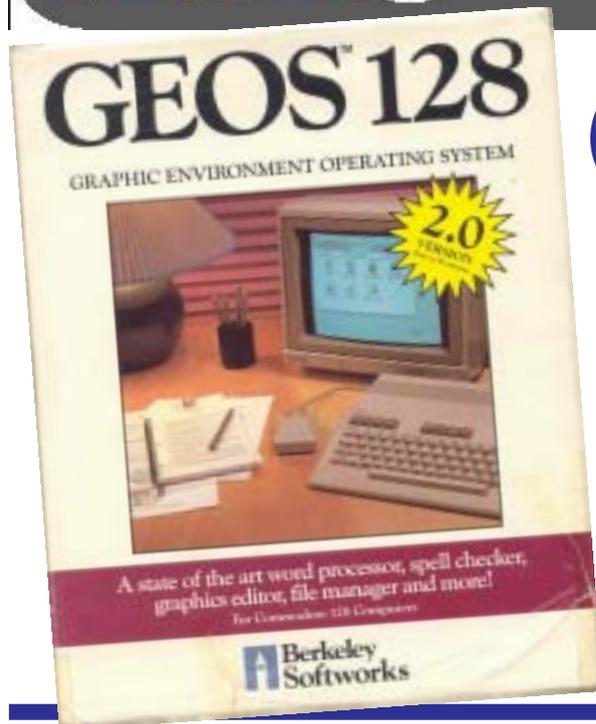




commodore scene
geo-telegraph



GEOS is now FREE !



Maurice Randall puts out an earth shattering offer for ALL Commodore users !

Good news just doesn't get any better than this does it ?

The world famous **GEOS** is now completely **FREE** of charge, that means you pay absolutely nothing to own it - did I mention it was **FREE** ?

For absolutely no monetary outlay on your part, you can download and legally own **GEOS64 v2.0**, **GEOS128 v2.0** along with **geoPAINT**, **geoWRITE**, **geoSPELL**, **geoMERGE** and a whole host of other applications and utilities (ie : **geoLASER**, **Paint Drivers**, etc) that run within **GEOS**. Some **GEOS** applications are still not freely available, such as **geoPUBLISH**, **geoFILE**, etc.

So whats the catch ? Well, you have to download and transfer your own files from the

Maurice's web site ~ <http://cmdrkey.com/> ~ and you won't get a manual to refer to.

If you wish to, you can still get the complete package of disks and manuals from the CSIS for the new lower prices that Maurice is now selling them at.

So, you are prepared to download your own files and be the proud owner the best ever set of applications designed for the Commodore 64 and 128, what do you do next ?

Installing **GEOS** from original disks with an original manual is a task in itself (I remember it clearly), so, installing from files from the internet, that need converting first is going to be quite daunting for the complete novice. Thats where Commodore Scene is

going to help you out. Starting on the next page is a simple (I hope) step by step guide to downloading, transferring and installing your first **GEOS v2.0** files and creating a working boot disk.

Once you have created your working boot disk(s) you will then want to explore the various applications that make **GEOS** so great. These will be covered in future issues.

In my opinion, giving away **GEOS** like this is a superb idea as it now gives everybody a chance to see the power of **GEOS** for themselves, once you have been bitten by the **GEOS** bug then there is no going back.

Of course, once you have **GEOS v2.0** you'll want the **Wheels** upgrade for it - but thats a whole different story



The "Free GEOS" Novice Tutorial #1

Disclaimer : At the moment, Maurice wants to keep a track of who has distribution over GEOS (which is fair enough), remember that GEOS is still protected under copyright and is not to be distributed illegally. That means I am not allowed to supply you with the main GEOS files on a coverdisk, so you will have to follow these instructions to get yourself a copy of GEOS v2.0 - I will supply freely available files though.

Firstly, we need to assume a few things :

- 1) You have internet access and can download the required files from the web site.
- 2) You have some way of transferring the files from your PC to your c64/c128 such as **WCOPY+** (see page 11), **Star Commander** or **Big Blue Reader**, etc. (For the purpose of this tutorial I will be using Star Commander with an XE1541 cable attached to a 1541-II disk drive).
- 3) You have the **minimum** hardware requirements for a GEOS set up - c64 (or c128), a 1541 disk drive and a joystick (in port #1). For the benefit of the first part of the following tutorial, we will be using this basic set up.
- 4) If you have JiffyDOS installed then please use it, it will make some of the processes faster.

1) Downloading the GEOS v2.0 files

Okay then, lets pop along to ~ <http://cmdrkey.com/> ~ and download the **G6441.WR3** file. There is no need to download the **Wraptor 3** program as it is supplied on the coverdisk for you.

2) Transferring file from PC to 5.25" disk

Firstly you will need to transfer the G6441.WR3 file from your PC to a 5.25" commodore (formatted) disk. When formatting your Commodore disk, call it GEOS or GEOSv2.0 or something similar.

Using **Star Commander** (SC), cursor over the filename and press F5, this will activate the transfer process. You will be asked to name for your file - by default, SC will remove the .WR3 suffix - so we will need to replace it. SC calls the file g6441, you need to type on the suffix of **.wr3** (note the lowercase typing).

Press the **<RETURN>** key when ready and SC will now transfer the file across for you.

3) Un-WRAPTORing your file

Using the the supplied WRAPTOR 3 file on this issues coverdisk, LOAD and RUN the file on your c64 set up (c64/1541/joystick in port 1). Once the file is up and running you can remove the disk.



Insert your new GEOS disk with the g6441.wr3 file on it.

As you only have one drive connected, the correct default values of **8** are displayed in the input/output boxes, leave these alone.

Press the **<A>** key to switch to the 'archive' menu.



Press the **<E>** key, this will show you the available files that can be converted - in this case there is only



one file - g6441.wr3. As there is only one file to unwrap, it is already highlighted for us.

Press the <M> key - this will place a 'star' next to it to show that we intend to unwrap that file.

Press the <RETURN> key to start the process.



When the first file is analyzed you will be asked how you want to unwrap your files, select the <A> key to unwrap ALL the files without further prompting.

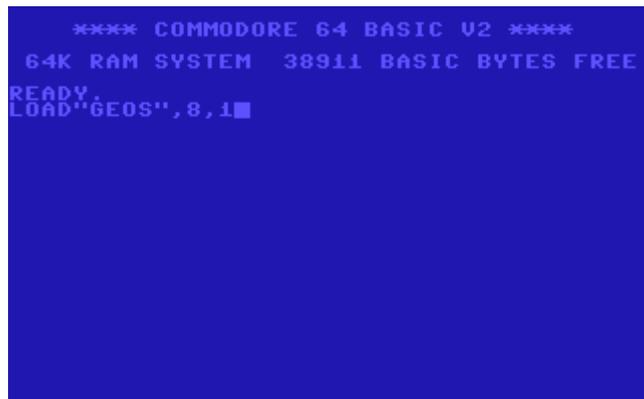


The unwrapping process is now automatic and will take about 10 minutes to complete. When this is done you should have a bootable GEOS disk.

Shut down Wraptor 3 and reset your c64.

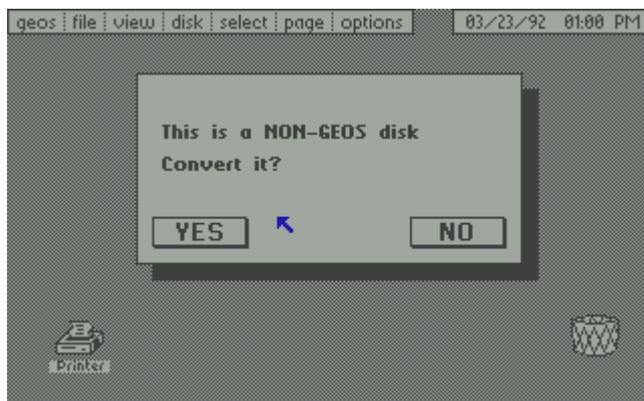
4) Booting GEOS v2.0 for the first time

Insert your new disk and type **LOAD"GEOS",8,1** then press the <RETURN> key.



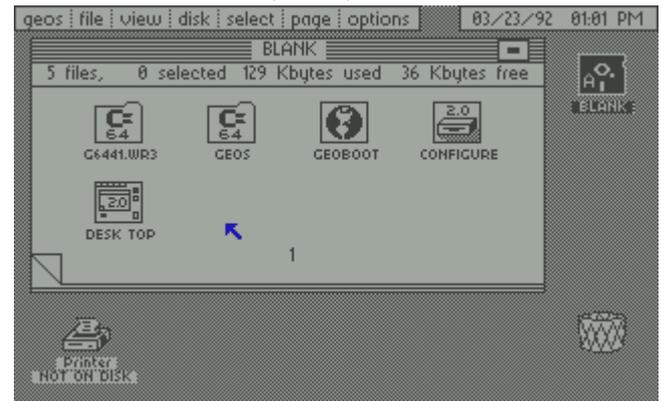
Booting GEOS from a stock system can take a minute or two so be patient.

As this disk is not yet a 'GEOS disk' (you formatted it under Commodore BASIC remember ?), you will be asked if you wish to convert it to the GEOS format.



If all is going well, you should be able to select the [YES] box by using your joystick to move the arrow cursor (pointer) over it and pressing your joystick button.

Eventually, you will be looking at the main DESK-TOP for the first time (below).



5) Shutting down GEOS

You should never just 'switch off' your computer to turn GEOS off. GEOS performs certain tasks when it turns off so you need to do it correctly.

Move the pointer to the **options** menu tab, click once. A menu will drop down. Move your pointer down to **BASIC** and click once.



GEOS will now close down and return to BASIC.

Your GEOS v2.0 disk is now fully functional, **congratulations.**

Tutorial #2

Okay, so you've got your disk and you want to explore a little bit eh ?

Boot up your GEOS disk again (LOAD"GEOS",8,1 - remember ?).

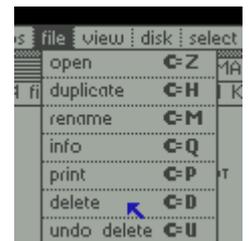
Tidying up your boot disk

At the desktop you will notice the main area/pad has the file contents of the disk in icon form. The first of these icons is our Wraptor file that we no longer need. Deleting this file will free up valuable space - just above the icon area is the disk status information, as you can see there is only 36k left on the disk.

Deleting a file - Method 1

Move your pointer over the file icon called C6441.WR3 and click once - this will 'invert' the icon to show it has been selected.

Now move over to the **file** box on the menu bar at the top of the screen, again click once. From the drop down menu, move your pointer down and select **delete** by clicking once. The file will now be sent to the waste bin.



Deleting a file - Method 2

If you prefer, you can click once on the file, wait a second, then click once again. The file's icon will now change to a blue colour (this is called a **ghost** icon)

and attach itself to your pointer.

You can now move your pointer over the waste bin and click once. This will drop that file in the bin.



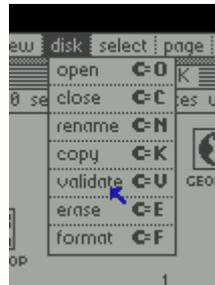
Which ever way you chose to do it you will notice that after deleting this file you will now have 94k of free space on your disk.



If you now look at the waste bin icon you will notice that the files name C6441.WR3 is now below it. This is because it has not been deleted completely yet and you have a chance to recover it should you need to.

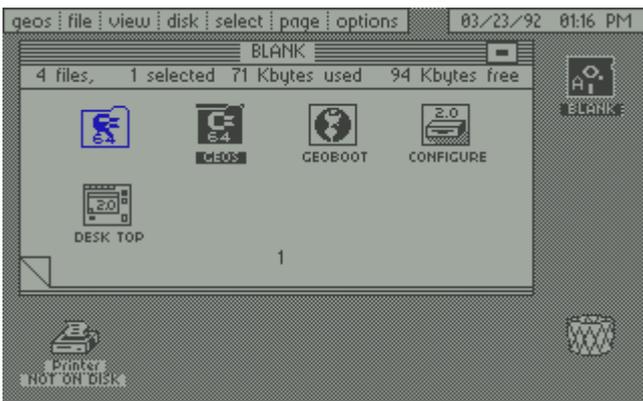
To recover the file, simply either (1) click once on the waste bin icon or, (2) select the **file** menu and then the **undo delete** option from the drop down menu. Your file will now be returned to the desktop.

To completely delete the file altogether - select **validate** from the **disk** menu or you can 'close' your disk down, both of these methods will 'clean' the disk for you.



Rearranging your icons

If we now copied another file onto our boot disk, it would be placed at the front of the disk in the space previously occupied by the G6441.WR3 file. This is not good practice as the main GEOS boot up files should be the first files on your disk. So, we are going to have to move them around a bit.



On the **GEOS** icon, click once, wait a second, then click again. The icon is now ghosted to your pointer.

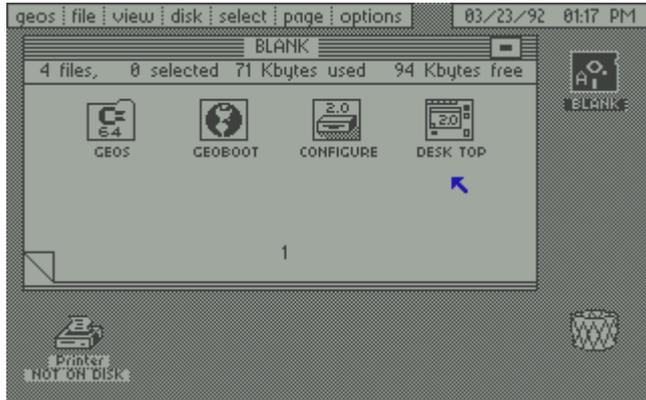
Move your pointer to the space at the begining of the desypad, click once more to drop it. It should be placed in its new position.

Do the same for the other three icons until they all occupy the top row.

DO NOT ALTER SEQUENCE.

They should be in a sequence of **GEOS**, **GEOBOOT**, **CONFIGURE** and **DESK TOP**.

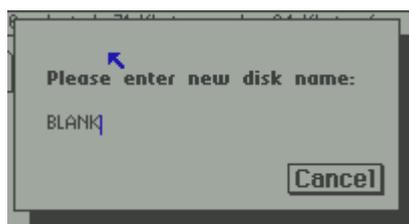
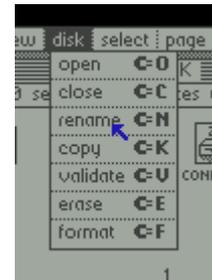
Your desktop should now look something like this screenshot below. Note : my disk is called 'BLANK', but we will be changing that later.



Now would be a good time to **validate** your disk again if you wish - just to make sure everything is okay. *It is not necessary to validate the disk all the time, we are just doing this to ensure the structure of our main boot disk is fully intact.*

Before we finish, let's change the name of our disk to something more sensible. As this is our main boot disk (for the time being) we need to give it a name that describes its function.

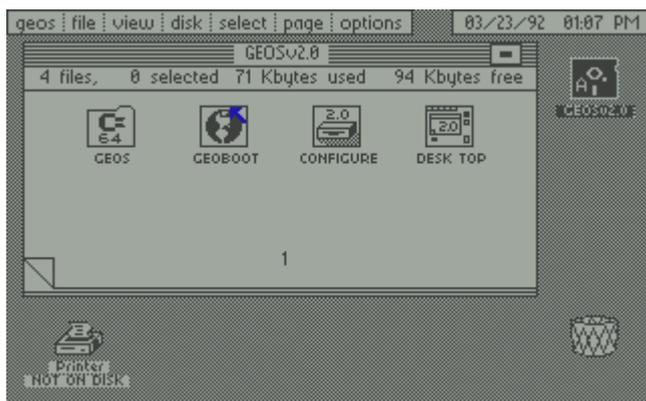
From the **disk** menu, select **rename** and a new pop up box will



be displayed asking you for the new name.

You will need to delete the old name and then type in your new name - call it

something like **GEOSv2.0**, then press the return key. Your disk will now sport the new name on the desktop pad. Now we're cooking.



Tutorial #3

About disk drives and GEOS

To use GEOS from a single 1541 is possible but it is soooooo difficult. Here is what Maurice Randall has to say about that :

"I hope you have more than one disk drive that you can use in GEOS. If not then you will get thoroughly disgusted with GEOS, so you might as well just quit right now. I'm serious, GEOS is no fun with one single 1541. It just isn't big enough to get anything productive done in GEOS all by itself. However, if you have a second 1541, you can do quite a bit. And if you have an REU, you can do even more. Likewise, a 1581 is a HUGE help when it comes to working in GEOS".

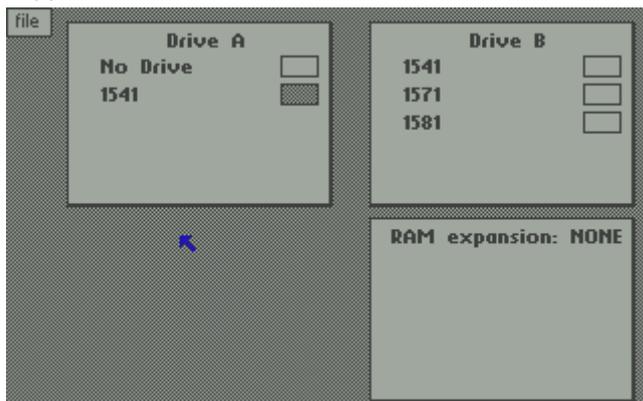
Need I say more ?

Let's stick with our 1541 set up for a minute. Most of you who own a 1541 will probably own two ! If you connect up your two 1541's (making sure they are device 8 and device 9 respectively*) then GEOS will automatically detect both drives on boot up. The stock version of GEOS that you now have can actually detect up to 3 drives - providing you have a some form of Ram Expansion Unit (REU).

From now on, we are going to assume you have two 1541 drives attached. If you haven't then I'm afraid you will have a lot of disk swapping to do, but it's not impossible - just a pain in the bum !

Setting up additional drives using CONFIGURE 1541, 1541-II, 1571 & 1581 :

These drive types are built into the main configure program and are automatically detected on boot up. However, to use different types of drive on the same system you will need some sort of REU. Although GEOS will recognise the drives it will not allow applications (such as geoWRITE) to use different drive types. Therefore if you want to use a two drive system you will have to stick to two 1541's - without an REU you are limited to that drive option from within configure. *Note : If you own and FD2000 or FD4000 then that can also be auto-detected but its use will be limited to a 1581 disk drive. The advanced features of the FD drives are not supported.*



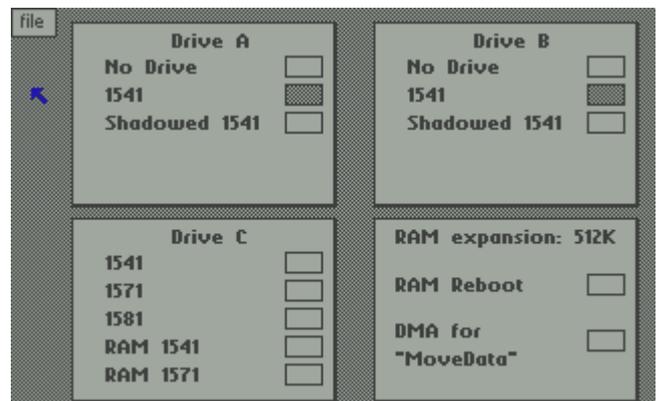
On the CS45 coverdisk (side 2)

On the rear of the CS2004/45 disk you will find some files that you will need to enhance your GEOS boot disk. I have not (and will not) supply you with the core programs such as GEOS, GEOBOOT, DESKTOP, geoWRITE, geoSPELL, etc as they are still protected under copyright. However, to make life easier for you I have included some files have been in the public domain for many years now.

The following files are on the disk :

Wraptor3
 Wraptor1 - early version
 Wraptor1 - documentation
 Convert 2.5
 JOYSTICK - joystick input driver - 64 only
 COMM 1351 - c1351 mouse driver - 64 only
 COMM 1351a - c1351a mouse driver - 64 only
 California(UK) - UK font, has the £ sign
 University(UK) - UK font, has the £ sign
 Epson FX-80 - printer driver for most printers
 LaserJet(GC) - geoCABLE driver for LaserJet's
 Autotime - sets the clock & date on boot-up

However, if you have the luxury of an REU attached to your set up then you will have much more control over how many drives you can have, what type they are and also how GEOS treats them, see below.

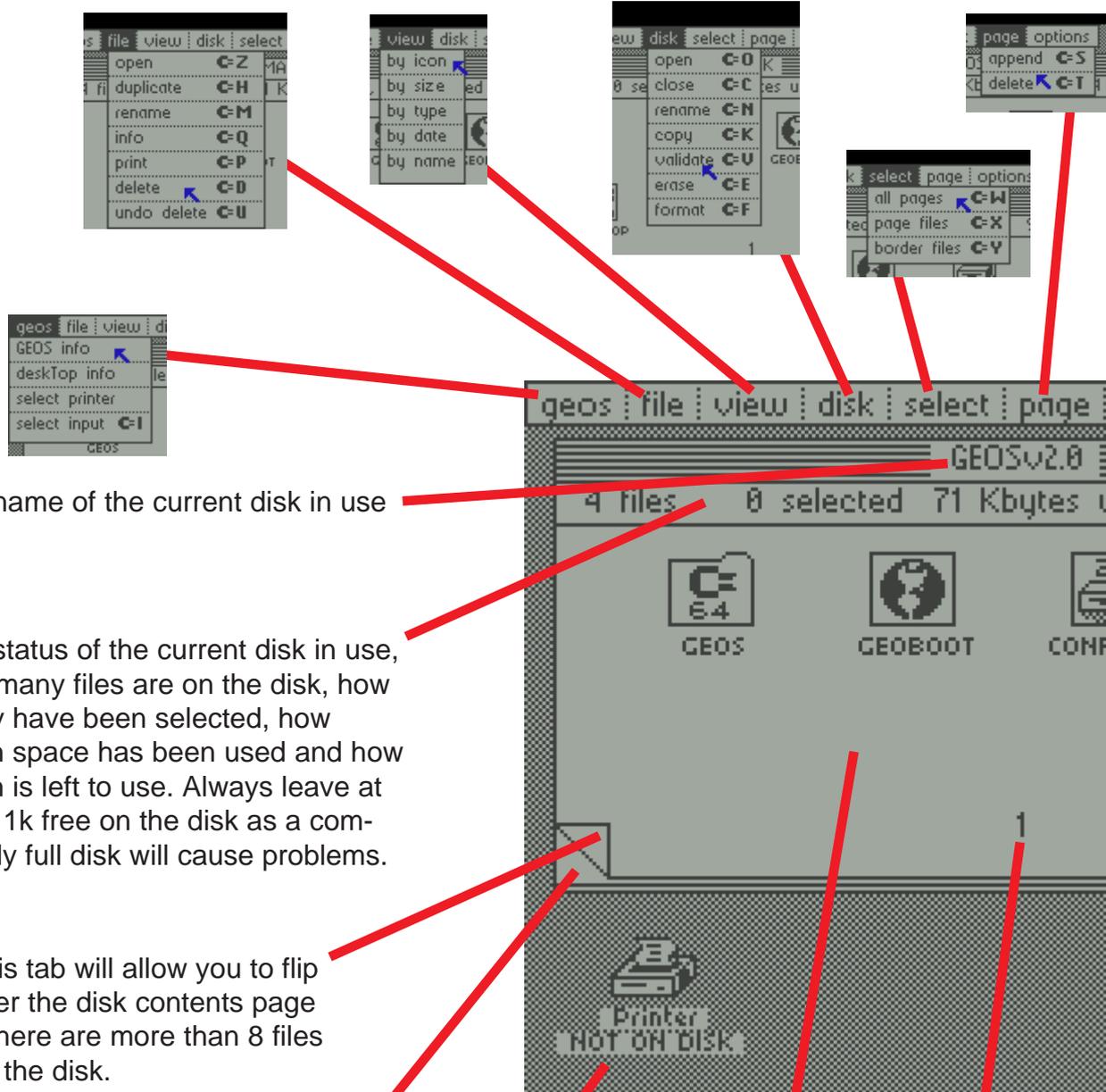


Have a play around and set up your drives to suit yourself. Preferably, your first drive will be a 1541 and the second drive will be the highest capacity drive you have available. When you have finished make sure you 'save configuration' from the 'file' menu. The next time GEOS boots it will set up the system from the configuration memory and assign any REU settings that you previously saved.

It is important that you NEVER switch off a drive while GEOS is running unless instructed to do so. GEOS keeps information in the drives memory and switching it off will cause GEOS to lock up and you will lose your valuable data.

* The original 1541 drive is hardwired to device #8, to change this to #9 then see the brief guide at CS2004/45 page 25

A quick reference guide to GEOS



The name of the current disk in use

The status of the current disk in use, how many files are on the disk, how many have been selected, how much space has been used and how much is left to use. Always leave at least 1k free on the disk as a completely full disk will cause problems.

This tab will allow you to flip over the disk contents page if there are more than 8 files on the disk.

As above, but will flip you backards.

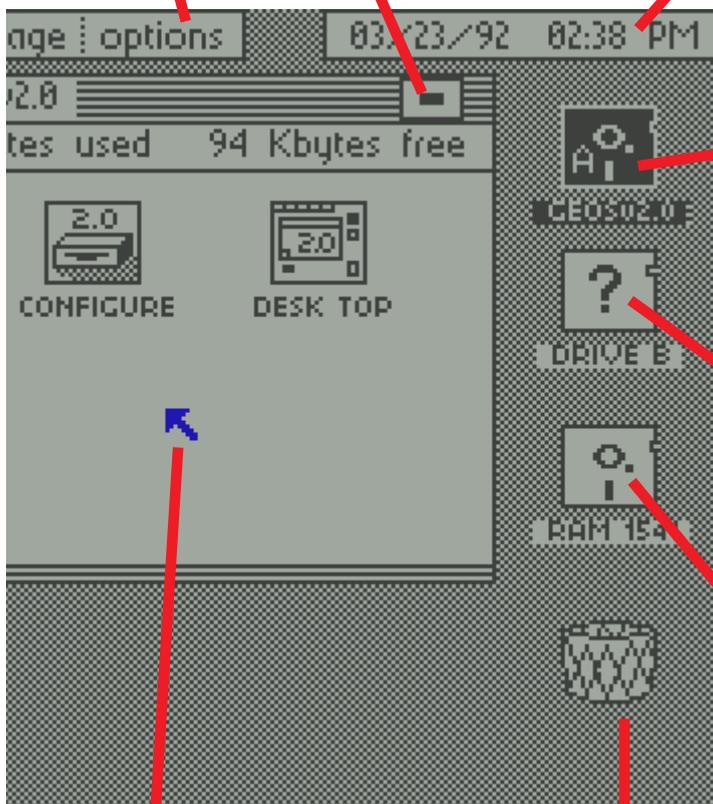
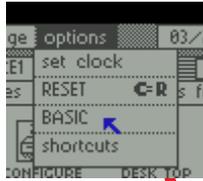
If you have a printer attached then you will need the correct printer driver to operate it from within GEOS. The currently selected printer driver will be displayed under this icon.

This is the disk 'pad' area. Here you can have up to 8 icons displayed at once. Any more than 8 icons will be on further pages. You can toggle between 'icon' and 'text' display modes.

The current page number.

This button will close the current disk allowing you to remove it and put another one in the drive. When this function is selected any contents of the trashbin/waste basket will be permanently deleted.

The current date and time are displayed here. You will need to reset the date and time everytime GEOS boots up as the c64 does not have a real time clock. GEOS uses this information everytime it updates or creates a file so you will need to set this. Most CMD devices such as the RAMLink, Hard Drive, FD drives and Mouse have RTC's built-in and will automatically set these for you when you boot GEOS.



Disk icon for the **A** (device 8) drive. Clicking on either drive A or B icons will access the current disk in that drive. All drives display the name of the currently inserted disk underneath.

Disk icon for the **B** (device 9) drive. Only use a 1541 drive unless you have an REU attached.

Disk icon for the **C** (device 10) drive. Only available if you have an REU attached. This drive is not directly accessible from position C, you will have to 'swap' it with either drive **A** or **B** to use it.

Your pointer. This can be customised if you don't like the default arrow.

The trashcan/waste bin for deleting files. Any files currently not completely deleted will be displayed underneath the bin.

..... *for the beginner*

Tutorial #4

Boot GEOS and put the CS45 (side 2) disk into disk drive B.

File copying

When you use GEOS, you'll find yourself doing a lot of filecopying. Copying files is easy in GEOS. You don't even have to load up a special program to do it. This function is built right into the deskTop. In fact, you'll discover that the deskTop has quite a few handy functions built in.

In order to continue setting up our boot disk as well as other support disks with applications, we need to be able to copy files from disk to disk. Since we have our basic GEOS boot system set up on one disk and Convert 2.5 on the CS45 disk in the other drive, let's see about getting Convert 2.5 and some other files onto our boot disk.

From this point onwards, we'll assume the boot drive is drive **A** and the other drive is drive **B**. Move the pointer over the drive B icon and click on it once.

NOTE : As this is a non-GEOS disk you will be asked if you want to convert it - say **[NO]** as we want to keep this disk as a standard Commodore disk.



The deskTop will proceed to open drive B and display the first page of files on the file pad.

Copying this file to the boot disk is easy. Just place your pointer over Convert 2.5's icon and click once. After a slight pause, click again. By pausing slightly, you have produced **two single clicks**. If you didn't pause long enough, you would have produced a **double-click** and the deskTop would have proceeded to load and run Convert 2.5. Instead you now have a ghost of the file icon attached to your pointer.



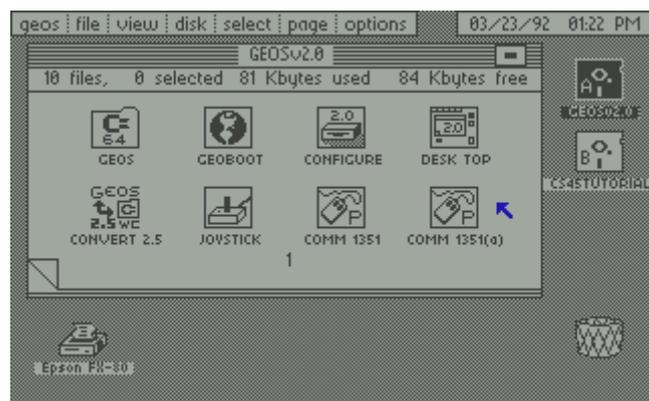
You can move the pointer and the file icon will follow along. Simply drag the icon over to the drive A icon and click again. This will drop the icon onto drive A and the deskTop will proceed to copy the file to your boot disk for you. When it's finished, you will have a copy of Convert 2.5 on your boot disk. It will now be available for your use everytime you boot up GEOS to help you get more files set up for use.

It's now time to get the rest of the files you'll be wanting on your boot disk. You'll need an input driver (if you want to use anything other than the joystick) and a printer driver. On the CS45 disk are a couple of common input and printer drivers. You can select all of these files to copy across at once. To do this, first flip over the pad page to view the next pages contents. Now, select the **JOYSTICK** icon by clicking on it once, then move to the **COMM 1351** icon, now hold down the **C=** key and select this icon, move to the **COMM 1351a** (still holding down the **C=** key) click again. Continue doing this for the **Epson FX80** and **LaserJet** icons.



You should now have five icons highlighted. To select them all, click once on any of the highlighted icons, they will all now be attached to your pointer as a 'multi file' ghost. Move your pointer over the A drive icon and click once, they will all now be copied to the boot disk.

Let's go back to your boot disk in drive A. Click on the A drive icon. All your files are now there too. So you still have your original files on the disk in drive B and you have copies of them on the disk in drive A - *how easy was that ?*



Take a look at the disk and note the order of the files. This is important as GEOS will load and use the

first input and printer driver it finds, all the rest will be ignored completely. As you can see it has now installed the Epson FX80 printer driver as that is first on the disk and your joystick still works because that is the first input driver on the disk.

Changing the INPUT driver

Using GEOS with a joystick is okay but it is hard work compared to using a mouse. The normal mice for the Commodore are the c1351 or the CMD SMARTmouse. Both of these are now hard to find as they are all out of production. *Note : Strictly speaking, the 1350 isn't a mouse at all as it simply gives off horizontal and vertical signals - you will have to install the joystick input driver to make it work.*

The c1351 and the SMARTmouse input drivers are true proportional device drivers and are far superior to anything else.

The other option is to your a **MICROMYS** adaptor with a standard PC PS/2 or USB mouse. This will work fine with the c1351a input driver.

So lets install the c1351a input adaptor for our mouse. Go to the **geos** menu and select **select input**.



A new box will appear with a list of input drivers in it. Select the **COMM 1351(a)** driver and click on the **[OK]** box. The mouse driver will be installed and the icon will be moved to the front of the disk.

The problem we now have is that you still have a joystick attached and it won't work now ! So we will have to revert back to the joystick driver.

Manual input activation

Hold down the **C=** key and tap the 'I' key. This brings up the input selection box again. Now using the **cursor keys** and the **<RETURN>** key select **JOYSTICK** and click **[OK]**. The joystick now functions again.

If you have a mouse and you want to use it then shut down GEOS, switch off your computer, replace the joystick with a mouse and reboot GEOS. Again, the mouse won't work because the joystick driver is active. Go back to the 'manual input activation' guide above but this time highlight your mouse driver.

There are many different input devices supported from joystick and mice right up to tablets and light pens, we will discuss these at a later date.

Tutorial #5

More GEOS files

Now it's time to add some desk accessories to our collection. A desk accessory is a program that can be loaded from the deskTop and it can also be loaded from within many applications. In other words, you don't necessarily have to exit out of an application to run a desk accessory. They are typically small in size and there are many available. What we have on the web site is just a small sampling of what's available elsewhere.

Let's start by grabbing the desk accessories that should be located on our boot disk. These particular desk accessories set up the look and feel of your GEOS system, so it makes sense that you would want them on your boot disk. We will use Convert 2.5 on these and then copy them to your boot disk.

Format a GEOS disk

Put a blank disk in drive B, from the **disk** menu select **format**, when requested give your disk a name (something like **transfer**) and press **<RETURN>**. the disk will be formatted as a GEOS disk.

Download the following GEOS64 files :

- preference mgr
- pad color mgr
- photo manager
- text manager
- alarm clock
- calculator
- note pad

Transfer them to your freshly formatted GEOS disk and then put the disk in drive B and open the disk.

Using Convert 2.5

Now we need to convert these files back to GEOS files so we can use them. With both your boot disk in drive A and your new transfer disk in drive B, copy the Convert 2.5 program from A to B.

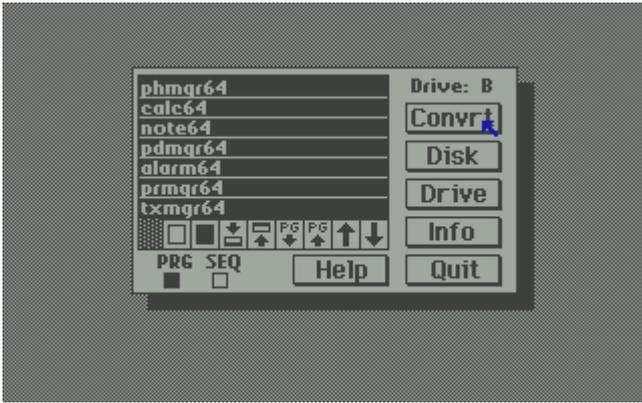
WARNING - NEVER use Convert 2.5 directly on your boot disk !

Activate the B drive and double click on the Convert icon to start the program.



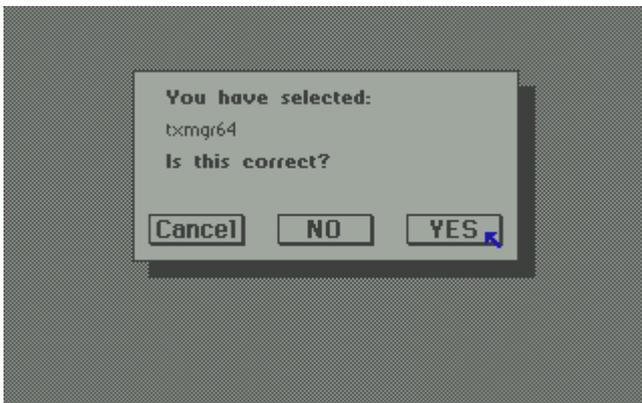
Now all you have to do is click on all those seven

files to highlight them.



Now click on **Convrt** to start the process.

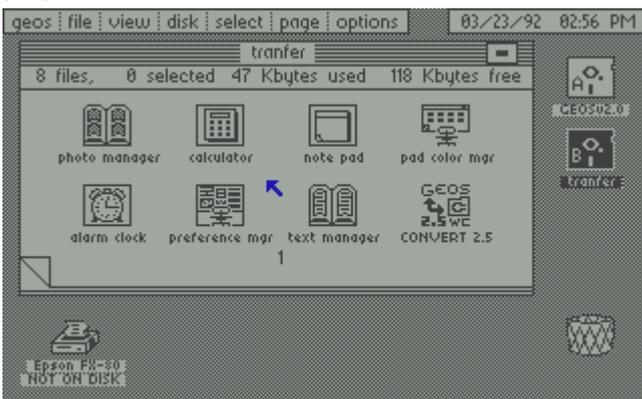
You will be prompted to confirm that you wish to convert each file into the GEOS format, select **[YES]** to each file.



When each file has been converted to a GEOS file you will have to click on **[OK]** to continue on with the rest of the files. When this is all done select **[QUIT]** from the Convert menu to exit back to the DESK TOP.



You will now notice that all your files now have proper GEOS icons instead of the C64 icon it had



before. This means it has been a complete success and your files are now ready for transferring and using.

And the rest

Now you can finish downloading the remainder of the files from the original GEOS system. On the web site you will find the major applications such as **geoWrite**, **geoPaint**, and **geoSpell**. You'll also find a collection of **fonts** for use with geoWrite and other applications as well as several popular printer drivers. Keep in mind there are hundreds of additional fonts and printer drivers available elsewhere on the Internet as well as from many other sources, some of which will be supplied at a later date through CS2004.

You'll be using Convert 2.5 on each of these files to get them into a GEOS file format as you did before.

And briefly

GEOWRITE

This is a graphical word processor. You can type in text in many different font styles and you can also paste in photo scraps created from other applications such as geoPaint. You can set different margins, tabs, justification, etc. for each paragraph. You can see exactly how that page will appear when printed.

GEOPAINT

One of the best paint and drawing programs ever created for the Commodore, geoPaint. GeoPaint has many features found only on high-end paint programs found on other computer platforms. You'll enjoy using geoPaint for many different tasks from simple art to complex drawing of construction plans and many other projects.

TEXT GRABBER

Text Grabber is an application used to import word processing documents created by other programs into a geoWrite format.

GEOSPELL

GeoSpell is the spell checker application you can use to help you when it comes time to check the spelling in your geoWrite documents.

GEOMERGE

GeoMerge is a mail merge application that enables you to combine data from two documents to produce customized form letters and mailing labels.

PAINT DRIVERS

Paint Drivers is an application that creates a new custom printer driver based on an existing driver that you select. The resulting printer driver will create a geoPaint file rather than sending data to the printer. This allows you to print from various applications and then load the resulting image into geoPaint for further work.

These tutorials are written by **Allan Bairstow** and **Maurice Randall** - <http://cmdrkey.com/>