

Editor's Comments

It's hard for me to believe that we have now been going for 7 years. I started off with a C64, 1541 and an MPS 802 Printer. Probably the

worst print quality imaginable, but at the time all I could afford. How times have changed. These days the norm is 64Mb of RAM, absolutely Gigabytes of hard disk space all running at 200Mhz + and colour printers that print out photo quality in less time that it took the 802 to print an A4 Black and White. And if you'd have mentioned to anyone of a hard drive for a C64 you'd have been quickly locked away. I suppose if you mentioned it today to some people they'd consider you'd lost your mind.

Although there is no Library Review the Library is now open again for business. Due to holidays I have delayed building up new disks concentrating my time to producing this newsletter rather earlier than I would normally. Hence should any member have sent me some input for inclusion within this issue it probably arrived too late as I started work on it at the end of July with the plan on finishing and getting to the printers by the first week of August.

The geoClub Web Site continues to attract quite a number of visitors, around 10 per day. Next month I'll include an overall view for the past year.

Happy Geos-ing, see you all in October . *Frank*



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In Our 8th Year of Supporting GEOS and it's users

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A Comparison of GeoPublish and PaperClip Publisher.

By Paul A. Hughes

If someone asked you about doing Desktop Publishing on an 8-bit Commodore 64 or 128, you would probably laugh and say, "No way! DTP can only be done on an IBM, MAC or AMIGA with gobs of memory and a 20-40 MEGABYTE Hard Drive.

And one needs massive powerful DTP programs such as PageMaker for the MAC and IBM Ventura for the IBM or even Professional Page on the AMIGA 2000.

The lowly, primitive 8-bit Commodore 64 does not have the memory, speed or power to create professional multi-column, multi-page documents, intermixed with text and graphics.

Also, who ever heard of a \$150 Commodore 64 driving output to a \$5000 Laser Printer."

Normally one would have to agree with your appraisal. All we ever had on the Cd that slightly resembled Desktop Publishing was the slow, crude Newsroom or the now defunct Outrageous Pages.

But this is no longer true! With the release this past year of GeoPublish from Berkeley Softworks, which is based on PageMaker, and Paperclip Publisher from Electronic Arts, which retains most of the features of Amiga Page-setter from Gold Disk, we now can do the previously considered impossible. Desktop Publishing on a Commodore 64 is now a reality!

Both GeoPublish and Paperclip Publisher are excellent professional DTP programs. But one must realize what equipment or programs are needed to get the most out of these two programs. GeoPublish and PaperClip Publisher are both \$49.95.

But one must take into consideration that in order to run GeoPublish one needs GEOS 2.0 for \$59.95. It now includes the GeoWrite Workshop, which you need to create text for GeoPublish. GEOS 2.0 and GeoPublish include a Text Grabber to import Commodore word processing files into GeoWrite format.

But if one wants to import Print Shop, PrintMaster or Newsroom clip art into GeoPublish one needs the Graphics Grabber which is sold on the Deskpack Plus for \$29.95.

A 1351 true proportional mouse sold for \$39.00 is recommended for faster access to menus and more accurate placement of text boxes and graphics.

Because GeoPublish is a huge 99K disk-intensive pro-

gram and some of the MEGA fonts are quite large, a 1764 or 1750 RAM expander is highly recommended. They normally sell for around \$200.

Otherwise you will run out of disk space after a few pages. A 1581 3.5 inch drive is also a solution to limited disk space with 808K of disk storage. Only GEOS 2.0 for the 64 supports the 1571 and 1581 drives. The 1581 drive can be purchased for around \$219.00. FontPack Plus for \$29.95 has 53 fonts for use with GEOS.

Paperclip Publisher can use a 1351 mouse or a joystick. That is all you need to use Paperclip Publisher. Most of the program is memory-resident, except for the simple text and graphics editor, which load in when needed.

PCPub comes with utility programs on the disk along with sample clip art and fonts. The utility programs will convert GEOS and Outrageous Pages fonts into PCPub format. It will also import Paperclip, Bank Street Writer, Word Writer and Pocket Writer text files.

It will convert Print Shop, PrintMaster, Newsroom, Outrageous Pages and Doodle graphics. No no extra packages are needed.

GeoPublish with a RAM Expander or 1571/1581 can do up to 16 page documents. PCPub supports page sizes from 3 x 3 inches to 8 1/2 x 14, with up to 15 columns per page, in a 50 page document.

In GeoPub one can use 7 fonts per document and text box. PCPub can use up to 30 fonts per file - one font per text box - and 63 text or graphics boxes per document. GeoPub supports 80 dpi dot-matrix or 300 dpi Laser printer output.

PCPub supports 120 dpi on most Epson type dot-matrix printers for denser output. The GeoPub has object-oriented graphics such as lines, boxes and ellipses for drawing on preview page. These special graphics can be rescaled, moved and modified.

GeoPub has the ability to enlarge, reduce and smooth graphics and can use MEGA Fonts up to 192 point size. Paperclip Publisher supports fonts up to 24 point. PCPub can also scale text and graphics, but no smoothing of jaggies.

GeoPublish has five text enhancements including bold, italic, outline, etc.

PCPub has twelve text styles such as shadow and light. PCPub allows one to adjust the spacing between words, characters and lines - also known as

Continued on PAGE 5

The Australian



Genie

by Jane M. Voskamp - Jones

Setting The GEOS Clock

This month, we continue our look at the many different ways of setting the GEOS deskTop clock.

Let Me Count The Ways (Part Two)

AutoClock v1.2 : by Rick Koch from the PD. This Auto-Exec 40/80 column program lets you set the system time at boot up (seems every man and his dog has written one of these doesn't it!). A DBox is displayed where you can enter the correct date in MM/DD/YY format and the time in HH:MM AM/PM 12 hour format.

GEOS time is :

08/13/96 10:26 Am

AutoClock.1

In 80 columns the DBox was displayed on the left side of the screen. To exit the routine, you must press RETURN, so you might as well have put the correct date there while you were at it.

AutoDate v1.1 : by Rick Koch from the PD. Another Auto-Exec 40/80 column program, but it's a little different!. This program will check the Calendar (from DeskPak Plus) and it's created file Date Book at boot up if they are on your disk.

When I tried it, the program seemed to know that I wasn't booting, so I can only assume that it was checking the memory flag location firstBoot 35013 \$88C5 to check that DeskTop has been run. (***) For more information on firstBoot refer to the section on 'Auto-Exec Files' in 'The World of GEOS HandBook III'. This program is a good concept, but I didn't actually go as far as putting it on my Boot disk to see what happened.

Time Setter v1.2 : by Jason Hoos from the PD. This Auto-Exec 40 column program will display a DBox where you must enter the new date at cursor, as per the example, in MM/DD/YY format, then press RETURN to leave this DBox

Enter the date (ex: 1/1/89),
"n" for new delay time, or
press RETURN to quit:

Another DBox for the time is then displayed. Enter the time at cursor, as per the example, in HH:MM AP format, and press RETURN to exit it. The next time that DeskTop updates the clock will be changed to the new information.

Although that wouldn't matter during booting now would it, as it would just continue the booting process, and get there when it gets there, right!.

Enter the time (ex: 7:02p):

AUTOTIME v1.5 : by Rick Koch from the PD. Another Auto-Exec 40/80 column program lets you set the system time at boot up. DBoxes are displayed where you can enter the correct date in MM/DD/YY format and the time in HH:MM AM/PM 12 hour format. This program is actually a modified version of AutoClock v1.2 (see above), by Rick Koch (modification in Germany by Ai/s), and it now saves the current date and time to itself, so that it tracks real-time. It ain't half bad now.

QUICK DATER : by LARRY from the PD. This Auto-Exec 40 column program is aimed only at setting the date during boot up. A DBox is displayed where you enter the date, as per the example, in MM/DD/YY format using leading zeros when applicable. Press RETURN to exit and continue booting, or click on the CANCEL gadget to quit.

ENTER DATE MM/DD/YY

Use leading zeros.

Example: 01/30/88

01/30/88

Cancel

ANALOG-CLOCK v1.0 : by Douglas S. Curtis from the PD. This Desk Accessory 40 column program was a real waste of effort. It simply displays the current time in analog format - in a really weany round-face clock that is so miniscule and very hard to read - duh!! Click on the clock face to exit. Woopie!!.



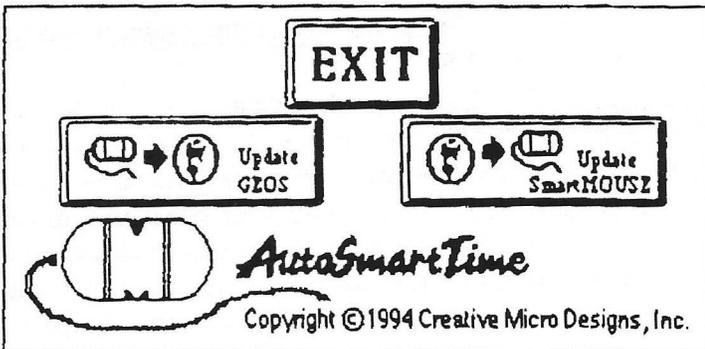
EggTimer : by Nathan Fiedler from the Utilities 2.0 64/128 disk (was available commercially on the GeoCanvas 64 / 128 disks ; now I believe Nate has released these wonderful programs to the Public Domain). For a slightly different slant on the time topic, this Desk Accessory 40/80 column program gives you a count down for GEOS which is not available anywhere else. The EggTimer is easy to set, and creates an obvious noise upon timing out.

Auto Setting The GEOS Clock

We can't finish our look at the setting of the clock in GEOS, without looking at the only ones which will automatically set the date and time for you on boot up, without your input.

SmartMOUSE : from Creative Micro Designs USA (I previously reviewed this in CN June 1995). The SmartMOUSE (SM) is not just a fancy three buttoned ultra speedy mouse, it comes equipped with a built-in battery-backed real-time clock (RTC). The RTC gives GEOS users the chance to have the time and date clock set automatically during boot up. The mouse drivers, SmartMouse64 and SmartMouse128, along with AutoSmartTime, the Auto-Exec RTC 40/80 column program, are written by Maurice Randall (of geoMorph fame).

The RTC can be set from BASIC by running the 40/80 column 64/128 program provided, or it can be set direct from GEOS after setting the clock from DeskTop. To set the RTC from deskTop, first set your clock, then run AutoSmartTime and a DBox is displayed with three gadgets, Update GEOS, Update SmartMOUSE, or EXIT. (Not shown to scale)



Click on Update GEOS or, click on Update SM, and it is done. Click on Exit to get back to deskTop. When Auto-Exec during Booting, the program simply displays a DBox letting you know that the RTC has been read.

Once in GEOS, simply install the SmartMouse128 (or 64) driver in the normal manner. Next, place the Auto-Exec program on your Boot disk after Configure, along with the new driver, to have it all activate the very next time on Boot up. The SmartMouse is available DIRECT from Creative Micro Designs USA. Creative Micro Designs Inc PO Box 646 East Longmeadow MA 01028

USA. Check with Distributors of CMD Products for pricing and shipping details. Allow for conversion rates and bank charges.

BBRTC : from Performance Peripherals Inc Loudonville NY USA (I previously reviewed this in CN September 1995). The BBRTC (Battery-Backed Real-Time Clock) is a small neat little device that plugs straight into Port 2. The first of the software provided is a BASIC program that you must use 'STARTBBRTC.V1.0' in 64 mode, to enable the correct set-up procedures, and it must be used on INITIAL use of the BBRTC to activate it. When you RUN it, the program displays PPI©1993 and 'The BBRTC has been started'.

Next, you can set the BBRTC time from GEOS, or by running the BASIC 64 mode programs SETBBRTC.V1.0, and READBBRTC.V1.0 and following the prompts. The GEOS programs provided are BBRTCtoGEOS, a 40 column Auto-Exec utility to retrieve the date and time from the RTC, and GEOSToBBRTC, a 40 column Application program to let you alter it from GEOS, if need be, and it reads from the DeskTop clock.

You transfer these two programs to your Boot disk, somewhere after your Configure file.

A nifty device to be sure, but the CMD RTC in the SmartMOUSE by far overshadows the BBRTC offering in

actual practice and use, and it's a mouse!

In all fairness, if you have a CMD SmartMouse, you don't need the BBRTC. But if you already have a mouse, and you don't want another, and you don't mind booting only in 40 columns (read that as slower than 80 columns), then the BBRTC could be for you.

The BBRTC is available DIRECT from Performance Peripherals Inc 5 Upper Loudon Road Loudonville NY 12211 USA, or Performance Peripherals Europe viz Michael Reaz Holweg 12 53332 Bornheim

GERMANY. Check with Distributors of PPI Products for pricing and shipping details. Allow for conversion rates and bank charges. I hope you enjoyed this wander through the time zone. I have enjoyed bringing it to you.

Readers Three Wishes And All That... Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SBA(Business)E and I will write you back.

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Enfield Plaza 5085 South Australia
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Available NOW!!



UnPlugged I ©

This first Publication of the **GEOS UnPlugged Series** includes many of the articles I have written as Column Editor on my column **GEOSgenie** (for the now 'missing' magazine of Commodore Network). Topics contin. in 'GEOS UnPlugged II'

Featuring such topics as :-

- 'Introduction'
- 'GeoWrite Tricks'
- 'GeoPaint Tricks'
- 'GeoPublish Tricks'
- 'Geos Utilities 2.0'
- 'Fonts for Geos 1 and 2'
- 'Editing Icons'
- 'Colour GeoPrint'
- 'GeoLabel and SuperBox'
- 'System Enhancements, Part 1'
- 'GeoPager and FontPaint'
- 'CMD's SmartMouse'
- and much more.

The Publication is available folded and saddle bound to A4 size, for **AUD\$15:00*** (includes P&H), from

JMV Grafix P.O. Box 635
Enfield Plaza 5085 South Australia
Cheques Payable to Jane M. Jones
*Overseas Orders add AUD\$5:00

Continued from PAGE 2

kerning (tracking) and leading.

In PCPub one can link and unlink flowed text boxes and copy boxes to an Artboard around the preview page for rearranging page or moving boxes from page to page. In GeoPub one would have to delete and create new boxes.

GeoPub has ratchet, snap to guidelines and pixel positioning tools for precise placement. With GeoPub to move a box one must grab it at the top left. PCPub will let you grab box anywhere except bottom right which is for resizing.

PCPub keeps the outline of previous position while moving box. GeoPub shows text flowed on the preview page as a filled diagonal pattern. PCPub displays reduced text and graphics which is slower when previewing all boxes.

But the Quick View lightning bolt icon will clear the contents of boxes, so that only the outline is visible. This mode is faster for moving boxes around the page.

These DTP programs each have their own unique features and hopefully one of them will suit your needs and applications.

FOR SALE

I have a Commodore 128 D package I am trying to sell. I was hoping you could spread the word to your members. If you cannot I understand. Here's what I have:

Commodore 128D (w/ built in 1571)

Extra 1571, monitor, printer, modem, ram expansion pack, mouse and more.

Have most of the original boxes, all cables, and most manuals.

Asking £100.00. Buyer pays shipping.

Contact.....John Ferrell sncboom@aol.com

Tel : 805-258-9319

(I have a C64 SX But I'm keeping it so I can still play my favorite games! :)

{ I have no idea of the location of the above seller, this Want Ad came via E-mail. He could be anywhere ! . FRANK }

Rear View Mirror

by Moe Shouse

The other day at work, I was cutting some slots with a one half inch diameter end mill. Most of the time I just watched the display on the screen as I moved the machine. Then, I thought I need to get a visual reference, so I turned to look at the cutter. That led me to the thought that some people do not like computers because they don't have a visual reference. After all, if you can't see it, how do you know it's working? This must be why GUIs have been received so well. After all, LOAD, RUN, LIST doesn't really let you see anything. You just have to trust it will work. It is easy to know that a picture of a disk, means go to this disk.

On the other hand, I don't like to be insulted when I turn on a computer. If you turn on one of the new machines it just comes on in Windows. What an insult! Maybe I didn't want to be in Windows! It would be like getting in your car and it locks the doors and starts the engine and takes off down the road! All I wanted was to get a box out of the back seat! Wel, so much for Moe's soap box.

Last month, I said to not overlook older issues of Compute! Well I found an article that caught my eye. Remember the old save-with-replace bug? It infected most, if not all, 1541 disk drives. And it has been the subject of much debate in Commodore circles for years. This article is the best I have found, on the subject. Part one ran in October 1985; part two in November 1985. The article was written by P. A. Slaymaker. He is (or was) the president of Quantum Software, makers of the Peek a Byte disk utility. Other people have worked on the bug, but this is the best research I have seen. Research? You say? Yes! Everyone else just played with it!

In the book, Inside Commodore DOS, Immers and Neufeld do a great job in showing how Commodore DOS works. And they do say that the save-with-replace command will cause trouble in some cases. Like not enough space on a disk or replacing an unclosed file. But Mr. Slaymaker shows how and when the bug strikes. He has a demo program you can use to see how i strikes. He also lists the code in the DOS, with very detailed information on it. Then he makes a code rewrite and burns it into a ROM chip

INSTALLING A FAN IN A C128D (metal case C128DCR)

by Ray Carlsen

Although there is a place cut and drilled for a fan on the inside rear panel of the metal-cased C128D, few were actually sold with the fan installed. The benefits of forced-air cooling should make it a priority for anyone who owns one of those models to install a fan. Unlike the "flat" C128, the D doesn't have the metal shield that touches the chips to draw the heat away, so convection cooling is all there is. The box was designed for the fan to pull air through the front of the computer (vent holes in the lower front panel), over the chips and out through the rear panel opening. Fans are usually marked with two arrows to indicate the directions of rotation and airflow. If your fan is not marked, a temporary hookup to the fan will tell you "which way the wind blows". You want it directed out the back of the computer. Since the case was designed that way, the effect of drawing air out of the computer case has a minimal effect of drawing dust into the internal disk drive. Still, it's a good idea to check it at least every six months... and more often if you live in a very dusty area. It easy to blow the dust out with compressed air at a gas station if you don't have an air pump at home.

Since the C128D's internal power supply puts out both +5 volts and +12 volts DC, either of those voltages could be used for a fan. Although a 120VAC type would work as well as a low voltage one, I couldn't find any 120 volt fans that small, and the 5 volt versions are more expensive. Connecting any of the three types of fans to the computer is easy. You only need to know where to tap off the power.. I'll give you instructions for connecting a 12 volt fan since it's the most common type and is readily available.

The maximum size of the opening is 2.5" high by 2.5" wide by 1.5" deep. The spacing of the four mounting holes is exactly 2" center to center. A "standard" fan case size is 2.36" square by about an inch deep. It makes sense to buy a fan that exactly fits, rather than trying to modify the opening for something else.

Mouser Electronics (1-800-346-6873) has three fans that will fit the opening: part numbers 432-31432, 432-31434, and 432-31436 at \$12 each. They are all 12 volt ball bearing models and differ only in the amount of air they move (called CFM, or cubic feet per minute). The higher (part) number is the higher CFM rating, by the way. Of course the faster the air flow,

the noiser the fan, but because of where it's mounted, noise shouldn't be a problem. You'll get used to a bit of noise if you know it's cooling those precious chips! Mouser has a WEB page for those interested www.mouser.com. They are an industrial supplier and maintain a good stock of parts, so you shouldn't have to wait long for your order.

Allied Electronics Inc. @ 1-800-433-5700 is another outlet that has a good selection of suitable fans that range in price from \$8.50 to \$20. Their WEB page is: www.allied.avnet.com. They have more than a hundred outlets Nationwide, so you might find one near you. Some fan part numbers from their catalog: 592-0750, 592-0760, 592-0770 selling for \$8.50 each. Note that the -lower- numbers are for the higher CFM (and noise) rating. Low cost fans are sleeve types rather than ball bearings, but even the "cheapies" will last for many years. Ball bearing equivalents of the above numbers are: 592-0690, 592-0700, 592-0710 selling for \$11 each. Here again, the lower numbers are the higher CFM and noise rating fans. Allied Electronics also has a pretty good selection of standard and mini DIN plugs used in Commodore computers.

Jameco Electronics @ 1-800-831-4242 (www.jameco.com) also sells fans, and has a small selection of Commodore IC chips available as well. I counted seven fans in their latest catalog that would fit the 128D case that sell for under \$10 each, such as: part number 75352 for \$7.95.

If you want to order one, what you need to specify is: 2.36" square, 12 volts DC, the type of bearings (ball or sleeve), and the CFM rating. I would go with the highest CFM rating to get the most cooling. The noise only reminds me that it's working! Most fans have 12" lead wires, but some will come with only 5" of wire, so you may have to "pigtail" extra wire to make it reach... no big deal. Insulate any bare wires to keep them from shorting out.

The cover of the C128D must be removed to do the fan installation. Remove two screws along the side bottom front edges and three more on the sides and top of the rear panel. The top cover must then be slid back about 3/4" and lifted up and off.

The fan and case mounting holes will accept four standard 6x32 by 1.25" long machine screws. 4x40 screws will work if you use washers on the smaller diameter hardware. Don't overtighten the screws or it could damage the plastic fan housing. A dab of glue on the screw threads will keep them from loosening up over time. Mounting the fan with

power supply from the 128D. As an alternative, a thin bead of silicon rubber sealer can be used to "glue" the fan in place, and you will not need mounting hardware or need to remove the power supply. Silicon rubber takes about an hour to "set up" and is fully "cured" in about 24 hours. Don't get any sealer on the blades or it may cause the fan to stall, or vibrate from the imbalance.

To connect the fan to the power supply 12 volt DC source: locate the short wire bundle that goes between the power supply and the motherboard. There are six wires in that bundle. The brown and white wires are the 9VAC, the red wire is +5 volts, the two black wires are ground, and lastly, the yellow wire is +12 volts DC... the one you want for the fan. The polarity of the fan hookup is important. Most fans come with two wires, one black (-) and one red (+). Connect the red fan wire to the yellow wire of the C128D power supply, and the black fan wire to either of the black power supply wires. You can pull back the insulation a bit on the power supply wires (or trim a little insulation away with a knife) and just wrap the bare ends of the fan wires around them if you want. If you make a good electrical and mechanical connection, you don't need to solder it. Make sure your added wires don't short to each other or any other wires or metal. Wrap electrical tape around exposed wiring if necessary. If you unplug the power supply from the motherboard for any reason, make sure you get it back in the right way. If you reverse it, you will damage the computer. Note that one black wire of the bundle goes to pin 1 of socket CN7 on the motherboard... pins 1 and 6 are marked on that board.

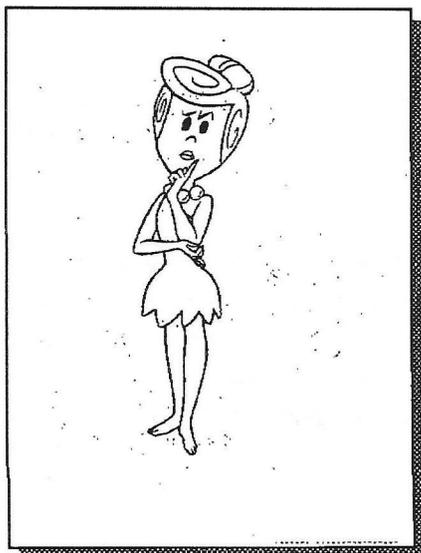
Ray Carlsen CET

Carlsen Electronics

Questions and comments are welcome!

email:

rrcc@u.washington.edu or rcarlsen@i-link-2.net



Wilma
by
Gordon Turrall

SCUZZYING Mk II

By Dave Elliott

From my last article I explained how I was having difficulty in Scuzzying to CMD's new hard-drives. With no help forth coming from CMD, I was left pondering why it would not Scuzzy like the previous one. I am in the lucky position that the company I work for has various departments, one in particular—the instrumentation section helped when I was attempting to Scuzzy to a series 1. What I needed was a Scuzzy 2 unit, unfortunately the pin outs on the series 1 and 2 are identical (Scurry 3 pin outs are different). Although not sure, I was lent what the ICA department from my works thought could possibly be a bank of 4 1gig Scuzzy 2 drives.

Having now acquired possibly the right drives, I plugged in all and ran up the program ADD DRIVES from the utils disk. Success, one drive was recognised, a conner 1084 meg drive. After experimenting to try and see why the others did not show up. Opening up the hard-drive I found only three units and only one connected to a power source. Connect up and try again. Bingo all three drives recognised and added. Worked a treat, just like it should have done in the first plaice. For the technically minded, I checked the blocks free without the new drives and after adding them.

Before	2,345,726 blocks free.
After	15,678,245 blocks free.

That's a lot of blocks free and would possibly show up some PC's. So why wouldn't it Scuzzy to start with. I can only surmise that CMD have used a shortened version of the language to talk to other drives, so instead of being able to talk to a series one, will only talk directly to a series two. Which once you know about, doesn't become a problem, providing you know what series your drive is, and what series you are adding to your system. Since the fall in prices of hard-drives, it is now probably the most economical time to buy or add a hard-drive to your system, and with the new operating systems being released soon, the need for the Gateway to access, particularly CMD's superb native mode will academic.

Using a VGA Monitor on the C64

by Dennis Holmes

Many current TVs have composite input jacks to which you can connect pin 4 of the A/V (DIN-5 or 8) port (and pin 3 to the audio input jack). A cable can be constructed with parts from Radio Shack or other electronics stores. (The Commodore connector is different from the standard DIN-8 plugs I've found; use a DIN-8 plug and cut off the two pins nearest the notch—it'll fit.) Failing this, you can always connect to the jacks on any VCR or use the RF output connected to the TV antenna input through a switchbox (with a lesser quality picture). Higher-end TVs and VCRs have S-video jacks, which I understand allows one to use the luma/chroma outputs from the 64 (after another visit to Radio Shack).

If you mean the "multimedia" VGA monitors with the built-in TV tuner and speakers, I have to agree. The one I saw advertised a while back would make a decent TV but a lousy monitor for any modern PC. It was a large screen (20") with a maximum resolution of 640x480—a bad choice if you want to use current software on that PC. I imagine most people who want to use a VGA monitor with their Commodore would want to do so because they already have a monitor, not because they want to buy one for that purpose—in that case, use the next option instead...

>some Amiga dealers) or a TV card for your PC. Of them all, the TV card is >the most likely the best solution, because then you can run your 64 stuff on >a real 64 in a window on your PC while you IRC, etc. The TV card you'd use >would depend on your video card. Some even support Y/C video out of the >box, but they are rare. Most likely you'd have to get a daughter card and >use the RF out of the 64. The "Rainbow Runner" series for the Matrox cards >are supposed to be excellent.

I have a Wincast/TV PCI card from Hauppauge (a low-end TV/capture card, about \$90) and recently connected a 64 to it. The card has a composite input jack in addition to a cable/antenna input for use with the on-board tuner; the input source is switched via the application software. The picture can be displayed in a window or as a full screen. If you're willing to pay a little more, I don't think it's difficult to find a card with an S-video input.

The picture I get with my setup (S3 968 based video card) isn't ideal but is certainly usable. The Wincast card appears to do some antialiasing of the image (perhaps as part of the extrapolation to fullscreen), so the edges of

characters appear fuzzy if you look close. Still, at the 64's resolution of 320x200, I find it plenty usable on the 15" screen. At least the picture doesn't do the wave-and-wobble as when using the RF output to a TV. The manual indicates that more features and higher resolutions are available if you have a more current video card, so this may improve the picture as well. I think it's a good solution for the price, especially if you want to do any video capture and editing for fun or capture screen shots or video sequences from your 64.

Dennis Holmes San Jose, CA

dholmes@nojunk.rahul.net

Disclaimer: I'm temporarily insane.

Heard On The Grapevine

In a recent thread on comp.sys.cbm, I very vigorously asserted that the rights to the Commodore 64 and related 8-bit computers belonged to Gateway 2000. My information was based on the press releases of Gateway at the time of the purchase of the Amiga rights from Escom which indicated that Gateway had bought everything Escom owned from Commodore except the Commodore trademark itself. I had even discussed the matter with at least one Gateway employee involved with the Escom deal in August of last year.

Nevertheless, it seems that information was incorrect.

Tulip Computers of the Netherlands owns the Commodore 64 and related properties and rights. I clarified this with George Clark at Gateway 2000 who now tells me that Gateway passed on the Commodore 8-bit package. This was apparently sold along with the Commodore trademark, and has ultimately wound up in Tulip's hands. (The exact path was that the Escom NL division bought the Commodore trademark, and apparently the 8-bit rights as well. They then changed their company name to "Commodore" and did business until being taken over by Tulip.)

It seems that Tulip has at least a passing interest in employing the technology to some end.

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Editor-in-Chief, Amiga Report Magazine

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Web Server Statistics for GEOClub

Program started at Tue-07-Jul-1998 11:24 local time.
Analysed requests from Thu-01-Jan-1998 01:31 to Mon-06-Jul-1998 19:52
(186.8 days).

Total successful requests: 1,843 (42)
Average successful requests per day: 10 (6)
Total successful requests for pages: 1,843 (42)
Average successful requests for pages per day: 10 (6)
Number of distinct files requested: 1 (1)
Number of distinct hosts served: 1,278 (36)
Number of new hosts served in last 7 days: 31
Total data transferred: 6,857 kbytes (158,260 bytes)
Average data transferred per day: 37,596 bytes (22,609 bytes)

(Figures in parentheses refer to the last 7 days).

Monthly Report

Each unit (x) represents 15 requests for pages, or part thereof.

month: pages: #reqs: kbytes:

month:	pages:	#reqs:	kbytes:	
Jun 1998:	306:	306:	1131:	xxxxxxxxxxxxxxxxxxxxxxxxxxxx
May 1998:	249:	249:	916:	xxxxxxxxxxxxxxxxxxxxxxxxxxxx
Apr 1998:	279:	279:	1029:	xxxxxxxxxxxxxxxxxxxxxxxxxxxx
Mar 1998:	302:	302:	1127:	xxxxxxxxxxxxxxxxxxxxxxxxxxxx
Feb 1998:	237:	237:	896:	xxxxxxxxxxxxxxxxxxxxxxxxxxxx
Jan 1998:	433:	433:	1622:	xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Domain Report

Printing all domains with at least 1 request for a page, sorted by number of page requests. Printing all requested subdomains with at least 1 request for a page.

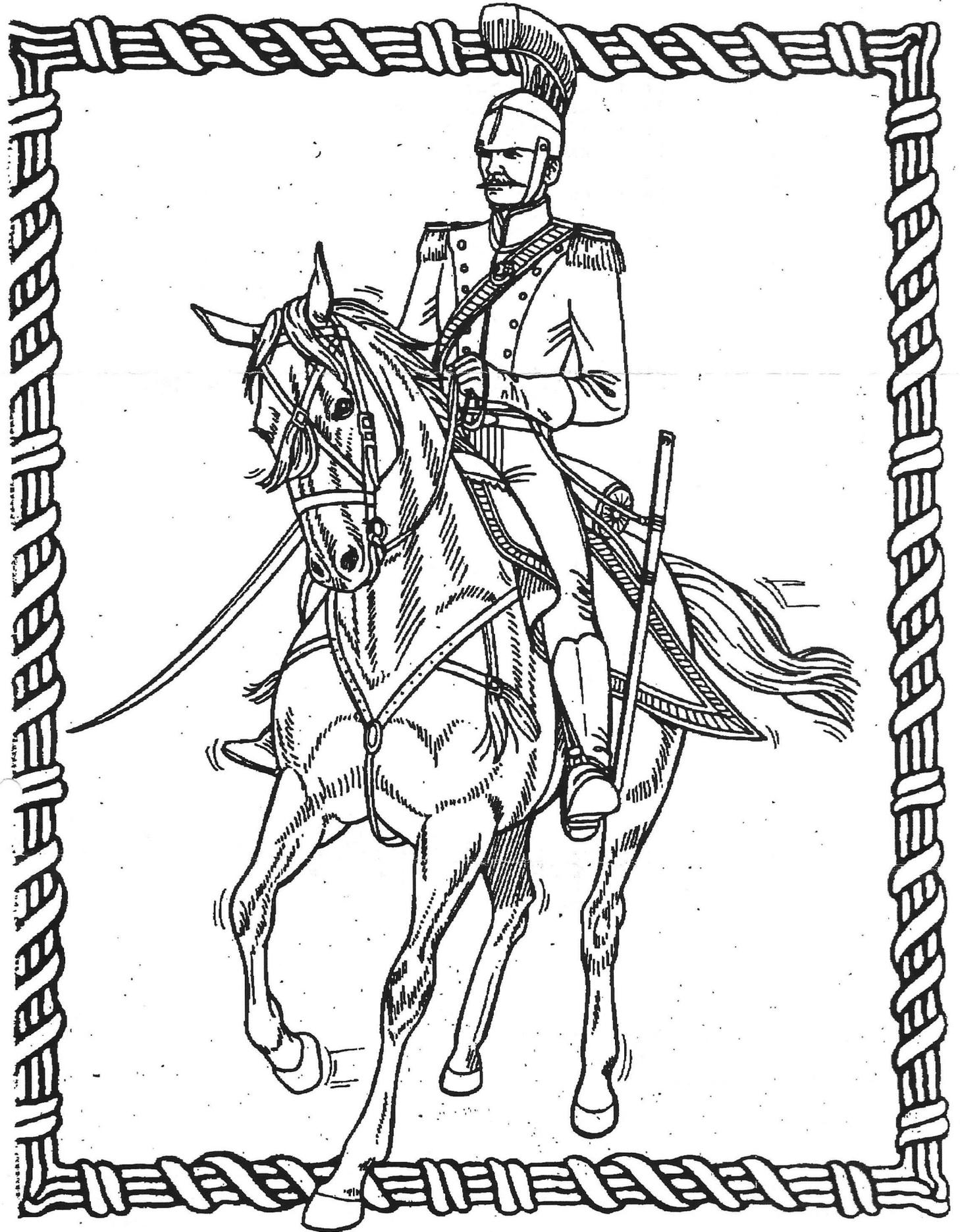
pages :	#reqs :	kbytes :	domain
377 :	377 :	1417 :	.net (Network)
346 :	346 :	1293 :	.com (Commercial, mainly USA)
263 :	263 :	944 :	[unresolved numerical addresses]
169 :	169 :	635 :	.de (Germany)
133 :	133 :	502 :	.uk (United Kingdom)
99 :	99 :	347 :	.au (Australia)
(46):	(46):	(147):	com.au
(15):	(15):	(57):	edu.au
(1):	(1):	(4):	gov.au
(37):	(37):	(140):	net.au
37 :	37 :	140 :	.edu (USA Educational)
36 :	36 :	136 :	.pl (Poland)
35 :	35 :	132 :	.nl (Netherlands)
30 :	30 :	113 :	.dk (Denmark)
29 :	29 :	109 :	.ca (Canada)
27 :	27 :	102 :	.fr (France)
25 :	25 :	95 :	.hu (Hungary)

24	:	24	:	90	:	.it	(Italy)
21	:	21	:	79	:	.org	(Non-Profit Making Organisations)
13	:	13	:	49	:	.cz	(Czech Republic)
13	:	13	:	49	:	.nz	(New Zealand)
12	:	12	:	45	:	.ch	(Switzerland)
11	:	11	:	41	:	.at	(Austria)
11	:	11	:	42	:	.es	(Spain)
10	:	10	:	38	:	.ar	(Argentina)
10	:	10	:	38	:	.se	(Sweden)
9	:	9	:	34	:	.us	(United States)
8	:	8	:	30	:	.fi	(Finland)
8	:	8	:	30	:	.hr	(Croatia)
8	:	8	:	30	:	.ie	(Ireland)
7	:	7	:	26	:	.mx	(Mexico)
5	:	5	:	19	:	.no	(Norway)
4	:	4	:	15	:	.be	(Belgium)
4	:	4	:	15	:	.jp	(Japan)
4	:	4	:	15	:	.ru	(Russian Federation)
4	:	4	:	15	:	.si	(Slovenia)
4	:	4	:	15	:	.tr	(Turkey)
3	:	3	:	11	:	.gov	(USA Government)
3	:	3	:	11	:	.il	(Israel)
3	:	3	:	11	:	.my	(Malaysia)
3	:	3	:	11	:	.sg	(Singapore)
3	:	3	:	11	:	.sk	(Slovak Republic)
3	:	3	:	11	:	.tw	(Taiwan)
3	:	3	:	11	:	.uy	(Uruguay)
3	:	3	:	11	:	.yu	(Yugoslavia)
2	:	2	:	8	:	.arpa	(Old style Arpanet)
2	:	2	:	8	:	.cl	(Chile)
2	:	2	:	8	:	.hk	(Hong Kong)
2	:	2	:	7	:	.mil	(USA Military)
2	:	2	:	8	:	.ni	(Nicaragua)
2	:	2	:	7	:	.pt	(Portugal)
2	:	2	:	8	:	.su	(Former USSR)
1	:	1	:	4	:	.ee	(Estonia)
1	:	1	:	4	:	.id	(Indonesia)
1	:	1	:	4	:	.is	(Iceland)
1	:	1	:	4	:	.mk	(Macedonia)
1	:	1	:	4	:	.mt	(Malta)
1	:	1	:	4	:	.pe	(Peru)
1	:	1	:	4	:	.ro	(Romania)
1	:	1	:	4	:	.th	(Thailand)
1	:	1	:	4	:	.tt	(Trinidad and Tobago)

This analysis was produced by analog2.11/Unix.
Running time: 14 seconds.

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