

# *The Interface*



Fresno, California

February/March 1999

## *Taking 8 Bits to the 21st Century*

### Programmers Leave a Free Legacy

"The  
attention  
span of a  
computer is  
only as long  
as its  
electrical  
cord."

How many Commodore programmers have disappeared into the PC world or who knows where, leaving behind good programs with no support? Leaving Commodore users the dilemma of scrupulously observing copyright laws, or simply being realistic and making copies of these unsupported, abandoned programs?

The complete answer is unknown, but a partial answer is, at least three: Three programmers have officially released their work for free distribution, as they moved on to other and probably more lucrative activities.

Nate Fiedler, author of the GEOS paint program geoCanvas, released this program and its various related parts for unrestricted distribution. The program is available in our library on GEOS disk 114, and includes Paint Can and ScrapCan, which allow cutting and pasting of oversize photo scraps.

Also available for unrestricted copying is the highly acclaimed terminal program, Dialog 128, by Gary Farmaner. He retained all copyrights, and others can't sell the program, but otherwise there are no restrictions on the copying of the program. Although the program came with a printed instruction book, it is not necessary except for learning the scripting language.

And recently, Bruce Thomas reported in Loadstar Letter 63 on a third programmer, Jean Major, who stopped working on GEOS programs at least four years ago, and no longer owns a Commodore. In Email Jean wrote "All my [Commodore] software is released into the Public Domain. Thanks for the interest in my work."

This gives GEOS users free access to one of the most useful utili-

ties ever, Dbgetfiles, which patches the kernel to allow access to more than eight filenames, as well as scrolling through the list.

Naturally these programs are without any guarantees or support, but they are all easily understood by the Commodore user who is familiar with the GEOS environment and/or general use of terminal programs. And you **can** send comments to Gary at [dialog@turing.toronto.edu](mailto:dialog@turing.toronto.edu), with of course no guarantee of a response.

## JORDAN'S JOURNAL: Boy-Testing

by Mark Jordan

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This month whilst toolin' around on my C-128, I got to thinking about one of the darker sides of computing: hardware failure. Ever bought a computer component that was broken before you removed it from the box? Ever bought a computer that had an impossible-to-reach joystick port, on/off switch, or reset button? (My 128-D comes quickly to mind.)

It's enough to make a person yearn for simpler times when products were low-tech and worked. You know, hand-cranked satellite dishes and stuff like that.

I've got a simple, direct, and cost-effective solution to the problem. It borrows from the software industry's concept of beta-testing. As you're probably aware, before a software company ships

a product, they send out copies of it to a bunch of grizzled, cynical computer hackers to whom finding an obscure software bug is a religious experience.

Now why couldn't hardware manufacturers do the same type of thing? Instead of having in-house product testing, they could ship out pre-release models to the toughest, most unkind beta-testers of all. And who would these meanies be? Boys. Good old American pain-in-the-behind boys. If you have a boy, or were once a boy, or even just know a boy, you should have some idea how effective this system would be.

Boys, as we all know, live by the principle, If it ain't broke, break it. Give a boy a walkie-talkie and after two minutes of --**A**Where are you at? What? Where are you now? What? Quit pushing the button while I'm talking. What?@--you'll see him exhibit traits of his true calling: Surgery. Object surgery. The true joy of owning a walkie-talkie kicks in when the screws that hold it together are taken out.

Of course, a boy enjoys the tear-down operation more than the put-back-together operation. Does a boy save the screws? What for? Does a boy memorize how it came apart? No need to, he's a boy, isn't he?

All of which is a pain royale in normal life but would work wonders in the computer testing realm. A boy would be the ideal tester of computer equipment because a boy would treat it without one shred of respect. You may ask me, Would a boy test the firmware? the system software? the bla, bla, bla-ware? Of course not. Any ninny can do that. A boy would



test in ways that engineers and company employees would never think (let alone dare) to try.

Want some examples? A 20-year veteran of the engineering department would never think to test the durability of the disk drive door latch by biting it off. A 54-year-old woman in the quality control department would never test a mouse by dangling into the toilet bowl and flushing. A production manager might think to test out a keyboard by striking the keys forcefully but would he ever dream of pressing them with a plastic straw stuck up his nose? Never. A boy would not only do so, but he would do so while trying to sniff-hold a strawful of Kool-Aid throughout the process. Admit it, boy-testing beats in-house testing hands down.

After the boy has extracted all joy out of the device, his mother would collect the remains of the equipment and send it back to the company for examination with no explanatory note. If what was in the box could simply be identified, the manufacturer would know he had a product with potential. If it actually still worked (that is, listed directories and so forth), it would be deemed ready for market.

All that would be left is to place a Boy-Tested Seal of Approval on the console. And what would that sticker look like? Well, what I have in mind is the image a boy standing over a computer with a sledgehammer raised high and the words, **AHe**



## DCMR REVIEW

by Dick Estel

(A Interface Recycled Reprint)

There are probably a dozen or more usable programs for organizing disks. One that has been around for a long time is still one of the best: Disk Cataloguer/Manager/Reporter, commonly known as DCMR. It's simple, easy-to-use and flexible.

If you're like most computerists, you have a pile of disks on your computer desk, and several boxes containing some excellent programs you just might need and use, if you could only find them.

DCMR allows the cataloguing of up to 2100 files, which can be sorted by ID number or alphabetically. A sort by ID number places the files for each disk in alphabetical order in their grouping.

The file can be printed out in several formats. The most compact is six columns of condensed type (if your printer supports this). The entire catalog for the Disk of the Month from 9/88 to 8/90 takes up a little less than two pages in this format.

Data can be entered from the keyboard, or read from the directory. The normal way of starting a catalog would be to read in the file names from disk. Once this is accomplished, there are a number of editing capabilities. Many programs are made up of several files. You would want to include only the main program name in your catalog, so you can remove the unwanted names simply by pressing [CONTROL] D. [CONTROL] S selects a whole screen. You can also make any desired changes from the keyboard.

The system uses a four character ID (not the disk ID), which allows some additional coding. For example, I catalogued the Disks of the Month by

date, using the format 9004 for April, 1990, 8909 for September, 1989, etc. You could use a mnemonic beginning letter such as G for graphics, which would allow up to a thousand different ID numbers (G000 through G999). Obviously you need to note the ID number on the disk label and file the disks in some sort of organized way for this system to be of any value.

The program reads the directory very quickly, and unless you are doing a lot of editing, you can catalog a half dozen disks in five or ten minutes.

My philosophy is that all Commodore programs should work with the 1581 disk drive. DCMR was created well before the 1581 was released, but it works fine. I file copied the program to a 1581, and have been able to load from it, save to it, and catalog 1581 disks. (1999 note: It also works perfectly with the CMD hard drive.)

The 2100 file limit can be a drawback if you are trying to catalog a set of programs with a lot of file names. For example, Lloyd Warren catalogued the new 64UM graphics collection, which has over 6,000 graphics. Since many of these were repetitions with only a number designator (i.e., Dog 1 through Dog 88), he was able to get around this by listing Dog only once (all Dogs are on the same disk). It would be a problem if your 88 Dog graphics were scattered over a dozen different disks.

Another drawback is the fact that saving a file does not automatically scratch the old version, so you must either give the file a new name each time you update it, or use the DOS command option to scratch it.

I thought this program was easier to use than the commercial program Supercat, which retails for about \$25 (the author of DCMR requests a \$5 shareware contribution). Although there is a lot of

disk swapping if you are cataloguing many disks, it works well with a two-drive system, in any combination of 1541, 1571, 1581 and/or hard drive.

Overall I found this program to be an excellent one and as soon as I can find the disk it is on I am going to start cataloguing those piles and boxes of disks.

(Seriously, folks, if you have the 64UM library index disk, you have DCMR. Just copy the DCMR files to a separate disk and get busy!)

## Write Stuff Inserting Tip

An article in Commodore World mentioned that text entry slows down when inserting near the top of a large Write Stuff or Speedscript document.

If you have to insert text near the beginning of a large file (80 blocks or so), you may find that text entry is so slow it takes nearly a second for a character to show up. A fast typist can easily get ahead of the keyboard buffer.

In TWS there is a feature to alleviate this problem. Hold down the [COMMODORE] key and press [RUN/STOP], and six blank lines will be inserted. Then make sure insert mode is off (press [CONTROL] i). As you type, new text will be inserted instantly in the blank area. When you finish inserting, press [CONTROL] [SPACE] to eliminate any remaining blank space.

—DE

# What the Editor Said



If you glance through this month's Interface, you'll find it to be largely recycled material... items previously published in our newsletter years ago, or borrowed from other newsletters. These slightly used articles are still of value, and as NBC says to justify re-runs, if you haven't seen them, they're new to you.

Even so, I'd like to see a larger percentage of this newsletter created by present members for present members. Recently I edited an issue of the Commodore MaiLink, newsletter of Meeting C-64/128 Users Through the Mail. This publication comes out every other month, with various members taking a turn as editor (there's a permanent Amanaging editor@to keep things running smoothly).

Every article we published, and most articles in every issue are by group members, submitted specifically for the MaiLink. Many writers will later use the items in their local club publications, but even so, in the MaiLink they are seeing the light of day for the first time.

Writing an article for the newsletter is not hard; it's more a matter of will power than anything else. Starting in the next column is an article (yes, it's copied from another news-letter) with some ideas on how to get started. Why not sit down at your Commodore in the next few weeks and give it a try. It doesn't hurt, honest!

—Dick Estel

## How to Write an Article for the Newsletter

by Doug Parsons (from TVBUG, Boise ID, via several other newsletters)

Chances are you could write an article for the newsletter that readers would appreciate seeing. After all, everybody uses the computer in different ways; and everybody is looking for different ways to use the computer. So, writing about how you use your computer and the knowledge gained therefrom will have an audience.

As to what to write about exactly, ask yourself some questions. What did you use the computer for yesterday or today? What are your favorite things to do on the computer? How do you do what you do on the computer? What new thing did you recently learn? What problem did you recently solve? What program do you like best and why? What program don't you like and why? What equipment do you like or dislike and why? And so forth. The answers provide what to write.

As to how to write your article, write it the way you would say it. Write it like you are writing a letter. Write it so that when you read it, it makes sense to you. And don't worry about spelling, punctuation, formatting, or length. That is what editors are for.

As for the medium in which to produce the writing, the obvious preference from the editor's standpoint is unformatted (except for paragraphs) word processing text on a disk. However, not all word processors can utilize the files produced by other word processors. Therefore, it is best to convert the text to ASCII and save it as a sequential file. Most word processors can utilize ASCII text files.

In today's communication environment, disks

aren't the only way to transmit text to an editor. An article can be sent to the editor via modem. Text can be uploaded to a BBS accessible by the editor. Or, if the editor has an e-mail address, e-mailing an article is as easy as e-mailing any other communication.

(Submissions to The Interface may be provided on disk in an ASCII sequential or TWS file, sent via e-mail to DickEstel@worldnet.att.net. The monthly deadline is the 15th of the month prior to publication.

## FCUG Financial Report

Bank Balance as of January, 1998 \$1618.05

### 1998 Expenses

Interface printing and mailing	\$337.49
Fresno Bee advertising	55.34
Miscellaneous advertising	72.00
Member Drawing (cash)	35.00
Post Office box rental	104.00
Postage (cash)	4.00
Miscellaneous items (cash)	3.32
Picnic (Food & supplies)	28.86
Rental fee (meeting room)	80.00
Refreshments (meetings)	159.00
Purchase of monitor	50.00
<b>TOTAL</b>	<b>\$929.01</b>

### 1998 Income

Dues	\$240.00
Raffle	106.00
Sale of miscellaneous items	38.00
Sale of Disk of the Quarter	10.00
Sale of Disk of the Month	31.40
The Write Stuff	20.00
Re-Inking	10.00
Donation	10.00
<b>TOTAL</b>	<b>\$465.40</b>



1998 has bowed out, and 1999 has made its entrance. It's that time of the year, the time to reflect about what has happened, the time to look into the future. With less than 340 days to the year 2000, the best is yet to come.

What were the most important Commodore developments of 1998? Number one--the release of Wheels 64 and Wheels 128, the replacement operating system for GEOS 64/128. Wheels is to the Commodore as Windows 98 is to the PC. Whereas, Microsoft had probably dozens or hundreds of programmers working on Windows 98, Commodore people had one devoted programmer working on Wheels, Maurice Randall. GEOS had had no major improvement in 10 years; after much hard work, Maurice upgraded the old GEOS operating system and brought it into the 1990's.

The Wheels/GEOS combination makes using a graphical desktop easy. I used to dread having to boot up the old GEOS; I'd have to have the correct driver on each disk; I'd have to patch in various programs in order to get GEOS working the way I wanted; I'd have to use only certain drives, and I'd have to use them in a limited fashion. In other words, I'd have to live within the constraints imposed by an operating system that was modern in the 1980's but was out-of-date in the 1990's. By rewriting the GEOS operating system, Maurice has come out with the integrated Wheels. No longer would I have to worry about the location of drivers, the compatibility of patches, and the limitation of accessing drives. All I'd have to do is get into my Wheels and drive. Isn't that the mark of a great program? Its power, its ease-of-use. Wheels has the power. Wheels

has the ease-of-use.

What was the second most important Commodore development of the past year? It was the release of the SuperCPU 128, the 20 mhz. accelerator. Following the release of the SuperCPU 64 in 1997, Creative Micro Designs made good on its word and built the 128 version. The SuperCPU 128 is a marvel of engineering. It has to correctly interface into the Commodore 128's three modes of operation--C-128 80-column mode, C-128 40-column mode, and C-64 40-column mode (CP/M is not accessed). It must meet the exact and tight timing requirements of the Commodore. It has to be compatible with many C-64 and C-128 programs. It has to have the ability to switch between 20 mhz. and 1 or 2 mhz. for those programs which can't handle faster speed. It has to integrate the computer part of JiffyDOS. It has to fit the same casing and the same size circuit boards as the SuperCPU 64. It has to recognize not only internal memory expansion through use of SIMM's but also pass-through expansion memory. CMD's Doug Cotton had said earlier in the year that if they had to do it all over again, they wouldn't have come out with the 128 version. It was that much of a nightmare...it was that costly to develop. Yet, CMD did bring it out, and it's a brilliant testament to the company's engineering prowess.

What does the crystal ball hold for the future of Commodore computerdom? It's safe to say that there will be updates for Wheels 64 and Wheels 128. More modules will be developed for GoDot, the graphics manipulation program. MegaPatch v3, the alternative operating system to Wheels, will be eventually be released. The commercial version of CD-ROM Commander--the program which lets a Commodore read a PC CD-ROM--and possibly other German Commodore programs will make it to our shores. The release of Ron Hackley's Fun

Graphics Machine v8 is imminent. By April, we should know if someone has developed what has come to be the Holy Grail of Commodore--a graphical web browser for the Internet.

Of course, the Usenet group, comp.sys.cbm will be abuzz with the latest gossip and news. Also busy will be the Commodore-specific, Internet mail-lists--tfcu@videocam.net.au (The Internet for Commodore 64/128 Users), editors@jbrain.com (advice and clearinghouse for newsletter articles), cops@videocam.net.au (Commodore-Only PostScript for users of desktop publishing and/or Postscript printers). I look forward to the smaller utilities and applications which push our Commodores more and more. I look forward to more demo releases by NTSC and PAL groups in North America and Europe.

There is one more thing to add. The crystal ball, the future, can be affected by you, the user. You can take a pro-active role and support Commodore. You can buy Loadstar disk magazine. You can subscribe to the Commodore Scene, Commodore Zone, Loadstar Letter, or GO64! magazines. You can buy goods from Creative Micro Designs, Centsible Software, or any of the other local companies in your area. You can participate in the on-line Commodore discussion groups at the Genie or Delphi networks. You can support your user group, or if you're not near a user group, then you can support the Meeting C-64/128 Users Through the Mail users group. You can send in your shareware fees to hard-working programmers. You can take part in on-line discussions. Every little bit that you do will make a mark. Every little bit that you do will change the future of Commodore computerdom.

This month I want to say thank you to the new members who are joining our club, to everyone who voted me in as president of FCUG for an-

other year, and to Arndt Dettke for sending me some disks from Germany. One day I'll have to buy a German-English dictionary in order to translate the programs.

The Wheels Saga, Mile 5

## The Ultimate Test Drive

by Robert Bernardo

(Continued from last issue)

The next day I booted up Wheels 64 and clicked on the icon for the Toolbox. The Toolbox would let me configure Wheels to the drives present in my system. After a few seconds of accessing the disk drive, the Toolbox screen appeared--two rows of boxes, four boxes to a row. The first row of boxes was entitled, "CURRENT CONFIGURATION," each box listing each drive in my system. The 1750XL RAM expander was not recognized yet; the fourth box said, "[NO DRIVE]." The second row of boxes was entitled, "SAVED CONFIGURATION." No drives were listed there yet, because I had not saved anything. At the upper left of the screen was the menu bar which said "WHEELS OPTIONS." When the word, WHEELS, was clicked, down popped a menu that said, "Toolbox info" and "quit." If Toolbox info were chosen, then the names, Maurice Randall and my name, and my registration number would be shown. Choosing "quit" would take me back to the Dashboard (desktop). When the word, OPTIONS, was clicked, down popped a different menu that said, "save all," "clear all," "boot settings," and "scpu optimize." Scpu optimize was written in italics, meaning that the option was not available; I didn't have a SuperCPU 20-mhz. accelerator.

I wanted the program to recognize that I had a RAM expander available for storage (other than the proprietary pieces of code that Wheels loaded automatically into the RAM expander). I clicked on the fourth box--the NO DRIVE one. A different window appeared; it said, "DRIVE D [NO

DRIVE] Install Drive Install RAMdisk SAVE OK." I clicked on the button that said, "Install RAMdisk." Immediately, another window showed, NATIVE SIZE 1920K Load RAMdisk RAM NATIVE RAM 1541 RAM 1571 RAM 1581." The size of free RAM available, 1920K, could be reduced by clicking on a the symbol of a down arrow. I wanted the largest amount of space available, and so I left the size alone and chose the button, RAM NATIVE. Another window--"Enter a partition name for this RAMdisk CANCEL." Being less than imaginative, I typed in the word, "RAMdisk" and pressed return. My 1581 drive spun its boot disk, and then it was time for another window, "DRIVE D: [unformatted] Device: RAMDISK TYPE: NATIVE VERSION: 5.0 SIZE: 1920K Remove Drive Format Disk Validate Disk SAVE OK." Now that I had a virtual drive in the RAM expander, I had to format the disk, and I clicked on the appropriate button. A window appeared, saying, "Enter a disk name... CANCEL." I wrote, "ramdisk", and pressed return. What happened? Another window, "Operation will be to drive D, ...Continue? YES NO." I chose YES, and the monitor screen read, "Please wait...." A second or two later, the message changed to, "Please wait... Operation completed OK." I clicked on OK and was taken back to the Toolbox desktop. The CURRENT CONFIGURATION now read that I had a RAMdisk as drive D.

Yes, the RAMdisk was now recognized, but I had not saved the configuration. I went to the menu bar at the top of the screen and clicked on OPTIONS. I chose "save all." All of the mechanical drives which were listed in the boxes under CURRENT CONFIGURATION were copied into the boxes under SAVED CONFIGURATION, and a window appeared which read, "Drive D... Format RAMdisk during bootup? YES NO." I wanted the RAMdisk to automatically come up during the Wheels bootup, and I clicked YES. Another

window--"Enter a disk name to use for formatting... CANCEL." I wrote "RAMdisk" and pressed return. The bootup disk moved, and now the fourth box in the SAVED CONFIGURATION row showed the same information as under CURRENT CONFIGURATION, except that it also said, "Boot Format: ON."

I went to the upper menu bar, clicked on the word, WHEELS; chose "quit" from the menu, and was taken back to the Dashboard. The icons of my drives were there, including an icon of a RAM expansion unit entitled "RAMdisk." I double-clicked on that icon, opening up a window. The menu bar at the window top read, "D: RAMdisk 1903k free." Excellent! I had plenty of space for files. I brought the drive C window to the front, drive C being my 1581 drive. I went to text mode in that window, and while holding down the Commodore key, I clicked on nearly every file I had on that 1581 disk--Toolbox 64 and Dashboard 64, and the files I had previously file-copied onto the 1581 disk--GeoWrite, GeoPaint, GeoPublish, GEOSpell with Geo-Dictionary, Text Grabber, Graphics Grabber, Paint Drivers, calendar, the basic fonts, various forms, layouts, and a Epson FX-80 printer driver. I went to the menu bar at the top, clicked on "file," which brought down a menu, "open, info, duplicate, copy, rename, delete, print." I chose "copy." A window appeared, "FILECOPIER Select the destination drive A B D CANCEL." I chose D, which brought up another window, "Drive D Directory: RAMdisk OK -Use this directory Disk -Change Directory Cancel -Use different drive." I clicked OK. The 1581 went into action, copying all of the selected files into the RAMdisk. Three minutes and forty-six seconds later, the operation finished. I brought the drive D window to the front of the Dashboard to make sure that the files had been loaded. They were all there, and the RAMdisk still had 1391K of free space. Wow! I'd never run out.

Then came the big test. Would I be able to run all of my applications from RAMdisk without having to access the mechanical drives? A major peeve that I had with GEOS was that it always accessed the disk drives, thus slowing down the use of the program even further. I double-clicked on the GeoWrite icon, chose CREATE a new document, wrote a document name, wrote a few lines, and quit out of the program. Sure enough, I was placed back on the Dashboard and when I clicked on the drive D window to update its directory, I found that the test document had been saved to the RAMdisk. No mechanical drive access. I clicked on the icon of the test document; it automatically booted up GeoWrite and loaded in the document. How convenient!

I quit back to the Dashboard again and tried the same method with GeoPaint. Create a document, write a document name, draw a bit, and quit the program. It saved to the RAMdisk without accessing the other drives. I clicked on the icon of the GeoPaint document. Darn! What happened?! System error... Something went wrong. I tried again. Same response. I powered down the system and rebooted. GeoPaint screwed up again...that glaring system error. Next I tried my 1571 boot copy of Wheels instead of the 1581 copy. Same frustrating GeoPaint error. I made new 1571 and 1581 Wheels boot copies. Same error. I file-copied GeoPaint from the original master disk and tried it. Error. Totally frustrated, I held back a day, but I broke down, e-mailed Maurice Randall, and explained my situation.

Patiently, he went through a check-list, going through the process of elimination. Had I done this? Had I done that? I took his advice and tried again. GeoPaint wouldn't cooperate. I e-mailed again, and he then told me the good and the bad news. The good news...Wheels was not at fault.

The bad news...GeoPaint was the trouble. GeoPaint understood drives A and B. It didn't know what to do with drive D (nor drive C).

Fortunately, Guenther Bauer of GO64! magazine came to my rescue. He too had run across this problem with GeoPaint and Wheels. His advice was to swap drives. How simple! By dropping the icon of the RAMdisk on top of the icon of drive A or B (or by dropping the icon of drive A or B on top of the RAMdisk icon), I would invoke a window which gave me the option of swapping drives. The RAMdisk could become drive A or B. GeoPaint problem solved.

I continued driving Wheels every day. I decided to try out GeoPublish from within the RAMdisk. Now I had never booted up GeoPublish before; I had bought it used from FCUG member, Del Contreras. For months I had let it languish in the box, scared off by its high learning curve. Well, here was a chance to see how it would interact with Wheels. I copied it to RAMdisk and tried to boot it. It came back with the message, "Insert the original disk." Huh? I had file-copied it from the original disk. OK, I tried to run GeoPublish from the original disk. "Insert the original disk." Oh-oh, what was I to do? Another e-mail to Maurice, another response. My GeoPublish disk was not keyed to the original serial number of my GEOS master disks. Wheels also used that same serial number in its installation process. Maurice advised that I use the copy program, Maverick 5.0, to strip out the serial number on my GeoPublish disk. It worked! GeoPublish ran like a charm. (I found out later that I had the older version of GeoPublish, which could be de-keyed by Maverick. The later version of GeoPublish could not be de-keyed.)

Another day, a different problem. I didn't like the arrangement of certain icons when I opened up a drive's window. Thinking that Wheels would be similar to GEOS, I tried to move the icons around. What! No matter how much I tried to move one

icon, it would fall back into place. The drive icons, located outside the windows, were no problem; they could be placed anywhere on the Dashboard. The icons within the windows were the tricky ones. Not wishing to bother Maurice again, I e-mailed Dick Estel, our Interface editor and owner of Wheels 64, too. What was going on? Dick had already contacted Maurice and got an explanation. The method of moving icons within the windows was almost a hidden trick. The driver's manual gave a short explanation of the function keys' use within Wheels, too short of an explanation. Dick found out that if I pressed a shifted function key (e.g., F4), I would be taken into a window that noted all of the files displayed by the unshifted mate to that function key (e.g., F3). I'd click on the button, "Modify," and exit out of that window by clicking on "OK." Then I'd have to press the unshifted mate (F3 in this case), and the directory would be written to the Dashboard window. In this Modify mode, I could then rearrange icons. Simple but not clearly explained

## I've Got Five Dollars and It's Saturday Night

The new year started off with no winner, so the prize doubles to \$10 for February. Missing in action (and losing out) were Art Gumprecht, John Weaver and Doug Cunningham.

We draw names till there's a winner, stopping after the third name, and if none of them is present, the pot goes up to \$10 the next meeting.

