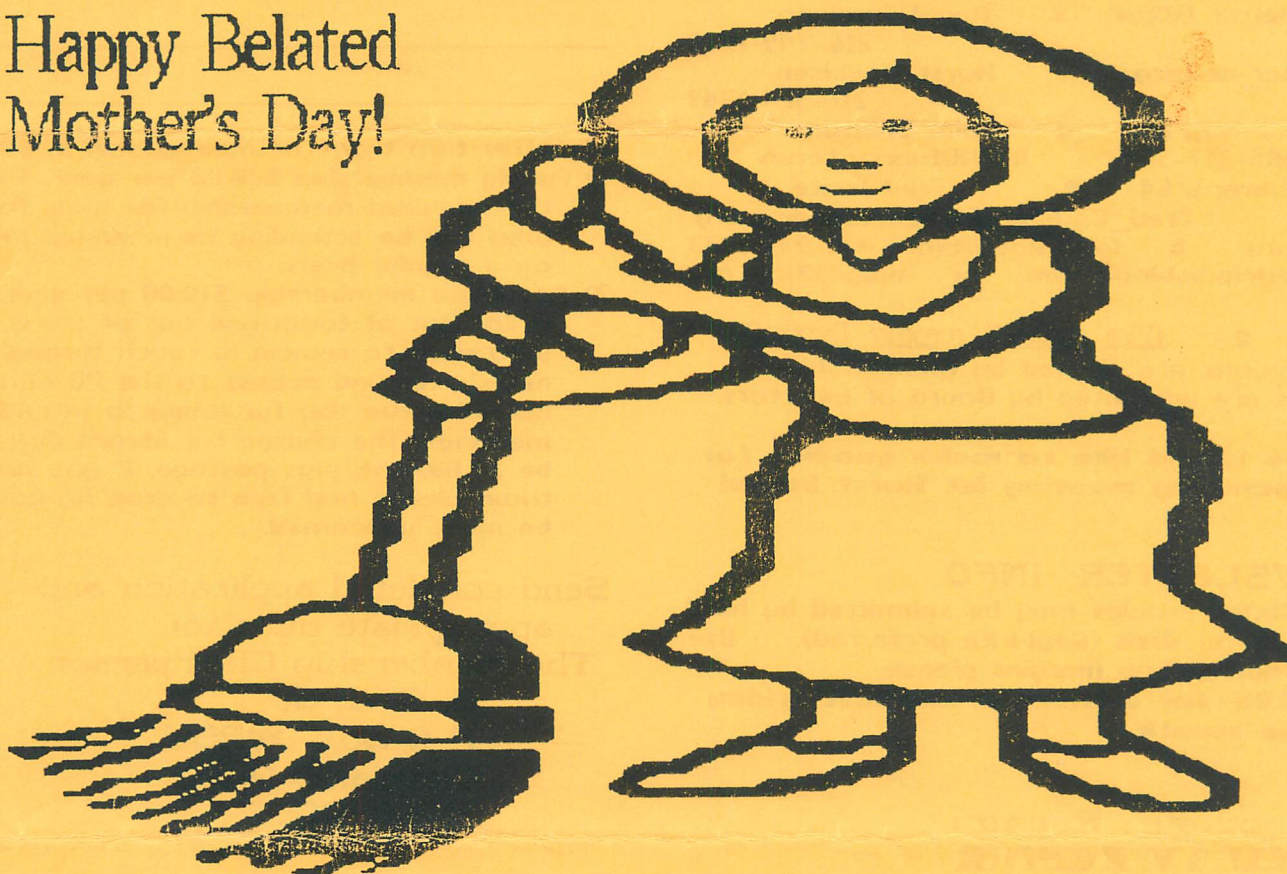


THE COMMODORE COMPENDIUM

Published monthly by the Basic Bits Commodore Group

May, 1998 -- VOLUME 12 -- NUMBER 5

Happy Belated
Mother's Day!



UPCOMING MEETINGS

May 21st -- John's Disk Drive Maintenance and
Cleaning Session

June 1st -- Board Meeting

The Commodore Compendium
is published monthly by
Basic Bits Commodore Group

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Supporting the C64 and C128

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Open * We need your help!!

* Positions are elected by membership.
Others are appointed by Board of Directors.

**If you would like to make goodies for
an upcoming meeting let Horst know!**

NEWSLETTER INFO

Newsletter articles may be submitted by hard
copy or on disk (GeoWrite preferred). Use
BSW font and no margins please.
**DEADLINE for articles is the last Friday
of the month.**

Commodore Repair: ACU TV REPAIR

Repair for all your Commodore hardware
10911 Lornin Ave
Cleveland OH 44111
Phone 941-8884

Software & Hardware

John Cahoon has just about anything you
need for your Commodore. If you can't find
it anywhere else John probably has it. Call
him evenings or weekends at 1-216-257-3847

Board Meetings

The BBCG board meetings are held the first
Monday of the month at the Berea library,
at 7:00pm. All members are welcome.

APPLICATION FORM

Name: _____

Address: _____

City: _____

State/Zip: _____

Phone: _____

How did you hear about BBCG? _____

Type of Membership (see below) _____

I own the following equipment: _____

We offer two types of membership in BBCG:
1) Family membership \$20.00 per year. This is
the standard membership for local folks
who will be attending membership meeting
on a regular basis.
2) Associate membership \$10.00 per year. This
is for out of town and out of state folks
who wish to remain in touch through our
newsletter and access to the PD Library,
but who live too far away to attend
meetings. The charge for library disks will
be \$2.00/disk plus postage. If you are in
town please feel free to drop in, you will
be most welcomed.

Send completed application and
appropriate dues to:
The Membership Chairperson
B. B. C. G.
P O Box 81886
Cleveland, Ohio
44181-0886

*** * Notice * ***

Blank disks for sale:
10 for \$4.00 5 1/4 & 3 1/2
Disk of the Month \$2.00
Library listings w/DCMR \$3.00
CEE-64 ALIVE !!
1992 & 93- VOL 1 & 2-\$15.00
1994 Volume 3 \$15.00

Associate members! please allow for postage
1-2 disks \$1, 3-5 disks \$2, and 6-20 \$3.
Allow 4 to 6 weeks for turnaround.
Contact the PD Librarian.

Remember!! The sale of these items
go to support our club!!

Book Review

THE INTERNET FOR C64/128 USERS

by *David Veatch*

From the way that the Internet is portrayed in the media, one might come away with the impression that you need a \$3000 - Pentium-II computer, running at 300-Mhz, with 64 Megs of RAM, and a 9.6 gigabyte harddrive in order to access the net at all.

This is definitely NOT the case. The fact is, there are a great many people who use the net every single day, accessing its facilities with C=64 and C=128 computers. I, myself, do all of my Internet e-mail reading and replying with my C=128 - which I am using right now to compose this article.

Most people's misimpressions about the Internet come from what they see of it on television. And what is portrayed on TV is only a small part of the internet, namely the World Wide Web (WWW). The Internet and the WWW are NOT the same thing, although most of us use the terms interchangeably.

The Internet is a vast network of computers, located in every part of the globe, connected via the telephone lines and satellite linkups. The World Wide Web, however, is an Internet program that uses Hypertext, and allows documents to be linked to other documents, files or utilities ON the Internet.

The WWW is usually seen and thought of in terms of its graphical interface, that allows a computer user to access web sites using a browser, and clicking on pages/links with the press of a mouse button.

But the greater portion of locations on the Internet are accessible via a text based web browser, such as LYNX. This being the case, the Internet can and is accessed by using Commodore 8-bit

computers, such as the C=64 & 128.

You just need to know how to go about doing this, is all. And to that end, a young lady in Australia, by the name of Gaelyne Gasson, has written an excellent 300 page book entitled "The Internet for C64/128 Users" (TIFCU). This very thoroughly written book is the definitive work on how to access the Internet with your Commodore 8-bit computers.

The book takes nothing for granted, other than you have a working knowledge of how to use your computer itself. The chapters in TIFCU cover everything from the hardware/software necessary to access the Internet, to what types of Internet Service Providers (ISP's) you will need, and it even has information in the appendices on available ISP's in every state of the US, Canada, Australia, and other parts of the world!

Gaelyne's book explains all the necessary terminology that a Commodore computer user will need to know in order to start accessing the vast store of information on the Internet. The book is spiral-bound, so that it lies flat for easy access while performing the maneuvers to get you around the net using your C64/128. Later chapters in the book go into more detail and depth on how to obtain not only information from the net, but also C= software via File Transfer Protocol (FTP) using the various types of ISP's available.

TIFCU is very well written, in an easy to follow style.

Gaelyne Gasson has been writing articles for various computer magazines for many years, and she is extremely well versed in all aspects of C= computer usage. Her husband, Rod Gasson, is the author of the preeminent off-line mail reader for the C-128, QWKRR, which is the software that I use to do my Internet mail reading and replying

(cont.)

Internet mail reading and replying on a daily basis.

Anyone with a Commodore 8-bit computer who wishes to access the Internet would do well to obtain a copy of Gaelyne's book. In my opinion, there is no better source for such information than what is available in TIFCU. The book sells for \$29.95 plus shipping from Australia, from VideoCam Services, located at 90 Hilliers Rd., Reynella, SA 5161. (ISBN:0-646-32207-9 for those of you who might wish to obtain a copy through a local bookstore.)

This excellent book has much valuable information that would even be useful to those who are already accessing the Internet with their PC computers. It contains shortcuts and tricks that could even aid the MS/DOS/WINDOWS crowd in better utilizing the services available on the net. I heartily recommend it to anyone wishing to make the best use of their connection to the Internet!

From the Feb. 1998 issue of The SPRITE of the Michigan Computer User's Group.

COMMENTS and SUCH by Angel Santiago

This article is written in the hopes of clarifying some of the errors from the previous month. In the April, 1998, article titled, "Installing your SuperCPU patch and your RAMLink GEOS utilities on your GEOS 2.0 boot disk", it is obvious that if an individual has geoMAKEboot, then the boot disks are not ruined. At the time of the writing, the author did not have that particular program.

The comment about the AMIGA computer enthusiasts not being anything like the 64/128 users was referring only to the Commodore models of the machine. These fantastic machines are still being manufactured by Gateway. There is no need to use an old Commodore AMIGA computer when you can buy a new one. If CMD were to make the computer that is rumored, how long before we stop using the original machines?

I recently purchased some items from Vintage Computer in California and their service was excellent. I'm impressed with their selection of hard-to-find items.

Why do I write articles about the Atari or the Tandy in a Commodore newsletter? Writing about the other computers only shows how fortunate we are that ours are the only models that still have widespread use. I won't lie and say that I don't use or like my Ataris, because I do. And as long as they run, I'll continue to use them. Heck, I might even write an article or two with one of them for the Compendium.

At last month's group meeting, I was the lucky winner of issues # 35 and 36 of TC-128/64. TC-128/64 was a monthly magazine published by Parsec, Inc. The two issues that I won make excellent reading and are choke full of great Commodore stuff.

The clip-art used on this month's cover is not meant to demean or to imply that MOMS everywhere are supposed to be domesticated, but let's face it, the majority of the MOMS out there do the housework. I'm a single male parent so I do my own.

My RAMLink

Before I used RAMLink, I was forced to use two disk drives. It sure is nice to be able to boot up the computer and come face to face with the GEOS desktop in seconds. I can boot right from the RAMLink. I only use the disk drive if I want to use clip-art or another word processor that I may want to convert into GEOS format. Using the RAMLink makes me feel as if I have a CD-ROM on my machine.

My unit is only equipped with 4 Megs right now, but I'm planning to boost my memory all the way to 16 Megs. You really can't go wrong if you upgrade your Commodore.



From the Co-Ordinator

Well as you can see, I'm no longer Co-Editor of the news letter. Angel has now taken over the complete newsletter. He has gotten his Geos to work to where he's now comfortable using it. Angel has the new 20 MHz Super CPU and a new Ram Expansion that he is using to do this newsletter. I'm sure he will tell you more about that in the future. Hopefully this will give me more time to do some other things, including trying out my new GoDot program.

Also, Fred White has now taken over the 64 library. Fred has produced the Disk of the Month for March and April and has made up a new menu program with the BBCG logo. If you haven't checked out the DOM recently you may be surprised at the new look. Hopefully he will have the 64 library at this months meeting for those of you that want to get some PD disks.

John will have all his software and hardware along with the clubs 128 PD library. John also found a bunch of 1541 II drives and has them for sale for \$25 with power supply.

Speaking of this months meeting, the program this month is one of my all time favorites. John Cahoon will show you how to OPEN and CLEAN your Disk Drive and also how to TEST a disk drive. So bring your disk drive, 1541 or 1571, (no 81s) and John will show you how to take it apart, clean and test it. For the raffle John will clean and test the winners drive himself. So come on out and enjoy the fellowship and maybe make a new friend.

Jane Roberts has resigned as club treasurer, so we are looking for a new treasurer. If you would like to help us out let one of the board members know. She tried to show me how to use SWIFT CALC 128 a couple days ago. Now I hope I can figure out what I'm doing.

Thanks Jane

I would like to thank Jane Roberts for taking care of our monies these last 5 years. She and her late husband came to one of our meetings and she volunteered to help the first meeting. Jane has also been treasure for her ladies auxiliary for many years. This last year she has been a volunteer at Southwest Hospital. She made most of the treats we had for refreshments the last few years. We will miss you Jane, but we wish you well. Thanks again Jane, we love you!

What Is Omega-Q ?

NOTE: Omega-Q is on the UTILITY (BACK) side of BBCG's DCMR disk, called OMEGA 2.1.

Article by Erick "Magneto" Soricelli
from Portsmouth Commodore User Group
newsletter Feb 98, Portsmouth, VA

Omega-Q is an "all-purpose utility program that has a wide variety of different uses. It was created by Robert Stoerrie, who was a user of the now-defunct network known as Q-Link. Omega-Q was only distributed to users of that particular network. Now it is in wide release.

With Omega-Q you can:

Dissolve files -- This is useful for any files that you download from local BBS boards. Most files have a three-letter suffix at the end of the name, such as ".lnx" or ".lbr". Omega-Q can dissolve just about any program that needs dissolving. (NOTE: Omega-Q will not un-zip files.)

Read Files: With this option, you can read "sequential" files, which are those that have the SEQ type on the directory. This is useful if you want to look at any pictures or documents.

One of the more prominent features of Omega-Q is that you can "alter" the program type. What I mean is this: when you read the disk directory, three letters will tell you what type of file you have, either PRG (program), SEQ (sequential), REL (relative), orUSR (user). With Omega-Q, these types are interchangeable. Simply select "Change Types" from the Disk Commands menu, and then it will give you the disk directory. You can change ONE program at a time; from PRG to SEQ, SEQ to REL, REL to USR, and so on.

Also, this program has the ability to read sequential files. These files, marked as SEQ in your directory, are mostly documents and or pictures. To do so you must select "Read Files" from the Main Menu (not the Disk Commands Menu). Then, a directory of sequential files appears. You can choose as many as you want to read and look at. Please note, however, that SEQ pictures will be in lower case mode, not the uppercase "graphics" mode.

Finally, a little bit of information you might need: at certain sections of "Omega-Q, you may come up with a "INTERNAL ERROR". Below this statement is a four-character code, and a message stating that you must write to the creator of the program for an explanation of the error. Since the creator of the program was part of the now defunct "Q-link" network, there is little you can do to find him now, so there is no way to correct these errors. Other than that Omega-Q is an excellent utility program to have in your personal collection, as it combines the functions of several programs into one large one.

HELP!!

With the recent announcement that our club treasurer, Jane, is giving up her position, it is apparent that someone is needed to fill the void. The demise of various clubs around the country should be telling us something about how fragile the Commodore platform really is.

Surely someone out there can fill this very important position.

Schnedler System's Turbo Master CPU Revisited- In the February, 1998 issue of the Compendium, in a section titled, "Computer Tid-bits", I made a mention about the "archaic" 4 Mhz CPU for the 64. Archaic in the context of the article simply meant, "by today's standards". From what I understand about the unit, it was compatible with CMD's Jiffy Dos and I'm quite sure that it was a very nice piece of machinery. Sadly, I have never seen one nor do I know of anyone who has one. If I ever find one for sale somewhere, I'd like to try it out just because.

We can probably all agree on the fact that the Commodore market is over-saturated. This is good since Commodore Business Machines no longer exists. Over-saturation would kill the company. This is a big plus for the Commodore user because equipment that needs replacing can be purchased very cheaply.

I've heard that monitors are in small supply, but I see at least one being sold at nearby flea markets and thrift stores all the time. Although the 5.25" diskettes are being phased out, you can buy tons of them used at the same establishments. All that you have to do is reformat them for your 64/128.

One Saturday at a nearby thrift store I saw a C-128 system for sale, minus the cables and power supply, for \$40. It came with the 1571, 1902A, and naturally, the 128 keyboard. At the same time I saw a Commodore PC compatible Colt CPU for \$20.

THIS IS GOOD.

\$1000 or Less -- I bought my first Commodore from an ex-girlfriend's mother for \$200 in 1991. It came with everything except a monitor and the cables. I also got a neat computer table with it. After spending around, \$15 for the cables, I found a 1702 color monitor at a thrift store for only \$10!! What a bargain. The computer originally came with an 801 printer, too. I found an Epson FX86 for \$20 at the thrift store and it has paid for itself 100 times over.

My biggest investment was the CMD upgrade. I purchased a 4 Meg RAMLink, Jiffy DOS, and the SuperCPU. Price...\$453. Over the years I've replaced the original C64 and bought a 64C for around \$25 dollars. I've purchased an extra monitor, etc., etc., but I can say one thing for sure, "I haven't spent \$1000 for my really cool 64C computer system.

For those who are curious, I'll add up the money that I've spent for my current 64 system. The total comes to \$723 dollars. This total doesn't include my 1200 modem...\$15. and the various programs that I've bought over the years such as, Novaterm, GEOS 2.0, and Fun Graphics Machine, to name a few. Try it. You'll like it.

Fun Graphics Machine

This article is written using this excellent graphics manipulation program. I have used FGM on various occasions and find that it can do much more than the average user probably realizes, myself included.

I originally used FGM to publish the first six issues of my general information newsletter, The RETORT! and was pleased with the results. Prior to buying the FGM, I was well versed in using the Print Shop and Newsroom programs. FGM made the aforementioned programs look their age.

Due to pure laziness I don't implement the various fonts that are available on the font disk, instead I prefer to use the resident fonts. Pressing CTRL-1 WILL PRODUCE THIS FONT TYPE. Pressing CTRL-2 will produce this old looking font style. Pressing CTRL-3 will load this star-trek type of font. CTRL-4 is this all-purpose font. These fonts can be changed by loading more from the font disk that is included when you buy the program. Pressing CTRL-5 WILL DELETE YOU WITH AN ALL-CAPITALS FONT. Pressing CTRL-6 will produce the font that I use it. I've found that I O H I S NEXT MONTH: MORE FUN GRAPHICS MACHINE! ;)



Editors note: In reference to the above article: **ONLY THE FIRST THREE FONTS CAN BE CHANGED. 4,5, and 6 STAY IN ROM.**

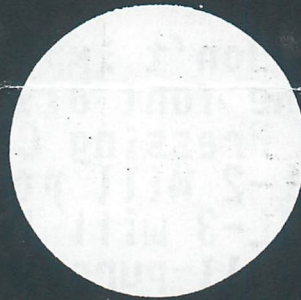
This article photo-copied from Tulsa Area User Group news 3/98

THE PRACTICAL VALUE OF GAMES
written by Chris Fite

Computer games do have some practical value. They teach you or allow you to practice strategies that occur in real life. Success/failure in games can occur for the same reasons success/failure can occur in your real life endeavours. Games might be considered simple simulations of life.

- 1) CHANCE. Some things in life happen by accident, good or bad. In games, sometimes you are dealt card hands that you know are better or worse than average.
- 2) PRACTICE MAKES PERFECT. You get pretty good at doing some things because you have done them so many times. In games, you usually get better the more you play.
- 3) IF YOU MAKE BAD DECISIONS THEN YOU MAY SUFFER FOR IT. In games, you sometimes make a sloppy stupid move, and then you regret having made that move.
- 4) YOU MAKE MANY DECISIONS BASED UPON PROBABILITIES OF OUTCOMES, WEIGHING THE PROBABILITIES WITH THE AMOUNT OF POTENTIAL GAIN OR LOSS. In games, you sometimes make a move that you know will probably be a loss, but is good in the long run because in the unlikely event of winning, the resulting large gain is far greater than the many small losses that you suffered for that one big gain.
- 5) SOMETIMES YOU HAVE A WINNING STREAK, OR A LOSING STREAK. A series of losses or gains could just be bad or good luck, not proof that you are a bad or good player.
- 6) DON'T PUT ALL YOUR EGGS INTO ONE BASKET. In games, betting all (or a large percent of your assets) usually is disaster because, in the case of a loss, you will have nothing left with which to continue the game.
- 7) DON'T PLAY A NO-WIN GAME. Some games you continue losing because you can't win (lousy rules or lousy player). Best to spend your time at things that are more lucrative or that you are better at.
- 8) SHORT TERM VERSUS LONG TERM STRATEGIES. In games the best obvious short term decisions may differ from the long term decisions. Likewise, in real life the small monthly payments on a mortgage may seem lower in cost, but in the long run is very expensive because of the interest.

XEROX 820		DIAGNOSTIC EXERCISER	 
<small>PART NUMBER</small>	<small>DESCRIPTION</small>	<small>CODE</small>	
130S21804	DE-A01.200	1Q83	
<small>COPYRIGHT © 1981 XEROX CORPORATION</small>			



The 8" computer diskette shown above is from a Xerox 820 CP/M computer. These types of disks were popular in the work place and were rarely seen in anybody's home. From our understanding these disks are still used in some computer systems, but in reality, their time has come to an end.

These disks became popular with the introduction of Gary Kindall's CP/M operating system in 1975. 8" disks were designed to work with IBM's 3740 format. For their day, the machines that used the CP/M system were considered very powerful. Some had as much or more than 128 k. I can't see today's computer user using these things. (C) 1998 The RETORT! Newsletter.