The Interface

FC=UG
"Taking Commodore Computing Into The Twenty First Century And Beyond ..."

September/October 2010

The Editor's Godzilla

-by Lenard R. Roach

I don't have much to speak about in the way of Commodore this month since I have done little with the machine over the past 60 days, so instead I wish to, with your permission, wisp a little philosophical and write about something that has been bothering me over the last several months. If you don't wish to read about the upcoming drivel, then please move forward to some of the great articles written by the great contributors to our newsletter about the new innovations coming to Commodore; if you wish to stay with me for the next 1100 or so words, then please bear with me as I try my best to express this concern on my conscience.

It has been bothering me over the last several months that it is harder and harder to get something published or presented to the general reading public in the Commodore word processing format. I have been writing and programming on the Commodore now for just a little over 20 years and I have learned most, if not all, of my computing prowess by using the Commodore than any other machine on the market. But, I have noticed that I am literally being forced out of my Commodore comfort zone and dictated to use some other format that is non-Commodore in origin just to make a presence in the publishing world.

I will not dig my claws into my present publishing endeavors since I am still working with them in getting some of my latest Commodore works out to the general public and I don't wish to put any ill weather between us, but at the same time I feel like I have to be a slave, as it were, to their protocols in the way of getting something in print, in so much to the fact that everything must be done in either Microsoft Word or Apple Works word processing systems. I have several works done up in GEOWrite or other Commodore word processing packages that have proven to fool even the professionals in the way of style and quality, but for the sake of convenience, I have to make those files into a Word compatible format and sent them over the Internet to the respected entities. Commodore has options and file creators that also allow the user to send files over the Internet, but then comes to problem of converting the word processing files into what they call a usable format that best fits their machines, which are all Word based.

I am thankful for such programs as Big Blue Reader that allows me to make the change from Commodore word processing files to MS-DOS word files, then to a Word

compatible format, but my point behind this gripe is that I shouldnt have to. I think of people like the late David Mohr, who has sent more than one article or story out to the reading populous with great success and did not once have to convert any of those files over to a more compatible format. It is too bad that we don't have him around anymore to access his mind and find out exactly how he did this procedure, but from what I understand, Lord Ronin had an incredible Commodore set up that would rival anything that I could imagine, and I'm sure with that set up he could create instantly a Word compatible document that was image ready to be sent to anyone in the publishing world. The point being that some of us stock users dont have access or funds to such machinery and software to make such things happen.

This is probably something that has come back to bite me in the butt from some time ago. Once I wrote that Commodore attachments were too expensive and if someone wanted to get something special done in the way of Internet, for example, one would merely have to buy an IBM ready machine and get their work done. Now with two IBM set ups in my house and a Commodore that sits basically neutral in its little corner of the computer room, I start griping that I cant use the machine because I have no ways or means to make the Commodore work in what I have to get what I need done completed and therefore I have to resort to using the IBM machines and leave my Commodore sit dormant doing nothing except convert files off the IBM into Commodore and vice versa just to get those things done on the Commodore that I need to do on the Commodore and get those things done I need to get done on the IBM. Lord Ronin was right; once you start down the path of a heretic, you start to regret it after a while.
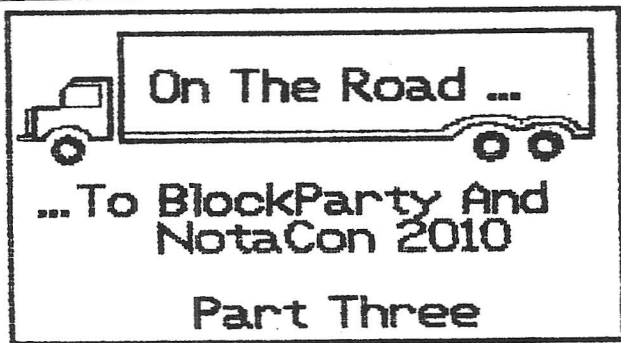
Now back to the publishers: Some of them, even the one I am working with, will allow you to send your documents to them in a Commodore format as long as they are converted into Adobe .PDF and sent along, however if there are any changes you make to the document after the first initial upload, then you must resend the entire document again and not just the corrected pages, and the printing process starts over from page one, word one. The publisher charges you as much as $500 extra for each .PDF changes you upload and if you make, say, three uploads, then that is an extra $1,500 you have to fork out on your credit or debit card. Some publishers who follow the same practice suggest that if you send your document via .PDF, make sure all your editing is done and your pictures, if any, are in place and ready to go. Basically, you have to make the book look like a book and the way you want it you are the editor, proofreader, and stylist for all your front cover, back cover, and dust jacket matter as well as your pages and the printer just takes your money for printing the material. Thats a crock in my opinion. If I paid for the services of an editor and proofreader, then dagnabit I'd best get those services to their fullest potential.

Some, but few, publishers still do things the old fashioned way but taking your typed document and making them into your book. I found only one publisher on the Internet that still did that and they did not return my emails, so I left them to the wayside. The group I am working with now was the only one that showed an actual interest in the work and offered me the best price and I got it on sale 50% off full retail publishing cost.

Ladies and gentlemen, one of the big selling points of Run/Stop-Restore was the fact that the manuscript was written and the master copy produced on Commodore machines. It showed to those who have forgotten that Commodore still has what it takes to make a great document that looks professional and can measure up to what today's computers can produce. Now I had to convert the entire piece into Word and do the rewrite on the PCs

I have in the house. I don't quite know if that is fair, but until I can come up with something that is more compatible to the present machines, I am stuck following their protocols and making Run/Stop-Restore: 10th Anniversary Edition less Commodore and more – yuck – PC.

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|   ___      On The Road ...      |
|  [___]___                       |
|  |  o  o|  ... To BlockParty And |
|  '-O-O-'     NotaCon 2010        |
|                                  |
|              Part Three          |
|_____|
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After those surprising revelations, the demo screenings commenced. We would watch each demo projected on the big screen, and then we would vote after the show. Knowing that there would be quite a few demos, I kept notes, listing each demo title and its ranking on a 1 to 5 scale, 5 being the highest.

Did I care much for the modern PC demos? Not really. I appreciated the Oldschool graphic dems, the Oldschool music demos, the Wildcard, and the Photography demos. In the Oldschool graphic demos, the best hands-down was Waterline by Daniel Krue. It was done for the Colecovision game console, an early 1980's machine which competed against the Atari 2600 game console. Back in California, I owned my family's old Colecovision.

The demo, Waterline, had a lyrical, mesmerizing, almost haunting chip tune with surreal images of water and the denizens which lived in or by the water. I had thought the Colecovision as only good for games; now it was now a machine for graphical and musical creativity! Very impressive demo! Outstanding!

After that demo was shown, there was great applause from the audience with several attendees yelling, "Colecovision!!," including me. (For some reason, throughout the show that night and at the award's ceremony the next day, people were yelling, "Amiga!") There were a couple of breaks in the long show, which gave people time to go to the bar, go to the restroom, or dance to music blaring through the room.

At about 3 in the morning, the demo screenings were over. After a brief peek in the gaming room to make sure the Commodores were all right, I convinced Keith to accompany me to the Notacon Radio room. We were going to have our delayed talk about Commodore/Amiga. Kris Suter, the lead radio d.j., was not there. John, another d.j. was in charge, but my use of the term, in charge, was not the right description. Seated in the room were at least 5 other people, all in various states of alcoholic inebriation. Keith and I couldn't get a word in edgewise; they kept on talking and talking into the microphones, either about the drinks they had or about the never-ending debate about which was better – PC or Mac. After about 15 minutes, Keith had had enough and waved me a good-bye. I would not see him again, because he would be leaving directly after he slept and would thus miss the Notacon closing ceremonies. I hung around the radio room for another 45 minutes, but nothing changed. I still couldn't get a word in. D.J. John had left the session earlier, and it appeared that nobody was directing the conversation.

Giving up, I walked on over to the gaming room and on the laptop computer, I cast my votes for the Blockparty demos seen earlier. It was now 5 a.m.. I peeked into the Notacon radio room one last time. Only three people were around the mics now; that was good. One of them was vomiting into a trashbasket; that was bad. O.K., time to head back to the Comfort Inn for four hours of sleep.

The Last Day --

The short sleep was not enough, but it would have to do. I packed my bags and checked out of

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the hotel, missing the hotel breakfast by half an hour. Through the sprinkling rain, I walked one more time to the Wyndham, my suitcases trailing behind. When I reached the Wyndham, I went directly to the third floor gaming room. Very quiet. I double checked that the Commodore systems were still going. The Blockparty awards ceremony wouldn't be until 11:30, and so, I had a bit of time.

I went over to the ham radio radio room and disassembled the VIC-20 set-up there. It seemed as if no one had connected a transceiver to it all weekend. I moved everything over to the gaming room, making sure to separate Jim's items from mine. As for the Commodore set-ups in the gaming room, I started packing away my disks properly into their boxes. I was saving the rest of the tear down until after the awards ceremony. A few minutes before the ceremony, I took one last look at the items that needed to be disassembled, and then I headed down to the Palace rooms on the second floor.

As in previous years, the Sunday morning crowd for the awards ceremony was relatively small; I guess everybody else was still recovering from the night before. Jason Scott was the emcee again, with various prizes from various donors, prizes ranging from cash to Cocaine energy drink. I compared the winners announced to those I had voted for. For the most part, the announced demo winners did not match with those I had voted for. However, in the category of Oldschool Demos, I had picked the winner, Waterline by Daniel Krue. Showing quiet pride, he walked to the stage to pick up his trophy, and when he came back down to the audience, I took his picture. He thanked me again for all my support, though I felt I had done nothing. Froggy finally took the stage to close out the show, and he did so in just a few words. (A video of the awards ceremony is now posted at http://blip.tv/file/3514670) However, he did ask for help in taking apart the rooms.

I rushed back to the gaming room and got back to work at packing away my stuff. Jim and Eric finally returned to the room and started putting away their materials. I asked Jim and Eric about the Texas Instruments TI-99 speech module left on the table. They had nothing to do with it. I finally figured out that a kind attendee to whom I had been speaking about my TI-99 had left the speech module as a gift to me. That is generosity! I don't even remember his name!

Though there was much to pack away, we moved at a leisurely rate. My plane was departing in the late afternoon, and so, I had some time. Jim would take me back to the airport. The problem was to get everything back in the rented Chrysler minivan with an extra passenger, me, taking up extra room. However, Jim and Eric were very organized; they packed everything into boxes which fit inside the minivan more or less exactly.

I said my good-byes to Kris of Notacon Radio and Jason of the Notacon gaming room. Sean agreed with Jim that there should be a more diverse selection of classic gaming machines in the gaming room next year, i.e., in addition to the Commodores, there should be Atari 2600s, Nintendo 8-bit consoles, and more.

Two o'clock... no more procrastinating. It was time for me to go to the airport. On the drive, Jim talked about how this year's show went, about how the reservation system of the Wyndham had been broken into, and about how there would be a new hotel for next year's Blockparty.

When we got to the airport, Jim helped me in unloading my bags at the curb, and I shook hands with Jim and Eric, wishing them a safe drive back to Chicago. In the airport, I checked in and with a little bit of time left, I ordered a sausage sandwich from one of the food vendors. It took awhile for the order to be filled, and I just had enough time to down the sandwich before I had to board the plane. On the plane, I found my

seat, fastened my seatbelt, listened to the flight attendant's usual instructions, and as I waited for the take-off, I fell asleep. I did not awake until hours into the flight.

Monthly Meeting Report
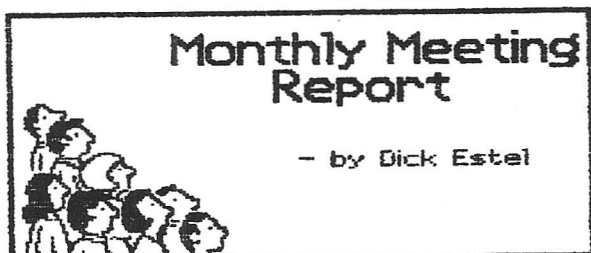
- by Dick Estel

-by Dick Estel & Robert Bernardo

Coming out for the September meeting and lunch were three of FCUGs stalwart regulars, Robert Bernardo, Brad Strait, and Dick Estel. Since we start out by ordering lunch, we'd like to send a shout-out and a big thank you to Stan at the Pizza Pit for allowing us to take over three or four tables for our meeting every month. Wed also like to mention that the menu includes some really excellent sandwiches, and the pizza is very good also.

Robert reported on some significant changes affecting CommVEx for next year. The Plaza Hotel (except for the casino) is closing for refurbishing, and the job will last well past our next expo date. Robert had been in touch with the catering representative there, and she can accommodate us in the Vegas Club Hotel, which is right across Main Street. The big problem is parking. The Vegas Club Hotel parking garage has no direct connection to the hotel; we'll have to go down the parking lot elevator to the ground floor and then go up to the hotel conference room via another elevator in order to get our stuff (several hundred pounds total) into the room.

Some time ago Robert acquired a Lt. Kernal, the original hard drive for the Commodore, and at the meeting he showed us a set of hardware that upgrades it to the Rear Admiral configuration. The items include a DOS disk, a set of chips that go in Lt. Kernal

interface cartridge, and a MMU adapter to be placed in a flat C128. With the upgrades, the Lt. Kernal becomes more bug-free and has access to more drive commands.

Robert tried to run .d64s of file-organizing program, CBM-Command, and the unofficial Loadstar 250 from his SD2IEC card drive, but he couldn't get them to be recognized. He then tried the uIEC card drive with same results. He promised that next time he'll run them off of real floppy disks.

Robert set up his Amiga CDTV, Commodores interactive multi-media machine from 1992, which is powered by an A500. It allows video input to a TV, Commodore or similar monitor, and with the addition of an optional keyboard and mouse, becomes a working A500 computer. Robert ran the Lemmings game, and Brad showed that his skills at this game had not seriously deteriorated, even though its been about 15 years since he last played.

Finally, we made plans for our annual club dinner (which we sometimes still call the picnic because thats how it started). We will go to the original DiCiccos, a well-known Italian restaurant near downtown Fresno, probably on October 15, 16, or 17.

FCUG Annual Dinner

It's sad when you can't even get people to attend a free dinner. Maybe we should have offered dessert? Or maybe reinstituted the member drawing in which those present have a chance to win $5.

This year's annual club dinner was like some of our meetings a year or so ago - Dick and Robert have lunch. We ate at the original DiCiccos, founded by Italian immigrants in 1956. The family has grown, and they have branched out with about five or six locations, including one in Oakhurst, 45 miles north of Fresno on the highway to Yosemite.

They don't all have the exact same menu, different family members having their own ideas about how things should be done. While all are good, my favorite is the old

original.

So we had a good early dinner (2 p.m.), lots of conversation about Commodore and other stuff, and both of us had leftovers for another meal later.

As always, Robert brought gift bags for everyone. They're supposed to be a surprise, but I admit that I peeked, and came home with a Quick Carry Bag Handle, to allow carrying of a bunch of bags (considering how Robert transports his Commodore stuff, I should have let him have this one!)

Sixth Annual Commodore Vegas Expo A Big Smash! (Part 2)

Sunday, July 25 --

Many folks stayed up late last night, so Robert didn't open the room 'til about 9 a.m., and even then, people didn't start drifting in 'til just before the official start time of 11. I had a slightly lighter workload, with only two additional persons signing in, although most of Saturday's attendees returned (the admission price covered both days).

We did collect a fair amount in additional raffle ticket sales, finishing up with the most successful raffle ever. Ticket buyers could place their stub in any of seven boxes, in effect choosing the item they wanted to win. We seemed to have some people who had the gambler's attitude, "if I just buy three more tickets on this item, I will win it." Our informal study showed that in one raffle, a person with three tickets won over several people who had deposited only one. But in another raffle, the winner had a single ticket and beat out several entrants who had each deposited three tickets.

Today's demos included:

1541 Ultimate II: Josh Shiflet showed off the mighty little 1541 Ultimate II cartridge, which is a flash memory drive but tries to go for total 1541 drive emulation, achieving 99.99% perfect emulation, so much so that it has all the disk drive sounds if you hook it up to an external speaker.

Beyond that, it has many amazing built-in tools including utility cartridge and REU emulation and file tools to manage the flash drive contents and easily load & manipulate disk images and programs.

The product is available from the 1541 Ultimate web site (http://www.1541ultimate.net/content/index.php) for about $160.

Amiga OS 4.1 update 2: Lars Nelson had a truly amazing amount of Amiga equipment set up and showed off the capabilities of this 25-year old computer's 21st century operating system. With the use of his AmigaOne G4 and his SAM 440 computers, he demonstrated the latest in the O.S. and spoke about news on the OWB and Timberwolf web browsers. Connect with Lars on Facebook (http://www.facebook.com/people/Lars-Nelson/624017551).

Big Blue Reader: I (Dick Estel) presented a look at this program from about 1990 that converts Commodore text files for use on a Windows PC (and vice versa). When many Commodorians made the switch from their classic 8-bit computers to a PC, they had important text files, such as family history, genealogy, or books and articles they had written that they wanted to keep. The lucky ones converted them with BBR before they got rid of their Commodore. The others relied on someone (such as FCUG -http://www.dickestel.com/fileconvert.htm), to make these conversions for them, usually at a small charge. At least one attendee at the gathering observed that a much better variation of this program could be created today, eliminating some of its drawbacks.

Maybe we'll see BBR for the 21st century at the next CommVEx! In the meantime, FCUG's services are described at http://www.dickestel.com/fileconvert.htm.

Enhanced Music Player: The Commodore 64 had sound quality that was well ahead of any other computer at the time, and thousands of songs were created to take advantage of the SID (Sound Interface Device) chip. Keith Henrickson showed how he created the Enhanced Music Player for the iPad, which will play the Enhanced Sid Player format songs. Commodore technology on the cutting edge!

He submitted the software for purchase from the iPad store, and details are available at his website (http://www.spinnyphin.com/Site/Home.html)

Portland Commodore Group: Greg Alekel took the spotlight again to talk about the Portland Commodore Group that had recently formed.

They were working to develop new products, meeting monthly to discuss progress. Each member had an assignment to work on part of the project. Their first effort was a joystick switch to change a joystick from port 1 to 2 without physically switching. On their webpage, you could make comments on projects or suggest other ideas they might develop.

The Portland Commodore Users Group Membership is open to anyone (in Portland or not). Check out their site. (http://pdxcug.org/)

Amiga Forever: Michael Battilana of Italy returned for the third year to represent his company, Cloanto, which sells the Amiga Forever DVD -ROM package that preserves thousands of Amiga games and demos and the C64 Forever CD-ROM package that does the same for the Commodore. The packages include everything needed to run different emulation engines, operating system versions, games and demo productions in simple one-click steps.

Blocking the NMI (Non-Maskable Interrupt): Steve Davison also reported on a cool 6502 coding hack that lets one override the NMI of the 6502 (it boils down to you setting your own NMI and not giving it up).

Commodore cross-platform development: Larry Anderson gave an intriguing presentation on why it's a good time to be a Commodore software developer. His points included looking at various Commodore websites, including http://www.bombjack.org/commodore where many Commodore books and magazines are archived.

During the early afternoon I slipped out and got a BLT sandwich at the hotel's cafe, which offers above average food. That evening we walked down Fremont Street (www.vegasexperience.com <http://www.vegasexperience.com/>), the famous brightly lit pedestrian walkway that highlights old downtown Vegas, to the Fremont Casino's Second Street Grill.

Robert will only play a slot machine if it has a Star Trek theme, so after dinner Larry led us across the street to a casino with the appropriate machine. First he put in a dollar, and won $4; Robert followed suit and won $5.

Speaking of good luck, congratulations from all the CommVEx workers to those who won the raffles, and contributed so greatly with their ticket purchases to the success of the event:

Amiga A2000 - Jeff Krantz
Amiga A1200 - Steve Davison
Micro uIEC/SD Card Drive - Greg Alekel
1581 Disk Drive - Phil Groven
SX64 Computer - Bilgem Cakir
Comet64 Modem - Cameron Kaiser
1750 Clone RAM Expander - Paul Armstrong

Although most of the door prizes were "odds and ends," one stood out - Petster - a fat, furry cat robot that moves about in response to hand claps. Appropriately, the winner was 11-year old Connor Krantz.

Miscellaneous --
Vendors! Tim Waite brought along a wide range of Commodore and Amiga goodies for us to shop for, from a VIC-20 Behr-Bonz Multicart to a CD32. I myself (Larry) snagged the VIC-20.

In addition to the demos, visitors had the opportunity to see and sometimes use various vintage Commodore computers, including Robert's Educator 64 <http://www.dickestel.com/images/fcug138.jpg>, a rare machine <http://www.swtpc.com/commodor.htm> from 1982.

It was the 25th anniversary of the Amiga, and Robert brought cake! Unfortunately our two featured Amiga engineer guests, RJ Mical and Dale Luck, were absent. The cake couldn't wait any longer. With the most technical of serving utensils (a blank CD-R), Robert cut the cake. The cake was quite tasty. Well, Dale and RJ, we wish you could have made it - and RJ, Robert has a bottle of CommVEx wine somewhere with your name on it (literally!)

Some of us take Commodore a bit more seriously than others, as Yul Haasmann showed what well-equipped Commodore Army personnel should be outfitted with. He wore a military uniform and on his back was a SX-64 strapped to a backpack frame. He replied it was pretty comfortable to wear. Wonder if he would have the same comment with a SuperPET strapped to his back. Then again, he'd probably cause a lot of damage swinging that around as he turned.

Shredz64 --

Robert showed off his mad, rocking skills on the Guitar Hero Guitar playing the 64 game, Shredz64. The real pro of the day was Conner Krantz.

Elvis Tribute Competition.--

There's always something going on during weekends on Fremont Street. This year was the Ultimate Elvis Tribute Competition! Where 30 professional Elvi compete to be the Ultimate One! If you could bear the standing room only crowds, it looked like a fun event.

Packing up Sunday Evening --

End of the show, time to pack it up. Fortunately, I was able to take back some stuff so Robert's car would not be so packed on the journey back. Also we had packing assistance from many attendees.

It was great seeing some familiar faces, as well as meeting a number of new Commodore friends, who will hopefully become CommVEx regulars. Greatest group of guys you'd ever want to talk Commodore about.

As plans develop for the 2011 event, you can get the latest information at http://www.portcommodore.com/commvex or http://www.commodore.ca/forum (click on ComVEX).

This report will be on line in two formats, one aimed at those with a strong interest in Commodore (www.dickestel.com/commvex10.htm), and a more personal one, with less Commodore detail, for the general reader at www.dickestel.com/vegasexpo10.htm.

Dick Estel
Clovis CA
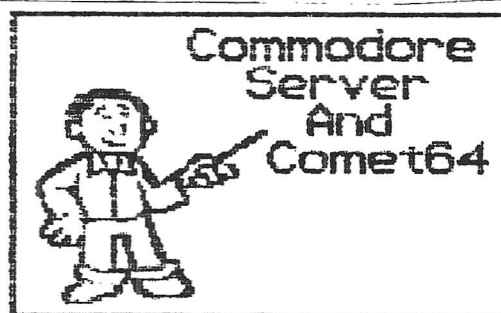
by Robert Bernardo

CommodoreServer is the service that your Commodore computer has been missing for the last three decades! With many online resources and activities available, CommodoreServer provides a friendly, social community for Commodore enthusiasts. It serves as a centralized location for managing your D64 files, blogging about Commodore-related topics, posting new software releases and provides a place for Internet-based software and games.

CommodoreServer provides information and other programming resources for developing Internet-based software for Commodore computers. With several Internet adapters on the market, it is easy to see the need to develop new applications and games that utilize this technology. Since there are very few software titles available today, CommodoreServer strives to be a one-stop-shopping

resource for finding and developing Internet software for all Commodore computers (like an app store).

Some of the many features and benefits of CommodoreServer.com:

- Upload/download D64 files
- Download games or other files directly from a Commodore computer
- Release and publish new software in the Public Directory (members can view/download directly from their Commodore computers)
- Share disks with friends
- Manage and access D64 files from a Web browser (or Commodore computer)
- Maintain history of disks with snapshots, preserving older versions
- Open disk contents in a Web browser to view BASIC programs or ML disassembly
- Download individual PRG or other files from a D64 without having to download the whole D64
- Download a "BASIC LOADER" for machine language programs
- View files as a HEX dump
- View disk sector data in a HEX dump
- Create newly-formatted disks with a click
- Community blogging for Commodore-related topics
- A complete resource for programming Internet software
- Sell software or hardware

For more information, visit http://www.commodoreserver.com

Comet64 Internet Modem

The Comet64 Internet Modem is an RS-232 device that hooks up to the user port on a Commodore 64, Commodore 128, Vic-20 or SX-64 computer. It is a serial-to-ethernet (S2E) board that translates RS-232 data to high-level Internet protocols. Using the Comet64, you can write or use software to access just about any modern Internet protocol, such as SMTP, FTP, HTTP, Gopher and more.

The Comet64 comes with a disk containing the V-1541 software, which allows users to connect seamlessly to CommodoreServer.com

and access and view disks in the Public Directory or in the user's private account. Using V-1541, users can view disks, list directory contents, SAVE programs and download games or other files using standard LOAD and SAVE operations.

By default, the Comet64 is configured to interact and connect to CommodoreServer.com so that users can easily access any of the activities available there. Although it is pre-configured, programmers can send commands via software to change the configuration of the device and connect to other Internet servers and ports, allowing greater flexibility for new Internet-based software.

The Comet64 Internet modem allows programmers to develop new software with ease, focusing more on high-level data rather than the underlying complexities of TCP/IP. It has built-in support for DHCP, PPPoE, DNS, baud rate, parity/data bits/stop bits, flow control, and a few additional configuration parameters that allow it to be used as a client or server (configuration is limited to a single connection, so it is not practical to run as an Internet server). Baud rates supported are 1200, 2400, 4800, 9600, 19.2K, 38.4K, 57.6K, 115.2K, and 230.4K, although speeds are limited to the physical conditions of the Commodore computer that it is connected to.

The Comet64 has two configuration options: 1) Internet Modem only and 2) Internet Modem + RS-232 port. The RS-232 port can be used to connect to any other RS-232C-capable device, such as a PC, printer or telephone modem, using a standard DB9 RS-232 cable. Users have the ability to switch between Internet modem and the RS-232 port.

For purchasing information, visit http://www.commodoreserver.com/products

Computer Poineer Art Cook Passes

-by Dick Estel

We have learned of the passing of Art Cook of Sun City AZ, a long-time Commodore enthusiast. Art was a close friend of the late Lloyd Warren of our club, and was a member of the Ventura club when Lloyd lived there.

Art wrote many programs for the Commodore, in particular a very useful and informative program called "State Statistics" (available in the club library).

If my memory is correct, Art was involved with computers professionally beginning in the 1950s. Details of his passing were not provided, other than that a memorial service would be held in Sun City October 21.