

Inyerface



Somewhere Out West

April 1 2000

Taking 8 Bucks to the Movies

More Computer Company lawsuits

by Andrew Smith

"What,
me
worry?"
Maharishi
Aeneuman

Apple Computers of Cupertino has announced today that they will bring suit against anyone using the set of characters known as the alphabet as they are of the opinion that the alphabet is covered under several of Apple's patents issued in 1978. Attorneys for the company refused comment when questioned on the rumors that Apple was investigating the feasibility of pursuing users of the Arabic numeral set. One highly placed Apple source stated that the company would aggressively pursue infringers of Apple patents, however minor the infraction.

In other news today, McDonalds and Apple both filed suit against each other in different venues regarding the trademark "Mc" and "Mac." It is McDonald's position that Apple be enjoined from using the trademark "Mac" as it is too similar to McDonalds own trademark "Mc" and that people may confuse Apple products with McDonald's products. Attorneys for McDonalds were especially concerned with the possibilities inherent in the confusion of McDonald's "BIG MAC" and Apple's "MAC PLUS." Said one, "Can you imagine the lawsuit possibilities if a McDonalds customer were to break some teeth biting down on a MAC PLUS?"

In another court, Apple lawyers moved to prevent McDonalds from using the "Mc" trademark because it was too similar to Apple's own "Mac" trademark and that customers may confuse the two companies' products. Of particular concern to Apple attorneys was the possible confusion between McDonald's "BIG MAC" and Apple's "MAC PLUS." Said an attorney for Apple, "Can you imagine the damage that might be done if a user were to attempt to load a \$750 copy of Pagemaker into a BIG MAC?"

Both Apple and McDonalds refused comment on the other's lawsuits beyond the regret that ours is such a litigious society.

Toaster Comparisons

by Dick Estel

Users of the Commodore Amiga are excited these days about the Video Toaster. This product allows the control of video and graphic effects, such as wipes, dissolves and other visual magic. Before the arrival of the Toaster, equipment to accomplish these tasks was priced in the range of \$10,000 and up. The toaster costs around \$1500.

As a Commodore 64/128 user, I cannot use the Video Toaster, but I have achieved good results for several years with the Toastmaster toaster. I thought a comparison would be useful.

Probably the biggest advantage of the Toastmaster is that it does not have to be connected to a computer. In fact, it is a stand alone device which accomplishes its work without peripherals or even software (unless you call bread software).

The Toastmaster allows control of the visual appearance and texture of the final product, with a range from soft light brown to board-hard black. When it was new, the Toastmaster had an automatic control for this, and when the program had finished its work, the finished product popped out magically.

Due to wear and tear and old age, my Toastmaster has lost its popping ability, and currently requires the placement of a heavy object on the up/down lever in order to avoid premature ejection. This also necessitates intensive manual controls (watching it like a hawk) to prevent undesirable results.

While it is true that the Video Toaster produces a wider range of colors and effects than the Toastmaster, the latter costs only one percent of what one has to pay for the VT. Overall I am satisfied

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with my toaster, and although it won't connect to my Commodore, I am confident that Doug or Del could build an interface for me.

(Circa 1990)

What the Editor Did

The editor, having grown increasingly lazy (although gaining in wisdom and charm), recycled the graphics and most of the text for these two pages from the early 90's.

The first April Fool edition of Inyerface appeared in 1990, followed by a second and final appearance in 1991.

By the way, your fly is unzipped. Made ya look!

--Rick Mason (the editor's biographer)

Measurement Conversions

10*12 microphones = 1 megaphone
10*12 pins = 1 terrapin
10*21 piccolos = 1 gigolo
10 rations = 1 decoration
10 millipedes = 1 centipede
1 centipede/second = 1 velocipede
3 1/3 tridents = 1 decadent
10*6 bicycles = 2 megacycles
10 monologues = 5 dialogues
10⁻¹⁸ boys = 1 atta boy
10⁹ goats = 1 nanogoat
2*10³ mocking birds = 2 kilo mockingbird
10*5 dollars = 1 Millicent
2*10*3 millinaries = 4 seminaries
1 milli-Helen = the amount of beauty required to launch one ship

(from SCOPE, Society of Computer Owners and PET Enthusiasts, Dallas-Fort Worth TX, 1/90)

Sometime in Y2K

The Interface

Commodore Pictures Visible on PC

by Dick Estel

February 26, 2000: Today I achieved a goal I have been wanting to accomplish for about three years: I watched a picture that I had scanned on the Commodore appear on my PC.

I had asked some people how to do this a couple of years ago, but the steps they described required going through several different formats, and the effort seemed too much with everything else I have to do.

In late February I posted the question to the Commodore MaiLink list, and received a number of replies within a few hours. Several people suggested using Jim Collette's geoPCX, a program I already had. This program should convert geoPaint files and GEOS albums to the PCX format, which can be read by nearly any PC graphic program in use today.

Jeff Adolph and I had tested this program when I first downloaded it from Q-Link about eight years ago. We accomplished the file format transfer via the club BBS. To the best of my memory, I sent GEOS files that had been changed to CBM SEQ format with the GEOS program Convert. He then used geoPCX and successfully converted an album of photos.

I had tried geoPCX, but it would not run on the PC, either under Windows or from DOS. After posting my question, I was told that it runs in GEOS. However, I question this. My memory is pretty good, and I am 87% sure it is intended to

run on a PC (or at least an old PC from the early 90's before Windows).

I tried converting it to GEOS, with no success. I tried running it from BASIC, again with no luck. So I proceeded to plan B, which was to download several conversion programs from C64 Com (<http://www.c64.com>). Among the items offered are tools for use in moving between PC and C=, and the program that did the job is CBM2BMP, found at <http://www.fairlight.to/tools/pc.html>.

After converting geoPaint files to CBM SEQ files, and transferring them to a PC readable disk via Big Blue Reader, I ran this program, and was presented with a simple interface. Shortly after I clicked on LOAD CBM, my picture started to appear. I then clicked on SAVE BMP and voila! it is available for further manipulation.

I found that my usual photo editing program, ArcSoft Photo Studio, did not recognize this bitmap (BMP) format; however, my premier graphic viewer, ACDSee loaded and converted the files to .JPG. Now if we wanted to get carried away, we could use one of the new JPG converters for Commodore to get the file back into a non-GEOS Commodore format!

All of the above took place on my Compaq Presario. A few days later I got a partly-new "homemade" PC from a friend at work (we put the Zip drive and CD-ROM drive from the Compaq into this one). When I started to convert another batch of geoPaint files, I got an unpleasant surprise.

When CBM2BMP converts a file, it displays a view of it, about half the normal size. During conversion, the display was broken up into pieces like one of those computer picture puzzles. The saved file was not scrambled, but the bottom 20% was missing. I tried converting some of the files I had

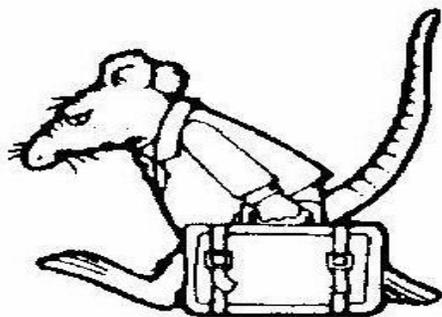
originally done, and had the same problem.

Since I had set up my Compaq with an old monitor I had around, I went back and tried the program on it...and everything worked fine. The new one has the same operating system and virtually the same software, but there is something about it that CBM2BMP does not like. Email to the author has gone unanswered so far.

Looking for an alternative, I downloaded ConGo, a highly touted program that allows a lot of manipulation of graphics, and converts both ways. With little documentation, it took a while to figure out how to use it, but once I did, it converted the files but not cleanly. Around the edges of each image or text object, there is what looks like a shimmering effect (in fact it's just a few extra grey pixels). Email to the author brought the suggestion to save as BMP files instead of JPG. I did this; then saved the BMP as JPG in a photo editing program, and got a clean conversion. This program also successfully converted color Koala files and a color geoPaint file.

The graphics throughout the newsletter are converted from pictures I scanned into the Commodore with the Handyscanner, then converted to geoPaint.

To see more such pictures, visit <http://home.att.net/~rmestel/geos.html> (you must have a



Former Commodore rat, converted to a PC rat (doesn't look happy about it, does he?)

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

Keith Sohm is going to have to break down and come to a meeting...his name came up again in February, along with Jack Dickey, also absent. We hit a winner on the 3rd try, Dick Estel.

In March Jack lost out again, with Helen Silvas coming up a winner on the second try.

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.

Our last winner for the 1990's was Doug Cunningham, while Chester Sohm became the first Y2K winner. The last absentee name of the 90's was Dan Rowland.

ALL CAPS VS. UPPER/lower CASE

by Rolf Miller

Correspondence is occasionally seen typed in all caps. In fact, several variously named fonts substitute smaller upper case letters in place of the normal lower case characters. When those who use all upper case letters are asked why the preference, the answer usually reflects the idea that it's easier to read.

Those who read for a living disagree with them. Publications that accept manuscripts for consideration have editors who read submissions. However, these publications have Writer's Guidelines detailing form. Material that does not follow those guidelines is rejected forthwith. One of the requirements invariably found in Writer's Guidelines is: use normal fonts, preferably Pica, though Elite is acceptable. Also undesirable is dot-matrix print-

ing. Material submitted using script or other unorthodox fonts, and all upper case letters are rejected. The reason given is readability. A study of the evolution of writing finds that the development of lower case letters is rather recent. Upper case characters used to be the norm. And it's thought that readability is what prompted creation of the lower case alphabet. Simply, it is easier for the eye to recognize words using lower case characters. While letters are distinguished by their shape, a look at the upper case alphabet sees that all letters fill the same vertical space.

ABCDEFGHIJKLMNOPQRSTUVWXYZ

THUS, WORDS TYPED IN UPPER CASE POSSESS NO DISTINCTION AS VIEWED ON THE VERTICAL PLANE. CONSEQUENTLY, IN DECIPHERING WORDS TYPED IN CAPS, THE EYE IS LIMITED TO THE SHAPE OF THE INDIVIDUAL LETTERS.

A look at the lower case alphabet sees that all characters do not occupy the same vertical space.

abcdefghijklmnopqrstuvwxyz

As a result, words typed in lower case not only possess distinctive characters, but the varying vertical dimensions often gives words a look all their own. Consequently, in addition to the shape of characters, the eye also learns to recognize the distinctive appearance of lower case words.

(From Civic 64/128, August 1999)



Scape

by Robert Bernardo



"O.K., I want you to lie in the middle of the road."

I looked incredulously at Chris Beck, the Wired photographer who had come from New York City. "O.K.!" I replied, and I obeyed his order. From my sitting position on the asphalt, I lay down full-length upon the cold, slightly damp asphalt of the street. Ah, the things I do to promote Commodore!

It all started back on October 2 and 3 at the Santa Clara Convention Center. I was attending the Vintage Computer Festival, manning a table there for the Fresno Commodore User Group. With me on that first day were Ed Hart, president of the Fremont-Union City-Newark-Hayward User Group, and Todd Elliott, programmer of demos, utilities, and GEOS enhancements. It was the first time that we had a table at the show, and I had come with many things to demonstrate in front of the crowd --Wheels, the SuperCPU, Loadstar, various European demos, and various magazines/newsletters, like GO64!, Commodore Scene, Commodore Zone, the Interface, and C=Voyages. I had brought a C128D set-up, a C64 set-up, a European Plus/4 set-up, and a European C128D. Todd had brought his high-powered C128D system, complete with CMD HD, FD-4000, RAMLink, and SuperCPU, while Ed had brought various disks and a SX-64.

Morning discussion sessions were held in the meeting rooms upstairs, and when they were over, then the doors of our "flea market" room would be opened. When the doors finally opened at 2 p.m., to our surprise, hundreds of people poured through. We had the enviable position of being the first table by the door, and everyone seemed to

stop at ours first. Overwhelmed, Todd, Ed, and I tried to answer all of the questions of the people who were lining up.

"What's that?"

"That's a SuperCPU. It's a 20 mhz. accelerator for the Commodore."

"Could I buy one here?"

"Uh, sorry... you'll have to buy it from Creative Micro Designs. We're just a demonstration table. ...But here's their catalog, and here's a membership application for our club."

"What's that?"

"It's a hard drive for the Commodore."

"I didn't know there were hard drives for the Commodore. Can I buy it?"

"Uh, sorry... you'll have to buy it from Creative Micro Designs. We're just a demonstration table. ...But here's their catalog, and here's a membership application for our club."

"What's that? It looks like the Amiga desktop or Atari desktop."

"It's Wheels for the Commodore 64/128. It's the operating system upgrade for GEOS 64/128."

"Could I buy it here?"

"Uh, sorry... you'll have to buy it from Maurice Randall, the creator of it. We're just a demonstration table. ...But here's his address, and here's a membership application for our club."

"What's that?"

"That's a SX-64. It's a transportable C64, disk drive, and monitor."

"We didn't know that was made. Can we buy it?"

"You'll have to talk to Ed over there. That's his machine."

"What's that?"

"That's CAD-M, a multi-color CAD program for the Commodore 64."

"Is it for sale here?"

"Uh, sorry... you'll have to buy it from Loadstar. It was on issue #150. We're just a demonstration table. ...But here's Fender Tucker's address, and here's a membership application for our club."

Along with the slew of interested new and veteran fans came the reporters. A reporter and video cameraman from the magazine, Dr. Dobb's Journal. A reporter and photographer from Shift magazine. A reporter from Wired magazine. Dr. Dobb's was first up...

"Look straight at the camera. What made you come to the Vintage Computer Festival?"

"We came to promote Commodore 8-bit computing to the public. ...That we're still around. ...That our club is the strongest in the South San Joaquin Valley."

"No, don't look at me. Look at the camera. Why do you still use a Commodore?"

The questions kept coming. Then a little while later came the Shift reporter.

"Why did you come to the Vintage Computer Festival?"

I gave the same answer that was given to Dr. Dobb's Journal.

"Why are you still into Commodore gaming?"

Huh, a new question! And one that I wasn't prepared for.

"Well, it brings back a time when things were more innocent, when all you had to do was..."

I was reaching for answers off the top of my head. I wasn't really an intense gamer, but the reporter kept asking me gaming questions. Looking for a way out, I finally sent her off to Ed. (Sorry, Ed!) The Shift photographer took out his Hasselblad and wanted a few pictures of me. Well, at least, I thought it was going to be a few.

"Put your arms down to the side. Look at the camera. O.K., good. Now look over the camera. O.K.. Now look to the left. Good. Now look to the right. O.K.. Don't smile. Look serious. Good. Now cross your arms. Look straight at the camera..."

Ay-yi-yi, he took more and more. Finally, he finished and went on his way to photograph other attendees at the show.

The Wired reporter was last. Basically, he had the same questions as the other reporters, and I gave him the same answers, well-practiced by now. Satisfied, he departed, and I breathed a sigh of relief that the reporters had gone. Now I go back to demoing the software/hardware to the crowd and talk a bit more to Ed and Todd before they left for the day.

Sunday was quieter. About half as many people came into the flea market room as the previous day. Clark Murphy from FUNHUG had come to help me out that day, Ed having gone to attend some other computer show and Todd having to return to Southern California. The Shift photographer was still buzzing around.

"Haven't I seen you before?" he joked with me, but he didn't stay and went in search of fresh fodder. The other newspeople were long gone.

After that weekend, I thought I was finished with being in the limelight. I had given my answers to the reporters. I would be troubled no more.

Wrong! A few weeks later a Shift editor called all the way from Toronto, Canada in order to confirm



Home of a true Commodore Diehard: Office of Brian Crossthwaite, keeper of the Archaic Computer Gallery, 1994. SuperPET, 4040 drive with Datassette on top, CBM 2023p printer, VIC20, Epson COMTEX color monitor. Copyright 1997, 1998 Noesis Creation. All Rights

a few things, e.g., how was my name exactly spelled, how many members were in the club, what was the motto of the club? I duly answered all the questions and again thought that was the end of that.

Wrong! Mark Frauenfelder, the Wired reporter who had gone to VCF, e-mailed, saying that he wanted to come to one of our meetings to do a follow-up. Well,

this was a big deal, and I telephoned as many members as possible to come to the December meeting so that we could show our Commodore solidarity. I planned an exciting, jam-packed meeting in order to show him the interesting things we did. Mark was a no-show. I thought that was the end of that.

Wrong! Wired called again, this time wanting verification of certain points (how do you spell your name, how many members in the club, what is the motto of the club, etc.) and wanting a time to set up a photo shoot. Skeptical, I voiced my complaints about Mark not showing up at our meeting and my doubts whether such a shoot was really true. Carolyn, the editor, assured me that this was true and that they wanted to photograph me the first week of January. Well, that would be after my Christmas vacation; I'd be back to work by then. We mutually agreed on Friday, January 7, 3:30 p.m., after school let out.

I had some Commodores in the classroom, but I wanted to show off the home C128D with multiple drives, SuperCPU, and 20-inch monitor. I decided I would set up the home system in the classroom. The photographer would have to be satisfied with that.

January 7 arrived. The classroom was ready. The equipment was set up. The photographer was late. From his cell phone, he confirmed the directions to the school, and I told him that he was still an hour away. Finally, he rolled in, a bit before 5 o'clock.

Chris and his assistant, Kyoko, immediately started pulling equipment out of the Ford Explorer.

"We're losing the light," he told me. "Is there a sign on the road that says 'school' around here?"

"There's one by Fremont School a couple of blocks from here."

"Great. Let's go."

Surprised that he wasn't going to film me in the classroom, I obediently walked with him and Kyoko, showing him where the word, school, had been painted in yellow on the street. Looking at

the site, he took a minute to scan the scene with his photographer's eyes. Then he knew what to do.

"I want you to sit on the street, right there by where it says school."

Here I was in my good school clothes... and he wanted me to sit in the street? Without protest, I did what he said. He took out a Mamiya RZ67 and adjusted the focus while Kyoko took the light readings.

"O.K., cross your legs and look at the camera. O.K., purse your lips but smile. Purse them tighter. Oh, you can give a better smile than that. O.K., now just put your legs out straight. Look at the camera. Look over here to the side."

Roll after roll was shot. Car after car passed by. Fortunately, Kyoko diverted the traffic while the shoot was going on.

"Bernardo!" screamed some former student as he drove by. Another teacher and his wife drove by and parked at their house just a few doors away, all the time staring at the activity going on in their street. I thought, "Oh, boy!"

Nearly 6 o'clock... daylight was nearly gone. Streetlights glinted through the trees. We'd have to go indoors by now, right? Wrong!

"Hmm, o.k., sit up now and look directly into the headlights of the my car."

This was Chris' idea? I stared at the lights just 10 feet away from me as he set up the camera, as Kyoko took the light readings, and as he starting firing away again. At last, he was finished.

"Let's go back to the classroom and take some more shots."

pre-Pentium PCs. As new programs require more computing horsepower, many users are “stuck on an upgrade merry-go-round that forces them to shell out \$2500 or so very couple of years for a new machine.” As NewDeals CEO, Clive Smith says, “The fact is that those older machines work fine. You don’t need a Ferrari to go to the supermarket.”

Here’s another quote from the Wired article, on their encounter with our president:

“Why struggle with a machine that has no graphical Web browser?”

‘Because it’s an old friend,’ says Robert Bernardo, patting the monitor of his C64. I’ve encountered Bernardo, president of the Fresno Commodore User Group, at the Vintage Computer Festival in Santa Clara, California. The club’s motto, Bernardo tells me, is ‘Taking 8 Bits to the 21st Century,’ and the majority of its members use the C64 as their primary computer.

Lots of diehards are like Bernardo: They use orphaned platforms no longer supported by the original manufacturer, and they depend on a network of tiny third-party software and hardware developers to keep their machines going.”

Finally, here’s Wired’s summary of the history of Commodore:

“Commodore VIC20/C64 - Introduced: 1981; Died: 1992

Resurrection Hot Spots: Commodore 8-bit server www.hut.fi/Misc/cbm - Vast listing of Commodore links, history, and resources; C=Ring www.ncf.carleton.ca/~ag090/cbmring.htm - Webring of 170 revivalist sites

Many teenage hackers in the early '80s got their first exposure to computers with the VIC20 or its successor, the Commodore 64. Based on the

8-bit 6510 chip, both computers featured high-quality sound capabilities, sprite-based graphics, and the ability to load and save programs on tape.”

You can find the entire article on the web at <http://www.wired.com/wired/archive/>

Rounding Decimals

I have a need to round off decimal numbers to various places depending upon how they will be used in the program. Is there a simple way to do it?

Early in the program write:

```
1 DEF FNR(N)=INT(N/DP+.5)*DP
```

DEF defines the function FNR(N) to equal the integer result of $N/DP+.5$ which is then multiplied by DP. The number of decimal places is determined by DP. $DP=.1$ gives one place, $DP=.01$ gives two, etc. So, in a later program line like:

```
100 DP=.01: N=DV: V=FNR(N)
```

where $DV=12.176$, V would be made 12.18 because $12.176/.01$ yields 1217.6 and $+.5$ makes it 1218.1 which INT truncates to 1218 and then multiplying by $.01$ yields 12.18. Of course, the value assigned to N can be held in another numeric variable.

(From CIVIC 64/128 Gazette, May 1997)



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Editor's Internet Exchange Offer

We'll be happy to send any of the articles in our newsletter to other clubs via E-mail, to save the hassle of typing. And we'd appreciate the same from those clubs that have access to Internet E-mail.

Send requests to:
dickestel@att.net.

Fresno PC Users Group

Meetings 1st Monday of each month, 7:30 p.m. at
Ramada Inn, Shaw & Fresno.
Recorded information phone: 496 3974
Membership: 434 0941 or 225 8824
6751 N Blackstone # 395
Fresno CA 93710

THE SMALL PRINT

The Fresno Commodore User Group/Sixty-Fourum is a club whose members share an interest in Commodore 8-bit computers. Our mailing address is 3487 E Terrace Ave, Fresno, CA 93703. We meet at 10 a.m., the first Saturday of the month, in the Sarah McCardle Room of the main library, 2420 Mariposa, between N & O St. See the back page for a map. The Board of Directors meets immediately following the general meeting. The meetings generally include demonstrations, discussion, drawings, and individual help.

Dues are \$12 for 12 months. New members receive a "New Member Disk" containing a number of useful utilities. Members receive a subscription to this newsletter, access to a public domain disk library, technical assistance, and reduced prices on selected software.

The Interface is sent to our members and other Commodore Clubs on an exchange basis. Clubs publishing newsletters with informative content are encouraged to add us to their mailing list. Permission to reproduce content from The Interface is granted provided credit is given to the source and, when identified, the author. Club members are encouraged to submit articles, tips or ideas for articles. To insure inclusion, any material should be submitted prior to the 15th.

Disclaimer: The club, its officers, members, and authors are not responsible for the accuracy of the contents of The Interface or the results of actions based on its contents.

Our disk library contains over 2000 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, violent or obscene programs. Please call our attention to any programs found in our library which may violate these standards.

Sales and Services:

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| <ul style="list-style-type: none"> ⌘ <i>Inside</i>: A Tale of Two Toasters ⌘ Measurement Conversions ⌘ More Apple Lawsuits ⌘ Commodore Pix on the PC ⌘ President: Giving it Up for C= | <ul style="list-style-type: none"> ⌘ Retroactiveism ⌘ Rounding Decimals ⌘ UPPER and Lower Case ⌘ The Return of Inyeface ⌘ |
|--|--|



Park on N street (one way northwest); or on O street

Next meeting
 April 1 10 a.m.
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Fresno County Library
 2420 Mariposa,
 between N & O St.
 (Sarah McCardle Room
 - Upstairs)
 (for elevator, use main entrance)