

LETTERS

Invisible BASIC Commands

To the Editor:

I read the article on Invisible BASIC by Donald Graham in the July/August, 1986, issue of *Commodore Microcomputers*. While poking numbers into the lines of BASIC, I found that if you poked 20 into the first five spaces of a line it would make the line number disappear and its contents would appear to "float." This is how I did it.

1) First, come up with a line number and five space holders (I used the letter A). I chose 10 as the line number to disappear.

10 AAAAA[space 10][whatever you want to "float"]

2) Poke 2053 through 2057 with the value of 20 (if it is the first line of a C64 program).

3) List the program. It should now not have a line number.

Matt Pavlik

Champaign, Illinois

Video Digitizer

To the Editor:

When a manufacturer finds an article written about the kinds of products he produces, it normally catches his interest. So it was with curiosity that I read the review of the Kinney Video Digitizer by Bruce Jaeger in your July/August, 1986, issue of *Commodore Microcomputers*.

I was surprised to read that comparable products have either been unavailable or very expensive — "\$200 or more," he says. Digital Vision, Inc., has been manufacturing its COMPUTER-EYES line of video digitizers for the past three years and specifically for Commodore computers for the past two years. At about half the cost (Ed. Note: \$129.95) of Jaeger's estimate of comparable digitizers, COMPUTEREYES is also a low-cost digitizer for the Commodore 64/128.

John R. Pratt, VP Marketing

Digital Vision, Inc.

Needham, Massachusetts

To the Editor:

Bruce Jaeger's review of the Kinney Video Digitizer (July/August, 1986) made me do a double-take, being a subject dear to our own efforts to interface photographs to the Commodore 64. Our own approach is decidedly different—and even less expensive—in that no vid-

eo camera is required. We point a photocell at a typewriter platen which is the scanning vehicle for a photo, and produce an 80-column wide low-resolution rendition of a photo that reduces it to a new art form.

The user has several printing options, using graphics for a shaded printing effect or a raster effect, or using numbers (0-6) for scientific tone analysis, sewing patterns and "paint-by-numbers" post-operations.

The original can be enlarged and reduced, and exposure adjustments can be made just as in photographic darkroom work. High contrast options and negatives are also provided. As such, the system makes a low-cost darkroom technician trainer without using expensive silver papers and chemistry.

Our hardware options range from \$19.42 for the Kaltek "C" Module which the user can connect himself, to a complete scanning head at \$39.95, ready to use on any typewriter plugged into the user port. Software options are painless, too. A driver listing is provided for those who can add to it to make their own programs. We also have a \$14.95 disk program which enables scanning, saving and re-loading picture files for subsequent printing. The program stands alone and does not require prior ownership of *Koala*, *The Print Shop*, *Doodle!* or other products, for even further savings.

We have a \$5.00 (postpaid, refundable with order) demo disk with several picture files that the user can print out to examine the versatility of the system before committing himself further. We'd be pleased to send your readers our information pack for a stamped reply envelope.

Ben Johnson President,

Kaltek Labs Adjuntas, Puerto Rico

Reference Markers

To the Editor:

Finding the memory maps, ASCII and CHR\$ tables in the *Programmer's Reference Guide* can be quite a task at times. However, the write/protect tabs that come in each box of disks make dandy markers. Just fold them in half on the desired pages, letting them stick out a bit, and suddenly things are much easier to find.

Jack Ryan

Eldorado, Arkansas

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