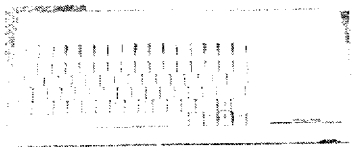
LOADSTAR LETTER #73



Iwin's C-65 Lookalike Creates Rumbles Then Grumbles

By Jeff Jones. Iwin, a German and Austrian company incorporated for tax reasons in Delaware, has emerged with plans for, among other computers, a C-65 lookalike



Iwin's use of the Commodore Logo on their web site.

called the C64 x32

From Iwin's Web page: The best kept secret is no longer a secret. Iwin Corporation has announced the C64 x32 computer. A special computer in a special edition which will be produced only 10000 times worldwide. It will look exactly like the old "Commodore C65" computer but the technology will be of course up to date. Iwin will position this computer as an Internet terminal, game machine, and network PC. It will feature a M68060 or PowerPC CPU, 64MB of Ram, the i3D graphic card, the iSD-A sound card, one 3.5" built in floppy drive on the side, a TV and VGA connector, printer and serial ports, USB ports, joystick (digital and analog) ports, mouse port, Ethernet port, a large hard drive (4, 8 or 13 GB), a 56k modem or ISDN card, and many more features. More information will be available soon. In the meanwhile you can get an idea of how it will look like when you take a look at the original Commodore C65 computer.

Iwin Corporation appeared the 14th of June 99. Before that they were two firms, working closely together on the PC software market. Their main business was to produce specialized software for different kinds of businesses (restaurants and hotels, video-stores, etc.). Two years ago they decided to build a new Amiga division together and finally on the 14th of June they decided to merge.

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Let The Commodore Community Know How You Look!

By Burt "Terminator" Bochenek. For all of you regulars at all the Commodore newsgroups, drop a picture at Kai Spitzley's Commodore User Gallery. It's sort of cool to see the faces behind the names... :-)
http://heechee.simplenet.com/c64/gallery/

Pics of CBM site owners, emulator & utility programmers and similar people. Feel left out ? Send me a picture (100x140), give me a link (http/mail), a location if you like and most probably you'll be added. When the gallery gets larger I'll divide it into (alphabetical) sections

GO64! To Assume Commodore World Subscriptions

CMD Announcement. Commodore World magazine has a new look and it is with pleasure and excitement that we announce these new changes which we feel will better serve you.

As most of you are aware, the publisher of Commodore World magazine is Creative Micro Designs, Inc., the developer and manufacturer of many of the finest hardware accessories ever developed for the Commodore 64/128. Although publishing is not CMD's area of expertise, Commodore World was undertaken as a result of our desire to provide a Commodore specific 64/128 magazine after the demise of other such publications. Despite our best intentions, we have not been able to deliver the type of serVICe that we feel you deserve. It is therefore our pleasure to announce that we have found a solution to address these shortcomings after many months of searching.

Effective with issue 26,

Commodore World will be produced by CSW Verlag, publishers of GO64! and will become known as GO64!/ Commodore World. The magazine will be produced in the English language and all outstanding issues due to Commodore World magazine subscribers will be provided in this new format. CSW Verlag has shown us that they have the ability and expertise to provide you with a quality magazine dedicated to the Commodore 64/128. With their proven track record and staff dedicated to the full time publishing of a Commodore specific magazine, Commodore World subscribers will benefit greatly. The magazine will now be received with greater frequency (once a month) and will have larger pages, a glossy cover, and will also be provided with a cover disk.

While all of us here at CMD will miss the opportunity to bring our personal touch to Commodore World magazine, we are convinced that this is in the best interests of our loyal readers. A high quality publication with better frequency and a broader base for reporting Commodore news and interests combined with our resolve to continue to provide reliable Commodore hardware and software products should benefit all Commodore users. We wish to thank you for your loyal following over the past five years, and again assure you that the changes that have taken place have been done with our readers best interests in mind.

>From all of us at CMD, we sincerely believe that you will find the GO64!/Commodore World magazine to your liking and trust that you will continue to support these efforts as you have in the past. CMD wishes to assure each and every one of you that we are not disappearing from the scene and that we will be continuing our efforts to provide quality hardware, software and repair serVICes well into the new millennium.

Truly yours,

All of us at Creative Micro Designs, Inc.

SuperCPU-Converted Games Available At http://come.to/supercpu/

By Jeff Jones. Head over to http://come.to/supercpu if you want 20-MHz play on the following new games added to the archive. There are also converted demos and utilities.

Last Ninja III
The final one in the Last Ninja series, and the best one! Will you be able to kill Kunitoki ?
This version by: DMAgic
Specials: 100% working, SuperCPU Ramdise-System
Documents included

Rescue on Fractalus
Also known as "Behind Jaggi Lines". A culty vector game.
This version by: Wyndex
Specials: GFX-bugs which appeared with SuperCPU are fixed
Documents included (for the Atari-Version!)

Stellar 7
The culty Vector-Space-Game. This is one of the masterpieces by Damon Slye and friends.
Specials: Slowed down to run in an okay-speed with SuperCPU
This version by: Wyndex
Documents included

Stroke World
The funny jump'n'run by Protovision. The little green muscle-eater stole your muscles! Find him and get them back!
This version by: (original Version)
Specials: SuperCPU Ramdise-System
No documents included

The Train
A great strategy-game, taking place in France at the end of the 2nd worldwar. Save a train from the evil Germans...

This version by: DMAgic
Specials: SuperCPU Ramdise-System
Documents included

What is DMAgic's SuperCPU Ramdisk-System?
The DMAgic SuperCPU Ramdisk-System incredibly reduces loading time of the program in which it is installed. If you've got a SuperCPU with SuperRAM-card, its RAM will be used as a RAM-disk. All once loaded files will stay in it, and when they would normally have to get loaded again, they instead

Strange Computer Facts: A storage disk from 1965 that's the size of a tractor-trailer tire is sitting in the San Diego Computer Museum. It held 2.5 megabytes of data and had to be sandblasted to be erased. The nonprofit museum's newest addition is a 22-year-old MITS Altair 8800b, donated Thursday by a Winnetka, Ill., patent lawyer who won a contest for having the oldest personal computer still in use.

will be depacked from RAM (with 20 MHz)! In some cases you may also load all data files to the SuperRAM in advance, so while playing there won't be ANY loading-breaks!
If you don't have a SuperCPU, the progs will of course behave and load normally, which means that a SuperCPU is not required for the particular program, but recommended.

Important info concerning the detection of SuperRAM. If you have a SuperCPU without SuperRAM and you have SuperCPU DOS 1.32, there will be a wrong value at the memory-location CMD uses to check if there's SuperRAM or not. Therefore, SuperRAM will be "found" although there is none. If you have SuperCPU DOS 1.40 or higher, there's the correct value and the detection works 100%.

So, if you have a SuperCPU without SuperRAM and you have SuperCPU DOS 1.32 or lower, get yourself a newer SuperCPU DOS and/or a SuperRam Card !

DISCLAIMER: All material in this section is no longer available on a commercial basis. None of the producers are still active on the C64. They are no longer interested in their old productions. By making this software download-able on this site, nobody loses any money, nor does the maintainer of this site gain any. It is all about supporting the SuperCPU.

Speaking of supporting the SuperCPU, here are a couple of re-fitted utilities also available on the page.

Byteboiler V1.1
This version of the Byteboiler-cruncher was adapted to the SuperCPU/SuperRam Card by Ninja/The Dreams. Compared to the REU-Version, the packer is about twice as fast now.

El Cheapo Assembler V1.0
An assembler by Wyndex, supporting the 65816-opcodes.

Jamaica Monitor V2.0
A monitor by Wyndex, supporting the 65816-opcodes.

SuperCPU Backup
This Backup-Copy is based on "Beta Copy" for the REU. This Version was adapted to work with SuperCPU+RamCard.

Jeff Declares His War Against Spam Officially Lost. "You Can't Beat Evolution"

By Jeff Jones. As many of you know, I hate spam, unsolicited Email, because it's often so brazenly a scam looking for a sucker. Since my Email address appears on a few websites, and I often post on Usenet, my email address has been harvested and bought and sold to thousands of suckers who, in turn try to make me into a sucker by selling me a CD with 90 million email addresses on it. They also promise me Viagra and $5000 per week guaranteed from my own home business.

I was delighted when the upgrade to my Email software came with a new handy feature called *block sender*. If I receive Email from someone I don't like, I just click on block sender and their email is automatically deleted as it comes in.

Before I even had a chance to enjoy spam free mail, the



spammers evolved again. Now they rarely use the same return address twice, and don't even bother to make up readable email names. Most of my Email now looks like:

Xenbdrwer@moomoo.com

True, my software can block that name, but that name probably won't come again. I get the impression these guys create new names every day. A couple of months ago, they at least tried to come up with intelligible names. Now they just type in anything. Here is an excerpt from the header of an email I received today where my mail server, or perhaps another server that routed the Email, actually warns me that the mail is bogus:

Received: from admd.et.sk (et4.eurotel.sk [194.154.224.4] **(may be forged)**)
by andrea.eurotel.sk (8.9.3/8.9.3) with SMTP id LAA32333

Strange Computer facts: The Apple I was a single-board computer built by Stephen Wozniak. Only about 220 were sold by Wozniak and Steve Jobs for $666.66 before they upgraded the system and started Apple Computer Inc. in 1977. You have to wonder just why they settled on that price.

I didn't type that "may be forged." It came with the spam. To make matters worse, they send two volleys of two emails under different names.

What amazes me about this is that these scum, these highwaymen actually expect me to buy from them when they abuse my inbox under an assumed name. These people also infiltrate newsgroups, which are strictly topic-oriented, and will post messages under false subject lines. You think you're going to read about photography, and you find yourself reading about an "exciting new business opportunity selling Viagra out of your trunk. I'll say it again: Don't buy anything from any company that you're not familiar with. These guys are scum.

The Built In Enhancements Of The C128 80 Column Screen

By John Elliott. For the first year I had a 128 I was grateful that The Write Stuff word processor could now be used in 80 column mode. My Big Blue Reader also ran in 80 columns and had some features not available in c64 mode.

More recently I compared the 128's features with those of the Super Expander enhanced VIC 20 and c64, and those built into the Plus4. I discovered that for all 4 platforms there is a graphic language that permits drawing and coloring a range of shapes without the use of a paint program. On my 128's 40 column screen for example, I can draw lines or create shapes based on the circle or square. I also have control over the colors used on the screen for multicolor, hires or split mode.

This graphic language is not available for the 80 column screen. 80 columns is for text only. Commodore included so many extra screen commands that without programming expertise, the 128 user can create dramatic 80 column effects.

Quote Mode: A print statement followed by quotation marks changes letter location or color when the program is run. Any of the four cursor keys placed before a letter will move the letter in that direction. Five cursor down symbols within quotation marks placed before a letter in the same quote, will move the character to the sixth line down. "CTRL RVS/ON" will print in reverse video the letters that follow. CTRL followed by a color key will change the color of the letter that follows. All 16 colors are available. A switch between upper case/graphics and upper case/lower case is managed by typing blank spaces in quotes, hitting "return" and going back to the empty spaces. Hit CTRL RVS ON, to get reversed characters, and in that mode type "N" to switch to upper case /lower case, and hit "SHIFT N" for upper case/graphics.

Fonts: Like the c64, the 128 has access to the upper case/lower case and upper case/graphics modes. A reverse version of each 128 set can be called. Unlike the c64, both sets can be on the screen simultaneously. The "print chr$ (followed by a number in brackets)" command controls letter colors, font mode, video reversals, character flashes and underlining.

chr$

(2)	underline
(130)	underline off
(14)	upper case/lower case
(142)	upper case/graphic
(18)	reverse on
(146)	reverse off
(15)	flash on
(143)	flash off

The Char Command

"CHAR(colour source),x,y, (string)(reverse)" is the format.

In 80 columns the choices are "0" (background), or "1" (foreground) as source color. "X,Y" are co-ordinates. "String" is your text. The reverse field flag is "0" for "off" and "1" for "on".

"char1,40,10" puts the character in the foreground color, at column 40, in row 10.

The Sys System: While the above can be found in the 128 System Guide, a perusal of my collection of Compute Gazette and Run Magazine revealed a number of sys commands that give us even more control over the 80 column screen.

A soft reset of the 128 is sys16384.

Louisiana State Laws: It is illegal to rob a bank and then shoot at the bank teller with a water pistol. Biting someone with your natural teeth is "simple assault," while biting someone with your false teeth is "aggravated assault." It is illegal to gargle in public places.
City Laws : *New Orleans* - You may not tie an alligator to a fire hydrant. It illegal for a woman to drive a car unless her husband is waving a flag in front of it..

Character size is reduced with sys52684,8,9. This gives a higher definition image. Normal text size is regained with sys52684,7,9. Page size can be changed with sys52684,h2: sys52684,v,7. The default horizontal is 102, the vertical is 29. While the first sys set affects only text that follows the command, the second set affects all text on the screen.

A sequential file can be loaded to the screen with "open,8,0:"filename,s,r": sys41149". Use with ch$ to set upper case/lower case mode.

Simple Animated Graphics: If font mode is upper case/ graphics, both graphics characters on the front of the keys are available. Holding down the Commodore key while pressing a key, gives the left character; holding the shift while striking a key gives the right image. The color of that character can be chosen, whether its video is reversed, whether it flashes, and its location on the screen. Combinations of these characters can produce stick figures, stylized buildings, and rectangles that contain words.

If a character is printed then erased, animation is possible. Animation in place for a stick figure might involve printing the program lines that created the figure with arms upwards, reprinting all those lines with empty spaces in quotes, then reprinting the lines with the arms at a different angle- but in the same location on the screen. A char command for each line in which the color was that of the screen would give the same erase effect. Movement around the screen would also use a print/ erase/print routine, with or without a change in the shape of the character.

While the graphics character requires that its screen lines be in upper case/graphic mode, other lines on the same screen can use the upper case/lower case mode.

While I'm Doing Windows: All of the above commands can be done with or without the use of windows. I have been able to use all of the described commands on a screen that also has windows. Only one window will have an active cursor. While the text color can differ in each window, I found that the background color was not changeable from that of the main screen. While animation was not possible within all of the windows, flashing characters could be placed on both the main screen and in the windows.

Since We Have No Software: With rare exceptions (such as Loadstar's Control 80), there are no programs that use 80 column special effects or graphics. Although I know little about sophisticated programming, I can with BASIC 7 on my 128 have stick figures start simultaneously from opposite corners of the screen and cross paths. Simultaneously other images and characters flash, are underlined, appear positively or in reverse, and switch case. An active window remains for user input.

The only 80 column graphics game I own is Star Trek 128. It does less with graphics than what I have described. The Silva Soft Maidstone Quest game apparently uses Basic 8 to do full screen action graphics. I think it is unique. I have not seen a copy.

The tools I have described are available to all of us. Even without machine language, it should be possible for a creative 128 owner to develop with them an interesting 80 column text and graphics game.

Assisting Software: Keydos ROM - I have installed in the empty chip slot of my 128 a Keydos ROM. Among other features, it increases my 80 column effects. Normally the doubled line width command works only for 40 columns on the 128. Keydos ROM will double line width for the 80 column screen, turning it into a virtual 40 column screen. This can be used to place identically formatted text simultaneously on the 40 and 80 column screens. The number of words per line will be the same on both monitors. I found that text on the 80 column screen actually seemed closer to VIC 20 size when this doubled command was used. The doubled command works for the graphics characters also.

I can use alternate 80 column screens. Comparisons of text or different lines of a program seem to me the most obvious uses. There is a reverse screen toggle. The VDC screen height can be varied from 200 to 275 rows. The cursor vertical size and blink speed can be changed.

Canadian Dumb laws: Every fifth song on Canadian radio must be by a Canadian born citizen. You may not pay for a fifty-cent item with only pennies. Citizens may not publicly remove bandages. If you are released from prison, it is required that you are given a handgun with bullets and a horse, so you can ride out of town. **British Columbia**: It is illegal to kill a sasquatch. **New Brunswick:** Driving on the roads is not allowed. **Nova Scotia:** When raining, a person may not water his/her lawn. **Ontario:** The speed limit is 80 kph for cars, but bicyclists have the right of way. **Etobicoke**: Bylaw states that no more than 3.5 inches of water is allowed in a bathtub.

Interlacing can be turned on. On my 1902A, however, the flicker is extreme.

None of these Keydos features would be useful though, if a program was to be later run on a different 128, unless it to had a Keydos ROM. For work on the machine that has the chip installed, it provides excellent tools with no programming required.

Interlace Mode: I have typed in and used from Run Magazine (July/Aug 1991), a short program that creates interlace mode by shrinking the screen to half height. While the characters are much smaller than usual, they are of a much higher definition. The flicker is much less on my 1902A than it is with the Keydos interlace (full screen), mode. I can run my graphics screens in this interlaced mode. I can also send a sequential file to screen. Interlaced mode is defeated if I load and run TWS 128 or Big Blue Reader 128.

The 128 in Simultaneous Two Monitor Mode: I think some Macs and Windows 98 on sufficiently powerful PC's can simultaneously run two monitors. This is one of the prime advantages of the Bee system.

Why Bother? A presentation may require two different sizes of the same image. The smaller one might be for the presenter and the larger one for an audience. The presenter might want to face his monitor and audience simultaneously by having the two display screens face in opposite directions. This is not hypothetical. In my last few years of computer conferences, presenters were increasingly installing video cards in their computers so that their presentation could be on a classroom sized television rather than a dimmer overhead projector.

Apparently, some PC and Mac software can spread an image so that the left half fits on one screen, and the right half on the other. The Fun Graphics Machine does something like that to a printer so that several images can be stitched together.

The most obvious use of two screens at once is to program on one screen, while watching the results on the other. The "Movie Magic" program on The Discovery channel frequently shows computer graphics people using two or more monitors in which one screen shows the movie image while the others show either program lines or a computer interface.

A similar use is when one monitor has the program or game display while the other has the interface. The user inputs on one screen for the adventure and watches the results on the other.

A comparison of two similar or different images or sections of text would be another use of the two screens. Many word processors have two or more text areas available for sequential display in full screen mode. They do not allow a side by side comparison. The Write Stuff 128 does permit the screen to be horizontally split so that two text sections can be viewed. Only a small amount of text can be displayed this way though.

A Commodore 128 will run simultaneously a 40 and 80 column monitor. A c64 will also run two screens simultaneously- a 40 column monitor and a television. The screen content however, in that case must be identical. The 128 screens can be controlled by BASIC 7. A graphic 0-4 command sends output to the 40 column screen while graphic 5 addresses 80 columns. A sys65375 can also act as a toggle between screens. In direct mode escape-x will toggle between screens, although a graphic or sys command would be needed in a program. From either mode programs could be loaded to either screen. An "end" command or run/stop-restore could terminate one program so that a different program could be loaded to the other screen. What was last loaded to the first screen will remain there while something else is used on the second screen.

What is very effective is the use of <graphic1:bload "doodlename",p7168> to load a hires image to the 40 column screen. Basic 7 or another program can then be used in the 80 column mode. A BASIC 7 text created image could be loaded to the 80 columns while the hires image remained on the 40 columns.

With a loop, text could be put sequentially on both screens:

```
3graphic0,1
4char1,5,20
5print chr$(2)"This is text"
6print chr$(15) "So is this."
7graphic5,1
8goto4
```

"I do not fear computers. I fear lack of them." -*Isaac Asimov*. "If a trainstation is where the train stops, what's a workstation...?" -*Anon*." Pentiums melt in your PC, not in your hand." -*Anon*. "Never trust a computer you can't throw out a window." -*Steve Wozniak*. "All programmers are playwrights and all computers are lousy actors." -*Anon*. "A computer lets you make more mistakes faster than any invention in human history - with the possible exceptions of handguns and tequila." -*Mitch Ratliffe*

Cumulatively build both screens alternatively line by line:

```
4graphic5,1
5char1,12,12"text"
6sleep1
7graphic0
8char1,12,12,"text"
Etc.
```

Mark Jordan of Run Magazine (March/April, 1992), developed an interesting short program that converted 80 column text to 40 column size, and allowed copying between the two screens. If the sys to load a sequential file to screen is used, text could be placed on both screens that would be identically formatted.

Making Do: If you have a 128 but not an 80 column screen, except for color control on the 80 columns, you can do everything described. There is a process I have not tried in which if you block certain wires on the 80 column cable, it can be attached to a 40 column composite monitor and provide a monochrome 80 column display. Another 40 column could then be used for 40 columns.

"Real" Pictures in 80 Columns: I have not looked at the several ways of putting on the 80 column screen an image created by a Commodore paint or drawing program. Viewers are available on the Net for looking at 80 column Basic 8 pictures. A used copy of Basic 8, Spectrum 128, Ipaint or Masterpaint (I think all Basic 8 based), may be available. If you have access to a 128 Font creator program (either at Gaelyne Gasson's web site (http://videocam.net.au) or from Loadstar 128 issue 3, you can convert a letter to a shape. You can then fly the Enterprise or Tardis over all 80 columns. Loadstar 128 issue 35 contains a program that loads Print Shop images to a font area. Up to 4 pictures can be displayed at once. I must confess though I was stumped by the requirement to do the set up within the 128's built in machine language monitor.

The simplest still available way of placing any image on the 80 column screen is with GoDot-although it will be monochrome only and flickers considerably on my 1902A.

Even those of us with little programming ability though, can create colorful, moving graphics with BASIC 7 for both screens, load hires images to the 40 column screen, and astound our colleagues who obtained high end hardware and software to achieve the same on newer platforms.

Sources: The CMD website lists disks (and their contents), for many of the programs I have described from Run magazine back issues. The Write Stuff in all versions is available from Loadstar or CMD. GoDot is available from CMD. Loadstar sells back issues of all its 64 and 128 disks.

Maverick SuperCPU Patch

Note: This is from the SuperCPU mail list

Hello all ...

I just recently patched Maverick 1581 Single Drive Copier to use the Ram of the SuperCPU RamCard and updated the REU routines mainly. Get it at:

ftp://ftp.ses-tre.net/pub/c64/SuperCPU/

Please mail bug-reports and comments to me.

Also, if you like to see your SuperCPU-related programs on the site, please upload them with a note to the admin, or mail them to me. We still have to create the sub-dirs and I am not too sure about them yet. :)

Andreas <count0@ses-tre.net>

Jim Brain's Back!

By Jim Brain. I know, I am WAYYY behind, but I am getting caught up. The web site is back up and continuing to be defined, and I am catching up on email again after some email problems and a vacation.

In any case, if Cameron needs a home for some of his stuff, I'm here, and I especially like this quote: I also intend to release a version of the Canonical Products List that reflects the new discoveries and information on Secret Weapons. This CPL is not officially endorsed by Jim Brain. Bo Zimmerman made the required changes, and I will be submitting the list to comp.sys.cbm after I

"f u cn rd ths, u cn gt a gd jb n cmptr prgmmng." *-Anon.* "Old programmers never die. They just branch out to a new address." *-Anon.* "Old programmers never die. They just can't C as well." *-Anon.* "As a rule, software systems do not work well until they have been used, and have failed repeatedly, in real applications." *-Dave Parnas* "Real programmers don't comment their code. If it was hard to write, it should be hard to understand." *-Anon.* "Programming is like sex: one mistake and you have to support it for the rest of your life." *-Michael Sinz*

check formatting.

Commodore Knowledge Base, however, may need a new home. The requirements for its operation are currently very specific and most web hosting sites will *not be suitable*. You must have a Unix/Linux host that can run the searched backend process (currently consumes 6MB memory), and you may need to make modifications to the script and HTML to allow it to run on your system or on webservers other than Roxen Challenger. You must have excellent working knowledge of Perl, and you will need to keep the database up-to-date by updating the searchd backend and writing new descriptions for new articles you may add. CKB is a massive job to maintain, but please contact me if you're interested. I have not determined if it needs to find a new home, but if a suitable one materializes, I will hand the keys over. |Jim Brain>| I know my record as of the past year has been spotty (or not at all), but I am committed to providing a home for Commodore material. However, the new word is "self-maintaining", or at least partially so. I can house the content, but I think someone (or some ones) should step up to the task of writing the intros. All code on jbrian.com is subject to MySQL DB and massive PHP coding, so I'd probably just rewrite the system into that, since it's more efficient as a Apache module and makes searches trivial.

Commodore Gazette Delays Because Of Move

By Christopher Ryan. The reason for my delay in the August issue is that I just recently moved, but NOT to Indiana. I stayed in Michigan, and moved to the city of Warren, Michigan from Detroit.

Here's my address and phone number:

Christopher Ryan (for Commodore Gazette)
28601 Imperial Drive, Apt. B-184 Warren, Michigan 48093 1-810-751-8726

I will be working on the August issue this weekend and mail it out Monday morning on my way to work. As for the September issue, it may arrive later again, and hopefully by the October issue I will be more on a regular schedule of getting my issues out early enough in the month. I am sorry and apologize for any inconvenience.

C-64 Composer, Rob Hubbard, To Be Interviewed On Air

Posted on Comp.sys.cbm. Legendary Commodore 64 music composer Rob Hubbard will give an interview by phone on the radio show 6581 SID, hosted by Hard Hat Mack, September 28th at 8pm Pacific Time. For those in the Sacramento Valley area, tune your dial to KDVS 90.3 FM; for those elsewhere, you can listen via Real Audio at www.kdvs.org. This is a show you won't want to miss!

Many thanks to The Shark for all his help in arranging this very important interview!

The Vintage Computer Festival 3.0

Parallax Inc. and Dr. Dobb's Journal proudly present The Vintage Computer Festival 3.0 October 2nd & 3rd Santa Clara Convention Center Santa Clara, California www.vintage.org

For the third year in a row, the Vintage Computer Festival is back to thrill and amaze you with the history of one of the greatest inventions in all of mankind, the computer!

The Vintage Computer Festival is for YOU! We don't care which computer you think is the best. We don't care what machine you grew up with, or first fell in love with, or still use today. The VCF is a celebration of all computers and their history! Come share the joy of computing!!!

This year:

* More great speakers! * More great exhibits! * More great vendors with Cool Stuff to sell! * More fun games and contests, including the Nerd Trivia Challenge! * Tour The Computer Museum History Center! * And of course, FREE STUFF!!

In short, plenty of stuff to indulge all your SENSES:

HEAR the speakers! SEE vintage computers! TOUCH them too! SMELL their electronics! But please don't TASTE them!

"The mission of the Vintage Computer Festival is to promote

"There are two ways to write error-free programs. Only the third one works."-*Anon.* "The computer programmer is a creator of universes for which he alone is responsible. Universes of virtually unlimited complexity can be created in the form of computer programs." -*Joseph Weizenbaum.* "C makes it easy to shoot yourself in the foot. C++ makes it harder, but when you do, it blows away your whole leg." -*Bjarne Stroustrup*

the preservation of 'obsolete' computers by allowing attendees to experience the technologies, stories and people that embody the remarkable tale of the computer revolution."

If you haven't yet experienced the VCF, DON'T MISS THIS ONE!!!

Register Early and $AVE!

Register by September 15 and pay only $20 per person. That includes access to the entire event all weekend, including the speakers, the exhibit and the flea market. Kids 17 and under are admitted free, and as always, parking is free too!

To pre-register, send a check or money order to:

Vintage Computer Festival 4275 Rosewood Drive PMB#29-161 Pleasanton, California 94588

For ultimate convenience, please visit the VCF website for more information as well as a handy registration form ready to print.

http://www.vintage.org/vcf/register.htm

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Wheels Q&A On Comp.sys.cbm

Q: Is it possible to just turn on my 128 an have it immediately load up Wheels from the RAMLink? Or do you still need a crummy boot disk in the drive? Help?!?!!!

Answer from Maurice Randall: Ken, First you must set up a boot partition on the RAMLink. This must be either a 1581 or native partition. If you want to use a native partition, the RAMLink must be booted as deVICe 8-11. With a 1581 partition, the RAMLink can be 8-11 or 12-13 or 15-20. Boot up from your floppy like you normally do and then go into the Toolbox and get your RAMLink installed the way you want and then from the Dashboard select the partition you want to make bootable. Now, go back to your MASTER boot disk and load up MakeSysDisk. When it gets up and running, select the option to create a bootable disk/partition. Then select the drive letter that represents your RAMLink. The necessary boot files will then be created on your RAMLink partition. When finished, exit back out to the Dashboard and copy any other files you might want onto your RAMLink partition such as a mouse driver and printer driver. Now, exit to BASIC and test the RAMLink. If you have a SuperCPU, you'll have a tough time using SHIFT/RUN since you can't lift you fingers off the STOP key fast enough before the STARTER file gets loaded. So, instead, just use ^s* to run STARTER or /STARTER and then RUN. Anyway, if everything went good, Wheels should now boot up from the RAMLink. If it does, you can now exit back to BASIC and load up CMD's AUTOFILE editor and make your 128 boot Wheels from the RAMLink when you first turn on the machine.

Q: When will you write a programmers ref guide for Wheels? Since CMD sells the GEOS books, you only have to document the differences.

Answer From Maurice: Until I get the reference guide for Wheels ready, I've been responding to questions on the "gtm" mailing list. I plan on using much of the messages I've posted there in the guide. So for the time being that should be a good place to start and I believe the messages have been archived and available for downloading from Rod and Gaelyne Gasson's site. GTM stands for GEOS The Millennium and was started by Todd Elliott. There are several GEOS and Wheels programmers that subscribe to this mailing list and it has been very helpful in the exchange of ideas. If I remember right, to subscribe to this mailing list, you send an email to "gtm@videocam.net.au". In the subject, put "subscribe" without the quotes and put "subscribe" on the first line of the body of the message with nothing else following it. If I said that wrong, someone will correct me. -Maurice

SOMETHING WE DON'T UNDERSTAND: The name of Fiona Apple's upcoming CD is - take a deep breath - "When the Pawn Hits the Conflict He Thinks Like a King What He Knows Throws the Blows When He Goes to the Fight and He'll Win the Whole Thing 'Fore He Enters the Ring There's No Body to Batter When Your Mind Is Your Might So When You Go Solo, You Hold Your Own Hand and Remember That Depth Is the Greatest of Heights and if You Know Where You Stand, Then You Know Where to Land and if You Fall It Won't Matter 'Cuz You'll Know That You're Right." The album is due in stores November 9th. Ask for it by name.

CompuQuotes

"I have a spelling checker
It came with my PC;
It plainly marks four my revue
Mistakes I cannot sea.
I've run this poem threw it,
I'm sure your pleased too no,
Its letter perfect in it's weigh,
My checker tolled me sew."
-Janet Minor

"What goes up must come down. Ask any system administrator."
-Anon.

"The most likely way for the world to be destroyed, most experts agree, is by accident. That's where we come in; we're computer professionals. We cause accidents."
-Nathaniel Borenstein

"Sped up my XT; ran it on 220v! Works greO?_|"
-Anon.

"If you can't beat your computer at chess, try kickboxing."
-Anon

"Intel has announced its next chip: the Repentium."
-Anon.

"Want to make your computer go really fast? Throw it out a window."
-Anon.

"The most overlooked advantage to owning a computer is that if they foul up, there's no law against whacking them around a little."
-Porterfield

"Hardware: the parts of a computer that can be kicked."
-Jeff Pesis

"The best way to accelerate a Macintosh is at 9.8m/sec/sec."
-Marcus Dolengo

I'm Gonna Be Late For Work Because...

- When I got up this morning I took two Ex-Lax in addition to my Prozac. I can't get off the john, but I feel good about it.
- If it is all the same to you I won't be coming in to work. The voices told me to clean all the guns today.
- I set half the clocks in my house ahead an hour and the other half back an hour Saturday and spent 18 hours in some kind of space-time continuum loop, reliving Sunday (right up until the explosion). I was able to exit the loop only by reversing the polarity of the power source, exactly e*log(pi), of the clocks in the house while simultaneously rapping my dog on the snout with a rolled up Times. Accordingly, I will be in late, or early.
- My stigmata's acting up.
- I can't come in to work today because I'll be stalking my previous boss, who fired me for not showing up for work. OK?
- I have a rare case of 48-hour projectile leprosy, but I know we have that deadline to meet...
- I am stuck in the blood pressure machine down at the Food Giant.
- Yes, I seem to have contracted some attention-deficit disorder and, hey, how about them Skins, huh? So, I won't be able to, yes, could I help you? No, no, I'll be sticking with Sprint, but thank you for calling.
- Constipation has made me a walking time bomb.
- I just found out that I was switched at birth. Legally, I shouldn't come to work knowing my employee records may now contain false information.
- The psychiatrist said it was an excellent session. He even gave me this jaw restraint so I won't bite things when I am startled.
- The dog ate my car keys. We're going to hitchhike to the vet.
- I prefer to remain an enigma.
- My mother-in-law has come back as one of the Undead and we must track her to her coffin to drive a stake through her heart and give her eternal peace. One day should do it.
- I can't come to work today because the EPA has determined that my house is completely surrounded by wetlands and I have to arrange for helicopter transportation.
- I am converting my calendar from Julian to Gregorian.
- I am extremely sensitive to a rise in the interest rates.
- I refuse to travel to my job in the District until there is a commuter tax. I insist on paying my fair share.

LOADSTAR LETTER #73

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