

The Interface

"Taking 8-Bits Into The 21st Century"

Volume 43 Number 2
January/February 2025



Welcome To 2025!

Commodore Coming On Strong In The New Year!

In This Issue:

The Editor's Godzilla (Getting to understand a book a little better.)
Monthly Meeting Reports (Those who attended tell what happened.)
L.A. Fires Affect Club Members (Danger lurks for C= users.)
Indiana Bakery Uses A C64 As A Cash Register (Still good even now.)
How Bruette Trolled Tramiel (Comedy at C= HQ still good even today.)

Newsletter of the Fresno Commodore User Group – Fresno, California
www.dickestel.com/fcug.htm



THE EDITOR'S GODZILLA

-By Lenard R. Roach

THE STORY BEHIND THE STORY ("Advertisement For OFF" as found in the book, "Run/Stop- Restore: 10th Anniversary Edition.")

Every story must have a back story. When it comes to writing a play, movie script, or novel, an author should write some sort of back story before page one, word one, is written to give the author an idea of where the story and the characters are coming from.

When I was working on the book, "Run/Stop-Restore: 10th Anniversary Edition," I tried to add a little back story along with the regular story to give the reader an idea of where I was coming from with the story and where the story began. They were called "facades." I believe that a couple of stories could use some more background revelation to give the reader a better idea of how the story developed. I will try in this article to show a deeper background to the piece entitled, "Advertisement for OFF."

As a custodian for the Johnson County Juvenile

Detention Center back in 1999, I had access to every room and office in the center except for the jail cells themselves where all the prisoners were detained. Only a jailer could have access to these areas and, if the custodial staff needed to get into those secured areas, they had to be escorted by an officer of the center and that officer had to stay with them until they left.

It was hard to believe that, even though the prisoners were all teenage children, their crimes ranged in everything from shoplifters to rapist and even murderers. It didn't make for a safe environment unless you were armed and had the upper hand at all times. The electronically locked doors gave everyone who worked there that upper hand. The problem in my eyes was not the jail itself or the handling of the prisoners but in the main offices that were located at the front of the center where the computers that the office staff worked.

The one thing every voting citizen of any city, county, state, or country complained about was the waste of the taxpayer's money and Johnson County was no exception to this rule. Something old was going out while new was coming in. This doesn't sound too ridiculous except that most of the time the things going out were recently put in. The only reason why the change was made was always an upgrade to a newer, more reliable device and in the late nineties it would appear that changes were being made so fast that by the time a manufacturer received the plans to build one device, that device was already obsolete and a new model was already being introduced.

As a user of the Commodore 64 I loved to watch what came in that was new in the way of computers. One month the detention center got in some new IBM towers, keyboards, and monitors. These machines were marketed to the county as computers with more memory and faster processors. Instead of hiring a tech to put in a

**Turkey arrested!
Police suspect fowl play!**

better motherboard and processor in the present towers, the center decided to replace all the computers and peripherals that came with it. The old towers were placed in a storage facility which contained the previous computers from the last upgrade. When I asked if these computers were going to be sold or outsourced, I was informed that these computers had to be destroyed because the hard drives contained confidential information. So, in essence, towers, keyboards, and monitors had to be completely demolished because of what was contained on the hard drives. My logic dictated that a simple swap of the hard drive with a new hard drive would save the county thousands of dollars and even make the county some money by selling the computers with the blank hard drives to an organization or even the public. Somehow Johnson County didn't think on these lines and would prefer to waste the money and destroy everything.

By the end of the month after the new IBMs were installed, the computer company Gateway convinced the county that they had a better, more advanced system than what they already possessed in the IBMs so, once again, the process of removing the computers was done and the new Gateways were installed. The now old IBMs were placed in the storage facility on site. Somehow this was starting to bother me. I knew I shouldn't care. I was living in Wyandotte County at the time so the things concerning Johnson County was really none of my business. However, I was once a citizen of Johnson County. In fact, I was born in Johnson County and to make matters even more interesting, I was born in Olathe, the very city where the juvenile detention center was located. Now, let's add more weird to the mix: The juvenile detention center was only two blocks north on Monroe and one block west on Spruce from the house that I was raised in. Mom still lived in that old house on Monroe so it was an easy thirty second drive to the house where I could get a hot, home cooked meal before

I left for my home in Kansas City, Kansas. But I am getting off the subject.

I let the "problem" of the computer waste stir in my mind for a few days. I finally decided that I should let sleeping dogs lie and allow Johnson County be foolish and spend their money like idiots. Then idiocy went to down right ignorance in my book.

Walking through the halls of the center one morning before sunrise, my coworker JP and I heard a noise coming from the cubicles of the office area. Thinking that some unauthorized personnel got access to the offices, JP and I rushed to the area and opened the door with a pass key. What we found was, in my opinion, as ridiculous as things could get.

On every monitor in every cubicle there was a screen saver, and that screen saver was either The Dancing Baby or The Hamster Dance. Though The Dancing Baby generated no sound, The Hamster Dance rang out with somewhat of a country twang. Every speaker on each desk displaying The Hamster Dance was singing out that silly beat over and over again. On top of that, with each monitor displaying a screen saver illuminated the room to where anyone who wanted to access the data, providing the hacker had even one password to get into one computers, gave plenty of light to accomplish the task. Plus the light advertised exactly where the nerve center of the complex was located even through the glazed windows leading to the outside.

That was that. I felt within myself the need to see what can be done about what appeared to me as a possible security threat, but I was just a custodian and had no pull anywhere in the complex. However, to me, something had to be done.

Edward Bulwer-Lytton once said, "The pen is mightier than the sword" and that gave me an

**Turkey arrested!
Police suspect fowl play!**

idea. I liked to write and was blessed with a powerful imagination. I also possessed a Commodore 128 with the GEOWrite word processor application. I've already written several articles and stories for the Commodore User's Group of Kansas City's newsletter "Ryte Bytes" that was well accepted by the group as well as other Commodore groups throughout the United States with whom the CUKGC swapped newsletters. If I could do well with just a few words printed out on a printer for the Commodore clubs, then I should be able to cause a stir at the detention center and make some of them think twice about leaving a monitor on and displaying a screen saver.

Sitting at home one evening after work, I went over to the computer area of the living room in our rented home on Central Avenue and booted up GEOWrite on my C128. I already knew what to say and I knew how I wanted to say it but I had to deliver the message in a left handed way so as to make the piece more of an entertaining read and not some sort of chewing out. The idea of a silly commercial type script came to mind so I started with page one, word one, and began the process of writing what was to become, "Advertisement for OFF." It only took a couple of evenings to write and polish the piece. I made a title page for the story but was sure to leave my name off the document to keep my identity a secret. This turned out to be an easy task.

In the break room of the detention center there was a bulletin board which displayed several pin ups of notes from personnel asking to buy a certain object or offering something for sale. The ads ranged from baby carriages to used vehicles.

Under my arm in a manilla folder I carried a copy of "Advertisement for OFF" as I walked into the break room. Over in the corner were about three jailers discussing the events of the night before. I walked over to the soda machine and deposited

my dollar fifty for a can of Mello Yello. Taking my can from the dispenser of the machine, I opened it and leaned on the counter, keeping my eyes on the jailers with intensity to hopefully make them uncomfortable and eventually leave. It wasn't long before glances at me from over everyone's shoulders prompted them to leave the room. I was finally alone.

Speed was of the essence. I had no idea when the next person may be entering the room from the opposite door and I wanted to stay incognito. I found a couple of spare thumb tacks on the board. I put the manilla folder on the counter and removed its contents. Grabbing the upper corner of my document, I quickly pinned my story on the board then slid the manilla folder off the counter and hurried out of the room with my Mello Yello in hand. My timing was perfect for as I was rounding the corner to leave the room a couple of more jailers came into the room from the opposite door. If they saw anything, they saw the heel of my size fifteen boot going around the corner and down the hall. The bait had been set. Now let's see if anyone bit at it. It didn't take long to find out.

The next morning JP and I entered the building from the guarded entrance after showing our credentials to the person on duty. We headed towards the main custodial closet where many of our cleaning tools were stored. The trip to the room passed by the main offices. Yesterday we heard enough racket from the offices to possibly be heard in the main jail. To our surprise, everything was quiet. JP and I detoured to the offices to check out the difference between yesterday's noise and today's silence.

Upon passing through the threshold to the main floor we saw the room in partial darkness. We walked around the room to see that many of the monitors were turned off. Only a few monitors were on and those that were on showed only The

**Turkey arrested!
Police suspect fowl play!**

Dancing Baby doing his little jig in complete silence. Somehow, many people, office personnel included, must have read the paper I wrote and came to the conclusion that I hoped for that the monitors being on 24 hours a day was unnecessary especially at night when there was no one in the offices. I hurried to the break room where I saw my story sitting on the break room table partially open to the middle of the story. I smiled. It appeared that my story was at least a partial success and some of the office personnel turned off their monitors.

My reasons for writing the piece may have been selfish and a personal irritant but it did prove that Lytton was right – “The pen is mightier than the sword.” The story, “Advertisement for OFF” is in my first book that I got published in 2011. Please look up the book for yourself on either the internet or at your local new or used book seller.

MONTHLY MEETING REPORTS

-by Robert Bernardo & Dick Estel

January 2025

The Fresno Commodore User Group's first meeting of the new year brought together the five who have become our regular attendees: Robert, Roger, Bruce, Dave and Dick.

It was appropriate that we reflected on the passage of time. For a quarter of a century, we have been writing a “2” at the beginning of the number of the year. Vast numbers of people have no recollection of it being the 1900's. Robert noted that he has been a member of FCUG for 30 years; Dick for 37. Dave was a member back in

the late 1990's, although he dropped out and returned a few years ago.

During lunch, the pre-meeting conversation ranged over the usual wide array of topics. Dave brought in a book titled “Bill and I: Building William Shatner's Belle Reve Ranch,” about property the Star Trek legend owned near Three Rivers, about 70 miles southeast of Fresno.

<https://www.amazon.com/Bill-Building-William-Shatners-Belle/dp/1469960834>

Dave also talked about visiting the Merced National Wildlife Refuge on the west side of the San Joaquin Valley near Los Banos, where he photographed thousands of birds. This led to a discussion of water birds in the Fresno metro area. Possibly due to global warming, a few thousand Canada geese had become permanent residents, and we were pretty sure those are fourth or fifth generation Americans.

A mention of seagulls caused someone to express surprise that they appeared so far inland. In fact, about half the coastal seagulls nested at Mono Lake on the east side of the Sierra Nevada.

Of course, we also discussed computer stuff, especially after the formal meeting began. Dick talked briefly about the club's current budget, reminding members about their yearly dues. Robert had cash at that moment and paid his dues. For 2025, various Commodore/Amiga shows had been mentioned previously, so there was a quick review: Commodore Los Angeles Super Show late April in Burbank (organized by Robert), Los Angeles Maker Faire in early April (Robert will have a table), Vintage Computer Festival SoCal in Orange County in mid-February (a member of the Southern California Commodore & Amiga Network will exhibit there). Rocklin Maker Faire, northeast of Sacramento, was announced for early October, but their website had not been

**Turkey arrested!
Police suspect fowl play!**

updated yet. We did not have a presence at the Retro Gaming Show in Sacramento in December 2024.

CLASS:

<https://portcommodore.com/dokuwiki/doku.php?id=class:news>

LA MAKER FAIRE:

<https://losangeles.makerfaire.com/>

VCF SoCAL: <https://www.vcfsocal.com/event-details/vcf-socal-2025>

Robert will continue his international travels in August and September, visiting the Netherlands Computer Show in Maarssen, the Amiga North Thames club and possibly the Norwich Amiga Group in England, AmigaKit in Wales, and tourist stops in Ireland, Spain, Portugal (for the first time), and Paris to see Notre Dame Cathedral. Due to his travels, the August FCUG meeting will have to be moved earlier in the month, and the September SCCAN meeting will have to be moved later in the month.

We then turned to demonstrations. Robert had set up the AmigaOne A1222+, and first he showed a fairly new application, 3D Converter, which takes image objects created by graphics programs on various computer platforms and converts those objects to be used in other graphics apps. 3D Converter could run on classic Amiga computers and on newer AmigaOnes, but Robert did mention that the computers needed to be very fast and have lots of memory. Even on Robert's AmigaOne, which was faster and had more memory than any classic Amiga, 3D Converter took time to display an object and rotate it (slowly). The image object that Robert showed was a wireframe image of an F-86 jet, composed of over 21,000 polygons! Roger was very interested, Roger being our resident 3D app expert. We took a look at other sample objects that came with the program, too. The simplest were wireframe images of a bowl and a

candlestick, both comprised of a few hundred polygons.

Robert then presented some of the newest Amiga games – Rintivoorh, Super Star Wars Holiday Special, Vigilante Demo, Revenge of the Grinch, Santa Present Drop, AmiRobbo, Winterland MegaLoMania, and Yoomp!. Unfortunately, some of the games, like Winterland MegaLoMania, were complicated to use, and Robert had not read the detailed .PDF instructions. When he ran those complicated games, he could get to the opening screen, but after that, he was guessing what to do and did not get very far.

Robert showed off a hardware box which encased 3.5" and 5.25 floppy disk drives. Inside was also the Greaseweazle, an electronic board from AmigaKit, which allowed the user to connect a PC to the hardware box via USB and which made it possible to transfer a disk image to a real floppy disk and vice versa. The Greaseweazle worked with disk images and disks from various computer platforms, like Commodore, Amiga, Apple II, Atari, Tandy, and more.

Robert had brought a disk labeled, PET games, and he wanted to know what was on it. Roger had the club's C128 and 1571 disk drive, but he didn't have the PET Emulator program. He could have downloaded it from the Internet and placed it on his SD2IEC drive, but he couldn't make the SD2IEC communicate with the 1571 (he had not brought his coaxial Y-splitter to connect both at the same time to the C128). Robert was not prepared to demonstrate the Greaseweazle in action, but he assured Roger that by the next meeting, he would have the Greaseweazle archive the PET games disk into a .D64 file. Then with the PET Emulator and PET games .D64 together on the SD2IEC, they would be able to examine what was on the PET games disk.

**Turkey arrested!
Police suspect fowl play!**

To wrap up the meeting, Robert ran the latest C64 games, like Twintris, the Pretzelves, Soiled Iron, Santa 4, and Captain Ishtar. However, when it came to Captain Ishtar, it was another complicated game. Just like the complicated Amiga games, Captain Ishtar came with .PDF instructions on many pages... and Robert had not read the instructions. The result – Robert could get to the opening screen but then could no further in playing the game. The simple, self-evident games were the most enjoyable to play – Twintris, a Tetris clone for 1 or 2 players, and the Pretzelves, a 1 or 2-player game which combined ice-skating and basketball.

Before the meeting was adjourned, Robert showed off his new carrying case for the VIC-20, which housed the VIC, a SD2IEC/memory expansion, and a Ray Carlsen miniature power supply. Robert said that the VIC-20 was not getting enough love and that the next FCUG meeting would be devoted to it.

February 2025

Four members were in attendance at the Panera Bread restaurant on Sunday, February 16 – Robert, Bruce, Dave, and Dick. Roger was with us in spirit, but physically at home with a bad case of flu. We wished him a speedy recovery.

We had an early, low-key celebration of Robert's birthday – he was turning 70 the next day. Robert talked about the free food he would be getting from various restaurants that rewarded people on their birthdays, e.g., Panera, Starbucks, Jimmy Johns, Corner Bakery Cafe, Red Robin, and Denny's.

Dick brought in a Nikon Coolpix camera which had malfunctioned a few years ago. (He bought a new one but liked the smaller size of this one.) The lens cover only opened half way on a

diagonal. This allowed taking triangular photos, something that might be of interest once every year or so.

Dick had never tried to force the lens cover open, but decided if it broke, it was no loss since it was already broken. We found that the cover could be moved out of the way, and Robert and Dave suggested taping it open. Robert brought in a roll of regular Scotch tape, and the experiment began. It was possible to slip a piece of tape behind the cover and tape it down. However, as soon as Dick pressed the shutter half way to focus, the movement of the lens produced the message "Lens Error," and the camera would not function till it was turned off, and the tape came loose. Dick put the device away for further experimentation at home.

Other pre-meeting discussion centered around DVD recorders and players. Robert lamented that he did not have a working video recorder and stayed up late to watch the 50th anniversary re-broadcast of the very first Saturday Night Live program. Both Dave and Dick had bought DVD recorders plus a back-up unit a few years ago when they were becoming hard to find.

As the formal meeting began, Robert showed us a 2025 Commodore calendar he had ordered from England. The pictures for each month were game screenshots.

He also described the commercial he will be making to promote the Commodore LA Super Show (CLASS). We'll let people discover the details for themselves when it is posted on-line, but it involves Robert wearing a suit and walking past the Paramount Studios gate.

Robert announced a change of plans in his visit to Europe later this year. He had learned of a two-day Commodore show in Täby, Sweden, about one hour north of Stockholm. He will forego his

**Turkey arrested!
Police suspect fowl play!**

visit to Spain, and instead, he will fly from Portugal to Stockholm and then take a bus or train to the show location.

Our sister computer club in San Jose had changed its name. Long known as TOGA (The Other Group of Amigoids), it was now RELICS – Retro Equipment Lovers Computer Society. We all agreed with Robert that we liked the old name better. Duncan MacDougall, visitor to FCUG and repairman for Robert's Amiga computers, was now the de facto leader of RELICS.

In the presentations, Robert first showed off the newest games for the C64 – Man Cave, a platformer in which you had to pick up the naughty magazines before the kids found them; Platman in which you had to move and jump around a maze before the meanies got you; Ladybird, a maze game in which you controlled your insect to pick up food and avoid the other hostile insects; Mike Mech 2, a maze game in which you flipped switches in the corridors and ran away from the aliens; and from the previous month, Captain Ishtar in which you controlled a spaceship shooting other enemies in order to protect the mothership.

To finish off the meeting, Robert demonstrated the latest Amiga games for classic Amiga OS, running off his AmigaOne A1222+ -- Tracker Hero in which you pushed the F-keys in time with the musical buttons falling from the top of the screen; Absolute Zero, a cute platformer in which you collect batteries in a frozen world; Castlevania in which you controlled a barbarian to enter a castle and fight off evil monks, and Skillgrid, a shooter in which you controlled a spacecraft to attack other objects coming at you and to touch various, moving platforms in order to get more points and power.

L.A. FIRES AFFECT CLUB MEMBERS

-by Robert Bernardo

Saturday, January 11, I was heading south on Interstate 5 to the bi-monthly meeting of the Southern California Commodore & Amiga Network, the sister club to the Fresno Commodore User Group. The previous Tuesday, the terrible California wildfires had started, decimating suburbs of the Los Angeles metro area – Pacific Palisades and Altadena. I had been watching the t.v. news carefully and discovered that the freeways were open to our Panera Bread venue in Northridge. Even with my less than exact knowledge of L.A., I knew that Northridge was not near raging fires of Pacific Palisades or Altadena.

Hence, I was fairly sure I could make it to the SCCAN meeting with no problems. Something was amiss, though. The freeway to L.A. was quiet, i.e., not too many cars. I reasoned that tourists were scared away from going to southern California. However, when I turned from I-5 south onto Freeway 118 west to Northridge, I saw what had scared them away. There two monstrously gigantic plumes of smoke in the distance, appearing like blackish-gray atomic explosions blown by the winds!

Oh, my God! All those people... all those houses and businesses! I was sad, thinking about what had happened to them.

About 20 minutes later, I arrived at Panera Bread. Before I started unloading the computer equipment from the car, I walked to the nearest street corner to get a view of one of the smoke plumes that was visible. It was 29 miles away.

**Turkey arrested!
Police suspect fowl play!**



My photo from the Panera Bread street corner

I took a picture of the far-off destruction and felt sad. Then I unloaded the car and set up the computer equipment, waiting for the members to arrive for our 2 o'clock meeting.

Needless to say, the fires were a big topic of discussion for the members. Member Richard G. commented that he and his family were ready to evacuate from Santa Clarita just in case the nearby Hurst fire turned east toward his neighborhood (the fire was moving west). Member Joe M. was also concerned about the Hurst fire, but it wasn't moving toward Castaic. Member Sev K., who did not attend the meeting, had to contend with the Eaton fire and had to evacuate from his house in Granada Hills. He didn't know when he and his family could return. Everybody at the meeting was concerned about when all of this rolling disaster would end.

Fast-forward to January 22, the day of this article. The Eaton fire that tore through Altadena has been nearly contained. Sev and his family have returned to their house. The fire that destroyed Pacific Palisades is 65% contained. The Hurst fire that threatened Santa Clarita is fully contained, and Richard G. never had to evacuate. However, a new fire, the Hughes fire, has started today near Castaic, east of Lake Castaic. I-5 is

closed in both north and south directions. 54,000 people had to evacuate, including Member Joe M.'s family. The fire doesn't seem to be moving west to the other side of the lake where his house is located. He is hopeful that he could return to his house soon.

I have donated money to 2 organizations which have boots on the ground to help those affected by the fires – the Red Cross (<https://redcross.org>) and World Central Kitchen (<https://www.wck.org>). There are other worthy organizations that are helping the people of L.A.



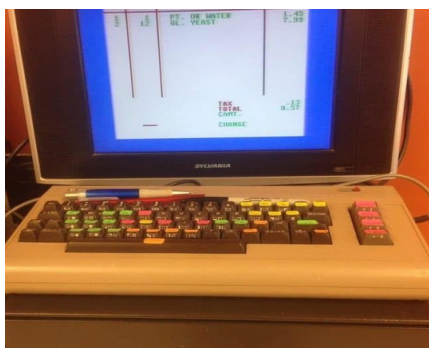
The view for Joe M.'s neighborhood in Castaic



**Turkey arrested!
Police suspect fowl play!**

INDIANA BAKERY USING C64 AS A CASH REGISTER A 1 MHz CPU and 64KB of RAM are enough

By Guest Contributor Daniel Sims



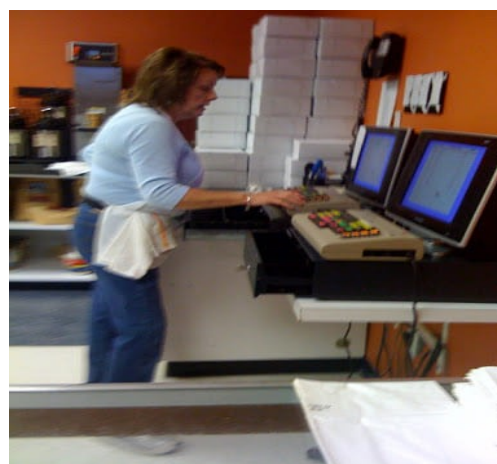
If it ain't broke: Many large companies and organizations are often ridiculed for using outdated computers, but not every business requires the latest digital technology. Case in point: a bakery in Indiana has been photographed processing sales using a Commodore 64. This isn't the first time a 21st-century business has been spotted using the top-selling 1982 PC, as the device remains beloved by enthusiasts today.

Photos have recently surfaced showing that Hilligoss Bakery in Brownsburg, Indiana, uses a pair of Commodore 64s as cash registers. While running a business on a 42-year-old PC might seem unusual, the device likely has sufficient processing power to ring up orders of donuts.

The pictures, originally taken in 2010, recently reappeared on social media. The C64s were also visible in another photo from 2021. [You can find the pictures and a few more on the Hilligoss Bakery Facebook page.] Hilligoss Bakery appears to have a strong reputation, boasting a 4.7 rating on Google Maps and a 4.4 on Yelp.

The Commodore 64, released in 1982, apparently remains the best-selling individual PC model of all time, with estimated sales between 10 and 17 million units. Priced at \$595 upon release (approximately \$1,945 in 2024 dollars), the system featured a 1 MHz CPU and 64KB of RAM, hence its name.

While most of the C64's 10,000 software titles were games, it also supported business software, which companies like Hilligoss Bakery continue to use. It's unclear whether the bakery has been using the Commodore 64s since 1982, but it's possible, given that the business has been operating since 1974 and is celebrating its 50th anniversary this year.



**Turkey arrested!
Police suspect fowl play!**

HOW BRUETTE TROLLED TRAMIEL

- by Dave Farquar



This Mego action figure of Boss Hogg, available in any toy store circa 1981 or 1982, bore more than a passing resemblance to then-Commodore CEO Jack Tramiel.

When I interviewed Jeff Bruette about Andy Warhol [artist who used an Amiga computer], of course I couldn't resist asking him about other things about Commodore. Bruette wasn't strictly an Amiga guy. He started at Commodore during its 8-bit era, including programming Commodore versions of hit arcade games like Gorf. So, of course I asked him what he thought about Commodore founder and longtime CEO Jack Tramiel. To celebrate Jack Tramiel's birthday, December 13, 1928, let's retell his favorite Jack Tramiel story.

One evening, Bruette was shopping, and he wandered through the toy aisle, into the action figures section. At the time, The Dukes of Hazzard was a very popular TV show. Toy company Kenner had struck gold by licensing the rights to make Star Wars action figures. So, rival companies licensed the rights to anything and everything, hoping to find the next Star Wars. Mego in particular was aggressive about licensing other properties, and the Dukes of Hazzard was

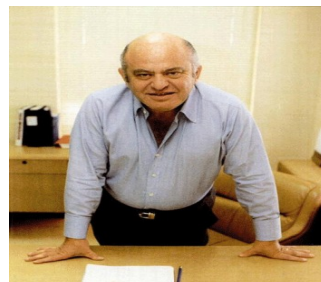
one of its more successful product lines.

Mego produced a full line of Dukes of Hazzard action figures, which proliferated in toy aisles across the country. Boss Hogg, the villain of the series, bore more than a passing resemblance to Jack Tramiel. And right there, in the toy aisle, a Boss Hogg action figure was staring Jeff Bruette down.

He bought the action figure. And then he brought it to work.

At the time, Commodore developers did all of their programming on a Commodore PET and transferred the resulting binary code over to a Commodore 64 or VIC-20 for testing. Bruette had a PET on his desk. The back of the Commodore PET had a hinge, so the whole machine popped open like the hood of a car -- kind of like the General Lee, the orange 1969 Dodge Charger that was the star of the show. He popped open the hood of his PET and put the miniature Jack Tramiel doppelganger there. There was plenty of room for the 3.75-inch-tall figure inside.

One day Jack Tramiel walked by, and Bruette motioned for him to come to his desk, where the trolling commenced. Bruette asked the Commodore CEO, "Do you know why Commodore computers are so good?" Then he lifted the hood on his PET to reveal the action figure hiding inside. "Because there is a miniature Jack Tramiel inside every one!"



The real Jack Tramiel

Tramiel's eyes got huge. "WHERE did you get that?" he asked loudly. "WHO is making miniature dolls that look like ME?"

**Turkey arrested!
Police suspect fowl play!**

"I guess he'd never seen the TV show," Bruette said, laughing.

It wasn't anyone within Commodore making them. The answer was the Mego Corporation, and you could get one anywhere toys were sold.

So you may get the idea that Bruette liked Jack Tramiel. Former Commodore employees have mixed opinions of him, but Bruette said he liked him and found him fair to deal with. At the very least, this story shows the difference between Tramiel and his counterpart at Atari, Ray Kassar, who wouldn't go near his engineers or talk to them.

Club Officers

OFFICERS AND KEYPERSONS

President	Robert Bernardo
Vice-president	Roger Van Pelt
Secretary/Treasurer	Dick Estel
The Interface Editor	Lenard Roach
Librarian	Roger Van Pelt
Club equipment	Roger Van Pelt
Meeting place reservation	Dick Estel

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 Panera Bread, 3590 West Shaw, 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.

Permission to reproduce content of 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.

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 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.

**Turkey arrested!
Police suspect fowl play!**