



geoNEWS



Journal of geoCLUB

Issue 50

October 1995



EDITOR'S COMMENTS

Once again another monthly newsletter full of quality items . It's nice to see a resumption of "Meet The Members" section as I am sure everyone is interested to read about his fellow members , their life style and how the came into the hobby of computing.

There are a number of Geos-tips taken from various early issues and reprinted altogether as a useful help file for newcomers. As is the Drive Rename article, there are newcomers to Commodore computing who have no knowledge of what to do when adding another drive and in the absence of an REU another disk drive is a reasonable substitute.

I have had quite a number of very high quality graphics sent to me from 'down-under'. I have no idea why we have so many members down there who are also quality computer artists unless it's because they spend their lives standing upside-down. I have reproduced one page full at the back of this issue and intend to reproduce all the others over the coming months thought this will mean that some will unfortunately not be published until 1996, as we only have two months issue remaining of this year (boy as 1995 flown by). I hope all these graphics will eventually find their way into the library. This brings me to the shortage of 5¼ inch disk. By the time you read this I will have obtained some more but at an increased price so the library will once again have boxes of branded blank disks for sale see NEW price list on page 11.

Happy Geosing

Frank

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Published by:-

Frank Cassidy
55, High Bank Road
Droylsden
Manchester
M43 6FS



Sharon Chambers
41 Albert Street
Crewe
Cheshire CW1 2QD
Tel: 01270-215689

The Librarians

The
Public Domain
Section of
geoCLUB

Terry Watts
3, Rutland Avenue
Borrowash
Derby DE72 3JF
Tel: 01332-666001



To start with, my Thanks to Sharon for doing last months review for me. As you'll see, for this month there's only one Geos library disk to review, the rest are all basic. Our Thanks once again for this months disks as usual go to Peter Hunt and Gordon Turrall.

geoCLUB DISK 367

If you read last months editorial (and you'd better have done!), you'll see that Frank had mentioned Gordon Turrall's excellent graphics. On this disk are some more - BANJO PATERSON - DINO-4 & DINO 4 (BIG) - AUST DINGO. The Banjo Paterson one really is excellent. it just goes to show what the Commodore and Geos are capable of. In the post this morning I received a little programme that I've just added to this disk. It's from Dave Elliott, and it's mainly meant for new members. The programme's called HINTS, it's a collection of 'Did you know' type things - Thank You Dave.

Basic Disks - Some are 128 specific, while others can be used by either user. For 64 users, most times just type in - LOAD"*",8,1 - 128 users will know, or should do, how to load their versions.

geoCLUB BASIC 19

Menu Driven, it contains; CREATIVE RECORDS - CREATIVE VIEW etc - COLOR CHANGER - MANUALS and MODULES. If you like just mucking about, give this disk a try.

geoCLUB BASIC 20

Similar to the previous disk, but this one's meant for our 128 users.

geoCLUB BASIC 21

As far as I'm aware, this one's for 128 users as well, with around 30 odd diferent files. From DIRECTORY 128 - ADDRESSES 128 through to DISK CHECK. Yet another disk to keep our 128

members amused for hours.

geoCLUB BASIC 22

I couldn't help but smile when I came across this disk, it was the disk name that did it - 'Whoopsie Poopsie', the thoughts that went through my mind!! (both unpronounceable and unprintable) Anyway, it's another 128 users disk, despite that name, it's all about GENEALOGY and HERITAGE CHARTS.

geoCLUB BASIC 23

This disk is all about ASTRONOMY, METEORS, WORLD CLOCK, PLANETS etc. if you're into this kind of thing, it's a really great disk to have, hell it's a great disk anyway!

geoCLUB BASIC 24

I can't really classify this disk, except to say that it's got a right mixture of programmes - from HOUSEKEEPER; BARMANS HELPER, through to VIDEO POKER and 5 CARD DRAW. Another 'Something for everyone' type disk.

geoCLUB BASIC 25

It contains just 4 files -RADIO NAPALM - QA BY REFLEX - QB 1995 - INDEX. I did the obvious thing and 'clicked' on INDEX, what I ought to have done was to just type in LOAD "RADIO NAPALM",8,1 and just sit and watch it with the sound turned up. It's mainly a Graphics Demo type programme, but it's very good.

geoCLUB BASIC 26

Another 128 disk I think, for it contains such programmes as DIRECTORY 128, PRO128 TERM, as well as VHS LABEL MAKER & UTILITY BOOK.

geoCLUB BASIC 27

This is one of those "Slide Show" type of disks, you just load in the menu, select the pictures that you want to look at, and the programme will run through them. There's around 18 diferent pictures on this disk, DDSATELLITE, DDCASTLE, DDBLITHER etc.

geoCLUB BASIC 28

Another 'Various' programmes type of disk, with programmes ranging from SLAMBALL, DECISION MAKER, TAROT CARDS to CAMEL TREK.

That's about it for this month, but before I go a small explanation. At the moment Frank's having a bit of trouble trying to locate a new supplier of new disks at the right price. As anyone who has ordered anything from me recently will know that now I'm doing any orders on 'recycled' disks, rather than keep members waiting. In away this works to your advantage, if Frank can find a new supplier, he'll have to pay considerably more for the disks than he has in the past, which would only mean that the price of the library disks would have to be increased. At the moment I have around 30 new disks left, if any member wants their order doing on these disks, please let me know, otherwise I'll carry on 'recycling'.

As usual, these disks can be ordered from either Sharon or myself, after 4 years the price still remains at £1.25, and this still includes the P/P. The catalogue disks (Font & Library) can still be ordered from Sharon, see previous reviews for instructions (which means that I've forgotten how to). See you all next month Sharon & Terry, two of the best!!.

PS - Just a little PS and a smile before I go. Last months 'Contents' list, I did an article called 'To Pc or not to PC' - Thanks Frank, but why did you have to follow it with something called - 'That Poor Skunk'?

(It's just the way it goes I'm afarid Terry , you should have seen September geoNews Mk1, there was a small gap at the end of you article and I originally put a graphic of a skunk in to fill the space. Just proves some thought does go into geoNews after all. Frank)

Meet the Members

by Harold Lantermann

I am 39 years (old), Married to a very understanding wife, and having 2 children aged 12 yrs and 10 yrs. My passion are computers and big sailing ship. Unfortunately I missed this years big event with about 140 ships in Zeebruges . I started my computer career somewhere in 1986. I believe starting with a C128 and datasette with a black and white TV set.. As the 1571 had more speed and monitors became more affordable, these were my first investments. And further on like most of you I gathered rather for C64-C128 lovers impressive collection. Now I own 2 C128's both with 2 1571's, a 1581 and an FD2000. I got lucky with the last two as I knew someone who went to the USA and could bring me back my desires without customs duty, taxes or delivery charges. This is nearly the only way to get what you are yearning for, as the European market is extremely expensive or even not existing.

I have a correspondent in Australia (his address ; as he seems to have difficulty to find C64/C128 users in Tasmania is - Ottmar Ritter, 75, Golden Valley Road, Cygnet 7112, Tasmania) . He is a very good friend who emigrated, further on I try to keep in contact with other C64/128 lovers. I never wrote a program because I even didn't get programs running that I typed in from magazines in hours of sweat. The only thing I ever did was under the name of Medusa, released a few disks with graphics. This name was chosen because initially there were 4 guys, the only one left to do the work was me and because I scanned the graphics and as you will know, Medusa turned everyone to stone who looked at her . I 'stoned' pictures.

At work I am a technician but there is nearly no computer in our firm as the boss is rather allergic to them.

I am not really keen on Geos as I am really 2 lefthanded on Geos and work more with PageFox. I intend to remain a member of geoClub as I like the simpleness and cosyeness of the letter, I always feel as if I hear the people talking to you in person

Best wishes to all geoClub members. keep on 64/128ing. Harold

geoCLUB DIY Section

From the team who brought you pools riches. The Dynamic Duo do it again!. Now geoClubbers something entirely different !

This month we are going to make something useful. NO, you won't need an empty washing up liquid bottle, sticky backed plastic or a pair of Val's old knickers. This is real grown-up stuff, wood-glue and if you are big enough to handle it two long wood screws.

What is it ? It's a disk rack . Instead of having disk's all over the place when you are doing all that geoDisk swapping they are displayed away neatly in front of you.

First of all get your wood. Don't try and use anything very hard, definitely not that piece of old oak fireplace surround you have had up in the attic for years. A large number of small industrial estates around the country have little work shops making pine furniture. Pine is fairly soft , easily worked and is ideal . There are a number of such small units in my area and I managed to get some off-cuts from one of them. If you are very lucky they might even cut them to size for you.

The rack was designed so that the label of all five disks can be clearly read whilst they are in the rack. Call me old fashioned if you like (*You are old fashioned Frank*) but I still think in imperial sizes, no I make no excuse for not going metric.(*As a courtesy to all our European members who will have no idea of Old English measurements I have included the approximate metric size in brackets. Frank*)

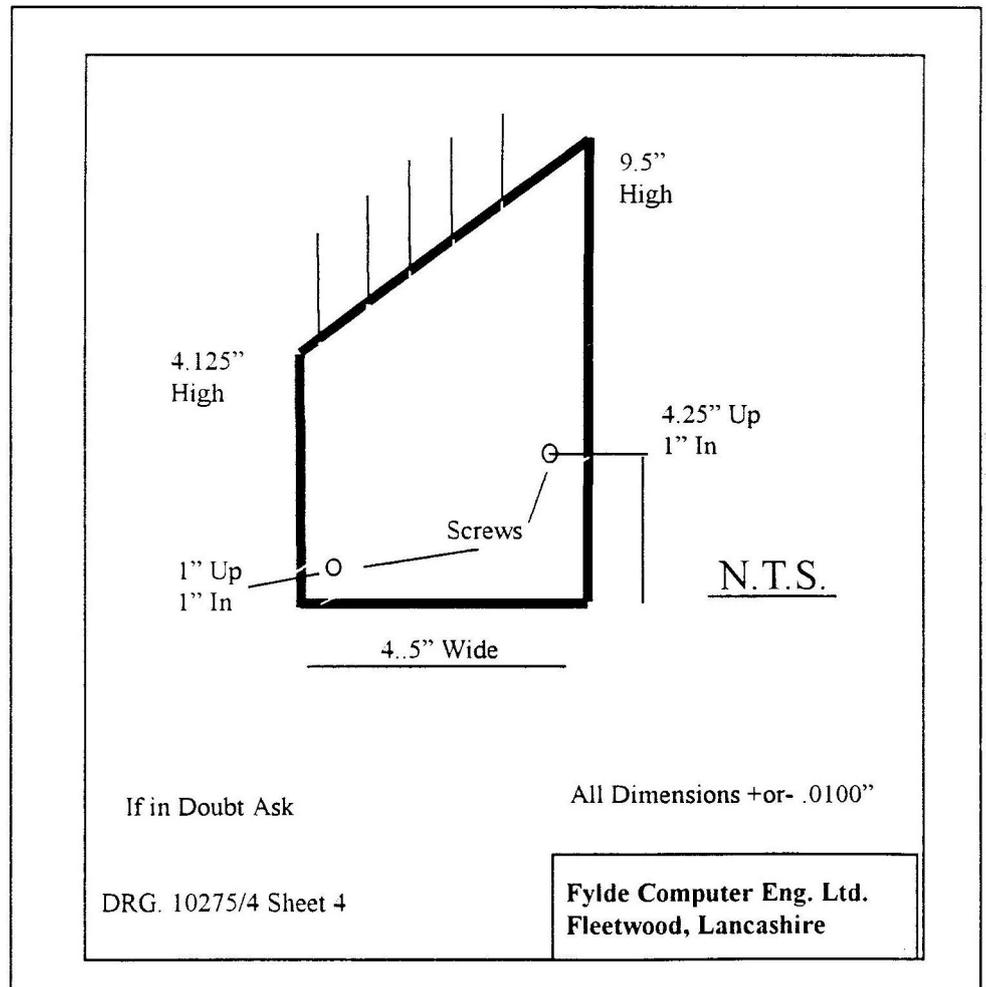
I managed to borrow a router and made grooves in the two side pieces three sixteenths of an inch (4mm) deep so that the centre piece of the stand was Four and seven eights of an inch wide (124mm).

If you do not have the use of a router, fear not, help is at hand. Make the centre piece 5 and three eights of an inch wide (136mm) and make the slots to accommodate the disks with one quarter of an inch (6mm) beading. Done this way it is a good idea to make the two front pieces of every slot slightly shorter at the top.

The whole lot should be fastened with two suitable screws on both sides.

I have made half a dozen (6) of these by request for various people after seeing my first effort. It is an easy exercise for anyone .

Do remember to use protective wear when operating any form of wood working machinery.



User's hacks

Reverse head knock on the floppy drive

Posted in the newsgroup comp.sys.cbm by Michael Parson (mparson@mercury.utb.edu)

The following was taken from RUN Magazine September 1988 Issue, Magic trick \$4CC, Page 12

If your 1541 or 1581 disk drive hasn't been behaving well lately, it may be out of alignment. You could take it to a repair shop, but before you shell out \$10 or \$50 try "knocking" some sense into it with my Reverse Knocker (*surely he could have thought of a better title for it than this Frank*)

This 64 and 128 mode program reverse knocks the drive head 100 times, which may re-align the drive just enough to postpone an expensive alignment. Be forewarned, have an old work disk in the drive when you run it and don't worry if running this program makes your disk drive sound like a smouldering Buddy Rich drum solo. It is a noisy program but if you type it in correctly it won't hurt the drive or disk at all.

```
0 REM REVERSE KNOCK YOUR DRIVE BY STEVEN CHEUNG
10 OPEN 15,8,15,"T"
20 SP=1:FORI=1 TO 100:GOSUB 40:NEXT
30 FOR I=1 TO 20:SP=-1:GOSUB40:NEXT:PRINT"ALL DONE":
    PRINT#15,"T":CLOSE15:END
40 PRINT#15,"M-R"CHR$(0)CHR$(28):GET#15,AS:A-ASC(AS=CHR$(0)):BI=A AND 3
50 BI=BI+SP:BI=BI AND 3
60 R=(A AND 252) OR BI:PRINT#15,"M-WCHR$(0)CHR$(28)CHR$(1)CHR$(R):RETURN
```

This was downloaded from the Information Super Highway by Jim Kindon for the benefit of geoCLUB members. Jim nor geoCLUB can be held responsible for any event resulting from the use of this information.

Thoughts of a geoNUT

Greetings all

Having been rather quiet on the old article front for awhile, I thought it time to inflict you all once again with the mad scribbling of D.G.Elliott (alias,superdave,d.g.dave,etc)

TO PC OR NOT PC(that is the question, geosomans lend me your ears for I)
Whoops sorry got carried away again.
Although we are primarily a GEOS64 club the occasional article on the (and lets face it) more modern equipment cannot be deemed a bad idea. It is always nice to see what the other side is up to. On the other side of the coin so to speak, to push the PC articles to the back

of the queue is very easy to do. Just send your articles to Frank. Although GEOS has been around for a long time surely we have members who want to know or who can use the different aspects of GEOS.You do not have to be a MARK TWAIN (I definitely am not nor is my spelling { *I know it is but do I complain ? Never. Frank* }) to send in an article. So come on one and all lets get going.

AUSSIE INVASION

As the title of this short article states. We have been invaded,by our Australian counterparts.

Not only do they wallop us at cricket and rugby(league only) but are now out gunning us with their superb support of our library. With out the efforts of our southern hemisphere

Continued on Page 11

Drive Re-name.

By ERIC PICKUP

Now that you have two disk drives connected to your computer, it is time to rename the second drive as "Device 9". The following step by step instructions will enable you to quickly and easily get the system up and running.

Firstly remove the four cross head screws from the under side of the 1541. Once removed turn the drive over and carefully remove the top cover. Look at the drawing of the drive locate the two circular jumper pads. Cutting jumper 1 will add 1 to the device number ie $8+1=9$. By cutting jumper 2 only you will add two to the device number ie $8+2=10$. For those who want to go a step further and add a third drive then you would need to cut both jumpers 1 and 2. Which will then give a device number of 11. ie $8+1+2=11$.

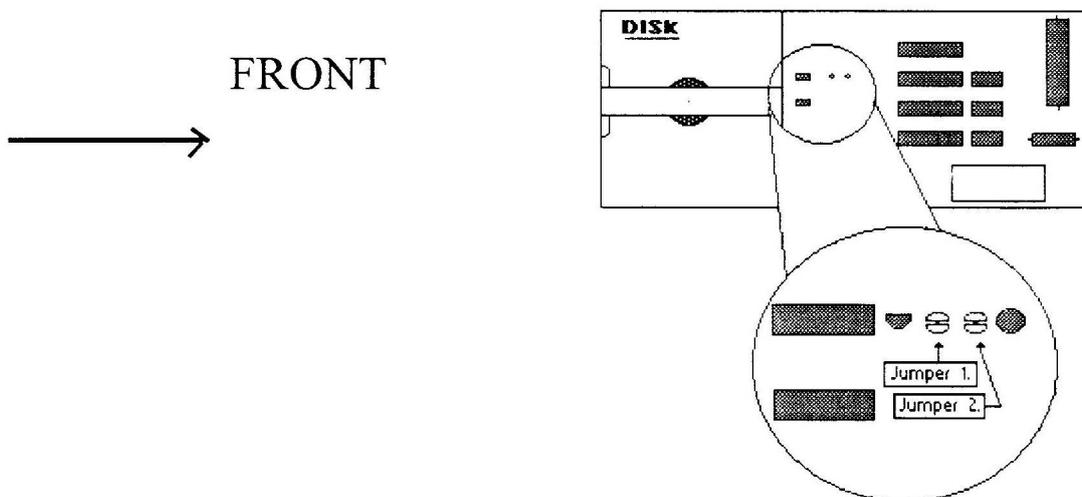
It is also an easy addition to connect a small switch that can be fitted in the rear panel of the drive this will allow you to change the drive device number from 8 to 9 at the flick of a switch. To connect a switch simply cut the appropriate jumper and with a fine tipped soldering iron connect two wires, one from each half of the jumper pad. These two wires are then connected to a single pole switch

fitted in the back panel. Once completed replace the lid and refit the four screws.

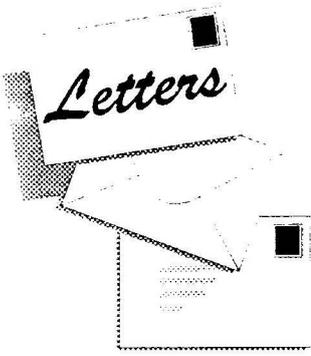
Select the device number if you have fitted the switch and then away you go. Should your new drive be a 1570 then it's the same procedure as the 1541. If however you have the 1571 Double Sided disk drive or the 1581 3.5inch double sided drive then the task is much easier. On the back of both machines are 2 switches for the device number change. Fig 2 shows you which combination the switches need to be in to set to the various numbers. It is also possible to set the device number within software but as it is unlikely to be of much interest to the average GEOS user and so it has not been included in this short article.

Switch position as found on
1581 CBM Disk Drives

LEFT	RIGHT	DEVICE#
UP	UP	8
DOWN	UP	9
UP	DOWN	10
DOWN	DOWN	11



1541 Disk Drive



To The EDITOR

Dear Sir,

As you are aware, I responded to your request in the May issue of geoNews for comments on the publication of PC related articles and that response, or what you pertain to be my response, appeared in the August issue.

Because my letter was not reproduced in its entirety and you made no written reference to the fact that some of the comments were not mine, but quotes from articles and other sources, which was made perfectly plain to you, I fully expected an apology in the September issue. As this was not forthcoming I feel compelled to write again to point out my dissatisfaction with your comments and the actual article you produced, which you said was written by me.

I found your comments to be extremely sarcastic and the one about nievity most uncalled for. As you point out, neither you or I are professional; writers and articles are as long or as short as they are until a point is made, I agree. I was merely stating that a PC related article would take up a lot of space in a non PC designed publication.

My letter clearly states that the opinions were mine and mine alone. I do accept that the club caters for many other readers apart from myself, but you asked for feedback on a particular subject and I, for one took up your challenge and replied. If you didn't want, or expect to get criticism then perhaps you should not have called for comments.

In one of the paragraphs in my letter I pointed out that the telephone number had been incorrectly quoted. I made no reference to the fact that I thought it was your doing, but merely trying to be helpful to other readers who may have tried to contact the company without success. If you read the letter originally sent you will see that it was again reproduced incorrectly....perhaps you should get someone to proof read your work before making comments about everybody makes mistakes- this one

should have been avoided.

When reproducing my letter you omitted a vital paragraph and completely rewrote one and in doing so changed the whole context of the letter. I feel that if you are going to publish letters and attribute the writers name to them then you should at least get their permission before making changes.

I was hoping that if published my letter would spark off debate within the pages of geoNews allowing readers to respond with their own views. The criticism levelled by you the editor was uncalled for and were your own views which will I feel deter anyone else from giving their own written opinions about subject matters.

The scathing attack levelled in response requested by yourself in a magazine originally designed for users of Geos and perhaps new to the world of computing with possibly limited funds could detract from what your magazine originally tried to achieve. The tone of the comments gives the impression that geoNews is used as a soap-box to air personal opinions. These are not always shared by all readers - many of whom actually rang me after the appearance of the letter, expressing similar concern.

Although you complained in a past issue of a lack of written response to your articles, it's not surprising if readers decline the invitation, particularly if those views are negative, when they get the sort of treatment metered out to me.

Yours faithfully
M. Fletham-Rickard

I make no secret that I have to edit articles to fit within the bounds of the space I can allot to them. If anything runs over to the next page by say just 2 lines then I have to try and get it all onto one page or the newsletter soon becomes a muddle, many people complain when they see 'Continued on Page ?' but I have to juggle like this to get everything in as neat as I can. Normally I do not edit letters unless they contain personal matters as well, then I edit these out. In your case your letter ran to 3 pages, I as editor felt this was far too long so rather than not include it I edited it as I saw fit. Perhaps you should have sent it on disk which would have made editing easier. It's all too easy to criticize

other people's efforts. As to your claim that I use geoNews as a soap-box to air my personal opinions. I would suggest that as you have only been a members a matter of months you are hardly in a position to judge .

And By Contrast

Dear Frank and all geos-ers

Just a quick note from a new member. When I first got my C64 I had never heard of Geos. Since then I have learnt for myself that Geos is excellent for almost any purpose. I also own a 80486DX2/66PC. Although my PC is very fast and has a large RAM (8Mb). I still feel that the C64 and Geos etc are not ready for the bin yet ! and indeed for a long time to come The good old C64 which to me is easily king of the 8 bits learnt me all I know about computers and programming, it has even aided my education. As you may have gathered, I am more than satisfied with my C64 and Geos and will not be shelving it for my PC.

Have fun with your Geos, from a dedicated C64 + IBM PC owner

Lee Catterall Hyde Cheshire

PS. I really enjoy reading the geos club news letter and look forward to it dropping through my door every month. Keep up the good work

Thanks for your letter Lee.

I guess the C64 introduced more people to computing than any other machine and it certainly must be the machine that has had the most impact . It's a great pity that Commodore lost their grip on the world lead when they had it, thought they do not really deserve our sympathy as they didn't give a very good customer service or support. Geos proves just how good a computer the C64 was and still is as it stretched it to the limit and beyond indeed I do believe that even the designers of the C64 never expected it to do what Goes allows it to do. There again, certainly in the UK, Geos has never been well supported and consequently there are still a lot of users who have never heard of Geos or know what it does. If it had been supported better then who knows what would have happened to the UK computer market. No doubt there will still be satisfied C64/ Geos users by the time 2000 AD comes around.

Various Geos Tips from Previous Issues

All by Michael D Pearson

The Missing Photo Scrap

Some while ago I was puzzled by what appeared to be bugs in several programs that handled photo **SCRAPS** that were larger than a **GEOPAINT** drawing window and larger than the screen.

1. When using **SCRAPEEK** to view photo scraps in a photo album or when using **PHOTO PRINT** to print out the scraps in a photo album, I found that the system would hang up or there would be an error message. With **PHOTO PRINT**, there would be garbage printed, even after several scraps had been successfully printed. After several frustrating sessions, I realised that the clips (photo scraps) that were causing the problems were those that were larger than the screen (the **SCREEN** and not large. than just a **GEOPAINT** drawing window) as the two programs seem to have to print the whole scrap to the screen before proceeding.

The **TIP** therefore is **NOT** to attempt to view/print out photo scraps that are larger than the screen. The only way to view them is to use the **PHOTO MANAGER** and view the photo album and scroll the scrap to see all of it a bit at a time !

2. There are a few programs that allow you to grab photo scraps that are larger than a **GEOPAINT** window, from a **GEOPAINT** document. These can then be used directly in **GEOPUBLISH** or stored in a photo album, and used later. Such programs are **BIG CLIPPER**, **PAINT-SCRAP** and **SCRAPIT**. After, clipping scraps that were larger than the usual **GEOPAINT** window and pasting them into an album, I noticed that the scrap was incomplete when viewed in the photo album window.

I tried several times, used an alternative program, with the same results. After a frustrating waste of time I concluded that none of the three programs mentioned were functioning as they should !

A few days later I returned to the problem and tried to use one of the big scraps in **GEOPUBLISH**, even though only a portion of the scrap could be seen in the photo album. HEY PRESTO - all of the required scrap was perfectly reproduced when I pasted it into the document.

So, the tip is - **BIG PHOTO SCRAPS** saved with **BIG CLIPPER**, **PAINT-SCRAP** or **SCRAPIT** do, yes. **DO** save correctly even though a portion of them may not be seen in the photo album. These three programs are so useful that it is shame if others have stopped using them because of this apparent bug. Rest assured all the big scrap is there.

What we **GEOS** end-users now want is a program to allow these big photo scraps to be pasted directly into **GEOPAINT** without the need to paste to **GEOPUBLISH** and then convert to **GEOPAINT** with the **PAINT PAGES** driver. So come on you **GEO**programmers, how about it?

(It's a known bug in the original programming but as far as I am aware nobody has the desire to or is able to fix it. FRANK)

GEOPAINT DRAWING TIPS

When you select the following drawing tools in **GEOPAINT**

- Line, Rectangle, Ellipse (regular oval) and Ruler, the **STATUS BOX** at the bottom of the screen will display the **MEASURE UNITS BOX** which also enables you to choose the **CONSTRAIN** option.

My dictionary defines the word **CONSTRAIN** as "confine forcibly" and in a **GEOPAINT** context selecting this option gives you more control with your drawing/designing as follows :

LINE - will only allow lines to be drawn either vertically, horizontally or at a 45 degree angle. A line at any other angle cannot be drawn.

RECTANGLE - either hollow or filled - will only allow a perfect square to be drawn.

ELLIPSE - either hollow or filled - will only allow a perfect circle to be drawn.

RULER - will be affected the same as the **LINE** tool. Remember, the **RULER** is only a measuring device that leaves no permanent marks on the screen. Maybe you have not often used the

CONSTRAIN feature when using **GEOPAINT**. When used sensibly it is a very useful aid and if you are doing any geometric art then this feature makes your work a lot easier and quicker. The option is especially useful if you are trying to draw straight lines with a mouse. Once you have selected **CONSTRAIN** it remains active for the other drawing tools that can use the feature and you will have to deactivate it if you want to draw rectangles, ovals or lines at other angles. To read about **CONSTRAIN** in the **GEOS V2** manual please refer to pages 98, 99, 100 and 123.

I hope the above **TIP** (or reminder) has been useful to new (and perhaps not so new) **GEOPAINTERS**.

ERROR ! FONT TOO LARGE

Many **GEOS** users are puzzled when this message is displayed, usually when trying to use a font within **GEOPAINT**. It is even more puzzling when you find that whilst some 48 point size fonts 'fit into' **GEOPAINT**, some 24, 28 or 30 point sized fonts do not !. Whilst it is usually assumed that it is the point size of the font that makes it too large for a particular application - this assumption is incorrect !. The critical factor that makes a '**FONT TOO LARGE**' is the number of bytes in the font file.

Trial and error (that most scientific of procedures) shows that the limits for the sizes of font files that can be used in the various applications are as follows :

GEOWRITE	under 6000 bytes
GEOPAINT 64	under 4100 bytes
GEOPAINT 128	under 4500 bytes
GEOPUBLISH	under 4090 bytes.

So how do you go about making fonts fit into an application of your choosing? It is certainly very frustrating when, for example, you have carefully selected a favourite font that you want to use in **GEOPAINT**, located it on your font library disks, transferred it to your **GEOPAINT** work disk, selected it from the fonts menu, and then be told "**sorry, font too large**" !!!

Establish the maximum number of bytes for the

application you are using (see above table) and then load the font you wish to use into a **FONT EDITOR - GEOWORLD Disk No.3 (or geoCLUB DISK 7)**

Having done that you have to decide which particular characters that are included in that particular font are not required by you. For example, you may not require some of the punctuation marks, or that the dollar sign will not be needed, or the hash sign, @ sign etc. etc.

When you have decided, in priority order your most un-needed characters, call them, one at a time, into the editing screen of the font editor and reduce their width to ONE pixel. This in effect removes that character from the font.

You will notice that the byte size of the font will gradually reduce. When you reach the required file size for the application in which you wish to use the font you can stop editing the font. At this stage **SAVE** your work under a different file name so that you remember in future that it is a modified version. I would re-name a modified copy of 'AVON' to 'AVON-' to remind me that some of the characters had been subtracted from the original. **IMPORTANT** - before you begin work on modifying ANY font ensure you are working on a **COPY** of the file, not your only version of it ! Mistakes and accidents do happen !

Well, I hope that some of the newer users of GEOS who have been puzzled by the "Sorry, font too large" message will now be able to get their favourite fonts out again, and will soon be able to use them in GEOPAINT as well as their other applications.

DESK TOP SHORTCUTS

There are many keyboard shortcuts in GEOS V2 that save time if they are known and remembered by you, instead of dragging the pointer to open a menu and then clicking on the relevant option within the drop down menu. Unfortunately these shortcuts are not too easy to find in the User Manual, and you certainly do not save any time thumbing through the manual so I have listed most of these shortcuts below - some you will already use a lot and therefore will be able to remember, some may be new to you and if you

find them useful may save you time in the future. I do hope so.

C=A - Open drive A
C=B - Open drive B
C=C - Close the disk
C=D - Delete selected file(s)
C=E - Erases contents of currently open disk
C=F - Format disk in current drive
C=G
C=H - Creates duplicate copy of selected file(s)
C=I - Moves selected input device to the default position
C=J
C=K - Copy contents of open disk to disk in other drive (A to B or B to A)
C=L
C=M - Rename selected file(s)
C=N - Rename disk in current drive
C=O - Open disk in current drive
C=P - Print selected file
C=Q - Display info of selected file(s)
C=R - Re-initialise the desktop
C=S - Append a desk top note pad page after current note pad page
C=T - Delete current note pad page (files lost)
C=U - Retrieve the file in the trash can
C=V - Validate disk in current drive
C=W - Select all files on all note pad pages
C=X - Select all files on current note pad page
C=Y - Select all border files
C=Z - Load currently selected file
C= - Hold down to select multiple files
Cursor down - Next note pad page on desk top
Cursor up - Previous note pad page on desk top
C=1 to C=8 - Select file 1 to file 8 on current page
C=Shift 1 to C=Shift 8 - Select border file 1 to file 8

1 to 0 - Select desk top page 1 to 10

Shifted 1 to 8 - Select desk top page 11 to 18

RUN/STOP - Abhors multi-file operations

C= Signifies the Commodore key (bottom left)

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From either of your friendly Librarians

Continued from Page 5

colleagues our library and newsletter would be a lot poorer (plus give Terry more time to play with his PC).

Surely we have some artists in our numbers who can create masterpieces and have them included in the library. If artistry is not your cup of tea the how about programming. If you have written a basic program then why not send it to me and I will try to convert it to Becker Basic and then into the library. Thus we can help our Aussie colleagues build the finest Geos library in the world.

The above article are the personnel ramblings of a commodore 64 and GEOS fanatic.

Happy Geos-ing Dave Elliot



Disney Characters



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P.J.MEGUINN.
NEW ZEALAND.