

HAPPY BIRTHDAY

Well who would have thought it, 6 years ago that geoNews would still be dropping through the letter box at the beginning of the month, for a few this will be the 73rd time it has done so. One thing is for sure computing has certainly changed in that relatively short space of time. Those were the days when I used to struggle through with 64K and a 9 pin dot-matrix printer, the LC10 probably at the price the best of it's day. After a short time I progressed to a 512K REU which made my computing life so much better. Soon after that a friend in the USA Raymond Day up-graded it for me to 1Meg ! , almost unbelievable in the UK back then. At about the same time I bought my first C128D complete with 1084S monitor. I really was up there with the big boys. Now, 16meg of RAM (soon to be 32 Meg.) 1.3 Gbyte Hard Drive, and a Laser printer, well if nothing else it has improved the printed quality of the newsletter.

The most exciting thing to happen to geoClub for quite some time is about to hit the world at large when we launch our geoClub Web Site courtesy of Gaelyne Gasson of Australia, it is hoped that not only will we be able to give you our URL address but for those who have no access to WWW the site will be reproduced on these pages exactly how the rest of the world will see us. We owe a very big **Thank You** to Gaelyne for all her hard work and effort. I'm looking forward to the October issue already.

See you all in October-- Happy Geosing

Frank



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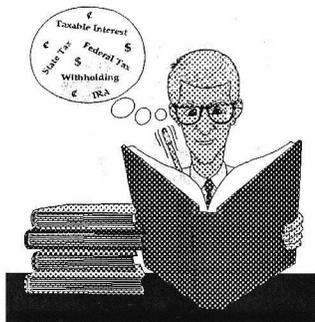
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In Our 7th Year of Supporting GEOS and it's users

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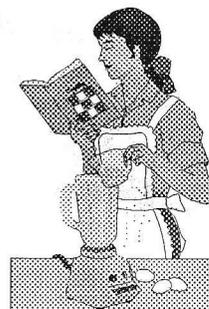


The September Disk Review

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Welcome to the September Review. This month we're back to normal, or what passes for being normal. To start off with, here's the remainder of those DOQ set of disks, I only wish that we'd got such a variety more often.

DOQ 12a

Load with **LOAD"MENU"**, 8 Files include **SUPER BASIC** - Everything works better!; **BEDTIME** - a must for 64 users; **GOLF** - 1 to 4 players; **JACKPOT** - 1 arm bandit for the 64 and 128; **MIND BUSTERS** - 64 game; **FAST ADD** - add up to 3 digits; **SHUTTLE LAUNCH** - Demo; **THE TRACKTOR** - Demo; **SLIDE SHOW PICS** - needs the viewer from 2A.

DOQ 12b - GEOS

Docs about the contents of this disk. Fonts - **DINGBATS** plus **SAMPLE**; **ABC GRAPHICS**, **MEGA CORONA**, **MYKONOS**, **PUTNAM**, **ZAPF**; **FONT VIEWER**; **geoDIR PRINT 2**; **GET DIRECTORY**; **SPACE WALK** (pic).

DOQ 13a

Load as 12a. **FILE READER** - Instructions; **AUTOBOOT 128** - as it says; **GULPER** - Pacman type game 64/128; **CHECKERS** - 64 game; **SCORE-UP** - 64 game; **SPACE INVADERS** - 128 game; **COLOR GIF VIEWER 128** and **COLOR GIF VIEWER 64** - plus 6 pictures to use with it.

DOQ 13b - GEOS

GEOMILLE plus **DOCS** - Game; **UNIVERSITY** - font; **NERD COMIX2**, **MR SMILEY** and **TARDIS** - 3 geoPaint pics.

DOQ 14a

Load as 12a. **STAR TREK** - 128 game; **SPACE CAVERNS** - 64 game; **BAGDAD** - 64 game; **THERAPY** - Artificial intelligence?;

MATH ATTACK - solve math problems;
SPELLING CRITTERS - spelling test;
BALL CLOCK - Video time piece;
DOCUMENTATION - Seq. file reader; plus some more slide show pics, viewer on 2A.

DOQ 14b - GEOS

Documentation about the contents. **FLAG SETTER**; **FPATTERN EDITOR**; **SCRAP CAN**; **GEOMILLE** plus **DOCS** (again); **FONT DUMP** plus **DOCS**; **FONTS** - **DARLEEN**, **DELOREAN**, **EXCELESIOR**, **HAND SIGNS**, **KORINNA**, **NEW FONT**, **THIN**, **URUBU**; 3 Printer drivers - **BJ 200E**; **BJ200E 3 pass**; **X-1000 Rainbow**

DOQ 15a

Load as 12a. **PAINT VIEWER** - 128; **SUM MOE (?)** - 128; **SCREEN DUMP**; **9 SEC FORMAT & 3 SEC FORMAT**; **FILE TYPE CHANGER**; **STARS** - Learn about and view constellations; **NUMBER QUEST 64** - guessing game; **RAGING ROBOTS** - 64 game; **ROTATE 64** - Puzzle; **SEQ FILE READER**; plus some more Koala art, viewer on disk 2A

DOQ 15b - GEOS

Documentation about the contents. A bit early I know, but - **CHRISTMAS 3 & 4**, **12 DAYS**; **PARTRIDGE**; **CALLING BIRDS**; **TURTLE DOVES** etc. **EPSON LABELS**; **EPSON INTERFACE**; **EPSON POSTER** plus printer drivers - **EX-800**, **EPSON 24 pin**; **EPSON 3 PASS**, **EPSON LQ**.

DOQ 16a

Load as 12a. **LISPIC 64** and **LISPIC 128** - printer fun, plus these pics to go with it - **FACE**, **SPOCK**, **PORKY PIG**, **MONA LISA**; **NX1020** - change line spacing; **WORLD**

TIME - map and time for the 64;
LABYRINTH - 3D maze for the 64;
AQUAURIOM - 64 game; EYESO - moving
graphics, 64; plus some more Koala art,
viewer on 2a

DOQ 16b - GEOS

Documentation about the contents.
TABLATURE, DOCS plus SAMPLE. 4
TABLATURE FONTS; GEOMINES plus
DOCS; SCORE UP; ICON EDIT; FNT
EDITOR plus DOCS; plus a couple of
geoPaint pics - FARM SCANS and OLD
DOGS.

geoCLUB DISK 526 & 527

And now, the moment that you've all been
waiting patiently for, the latest from the
nimble fingers and brains of that perfect duo,
Ian Swain & Dave Elliott. According to the
Advertising 'Blurb' that I've got in front of me,
I'm told that many of you (well 1 or 2) are
missing an old regular feature from our
Newsletter, Calendars. So these two
'gentlemen' have come to your rescue. On
Disk 526 there's January to June, and on
Disk 527 it's July to December. So now you
can really annoy ALL your friends and print
them out a Calendar for 1998. You can even
use your favourite font I believe. Also on disk
526, there's a couple of geoCLUB LOGO'S,
redrawn, rescanned, and no doubt
regurgitated by geoNUT. I think that we
should give both these guys a big hand (but
WHERE?).

Well, there you go for September. As
before, where applicable please order using
the DOQ numbers - Thank You As usual, if
anyone has got anything that they'd like to
be included in our library, then please send it
to either Sharon or myself. The price of our
double sided disks remains at £1.30, and
this includes the P/P. When ordering any
disks, please make the cheque or Postal
Order payable to GEOCLUB, and not to
Sharon or me - Thanks.

Hopefully we'll be back in October - Take
Care, Sharon and Terry

Can You Help ?

I have a Citizen 240C 24 Pin printer that runs
from the parallel port, I use the Star NB-15 (GC)
printer driver with this and get good results with
GEOS, but, the problem is with non Geos
programs like older Commodore programs that
are programmed to print out as a serial printer,
Device #4. I seem to remember Andrew Fisher
mentioning that a parallel Printer responds to
Device #2 in a reply to a members similar question
but I have altered the listings in the programs from
#4 to #2 and all I get is "Device not present" and
of course a refusal to print. Has anyone got the
answer?.

Can geoPaint files be converted to either GG files
or RUN files, or Advanced Art Studio files. If so
how do I go about it ?. Although there are a
number of good conversion programs in the
library I think I am right in saying that no touch
this problem.

A solution to either or both these queries would
be much appreciated.

Please contact :-

David Burgess
98, Humphrey Lane
Urmston
Manchester
M41 9PS
Tel : 0161 865 6294

Hi David

I may be wrong but I feel sure you either need to
'POKE' some numbers in before loading your
program or you will need to use one of those
cartridges that allow various tricks to be
performed.

Import Runner by Joe Buckley will convert GG
files to geoPaint. I have never heard of RUN files
before. As for Adv. Art Studio I am certain
Sharon mastered the art of converting these files
some years ago. (No pun intended).

Come on you brain boxes help David out of his
predicament.

Frank

Net Myths

by Gaelyne R. Gasson

Anything popular is bound to have misconceptions, and when it comes to the Internet there are more than I can shake a stick at. I get peeved with people whose only experience with the Internet has been with a graphical interface who take their rather one-sided experience and try to project it onto C64/128 users. Some have come up with silly notions that have absolutely no bearing with reality. I've nothing against anyone who uses other platforms to use the Net, plenty of C= users own more than one type of computer, after all. What I object to is the falsehoods that surface from time to time that are detrimental to those who may have an interest in using the Net with their C64 or C128.

Myth #1

The Internet and World Wide Web are the same thing.

This myth is perpetuated by the media, as they usually show a Web page when covering Internet related topics. They do this because it's visually more appealing than other Net subjects. Those who equate the Web with the Internet have probably only ever used this portion of it. Since the World Wide Web allows you to do many other Net activities, it's understandable that this myth exists, but it doesn't make it true.

Of course we can use the World Wide Web, but there's other Internet activities that are also used regularly:

Email

We can send and receive messages and files to others no matter how far they are from us geographically. Email can be for correspondence (saving quite a bit in stamps and/or phone calls), for fun, or even for business purposes.

FTP

FTP lets us get files from the Internet. Many C= BBS sysops regularly stock their BBS file transfer areas with the files from FTP sites. It's cheaper

than phoning long distance to get the files.

Telnet

Telnet is used to connect to another system, such as a different Internet provider or a Bulletin Board System (BBS for short). It can be used to access an online service account (like Delphi) as if you had dialled the phone number for it directly. For some people, the only way they can access the World Wide Web is by telneting to use a publicly accessible web browser. There are also several games that can be played by using telnet.

IRC

Internet Relay Chat lets you chat with others online in real-time (ie they're online at the same time). There are several C= channels, each with different personalities and attitudes.

Newsgroups

Newsgroups are to the Net what message conferences are for BBS's. There are about 10,000 newsgroups covering as many subjects. For Commodore users, we have the comp.sys.cbm newsgroup.

Myth #2

You need expensive computer gear to use the Internet (or the Web).

This goes against the actual purpose behind why the Internet was developed in the first place. The beginning of the Net came about because someone at the Pentagon in Washington D.C. got fed up with having a room full of different computers required in order to communicate with the universities they were working with. They needed to find a way to link the universities and government agencies without forcing them to change computer types. Computers cost so much that the idea of forcing everyone to use the same type of equipment was out of the question. Most of the same programs that were developed at this time are still in use today because they work very well and with a variety of computer types.

Other myths that fall into this category include:

- You need a high speed modem to access the Net. (Wrong: any modem will do, but I don't recommend anything lower than 1200 baud).

- You need at least 8mb RAM or a Super VGA monitor. (Wrong: C= users don't have to worry about these items and can access the Net just fine without them.

Myth #3

If you can't view graphics on the Web, you can only use it as a research tool.

Sure, and books are only for scholars, right? Imagine life if it were only pictures... I'd be out of a job! Take a look at your daily newspaper... would Ann Landers read any differently if you couldn't see her photograph? Would your favourite political, humour or sports columnist still be interesting and worth reading without pictures?

Sure, when we view the Web without graphics like reading the newspaper without the funnies page, but it's certainly not dry and boring. Many times we can download the graphics and view them later. We benefit as we don't waste online time waiting for the graphics to be downloaded and displayed.

The people who perpetuate this rumour are the same ones who confuse the World Wide Web with the Internet as a whole (see Myth #1). The World Wide Web is the ONLY function of the Internet that makes use of displayed graphics.

Myth #4

Everything on the Internet (or Web) is free of copyright and free of charge.

Many Web sites state on their pages that the text and/or graphics displayed are copyright. Even when a site doesn't state copyright ownership, one should NEVER assume that something is free of copyright if they intend on using it in a publication - always ask permission first.

Not everything on the Net (or Web) is free, either. Some sites only allow access after you've given your credit card details and agree to be billed for time spent within the site. This pertains to telnet (such as if you access an online service like Delphi or another Internet Provider) or the World Wide

Web. And naturally, there are things you can order on the Net, and you can do so regardless of what type of computer you use. You can even register C= shareware programs on the Web.

Myth #5

To have your own IRC channel, FTP, or WWW site you must have "X" brand of computer.

Why would any of these things require a specific computer type? The type of computer used is irrelevant. All it takes is learning about the subject and in some cases (such as FTP), asking those in charge of the Internet provider for it.

Myth #6

You can get a computer virus from the Internet.

Due to the nature of the Commodore computer, this is one problem we are spared.

Myth #7

Using the Internet is expensive.

Considering that there are hundreds of "Free-Nets" around the world that allow people to access the Internet for free, this myth doesn't hold water. As well, by shopping around and doing a bit of research, you can find Internet providers that offer reasonable rates for the type of service you require. This can vary from a few dollars a month on up. Shop around. Myths only last as long as people believe in them. The next time someone tells you it can't be done, think twice and remember that almost anything is possible when you use a Commodore.

Gaelyne Gasson is the author of "The Internet for Commodore C64/128 Users". She can be reached via Email (gaelyne@hal9000.net.au), and you can read other articles she's written on her web page at <http://videocam.net.au/~gaelyne>
Cheers,
Gaelyne

NEWS FROM

AMERICA

Commodore Hacking Reports:

The Underground has joined with Loadstar. Scott Eggleston the editor stated that changes in his life had forced him to cut back on his time with the Underground, with the merger he hopes that they will go from strength to strength

S.S.I. (software support international)

Is pulling out of the Amiga and Commodore products to concentrate on the IBM platform. Existing stocks will still be available.

Arkansas Labs:

A hardware/software company announced they have acquired the Threshold Production Ltd. At this time they are working on SuperCPU products.

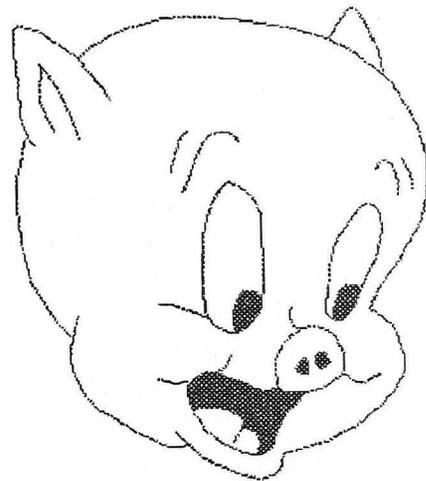
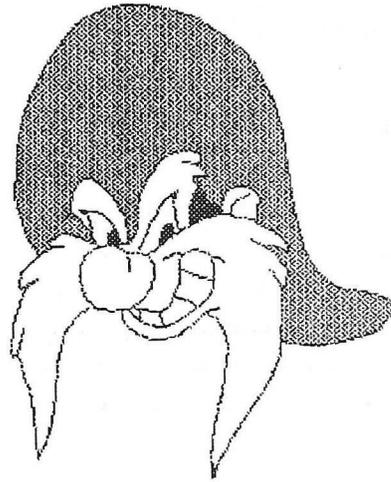
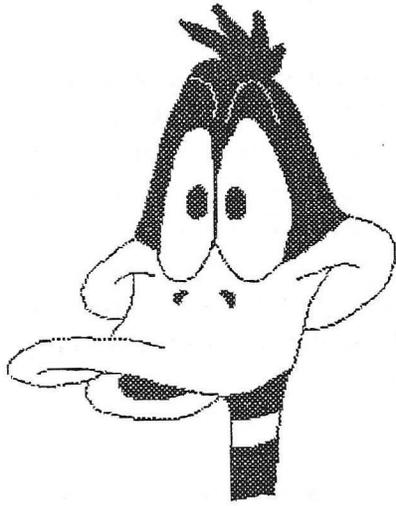
Brett Table (of phd software)

Has announced that he has created a mailing list of SuperCPU owners, he can be contacted on: listserv@lentil.demon.co.uk

Nick Rossi:

Announced that a patch for his latest version of NovaTerm(9.6) is now available.

<http://www.eskimo.com/%7evoyager/novaterm.html>



Graphics
by
Gordon Turrall



Creating Boot Disks

- A few Tips...

by Danny Tod.

These tips are based on my own experience, which contain simple items which many users may legitimately overlook, which means they could get a dodgy boot disk. I have especially had a few problems with gateWay (both 64 and 128 versions) and it would be worth checking with the following:

1. When creating a boot disk using CMD's geoMakeBoot or the gateWay's MakeBoot, make sure you run this on the disk you want to use to create the GEOBOOT file. **DO NOT COPY A GEOBOOT FILE FROM ANOTHER DISK!** While this may seem quicker, it may not work. This would be especially true if you created a boot disk on a 1581, and copied the GEOBOOT file to the 1541 and attempted to boot the disk.

2. When booting GEOS from your original disk make sure you remove all Auto-Exec's which patch the GEOS Kernal. Examples include geoWizard and the DB_GetFiles patches. This is especially true with gateWay. Because the boot programs make patches, this may conflict with the patches made with the Auto Exec's. Also, use CONFIGURE 2.0, as sometimes I have found CONFIGURE 2.1 or the RAMLink/HD Configure drivers often cause problems. Add these other programs/AutoExec's **AFTER** you have created the boot disk - simply add them to the disk.

3. Before adding any autoexec's to the disk (apart from Configure, of course) make sure your boot disk loads. If you find it doesn't then check and re-check your disk, bearing in mind the above notes. If it works fine then start adding AutoExec patches, etc. one at a time. This requires a lot of patience, but is worth it so if at any point something goes wrong, you know it is that particular AutoExec file that is causing a problem.

4. With gateWay, you must always put LAUNCH as the first file (gateWay doesn't require Configure) and your necessary drivers **IN THE ORDER OF YOUR DEVICE NUMBERS!!!** In other words, if like me you have a 1541 drive as Devie 8, and a RAMLink as Device 9 (use SWAP if necessary), then put CBM1541 and RL1581 (or RL_Native - whatever you desire) in that order. Then your disk should boot perfectly. This part is for gateWay users only.

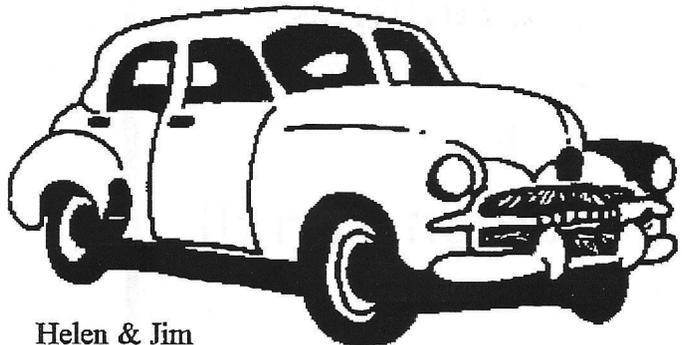
5. On either the normal GEOS geoMakeBoot or the gateWay's MakeBoot, sometimes the order of AutoExec's can affect the boot disk's operation. The order of my AutoExec's with gateWay is: LAUNCH_128, Fix128kbd, MenuFix, geoWizard, geoWizMove*, and DB_GetFiles V3.

* Be careful with geoWizMove as where you relocate geoWizard to. If you relocate it to the wrong place you may get conflicts.

6. Use common sense, and **DOUBLE CHECK!!!!** This may sound pointless, but you will be suprised how many people, for example, used 64 drivers for gateWay when they wanted to use it with the 128. Use 128 drivers or your boot disk will not work at all.

I really do hope that this information will help. I will try and expand on this article in the future, and pass on anything else I learn. Your experiences/views would also help.

Happy Booting...



Helen & Jim

Random Access

by Dale Lutes

Last month I tried to explain, in very simple terms, some of the concepts behind disks and disk drives. I talked a little about the mechanics of the drive. I explained the concepts of formatting and density. I also discussed the differences between hard and floppy disks.

This month, I want to cover how to perform some common disk operations in detail. I will try to keep the material simple, but its very nature makes it more complex than last month's topics. If you find that you are still confused, visit with me at a club meeting.

As we work through the commands, you will see that 128 users have quite an advantage in the Ease-of-Use department. As a rule, the C-128's BASIC 7.0 commands are much easier to work with than the C-64's BASIC 2.0.

For some disk commands, there is no corresponding BASIC keyword (especially in BASIC 2.0). What you must do is use several BASIC commands to talk directly to the disk drive's command channel. You'll see a specific example when we format a disk, below. For now, let us just introduce the general format of such a sequence of commands:

```
OPEN 2,8,15
PRINT #2,"the command goes here"
CLOSE 2
```

I'll explain the numbers in the OPEN statement in reverse order. The last number, 15, is the command channel. It's always 15. Case closed. The middle number is the device unit number. If you have two disk drives, you probably have them numbered 8 and 9. In this example, and all of those that follow, we are going to be using unit 8. The first number is a file number which you assign yourself. It can be anything from 0 to 255. The Commodore manuals like to use 15. I like to make it the same as my device number (e.g. 8,8,15 or 9,9,15). This time, however, I used a 2 to make it clear that this is the same number used later in the PRINT and

CLOSE statements.

Formatting a disk:

As I mentioned last month, the first thing that we must do with any disk is to format it. This is like adding lines to blank paper so we can write legibly.

```
REM BASIC 2.0
OPEN 2,8,15
PRINT #2,"N0:disk name,id"
CLOSE 2
```

In the format command, the N is short for NEW. The 0 is the drive number and, unless you have a dual drive (like the MSD SD-2), this will always be zero. The disk name is any name that you want to give the disk. It can be up to 16 characters long, so go ahead and make it descriptive. The id can be any 2 characters that don't form a BASIC keyword (such as IF or ON).

Now, here is the BASIC 7.0 equivalent:

```
REM BASIC 7.0
HEADER "disk name",Iid,D0,U8
```

The disk name, id, and drive number (0) are the same as in the BASIC 2.0 command. The U8 corresponds to our disk unit 8 in the BASIC 2.0 OPEN statement. Here are a couple of examples for both the C-64 & C-128:

```
PRINT #2,"N0:LETTERS & MEMOS,LM"
HEADER "GRAPHICS 1",IG1,D0,U8
```

Getting a directory of files on disk:

Once you've amassed a collection of software, you will find it hard to remember the names of every file on every disk. You need a way to get a directory of the files on disk. Here's how:

```
REM BASIC 2.0
LOAD "$",8
LIST
```

```
REM BASIC 7.0
DIRECTORY
```

Note that the BASIC 2.0 commands destroy any program in BASIC memory. The BASIC 7.0 command does not.

Loading a program file:

Now that you know what files are on the disk, you can load and run a program that is stored there. In both BASIC 2.0 and BASIC 7.0, the commands are:

```
LOAD "program name",8  
RUN
```

The program name must be typed exactly as it appears in the directory listing. Once again, the 8 is our device unit number. Some programs require a load statement like this:

```
LOAD "program name",8,1
```

Check the documentation that came with the software. If you are unsure, try it both ways.

Scratching (deleting) a file:

Let's say you've been doing a lot of word processing and you've amassed so many documents that you've run out of disk space. You have two options. You can format a new disk, or you can delete old documents that you don't need any more. This process is called scratching. Here's how:

```
REM BASIC 2.0  
OPEN 2,8,15  
PRINT #2,"S0:file name"  
CLOSE 2
```

Looks something like the format command, doesn't it? In this case, the S stands for (you guessed it) SCRATCH, and the file name matches a file that you might find in a directory listing.

The scratch command looks like this in BASIC 7.0:

```
REM BASIC 7.0  
SCRATCH "file name", U8
```

Copying a file:

When you are making a revision to an important file, it's a good idea to make a copy of it first. This way, if your less-than-nimble fingers or an act of God conspire to make the revision unusable, you can always go back to the original. These

commands create the copy on the same disk, so you will have to choose a new name. Before you begin, get a directory so you can make sure the size of the file doesn't exceed the amount of free space left on the disk.

```
REM BASIC 2.0  
OPEN 2,8,15  
PRINT #2,"C0:new name=old name"  
CLOSE 2
```

```
REM BASIC 7.0  
COPY "old file" TO "new file", U8
```

Renaming a file:

Occasionally, you'll want to change the name of a file on disk without necessarily making a copy of it. The rename commands look very much like the copy commands that we just learned:

```
REM BASIC 2.0  
OPEN 2,8,15  
PRINT #2,"R0:new name=old name"  
CLOSE 2
```

```
REM BASIC 7.0  
RENAME "old name" TO "new  
name", U8
```

Validating a disk:

One final command and we'll call it quits. For various reasons, a disk command may not finish completely, leaving a file that is not properly closed. It could happen if the power fails, or if you eject a disk while some operation is in progress. A sure sign that something is wrong is a directory listing that shows an asterisk (*) next to a file name. Another symptom is when the total number of blocks allocated to files, plus the number of free blocks adds up to less than the total disk space. When these things happen, it is time to validate the disk. Here are the commands:

```
REM BASIC 2.0  
OPEN 2,8,15  
PRINT #2,"V0"  
CLOSE 2
```

REM BASIC 7.0 COLLECT, U8

An important note to GEOS users: Never validate a GEOS disk in this fashion. You must use the validate option from the DeskTop's file menu instead.

That will be all for now. Next month, we'll take a look at several disk utilities which are available on the December Disk O'Quarter. I'll close this month's column with a list of disk care tips.

Dale's top 10 disk care tips:

1. Always back up your disks.
2. Always store your disks in a sturdy box.
3. Always store your 5-1/4" disks in their paper jackets.
4. Never bend or fold floppy disks.
5. When labeling 5-1/4" disks, make out the label first, then apply it to the disk. If you must write on the disk, write lightly with a felt-tip marker.
6. Do not touch the exposed surface of 5-1/4" disks or the surface under the protective metal slide on a 3-1/2" disk.
7. Don't place heavy objects on top of disks or squash disks tightly together in an overcrowded storage box.
8. Keep disks away from anything with a magnetic field: Monitors, vacuum cleaners, stereo speakers, phones with old-style bell ringers (really!).
9. Make sure your disk drives have adequate ventilation for cooling.
10. Clean your disk drives heads periodically with approved cleaners.

This article is reproduced by kind permission of the author and Dale Lutes the editor, of the original source, **ZERO PAGE** the monthly newsletter of Commodore Users of Wichita Kansas . For which we thank them very much indeed Also thanks to Dave Elliott for securing this co-operation).

Troubles getting a colour printer

by Dave Garrett

I have been looking around for a printer for some time that would put colour into various files, in geoPaint of course. First I went to Dixon's, "Could you supply me with a colour printer with dip switches for use with a Commodore C64"> Answer "No, all these printers are for Windows95 only, no dip switches on them, won't work on anything else." Next I tired Curry's, then Comet, all the same replies. A local typewriter business centre said , "An Epson Stylus 400 might work but a canon 4200 would default to Epson enhanced mode and might not work.

I decided to write to two members of our club, Dave Elliott and Danny Tod. Dave said that he had various printers with no dip switches and these had printed out okay. Danny said that they would both be okay to use.

With this in mind I decided to try Argos, who give you sixteen days to return the product if you are not satisfied with it. I managed to get the last one they had in the sale, had to take it off display. I took it home, used the quick start up guide that came with the manual, installed the colour cartridge, fed in a sheet of paper, opened up geoPaint, put a coloured scrap on it, installed Epson 24pin GC, pressed print and lo and behold it printed straight away no trouble at all. Next I tried PPLQ and used LQ Connect GC instead of the fast version, changed the final line in the file to read slow, it stated to use this if having trouble with the Centronics lead and then the files LQA Q file and LQP 24 ideal, opened LQ, pressed print and again perfect results. The Cannon BJC4200 defaults to Epson LQ-510 emulation and the printer can be set by pressing the power button a certain number of 'beeps'.

So if you want a new colour printer , don't take any notice of any salesman, they don't know what a Commodores C64 can do.

(It would seem to me that Dave has hit on the perfect solution here, go to a store that gives a no quibble money back guarantee, then if it doesn't work just take it back. Frank.)

SEPTEMBER DATES

Provided by Ron Crawley

- 1 1939 Germany invaded Poland, starting World War Two
- 2 1666 The Great Fire of London started destroying 13,000 buildings in 4 days
- 3 1967 Sweden changed from driving on the left to the right
- 4 1940 America's CBS gave its first demonstration of colour TV on station W2XAB
- 5 1972 At Munich Olympics Black September terrorists seized Israeli athletes: 9 athletes, 4 terrorists and a policeman died
- 6 1989 Due to a computer error 41,000 Parisians received letters charging them with murder and extortion instead of traffic offences
- 7 1838 Grace Darling and her father rescued the crew of the "Forfarshire"
- 8 1888 First English League football matches
- 9 1850 California became 31st state of the Union - California has its faults !
- 10 1894 George Smith, a London cab driver, became the first person to be convicted of drunken driving; fined 20 shillings
- 11 1841 The Brighton - London commuter train service started taking just 105 minutes
- 12 1910 Alice Stebbins Wells became world's first policewoman in Los Angeles
- 13 1788 New York became Capital of USA (until 1789)
- 14 1891 First penalty kick in an English League match by Heath of Wolves against Accrington
- 15 1964 "The Sun" first published
- 16 1847 Shakespear's house in Stratford-on-Avon was first to be purchased for restoration
- 17 1908 Lt Selfridge became first passenger killed in an air crash when flying a test flight with Orville Wright
- 18 1981 France abolished execution by guillotine
- 19 1876 US inventor Melville Bissel patented the first carpet sweeper
1944 Wing Cmdr. Guy Gibson V.C. DSO DFC Killed in action
1944 Flt. Lt. David Lord VC DFC Killed in action at Arnhem
- 20 1966 The QE2 was launched at Clydebank
- 21 1949 England's first ever home defeat by a foreign football team- Ireland winning 2 -0 at Everton
- 22 1735 Sir Robert Walpole became first Prime Minister to occupy 10 Downing Street
- 23 1974 World's first Teletext service began with BBC's Ceefax
- 24 1776 The first St Leger horse race at Doncaster
- 25 1818 First blood transfusion using human blood at Guy's Hospital
- 26 1955 Frozen Birds Eye fish fingers first went on sale in the UK
- 27 1938 The 80,000 ton liner "Queen Elizabeth" launched by the Queen Mother
- 28 1745 At Drury Lane theatre "God Save the King" was sung for the first time
- 29 1399 First monarch to abdicate, Richard II was replaced by Henry IV
- 30 1928 Alexander Flemming announced his discovery of Penicillin



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