



Editor's Comments

Unfortunately the Library is still 'closed'; I am awaiting the whole set of disks etc from Sharon, when I get them and ensure that everything is up to date I will then be able to decide what to do, either run it from here or pass the 'buck' to someone else. What I feel I cannot do is pass it over lock stock and barrel without first making sure everything is in order so please hang in there a little longer.

Some of you may have noticed that these days a great many of the articles in geoNews are reproduced from ZERO PAGE the monthly newsletter of Commodore Users of Wichita Kansas ,or taken from the Internet. The reason for this is that there appear to be little or nothing coming from the UK. A sign of the times maybe ?. Whilst on the subject of Zero Page you will notice two articles in the Random Access and Rear View Mirror series. The reason for this is quite simple : At present I receive these articles in batches on disk and as most of them are relevant to us I do not want to fall too far behind. in reproducing them in a way making it all 'old' news hence the attempt to 'catch up' and bring us more up to date with our friends in "The Sunflower State".

Once again our Antipodean artists are keeping us well supplied with high quality graphics and once the library is open again for business these will be appearing with others on new geoClub disks

Happy Geos-in, see you all in August *Frank*



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

SuperCPU-128 Update

downloaded from Creative Micro Designs web page
www.cmdweb.com

SuperCPU-128 Status 2/23/98

The SuperCPU-128 production has been a slow and tedious process. Even though the hardware itself has been ready for several weeks, the custom chip set has needed to be tested and re-tested to insure the unit's performance and reliability.

As of Friday, February 20, 1998, the first dozen or so units were shipped. These units were full production units that were sent out to key individuals who have been requested to report back on its operation in the field. Although there have been a few units in use for several months, we see the need for testing on a wider sampling of machines. We expect that the units being tested will perform as designed and any problems will be minor and can be corrected in production. We anticipate having the green light for final assembly and shipping of production units by the end of this week (week of 2/23/98). As for a time frame on deliveries, we have over 200 units for advanced depositors with deliveries ranging from 1 week to 6 weeks depending on when your original deposit was made.

We wish to thank all of those individuals that remained confident in our ability to complete this new technology and hope that the unit will live up to your expectations.

For anyone interested in placing new orders for a SuperCPU-128, we anticipate a 4 to 6 week lead time. New orders are being accepted, to order call 800-638-3263 (9-5:30, M-F).



Big Bird

Graphics

by
Gordon Turrall



Bert

Wheels 64 Introduced at EXPO '98

from Colin J Thomson

On May 9th, the Lansing Area Commodore Club held its annual EXPO in Okemos, Michigan. This is a once a year gathering of local club members along with Commodore enthusiasts from other clubs around the country. It's also not unusual for well known people in the industry to attend the event.

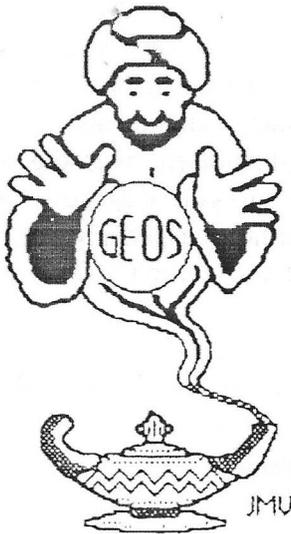
This year was just as interesting as any other year in the past.

One of the highlights was the introduction of the new GEOS operating system upgrade known as Wheels 64. The author, Maurice Randall, was showing off the software throughout the day but the official introduction was the final event of the day. Everyone appeared pleased to see Wheels running without any problem throughout the whole demo. The system applications all performed just as they were designed to do. Maurice even showed the step by step installation procedure using his very own personal copy of Wheels that he opened up right then and there. There was no prearranged disk used. This was done exactly like you would do it at your own home. The installation was flawless and as simple as can be.

Quite a few people who had already ordered Wheels came to the EXPO. They were able to pick up their copy right there at the show.

This fall, the Chicago club (SWRAP) will be holding a sister EXPO and Maurice plans to debut Wheels 128 at that event.

The Australian



Genie

by Jane M. Voskamp-Jones

In this column I thought we would take a look at rotating a graphic from geoPaint, turning the result into a photo scrap, and then making use of the rotated form all the while using other GEOS programs to achieve the desired effect.

Fox all those people who may have wondered about my 'GEOS in Review' ("") spiel on the inside cover of my Products List, whether I simply cut, turned and pasted a paper copy on the page prior to reproduction - but NOT, to say the least. Apart from seeming to be a strictly promotional exercise in gratuitous self-advantage I wish I had thought of that - (smile), this is actually a good exercise to show what can be accomplished with GEOS programs manipulating a geopaint data file. Yes, my beloved GEOS environment accomplished all of it, almost by itself. So, let's go and explore ...

From geoWrite to geoPaint

First things first. Originally my file was created from a photo scrap and text in geoWrite, really !! By altering the margins in my geoWrite data file I could center my

scrap directly above *my* text, which was formatted into it's own tight margins on the left side of the page geoWrite will ALWAYS center a graphic into your document page, whether you like it or not, whether it is a large or small graphic scrap - in a way it is up to you to figure out how to get what you need, exactly, with a little lateral thinking Some of the text was full form-atted, and the rest of the text was centered by geoWilde, because that was how I originally wanted it.

Next, I needed the file as a geoPaint data file, and not just the scrap part. To achieve this was simple enough. Did you guess it? Yes, I selected my Paint Pages printer driver and installed it, then I vwr4 back into geoWrite and selected print from the file menu.

A few moments wait, and presto !. Time to open up the data file with geoPaint and have a look around. Gosh, it turned out nicely, now for a bit of messing around - my favourite recipe. Do you start to feel that, for me at least, GEOS is really my own personal playground ?.

Rotate Graphic

Since the object of my desire was heaps longer than the geoPaint drawing window, I needed a helping hand. This came in the form of 'Paint Rotate', a 40 column geoPaint utility shareware program written by Spike Dethman of USA. I just love this sort of stuff with GEOS. An author who has taken a good idea, and just made it better!,

So I double-click on Paint Rotate, and I am presented with a DBGet-File box for selecting the source geoPaint file, Ore click and then on Open and a new Dialog Box (DBox) prompts for a new name for the destination file, type it in then press RETURN. Next a large DBox of options is displayed.



This Publication Reviews many excellent programs created by individual **GEOS** Authors. Featuring **Reviews** of :-

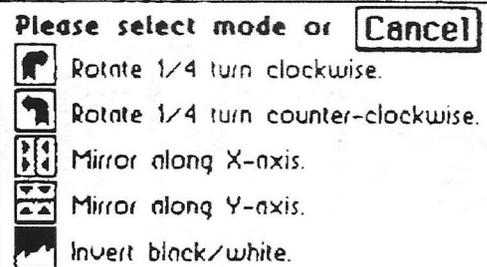
'New Tools 2'
'Geo Make Boot'
'More Dweezil Disks'
'ClipArt Series'
'Geo Canvas v1.2 & v3.0'
'Perfect Print GEOS LQ'
'Collette Utilities'
'HandyScanner64 & PageFox'
'GeoPaint & Scanning'
'Photo Mover v3.0'
'GeoQuery - Q&A of Geos Users'
and much more.

The HandBook is available folded and saddle bound to A4 size, for **AUD\$10:00*** (includes P&H), from **JMY Grafix** P.O. Box 635 Enfield Plaza 5085 South Australia Cheques Payable to Jane M. Jones *Overseas Orders add **AUD\$5:00**

First of all Spike offered us in this program:

- Rotate ¼ turn clockwise
- Rotate ¼ turn counter - clockwise
- Mirror along X-axis
- Mirror along Y-axis
- Invert Black/White
- and a Cancel gadget

Since I wanted my graphic to lie over to the left., I clicked on Turn ¼ turn Counter-Clockwise. I was then presented with a large Dbox displaying the proportion of the document currently being worked on, as it worked



! You can click once to abort the process. When done a Dbox comes up saying " process completed". Click the OKI gadget and we return to the DBGetFile box with a list of geoPaint file names for selection I clicked on the Cancel gadget to see a pleasant ShareWare information box come up for Spike, which required on;y one click to exit the program back to the DeskTop. That wa fun wasn't it?.

A quick look at the file double-clicking on it to bring up geoPaint, shows that the graphic has correctly laid over to the left as I wanted it. Once again the graphic is way too wide / deep (depends on your perspective) this time to be clipped from geoPaint from the drawing window area. Now we need the help of another program, Are you still with me here ?.

Make It a Scrap

Any -large Scrap creating program is what we need. I just happened to grab for ScapCan v1.3, a commercial 40/80 column program (depended on which version) written by Nate Fiedler of USA (was available commercially on the GeoCanvas 64 / 128 disks ; now I believe that Nate has released this wonderful program to the Public Domain). How ever ,a PD program PaintSciap v2.1 by Dennis Seitz wuld do as well,

ScapCan is simple to use, so I selected the newly created rotated geoPaint data file. After responded

to the prompts, I defined a region around the laid over graphic and selected copy from the menu

When that was completed, and all prompts answered, I opened the destination file, which had pre-existing areas of graphics in it. The trick was to open up a region in the one area that was vacant (and I must admit here, that I did not really know if it would actually fit beforehand), select paste and hope fox the best that

- a) I got the sire of the region correct, and
- b) that there really was enough space on the existing geoPaint page for the whole thing!,

As luck would have it, it worked out alright, the whole graphic fitted into my defined region, and the space available for it was sufficient Stia@y aval 1 1 1 Strangely enough with GEOS, a lot of what you try really is sheer guess work and luck that it all turns out okay, and a willingness to have a go against your doubts.

I hope that you enjoyed this tour into a different region of GEOS. I do this kind of thing all the time, and it is ore of the reasons why I get such a buzz out of using GEOS, and that I have not moved onto a PC (apart from lack of funds that is). The more you try to do with GEOS, the more you Will actually find that it can do for you.

Readers Three Wishes And All That...

Well, it is a little too soon to expect any feedback, but we might venture into

answers later should any of you wish to stretch my rather tired brain cells again Actually, having been 'out' of everything for so long I wouldn't be surprised if some of you can pick me up on things I have forgotten over the ensuing time. Go you're hardest. No-one is infallible, especially not myself. There for you in GEOS land

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(***) Geos in Review is still available from JMV Graphics

The World of GEOS



HandBook ©
and Disk

and WOGHB II & WOGHB III ©
and the following HandBooks
are ALL still available from

JMV Grafix

The HandBook of
Commodore {tm}



Disks ©

The HandBook
of the



Commodore 128 {tm} ©
and Commodore 64 {tm} ©



in
Review ©

This Publication Reviews many excellent programs created by individual GEOS Authors. Featuring Reviews of :

- 'New Tools 2'
- 'Geo Make Boot'
- 'More Dweezil Disks'
- 'ClipArt Series'
- 'Geo Canvas v1.2 & v3.0'
- 'Perfect Print GEOS LG'
- 'Collette Utilities'
- 'HandyScanner4 & PageFox'
- 'GeoPaint & Scanning'
- 'Photo Mover v3.0'
- 'GeoQuery - Q&A of Geos Users' and much more.

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To all geoclub Members...

It is with great sadness that I have to write this letter. But I do. As some of you may already know I have had to give up running the geoclub Library, due to my Mother being in a car accident a few weeks ago. She's doing okay apart from getting an infection that has meant that she has to say in for long than first thought. She has asked me to thank all the members who have sent her, their best wishes.

Another reason I am writing this letter is that I also have to sell my complete CBM/Geos set-up to make some much needed money. After 15 years of using a CBM machine I have to say that I will miss it. But I will need the space that this or any computer is taking up. So it has to go. I would like to sell everything in one go, but I am willing to split some things. If I do sell something that's on the list and you want what's left then I will reduce the price. For a full list of what's for sale please send me a SAE.

I have been the Librarian now for 3½ years and I am going to miss it a lot. At the moment a replacement hasn't been found but I am sure that who ever takes over will do a great job. So please be patient for the next few months until we have got ourselves sorted out.

To all members thank you for all the letters you have sent to me over the years. I am going to miss all of you. I hope that geoClub and Geos will continue for years to come, and you never know I may even come back next year. We will have to see. Well that's just about it, I will miss you all...

Take care,

Sharon Chambers - May 98

*I know I speak for all the members when I offer a very big **Thank You** to Sharon for all her hard work with the library duties and full understand her reasons for having to relinquish the task. Hopefully Sharon's mother will soon be fit and well again. At present I am still awaiting the library Master Disks and when I have them and ensured that everything is up to date the library will start to function once again. Please bear with us for a while.*

FRANK

Random Access

by Dale Lutes

An Adventure in Computer Games

--You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully."

So begins Adventure, the original text-based computer adventure game. Today, we associate computer games with fast-paced, high-resolution graphics. The sports, combat, and fantasy simulations on our store shelves feature scenery, vehicles, and creatures that behave in a very realistic fashion.

In the 1990s, we take fast, high-resolution computer graphics almost for granted. It's easy to forget that throughout most of the 1970s, computer graphics devices were specialized, high-dollar items. They could be found in university research labs and in some industry applications, but the vast majority of computer users had no access to such things. Home computers and game machines were still a thing of the future.

Some early game programmers used the ASCII (or EBCDIC - yuck!) character sets to construct simple graphics. Games like Star Trek or Telengard could be played even on slow, hardcopy terminals while still providing visual cues. But some of the best computer games ever written used no graphics whatsoever. Text adventure games rely on written descriptions of the surroundings to construct their fantasy worlds. Like old-time radio listeners, players use their imaginations to visualize the action. Forget your joystick - commands such as, OPEN MAILBOX, LIGHT LANTERN, and KILL DRAGON typed in at the keyboard let you move about and interact with objects in the adventure world. The games have an ultimate goal, but with a number of puzzles to solve along the way. This makes them games of thought, rather than reflex.

The finest games of this genre, Adventure and Zork, were ported to many different different machines and operating systems. It was only natural that with the advent (pun wholly intended) of the home computer, many of these games would find their way into our personal software libraries.

Without a doubt, Infocom was (is?) the king of the adventure game publishers. A number of Infocom games were packaged and sold under the Commodore label. Among them was Zork, which had already proven its popularity among college computer science students. Like Adventure before it, Zork is a pure fantasy game with an underground labyrinth to navigate, puzzles to solve, enemies to defeat, and treasures to find. Zork for the C-64 was released in three separate parts (Zork I, II, and III). The series was so successful that Infocom followed up later with several Zork sequels.

Adventure game writers didn't restrict themselves to fantasy. Infocom also delivered a murder mystery complete with physical evidence and dossiers on the suspects in Deadline....

>SOUTH

George's Bedroom

This is George's bedroom. In addition to the normal furnishings, there is a small liquor cabinet, and a stereo with records and tapes. The door, leading to the hallway to the north, is open. Another door, to the east is open. George is sitting on his bed, deep in thought.

>GEORGE, TELL ME ABOUT MR. ROBNER

"Like I told your detective friend yesterday, we didn't get along too well. He was always riding me, giving me a hard time." George gets worked up talking about it. "Look man, I'm not going to lie and say I loved him, right? He got what..." He stops in mid-sentence.

Suspended is another from Infocom. This one with a science fiction premise. You are in suspended animation, controlling the actions of six robots which serve as your eyes, ears, and hands. Each of the robots has a very different view of its environment...

>SENSA, REPORT

FC: Cryolink established to Sensa.

FC: Full report from SENSEA

SENSA: Internal map reference -- Gamma Repair
Vibrational activity and electrical emanations detected from the north are stronger than those in the immediate vicinity. The conveying mechanism is not in motion. In the room with me is Waldo. A large object emits strange flows, its surface a tracery of filament-like circuitry. the circuitry is concentrated near the center of one side.

SENSA: I cannot sense a thing in my grasping extensions.

>WALDO, REPORT

FC: Cryolink established to Waldo.

FC: Full report from WALDO

WALDO: Internal map reference -- Gamma Repair

I have reached the south end of this area. The walkway ends here. The walkway is not in motion. In the room with me is Sensa. A large object sits before me. Sonar indicates it is hollow, but not empty.

WALDO: My extensions grasp nothing.

We've all been frustrated by government bureaucracy and this is the theme in Infocom's Bureaucracy....

>GIVE DELIVERY MAN US EXCESS

[Taking the US Excess card out of the wallet first]

The delivery man glances at your US Excess card and shakes his head. "Sorry," he says, handing the card back to you. "This expired last month. Hey!" he says, with the air of someone who has just thought of a new philosophical explanation of life, suffering and why there's never enough Chinese ravioli for everyone at dinner to have a second one each, "You know what you should do? You should get your bank to send you another one."

Incredibly, you resist the urge to kill the worthless cake-brain on the spot.

This game is unique in that it was one of the few programs ever developed specifically for the Commodore 128's 80-column mode.

Perhaps my favorite Infocom game is Nord and Bert Couldn't Make Head or Tail Of It. This is actually a collection of eight short adventures constructed around puns, cliches, spoonerisms, and other plays on the English language. In Nord and Bert you are actually encouraged to put the cart before the horse!...

Road

The telltail smell of grain and dung drifts by.

You're on a dusty road in front of abandoned farm -- a nice-sized spread of land that stretches far out to meet the horizon.

A wooden cart sits in the dusty road here.

An old dog sits in the dust at the side of the road, feeling all of the spirit of gravity, looking dog-eared and worn out by a lifetime on the farm.

>TEACH OLD DOG NEW TRICKS

The old dog perks up one if its dog-eared ears, then the other. Its tail emerges from the surrounding dust and begins oscillating back and forth with such intensity that you'd think it was a case of the tail wagging the dog.

Infocom wasn't the only company to produce text adventures for the Commodore market. Telarium marketed a series of games based on popular novels such as Ray Bradbury's Fahrenheit 451 and Arthur C. Clarke's Rendezvous With Rama. The Telarium games are not pure text adventures though. Graphics accompanying the text can be turned on and off according to the player's taste and certain portions of the games are played arcade-style with a joystick. In Rendezvous, for instance, the spaceship docking maneuvers are controlled this way.

Undoubtedly, there were other companies that marketed text adventures. Epyx sold a game based on Isaac Asimov's Robots of Dawn, but I'm not sure if it was text-based. I recall that one publisher even sold an adventure construction set so that text adventure fans could write their own.

If you like playing adventure games, I'd enjoy hearing your opinions and recommendations. If you've never tried a text adventure, I hope that this column has sparked your interest. Many of the games I've mentioned here are available locally at Z-Software as well as by mail order. So, take up your sword and your lamp, and begin your own adventure.

Rear View Mirror

by Moe Shouse

Two weeks before Christmas, I got a letter from Creative Micro Designs telling me --We are proud to announce that we are about to start production on the long awaited SuperCPU-128 accelerator for the Commodore C-128 computer." The catch is they need my money before December 31. Don't they know it's Christmas, and money is in short supply! They also offered the 2 meg REU for \$99. That is a \$40 saving. But all I have is enough for the SuperCPU-128 with the RAMCard and no RAM. So I get a money order and send it off. But what does "--about to start production" mean? Is that next week? Next month? Or three months? After all, it was about 2 years ago that they announced the product. But they have had a number of hurdles, and they have told us how it was going in their magazine, Commodore World. What?!!!! You don't subscribe? How can you call yourself a Commodore lover and not subscribe? Commodore, Commodore, Commodore. I loooooove it!!!!!!!!!!

If you like to write computer code, Commodore World has had some articles on the 65C816 CPU that the SuperCPU-128 uses. If you don't know, the 65C816S is also used in the Apple 2GS, and the Super Nintendo. --So what?" you say. Well someone might be able to make a hardware hack to our SuperCPU-128 to run Super Nintendo games. Now that would be something the XXX brand clones can't do!!! Also if you don't know the 65C816S will run as an 8-bit CPU or a 16-bit CPU. In the Apple 2GS it will run the older Apple 2 software (8-bit), or run the newer Apple 2GS software (16-bit). I think the 816 on the end of the number comes from 8-bit, 16-bit. In the unit CMD is making, it will run 16-bit if it is working internal, or 8-bit if working with external circuits. This is why its work gets done 22 times faster while it is only running 10 times faster. A standard 128 runs at 2 megahertz. The SuperCPU-128 runs at 20 megahertz clock speed. If you think the way I capitalized SuperCPU-128 is strange it is just how CD does it. Commodore, Commodore, Commodore!!!!!!!!!!!!!!



Don's Digest

by Don McManamey

Yesterday as I traveled to Oklahoma City I heard a report of the first computer problems associated with the year 2000. This is something we have been hearing about for years now but most of us never thought these problems would show up so soon. You may recall that back in the days when computers didn't have much memory they did what ever they could to maximize that memory. One way was to use only the last two digits of the year. For example, the year 1983 was shown as 83, 1998 became 98 and so on. Now this may not appear as much of a savings but when you consider a bank and all the transactions that take place every day the memory usage adds up quickly. several years ago the drivers license department made the change. Do you remember when an expiration date or a birthday was shown as 02-17-51 or the like? Check any legal document, drivers license, or credit card issued recently and you will find they now have a four digit number for the year.

Take a look at your favorite Commodore software which uses dates. These might include a spreadsheet, database, or even GEOS. Most of them use a two digit year. I haven't taken the time to check them out but Dale tells me GEOS uses two digits. Please contact me and let me know if you run Flex File, Swift Calc, or any other date sensitive software. What about RAMLink? We can pass our findings on at a later date. Now what if you operate another brand of computer? My Mac is ten years old but runs system 7.1 software. I can tell you without a doubt that I will not have this problem. Let's do this up right. We don't want to be down on the lowly C64. Let me know what other computer you operate at work or home and also what operating software as well as application software and if the date is shown as two digit or four digit.

Okay, I suppose I've gone on long enough. Perhaps you even forgot by now what started all this. So what was the first signs of the year 2000 syndrome? I did hint at it. Did you figure it out on your own? Stop right here and think for a moment if you are so inclined and see if you can figure it out. All right, here it is. Some poor souls recently (perhaps at Christmas time while shopping) tried to purchase something on a credit card expiring in the year 2000 only to have their card rejected because the computer used to verify the card saw only "--00" and said

the card had expired in 1900. You see some smaller banks and other companies with limited funds still run computers which are unable to handle the year 2000 and beyond. I find it interesting that computers came along when they did. You see, they might have had an easier solution in the year 1900 when the next digit to the left was a nine but we are coming up on an new millennium as well as a new century and so the third digit is also a zero. Just as well, the fix will last until the year 10,000 and by then, if we are still around (mankind, not you and me personally), I'm sure they will handle it just fine. Just a footnote. In case you didn't know, the year 2000 is not the beginning of a new decade, century and millennium but the end of the old. We can sit back and laugh on New Years Eve 1999 as 90% of the world rings in the new millennium a year early. Until next time, keep counting the years. You know what the alternative is and we would like you to stick around awhile longer.

If Dr. Suess wrote computer technical manuals:

author unknown

If a packet hits a pocket on a socket on a port,
and the bus is interrupted as a very last resort,
and the address of the memory makes your floppy disk abort,
then the socket packet pocket has an error to report.

If your cursor finds a menu item followed by a dash,
and the double-clicking icon puts your window in the trash,
and your data is corrupted 'cause the index doesn't hash,
then your situation's hopeless and your system's gonna crash!

If the label on the cable on the table at your house,
says the network is connected to the button on your mouse,
but your packets want to tunnel on another protocol,
that's repeatedly rejected by the printer down the hall,
and your screen is all distorted by the side effects of gauss,
so your icons in the window are as wavy as a souse,
then you may as well reboot and go out with a bang,
'cause as sure as I'm a poet, the sucker's gonna hang!

When the copy of your floppy's getting sloppy on the disk,
and the microcode instructions cause unnecessary risk,
then you have to flash your memory and you'll want to RAM
your ROM.

Quickly turn off the computer and be sure to tell your
mom.

Rear View Mirror

by Moe Shouse

Last time I said that CMD asked me for my money for the SuperCPU-128, and I sent it in. I also ordered a parallel cable. It connects the hard drive to the RAMLink with a parallel line. The cable has 14 wires. Of course, 8 are used to carry data. The connectors are about two times bigger in diameter than a serial connector. The best part about the parallel cable is, all you do is plug it in. That's right, no software to load. The system knows when to use it. Maybe CMD built it in to the RAMLink and hard drive. A 196 block program that takes 12 seconds to load from an FD-2000 only takes 3.5 seconds from a hard drive with a parallel cable.

The first day, I forgot the parallel cable was hooked up. And I unplugged the serial cable to use a 1571 as device 8. Well, it didn't work because the parallel cable was still hooked up. This device number thing just gets worse as one gets more drives. I just need to learn how to use the device swap buttons better. I find changing device numbers is better with a switch. I put one on my FD-2000 to get 8 or 9. I am working on a switch that will have all four device numbers on one switch, but it's still in the planning stages. The downside to using CMD's swap buttons is that some software will do a reset, then you're back to having a conflict. I did find out that the swap button on an FD-2000 will act like a reset if you have added a switch like I did. When you add a device switch to a drive that has the small device switches in the back, the small ones that are already there must be set open.

For the February meeting I plan to have some 1541's opened up to show that even though the outside looks the same the inside can be much different. Did you know that Commodore had 9 different circuit boards in the 1541's? That does not count the revisions. It does count the 1541 II. Now, this is according to Mr. Jim Brain from his Commodore Trivia column in Commodore World issue 21. I have only checked 11 of my drives and have about 8 left to check but I don't think I'll have all of the different boards. A 1540 is one I know I don't have so if you have one bring it to the February meeting. The board on it is 1540001. It is a --long board." The thing that is odd is that most boards work only with the Alps drive or the Newtronics drive. But some boards can run the other if you change a jumper and some parts on the board.

Jim Brain has two articles in Commodore World on disk drives, not just 1541's. One in issue 11, one in issue 18. These two articles are the final word on the subject. He goes real deep into it, like ROM numbers and dates. And prototype drives. The most interesting part is where Jack Tramiel issued the order, --On our next computer, get off that bus. Make it a cable anyone can manufacture." And so starting with the VIC-20, the serial bus was born. It was intended to be just as fast as the IEEE-488 it replaced. But it didn't happen that way. The 6522 VIA chip had a small problem with its shift register. So we end up with our beloved molasses bus.

While going through my drives, I thought I would fix my 1541-II. It has always had a problem with crushing the hub ring if you didn't push the disk forward in the jacket. After looking at it for about five minutes, I found the bracket holding the hub clamp had a hinge made of spring steel that just flexes. I took out one screw and saw that the holes need moved so the whole bracket would slide to the front of the drive. This would let the hub clamp come down in center of the spindle, and not crush the disk hub. After filing the holes to a slot and spending 10 minutes adjusting, it seems to work fine. If I could just find a way to put a 1571 drive and board in a 1541-II case, one would have a really cool drive. So in closing, keep all your bits in line and your sectors linked.



*by Peter McGuinn
New Zealand*

Random Access

by Dale Lutes

Computers on Videotape: A Review

Over the past few years, I've collected a number of videotapes on computer-related topics. I'd like to review some of them here for you:

How Computers Work: A Journey into the Walk-Through Computer

This half-hour show was filmed inside The Computer Museum's two-story model of a personal computer. Host David Heil (of PBS's Newton's Apple) explains the concepts behind the computers of today. Heil is assisted by a personable group of teenagers and some truly enormous pieces of computer hardware.

(c) 1990 by The Computer Museum, Distributed by Karol Video, 350 N. Pennsylvania Ave., Wilkes-Barre, PA 18773-7600

The Mind's Eye and Beyond The Mind's Eye

These two 45-minute videos feature spectacular computer-generated animation sequences. The producers have done an excellent job of combining short clips from a large number of independent computer artists into unified vignettes. Helping to bind all of this together is an excellent music score by Jan Hammer. These tapes were distributed through Radio Shack.

(c) 1990 and 1992 by Miramar Images Inc., 200 Second Avenue West, Seattle, WA 98119

State of the Art of Computer Animation

Another good collection of computer animation clips, this 60-minute video was produced ten years ago. In spite of the technological advances since that time, this still represents some of the best work in computer animation ever.

(c) 1988 by Pacific Arts Video, 50 N. La Cienega Blvd., Beverly Hills, CA 90211

The KGB, the Computer and Me

This program was produced by WGBH Boston for the PBS series NOVA. It tells the story of how a 75-cent accounting error led Cliff Stoll on an electronic hunt for a West German hacker who had broken into dozens of U.S. computer systems. One of the things that makes this film unique is that it is re-enacted by the people involved in the incident. Stoll has also written a best-selling book, *The Cuckoo's Egg*, which tells the story in greater detail.

(c) 1990 by the WGBH Educational Foundation, Boston, MA

Quiz

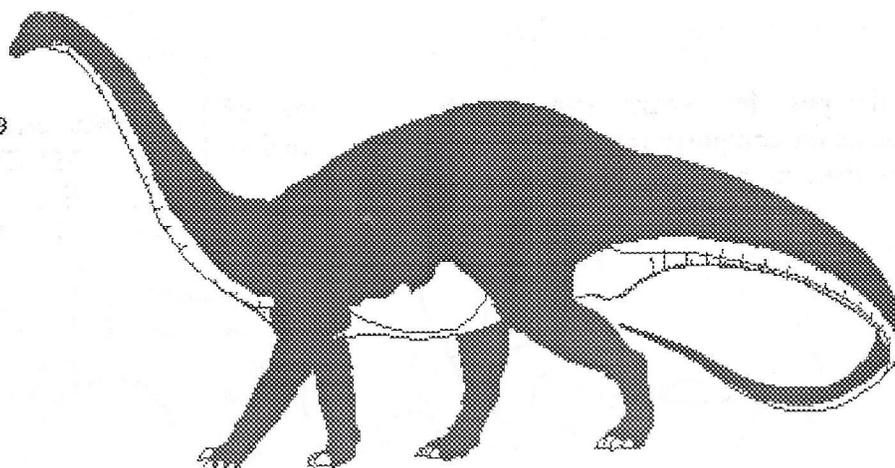
Author unknown

So, you work in data processing? Think you know a lot about computers, right? Take this short quiz to find out how much you really know.

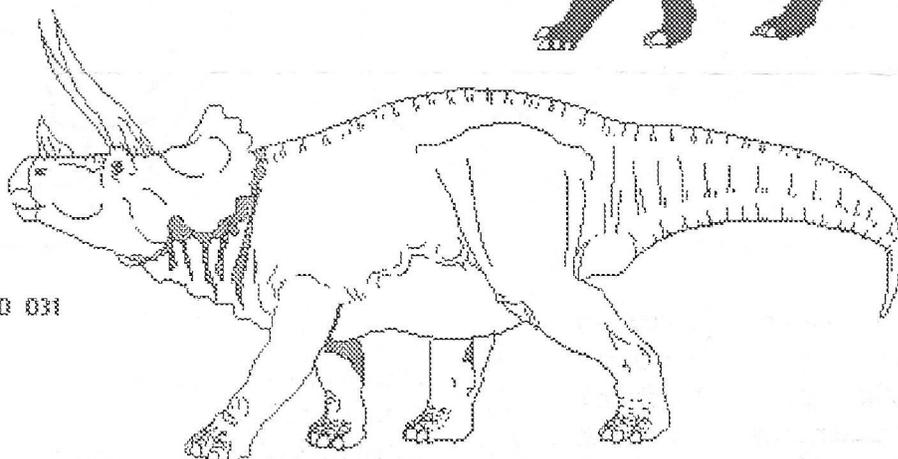
1. Who invented the computer?
 - a. Mr. Chips
 - b. E.T.
 - c. The Marquis de Sade
2. What are microchips?
 - a. What a herd of micros leave on the prairie
 - b. What you eat with microdip
 - c. The reason you had to take all those computer literacy courses
3. What is a floppy disk?
 - a. A painful lower-back condition
 - b. An album that didn't sell
 - c. A great frisbee
4. What is the first thing you associate with computers?
 - a. Eyestrain and headaches
 - b. Annoying beeps
 - c. Three tons of printout, where once there was a three page report
5. What is FORTRAN?
 - a. Between three and five tran
 - b. How two computers get excited before interface
 - c. Ridiculous
6. What is Pascal?
 - a. A leafy vegetable
 - b. A foot fungus
 - c. A city in southern France
7. When you need consulting help with your computer, what organization do you think of?
 - a. IBM
 - b. FBI
 - c. PLO
8. What is the most important computer peripheral?
 - a. Aspirin
 - b. Aspirin
 - c. Aspirin

Graphics by Gordon Turrall of Australia

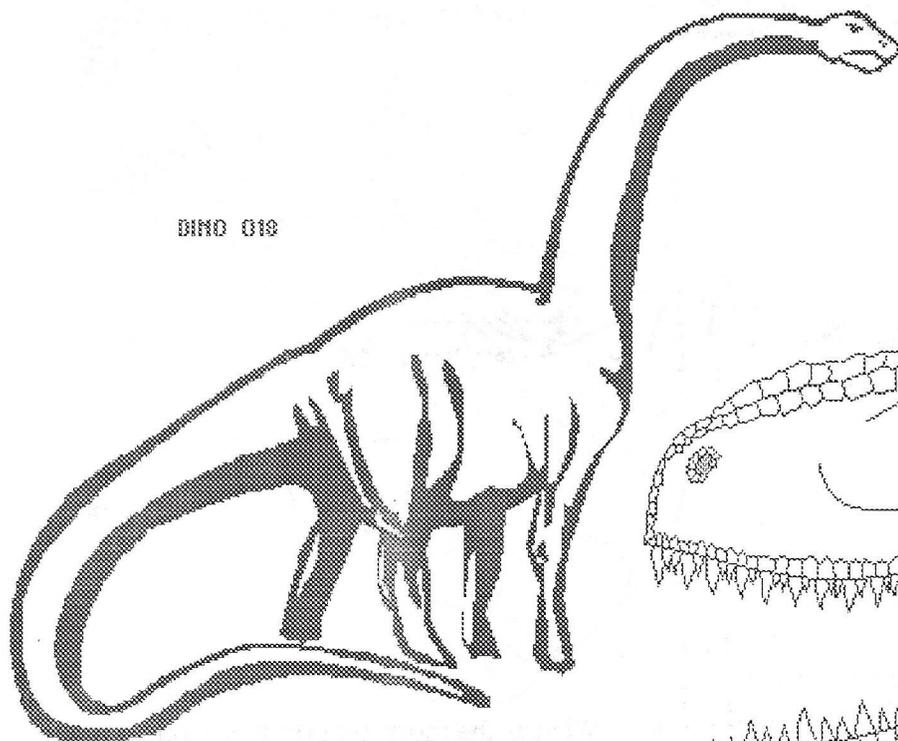
DINO 029



DINO 031



DINO 019



DINO 819

