

EDITOR'S COMMENTS

I recently had a letter from a Commodore user in France who it seems has the same problem that many C64 users here have had over the past few years , lack of support. He came across our address is an old copy of Commodore Force, where he obtained these from he does not say . Is there anyone out there who wants a C64 pen pal who would appreciate your help . His address appears on Page 7. I have already sent him a copy of this issue of the newsletter .

Looking at the Library review pages there seems to be less and less Geos discs being added, I suppose that's not so surprising when you see that the latest one is disk No. 406. This is one of the reasons we have been including disks other than Geos .

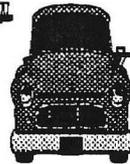
I make no excuse for reproducing an article that has been published on more than one occasion in geoNews. That of using Centronics printers, more and more users are buying modern printers and having difficulty because many are not aware that for Geos at least CBM printers ,or interfaces are not needed and salesmen are of little use when asked questions like " Will it work on a C64 ?". So Page 12 tells you all you need to know to make your own geoCable.

Happy Geosing

Frank

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In Our 5th Year of Supporting GEOS and it's users

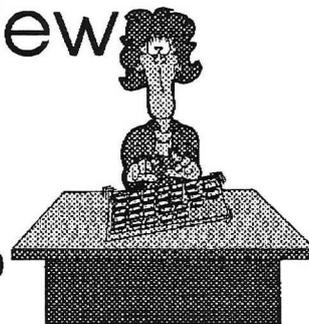
The May Disk Review



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Hello, and Welcome to the May Review. Before I write about anything else, please note that my phone number has changed. I've recently gone on to cable, both with the phone and the TV, it's cheaper!!.

My new number is 01332 - 726614. As usual, our Thanks go mainly to Peter Hunt, and also for a change, to one or two other members.

Please note - When you view the **CONTENTS** File on **Disk 46**, it will say that there's a file on it called **THE HELM**. I've had to remove this file as it was faulty. Similarly on **Disk 48**, there's one called **GRAPHIC CREATOR**, this too has had to be removed for the same reason - Thank You.

geoCLUB BASIC 45

Load this disk with **LOAD"MENU",8,1** - after that I chose the 'Normal' option of loading. After that the disk is what they call 'Menu driven'. The files are, **CONTENTS** - tells you just what's on the disk: **UTILITIES** - Disk & File utilities: **MAGAZINE** - Latest news for the 64: **BASIC TUTOR** - a comprehensive tutorial: **HANDWRITING** - which gives you a personality profile: **AVALANCHE** - a picture!!.

geoCLUB BASIC 46

Load this disk as you did the previous one. This disk contains 6 Games - **JUMP OUT** - a puzzle game: **LATENT FUSION** - An Arcade type 'Shoot em Up': **COMBINATION** - a Puzzle Game: **TEST MATCH** - A Cricket Game, judging by what I've seen of England recently . . . etc. etc. **SOLITAIRE** - That well know card game.

geoClub Basic 47

Load as for the previous disks. This disk contains the following files, **CONTENTS** - Tells you what's on it: **FAST 2 DRIVE COPIER** - Self explanatory: **DSCALC** - a Spreadsheet: **CALENDAR W/NOTES** - Ideal for jotting down appointments: **ARTICLE FILER** - A Database: **MANUSCRIPT** - Prints out music sheets: **GEOSART** - a couple of pictures.

geoCLUB BASIC 48

Load the same way as previous disks. This disk contains **CONTENTS** - Tells you the contents of the disk: **MUSIC PACK, THE COW, B & B** - Music and Graphic demo's: **LEVEL 99 WRITER & SCA WRITER** - message writers: **TECH TIPS** - Basic programming tips:

geoCLUB DISK 401

A disk with a difference, it's a **COOK BOOK!**. The files range from **TITLE PAGE**, and include **HORS D'OEUVRES/SAUCES** - **MAIN COURSES** - **DESSERT & CAKES** - **SNACKS & BISCUITS** - **JAMS** and also the Fonts that are used. This disk originates from **FAITH CITY**, and as well as the recipes, there's several Religious quotes. So, if any member buys this disk, please don't forget to send us some Bikkies!!.

geoCLUB DISK 402

The only way that I can describe this disk is to say that it's a right mixture of stuff. **QUICK VIEW** and **TEXT PRINT** are old favourites. The next three files totally

Continued Page 3

bemuse me - **ORDER FORM** - a geoWrite file order form for the Cook Book off the previous disk: **INDEX** - Which is the index for that Cook Book: **INVOICE** - for printed and bound copies of it!!: **PHOTO GRAB** to look through the included 4 Photo Albums, which are - **MISC & MISC 2: FOOD STUFF: RELIGION** - there's some very good 'pic' in these albums. **PIC SHOW** - to view the following GG type pictures - **HYDRAX, MAG MAX, BANGKOK** plus others.

geoCLUB DISK 403

Donated by Gareth Jones, Thanks Gareth

To start off with there's a **Lottery Picker** (in Basic), it prints out it's forecast, so you'll need to have your printer turned on. Two Photo Albums - **UNPL WAYS 2 DIE** - some 'funny' ways illustrated: **XMAS OK** - some ready made pics for cards: Two geoPaint files - **STOP PRESS PICS & FACES PRSNT** - Both these files contain some very useful pics. Three geoWrite files - **STRESS A** - how to get rid of?: **REF UPDATE** - Bytes & Cards used in geoPaint: **GEOPUB REF** - A reference guide for geoPub users.

geoCLUB DISK 404

Donated by Danny Tod, Thanks Danny

Multi Tasking in Geos?, well this programme lets you do it (or so it says). Apart from a **Bitte Lesen** (Please Read?) in German, I think that the rest of the programme's in English. **MULTI-GEOS + Docs**, plus several other related programmes - **WRITE IBD - WRITE IFH - CLOCK IEE - CALC IUW - DBASE IMO - DBASE IJL - TERM IPR: SHOCK** - similar to Stress on the previous disk, but a different subject: **ARM DIAGRAM** - a geoPaint file illustrating the working parts of.

geoCLUB DISK 405

GeoView to peruse the following pics - **MAC ICONS - GARFIELD - BANANA - HOUSE - ATTACK DRAGON - TRAIN, HORS, CAR - XMAS CARDS**: There's also 8 geoWrite files - some very humorous - some containing '4 letter words', I guess it all depends on your sense of humour, but I quite liked them - **NEW**

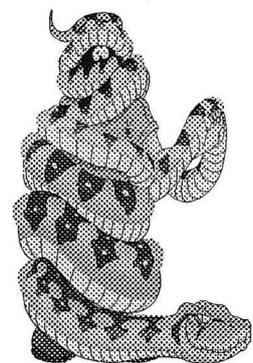
RIGHT TIME - COMPUTER LAWS - COMP GRAFFITI - 3 DOGS - IRISH GEOS - COMPUTER WARNING - MYTHOLOGY PROJ - CARTOON 01 - SATIRE. An excerpt from the Comp Graffiti file - 'Equal Bytes for women'.

geoCLUB DISK 406

5 geoPaint pics + geoView - **CSD - TAN ID - EISCHER PUDDLE - KILLER - TREK: A** couple more of those geoWrite files, so please heed the warning from the previous disk - **HIPPO - ASTROLOGY - PRGTOGEOS FIXES** - fixes earlier bugs??

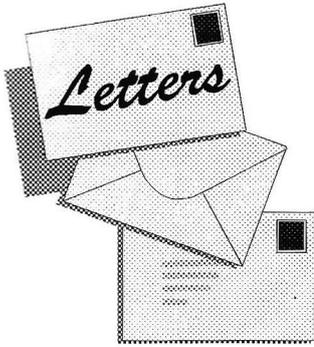
That's it as far as this month's concerned. As usual, the price remains at £1.25 per double sided disk, and this still includes the P/P. There's no need for you to run out of Blank Disks, as both Sharon and me have stocks/boxes of new ones for sale. As always, we're still on the lookout for Programmes/Files to put into the Library, so if you've got any, then please pass them on to either Sharon or me. We'll both be back in June, so 'till then it's Bye bye from both of us - Sharon & Terry.

A mummy snake and a baby snake were slithering through the jungle and the baby snake said to the mummy snake, "Mummy, are we the sort of snakes who wrap ourselves round our victim and crush them to death, or are we the sort of snake who bite them and kill them with our poison venom?"



"We are the snakes who crush our victims, why do you ask?" said the mummy snake.

"Cos I've just bitten my tongue"



To The EDITOR

Dear Frank,

Having enjoyed using my C64 and Geos for some time, I have a large number of 5¼" floppy disks. Some are commercial C64 programs e.g Banner, Geos V2 and Mini Office, others are P.D. software and yet more are Mini Office data base , geoWrite and geoPaint docs saved for re-use of the information.

In view of the demise of Commodore and their successors do not seem to have any interest in the C64 the possibility of being unable to use my C64 becomes a threat. I'd loose all that stuff I have on disks.

Consequently I have bought an Apple-Mac Performa 6200.

Can any member tell me if it is possible by any means to transfer the programs and/or docs to 3½" disk then transfer the stored information and paint docs into the Apple-Mac 6200.

Yours sincerely
Alan Summerbell

"Heather" Rushetts Road
West Kingsdown
Sevenoaks
Kent
TN15 6EY

Dear Alan,

There would be no point in transferring your C64 programs to your Apple-Mac as I doubt they would work unless you have some form of emulator . Of course the geoWrite files would transfer easily by converting them to ASCII and either getting them direct to you favorite word processor on the Apple or by following the method used for converting to MS-Dos then using a program that emulates the PC which I am sure comes with all new Macs though the name eludes me. Of course even doing this may well be pointless because if they relate to Geos and you would, in the event no longer use it why bother.

The geoPaint files would need **converting** to PCX and then importing to you Mac in a **similar** manner to those who convert to PC's.

A method of converting from C64 Geos to Apple-Geos was described in an article by Terry Van Camp published in Issue 24 of geoWorld which assumes the users has both Geos formats. I'll try and get you a photocopy.

French C64 user

Rasheed Mechiche
5, Rue de Nuits
69004 LYON
France

For Sale

1750 clone 5612 K REU Priced £70
contact

Dave Elliot
32, Wood Lane
Chippenham
Slough
SL1 9EA

Over 30 Commodore C64/128 books
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Warwickshire
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Tel: 01789 294978

Looking at GEOS

(This series of articles specifically meant for new comers to Geos was sent to us by Lawrence Burses, Hernando ,Missouri , USA via Peter Hunt Australia small portions not applicable to Europe have been edited out .[Original articles by Mark McInnis])

Before we get started this month let me reiterate that I am by no means a GEOS expert. I have used GEOS and had pretty good luck with it. In the course of this column I am closely following the GEOS 2.0 users manual. I do not plan to delve too deeply into any one subject and I'll try not to back track too much.

Let's start this month by looking at copying a file to another disk. As mentioned in past columns, GEOS works best with more than one drive. A RAM expansion unit (REU) and disk drive would be the ideal set up. From personal experience and observation it seems that two drives of the same type (1541, 1541 II, 1571 etc.) will give you fewer headaches. In this column I will generally be referring to a one or two 1541 II set up.

Terms you will need to know when copying a file to another disk are source disk and destination disk.. These terms seem to be fairly obvious. The disk from which you wish to copy is called the source disk and the disk onto which you wish to place the file is called the destination disk. As a general rule GEOS can tell the difference in the source and destination files and keep you from shooting yourself in the foot.+If you are using on disk drive: select the file to be copied, drag the files ghost icon to the desk top boarder and deposit it there. Close the source disk by clicking on the close icon (or pressing the Commodore key and C). Remove the source disk from the disk drive and insert the destination disk. Open the disk by clicking on it's disk drive icon (or pressing the Commodore key and O). Drag the border file to disks note pad and turn it loose. From this point it should only be a matter of following the screen prompts.

A couple of notes should be mentioned at this point. In a single drive setup, the multi-file select feature cannot be used to copy a group of files to another disk.

Note #2. Copying a file does not delete it from the source disk. After a disk to disk copy, when you check the source disk you will notice the icon of the file you just copied still on the desk top boarder. This file needs to be returned back to the desk top note pad. This is just a matter of good house keeping as well as a way to dodge the GEOS gremlins. One last work on the subject. Berkeley Softworks states, "Files should not be left on the boarder". Don't leave your tacos on the boarder either! (I couldn't help myself). When using more than one disk drive to copy files you need to use the reset command from the options menu. The reset command will enable GEOS to recognize a disk in another disk drive. Once you have selected reset, the name of each disk will appear below its disk drive icon. This time drag the file copy process should be automatic at this juncture. Be aware that if you are using two different disk drives and no RAM expansion unit, your source disk will need to contain copies of the configure 2.0 and desk top 2.0 files.

Deleting files: not much to say here. Drop the file ghost icon in the waste basket and consider it gone. Another method of disposal is to select the file or files you want to get rid of and select delete from the file menu. GEOS will afford you the opportunity to cancel the deletion process when you are deleting multi-files. Next month we will look at deleting files from your GEOS master disks, touch on undoing a file delete and who knows what else.

In order to delete files from your GEOS master disk you drag the file ghost icons to the border and drop them. From there you throw the files in the waste basket.

Question.

Why are you using your GEOS master disk for something ether than booting the system? Stop being naughty boys and girls and use your work disks. Why, you ask? Yes, I know

stuff happens and you sometimes need to delete files. But think about it. With the scarcity of support and GEOS copy protection schemes, how are you going to replace a file you need to start GEOS or run an application? Look out for number one in this case and protect yourself.

Can a file deletion be undone? The answer is yes, but the condition is very stringent. When you realize you have mistakenly deleted a file, immediately select undo delete from the file menu (or press the Commodore key and the letter 'U') or click on the wastebasket. The deleted file should return to the available spot on the disk note pad. Practically any action such as opening an application, exiting GEOS, duplicating files, a reset operation, validating a disk, copying files onto the disk, or using a desk accessory after deleting a file will negate undo delete. One last word of caution, if you have deleted a group of files, The undo feature will save the last file you selected for multi-file selection, but not the other files. You will lose all of your files except for one.

Time for a few more words about printing. Generally speaking printing a document with GEOS is relatively easy once you get past the initial setup. Most of the output I get using GEOS and my old OKO 120 is quite rewarding and something I don't mind showing off. You can print a document from the desktop or from within its application. More than likely you will print a document from within the application itself. When you finish a document in an application such as Geowrite you probably run the spell checker and save the document. From this point you may want to preview the document. Go to the file menu and select preview and you should experience wysiwyg (what you see is what you get). If everything suits you, then select print from the file menu. I have better luck printing in the draft print mode. It's faster and presents fewer problems. NLQ (near letter quality) appears to be the way to go at first glance, but I seldom get satisfactory output in this print mode. You should save your work frequently (about every 10 to 30 minutes) particularly when working with long documents as those power interruptions and computer glitches can cause you much grief. Save the profane language for something more important.

I did not mean to spend this much space discussing printing. One more item of interest while we are on the subject. You can drag a file ghost icon over to the printer icon at the lower left corner and click to deposit the file icon on top. If you had selected Geopaint document, it will be printed right away. Be aware that colour on non colour printers will result in a mass of black and a waste of your printer ribbon. If you select a Geowrite document to print in this manner, a dialogue box will enable you to set a variety of parameters regarding the document.

Well its time to make some new changes. Let me make a suggestion. Take out that copy of GEOS that been gathering dust and learn how to use it. When you get the program up and running you will probably kick yourself for not getting to know GEOS better, and sooner. Let's start with disk management. There are three categories of GEOS disks and they are the boot disk, application disk and work disks. The boot disk is used to start GEOS. The application disk contains your programs such as geoWrite and geoPaint. Your work disks are reserved for everyday use and their content is determined by you. GEOS can accommodate three disk drives and they are generally referred to as A, B and C. They are graphically represented on the GEOS desktop as icons that resemble floppy disks and appear on the right border. Keep in mind that these icons represent physical disk drives that are active on your system. This includes any RAM drive and of course a RAM drive is not actually a floppy drive, but they are handled the same as an actual drive, except anything in the RAM drive will disappear unless this drive has a battery back-up or is saved to a floppy disk.

All of the following points have been covered in previous columns and for the benefit of any new GEOS users and in keeping with the "spaced repetition" learning concept that Berkeley Softworks seem to be fond of, I'll repeat these points also. Three ways to open a disk are:

1. Select open from the disk menu (or press the commodore key and the letter O).
2. Click on one of the disk drive icons at right side of the screen.
3. Hold down the commodore key and press the

letter representing the disk drive you need.

Example: Press the Commodore key and the letter A.

Result: The disk in drive A will open and you will be up and running for what ever.

Should you accidentally insert the disk into the disk drive wrong, then you will get one of those famous, "Operation canceled due to disk error: missing or unformatted disk" messages. Don't worry about it unless your system hung up and went out to lunch. Simply re-insert the disk into the disk drive and try, try again.

One word of caution. When a disk is open, do not remove it from the disk drive unless a dialogue box prompts you to do so, or until you have properly closed the disk. Otherwise, damage to the files on the open disk may occur. For example, removing a disk when a document is displayed will prevent any changes you made to the file from being saved to the disk. To close a disk do one of two things. Select close from the file menu (or press the commodore key and the letter C), or click on the close icon at the upper right corner of the disk note pad. The close icon is a small black rectangle inside a white rectangle.

In order to rename the currently open disk, select rename from the disk menu (or press the Commodore key and the letter N). At this point follow the screen prompts. If need be (and it probably will be) back space over the current disk name as much as is needed and type in the new name and press RETURN.

Remember, don't give more than one disk the same name or you may confuse your little 8 bit friend and this would be a bad way to start off your computing



Anyone see the Comet Hyakutake ?, visible here in the U.K. (on a rare clear night) for the later end of March and the beginning of April.

It was somewhat dissappointing veiwed in the outskirts of Manchester, city street lights do not help the situation.

Although is was visible on occasions with the naked eye mostly binoculars were needed.

geoSOURCER

This is a great program by Jean F Major of Canada, for all you machine code buffs.

According to Jean (pronounced John) Both geoSOURCER 64 and 128 are included on the disk, the 128 version works in 40 and 80 colum.

geoSOURCER will dis-assemble any GEOS file including VLIR type. It will even dis-assemble the most used macros, macro can be turned off if needed. Output can be sent to, screen, printer or geoWrite (V2.1). Output that was sent to geoWrite is almost readily avaiable to be re-assembled in geoAssembler.

geoSOURCER supports 18 different types of output, that can be set up in a reference file (geoWrite) for automatic output selection. a Great tool to disAssemble about any type of code. It can be turned off if needed. These include.....

6510 opcodes - dialogue box - process table - initRam table - byte (hex data) - word table - >word table(high) - <word table(low) - graphic string - Menu table - user icon table - user menu table (for DA) - end of symbol table - new address - icon table - text - mask code - new file.

Learn how fast your GEOS kernal works, both reference files included for GEOS C64 and 128 V2.0. Many reference file of major GEOS applications included too. Also included some of the best geoProgrammer utilities found on Q-Link

This program is NOT avaiable in the UK and must be purchased direct from Jean.

His address is....

Mr. Jean F Major, 119 Terrasse Eardley, Aylmer, Que, CANADA J9H 6B5
It costs \$14:95 plus \$2:00 postage

geoShell (another view)

by Dave Elliot

Greetings fellow members,

I have had geoShell for quite a while now and to be honest have barely bothered to use it. But as I deviated from one thing to another I came across the manual and decided to brush up on its uses.

So what is geoShell. It is an alternative to the DeskTop by Maurice Randall with alot of differences. Most alternatives to the DeskTop still use the click on an icon routines. Not Shell. It uses a CLI interface with the program. Which to you non intelligentsia stands for COMMAND LINE INTERFACE. So in other words instead of pointing and clicking you have to use those funny things on the keyboard to tell the computer what you want doing. Maurice has provided a wealth of commands some resident some transient. I will explain the differences as this article progresses.

What else can it do ?. You can create a script file (this in my mind makes this program) , program your keys including the function keys to load applications. The program comes with a default set of defined keys. That can be easily changed.

geoShell is easily install (a backup not the original) is recommended. You can simply double click on it's icon and Shell will startup like any other application. The best way is to copy all the Shell files to your boot disk and place geoShell as the last auto-exec file on your disk. A small warning to REU owners if you use Quick Pik or something similar remove them because as all will be revealed later you do not need them. You probably have various work disks set up. Just copy the file GetShell to your disks just like you would copy the DeskTop or Gateway. GetShell is a small file only 2k whereas geoShell is a mammoth 30k so you will save disk space and GetShell will do all the work looking for geoShell.

Once your boot disk loads the main menu will appear. You are now in a completely different environment. No icons just an oblong window with geoShell written across the top and the cursor flashing waiting for your command. In front of the cursor will be a letter more than likely

A to denote which drive you are in. geoShell will communicate with 4 drives all cmd devices, partitions etc. If you type in DIR the directory of the drive will start scrolling in the window. The control key will slow the listing down, run/stop to end. Another innovation of the Shell is that any border files present will also be listed plus blocks free, the name of the disk plus type bet it 1541,1581 or 71. There are other variations of the dir command. Unlike the DeskTop geoShell will display all the files because it uses the disks own directory. DIR * word will list all files with the name WORD in them. CDIR 102295 will list all files with the date Oct. 22 95. You could of course be real lazy and program a key to do this for you. Want to swap drives then simply type b: and geoShell will change the drives.

geoShell comes with 38 commands some resident some transient. So a quick explanation of the differences.

Resident commands are placed in memory when booting you system.

A few examples are

CLR (clear screen useful when executing a script file)

BASIC (return to basic. restore key to return to Geos),

DATE will display current date, DATE 020296 will change the date. Notice the space this is required when executing a command. Although if you want to load a file then just typing in the name is sufficient.

DELETE is very useful. Will scratch any file you name on any drive (very useful for getting rid of unwanted files on the boot disk).

EXIT will return you to the Desktop.

KEY will display the current function key definitions (handy if you have a bad memory).

OUTPUT will tell you your current printer driver.

PRINT will print your file just as if you had dragged the ghost icon over the printer icon.

RENAME will rename your file.

SLOWDIR will display the filetype, size, date created or last modified. \$40 or \$80 will switch to the desired screen mode, geoShell will run under either 64/128 modes. There are a few more but they are mainly used within a script file which I will explain in depth later on.

TRANSIENT commands do the same as resident except they are not in memory but are the files on the disk. When a transient command is used geoShell simply loads then executes the command.

CUSTOM will customize any alterations you have made say to drive A but not drive B.

DCOPY is as the name suggests a full disk copier (when used in a script file will copy to whatever drive specified).

DEFKEY will load your function key settings where you can customize them to your own requirements. FCOPY will copy files from disk to disk or ram. INFO word will display all the information of the file word (just like using commodore/q key on the desktop).

INSTALL is especially useful when booting so you can install your driver, printer and even drive D(more on that later).

SWAP is used to change your drives around and again used mainly on startup. It allows you to swap in any combination. (the desktop will only allow you to swap B to C then C to A).

TYPE is a very versatile file. It will read and display text files to the screen but the best part is that it can not only read write files but also standard ASCII files. For example this article is named Shell1 and I am working in my ram. Every so often I return to geoShell to save the file to disk. Once I have saved the file by typing type shell1 my file will load and scroll through the window.

Thus I can read this article and spot any errors without even loading it.

Having talked a lot about script files in the last article I will now attempt to explain what they

actually are. When geoShell boots it looks for a file called STARTUP if this is not found than it will boot up with all the default settings. If found then it will then execute the commands it encounters. The following is the script file I have created in geoWrite.

ONBOOT---this command is used to separate various parts of the file. The commands following will only be executed.

STARTUP 2-go to page 2 where only the commands on page 2 will be executed.

ALWAYS---when geoShell finds this command all commands after it will be executed.

DATE-----display the date.

ONBOOT---execute all the commands following.

INSTALL TWOBUTTONS^-----install input driver.

INSTALL EX-800^-----install printer driver.

INSTALL1571.64 d^-----install drive D (more on this later).

ECHO DRIVE--D--ONLINE^---print message to screen.

FCOPY C GEOASSEMBLER^---copy geoassembler to drive C (RAM)

FCOPY C GEOLINKER^-----as above

FCOPY C DESK TOP^-----as above.

FCOPY C EX-800^-----as above

SWAP BC-----make the ramdisk drive B and B becomes C.

A:-----make A the current drive

DATE TIME-----show that the date and time is off.

So what does all the above mean. First my mouse and printer driver are installed as the defaults. Next drive D is installed as the fourth drive. Followed by the message. Next a selection of files are copied to the RAM followed by swapping B and C. Finally drive B is selected to be the current drive.

Once you understand what is happening the script files that you can create are only limited by your imagination. The command DCOPY could have

been used to completely copy any of the four drives to the RAM. There are a selection of example script files for various routines supplied by the programmer.

The terminator arrow ^ is used as a parameter to tell geoShell that the end of the command has been reached. Also from the above it can be seen that some commands do not need parameters

You should all be familiar with the configure file which controls the devices on the serial bus. It supports three drives. With geoShell you can install the fourth drive very easily. The Shell will let you swap between drives, no big deal you might say but you can also swap between an existing drive and a non existing drive.

So to install a fourth drive all you do is swap C with D. Issue the LEARN command and geoShell will create a transient command called install1541.64 or install1581.128 or what ever drive you wish to bring on line. You could then turn on the drive and issue the command or do like I have put it in the Startup file and let geoShell install it. A very nifty piece of programming.

The instruction book that comes with geoShell is quite informative and will have you up and running in no time. If an error occurs after you have created a Startup file when it is booting then you can be sure that you will have left out a parameter or like me on numerous occasions spelt a word or command wrong.

This part of the geoShell article could be classed as the fun section. With the ability to set up the function keys and the keyboard keys to load programs of your own choice.

The programming of the function keys is very simple for example the following command key3 date time dir would when placed in the Startup file assign the following to the F3 key when pressed. The date and time would be printed to the screen followed by the directory listing of the current disk. The possibilities for having a one key command to do all the mundane tasks are really outstanding. The straight bar immediately after the r in dir is used to tell geoShell the end of the command. What a pity we only have 8 function keys, but what we do have is a further 128 commands that we can use in the HOTKEYS function.

For instance one of the default hotkey settings is

WR simply type in WR and geoShell will automatically load GEOWRITE for you. I would not like to bet but I would think that typing in two letters would be quicker than finding the geowrite icon and double clicking. With this option you can set up the keyboard to load all your favorite applications. Make up various work disks to suite your every need. If you forget what you have changed or added to your key commands a simple type in of KEY will bring up a list of your function key commands or type in hotkey to view want to change one, easy redefine and type in savekeys. The new settings will be saved and ready for use. This program could make you very lazy.

I hope you have enjoyed learning about geoShell. Maurice Randall has really created a marvelous program that is easy to use and having used the CLI on a dare I say it (Amiga). His CLI is definitely more USER FRIENDLY.

I purchased my copy direct from CMD for \$25 using my plastic friend.

Happy Geosing

Dave Elliott

For Sale

2 - Quick Data Drives +8 Waffers + Operating System	£20
1 - C2N Tape Drive (Case Damaged but Works OK)	£5
62 - Re-cycled 5¼" disks (blank)	£10

PC items

Microsoft Windows 3.1 3½" disks	£15
MS DOS V6.0 3½" disks	£15
IBM DOS V5.0 5¼" disks	£10
Printer Fonts for Windows 3½" disks	£5
Lotus Organiser 3½" disks	£10
3-D Room Plan Designer 3½" disks	£8

All PC 3½" disks £40:00 the lot

23 - 3½" disks (blank)	£5
"Overlord" on CD-Rom	£10

Telephone Lee on 0161 - 351 - 1969

Taking the Plunge

By Jim Kindon

It all started back in the eighties with a Commodore C64 and WordPerfect. After struggling along with WordPerfect, I changed up to Mini Office II and took a step forward with my word processing.

When I bought myself an Oceanic disk drive to help my use of the C64, amongst the literature a received was details of a 1352 mouse which was GEOS compatible, it mentioned that Geos was a GUI system, and being of a curious nature I made enquiries about Geos and ended up buying it and eventually joining geoCLUB and received a lot of help in using the system and all things being in the nature of computing made several upgrades to my set up with disk drives and Ram Expansion Units the final move upwards being to the Commodore 128, extra memory, all that sort of thing.

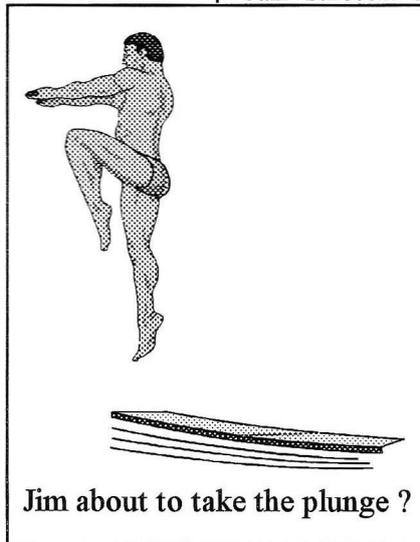
A quick and fruitless excursion into the Amiga scene prompted me into the PC world and the eventually the purchase of a modem and joining the world of the Internet. This brought me to a download of GeoWrite the share ware version of Ensemble. This was quite a revelation really, the eight bit machines and their versions of Geos, good as they are, especially with all the quite expensive add ons to make it all go well, couldn't hold a candle to the PC with it's far superior graphics, data handling and storage capabilities etc. and it brought me to the decision to change platforms with Geos and after chatting with Mike Phillips of Warwick Electronics, on the net I took the plunge and purchased Ensemble from him, the main reason being to stay in line with the main principals of the Geos system and geoCLUB.

It has not been straightforward change over, fiddling with the Autoexec.bat and Config.sys was required to get things running correctly, all with the much appreciated help of Mike. He helped to steer me in the right direction and now I have a Geos system that covers most of my needs computing wise, all in addition to the various DTP, Word Processors etc. that I have, for use in

Windoze on the PC.

Has it been worth it?, you might ask, well I suppose it has, but as I mentioned before, what I was doing was staying in line with the concept of geoCLUB UK, and staying with the Geos system even though I already had some pretty powerful programs at hand for my use and did not really need Ensemble, I was doubling up on things, as it were.

For those who are familiar and happy with their Commodore versions of Geos, but who might be thinking of, or would like to take a "Quantum Leap" in computing, to a PC, but are strapped for cash, but still need something that runs a lot quicker than the poor old eight bit machines, then there is a solution, look around for an XT or AT, or if you can stretch to it, a humble 286 PC, all these machines tend to be looked down upon in these days of Pentiums, but make no mistake, they make an excellent platform for Ensemble and can be picked up for a song, so go on, take that step up and do it, and when you have, get your GeoWorks Ensemble from Mike Phillips, and rest assured that you will have excellent backup from him. I should perhaps say that I have no connection with Mike or Warwick Electronics, other than that of a satisfied customer, so with that, I



wish you all,

Happy Geosing, computing, printing, and everything that you wish yourself

.From Geos Jim, by the river Plym

By the way if you are a member of, or have in your area, a Commodore Computer Club and would like a demonstration of GeoWorks Ensemble, then give a telephone call to

Mike Phillips
Warwick Electronics
125 Binley Road
Stoke
Coventry
CV3 1HX
Tel 01203 456513
Email mikemp@cix.compulink.co.uk

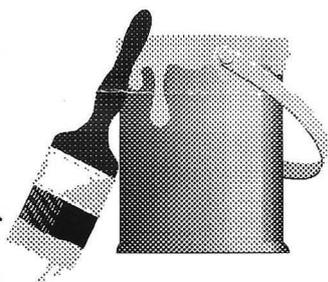
ScapCan How it Works

by Dave Garrett

How many users of geoPaint realize that this application by Nathan Fiedler, on geoClub Disk 304, which is the same one used in geoCanvas, can be used to cut and paste very large paintings into geoPaint and does not need an REU to do so. It can be used using a 1541 or 2 x 1541's.

Method :

Put ScrapCan on your disk with geoPaint, plus Photo Manager, Fonts, and Drivers, leaving enough working space for the transfer of the large scraps. Open up geoPaint and Create a document. Close it down and double click on ScrapCan to Open it . The DBget File box will open up and you can select which document you need from it or go to another disk or drive. Click on the FILE then on OPEN, a box asking for a threshold value will appear , 3 , the default number is what Berkeley Softworks uses, so if you do not want to change it just press RETURN .



The document will open on the right-hand side of the screen. Put your pointer on where you want to start and draw a square around the graphic you need similar as in geoPaint. Next go up to EDIT and press COPY.

Another window will appear to select the destination disk, select the one with your paint document on. When it has been copied , if you wish to save the scrap in the Photo Manager also ; click on GEOS, then on Desk Accessories, open the manager and paste it into it, then press Exit.

If not wishing to save the scraps, stay in ScrapCan, this is of course if you wish to do more paintings on the document and carry on as you previously did . Only exit ScrapCan when all the graphics you want are pasted into you document. Open up your paint document and tidy up the extra bits transferred from other bits of the graphics that are not wanted and then you can put your text on as you wish.

Using CENTRONICS Compatabile Printers

by Eric Pickup

If you have ever wanted to up-grade to a better printer but you have been put off by the salesman not able to answers your questions regarding coneccting your C64 or C128 to a Centronics type printer then this short article will show you just how to do it for yourself.

To do the job yourself you will need the following.....

- A 2 by 12 way 0.156 edge connector
Maplins No.BK74
- Hood or cover
Maplins No.JW90
- A 36 way Centronics plug
Maplins No FJ61
- A suitable length of 12 core cable
Maplins No. XS20
- Polarising Key
Maplins No FD08

The conections for the leads are thus.....

USER PORT	CENTRONICS
A	33
B	10
C	2
D	3
E	4
F	5
H	6
J	7
K	8
L	9
M	1
N	16

The Polarising key goes between the appropraite sockets to coinside with the PCB cut out.

You will thennhave to use a printer driver that is suffixed by (GC) eg. RX80(GC) this directs the data to the appropriate ouput

If In Doubt ASK !!!!