



## THE EDITOR'S GODZILLA!

### It Might Bear Repeating -by Lenard R. Roach

It is with deep sadness that I announce here in the pages of "The Interface" that I will not be attending the 2016 CommVEx being held in Las Vegas, Nevada on the last weekend of July. At one of my four jobs, the manager wants to go see his family in Italy and his time there coincides with CommVEx. Since I went to the convention in 2015, I decided that I would go ahead and skip a year and let him see his family. I can only pray that there is a CommVEx 2017 and begin to make preparations in Kansas City for that exhibition. This is too bad for me since I was looking forward to the larger room and the chance to use the overhead projector to give everyone attending a chance to see what is going on with Commodore in the Midwest.

There's a few promises I made at CommVEx 2015 that I need to fulfill and I have yet to even begin to work on them. One is to try and fix my faulty "boot within a boot" subroutine that I discussed with readers in a previous issue or two. This problem seems to be eluding me, so I may have to subscribe that, with each four or five accesses to the main programs on the disk, that the user simply turns off, then turns back on, the Commodore. What I think may be needed is a memory "dump" of the previous program to make

room for the incoming program. Right now as the program stands, each program, including the boot screens, overwrites the program presently in memory. As any novice programmer knows, this is a good way to "confuse" the Commodore, especially if the overwrite isn't complete, and garbage piles up, thus, the computer crashes.

I'm also working on revamps to a couple of programs to add extra features and make the programs overall, more user friendly. Mostly everything written on a Commodore is already user friendly because the Commodore itself is user friendly. The machine always lets you know when something initially isn't going to work right, but there are times, especially when coding in BASIC, then things are coded right but phrased wrong, so the Commodore hiccups and presents something silly on the screen. This has happened to me more times than I can remember during my adventures behind the keyboard. Those moments are frustrating; those moments make you want to pull what's left of your hair out; but when the problem line is found and fixed it's like a fresh breeze wafting over you on a cool spring day as the coded text finally does what you designed it to do.

Then, as a topper to the cake, there is the ever elusive user's guide for each program that needs to be written, and, like the user's guide to "The Envelope Addressor V4,2" (TEA 4.2), I would like to make the guides available on disk to be read on screen. I'm pretty good at writing things like articles, skits, stories, plays, etc., etc., but when it comes to writing a guide on how to do something, particularly something I coded, I stink. The user's guide to TEA 4.2 went through ten revisions on paper before I got it to where it read well and was useful to people.

I also want to take a crack at using a game construction set on the Commodore 64. I know that those people who created such software really tried to make game building easy, but there

are still hose heads like me who need additional tutoring to make sure I understand everything correctly. I've been advised by FCUG that all such construction sets are available on the Internet in some sort of image format, but it would cost more money for me to buy the proper software, hardware, and cables than to just check eBay and bid on the proper item needed. Sure, I take a chance that I will spend good money on bad product but with the lack of proper Internet hookups for the Commodore, as stated before, is more cost effective.

Finally, as I promised at the CommVEx 2015, and posted on YouTube, I hope to have done a first draft of a new Commodore book. The good news is that I have several essays and articles to choose from; the bad news is that I have several essays and articles to choose from. In "Run/Stop-Restore: 10th Anniversary Edition" I had limited collection, which made selection easy, but now, six years and three magazines to write for, this may be harder than I thought. I only want to choose the best of the best for the new book and that's a chore in itself. Also, don't forget that I'm also working on my skits and plays for churches. As of this writing, I am one year behind on promised release of my new skit book, and I'm falling behind every day. I have to apologize for this. I see these mega-ministers releasing at least one book a year and thought I could do the same. It was later realized that these people have a warehouse full of staff that can take his notes and write up beautiful prose wherein I work with only my closest friends who volunteer their time and talent to make me look good. They do a dynamite job and I wouldn't switch them for a paid professional at all, but I have to meet them half way and write the manuscripts. For those of you who follow my writing career outside FCUG and Commodore, Volume Three of my puppet skit series is going through a second re-write as, when I looked at the book as a whole, I was not satisfied with my results, so I decided to go through the entire manuscript and start making

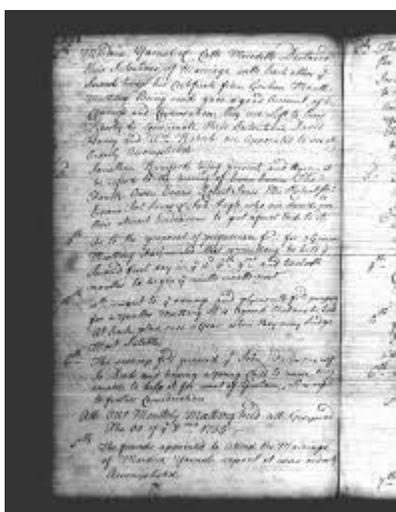
changes in writing, style, format, and descriptions. I hope to get back onto this project soon.

I also wanted to, as a consolation for not being able to attend CommVEx, make a video of myself presenting the same programs I did at CommVEx 2015, but with a lot more detail than what I presented at the meeting. I wanted to have the venue at the church I attend, but, because of the rise of lawsuits against churches coming from the LGBT community, my church has suspended all extra curricular activities that are not church related. Even though I am a member of the church, the Commodore machine is not, so I cannot make the video in a large venue. I can make it here at the Roach Center For BASIC Commodore Studies but it would take some positioning to get the best camera in such a small room like where my Commodore 128 resides, and there is no room anywhere else in the RC4BCS to get a good video of the layout. Back when I was making programs left and right for the Commodore 64, and before the invention of the Digital Video Disc, I would plug my Commodore's video cable into the back of a Video Cassette Recorder and record what was being broadcasted from the machine onto video tape, then show the tape at the Kansas City Commodore meeting along with my standing there giving a play by play description of what was being shown on screen. We pretty much do that now with the meetings, but we usually have a central Commodore computer to work from that is already hooked up to a video display.

I'm sorry if I am beginning to sound like a skipping CD and repeating myself in these pages, but it doesn't hurt to go over again what I have said before in earlier issues and bundle it up, once again, into a single piece. I have so many things planned for my Commodore work that I would like to take a year off from working and just get it all done in that time span. But I know me, and the me I know would not sit right down and work

on all these projects but find excuses not to work on them. This is the fault of the lack of discipline I encountered in my younger days which is carrying over into present times. If given the chance to do it over again, I would definitely work harder on being more consistent and less flighty, then I would have the self control to get things done in a timely manner. But be that as it may, one must allow the picking up of all the broken pieces of your life and allow them to be assembled into a functioning fashion.

As usual we got a great newsletter ready for you to enjoy so please go to the next article and read more about the adventures being produced, either directly or indirectly, by the Commodore computer and the people who still love to use it...



**MONTHLY MEETING REPORTS**  
**-by Robert Bernardo & Dick Estel**  
**January 2016**

The long-awaited visit to Greg Dodd’s home in Patterson, about two hours north of Fresno, finally took place on January 17. The main reason to have our meeting there, of course, was to see and play with Greg’s collection of arcade games, and it was everything we expected and more.

Roger rode with Dick from Fresno, while Robert drove in from his parents’ house in Stockton, a short half hour trip.

Since we had not had lunch, we all got in Greg’s SUV and went across town to the Pizza Factory, a chain that specializes in putting their restaurants in smaller towns. Pizza Factory started in the Sierra foothill communities of Oakhurst and Mariposa and spread throughout the western states. Dick had eaten in nearly a dozen of their locations and recommended them without reservation. Greg and his acquaintances were happy that the chain had just opened in Patterson.

When we arrived at the Pizza Factory, we met Duncan MacDougall. Duncan, a member of The Other Group of Amigoids (Amiga club) in San Jose, came from his home in that area and had been invited to join the meeting at Greg’s. For lunch, Dick had a sandwich while Roger, Duncan, Robert, and Greg had the pizza buffet.

Back at Greg’s, our first stop was his computer room. It was the first time for us, and our jaws dropped as we gazed on an amazing collection of game machines, controllers, and software. It’s probably not true, but the first impression was that Greg had one of every game machine ever made, as well as Atari and Commodore computers.

Cartridges and boxed software were displayed neatly on a number of shelves around the room, and it would not be exaggerating to say that this is what gamer’s heaven must look like.

Next we went out to what was once the garage and had been converted to an arcade; Robert had been there before. Narrow walkways wound around a dozen or so game consoles – pinball, sit-down racing machines, PacMan, Star Wars, and classic shooter games.

From then on it was “kids in a candy store” time,

with everyone going from game to game, testing his skill. Even Dick, who has never been very interested in games, tried his hand at pinball and Pac-Man, complaining that the latter was too fast compared to the Commodore version (in other words, he died a lot).

All too soon Dick and Roger had to leave, with a two-hour trip back to Fresno. Robert and Duncan stayed and retired with Greg to the computer room. There they talked about the consoles, about the computers, and about modding and hacking the machines. Duncan, the hardware repairperson, examined Greg's Amiga 500 and two of Robert's A500's, giving suggestions on how to improve them and how to repair certain defects.

As the sun started to set, Robert and Duncan decided it was time to leave. Clearly having enjoyed their visit, they thanked Greg for his hospitality.

#### LINKS:

Pizza Factory: <http://pizzafactory.com/>

Pac-Man: <https://en.wikipedia.org/wiki/Pac-Man>

Photos of Greg's computer room:

<http://blog.retro-link.com/2016/02/the-computer-room.html> AND

<http://www.dickestel.com/fcug.htm#new020416>

### February 2016

Our regulars were all on hand for the February meeting: president Robert Bernardo, vice-president Roger Van Pelt, secretary-treasurer Dick Estel, Grand Exalted Poobah of the VIC-20 Vincent Mazzei, board member Louis Mazzei, and member Greg Dodd. As usual, Greg won the prize for traveling the longest distance for approximately the 38th consecutive month.

While we started our lunch, we were serenaded with Commodore SID music by 8-Bit Weapon's (Seth and Michelle Sternberger) latest album, "Disassembly Language: Ambient Music for

Deprogramming." Departing from their usual up-tempo material, they had created a collection of background music.

Dick reported that the Memory Lane series of articles is coming to an end soon. He will now begin a series of biographical articles on current members and will be sending a questionnaire to be completed. Only half-jokingly, he warned that failure to return the form would result in facts being made up from thin air (perhaps a suitable approach during an election year?)

Maker Faire will take place in San Mateo in mid-May, and Robert will show off a VIC-20 and an Amiga 1200. He joked that last year the public wanted to see a Texas Instruments TI-99 computer at the display, and he may well have to bring one to satisfy the crowd this year.

We watched the beginning of a newly-released video, "Growing the 8-Bit Generation," which features Jack Tramiel's last interview. We will look at more of this fascinating production during future meetings. A preview can be found on line at <http://8bitgeneration.com>

Several months ago Dick received an email from a former Commodore user who had seen some of the Commodore-to-JPG graphics Dick posted on-line (for example at <http://www.dickestel.com/commodoregraphics.htm>). He asked if the original Commodore graphics were available.

Dick found them on his CMD hard drive and was ready to send two 3.5 disks to the gentleman. However, it turned out the user did not really want "original Commodore graphics" but a .D81 or other disk image version for use with an emulator.

Robert agreed to attempt a conversion and set up the program CBM-Command, which is supposed to do create .D81's on the Commodore.

Unfortunately, the interface was not intuitive, and the instructions were not clear. Robert was able to transfer the files from the 3.5" disk to a flash drive, but it did not create the needed .D81.

Roger thought that he could accomplish the task with equipment and software he had at home and took the disks with him. After about a week, he was successful, and the files have been sent to our correspondent as we await his comments.

Hardware and software demos continued. After a bit of playing with the keyboard, we ran a few sound samples from the Megalosound 8-Bit Stereo Sampler for the classic Amiga. Also for the Amiga, we saw a few of the latest European demos.

For the Commodore 128, we'll tried out the Robert Willie's latest version of SAM (Software Activated Mouth) 128, which was supposed to be compatible with the SuperCPU 128. At 20 MHz. on the SCPU, the voice sample included with the program ran too fast and was unintelligible. At 1 MHz. on the SCPU, the voice sample ran very, very slowly. At 2 MHz. on the SCPU, the voice sample sounded correct. Without the SCPU, at 1 MHz. the voice sample sounded correct, but at 2 MHz. the voice sample ran fast. Conclusion – Willie will have to work on the program's compatibility some more.

In hardware we examined the 4 MHz. RS65C02 CPU which replaces the 6502 chip in the VIC-20 and the SmartBasic.net Null Phone Adapter which allows you to connect two computers and allow them to communicate to each other via their respective term programs.



## CP/M Games For The 128 -by Guest Contributor Robert Willie

### Zork Trilogy

Zork, Zork II, and Zork III (the trilogy) are/were commercial games by Infocom. I'm not a lawyer, but as I understand it, the company is no longer in business, and the various copyright(s) have shifted around since the time of death. I'm not sure who, if anybody, currently owns the current copyright(s).

I was pleasantly surprised to find the original Zork trilogy of "interactive fiction" available for CP/M. However, I was only able to find disk images on the Internet in non-Commodore format (variable MFM-format). So, I created a hack in VICE that allowed it to read these "foreign" disk formats (variable-MFM). NOTE: The C128 computer and C1571 (and C1581) disk drive(s) can easily read many "foreign" disk formats; sadly the official version of VICE fails to implement the full MFM capabilities, so I had to hack VICE to use these "foreign" disks. Anyway, my hack worked (at least, read-only) and I enjoyed playing Zork (again) on my C128 (but this time, in CP/M mode).. While trying to improve my VICE hack to allow writing to disk, I somehow broke it, so I won't publish it here.

Well, I'm not the only one to do this. Francesco

Sblendorio also made C128-format disks for CP/M Zork, and was kind enough to share them with us! He actually did it better than me, because he put all of Zork I, II, and III on a single D71 format disk. You can find out how he made his disk images on his web page -- <http://www.sblendorio.eu/misc/cpm128> If you want/need a D64 format disk, then you can download a ZIP file with 3 separate disks images, like I made:

Zork I: The Great Underground Empire

Zork II: The Wizard of Frobozz

Zork III: The Dungeon Master

Zork is a classic "text adventure". Because it has been well-documented, I won't say much about it (read about it here – <http://en.wikipedia.org/wiki/zork>). I will say that Zork, like all Infocom text-adventures, had a great parser that made all other similar software look inferior.

### **Tron**

This is an entertaining game based on a sequence from the movie Tron. Each player rides a "cyber motorcycle" which creates a trail in the form of a deadly wall. The goal is to force your opponent to crash. Your main method to do this is by creating walls (in 3d)... on your 2d computer screen, they appear as lines. An alternate method is to force your opponent into the boundary (this is just another wall which surrounds the entire game arena). The final "alternative" is to crash directly into your opponent (but you both die in that case, so it is not a realistic option).

There are two problems with this game. Most important is you need two players!!! There is no option for you to battle the computer (how sad). The second problem is the players must (both) use the keyboard.... this game (my opinion) is best played with a joystick(s)... sure a keyboard works, but is not ideal.

Aside from the "keyboard-only" and "2-player-only" issues, this game is plenty of fun on a real C128. You need to use real hardware or a good emulator to enjoy the game, in terms of speed (for example, older VICE 2.2 emulator runs the Z80 at 1/2 speed). Also, on real hardware, the "reset" after a game ends can be too quick... on a slow/old emulator, the "next game" delay seems more natural (to me).

This game was written by C128 programmer/hacker "tokra". This game uses a special bitmap graphics package that he has (but I don't know how to get) called C128BITMAP.ZIP (as I recall). I'm still researching this issue... it seems this is a totally different graphics package than "GRAPH.INC" (used in the next game described below). The source code (in Pascal) is included on the CP/M disk image. (The graph / bitmap package is missing.)

<https://sites.google.com/site/h2obsession/CBM/C128/images/cpm-tron.d64?attredirects=0>

Anyway... have fun!!

### **Hanoi**

This is text/graphic game (similar to ASCII art). Unlike Tron, this game is 1-Player only. The object is to move a stack of disks (one disk at a time) from the initial stack (column 1) onto either of the two columns. For example, you can move your stack from column 1 to column 2, or you can move the stack from column 1 to column 3 (the initial stack to move is always in column 1).

Because even an idiot ("monkey") could solve the problem after an infinite number of attempts, the program actually tells you the minimum number of moves required. You "win" if you move the initial stack to another column with this minimum number of moves. Each move is simple for you (the

player): first type (1-3), the column you want to remove a disk from, next type (1-3) the column where the disk should go

There is a limitation: you canNOT move a larger disk onto a smaller disk. In other words, you can only put smaller discs on top of larger discs (or said another way, you may NOT create an "unstable" / "upside-down" pyramid with larger discs above smaller ones). If that doesn't make sense, just play it for fun and you'll see what I mean. Anyway, attempting to create an "inverted pyramid" will be rejected as an illegal move.

From a "pure game" prospective, it is quite fun. You start off with simplest task: only two disks to move. You can change difficulty at the main menu with + and - keys (change number of disks from 2 to 7). However, the animation is a bit sluggish on real C128 (or a good emulator). With old emulators (which have Z80 at only 1MHz) it is annoyingly slow. And this slow speed assumes default choice of "no animation". If you turn on animation, it is frustratingly slow on real C128, and virtually unplayable on old/slow emulator.

NOTE: I am talking about the "C128" version of Hanoi (which features color) which is named "HANOI128.COM" on disk. Also on disk is a "CP/M neutral" (not C128) version of Hanoi (it has no color) which is named "HANOI-P.COM" on disk. The second (no color) version is recommended if the game is too slow in color. BONUS: The author, Francesco Sblendorio also includes his Pascal source code on the disk image. This includes the "GRAPH.INC" file. His complete repository is available at <https://github.com/sblendorio/hanoi-cpm/>.

I really had fun playing this game for several hours trying to get the "best score" at each level (Actually, I've only mastered level 5... still need to conquer level 6 and 7). I hope you enjoy playing

it (or learn from the source)!

Playing Tip: to quit in the middle of a game (maybe because you made a mistake), just press ESC key (this is F1 key in VICE emulator) to return to the main menu.

## Queens

Here is another game by Francesco Sblendorio. It also uses ASCII art and color. (There is no monochrome version.) The game engine (user interface) is more polished than his previous game. For latest updates, see Sblendorio's Git Hub page – <https://github.com/sblendorio/queens-cpm>

The object of the game is to place exactly 8 "queens" (and nothing else) on a chess board such that none of them can attack anything. If you have ever played Chess, then you know that a Queen can move anywhere (but not in one move). The challenge of the game is to "space" all the queens so that, in a single move, they can not "kill" (move to the position) of any other game piece (any other queen, because there are only Queens in this game).

If you are not familiar with this game, then after several attempts you might think this is cruel joke (impossible task). It is not impossible, but it is not easy either! For those of you who have never played Chess, the important thing to know is that a Queen may move an unlimited number of positions horizontally (on the same row), vertically (on the same column), or diagonally (an equal amount of rows and columns). The only "limit" is the queen may not "wrap around" the board. (I hope you understand "wrap-around", because I won't even try to explain it!)

If you are like me (somebody familiar with both Chess and the "Queens Challenge") then you will

still spend some (enjoyable?) time finding a set of positions for all 8 Queens such that none can attack any other! If you get really frustrated, you can cheat by using the "view solutions" option to see some winning arrays.

One of the coolest things is the list of "winning arrays" is not fixed! The list of "winners" may (re)saved to disk when/if you win: if you find a new solution (unknown to the game) then you can save it... and name your solution... very similar to a "high-score" list in the more popular arcade games of the 21st century.

A very interesting game for a "programming nerd" or a "traditional chess player".... but if you are into shoot 'em up arcade games or RPGs then it will probably bore you to death (or escape your comprehension).



**On the Road**  
**The Long Drive to Rescue C= Equipment**  
**(part 2)**  
**-by Robert Bernardo**

[Back in the July-August 2014 issue of The Interface, part 1 of this article appeared. Part 2 was never published, even though it was finished in November, 2014. Well, here is part 2 with the cliffhanger ending from part 1. To read the complete article, go to <http://www.dickestel.com/articles4.htm#drive> ]  
 (Location - Maple Falls, WA)

I pulled into the gravel driveway and shut off the

car's ignition. From within the house, I heard the bark of a big dog. Uh-oh, would I have to contend with a dog?!

**(Part 2)**

Mike's wife walked out of the front door... without a dog. She smiled and said that the dog was in the house and would not bother me. She also told me that Mike was out in the back and that I should drive car around the side of the house to the backyard.

I drove over the grass and parked under the trees. The late afternoon sun was bright, but there was a breeze, and it was neither hot nor cold. I got out of the car, and Mike walked up. We shook hands, and he showed me what he had taken out of the storage shed – Commodore and Amiga computers, drives, cables, software, and documentation. There was still more in the shed. However, he warned me; the large, wooden shed had had a leaky roof.

Washington has always had significantly more rain than California. For many years California has gone through drought conditions. On the other hand, Washington has so much rain that it has the only rain forest in the lower 48 states.

What did Mike's leaky roof mean to me? It meant that I would be entering a very wet storage shed. I wasn't wrong. I walked into the humid, dank environment of the shed. I was immediately hit by the smell, the smell of mold and mildew. Much of the leftover hardware in the shed was covered with moldy dust. Some bits looked like they were covered with slimy mold. And I could have sworn that fungus was growing in some areas of the shed. I looked at the shed's ceiling and noticed where it had collapsed and had let the rain in.

I thought for a moment... was I breathing in moldy air? Was I contaminating my hands

anytime I touched anything in that shed? Was I endangering my health? No, I had to carry on.

I started carrying keyboards and disk drives out into the sunshine to let them dry off. I pulled out interesting software packages with their mold-blackened, pages-stuck-together documentation. I dug around masses of dirty, tangled cables.

Then Mike showed me a room in the back of the shed. He had it lit dimly. In that back room, Mike had stored thousands and thousands of 5 1/4" and 3 1/2" floppy disks in cardboard and wooden boxes – all those floppies full of programs. Those floppies looked like they were covered with a layer of mold. Heck, I didn't want to transport that contaminated stuff in my car. I told Mike that I didn't have room in my car for all those floppies... which was the truth. I had expected just a few Commodore and Amiga hardware items, but Mike was giving away much more than that. O.K., I would grab as much hardware as I could and a little bit of the software. Well, some of the hardware would have to stay, like the unreliable, black brick, C64 power supplies, and the Amiga 2000 which had a missing top cover and which had been fully exposed to rain pouring into it from the leaky shed roof. Mike said that he would dispose of the software.

As I let the goods dry off in the sunshine, Mike and I talked. Why was he ridding himself of his Commodore and Amiga items? More or less, he said it was time for them to go. Had he bought all of these items? No, as a member of the Upper Peninsula Commodore Home Users Group (UPCHUG), he had received them from other users. Mike was retired; what had he done in the past? To my surprise, he said that he had worked on building Saturn V boosters for the National Aeronautics and Space Administration. Wow, a person who actually worked on the rockets that sent man to the moon! So, we talked about his work on those rockets of the late 1960's and early

1970's.

Mike had to go in for dinner, and I had to go back to Bellingham and find the Motel 6 where I would spend the night. I packed the hardware into the car; along with other monitors and C64's I had brought from California for Ray Carlsen to repair, it filled all the back seat and the front passenger seat. After the car was I packed, Mike and I talked a bit more, and I assured him that the Commodore hardware would be checked out by Ray Carlsen the next day and that the moldy documentation would be photocopied onto fresh paper. I thanked him for the goods, and I left for the motel.

That night I booked into the motel and found a local Thai restaurant where I had a fine dinner.

The next day I drove south to Seattle, arriving at the Living Computer Museum just after 1 p.m.. I asked for Stephen Jones and was led upstairs to the exhibits. While I waited, I looked at the mint-looking C64 and Amiga 500 on display, among other classic computers. Finally, Stephen showed up, and we were both glad to see each other. The last time we met up was back in 2009. He showed me around, including the room with the mainframe computer and the museum storage room which had many more Commodores and Amigas waiting to be restored for future exhibit.

It was too brief of a visit, and I left by 3, hoping to beat the Seattle rush-hour traffic. Seattle traffic was fine; it was the Tacoma-Olympia traffic farther south which was the killer. For an hour or so, my car moved at 25 miles per hour or less. Finally, I got past the traffic and was back to normal freeway speeds.

I got to Ray Carlsen's house at about 6:30 p.m., and I apologized for my wrong estimated time of arrival. Ray was gracious and told me that there was no problem. After telling Ray about my adventures in Maple Falls, I started unloading

Mike’s Commodore hardware out of my car.  
 “Look, Ray. Another RAMLink for you to test!”

In return, Ray handed back the VIC-20 and Commodore monitors he had repaired and which I had to bring back to California. Since Ray didn’t work on Amiga 500’s, I left those in the car. If necessary, I could bring those to the repair technician of The Other Group of Amigoids in San Jose, California.

After a couple of hours with Ray, I left for Portland, Oregon and my hotel there. I stuck to my schedule for the rest of the weekend -- meeting with PDXCUG officers, going to the Quarterflash concert at the Bite of Portland, and making it to the last hours of the Filipino Barrio Fiesta.

Epilog – Here are the hardware results of the journey to rescue the equipment:

two Amiga 500s and one Amiga 500 power supply – not working

one Amiga 500 and one Amiga 500 power supply – working

one boxed Commodore 1351 mouse and one Amiga mouse – working

And Ray Carlsen’s findings --

RAMLink SN#000343 1990 version 16 M of RAM installed, 1581 p.s. used for power. A bit of corrosion here and there but no damage obvious. Checked o.k..

C128DCR SN# CA1001250 has OEM JiffyDOS and DS switch on front panel, extra hole nearby. Cleaned and lubed drive (head clog) and resoldered open wire on top head, cleaned ports, secured latch pin.

C128DCR SN 041054 – Secured loose latch pin,

cleaned & lubed drive, replaced broken drive door knob. Computer works, but drive doesn’t format and disk ID errors. I found and fixed that problem already.

1581 with JiffyDOS installed. Given a minor cleaning.

1581 with JiffyDOS installed, drive select switch on front. Given a minor cleaning.

1581 with OEM DOS. Some rust & corrosion. Reads o.k. but no write due to a combination of a partially clogged head and a bad disk. Now fixed.

1541-II, 1571, Excelerator Plus drives. Severe water damage. Recommend no fix.

A C128 with p.s. and cables in a very torn up box. It had a bad IC (repaired) and works fine now. There were also several power supplies in a box with the RAMLink, and they checked out fine.



## MEMORY LANE

-by Dick Estel

## INTRODUCTION

This is number 17 of a limited series of articles saluting some of our past members, people who have made a significant contribution to the club. Our more recent members did not have the pleasure of knowing these men and women, some of whom have passed on. However, they made a

lasting impression on the club and the author.

Questions and comments to our web address, [info@dickestel.com](mailto:info@dickestel.com), are welcome.

### THE KIDS

Throughout the history of the Fresno Commodore User Group, we’ve had kids at our meetings. Some of them were tagging along with a parent; some were full-fledged members in their own right, such as our current Grand Poobah of the VIC 20, Vincent Mazzei.

The first kid I was aware of was close to adulthood when I first met him, and was no longer a member. Brad Roltgen had started selling disks of public domain software in his early teens, and when I met him, he was offering software and hardware accessories at our annual swap meet. Later he had a small store in an industrial area under the name BRE Software, and the business is still active on line at <http://shop.bresoftware.com>.

I can’t recall the name of the other memorable youth member, who was in the club when I joined in the last 1980s, and left when he went off to college. A few years later I happened to talk with his mother, who told me that he was working for a software company designing games.

We don’t know what the future holds for Vincent, but he has some illustrious footsteps to follow over the next few years.

# Club Officers

## >>--> Officers and Keypersons <--<<

President .....	Robert Bernardo
Vice-president .....	Roger Van Pelt
Secretary/Treasurer .....	Dick Estel
The Interface Editor .....	Lenard Roach
Librarian .....	Dick Estel
Club equipment .....	Roger Van Pelt
Meeting place reservation .....	Dick Estel
Grand poobah of the VIC-20 .....	Vincent Mazzei

### -The Small Print-

The Fresno Commodore User Group is a club whose members share an interest in Commodore 8-bit and Amiga computers. Our mailing address is 185 W. Pilgrim Lane, Clovis, CA 93612. We meet monthly in the meeting room of Bobby Salazar's Restaurant, 2839 North Blackstone Ave., Fresno, CA. The meetings generally include demonstrations, discussion, and individual help.

Dues are \$12 for 12 months. New members receive a “New Member Disk” containing a number of useful Commodore 8-bit utilities. Members receive a subscription to The Interface newsletter, access to the public domain disk library, technical assistance, and reduced prices on selected software/hardware.

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Our disk library contains over 3,000 public domain programs for the C64 and C128.

Members are entitled to copies of these disks at no cost if a blank disk is provided. We do not deal with pirated, copyrighted, violent, or obscene programs. Please call our attention to any programs found in our library which may violate these standards.