



## THE EDITOR'S GODZILLA - by Lenard R. Roach

### If Mayonnaise Was Truly An Instrument

I got juked out of coming to CommVEx 2016 and it upset me to no end. The store manager told me he was going back to his home country to visit his parents on the same weekend I was planning to come to CommVEx. I thought I would be the good guy and, since I went to CommVEx 2015, I could skip a year and let him go visit his native land. Later this year in July, he tells me he canceled his plans and was instead sending his wife and children to the homeland and he was going to a wedding in Boston where he would sign the wedding license as a witness. Even though he was still gone on CommVEx weekend, I was still hacked that he didn't do what he said he would do. A wedding of a cousin over seeing your parents that you haven't seen in three years? Weddings come and go; but parents are only here one time and then they're gone. But, like some folk say, let's look on the bright side: I honestly didn't have any new product to the show and I needed some new stuff like glasses and car upkeep so I put my CommVEx money towards that. Now I drive a safe car and I can see better than before.

Don't think I've been lazy just sitting around in my lounge chair watching YouTube videos; I've been working a little at a time on several projects

when it comes to writing about the Commodore. As I announced last time, I'm looking for the "reader's choice" of all the articles that carry my byline. I'm still waiting to hear from the Commodore community on this request, but I went on and found an old flash drive with several old pieces that I typed back during my days of running the CUGKC stored in a Notepad style format. I also found some of my early writings when I started as the newsletter editor of FCUG. I thought that these might be good to put into my book. Man, did the text explode! All of these writings added up to (when I blocked the manuscript to book format) to over 450 pages! Now, this will either make a great tome size for any Commodore reader, or it will make a great two volume set. Both ideas sounded great, but I better consult wiser minds than my own, so I talked to people older than me both in and out of the computer field. I got an almost 100% response to split the tome up into two volumes. So, here's my spoiler alert: "Shift-Clr/Home" will be a two volume set with Volume 1 being released at CommVEx 2017 and Volume 2 being released either in 2018 or 2019 at as of yet an undisclosed location.

I do have a couple of concerns about the books: Should they be both be titled "Shift-Clr/Home" or should Volume 2 have a different name altogether? To change the title to the second book would possibly defeat the purpose of making a Volume 2. I will consult wiser minds on this. Also, should I just "put the hammer down" and work on both volumes and release them as a tome just split in half on the same day? I'm not sure what to do, but the women influencing my life suggest to give some time between books. Should these books go onto Kindle? I've had absolutely zero luck dealing with the Kindle format and I may have to allow the gurus at Amazon format my works for me and paying the necessary fees. Again, I will investigate.

At the Roach Center For BASIC Commodore Studies where I hang my modem and joystick, I dedicate every Sunday evening to winding down from a busy work week by sitting at my beloved Commodore 128 and trying my hand at programming more text code to create another Commodore work. The projects currently on the template are to make "The Ledger," "Check It Out," and "Checkmate" more user friendly. Even though progress is slow it is moving, but I'm needing different hardware. "Check It Out," for example, has mutated into some haphazard coded monstrosity that doesn't even look like what I published in 1992. This is due to the several different printers I've accumulated over the years since the program's original release and adapting "Check It Out" to work with them. I need to use the original code I wrote and start over, but do I have the original program? Out of my vast collection of 5.25" floppies I have yet to find such an item. There is a chance that I have the work archived on a 3.5" disk so my search will continue. If, by chance, this proves unfruitful, I have a copy of the original program text in an issue of "Run" magazine sitting on my bookshelf. I know the only changes I made are in the spacing found between the quotes in the setup portion and the PRINT#3 statements found in the Print Command Subroutine, and also to reinstall the OPEN 10,4,10 command I had to leave out of later versions to make the printer cooperate with the check spacing. This command, to my knowledge, is only indigenous to Commodore manufactured printers like the MPS 801, 802, and 803 printers. This command resets the printer and sets the print head to start over. I had a battle trying to keep the printer writing on the lines; telling the printer to print on line one, but the paper never advances or retracts so the printer continues from where it left off before the restart. The function proved to be life saving and profitable as it made "Check It Out" work perfectly. So far every non-Commodore printer has rejected the OPEN 10,4,10 command so I eliminated the line from later versions. Let's see

what can be done between now and CommVEx time.

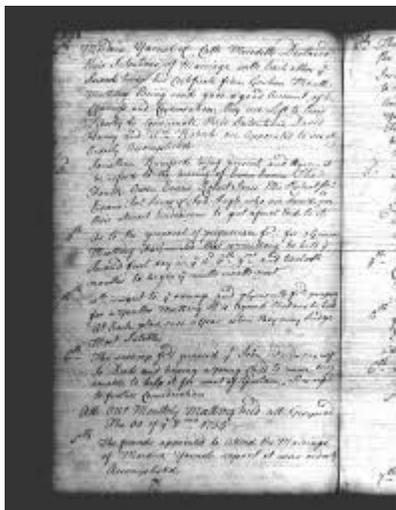
I'm looking forward to this upcoming gathering and only Death, Hell, or Taxes will keep me from coming to the 2017 CommVEx. As usual, I'll be taking a small group with me which usually consists of one family member and three or four friends. I also will be bringing some books and software (as aforementioned), but it has been suggested that I send my equipment ahead of me by boxing it up and having UPS, FedEx, or the Post Office ship it to the convention hotel and reserve it under my name and held until I get there to claim it. My only worry is all that work getting lost in transit.

As part of his judgment for hosing me out of going to CommVEx in 2016, I believe that the Almighty Omnipotent Stomper in heaven allowed a piece of my manager's luggage to be lost in transit from Africa to the United States. I don't want to gloat in this too much for the exact same thing can happen to me and, in 2005, almost did but in our case our luggage from London arrived eight hours ahead of us and was waiting for us in baggage claim. I was scared out of my gourd. It's not a pleasant feeling, so I think I may be acting a little sadistic with all this.

I have a lot of avenues to go with all this. Heck, I might even take the train. I haven't been on a train since before they tore down the Olathe, Kansas Depot and put up a detention center. That would make for a great adventure. There's lots to do before CommVEx 2017. I'd better get cracking...

**Next issue of The Interface will be available for download sometime on or around:**

**November 15<sup>th</sup>, 2016**



## MONTHLY MEETING REPORTS -by Dick Estel & Robert Bernardo

July 2016

We had our FCUG meeting one week later than usual, because I was out-of-town in the Pacific Northwest and member Greg was out-of-town at the California Extreme pinball show. In attendance at the meeting were myself, Greg, Roger, Louis, and Vincent.

We actually stayed on-schedule and on-agenda. We ordered lunch and went about talking about old business and new business. Not having any old business, in new business we talked about the upcoming Commodore Vegas Expo. Louis and Vincent were excited that they were going to meet CBM engineer Bill Seiler at the show. I reported that on my trip to Oregon I had bought hundreds of dollars of electrical extension cables and 12-outlet power strips (no sales tax in Oregon) for the expanded CommVEx room. I told that I had met with the Portland Commodore User Group and had a contact who would send the UNIX installation CD for my Amiga 3000. I also reported that Ray Carlsen had donated much Commodore PET hardware for CommVEx and that it was still sitting in the back seat of my car. I reported that I had a successful meeting with the

events' coordinator of Seattle's Living Computer Museum and that a new show, the Pacific Commodore Expo NW, was to be held there. Finally, I reported that I had gone to the Commodore 64 Users of Greater Victoria (British Columbia, Canada) and that they were lending their support for the new show.

At the end of lunch, we finished watching the video documentary, "Growing the 8-Bit Generation," and then watched the trailer for the new Viva Amiga film.

In hardware, Louis opened up the Ray Carlsen-modded, early VIC-20 and Carlsen-modded Plus/4 that I had brought back from Ray. Louis opened up his VIC-20 to compare it with the Carlsen-modded one, noting that Carlsen did a s-video modification and built a homemade heatsink which was placed on the CPU. The Plus/4 had a heatsink placed over most of the chips and also a cooling fan installed.

For the fourth month in a row, the Chalkboard PowerPad returned, this time with the music-composing program, MicroMaestro. Roger was very interested in trying out this addition to the PowerPad line of applications, and he did his best in trying to compose a tune with it. For CommVEx, Roger also agreed to videotape presentations on C64-to-Linux transfers and the Chalkboard PowerPad applications. We would film those on Monday in Fresno.

We also punched the buttons on the Kim Uno, a modern clone of the classic KIM-1, but being that we weren't programmers, we didn't get very far.

As usual, we ended late, but we were thoroughly happy with the meeting.

**Have you hugged your  
Commodore today ???**

### August 2016

It was a fun meeting on August 21, with good attendance - Robert, Roger, Greg, Louis, Vincent, and Dick.

Robert, Louis and Dick reported on CommVEx, which was a big success. We had a larger room with plenty of room for exhibits, sales tables and presentations. Admission and raffle sales brought in enough that we need only an additional \$100 to pay for the large room for 2017. Robert also told the group about a new Commodore show that we will help present in 2017. PaCommEx, the Pacific Commodore Expo Northwest, will be held June 9 and 10 at the Living Computer Museum in Seattle. Clubs from Oregon, Washington and British Columbia will join FCUG in putting on the show. There will be no rental fee, no sales, and no raffles, and admission will be paid to the museum, greatly simplifying preparation for the event.

Louis reported that he may be ordering from China some original MOS technology TED chips, which are the sound and video chips for the Commodore 16 and the Plus/4.

Robert, who stayed in Las Vegas for five days of the Creation Star Trek Convention, will beam up again, or at least beam out on the ocean, for a January Star Trek Caribbean cruise which will be graced by William Shatner. The cruise had been sold out for months, but at the convention he found out that cabins had opened up. He immediately reserved the cheapest cabin. Now that he is assured of getting on the cruise, his main problem will be what Commodore item he would have Shatner autograph.

Robert will be traveling even before that, with a trip to New Zealand and Australia in September. He will meet with Commodore individuals and groups in both countries.

As always, our conversation veered off in multiple directions, with a long bull session about Star Trek, CommVEx, and the use of drones.

Moving over to the hardware table, we drooled over Robert's very sharp-looking Commodore electro-mechanical adding machine. It seemed to have some sticky keys, but once they had been properly exercised, it worked fine.

Robert also showed a West German-made VIC-20 which he purchased in England some years ago. He had never powered it up, due to a two-prong electrical input only used in Europe. He will look into having Ray Carlsen modify the motherboard with an input used in North America so that he could use North American power supplies.

Greg was not to be outdone in the hardware department, having brought in a giant Atari Edladdin Super 78 Joystick which he won at the recent Atari Party in Davis.

Moving to software, Robert demonstrated some 40-column C-128 games and a drawing program written by our member in Los Gatos, Ricardo Quesada. They were created when he was still in his native Argentina in the late 80's and early 90's, and the text was in Spanish, but we were able to figure out how to play some of them. Robert also had a bunch of assorted C128 programs, including a CP/M productivity packages that included a word processor and a database program.

The September meeting will be one week later than usual, September 25.

#### Related links:

Living Computer Museum:  
<http://www.livingcomputermuseum.org>

TED Chips: [http://  
https://en.wikipedia.org/wiki/MOS\\_Technology\\_TED](http://https://en.wikipedia.org/wiki/MOS_Technology_TED)

Adding machine photo:  
<http://www.dickestel.com/images/fcug464.jpg>

Joystick photo:  
<http://www.dickestel.com/images/fcug467.jpg>

German VIC 20:  
<http://www.dickestel.com/images/fcug468.jpg>



**COMMVEX 2016**  
**-an exclusive report by Dick Estel**

The Commodore Las Vegas Expo has been around for 12 years. I attended the second one, and more than half the others, including CommVEx V12 this year, July 30 and 31, 2016.

They laughed when someone proposed a show for a computer line that became "obsolete" in the late 90s, made by a company that exists now in name only, but over the years the event has become ever more successful. We don't need a huge attendance to support the minimal costs of a 2,000 square foot ballroom in the Plaza Hotel, on Main Street in old downtown Las Vegas. What the show may lack in size it makes up in enthusiasm. The founder and director of the show is Robert Bernardo, president of the Fresno Commodore User Group. Without him, neither our club nor the

expo would exist. There's plenty of information on line about Commodore Business Machines, the various computers they made, the current state of Commodore, and company founder Jack Tramiel, so I won't go into it here. You'll find links to a lot of this information at the Commodore Information Center.

In 2015 we had one of the larger crowds, 47 paid admissions, but we were in a small room and everyone felt crowded. So after much discussion and analysis of various financial models, it was decided to raise the admission price and rent a larger room for 2016. The area we paid for was 2,000 square feet, twice as big as previous years, but there was no one using the adjacent room, so we were allowed to open the partition and have a full 4,000 feet, more than enough.

Since Robert takes a lot of equipment to the show, I let him use my pickup, and he arrived in Las Vegas late Wednesday night. I got started about 8:30 on Friday morning, with temperatures predicted to be 110 both in Fresno and Las Vegas. They say "getting there is half the fun," but not when you're getting to Las Vegas. Friday afternoon traffic between Barstow and Baker jams up and creates clumps of slow-moving vehicles off and on all along this stretch. There's no apparent reason for it, and eventually the pace speeds up again. Having had an early breakfast, I was hungry for lunch when I got to Baker a little after 2 p.m., so I went to Denny's, hastening from car to restaurant in 117 degree heat. Heading out from there, the road goes up in 15 miles from 900 to 4,000 feet. On top of the pass it was a cool 105. Over the next pass, there was some misty rain and it was 88, but it soon warmed up to 100 as I dropped down to the Nevada state line.

The final annoyance on this trip is Friday evening traffic through Las Vegas. It is always slow beside the Strip, so I was glad to finally reach my exit, and make the short drive from freeway to the Plaza. I got a parking spot on the third level,

where our show is, and went to the meeting room where I was greeted by Robert and a number of other Commodore fans who were setting up their gear.

After checking in (a 30 minute wait in line), I brought in my luggage, then set up the registration table in the ballroom. Everything was going smoothly with several people helping Robert, so I soon went to my room for the night. The Plaza is right across from Fremont Street, an outdoor party scene where loud music blasts forth till 1 or 2 a.m., and in previous years I have had trouble sleeping. This time I had a room on the opposite side from Fremont, and didn't hear any noise at all the entire time, a rare blessing. My room also had an excellent view of the downtown Las Vegas Strip, with all the flashing lights, high rise buildings, and other features of the city skyline. I kept the curtains open until I went to bed, enjoying the view every time I looked that way. Saturday morning when I opened the drapes I was surprised to see, or more accurately, NOT see anything except a hazy outline. There was a veil of smoke or smog or something over the city that locals said was unlike anything they had seen in a long time. There had been smoke from nearby fires a week earlier, but we never really learned what caused this haze. Fortunately it was gone by evening.

Each year the show officially starts at 11 a.m. on Saturday, but Robert is there by 8 a.m., and others start drifting in soon after that. This year was the 35th anniversary of the VIC 20, an early Commodore machine that pre-dated the iconic C-64, so Robert had ordered a birthday cake, and I was dispatched to pick it up at a local market. I got back just at 11, and started collecting admission fees and selling raffle tickets. As usual, this is a job that is busy for a while, then requires sporadic attention the rest of the day. I was able to wander around and look at the exhibits, listen to some presentations, and make a quick trip to my room where I had cold pizza and Coke that I had

brought along. I had learned the first year that there is no lunch break and little opportunity to go out for a meal during the day, so I brought stuff for lunch and breakfast from home.

As always there were a number of talks and demonstrations throughout the day. The most unusual, in fact surely unique, was Ricardo Quesada demonstrating the use of a unicycle to control movement in a computer game. Yes, a unicycle. He had an app on his smart phone that used the device's motion detector to send signals to the computer, taped the phone to a pedal, and controlled game play by moving the unicycle in various directions. You really had to see it to appreciate it to the fullest. Although FCUG member Roger Van Pelt could not be present, Robert had filmed two presentations that Roger had discussed at our club meetings. There was a talk on VIC 20 maintenance by Louis Mazzei. Hardware developer Jim Drew showed some of the things he has created or is working on, including a device that lets the Commodore connect to the Internet via WiFi and display PETSCII graphics with an appropriate terminal program and website/BBS.

Late in the afternoon we enjoyed the VIC 20 birthday cake. Our special guest this year was Bill Seiler, an engineer for Commodore who had worked on the PET and VIC 20 machines. We asked him to do the honors in cutting the cake, which he did in a computer-appropriate binary manner, cutting the cake in half, then cutting each subsequent piece in half. The day concluded with a round table talk with Bill, who discussed various behind the scenes aspects of the production of several Commodore machines. During Q&A he was asked how he got started in his life's work, and he explained, "I was the kid who was out in the yard taking clocks apart. Eventually I learned how to put them back together, and it went from there." Once the day's events were over, a number of us made our traditional Saturday night walk to the nearby

Main Street Station for the buffet. I didn't get a count, but we had at least a dozen for dinner. After dinner many show-goers returned to the ballroom, to play and talk until all hours, although I headed for my room and was in bed by 9:30. Unfortunately, I missed a special guest who dropped into the room that night. Todd Bridges, child star of *Different Strokes and Fish*, was in town for a show, and made a short visit to "CommVEx After Hours." It turned out that he had been a Commodore owner back in the day.

The next day, we continued our demonstrations, talks, raffle drawings, socializing, and informal computer discussions. One thing that was new this year was the availability of commemorative T-Shirts, which regular attendee Tim Waite had designed and offered for sale. Here's a picture of your reporter dressed for CommVEx. One of the main raffle prizes was a Commodore PET 8032, one of the earliest machines from CBM. It had a problem that Commodore repairman Ray Carlsen of Washington did not want to deal with, so he gave it to Robert. We fully disclosed that the item was offered "as is." Bill Seiler took this as a challenge, and worked on the machine off and on throughout both days. At first it looked like he was only going to be able to get it partly working, but near the final hour of the show, he resolved the problem, and we had a real working PET to give away. Bill drew the winning ticket, which belonged to Josh Johnston.

For the raffle prizes, we had boxes labeled with each item. People would buy as many tickets as they wanted, and drop them into the box for the prize(s) they wanted to win. A few items drew only three or four tickets, but quite a few of the boxes were well filled. When the show ended, in addition to Josh, the winners were:

Ricardo Quesada : 1581 disk drive & Dual Test Kit

Tyler Saylor: Amiga 2000 computer and SID Cartridge

Louis Mazzei: WiModem

Phillip Groven: WiModem

John Ferrill: Keyrah v2 (connects Commodore/Amiga keyboard to a modern computer)

Saj Awan: Ketek Command Center with two 1541 Disk Drives

Tim Waite: C128D computer

Jeff Krantz: WiModem and CMD Hard Drive

The WiModem, developed by Jim Drew, emulates a standard Hayes compatible modem, and allows the user to connect to bulletin board systems via the local router. He donated three of them for prizes, and sold a number of them to visitors at the event. Although paid attendance was a little lower than last year, the increased admission and excellent raffle ticket sales made the event a success, leaving us less than \$100 short of paying for the larger room for 2017. In a development that unaccountably disappointed some people, I advised Robert and a few others I've come to know over the years that this would be my last time at CommVEx. There are a number of reasons, all valid to me, but in all honesty it comes down to "I'm too old for this stuff" (or maybe it's just "too lazy"). However, there are plans in the works for something new in June of 2017 - PaCommEx, the Pacific Commodore Expo Northwest, a Commodore show at the Living Computer Museum in Seattle. Will I attend? The location is not far from Olympic National Park, so I will go to the Expo, then indulge my real love, hiking and sight-seeing in the beauty of nature. With everyone happy about the larger room, the excellent prizes, and the delightful company, the show ended on a high note at 5:30 p.m. Sunday. We then began the arduous task of hauling all the equipment out to our vehicles, a job that takes several hours. Once this was done, about ten of us continued the tradition of Sunday night dinner at the California Hotel, just down Main Street from the Plaza. We got in line to be seated just after 9 p.m. so instead of the 9:30 bedtime I'd been able to observe

Friday and Saturday I didn't get my night's rest started till 11 p.m.

I got on the road just after 8 a.m., Monday, August 1, and had a much more pleasant drive home. I ate the last of my snacks at the rest stop near Boron, finding a bit of shade in the 100 degree heat. Up the grade in Tehachapi it was 87 degrees, but 97 when I got back down to the San Joaquin Valley. My final stop was at the foot of the Tehachapi Mountains at Murray Farms, where I bought some grapes (fair) and peaches (excellent).

Since I stop at most rest stops, and take a brief nap if I feel sleepy, it was almost 5 p.m. when I rolled into my garage in Clovis, after a total trip of 811 miles.

Photos from the show:

<http://www.dickestel.com/commvex16.htm#photo>  
and  
[http://pdxug.org/commvex/Commodore\\_Vegas\\_Expo\\_CommVEx\\_v12\\_2016\\_Photos.asp](http://pdxug.org/commvex/Commodore_Vegas_Expo_CommVEx_v12_2016_Photos.asp)

Jim Drew's CBM Stuff:

<https://www.cbmstuff.com>

Ray Carlsen Repair Service:

<http://personalpages.tds.net/~rcarlsen/>

PaCommEx:

<http://www.commodore.ca/forum/viewforum.php?f=14>

Commodore Information Center:

<http://www.dickestel.com/commodore.htm>

Fremont Street Experience:

[https://www.vegas.com/attractions/off-the-strip/fremont-street-experience/?gclid=Cj0KEQjwuJu9BRDP\\_-HN9eXs1\\_UBEiQAlfW39jnHrc5l6CRJJqURgAIo2hjGGpsVJP-2ucz6S\\_9nsaAr5u8P8HAQ](https://www.vegas.com/attractions/off-the-strip/fremont-street-experience/?gclid=Cj0KEQjwuJu9BRDP_-HN9eXs1_UBEiQAlfW39jnHrc5l6CRJJqURgAIo2hjGGpsVJP-2ucz6S_9nsaAr5u8P8HAQ)

Living Computer Museum:

<http://www.livingcomputermuseum.org>



### Member Biographies – Louis Mazzei

“Memory Lane,” our series of articles honoring former members, is complete, so we move on to current members. The interviewer is Dick Estel and he is responsible for any errors or misunderstandings that get printed.

Now let's get to know Louis

**The Interface:** Please provide brief biographical data: Place of birth, family status, occupation, current place of residence.

**Louis Mazzei:** I was born on 03/15/1973 at 3:28 p.m. in Santa Cruz, California (at the now defunct S.C. County General Hospital) and am currently 43 years of age. I am married, have a teenage son and an adult daughter who has provided me with my first grandson. I currently reside in Farmersville, CA and in the triple-digit heat of the San Joaquin Valley summers, I sometimes miss the easy, breezy warmth of coastal living. I work in the printing and publishing industry and currently serve as a yearbook consultant, troubleshooter and provide production support.

**TI:** What is your first memory of being aware of home computers (not necessarily using one; just any knowledge of their existence)?

**LM:** I first became aware of home computers when I went to a friend's house and saw an Apple ][ Plus for the first time.

**TI:** Do you recall a time when computers were not a common fixture in most homes? Elaborate to your heart's content.

**LM:** Certainly! I didn't see that Apple ][ Plus until I was 9 or 10 years old. Before that, we had just graduated from Pong to an Atari 2600 and thought that only scientists and big business needed computers.

**TI:** What is your earliest memory of using (or trying to use) a computer – your own, a friend's, at work, in a store.

**LM:** When I saw the Apple ][ Plus mentioned above, I played Choplifter for the first time and was in awe.

**TI:** When did you get your first computer and what was it? When did you get your first Commodore computer and what was it?

**LM:** My first home computer was the ECS add-on for my Intellivision; 2K RAM, 20 column display and the UGLIEST system text you can imagine. My second home computer was a very well-worn C-64 with a datasette. I used a 9" black and white TV for a monitor and later added a 1650 modem. That was my BBS machine and even though loading games from cassette was terrible, it's probably the machine I miss the most.

**TI:** What computers have you owned?

**LM:** I don't think you REALLY want me to list them all... ;) I'll just list companies, because it'd take too long to list the models, but I'll say Commodore (including Amigas), Apple (including Macs and Newtons), Atari, Sun Microsystems, various PC's, Tandy, Raspberry Pi, the aforementioned Intellivision ECS, Texas Instruments, Coleco ADAM and I'm sure there are others I have am forgetting.

**TI:** How often do you use a Commodore computer - daily, weekly, monthly, rarely?

**LM:** Rarely, but I'm working on that... ;)

**TI:** Did you ever use a Commodore of any kind at work or for work purposes?

**LM:** No. By the time I started working around computers, the industry had been assimilated by the Borg (Microsoft), with the occasional Mac for supplement.

**TI:** Do you use a computer at work, and if so what type? How do you use it or what do you use it for? (If retired, answer based on your final year or two of work).

**LM:** I use both Macs and Windows PC's daily at my job. I work as support in the printing and publishing industry and computers are now the biggest part of it, not only for printing purposes, but for processing data as well.

**TI:** What computer-type devices that are not specifically a laptop or desktop do you use (iPad or other tablet, smart phone, other)? Have you used any in the past that you no longer have or use?

LM: I have both an iPhone and an iPad that I use daily, to the point where I actually don't have a modern computer on my desk at home. I'm currently building a Windows PC just to play Star Trek Online [drool].

LM: Care and support from the Commodore community worldwide! Keeping the classic platforms alive using modern innovation and sharing our knowledge base is of utmost importance.

TI: If you have a spouse or children, what is their computer use?

- Have their own computer or device
- Use your equipment
- Do not use it

TI: 14. When did you join FCUG?

LM: Gosh, I must have joined in either March or April of 2011. I went to my first CommVEx that year and am hoping for many more!

LM: My wife, daughter and son all have laptops that I don't really touch, and my son has a modern gaming PC for simulators, a TI-99/4a, a brown (breadbin) C-64, an SX-64 and a really nice, vintage VIC-20 system. The VIC-20 is his favorite classic computer, but his PC sees the most use.

TI: Any final thoughts?

LM: The ancient Egyptians believed that to speak of the dead was to make them live again in our hearts. Keeping that in mind, don't stop enjoying/supporting your computers just because they are considered old by today's standards, whatever you do. Classic computers may not be produced any longer, but they are certainly alive and well because of people like us.

TI: Which person in your family uses a computer at home the most?

LM: My son, for sure. He loves simulators and open source game development. He's on a computer constantly when he's home.

# Club Officers

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

TI: 11. What Commodore magazines did you subscribe to or read, and which did you find most helpful?

LM: I used to buy Ahoy!, A+, MacUser, RUN and Amiga World regularly, with the occasional Compute's Gazette. I miss them all, but I seem to remember enjoying Ahoy! and Amiga World the most (not sure why).

- 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-

TI: What are your predictions or expectations for the future of Commodore brand computers?

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.