

*In Our 6th Year of Supporting GEOS and it's users*

## 5 Years in the hot seat

Back in 1991 when I first had the idea to form a Geos related user group I never gave a thought how many years we might exist, I suppose really I never even knew if the venture would get off the ground. All I did know was that there was a need out there to try and get all the serious C64 together and this meant mainly Geophiles.

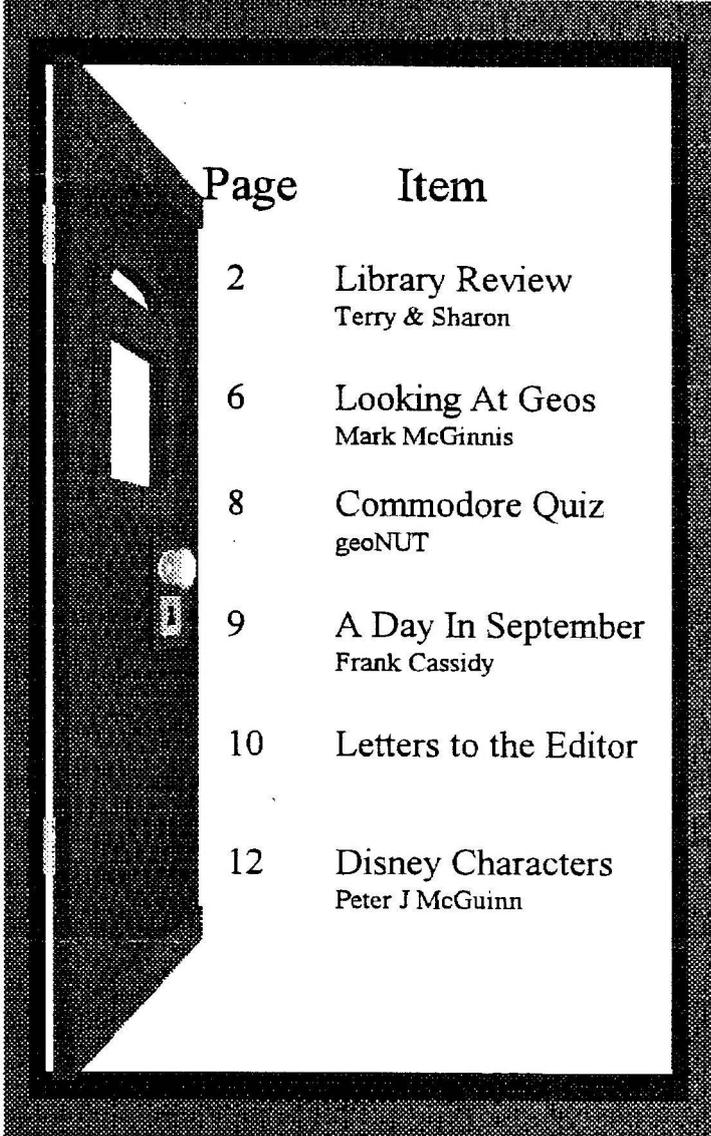
Of those first members who numbered just 12 only 4 are still readers of geoNews. It was a little difficult to 'spread the word' as I couldn't afford to advertise. So I just sent a copy of the very first geoNEWS, Issue 1, free of charge to all the Geos users I had come into contact with and I asked if anyone wanted a copy of Issue 2 all I required was a stamp for postage. Luckily, I had contacted Jason Finch who did various editorial jobs with Commodore Disk User and just before that august publication folded he reproduced part of a letter I had written regarding Geos and that drew a response from a number of other users, one of whom was to play a very important part from the very onset, Peter Hunt of Doveton Australia. Pete was very keen on Geos and quickly offered to run things in Oz as soon as it looked like there would be more than just himself wishing to join. Mailing out copies of geoNews to each individual member would have priced us out of the market.

There have of course been other very important members. Brain Mills of Great Easington was the very first person I discussed this idea with and he was full of encouragement and help when I needed it. Terry Watts who offered to run the library for me when it began to get too much for me with all the other tasks I have to do. Ron Crawley on the Wirral who in the early days when subs covered postage only, saved my life on many occasions with photocopying. And of course Michael Pearson for so long a major contributor to geoNews who quite often save me when I had spaces in geoNews I couldn't otherwise fill.

Thank you one and all

*Frank*

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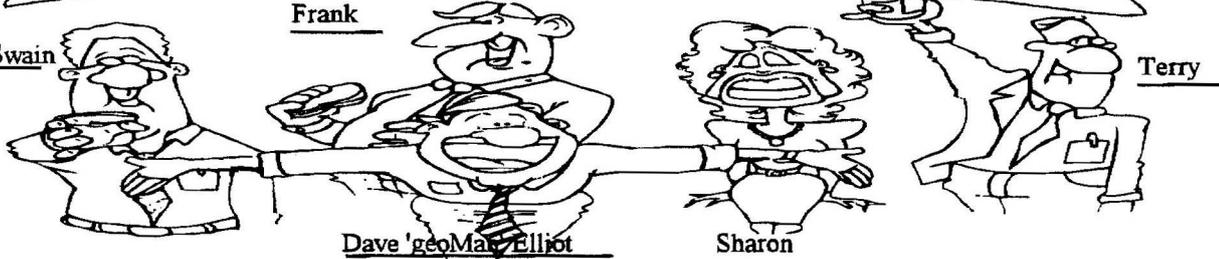
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# Happy Birthday geoClubLibrary

Ian Swain

Frank

Terry



Dave 'geoMan' Elliot

Sharon

It's me again. I'm back to do this month's Birthday Review. Yes we are now 5 years old, as one of the first members to join I have to say that it's been one of the best things I have ever done. So for our birthday review we have the rest of Danny's disk's plus some music disk's. Hopefully you can find something in this lot. Thank's goes this month to Danny Tod, Allan Bairstow and Dale Sidebottom. So let's get going:

## geoCLUB DISK 429

We start with the following disk's from Danny. They are either geoPaint or photo album file's, some are full pages size and some are just screen size but all of them are good, enjoy. GRAPH PAPER - This is a substitution for buying graph paper, or for plotting points for fun! Mouse/pen - Very good; KEYBOARD.SEQ - Use to make cheat sheets or Keyboard maps; Pichers - I used a camcorder and marker pen to do these; By Raymond Day; Hardware - photo album; LOWRIDER.GEO, TEMPLATE-80, B.C. - Paint Images; Bilbo Card - BILBO meets HEATHCLIFF Aaaaaarghh.

## geoCLUB DISK 430

OPUS.GEO - Opus the Penguin.; Ice Opus - He may of find out his purpose in life... Opus - Opus contemplates; Comp Stand - For D.I.Y. fans, make your own Stand; GEOS2 - See the geos sign in a different prospective; MISC 22 - Mixed art.; EARTH1 - Paint image; Flowchart - May help you with your Math's; Kilroy - KILROY WAS HERE.

## geoCLUB DISK 431

F keys Overlay - Use for making your own F-Keys overlays. For the 64; PEN/CANDLE - Very Good; THINGS.TODO - Things to do sheet to prioritize functions; Trojans - Taken from the Baltimore Sun. It is pretty good; User I/O Port - From 'More I/O Ports' from Commodore Interfacing Blue Book (Proj. #10); GEODEX TEMPLATE - geoDEX

template; 1/2 inch grid 1 - For when you need a 1/2 inch grid; WEIRDHAND - Paint Image; RAFFERTY - Cartoon image; BURROUGHS B26 - Entry for a letterhead contest; Tree-Charts - Make your own; OPUS DREAMS 1 & BLOOM COUNTY - It seems that Opus has a slight problem!!! CAVIN - Paint Image; Potshots 1 - Cartoon strip.

## geoCLUB DISK 432

STAR TREK, STARTREK2, ST-KLINGON, NGC-1701 - For all you Star Trek fans; Comm - A very good scan; 1932 Harley - Now this is what I call a bike; The Spectre - This is a fantasy character; Opus - Opus contemplates the coming holidays; Comic Logos - Logos of different comic books: including Avengers, Batman, & a DC Comic logo; COOKIE; Water Monitor - This is a schematic for a Plant-Water Monitor.

## geoCLUB DISK 433

B.C. - A bit of fun; FONT ICONS - Use this file to change the Font icon to the capital F of the font itself; Opus-original - A big Opus; AD seq - A advert for geoWorld; BILL THE CAT - Cartoon type pic; Salesman - One you may find useful; Hit Any Key - Well I think I can say for all of us, that we have all wanted to do this, at sometime; TARDIS - From Dr Who; ANCIENT SYMBOLS - As it say's; Trouble Guide - How to get out of trouble; Tubs - No flowers in these tubs. The following 6 music disk's, were sent in by Allan Bairstow and Dale Sidebottom. A brief run down on what the different files do: MUS - can be read by most SID players. WDS - are the words for some of the songs

and work with the SIDPIC file. PIC - give's you a picture to look at and works under SIDPIC. SDA - don't know what this is, but I think it might be a stereo file? Thank's must go to Allan for all his hard work, sorting out these disk's, before sending them onto me.

#### geoCLUB DISK 434

GEOSIDPLAYER - Play SidPlayer .mus files from GEOS! SIDPIC V3.4, 1 NEARER GOD.MUS, 1 ONWARD CHR.MUS, 1812 OVERTUR.MUS, 1812.MUS, 5TH OF BEET.MUS, ACCORDION.MUS, ALLELUIAS.MUS, ALLEYCAT1.MUS, AMADEUS.MUS, AMATEUR.MUS, AMAZNG GRACE.MUS AMER.PARIS.MUS, AVE MARIA.MUS, BAGPIPES.MUS, BARCAROLLE.MUS, BEER BARREL.MUS, BEETHOVEN.MUS, BITES.MUS, BLUE DANUBE.MUS, BLUES.MUS, BRANDENBURG.MUS, BRASS.MUS, BUILT/CITY.MUS, BYEBYEBLUES.MUS, CALIF GIRLS.MUS, CALIOPE.MUS, CATS/CRADLE.MUS, CHARIOTS.MUS, CHASING RNBW.MUS, CITY OF N.O.MUS, COMMODORE.MUS, COURANTE.MUS, CRABCANON.MUS, DIED IN ARMS.MUS, DISNEYLAND.MUS, DIXIE.MUS, DREAM.MUS, DUWAHRER.MUS, ELITE SYNC.MUS - music files.

#### geoCLUB DISK 435

GEOSIDPLAYER - Play SidPlayer .mus files from GEOS! SIDPIC V3.4 , ENT.MUS, EXPERIMENTS.MUS, FANFARE.MUS, FEEL RIGHT.MUS, FIFTY WAYS.MUS, FIGLEAF.MUS, FMBREAKDOWN.MUS, FSONATINA.MUS, FUN/NIGHT.MUS, FUN/NIGHT.WDS, GALACTICA.MUS, 64 GHOSTBUSTER.MUS, GHOSTBUSTERS.MUS, GLORY LOVE.MUS, GOD SAVE.MUS, GOODKINGW.MUS , GOTHOS.MUS, GREENACRES.MUS, HAPPY DAYS.MUS, HEAT IS ON.MUS, HEAVNLY DOVE.MUS, HITCHCOCK.MUS, HOLST.MUS, HOLY HOLY.MUS , HOLY NIGHT.MUS, HOOK-CLASSIC.MUS, HOUSE QLINK.MUS , HOUSE QLINK.WDS, HOW GREAT.MUS, I LOVE ROCK.MUS, I WOD B TRUE.MUS - music files.

#### geoCLUB DISK 436

GEOSIDPLAYER - Play SidPlayer .mus files from GEOS! SIDPIC V3.4, JAMES BOND.MUS, JAZORIK-FULL.MUS, JOHNNYBGOODE.MUS, JOKE.MUS, K.C.O..MUS, KOTO.MUS, LAURA.MUS, LITANY.MUS, LOUISIANA.MUS, LOVE BOAT.MUS, LOVE DUET.MUS, M+A+S+H.MUS, MAJOR-GEN.MUS, MAJOR.MUS, MASH.MUS, MISSION.MUS, MMCM.MUS, MONTY.MUS, MRS ROBINSON.MUS, MUNSTERS/DUB.MUS, MUSIC BOX.MUS, MUSIC/GIRLS.MUS, NEWHART.MUS, NIGHTSHIFT.MUS, OPEN GATES.MUS, PARTY ALL TI.MUS, PEANUTS.MUS, RABBIT.MUS, RIDERS2.MUS, RISE.MUS, RONDO D.MUS, ROXANNE.MUS, SING TO LORD.MUS, SITAR.MUS, SOAP.MUS, SOUNDS.MUS, SPLISH SP.MUS, ST ELM.MUS, ST ELSEWHERE.MUS, STAR WARS.MUS, STREET BLUES.MUS, STRIPPER.MUS, SUICIDE/MASH.MUS - music files.

#### geoCLUB DISK 437

GEOSIDPLAYER - Play SidPlayer .mus files from GEOS! SIDPIC V3.4, SWEETCHILD.MUS, T&V.MUS , THE ROSE.MUS, THE ROSE.WDS, TRUMPET.MUS, USA ANTHEM.MUS, WHITER SHADE.MUS, WIZARD/OZ.MUS, WIZARD/OZ.WDS, FLASHDANCE.MUS, FLINTSTONES.MUS, FOR NO ONE.MUS, FORCE.MUS,FREI JACINTO.MUS, FRESH AIRE 3.MUS, FRESH AIRE.MUS, FSONATINA.MUS, FUER ELISE.MUS, GARDEN PARTY.MUS, GHOSTBUSTERS.MUS, GILLIGAN.MUS, GLORY LOVE.MUS, GOD SAVE.MUS, GOODBAD.MUS, GOODKINGW.MUS, GOTHOS.MUS, GREENSLEEVES.MUS, GRT AM HERO.MUS, HALLELUJA.MUS, HALLOWEEN.MUS, HAPPY DAYS.MUS, HAPPY TRAILS.MUS, HARDTOSAY.MUS, HAWAII 5-0.MUS, HEARDONHIGH.MUS, HEART'O GOLD.MUS, HEIGH-HO.MUS, HELLO AGAIN.MUS, HERE COMES.MUS, HILL STREET.MUS, HIP/SQUARE.MUS, HIT THE ROAD.MUS, HITCHCOCK.MUS, HOLD/TIGHT.MUS, HOLST.MUS, HOLY NIGHT.MUS, HOMECOMING.MUS, HOMESWEET.MUS - music files.

#### geoCLUB DISK 438

GEOSIDPLAYER - Play SidPlayer .mus files from GEOS! SIDPIC V3.4; HUEY LEWIS 1.MUS, HUEY LEWIS 2.MUS, JIMMY JIMMY.MUS, LEAN ON ME.MUS, LEAN ON ME.WDS, LOVE LIFT US.MUS, MAC PARK.MUS, OPEN HEART.MUS, TEST.MUS, TRUE BLUE.MUS, TRUE BLUE.WDS, TRUE COLORS.MUS - Music files; SID PLAYER, SID SINGALONG, MAGIC SID V2.2, STRIPPER.MUS, STRIPPER.PIC, STRIPPER.SDA - Applications.

#### geoCLUB DISK 439

GEOSIDPLAYER - Play SidPlayer .mus files from GEOS! STRPLY10.1.ARC, STEREO10/11 BOOT, STEREOLOADER, STEREOPLAYERV10, SIDSTEREO.CONFIG, DOC.VIEWER, KWIK-LOAD! NOTICE.1.ERRATA, SID EDITOR, EDITOR.OBJ, SID PLAYER.BOOK, SID.OBJ, SIDPRINT, SID EXTRACT, SID MERGE, SS-WDS, SIDPIC V2.5 - Application file's.

#### geoCLUB DISK 440

The following disk's are again from Danny Tod. DONALD SCREAM - Donald duck; DREAMLAND.GEO - Paint Image; INFRARED CIRCUIT - Ultra cheap infrared remote control, extender; ICON PICTURES - Small pictures to use with an icon editor; Funny Faces - Go on, pull a face... ALLEY CAT - If you like cartoon animals you'll love THE ALLEY CAT! PARROT 1 - "Awwkkk HELLO" Hi from Jim & the bird! PEPPER.DEMO - CARTOON SAMPLER; ROAD RUNNER - Still running; Super-Hero - The Man of Steel. 1950's style.

#### geoCLUB DISK 441

TIGER.MAC - A BIG cat; THE WITNESS - Paint Image; CLOTHES.ALBM - photo album; DBIcons - This file contains Dialog Box Icons; 75 GEOS ICONS - 75 GEOS Icons shown actual size & at 40% bigger; BATMAN, Batman-Keaton, BATWING & BATLOGO - For you Batman fans; geoWorld Art - Photo album.

#### geoCLUB DISK 442

Calendar.tmplt - Make your own calendar; Opus' 1st date - Opus and Alf Mushpie on their first date. What a couple! MUSIC FRAME - This is very good; Computoon - A different prospective; DON'T PANIC - Well want can I say!! GeoVCRLabels X10 - For tractor feed VCR labels. Labels are 5 3/4" x 3/4"; GEOCALC TEMPLATE - A geoCALC template; GEOFILE TEMPLATE - A geoFILE template; PICTURES 1 - Photo album; PICTURES 3 - photo album; geoPubl toolbox - The geoPublish toolbox.

#### geoCLUB DISK 443

BEYOND512KALT - Want you can do to your REU; HEADACHE.MAC - Be glad this isn't you!!! Anyone got two aspirin; Odds and Ends - A mix of different art; ASTRO1.MAC - A very good scan; PICTURES 2 - photo album; DRAGRACE - photo album Drag racin' p-scraps.

#### geoCLUB DISK 444

Christmas#2-'89 - An Xmas card; Xmas- Tags89.one - Christmas Tags; Xmas- Tags89.two - More Xmas tags; TERMKEYS - Simple chart of keyboard commands for GeoTerm 2.0; PAINT TOOL BOX - Help file for new and old user's of geoPaint; PS-A CLIP ART 1 - Paint Image.

#### geoCLUB DISK 445

This is the last disk from Danny, but I am sure that it will be for long. GOOD. JAN90.PNT - Some good small clips; Garfields - The cat with many faces; Garfield Album - Scanned Pics of that FAT CAT! DISK 11 CARTOONS - Cartoon Sampler; Toones.mac - Some well known faces; WORMDESK5.0TMPLT - Adapted from Bob McGee's 'GEOCALC TEMPLATE'.

Well that ends our Birthday review. Hope you find something in this lot you like. I would like to think everyone over the last 5 years who has sent in file's or disk's and all the member's who are there to help anyone who needs it. Thank's must also go to Frank he has worked hard over the last 5 years keeping us going. I would also like to thank Terry for all his hard work as well. Hopefully we will still be hear next year. So until next time all the best to everyone, Sharon & Terry.

# 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] )

Carrying on with business as usual we are still discussing Geopaint and will pick up with using color. The two main catch words are background and foreground colors. Foreground (paint) colors appear on the objects or text that are in your paint document. Background (canvas) colors are those colors painted on the screen behind your object and text. Hopefully by the end of this article the distinction between the two will be clear.

When both the paint and canvas colors have been activated (click on the color tool in the tool box), you should see a status bar at the bottom of the screen showing the available paint (foreground) and canvas (background) colors. Tools that are available to change your paint colors are the color, faucet, scrolling arrows, pencil and eraser tools. Paint colors can be activated by clicking on the color tool in the tool box or selecting color on from the options menu.

Erasing a paint color is a fairly straight forward procedure. Select the eraser tool from the tool box and go for it. Think of the possibilities of erasing Christy Brinkley's bikini from the graphic that you have loaded. Enough day dreaming and back to business. The canvas or background color will not be erased using this procedure.

By now the differences between paint and canvas colors should be a little easier to see. A canvas color will not paint over a foreground color and canvas colors can be created in the normal edit mode only, not the pixel mode.

Canvas colors can be changed by coloring over them with another canvas color. One other method to change canvas color is by the edit box tool and selecting clear from the status box

options.

Now for the technical stuff. There are limitations on how much color you can put into any one area of your drawing. This is a Commodore hardware "thing" so we will have to live with it. There are pixel areas called cards that make up your Geopaint screen. These cards are 8 X 8 pixels high and wide. So what, you say. Well, this is what. You can give only one paint color and only one canvas color per card. In addition the movement of the color tool (canvas color) is limited to these card areas. Depending on your monitor/TV, this little glitch can cause some strange color combinations. Yellow paint plus blue canvas equals the color green. Bad blood, buddy. Unless this is the effect you were trying to achieve. By taking advantage of this little glitch you can increase the apparent range of colors on the Commodore. This could explain why your graphic of Christy looks a little peaked.

One last comment on erasing colors in an area. The drawing window can be positioned over an area whose colors you wish to erase. Select color off from the options menu and click on the edit box tool from the tool box. Select a region to edit. Cut the region. Select color on from the options menu.

Select the edit box tool and open an editing region. Then paste (edit menu) the photo scrap into the editing region. The colors will have been erased.

Geopaint has three tools to help when you spill that paint on your canvas or make that errant line. These are the undo tool, the recover command from the file menu and the eraser. The differences in the three are not so subtle. The undo command reverses the most recent change that you have made. The last wrong color choice or that stray line that doesn't look right fits in this category. As soon as you realize the mistake, select undo and the last change that you made will disappear. No sweat.

The recover tool (command) from the file menu reverses all changes you have made in the current editing session, from

the last time the document was saved to disk. Personally, I would be extremely careful when using this tool. All of that beautiful art work that you have been so laboriously creating can be shot to hades in one fell swoop with only one click of the mouse button. Of course this may be the best course of action when you don't want your wife to see the obscene doodles that you have done on your Christie Brinkley project. If your wife is like mine, she will want to know why you are looking at scantily clad women on your computer instead of her anyway. You are on your own with this one. One other note, the document automatically will be saved to disk whenever you scroll or move the drawing window, preview the document, use a desk accessory, print the document, or exit the document.

The eraser. What can be said about an eraser. Everybody knows what one is and how to use it. The eraser in Geopaint is just like the little pink eraser that you used in grade school. To use the eraser, click on the eraser tool in the tool box. Move the pointer to the part of the image that you want to erase and click once to activate. The eraser stays activated until the mouse button is clicked again. Needless to say, be careful little hands what you erase.

A word of caution is needed at this point. If you have a spastic mouse finger be careful with the eraser. A double click of the mouse button when using the eraser will erase the drawing window's contents. Did you know that you can create art by taking away as well as adding something? Less could be more.

Another way of clearing the contents of an editing region is to use the edit mode's clear option. Suppose that you have grown tired of Christie Brinkley and want to move on to Elle McPhearson.

The first thing that you would do is to save your "Christie" if you had any notions of coming back to this relationship. If you are one to burn your bridges and never look back, then select the edit box icon from the toolbox and use the pointer to create an editing box around the region that you want to delete. Select clear from the status box and your relationship with "Christie" will be over. If only life could be so simple.

Have you ever thought about creating the perfect woman. Of course we are only talking about graphic images in this case. I once heard someone say that if you could put Tina Turner's legs on Raquel Welch's torso and use Heather Locklear's head to top it off, then you would have one dynamite graphic image. That may be enough to get my motor running.

You too could create the fantasy image of your dreams with Geopaint by using the select, copy and move region operations. But I have to save something for next time and as usual there is this "space thing" with the the space. Okay, the subject needs more than just selecting copying, and moving regions. Using the select region tool entails use of the edit box. On the left hand side of the screen in the tool box is a little icon that looks like a box made up of broken lines. Click on the edit box and the pointer will assume the shape of cross hairs. Position the pointer in the desired location in the drawing window, click the mouse button and drag the pointer in a diagonal direction and a rectangular outline will appear. When all the area that you wish to edit is within the boundaries of the rectangular outline, then click the mouse button again to set the region in place. The strange little boxes in the diagonal corners are the move/copy and resize boxes. Should you want to select the entire drawing window then you click once on the edit box to select it and then double click on the edit box.

The drawing window can be resized by using the resize box, however the move/copy will be inactive. The options listed in the status box will be available for your use.

In order to resize an editing region, I assume you have already defined a editing region as has been described in the preceding paragraph. Next you click on the resize box in the lower right corner of the editing region. Don't be alarmed when the move/copy and resize boxes disappear. Just position the pointer in a new location and click to define a new editing region. The move/copy and resize boxes will return and the editing region will be set.

Suppose that you want to move or copy a region. A photo scrap is used to move or

copy an image or geopaint text when used with the edit menu's cut or copy commands. Keep in mind that a photo scrap can hold only one selected area at a time. Copying a new region into a photo scrap will over write a image that is already in the photo scrap. A photo scrap can be saved by copying it into a photo album that you in turn create with the photo manager desk accessory. More on the photo manager desk accessory at a later date.

Now for the steps. First select the edit box tool and create a editing box around the region that you want to move or copy. Next go to the status box at the bottom of the screen and select either move or copy. Note: the image will not be placed in a photo scrap. Then returning to the editing region click on the move/copy box. The editing region will become encompassed by the positioning handles; these handles will move as you move the input device. Move the pointer with the image to a new location. The editing region can be reformatted on the fly by pressing the letter "R" as you move the pointer across the drawing window. Note: You can have the editing region redraw itself when you click to set the editing region in place, or you can have the editing region redraw as you move the positioning handles. The next time you move an editing region, its redrawing method will be retained from the last time you pressed "R" while in this mode. Did you understand that last note? It is a little hard to follow but it is a direct quote from the GEOS manual.

Its one of those things that you have to do to understand. The final step is to click again to deposit the moved or copied image. In order to repeat an image, for instance repetitive patterns, repeat the previous steps until you achieve the desired effect. Don't forget to select move in the status box when you want to move a editing region or copy when you want to copy a editing region.

Are you tired of GEOpaint yet? Patience my computing comrades. There is much more information to convey. From the looks of the material left in this section there should be enough for at least four more columns. Two, if I can figure a way to condense this information and make it make sense.

( The series continues next month)

# Commodore Quiz Part 1

by geoNUT

## Question 1

Commodore started out in computing with the PET series of computers. What did the letters P.E.T. stand for?.

## Question 2

Commodore planned to manufacture two successors to the 64, and both were intended to be business machines. What were these two machines intended to be called, and what were the differences between them?.

## Question 3

How much basic free memory does a VIC-20 (unexpanded) have?.

## Question 4

What early 80's Commodore software company had a Light Bulb for it's logo?.

## Question 5

What was the model number of the disk drive used with the VIC-20?.

## Question 6

What was the model number of the cassette drive used with the VIC-20?.

## Question 7

What was the model number of the printer used with the VIC-20?.

## Question 8

What was the model number of the 16k RAM expansion unit used with the VIC-20?.

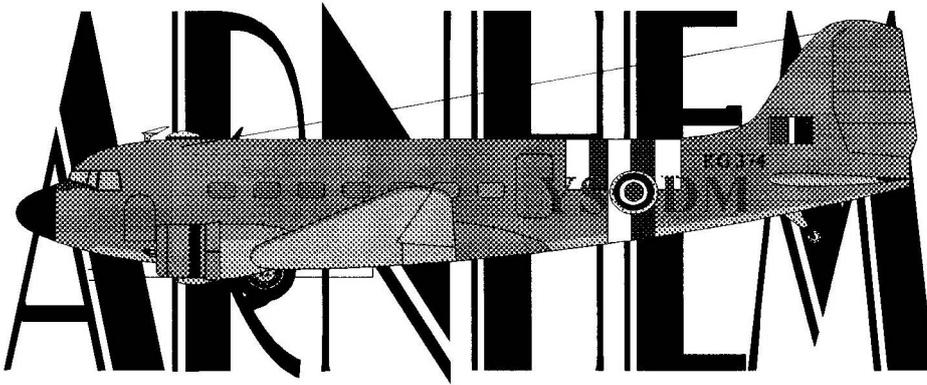
## Question 9

Commodore introduced 3 printers that used the same printer mechanism. What are the model numbers.

## Question 10

What is the difference between the printers in Question 9

Answers on Page 11



On the morning of September 19<sup>th</sup> 1944 Douglas C47 'Dakota' "YS - DM" piloted by Flt. Lt. David S.A.Lord DFC along with others of 271 Squadron RAF Transport Command took off from their base at Down Ampney in Gloucestershire to re-supply beleaguered Allied troops at Arnhem.

The Allied Airborne troops had been surrounded and were being pressed into a small area heavily defended by anti-aircraft guns. The air crews were told of this and also of the disastrous circumstances that many were enduring and so to ensure accuracy they were ordered to fly at 900 feet when dropping their containers.

While flying at 1,500 feet near Arnhem the starboard wing of Flt Lt Lord's Dakota was hit twice by anti-aircraft fire, as a result the starboard engine was set on fire. He would have been justified to leave the main stream of aircraft and either tried to return to his base in England or even abandon the aircraft altogether, but on learning that all his crew were un-injured and that the dropping zone was just 3 minutes away he decided he would complete his mission as the troops on the ground were in such dire need of supplies.

By now the starboard engine was burning furiously, Flt. Lt. Lord came down to 900 feet where he was singled out by all the anti-aircraft guns and fire was concentrated on his aircraft, un-daunted he held his Dakota level and on course while the supplies were dropped. At the end of the run he was informed by the dispatchers that 2 containers remained. Although he must have known that the starboard wing would collapse at any time, he circled rejoined the stream of aircraft and made a second run to drop the remaining containers. These manoeuvres took eight minutes in all and all the time the aircraft was under heavy anti-aircraft fire.

His task completed Flt. Lt. Lord ordered his crew to abandon the aircraft making no attempt to do so himself thereby giving his crew members the best chance they had of successfully baling out. By this time the plane was down to 500 feet. A few seconds later the starboard wing finally collapsed and the aircraft fell in flames.

There was only one survivor who was flung out while assisting other crew members to put on their parachutes. His name was Harry King, who survived the war he died a few years ago and his ashes were scattered under the memorial window of Down Ampney church.

As for Flight Lieutenant D.S.A. Lord DFC. For continuing with his damaged and burning aircraft doing two dropping runs and remaining at the controls thereby giving his crew their best chance of escaping he was posthumously awarded the Victoria Cross. He lies buried alongside his crew and the dispatchers in the cemetery at Oosterbeek.

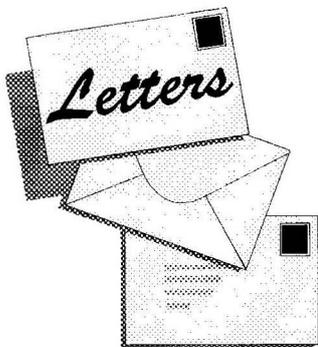
During this same action the well known trombone player and comedian 'Professor' Jimmy Edwards was awarded the DFC for exceptional flying.

That very same evening one of the most well known World War II airmen, Wing Commander Guy Gibson VC, DSO, DFC of 617 "Dambusters" Squadron fame met his death when the Mosquito he was flying crashed, he lies buried in Steenberg.

Also on this day 52 years ago the writer was born, an event that fades into insignificance in comparison.

Footnote:-

The next time you watch the film on TV "A Bridge Too Far", watch for the part that depicts the crash of Dakota 'YS-DM', you will see that the canisters just contained new red berets, this was NOT the case in reality, it was simply put in to show the futility of war.



## To The EDITOR

AN OPEN LETTER TO ALL geoCLUB MEMBERS  
As of August 1st 1996 Andrew Fisher's new  
address will be as follows....

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E-Mail : [fisher@lentil.demon.co.uk](mailto:fisher@lentil.demon.co.uk)

The telephone number has remained the same due to the fact that we are on cable. I would like to assure any members who have sent letters to the old address in the past month that they will reach me as the mail is being re-directed for the next few months.

I would like to take this opportunity to reassure all customers of Electric Boys Entertainment Software that everything is being done to ensure that you receive the goods that you ordered . Due to rising costs and various other problems Russ has decided to continue the business on a part time basis. Some goods may be sent direct from CMD in the USA to save time and hopefully there will be no extra costs involved. All he asks is that you please be patient, he is doing his upper most to see that every order will be fulfilled. He is NOT trying to rip anyone off . I trust this will allay fears that customers have.

Keep on Geos-ing

*Andrew*

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Sunday 7 July 96

Greetings Frank,

It was with interest that I read your editorial this month, you know, the bit about Escom

and CMD getting together to once again produce the C64, alas I think from reading the relevant newsgroups on the net, that this could be wishful thinking. The last information flying around the C64 newsgroup was that Escom had done an asset stripping job on Commodore, or rather on Amiga and was unloading everything but the name and that Escom had not been interested in the C64 at all. CMD had been mentioned as a possibility of going into production , but with the Amiga and I think that there might be a tie up with one of the big Silicon Valley businesses, the name of which escapes me at the moment, so a rebirth of the C64 is likely to be "pie in the sky".

Good news for Geos users though Frank, because CMD have taken over the 8 bit Geos from Berkley, who would seem to be reduced to producing screensavers for the PC and as Dave Elliott has found, are producing excellent hardware for the C64/C128 and there is even an upgrade chip for the Commies giving them a speed approaching a 286 PC, all good stuff if you are happy to pay out big bucks for an outdated system, don't get me wrong Frank, I do not knock the good old Commodores, they were trend setters in their time, but time marches on and to buy these very expensive upgrades for the C64 is a bit on a par with the expensive upgrades which are often required for the PC to enable one to keep up with Bill Gates MS stranglehold on this market, if one is so inclined to do this, but then I don't have to tell you that do I ?

That's about it, oh one other thing, those Aussies do turn out some excellent piccies and are to be congratulated.

Bye for now Frank and regards to all the family.

Jim Kinson

95 Darwin Crescent , Laira , Plymouth , PL3 6DU

Tel: 01752 66 44 62

Hi Jimbo,

It wasn't me who started the rumour that ESCOM were having talks with CMD regarding re-marketing the C64 I only report what I read elsewhere or what other people tell me .

Regards

*Frank*

# Commodore Quiz

The Answers provided by geoNUT

A1. According to the McGraw-Hill reference guide. PET stands for Personal Electronic translator.

A2 The 364 which amongst other things had a larger PLUS/4 style case that housed the regular keyboard plus a numeric keypad. The 264 which turned into the PLUS/4 with 64K of RAM. We will probably never know about the 364 since it got scrapped.

A3 The VIC has 3583 bytes of RAM for BASIC.

A4 Skyles Electric Works.

A5 VIC-1540-same as the 1541, only faster serial speed.

A6 VIC-1530.

A7 VIC 1515, which by a miscommunication, could only use 7.5" paper. Evidently someone thought 8.5" meant full width of paper w/perfs. This printer was quickly supplanted by the 1525, which should own this title in the first place!

A8 VIC-1111

A9 MPS802, CBM1526 and PET4023.

A10 MPS802(square dots-serial).CBM1526(round dots- serial).PET4023(round dots-IEEE-488).

I hope to be able to give you a few more Commodore trivia that if the PINK ELEPHANT doesn't get me.

Scoring.

9 correct---GENIUS status(not many of us left)

6-8 correct---SEMI-GENIUS

5-7 correct---Average

4-6 correct---Nearly Average

1-4 correct---OH OH

(I must write 1000 times-OH to be a genius).

Well how did you do ,get them all right or did you have to do a lot of writing.

Commodore Trivia is Public Domain and donated by

Jim Brain

Brain Innovations Inc

602 North Lemen

Fenton MI 48430

USA

brain@mail.msen.com

(why not drop Jim a line)

P.S.don't forget to mention the geoClub. I have also placed the first 10 Questions and Answers on disk so if YOU would like a permanent copy give Terry or Sharon a ring.

geoNut

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**Geos Clock** ,very rare, made in Germany, fits into tape port, has run for over 4 years on internal battery very very accurate maintained the correct time for the past 4 years and still going strong. Ideal Geos extra as it automatically dates all Geos files. Complete with software.

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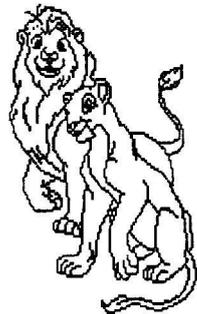
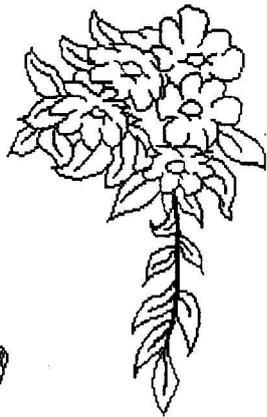
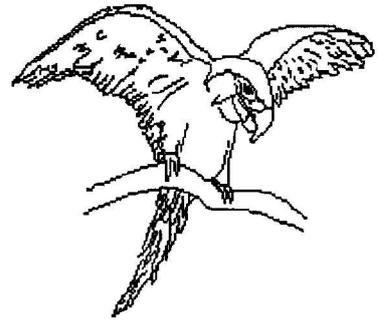
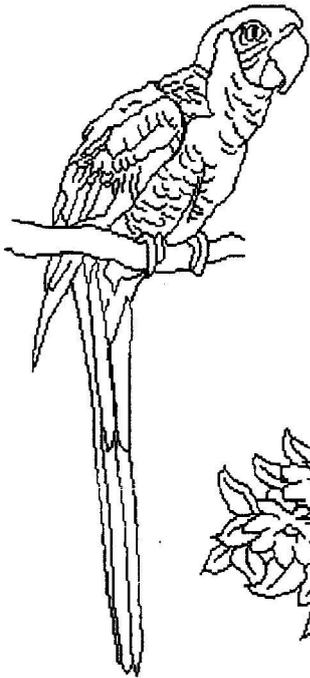
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