

EDITOR'S COMMENTS

You will have noticed that last months 'Editors Comments' was, for the first time ever, overtaken by what was at the time late breaking news, and important news it was. There was no room left to thank the source of this information so I'd like to do this now. Colin J Thomson and a few days later Danny Tod both E-Mailed me about it and also informing me of the screens shots that were available on the WWWeb. At long last a much over due up-grading Geos. This latest version V3 is to be known as WHEELS and since last months news several screen shots of what it looks like and what it does have been posted on Maurice Randall's Internet Web Site. I have endeavoured to reproduce Maurice's Web Site along with some of the screen shots and the information contained. Converting from colour to black & white rarely does it justice and in this instance that's no exception, yellow on green just does not convert to black & white grayscale effectively. However at least it gives those who cannot otherwise view them have an idea of what is on offer. As more information becomes available you'll read it here amongst these pages.

See you all in April

Happy geos-ing *FRANK*



CONTENTS

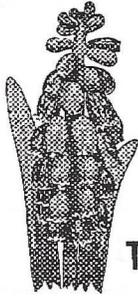
Page	Item
2	Library Review Sharon Chambers
3	Letters To the Editor
4	Piracy.... Sharon Chambers
5	Expanding Video RAM John Kress
7	Graphics and Geos Dave Elliott
8	geoFAX News Maurice Randall
9	P.C.B. King Update Sharon Chambers
10	WHEELS Maurice Randall
12	Graphics Peter McGuinn

In Our 7th Year of Supporting GEOS and it's users

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March Library Review



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Hi, and welcome to the March review. We have a mix of disk's, this month. Both geos and basic files. Something for everyone, I hope. Thank's goes this month to the following members: Dale Lute, Malcolm Brumaley & Brad Wightman.

We start of with....

geoCLUB DISK 564

The next six disk are from Dale Lute. He's sent in a mix of geos applications. Now I know that most of the application that are on these's disk's, are already in the library, but their are a few new ones on each disk which you may not have. We start with: Desk Orgaizer - orgainze your disk's; Convert2.5 - use to convert files; geoPACK - for use with a modem; geoLasertoDisk - as it says; CIRCLE - geoGame; GeoIcon - edit icons; Calendar, Reminder & geoDiary - keep upto date with these files; geosForth - ?; Scribble - well what can I say!; 1571 BootFix - for Maverick Boot disk's.

geoCLUB DISK 565

On this disk we have a number of files for use with geoPaint: SIZER, ColorGrid, CrossGrid, GreyGrid, MetricGrid, Grid Cards, OKICOLOR; GeoCanvas - Demo; GeoTacToe - geoGame; Disassembler - as it say's; KeyMaker2.0 - redefine your keys; Blackout128 - blacks out the screen.

geoCLUB DISK 566

On this disk we have: Disk Protect - stops you removing files etc; GeoSleeve - geoPaint file; Rescue128 - REU file; getID & newID - well what can I say!; SuperMind, BlackJack, ClusterWars & Culture - geoGames; IdentifontV2.1 - as it says;

BlackoutV1.4 - blacks out the screen; AutoPref - auto load in the prefs; 128 DA Auto-Boot - as it says; Auto Clock - well it's a clock; Diskusage - ?; Note Contvert - convert the note pad files; Help Pad - help on hand; Info Box - gets the info; Mirror Mirror, Ruler 1.5, Refill & Refill.80, MacAttack - for use with geoPaint/files.

geoCLUB DISK 567

The first two pages on this disk are full of Labels for you to print out. Also on this disk are: Pointer128 + info files - change the pointer in 80 col; Mouse editor, Icon Editor & '81 Icon Ed - editors; AutoRaw - loads in RAW files; Flag Setter - for 128 users; FPattern - pattern fill for geoPaint; Serial - gets the serial number; ScreenDump - dumps the screen to printer.

geoCLUB DISK 568

FNT.Editor2.2 - a Font editor; ShellPrint Editor - make your own shell printer drivers; A mix of different shell printer drivers is also on this disk.

geoCLUB DISK 569

GeoMorph - morph from one picture to another; Cardfile - a small data base; ScrapCan - makes scraps; Mahjong - geoGame; FontID Printer - printer out the fonts id; their are also a number of mixed fonts on this disk.

geoCLUB BASIC 89 & 90

Sent in by Malcolm Brumaley. Two disk's full of graphics, which if you like can be imported in to geos. See complilation disk 3 & 4 for help with converting graphics.

geoCLUB BASIC 91

Sent in by Brad Wightman. You may of heard of Commodore Fever, well this is a chance to see it for yourself. This is issue No.1

geoCLUB BASIC 92

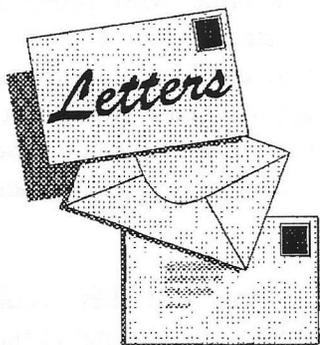
More graphics from Malcolm Brumaley. Again you can convert them to geos.

geoCLUB BASIC 93 & 94

Another Commodore Fever disk from Brad Wightman. I think this is issue 2 & 3.

Well I hope you like whats on offer this month. Please fill free to send in any files you have, that could be added to the library. As always disk's are, any two disk numbers for just |1.30. If anyone is looking for Hardware or Software, then write to me for a For Sales List (please enclose a SAE). If you are also thinking of selling off, some of your software or hardware, send me a list (on disk please) and I will pass it on for you. This list will be updated, every month. I can also lookout for anything you maybe after. Well that's it for now, see you next month....

Sharon



To The
EDITOR

Dear Frank

I wonder if you or any other geoClub member can help me with some queries.

1. When I work with program MultiLable V1.1 and Run that I have information on the monitor "System Error near \$003". After that I could reload Geos. Where can I get information about Geos error messages and what am I doing wrong ?
2. What should I do for converting Print Master and print Shop graphics to Geos photo album, use Get-Graphic ?
3. I would like to transfer program form Spectrum-64 to C64. Do you have any information about a program that will do this ?

4. Is it possible to use a VGA monitor with a C64 ?

Best wishes from Latvia to you and all the members.

Yevgenniy Makoveyev
PO Box 223, LV-1082, LATVIA

Reply This is only a small portion of the original letter reproduced here (more detailed letter is on it's way and should already be with you) hopefully someone can help with the questions. You may write to Yevgeniy directly I am sure he'd be happy to hear from any other Geos user.

Q1. I'm afraid I cannot help here as I do not and never have understood machine language. *Anyone else help ?*

Q2. Get Graphic : Graphic Storm : ScrapIt! any one of these will convert PrintShop and Print-Master graphics

Q3. I doubt it is possible to convert Spectrum programs to C64

Q4. No you cannot use VGA but you can use CGA using the RGB output

До Сиданя, Френк

WANTED

SX Sound Expander Disk and FM Composer & Sound Editing Software from CBM Sound Expander Module. Also require Sampling Software on disk or cartridge.

Contact Arif on 0161 434 5869 or by mail
128, Parkville Road, Manchester, M20 4TY

FOR SALE

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FD2000 Disk Drive with PSU	£100:00
GEOS 128 excellent condition	£20:00

Loads and loads of other stuff. Contact
Bruce Pollock, 2, Howat Avenue, Fenham,
Newcastle Upon Tyne NE5 3AD

Piracy....is it worth it?

As a geos user for over 10 years, I've come across piracy. Company's that have sold Geos software at full price, to Geos users, as new. Ask Frank and he will tell you how both of us and a number of other members lost money, just because, a company was selling Geos software that was copied. At the time we didn't know, but once, you start having problems and start trying to find out what's going on. You find out, that it was all a sham.

The sad thing about all this, was that the writers of this software and the Geos users, were the ones that lost out. As the writers/programmers decided to go over to other machines and left us. We also had the problem, of not being able to get Geos software in the UK. So you maybe asking what's this got to do with today. As there are few places you can buy software from in the UK.

Well, I've just had a letter from a member (Colin Thomson), who's told me about what's been going on with geoFAX, on the internet. It's seems a couple of idiots, one from Germany and the other from the USA, decided to put geoFAX on BBS, for all the download! The silly thing about all this is that they have been traced (well the original owners have), due to the unique serial No. that's on all copies. So we will have to wait to see what happens to them.

The down side to all this, is that the writer, Maurice Randall, has decided to cut right down (or even stop) on all his excellent programming. So as for the future of Project G...who knows. He's said he will finish it when he can be bothered, but as for a 128 version, and all the other projects he was doing. Who knows. All I can say is, Maurice if you are reading this, please don't stop working on Geos projects. There are Geos users out there, who are just waiting for new software to come out. We are all sorry to hear about what's happened, but please don't stop programming.

Can I ask the members of geoClub, to please write to Maurice and let him know, that we are sorry to hear about what's happened, and are here just waiting for his new software. Maybe if enough of us, write to him he will think again. His address is:

Maurice Radall,
P.O. Box 606,
Charlotte MI 48813.

So again, I will ask you, do you think piracy is worth it?

Sharon Chambers 98

Editor's 2-peneth

It's sad to say but this , at least in part, has not helped the C64 user either now or in the past , PIRACY !. Many years ago we were afflicted with this scourge that many of you will not know about. It was a supposed commercial source of all things Geos in the UK. Un-beknown to most of us, as Sharon has already said , we were being duped, many where simply 'ripped off' and left owing money. When the heat was turned up a little the company just changed it's name, not for the first time. Indeed it's partly why I formed geoClub in the first place.

In my attempt to put a stop to this piracy I contacted F.A.S.T. - Federation Against Software Theft - all they said initially was that unless the copyright was owned by a resident in the UK there was nothing they could do. So, I contacted my good friend Dave Ferguson of Dweezil Disks fame who promptly wrote me an official latter stating that I - Frank Cassidy- had the sole right to sell Dweezil Disks in the UK. Armed with this I approached F.A.S.T. once more waving my little piece of paper (some other poor sucker did the same thing many years ago and he fell on his face as well).

The response from F.A.S.T. was that they would only proceed if I was a member, membership at that time was somewhere in the region of £1,000. Even though I explained that we were by this time just a small (though quickly growing) self-help user group and could not raise this sort of cash they seemed only interested if money changed hands first.

As older members will recall I gave up here and we started our own library which turned out to be most successful and at least some software authors received some money that was rightfully theirs.

I'm sure there's a moral in there somewhere

FRANK

Expanding Your VDC Ram

by John Kress

This article was taken from Twin Cities 128. And provided to geoNews by Danny Tod

The very first time I fired up my new C-128 I loved the 80 column screen. I remembered the days of my Vic-20 with 23 characters per line. Now I had a computer with an 80 column screen and I thought to myself "Now I own a real computer". Then I came across a very basic 80 column graphic program that used a joystick, and I thought that this is great, but it is too bad that you can only use one color on the screen at a time, and secretly dreamed of owning an Amiga. Then came the day that I found out that the memory dedicated to the Video Display Chip could be expanded from the stock 16K to 64K of RAM.

Right then and there I was hooked (I believe it's referred to as "Technolust" in these parts) and wanted to learn all I could about expanding the RAM to its maximum.

I should explain a bit about the VDC and its Ram. The 80 column screen uses a separate chip for screen processing, and that chip has its own dedicated RAM. Unlike the VIC chip, for the 40 column screen, which uses part of the Basic Ram for screen memory, the VDC has 16K of RAM tied into it that cannot be accessed in the normal peek and poke method. The VDC is in some ways a separate processor that operates independently from the rest of the C-128, and is able to work at a faster clock speed than the VIC chip. That is the reason why the video display goes blank on the 40 column screen when the FAST command is issued.

Why expand the VDC memory?

Since my major computer interest is graphics, I wanted to find out how things might be improved with more memory. One of the first things I pondered was the graphics screen with attribute Ram for color. That would allow more than one color on the screen; although your still limited to one color in any 8*8 pixel area, you can still have more than one color. Then there is the ability to have a combination of screens in VDC memory, up to 4 graphic screens, up to 13 text screens, or a combination of both.

There is also the possibility of making up different fonts (print styles) in memory and being able to change them.

(Editor's note: The execution of this process will void your computer's warranty. Readers who attempt this process do so at their own risk. Neither this author or Twin Cities 128 or geoClub will take responsibility for losses due to the attempted execution of the process outlined in this article.)

The parts you will need are:

*Two (2) 18 pin IC sockets, to be used to hold the Ram chips. These can be found at most any electronic supply house.

*Two (2) 4464 Dynamic Ram Chips, with a speed of 120 ns. Yes that's correct, 4464 Ram chips, I know that the Commodore Programmers

Reference Guide says 4164 Ram chips, but 4164 chips are a sixteen pin type. The 4416 chips are an 18 pin type so if you try to use the 4164's you'll have two extra holes and nothing will work right.

The 4464's can be a hard item to locate, as most of the manufacturers are either discontinuing them or require minimum orders and are reluctant to release "just" two. If you have some friends or a local computer group or club, get together and purchase a larger quantity, you may have more luck with a volume purchase.

You will need the following tools:

Wire cutters or nippers.

A small pencil type soldering iron (35 watts is enough, much more may get too hot.)

Some rosin core solder or better yet, Solid core solder and a paste type non-corrosive flux.

Small phillips screwdriver.

Small pair of pliers.

Now you're ready to begin.

Notice: Integrated Circuits are extremely sensitive devices, and very sensitive to static charges. A small static shock to a IC is as deadly to them as a bolt of lightning would be to a human. Take extreme caution to avoid a static discharge to the computer.

First thing to do is remove all power cords and serial connectors from the C-128. This means everything,

since the main board must be removed from the machine.

Turn the computer over and locate and remove the six (6) screw holding the computer case halves together, then carefully separate the halves. This is critical, because the keyboard and power light connector along with a ground braid for the keyboard are still connected and could be damaged. Carefully remove the screw holding the ground braid, along with the connectors for the power light and keyboard, taking note of their proper connection. I found that the keyboard connector was installed with a brown wire closer to the power switch, but things may be different on other machines.

The next step is to remove the screws holding down the computer board and the ground casing. There were six screws around the perimeter of the main board/shield assembly, remove all of these. Then you must use the pliers to gently bend the tabs holding the upper ground casing to the lower casing. There is one more screw mounted on the ground casing in about the top middle, this must be removed also.

There is one spot where the casing halves were soldered together on my computer and that was in the front right side, near where the numeric keypad sits. Carefully unsolder the halves and lift the top half away. What you now see is the main board with a small metal box on it, near the center of the board. The chips that need to be replaced are inside that metal box.

Inside the box are both of the screen controllers, the 8564 Vic chip and the 8563 VDC chip. Remove the lid to the box and locate the two chips that are identified on the circuit board with the marking U23 and U25. On my board these chips were labeled with a large F and the part number MB81416-12. The number may vary due to the manufacturer, but the markings on the board will identify the correct chips.

Now for some very delicate surgery. Since the Ram chips will be discarded, I suggest that you carefully cut away the chip pins (leads) from the body of the chip. This will make removing the remaining portion a lot easier, and leaves less of a chance of damaging the main board than trying to remove the whole chip intact. The next step is to carefully unsolder the pins from the circuit board. Make sure that you are

working with the correct area, as things do get rather confusing when you turn the board over and notice all of the many soldered areas. You might be best off to mark the correct area with a felt tip pen to avoid confusion.

The next step will be to install the IC sockets into the circuit board. Try fitting the sockets into the board to make sure that they will fit all of the way through the holes and that there is enough material poking through for a good solder joint. Also be sure to orient the sockets with the small identification notch on the correct end of the board. The notch is printed on the board so you should have no trouble.

When you have the sockets installed correctly, lightly bend the pins over to hold them in place and your ready to solder them in place. Again be careful, as drips of solder can cause a short, and a cold solder joint will cause a poor connection.

Now you're ready to install the 64K chips in the sockets, carefully inspecting the pins for proper alignment. Most of the time chips will be made so that you will have to bend the pins inward, toward the center, to fit properly in the socket. But too much bending will break off a pin.

Once you've installed the chips you're ready to start the reassembly process, just reverse the disassembly steps and make sure to solder the ground case halves again. Reconnect your cables and power up the computer.

If all went well you should see nothing unusual. The same old cold start-up message and nothing different. Some of you might notice a different pattern on the screen when the initialization process is going on but after that you should see the same old screen. The cold start routines for the C-128 initialize the VDC registers and the VDC chip is told that it still has the 16K chips in it. In order to tell the VDC you've upgraded the Ram, you will have to set bit 4 of register 28. When this is done, for some reason, the character information gets scrambled, but a call to the copy rom routine at \$CE0C clears the problem.

If your screen does not appear the way it should, look for a cold solder joint or a pin that is not installed into the socket correctly. I found that when I tried to remove the old chips in one piece, I had damaged a portion of the copper foil on the circuit board and had to trace the circuits out and install a jumper wire from the 8563 socket to one of the Ram sockets.

Greetings GeoCLUBBERS

You are probably aware that there are thousands of clip art and paint files for use with Geos. If you are like me you will have a favourite few that you continually use. What if one day a friend or maybe another member of geoCLUB drops you a line and on the letterhead is a very nice graphic that you think **THAT'S GOOD I COULD USE THAT ALOT**. You could get back in touch with the said sender who might let you have a copy and be willing to send it or you could **RECLAIM** it using **RETRIEVER 2.0**.

Retriever 2.0 is a small application by Ed Flynn which lets you reclaim photo scraps from geoWrite, geoPublish and geoFile. It is a very simple program to use after opening the program you simply select which parent application you wish to use and click on the selected box. Next a DBGetFile box will appear with the usual commands. Select the file and open, up pops another dialog box that simply asks for the new name of the album to be created. Press return and you are returned back to the main menu to start again. There is only one drawback to this program it will not let you create an album with the same name. That simply means that you will have to use the photo-album to copy all your new scraps into one album. There is an info box with contact names for Ed which after eight years is probably out of date but the most important bit of info simply says **IN THE PUBLIC DOMAIN**, i have nothing against shareware or any programmer trying to earn a few pounds(dollars) but i do strongly believe that P.D. is best.

geoWrite places photo-scraps roughly in the centre of a page. To move the scrap to the left or right of your document simply paste your new scrap into a Paint or Canvas document and redefine it's size by leaving a blank part to the right or left of your scrap. Save and paste into your geoWrite document. If you cannot get what you want in Paint or Canvas then use Scrapit or Scrapcan, part of the geoCanvas package, when you have defined you new scrap and saved it. Simply paste it into position in your geoWrite page. Your new scrap should be placed to the left or right, which will give a better presentation. If you have overdone the blank part then geoWrite will tell you that the scrap is too large and you will have to re-edit. Once you are into the swing of things you should be able to build up a nice set of letter heads ready to go.

P.S. Don't forget to duplicate the original.

Happy Geosing

Dave Elliott geoClub England

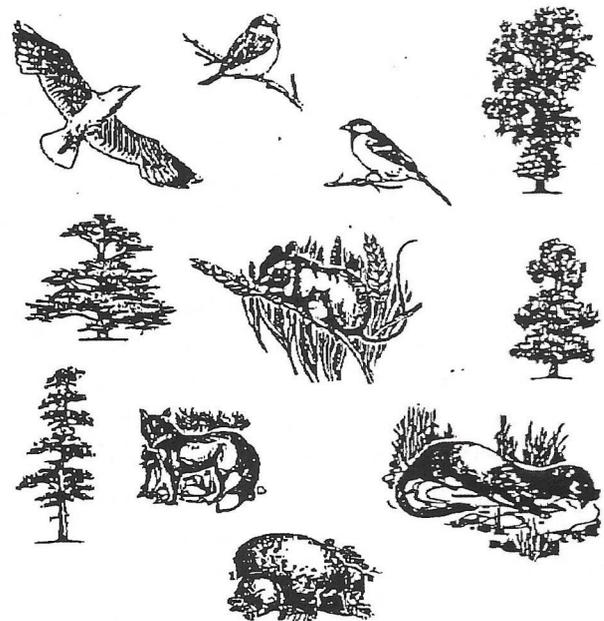
J M V Grafix

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Clip Art Series consists of nine collections

People & Places	16 Graphics
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Sports Equipment	11 Graphics
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Sports	10 Graphics
Miscellaneous	12 Graphics
Creatures	11 Graphics



Taken from geoPaint file CREATURES

Handbooks

- The World of Geos Handbook (includes disk)
- The World of Geos Handbook II
- The World of Geos Handbook III
- GEOS In Review (reviewing Geos authors programs)
- Handbook of the C64
- Handbook of the C128

UK ONLY : For an 8 page product list send an A5 SASE to the address on Page 1

GEOFAX NEWS

from Maurice Randall

For the past couple of months, I've been working here and there on a new upgrade to geoFAX 2.0. This is not a drastic upgrade, but rather just fixes a few problems and improves some stuff. Here's the stuff that's fixed:

geoFAX V2.1 changes...

- auto-answer mode now answers more than one call.
- tone/dial selection now saves as a default.
- minor improvement to NMI routine.
- STOP key now stops an outgoing geoFAX document.

(this worked with geoPaints and also worked in previous versions, but was somehow goofed up in V2.0)

While doing some final testing last night (2/5/98), I was using a fax machine to scan some images. After capturing them, I would then send them back to the fax machine to see how they turned out. Some of the geoFAX documents would cause the modem to hang up the line. Some users have reported this problem to me and I had it happening last night and found the problem.

While receiving, there might be an occasional bad byte, especially if the speed is turned up too high while receiving. geoFAX doesn't have time to decode the incoming data, it just saves it all to disk. In geoFAX V1.5-1.7, the program would test some of the bytes while sending the file back to another fax machine and if a bad line was found, it would repeat the previous line instead since it kept a copy of the previous line in memory. The problem with this, was it hogged too much memory and also caused a performance problem in having to analyze the line prior to sending it. The receiving fax machine isn't going to wait while we're fooling around, it's expecting data to keep on coming without stopping. So this was a problem too.

If the modems didn't have a particular bug built into them that prevents geoFAX from using a part of the fax protocol that allows the sender to tell the receiver to pause for a moment, we wouldn't have this problem with spending a little extra time between lines of data. If that part of the protocol is used, the modem will hang up the phone line. This particular part of the protocol is supposed to help out the computers that aren't particularly fast or those that have slow data storage devices. Our computers fit this category. But

the people that wrote the fax routines that reside in the modems most likely never tested their work using a slow computer, so this modem bug just blew right on by them. This is the problem that has given me the most fits during the entire development of geoFAX.

When I get home later tonight, I'm going to put some code back into geoFAX that performs a little bit of testing on the line of data before sending it to the fax machine. If a bad byte is found, then geoFAX will ignore that byte. The rest of the line will still be sent and will come through to the fax machine as a bad line instead of causing the modem to disconnect the phone line.

What happens when a fax machine receives a bad line? A real fax machine will reprint the previous line. This gives the fax image a stretched-out look when it does this. This is better than trying to print a line that decodes into junk. If only one bad line comes in, it's hardly noticeable. It's far better than interrupting the whole fax page and disconnecting the phone line. When you send a bad line to another computer running fax software, it may or may not deal with bad lines correctly. It all depends on how well the programmer decided to deal with things like this. The real fax machines seem to deal with it correctly though. This won't occur when geoFAX sends a geoPaint image. The reason is because geoFAX properly converts the data to correct fax lines and sends every line exactly as it should be. Also, if you convert a geoPaint to geoFAX prior to sending it, the data will also be good. It's just when you receive a fax and then send that same fax is when the problem might occur. The fix I'll do tonight should take care of this problem.

When geoFAX is converting a fax to geoPaint, it will take the time to fix these bad lines. It also fixes the bad lines when printing a geoFAX document. It can take the extra time to do this during these operations, but there isn't much time to do anything while sending a fax to another fax machine. I've got several people waiting for this V2.1 upgrade, and CMD is also waiting on an order of these. If things go good tonight I'll be packaging them up. I was trying to get this all done last night, but ran out of time. Everything else appears to be working great with geoFAX. Another thing I had to do concerned using geoFAX with Wheels 64 and a SuperCPU. Wheels runs at 20 mhz all the time, unlike GEOS 2.0 which has to slow down to 1mhz when calling the routine "InitForIO". The only time Wheels slows down to 1mhz is during the actual byte transfers with the real disk drives, not

the ramdisks or the RamLink. Plus it stays at 20 mhz when using the HD with a parallel cable. Certain operations in geoFAX are very timing critical. Even though it makes heavy use of CIA #2 for timing its operations, the 20mhz speed messes up some things. So another change I made to V2.1 was to insure that the SuperCPU was running at 1mhz while sending or receiving. Certain handshake functions with the modem just don't seem to work well at 20mhz. I've spent the last 3 or 4 months off and on trying to figure this one out and decided to give up on it for the time being. Slowing the SCPU down fixes the problem for now.

Isn't it a bummer that our computers are TOO FAST now? :)

Upgrade news:

When geoFAX V2.0 came out, I gave all users of V1.5-1.7 a chance to get a free upgrade. If you had sent in your registration, it was automatic, I sent a free upgrade to you. geoFAX 2.0 came out in the spring of '97. At the end of December the free deal expired. Users can still upgrade by sending in their V1.5-1.7 registration along with a check or money order for \$15 plus \$4 for shipping and handling to North American addresses or \$6 overseas. This will get you the V2.1 upgrade.

There are still a few registrations that I received late in '97 that will get V2.1 for free. If you're one of these, it's still coming.

Current V2.0 owners can upgrade to V2.1 also. I've been keeping track of the changes I've made and will put them into a simple patch program that will be available for downloading from my BBS at (517)322-2386. Or I can email a uuencoded version of the program to you. Just send email to:

arca93@delphi.com

To get the patch program from my BBS, just sign on and leave me email. I'll then attach the file to my email response and you can grab it the next time you log on. This patch program is only available to those who have sent in their registration. Be sure to provide your geoFAX I.D. number when requesting the patch program. I'll put the patch program together this weekend so people can start requesting it next week. (Dated 6/2/98)

Maurice

P.C.B. KING Update

A few months ago I did a article on this PCB KING package. Tony has asked me to do an update for you. This is taken from the letter he sent me: "Thanks for the feedback I've received by, users of PCB KING. Some people have found it a tad tricky, to solder components onto the tracks, which were arranged using the package and I have been asked if the tracks could be in any way thickened to allow easier soldering. I have also been asked if I could supply a file containing circuits symbols to allow easier, designing of a circuit board.

The four files in this upgrade are as follows:-

PCB GUIDE Large

A thickenened version of PCB GUIDE allowing easy alignment of tracks etc.

Large LAYOUTS

A thickenened version of PCB LAYOUTS. Use these if you are having problems.

CIRCUIT SYMBOLS

A photo ablum, containing a variety of circuit symbols.

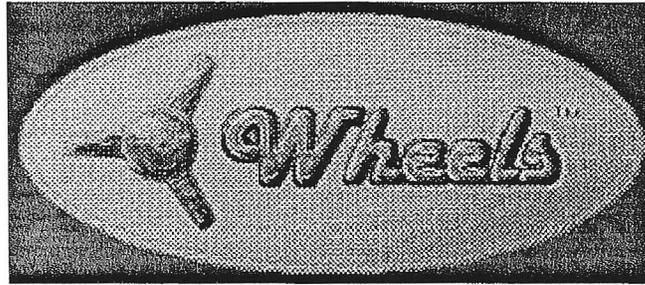
Circuits 4

This incorporates the three files mentioned above and shows how to build a simple, novelty circuit of a 4 - Jet Sound Generator (Tony sent me this, made up, and I have to say it was great). This is not only cheap and easy to do, but is good practice for anybody starting out in electronics."

If you've already brought PCB King, then Tony should of sent you the Upgrade. The PCB KING package now has the Upgrade added to it. This has ment an increase in the price, to |15.00. To buy, this New Upgraded P.C.B. KING package, please write to: Antonio G. Mata, 4 Hulsidale, Hamnavoe, Burra, Shetland, ZE2 9LF.

Sharon Chambers 97

Put a set of Wheels on your Commodore
and cruise on into the next century!



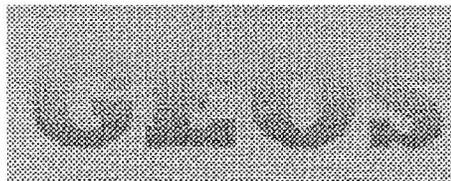
The New GEOS System Upgrade

Preview some screenshots of the major features of Wheels

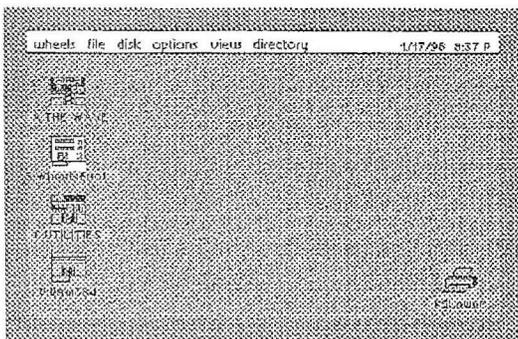
Dashboard 64 Toolbox 64 MakeSysDisk Miscellaneous

Whether your system has the standard features or is equipped with all the options, your new set of Wheels will get you around like GEOS never could

Wheels is the **ONLY** way to lay a patch!
It's time to burn rubber!!



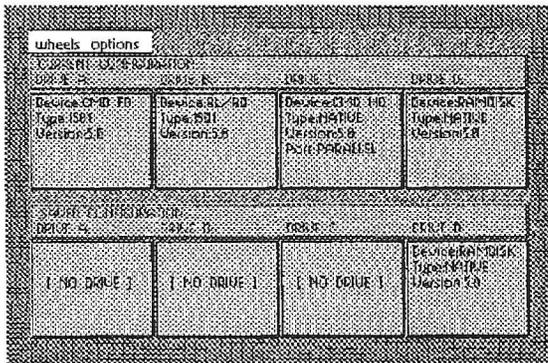
Dashboard64



This is how the Dashboard looks when you first boot up. If you have a printer configured, the printer driver's icon shows up on the screen.

This particular session was booted from the RamLink and its icon appears highlighted which identifies it as the current drive.

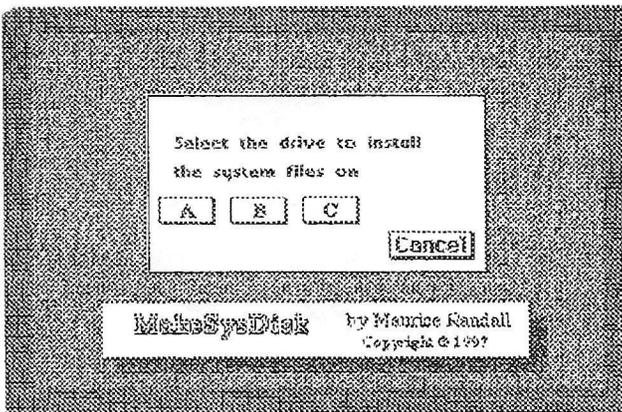
Toolbox64



The Toolbox's main screen. The upper portion shows your 'current' configuration while the lower shows your 'saved' configuration. For the most part, it's only necessary to save your ramdisk configuration.

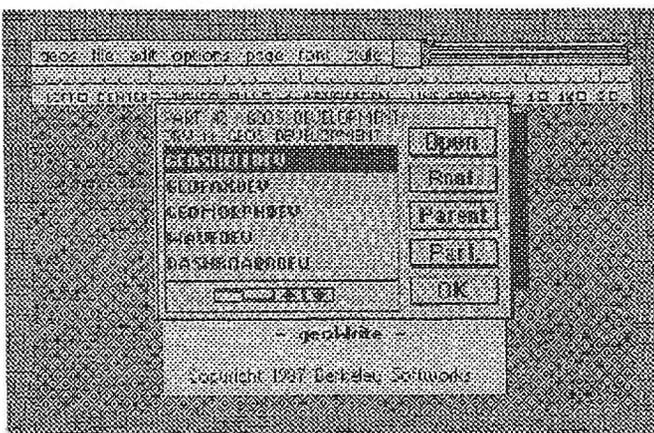
Notice drive C, the hard drive. When a parallel cable is detected, the Toolbox will install it for you. The parallel cable connected between the RamLink and HD really speeds up data transfers.

MakeSysDisk



MakeSysDisk is used for creating new boot disks or bootable partitions on your CMD devices. The first screen lets you pick the device you wish to create the system on. Only the devices that are allowed will appear here. Obviously, you can't boot from a 1750!

Miscellaneous



Click on the 'DISK' icon and the operating system's own partition/subdirectory dialogue box pops up and lets you move to another part of your CMD device.

You can even switch between 1581 and native partitions. If you select a native partition, you'll also be able to select any subdirectory within that partition.

Any application that uses the 'DISK' icon can access this dialogue box now. New applications can also access it in other ways.

“Clips 1” by Peter McGuinn of New Zealand



These graphics and many more by Peter are available on geoClub Library Disks

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