load. I also recommend that if anyone wants to run a file then it is copied to another disk to run it".

geoCLUB BASIC DISK 71

This is a shareware version of the Geos Programmers Reference Guide. Sent in by Danny Tod. So for any one thinking of getting the main program this is a great way to start. Even though it's in basic, it's still very good. You can also printout most of the information.

geoCLUB DISK 503

I think this disk was also sent in by Robert Lord. If I've got it wrong sorry again. GEOVIEW - To view the following: GEOVIEW - to view the following files: X.HOUSE 1, X.HOUSE 2, X.HOUSE 3, X.HOUSE 4, X.BUSINESS 1, X.BUSINESS 2, X.BUSINESS 3, X.MAN 1, X.MAN 2, X.WOMAN, X.FAMILY 1, X.FAMILY 2, X.CARTRIP - a mix of different Paint Images.

geoCLUB DISK 504

This disk was sent in by Dave Garrett. It' a mix of geowrite file and geoPaint files. Hope you like them as much as I do. Curry Sauce, Tomato Chutney, Banana Nut Loaf, Fruit Teabread, Tea Bread, Gingerbread - Write Images; GEOVIEW - to view the following files: TITANIC - Paint Image Drawn by John Rogalski; KIRK/SPOCK - Paint Image; B - C, C - C -1, C - C -2, F - F -2, F - G - Sport Paint Images; Spitfire1 - A Spitfire after shooting down a Ju-88 over london...; Spitfire2 - Great shot of a Spitfire!; PENNYFARTHING, CASTLE SCENES, WORLD MAP - Paint Images.

geoCLUB DISK 505

Thank goes again to Dave Garrett for this disk. A good mix of paint files. BATTLE CRUISER- Paint Image; U-L MORSE CODE - Font. Morse Code for letters. Translate from English to Morse Code and back; FLYING BOAT - Paint Image. The "MAIA" a Short Bros. "C" Class Empire boat; JET FIGHTER, Funny Faces, FLAGS1, Armory - Paint Images; M-16 - Paint Image, COLT M-16 'Rock n Roll' by Edward Yong; MACMONSTER. MAC, F-15 EAGLE+ - Paint Images; GIANT ROBOCOP - Paint Image I promised a better RoboCop pic and I deliver! I'll buy that for a dollar; HAROLD

LLOYD 1 S - Paint Image.

geoCLUB DISK 506
GEOVIEW - View, scroll, and print GeoPaint pictures in full-screen mode: MAP2.MAC, OTTH1.MAC+, OTPE1.MAC+, P A G A N 2 . M A C + , OTPL2.MAC+,TEMPLE1.MAC+ - Paint Images; Epson24pin - ShellDriverEV2.0, Works in 180 dpi mode to produce a smoothed 80 dpi printout; EPSON 24PIN GC - ShellDriverEV2.0 - BUBBLEJET/LQ1 GC - ShellDriverEV2.0; BubbleJet/LQ1 - This is the Epson24pin driver adjusted for the Cannon Bubblejet 200 page; QuickView - Dump Write files to screen; CANON BJ-200EX - Write Image; CANON BJ200EX - Application, DocWright V2.0; PHOTOGRAB - Use PHOTOGRAB to manage photo scraps and albums; DISNEY - photo album V2.1X.HOUSE 5 - Paint Image.

geoCLUB DISK 507
This disk was sent in by Robert Lord. It has a mix of different font's on here and the odd geowrite file as well. FontView - will view font files to the screen. Use +,- icons to change point size; Triana, Triana-R, Ronda, Ronda-R - Font Micro-G; Sideways - Font; Yagua, Marilyn - Fonts Micro-G; QuickView - Dump Write files to screen.; ugly teddy bear - Write Image; Sideways Sample - Write Image, Sample of Sideways Font which is taller than point size; geoStamp Guide - Write Image; GEOVIEW; Fishing Lures - Paint Image, lures I loved and lost.

geoCLUB DISK 508
A mix of different geoPaint files. Sent in by Robert Lord. All are very good. GEOVIEW - To view the following: X.CAR, X.GIRL1, X.GIRL2, X.PIRATE, X.QUAD1, X.QUAD2.

geoCLUB DISK 509
A mix of different geoPaint files. Also sent in by Robert Lord he's been a very buzy person. All are very good. GEOVIEW - to look at the following: X.SURF, X.SURFBOAT, X.SURFLIFE, X.CAVES, X.SCUBA, X.TENNIS, X.WATERCAB, X.WODCHOP, X.YACHT1, X.YACHT2, X.CONFERNC, X.LOANDEPT, X.PIGBANK, X.PRICESUP, X.VAULT1.

Well that ends the March review. Terry will be back next month. If anyone has file's they would like to send in please do. You can send file's to either of us, just make sure you write your name on the disk. If anyone would like a catalogue disk please send a blank disk and return postage to either off us. I will be doing a update in a few month's, don't worry I will mention it in the NewsLetter. So until Terry let's me loose again, on another review, all the best to everyone. Sharon & Terry.

FOR SALE

C64 : 1541II disk drive : Oceanic 1541 clone : MPS 1230 Printer : Datasette : 1351 Mouse : Action Replay Cartridge : 2 Joysticks. All with PSU's cables and manuals were appropriate Software :- GeosV2.0 : Geos V1.3 : Mini Office 2 : Advanced Art Studio : geoNews from January 1993 . And much much more Phone for a complete list. David Parris Tel : 01293 425907 (Crawley Sussex)

C128 : 1570 - 1541 - Excellorator Plus disk drives : 1901 40/80 column monitor Software:- Geos V2.0 : geoCalc : geoChart : Mini Office 2 : Print Shop : Data Manager 128 : Letter Writer 128 : Partner 128 : Basic Compiler 128 : Awardware (like Certificate Maker) : Home Designer 128: Super Script 64 : Caledar maker : Loads and loads of games 3 CBM Modems : Expert Cartridge : Light Gun BOOKS - SX64 User Guide : CP/M Users Guide : C64 Programmers Reference Guide Phone Peter Evatt 0113 2939262 (Leeds) After 6:00pm

2 - 1541 MkII disk drives complete with PSU's and cables £45 each including postage Phone Helen Faithfull 01992 719489 (Waltham Abbey Essex)

I have had quite substantial list of items for sale by various members unfortunately space does not permit me to include the complete list of software. It is an ideal opportunity to pick up some items that are becoming more and more difficult to obtain. Having a spare disk drive is a very good idea, you never know when it could come in handy.

Surfing the Internet

By Danny Tod

In the Decmeber geoNews, there was a small introduction to the Internet. What I would like to do is to expand on that a little, and actually list some web sites which I have found very good. You may think that you should skip this because this is nothing to do with the C64/128. On the contrary, I have enclosed mainly GEOS/C64 web-sites which I visited during my work experience at Richards computer products (http://www.rcp.co.uk).

Here we go:http://www.the-spa.com/cmd/This site is for **Creative Micro Designs** in the USA. It contains updated pricing information, and updates on their products. I have also found **SuperCPU** information, including information on programming and expanding it. Other products are listed. These pages aren't really updated much, which is a shame .http://www.loadstar.com Loadstar have their own web site now. This contains any articles which they have liked themselves, or if they have been popular. The site is good quality, and contains quite a good lot of information. This is for avid readers of Loadstar. It also contains links to other web sites related to the C64 and C128. From the main page, you can access the Loadstar 128 information, so 128 users don't have to be left out.

Software can also be downloaded for both C64 and 128 and includes things like the Compleat Programmer demo disk, and graphics disks. Don't forget to use the PC program PKUNZIP and a C64 emulator if you can't get the download on your 8-bit.http://www.msen.com/~brainThis is THE web-site to view if you are a dedicated C64/128 user. **Jim Brain** is not only responsible for the trivia articles and various reviews, but he has in my view one of the best web sites for the Commodore computers. From this site, you can follow links to pictures of old/unsusual computers (I found full pictures of the C65). Also, the ultimate magazine "Commodore Hacking" is available. This is for programmers, and covers quite advanced techniques like Flexible Line Interlacing, Tech Tech... The list goes on, and on, and on..............http://www.hut.fi/~msmakela/cbm/At this site, you'll find heaps of C64 related information, and from the extension, it's from Finland. I found information from REU Programming to Game Cheats (almost 200!!!).

This is a lot of information on these pages - have fun!!!http://stud1.tuwien.ac.at/%7Ee9426444/geoswarp/ BE VERY CAREFUL WHEN ENTERING THE VERY COMPLICATED NAME IN!!!!!!!!

This is the main GEOS information screen that I found. It was last updated September 1996, however, it may have been updated by now. The site describes and shows pictures of a GEOS emulation system for the PC - GEOSWARP. I'll take a guess that the screenshots are for the Macintosh. You can run any application for GEOS 64 or even desk accessories. It suprised me that they didn't do one with the 128 capabilities, but then the programming would be a lot more complex for the 80-column screen I guess - or would it? It can emulate the 1581 disk image, and REU sizes are user-defined. It also has a built in debugger, and printing capabilities. See the page for more info. The project is finished, but there are licensing problems which are "unsolvable" according to the site.

NOTE: I know I covered a lot of ground just for that one site, but those who don't have access to the WWW will now know that there is something like this available. If anyone wants to get a copy of this site, I printed it out, so send me an SAE and I'll photocopy it for you. And

Finally.....http://www.rmplc,co.uk/eduweb/sites/occsbs/index.htmlI thought I'd end with a site for St. Birinus School, where I'm going for my education. So, if any of you live around the Didcot area, or even Oxfordshire, you now know where (not) to send your teens! It also describes the Sixth Form 'A' level/GNVQ courses!!! The site has nothing whatsoever to do with GEOS and the C64/128 except that the person who goes to that school is a programmer and not a very good article writer. Feel free to send an e-mail to the school, but please put "For The Attention of Danny Tod" at the top. Then I'll get it. If you're writing to the headmaster, mention me too!!! I don't want to say anything about the site, just in case!!! I only added the SBS site because I haven't mentioned my school, and they say it's about time I "represented the school" in something. So please send e-mail to the school saying if you like it or not.
(What an invitation, to drop poor Danny, well a truly in it good and deep Eh,eh,eh. Frank)

BIG BLUE READER

SOGWAP Software
by Michael R. Miller

SYSTEM REQUIREMENTS:
    Commodore 128 or 64
    CBM 1571 or CBM 1581 disk drive.
    Suitable monitor. (40 or 80 column)
Optional equipment: ·
    Second disk drive (1541, 1571 or 1581)
    Commodore compatible printer.

What Big Blue Reader 128/64 CAN DO!

1.   Transfer files between the following disk formats:
Standard Commodore 1541/1571/1581 disks
MS-DOS double sided 320/360KB disks
MS-DOS single sided 160/180KB disks
MS-DOS double sided 720KB disks
(Using the 1581)
C128 1571 CP/M disks
(1571 GCR formats only)
C128 1581 CP/M disk
(Commodores 1581 CP/M format)
C128 CP/M formats are only available to BBR 128 users.

2.   Transfer or print multiple files in just a few minutes.

3.   Optional ASCII translation when transferring Commodore files to MS-DOS or C128 CP/M files, and vice versa.

4.   Optional line feeds may be added after carriage returns when transferring Commodore files to MS-DOS or C128 CP/M files.

5.   Fast loading of all files using the 1571 or 1581. BBR 128 utilises burst mode. BBR 64 utilises fast serial routines.

6.   BBR 128 and 64 can handle files of any length, limited to available disk space.

7.   BBR 128 supports the Commodore 17xx RAM expansion module, giving you a large file buffer.

8.   IBM MS-DOS disk formatting programs are included for both 1571 and 1581 disk drives. From within the BBR 128 program you can format 360K IBM MS-DOS disks on the 1571 drive.

9.   Accurate transfer of binary files can be made by selecting no ASCII translation and no added line feeds.

10.   A number of users have been successful at using the BBR to transfer various source code files between Commodore, MS-DOS and C128 CP/M formats and computers. Your particular application and experience will determine the success of such file transfers.

ADDITIONAL BONUS: Feel free to use BBR 128/64 as a standard Commodore 64/128 file copier. Copy PRG, SEQ, and USR files between 1541, 1571 and 1581 disk drives.

What Big Blue Reader CAN NOT DO:

1.   BBR 128/64 will not allow you to run MS-DOS programs on your Commodore 64, 128 or CP/M and vice fersa. IBM MS-DOS programs are designed to run on an 8088 microprocessor, while the Commodore 64 and 128 use a 6502 type microprocessor, and the Commodore 128 CP/M system uses a Z-80 microprocessor.
Additionally; Commodore, MS-DOS and CP/M computers employ entirely different operating systems.

2.   BBR may not automatically do file conversions between all files. By using standard Commodore SEQuential files on the Commodore 64/128 and standard ASCII files on the MS-DOS computer your files should transfer fine. Some programs however, use files which contain unique character codes or unique embedded formatting commands. Such programs may use files which are only compatible with themselves. Check your software manual on the use of files to and from other software packages. Also see "ASCII FILES" in this manual.

NOTE: Big Blue Reader 128/64 IS NOT an MS-DOS emulator or translator, but rather it is a unique and easy file copy program, designed to transfer word processing, text and ASCII files between Commodore 64/128 and

IBM MS-DOS disk formats.

HOW TO GET STARTED USING BIG BLUE READER 128/64

BEFORE YOU START, you should format any disks that you may need. BBR 128 allows you to format MS-DOS disks on the 1571 drive. BBR 64 uses a separate program to format MS-DOS disks. (See "BIG BLUE FORMAT" for more information.)

LOADING BIG BLUE READER 128

Turn on the 1571 and insert the disk marked "Big Blue Reader 128". Then turn on the Commodore 128 Computer. BBR 128 will BOOT automatically. The program should LOAD in about 20 seconds.

LOADING BIG BLUE READER 64

BBR 64 will only load on a 1571 or 1581 disk drive. Turn your Commodore 64, 1571/1581 and monitor on, then insert the disk marked "Big Blue Reader 64" into the 1571/1581 drive and type:
LOAD"BBR &$",8,1: <RETURN>
RUN:<RETURN>

NOTE: In order to read and write MS-DOS disks, the BBR will request individual sectors of data from the diskette. These sectors are then located and read by the Controller in the 1571/1581 disk drive. As the sectors are accessed, the drive light will flash on and off. This is normal and it does not indicate that a disk error has occurred. Also the 1571 drive light will flash as BBR 64 fast loads Commodore files.

The MAIN MENU and the ALTERNATE Display.

Once the BBR is loaded and running, the Main Menu will be displayed. The first thing you should notice is the DRIVE I/O shown on the screen. This will determine which drive is used as the source (input) drive and which drive is used as the destination (output) drive. (See "CHANGE DRIVE I/O" for more information.) Also check that the drive types are shown correctly since BBR uses different routines depending on which drive is used.

The Main Menu display was designed to be as compact and as efficient as possible. Once you have loaded a directory it will give you a list of file names. At the very left-hand bottom of the screen is a clock display. Across the bottom of the screen is the list of the Main Menu options.

If you are using the C128 80 column mode you will see the equivalent of two 40 column screens. On the left of the 80 column screen is the Main Menu display, on the right side is the Alternate display; which is accessed by pressing the <ALT> key when using the C128 40-column mode.

BBR 64 does not have an ALTERNATE Display nor a clock. The BBR 64 also ignores the time and date on MS-DOS files. These are not really necessary and use up valuable buffer space in the 64.

When the MAIN MENU or ALTERNATE display first appears, there are no entries. Using the <CRSR LEFT>, <CRSR RIGHT> and <RETURN> keys, you may choose one of the Main Menu options shown at the bottom of the screen. If you are using BBR 128 you may at this time enter and set the time and date, which are used in stamping MS-DOS disks.

Big Blue Reader 128 and 64 MAIN MENU options:

LOAD DIR = Load Commodore or MS-
                DOS disk directories.
                    (BBR 128 users may load
                C128 CP/M directories).
COPY = Transfer files from disk-to-disk.
PRINT= Print files on screen or to printer.
DISK CMDS = Execute various disk options.

Additional Big Blue Reader 128 MAIN MENU options:

VIEW DIR = Commodore, MS-DOS or
CP/M   disk directories.

DATE   = Set or change date.
TIME   = Set or change time.
UTILITIES = 1. CHANGE DRIVE I/O.
             2. FORMAT MS-DOS DISK
             3. 1571 SPEED UP

The Main Menu options may be selected with either the <CRSR> and <RETURN> keys.
MAIN MENU FUNCTION KEY DESIGNATIONS:

F1=LOAD DIR   F3=COPY   F3=PRINT
F7=DISK CMDS
F2=VIEW DIR   F4=TIME   F6=DATE
F8=UTILITIES

VIEW DIR, TIME, DATE and UTILITIES options are available only to BBR 128 users.

HOW TO USE MAIN MENU OPTIONS:

NOTE: The <ESC> key is programmed to return you to the Main Menu with many of the prompts that appear when executing these options.
BBR 64 uses the back arrow "<--" as the <ESC> key.

LOAD DIR

Purpose: To load the directory of a disk into memory.

LOAD DIR always functions with the source drive (See "CHANGE DRIVE I/O"). This should be the first option selected in the process of copying or printing files.

After selecting the LOAD DIR option use the <CRSR> and <RETURN> keys to choose the disk type to be loaded; Commodore, MS-DOS or C128 CP/M. Then insert the disk and press the <SPACE BAR>. The disk drive will spin, read the directory and display file information on the screen. Commodore disks show: filename, file type and number of blocks for each file. MS-DOS disks show; filename, file extension, file size, time, and date for each file. C128 CP/M disks show; filename, file extension and file size foe each file.

BBR 64 ignores the time and date on MS-DOS files.

BBR 128 ALTERNATE DISPLAY shows the following information:
The disk format: Commodore, MS-DOS or C128 CP/M.
If the disk is single or double sided.

MS-DOS and C128 CP/M disks show: Total Number of files, number of bytes free, number of bytes used and total number of bytes on the disk. MS-DOS disks show if the disk is 8 or 9 sectors.

Commodore disks show: Number of program files, number of sequential files, number of other files, total number of files, number of blocks free, number of blocks used, total number of blocks on the disk, number of bytes free.

The bottom of the ALTERNATE DISPLAY shows: The Date (if set), the Buffer size, copyright notice, Big Blue Reader 128 version number.
The CURSOR Keys and Viewing Long Directories:

The <CRSR LEFT> and <CRSR RIGHT> keys are used to select a main menu option, while the <CRSR UP>, <CRSR DOWN> and <RETURN> keys are used to select file names with COPY and PRINT options.
If a disk directory is particularly long you may view the extra file entries by using the <CRSR UP> and <CRSR DOWN> keys on BBR 128, or if you are using BBR 64 then use the <+> and <-> keys to page through the file names. The maximum number of directory entries read with BBR 128 is 200 and 144 with BBR 64.

COPY

Purpose: To transfer files from disk-to-disk.

There are two designations for diskettes when using Big Blue Reader. One is the source, which is the diskette on which the file you wish to copy resides. The other is the destination, which is the diskette to which you wish to copy a file to. The source and destination drives can be changed by using the CHANGE DRIVE I/O

option of Big Blue Reader.

After selecting the COPY option, you may choose any number of files to be transferred by using the <CRSR> and <RETURN> keys. Files selected for transfer are marked with an asterix "*" to the left of the filename. Pressing the <F1> key will mark all of the files in a directory, while pressing the <F3> key will un-mark all of the files. Press the up-arrow key <^>, (next to the restore key), to begin copying. Although the source diskette should already be inserted in the drive, you will be prompted to insert the source diskette and press the <SPACE BAR> to start the transfer process. Press the <ESC> key to return to the main menu.

After pressing the <SPACE BAR>, the drive will spin and read the selected files into the buffer of the computer. After all of the files are loaded or the buffer becomes full, you will then need to choose the destination disk type; Commodore, MS-DOS, or C128 CP/M diskette. All files are saved to the destination drive. (See "CHANGE DRIVE I/O").

If you are copying files from a Commodore disk to an MS-DOS disk or vice versa, you will first be asked if you would like to do an ASCII translation (See "ASCII FILES"), then you will be asked if you would like to retain the same filenames. Filenames of MS-DOS and C128 CP/M files are stripped of illegal filename characters. Optional line feeds may also be added when transferring Commodore files to either MS-DOS or C128 CP/M disks.

PRINT
Purpose: To view files on screen or print them on a printer.

After selecting the PRINT option use the <CRSR> and <RETURN> keys to select files. Files selected for printing are marked with an asterix "*" to the left of the filename. Pressing the <F1> key will mark all of the files, while pressing the <F3> key will un-mark all of the files. Press the up-arrow <^>, to begin loading files. Select output to the screen or to the printer, with the optional ASCII ranslation as needed.

If you select the "Standard ASCII to Commodore ASCII" translation, Big Blue Reader will translate the proper characters. You would choose this option for most MS-DOS, CP/M or other standard ASCII text files.

If you select the "Special Translation" table your file will be printed with all control and non-printable characters stripped from the file but with no other ASCII translation.

The PRINT option is an excellent way to preview text files; it can also show if an ASCII translation is needed.

DISK CMDS
Purpose: To execute various disk options.

PLEASE NOTE: Most of these commands will only work on Commodore-formatted disks. The FORMAT DISK command however, will format or erase ANY diskette.

** Big Blue Reader 128 Disk Commands: **

GOTO MAIN MENU = To return to main menu.
DISK DIRECTORY = Display Commodore disk directory.
VALIDATE DISK = To clean up disk (recalculates BAM).
SCRATCH FILE = Erase files from diskette.
RENAME FILE = Alter the name of a file.
FORMAT DISK = Format a disk.
OTHER CMDS = To enter your own disk.
CHANGE DRIVE # = Use this if you have more than one drive.

NOTE: See your 1571/1581 User's Guide for more information on these and other disk commands.

TO BE CONTINUED
This article being so large has been cut into a number of instalments the second part will appear in the next geoNEWS. It will be apparent to anyone who has a C64 at home and a PC at work that this software is probably one of the single most important programs available enabling files to be easily swapped between the different formats.

Creative Micro Designs : 1
Commodores Main Distributor

This article comes to you courtesy of GEOS PUBLICATIONS and the author DALE SIDEBOTTOM.

Authors Note:

Mark Fellows created Jiffy Dos and began to market it in 1986 as Fellows Inc. The following year he joined with Charles A. Christianson to found Creative Micro Designs Inc.(CMD) in order to expand and to produce new products.

Commodore once referred to Commodore Business Machines Inc.(CBM) Since they went bankrupt,the word COMMODORE as used in this article,never refers to the Commodore business. It always refers to the COMMODORE 64 or 128 in their various forms or to the community of COMMODORE enthusiasts throughout America and around the World.

CMD is the trade mark of Creative Micro Designs Inc.

My Commodore reminds me of Tombstone,Arizona,in the days of Wyatt Earp; Its just too tough to DIE!. CBM tried to kill it four or five times,but high demand always forced them to put it back into production,until the day they mismanaged to kill themselves.

Meanwhile we have seen 16 bit and 32 bit computers come and go in popularity. Now the Pentium chip is all the rage,allowing 64 bit addressing at 100 mgahertz,while our beloved 8 bitter still strolls along at 1 or 2 megahertz(unless you are the lucky owner of a SuperCPU)!. In spite of all this,Commodore enthusiasts are still hanging tough!. Or are they.

Lets be honest!. Our ranks seem thinner than they were. Many Commodore groups that we were active five years ago are now history. Companies which sold our products for years no longer supply us. Repair parts are becomming more and more difficult tp locate. Are you wondering how we will continue when the parts disappear forever.CMD has just finished the SuperCPU for the 64. Yet at the moment of our greatest triumph we seem to be uncomfortavly ON EDGE. I am increasingly concerned about the gloom and doom creeping into our Comm-adoring community. Yet the signs are unmistakable.

In the last issue of Commodore World CMD was feeling the heat. The issue was late and Charles Christianson,CMD's co-founder,sought to assure subscribers by directly addressing their concerns. You have probabl even been thinking of worst case scenarios. Is it that they are going to stiff me like so many other Commodore magazines have ?. Is it that they don't care ?. Are they getting out of the Commodore market ?....! We can truthfully answer NO to all of these questions !.

COMMODORE USERS SEEM TO
FALL INTO TWO GROUPS--
those who love the commodore
as CBM left it
AND
THOSE WHO WOULD PROBABLY LEFT IT
if not for CMD.

Can you blame us for being nervous?. Many of us feel like CBM abandoned us. Berkeley Softworks, creators of GEOS treated us no better. It seems that we no sooner help make a company prosperous than they move on to bigger markets!. By this theory the more successful CMD becomes,the quicker they will leave us. Who can blame us for feeling a little paranoid!!.

Charlie's FROM THE EDITOR speaks to this point as well. We have about half a dozen people who have dedicated the last nine years of their life to the survival of our beloved C-64/C-128 platform. So without laying it on too thick,let me say that our subscribers need never question our commitment to Commodore World.

Meanwhile some 64 users were getting upset by continual delays on the release of the SuperCPU. I remember reading an article by Pete Baker first published in COMM-LINK1 He had sent in a $50 deposit in January toward the purchase of a 64 accelorator expexted in April.He was still waiting in June. He described his frustration of waiting months without a satisfactory explanation from CMD.

The thing is that CMD is about the last company providing any hardware to the 64/128 user,so we want to support their efforts by buying their stuff. I can say that I've tried to do so,only to be

put off by CMD for my trouble. I emphasize with him because I know many Commodore enthusiasts questioned why a 64 accelorator first argetted for February was not shipped until August. This can test anyone's patience. But I also feel a great deal of empathy for CMD!.

Imagine the whole Commodore world holding its breath,waiting for YOU to make good on a promise. The pressure must have been ENORMOUS,and this isn't just any promise either. This one requires you to resolve some of the most difficult technological challenges that anybody in Commodore has ever mastered.

I remember speaking about this to Charlie back in 1992 when I was preparing an article for geoVision magazine. I asked him about the possobilities of a CMD Turbo Cartridge. He answered that current cartridges all had compatability problems. CMD would never create such a accelorator unless it could be made largely compatible with existing hardware and software.He left me with the impression that such a task would be next to impossible and that it was unlikely they would ever pursue it. Fast foreward four years and look around. The impossible is about to happen. CMD is so very very close and yet so far away.

As Charlie explained to me in July,the SuperCPU's were out on the dock ready to be shipped on three different occasions only to be pulled back in for further modification. All ordered SuperCPU's were at that moment,sitting in the warehouse ready to go. Almost!. Only one thing was missing. Mark Fellows,CMD's other founder member was barricaded in his labratory labouring hour after endless hour to perfect the ROM chip or BRAIN needed to complete it.

Now that the SuperCPU is an accomplished fact the crisis is over and we can all breathe a sigh of relief. My SuperCpu is plugged into my 64 and Geos gildes like GREASED LIGHTING. It seems like GOD'S in his HEAVEN,all's right with the world,at least until next time. Today I find it hard to believe that for nearly half its existence, I hardly heard of CMD. Early on I became a geoNut. As I would tell my friends,if GEOS doesn't do it,neither do I. Since GEOS doesn't need JIFFYDOS,I had no contact with CMD.

Everything changed in 1991. CMD introduced the RAMLINK and I was hooked. I was so impressed by their revolutionary REU that I wrote an article in 1992 which appeared in the Premier (Jan/93) issue of geoVision magazine. My faith in the magazine soured when it only survived three issues,but my perceptions on CMD prooved prophetic.

If you have a copy of this issue in your archives,turn to page 6 and find a feature story entitled COMMENTARY ON 1992: CMD TAKES CENTRE STAGE. By far the most exiting development.....in 1992 was the ascendancy of CREATIVE MOCRO DESIGNS(CMD). This was that they pushed the harddrives,mastered the RAMlink and introduced the new FD drives.

Once upon a time we depended on CBM for hardware and Berkeley for software.....But who do you turn to when want to 'Push The Envelope' When you want to expand the limits of your computing world,who do you call?. I usually call CMD.

Since that time CMD has become Commodore's Main Distibutor. As a computer friend expressed recently,'It seems like all the other suppliers are dumping what they have on their shelves and getting out of the Commodore business. CMD is about the only place where I can buy what I need'.

TOO OFTEN WE HAVE SEEN
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THESE UNCERTANTIES
MUST END !!!

I pointed out that the reason they continue to distribute while others 'close out' is simple. What they cannot purchase they produce! This is especially true in the area of Commodore compatable hardware. Take a moment to consider what our Commodore world was like when CBM left us; that is when they stopped developing new products for our 64's. Then think about what we have now.

For instance when CBM left us,I had a 1351

mouse with a roller that was never quite round. It was susecptical to dirt and grime that I had to clean it continually. Now I use a three button mouse from CMD that is so SMART it can tell time!! It works great and keeps clean.

When CBM left us we had a ram expansion with a maximum storage capacity of 512 kilobytes(K) or half a megabyte(MB). Today by using RAMlink we can have upto 16 MB.

When CBM left,our fastest modem was 2400 bps(BAUDS PER SECOND). Now several sorces provide modems exceeding that. CMD's offering is the Swift-Link which is advertised at 14,400 bps,but has been known to achieve sppeds of 38,400 bps.

When CBM left us the largest capacity drive was the 1581,a 3.5 disk drive. It stores 800K or about 0.8 MB. Unfortunatly CBM didn't mke many of them;so there wern't enough to go around. CMD responded by producing the FD-2000 with a capacity of 1.6 MB. This drive doubles the memory capacity available on the 1581,much as the 1571 doubled the capacity of the 1541.

By far the most dramatic difference between then and now is the maximum accesable memory on a single drive. We have reviewed the 1581 drive and its 800K(0.8MB) capacity. That was all we had. Since then several hard drives have been adopted for the Commodore,but CMD went even further. Thay created an innovation called CMD NATIVE MODE partitions which can vary in size from a block(256 bytes) to 16MB!. A Commodore can reconize as many as 254 of these partitons. Now imagine formatting your hard drive so that you can create 254 native mode partitions,each of which is 16MB in size. Your Commodore 64/128 can now access up to 4.4 gigabytes(GB) on a single drive. If your are like me,you are asking WHAT'S A GIGABYTE?.

Simply put a gigabyte is approxamately a billion bytes of memory. For instance my LUCKY computer club is justly proud of it's library which has about 1300 1541 disks. Yet our library contains less than one-fourth of a gigabyte of data.We could increase it by a factor of twenty and it still could fit onto one Commodore compatable hard drive!.

Comparing again the old to the new,CBM's 1581 left us with a maximum drive capacity equal to five 1541 isks. Through CMD native mode partitions on a hard disk we can now store up to 4.4 gigabytes,which is equal to the combined staorage of 27,500 1541's. Now that is hat I call growth.

So far we have only disscussed hardware. Check out a CMD add from 92-92 and you'll find little software is offered. Today their advertisements read like a WHO'S who in Commodore software. They have worked diligently to bring all the commercially viable software(the really good stuff) under one roof. For instance GEOS users are grateful that CMD could negotiate with Berkeley to keep GEOS alive. Thus a company which was once principally harware orientated now offers the best Commodore software as well.

How about communications? CMD publishes Commodore World which is the only national glossy print magazine we have. They have also taken over the job of sysop on Genie.

Last but not least,they offer support for those who need their computer equipment repaired. They cost a little more,but they know as much about the inside of your Commodore as any company in America. When all else fails,send it to CMD.

Someome will likely conclude that this article was written to endors CMD. If that opinion encourages anyone to increase their patronage,well and good;but it misses the point!. Since 1 became a Commodore user in 1982, I have seen our community take such BODY BLOWS as it as suffered in the last several years. We have seen Commodore magazines die that shouldn't have. We suffered the death of the parent(CBM). We watched the heirs,Escom AG of Germany,distain the 8 bit technology which we hold so dearly and they hold so casually. Such disappointments cut deeply.

Thankfully even the darkest clouds can carry a silver lining. LOADSTAR still produces a super disk magazine. GEOS users appreciate Maurice Randall,whose geoprogramming is a godsend. I

know you can think of others.

Nevertheless the sad events of the recent past have spawned a sense of calamity and apprehension within many,and these are not the building blocks of a strong computing family. Too often we have seen people leave their Commodores,not because they were excited by other platforms but because they could no longer accept the uncertainties of this one.

THESE UNCERTAINTIES MUST END.
A clear message must echo in every corner of our computer world that with the development of the SuperCPU,the Commodore has turned an important corner. The pendelum which has been swinging the wrong way for years is now moving in our direction. The kind pf support that we once sought from CBM can now be found with CMD.

> Sing a song of Commodore,
> Filled full of hearty praise,
> Then toast the silly seers who said,
> It's seen the final days,
> Let those who love the 64,
> Enjoy its lenghty run,
> For in these days of Commodore,
> the best is yet to come.
> K.D.S.

There is a story close to home that illustrates my point. My son-in-law, Roger Lawhorn, is a programmer. He has written programs like GEOSIDPLAYER and COLOUR GeoPrint which are probably used in every COMMODORE country on the planet. When he began programming in MS-DOS for financial reasons,he never lost his love for Commodore.

Recently when I demonstrated the SuperCPU for him,he wanted to begin Commodore programming immediatly!. He soon sold his 486 computer so he could purchase a SuperCPU and a used harddrive. As a programmer he can see all kinds of possibilities.

We still need to remember that the people at CMD are people and therefore not perfect. Yes they could have done a better job of explaining to us why there were so many delays on the SuperCPU. But Pete Baker will be the first to tell you that it was definitely worth the wait!.

Lets give credit where credit is due. We know our Commodores are too tough to die. CMD appears to have the savvy to share that vision as well as the wisdom to capitalize on it. For the last nine years they have intelligently sought to fill the gaps and plug the wholes in the good ship Commodore,and we should thank them.

You should also reconize that with the completion of the SuperCPU,CMD has really come of age". You'll never get the folks of East Longfellow to admit it,but they have proven themselves capable of doing anythink that they absolutely set their minds to accomplishing.

What can we expect in the future?. If my perceptions of CMD in 1992 were accurate,perhaps you will allow me to share my perceptions for 1996. I see a company that is generally pleased with their position in the industry and content to continue their current direction for the forseeable future. If the bad news is that CMD may,indeed be a company ON THE MOVE,the good news is that they plan to take US ALONG with them. It promises to be an extrodinary ride.

Now that the SU is flying out of the door,what might CMD be planning for an encore?.
Read all about it in part2. CMD,Commodore Major Developer.