

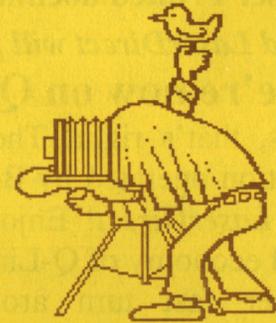
GEO WORLD

September, 1987

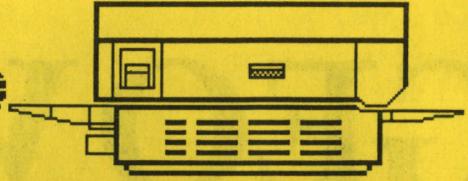
Volume 1 issue 6

Published with a Commodore 64/128 using the Graphic Environment Operating System

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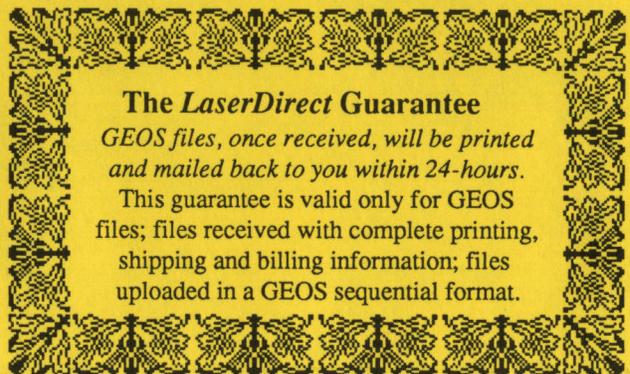
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GGEOWORLD

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As the world GEOS by...

Greetings GEOS users and welcome to the September issue #6 of GEOWORLD. I can't believe how time has passed, it has been six months since the first issue of our magazine and the GEOS world has changed so much!

Skip Goetzinger, the Editor of GEOWORLD, has now taken on the task of the GEO Laser Printing service on Qlink. His Laser Direct services will now replace BSW's laserprinting. Anyone who uses Qlink for uploading laserprinting will notice a big difference in turn-around time and get extra help to get the files printed properly. BSW has done a great service for its customers by providing laserprinting, but lets face it folks, a growing software company has more important things to do. By the way, if You have an information article or example of GEOS You would like published in GEOWORLD, it can now be uploaded into the GEO Laser section of Qlink and it will be in the hands of the Editor that evening. Fantastic!

For those of You who want to renew Your subscription to GEOWORLD, a one year subscription is now available for \$20. We will still offer a six month subscription and the price will be \$12. GEOWORLD has plans in the next phase of our growth to advertise in some of the Commodore magazines. Last month with just a short mention in INFO magazine, I was amazed by the response from their readership. So I do hope that if You have been a Charter subscriber to GEOWORLD, You will continue to give us \$support so We can continue to grow and bring more information about GEOS to You.

An apology from Rob Siegel at BSW for missing this months column. Rob and Everyone at BSW has been very busy getting new GEOS products ready for the Christmas shopping season. He did pass some information along to me over the phone that I would like to share with You. Hang on to Your checkbooks! GEO Calc is planned to be released in the 3rd week of September. Writers Workshop will have a new name, it will be called GEO Write Workshop and the 128 version will be released October 1. Also at that time, The long awaited GEOpublish (64 version) and GEO spell will be ready for shipment. I have had calls from users at the Boston Computer Society who saw Brian Dougherty demonstrate GEO Publish and reports are that it is very competitive to the PageMaker program for the Mac and IBM. The ability to size graphics and do columns are only 2 of the many new options. Rob also reports that registered GEO File users will be sent notices on getting the upgrade that takes care of the bugs reported and GEO Programer is near completion. Rob promises to have some great material for next months issue of GEOWORLD, when the big rush for Christmas is over and He has settled into His classes at the University.

Thats it from Your Publisher, I hope You enjoy this months issue and please consider if You could submit some material to share with the Readers.

Until next month, Roger Ledbetter

EXPANDING GEOS

By Marte Brengle

Drive A	Drive B
No Drive <input type="checkbox"/>	No Drive <input type="checkbox"/>
Normal 1541 <input type="checkbox"/>	Normal 1541 <input type="checkbox"/>
Shadowed 1541 <input checked="" type="checkbox"/>	Shadowed 1541 <input checked="" type="checkbox"/>
RAM 1541 <input type="checkbox"/>	RAM 1541 <input type="checkbox"/>

Ram Expansion: 512K
DMA for MoveData RAM Reboot

There's no doubt that GEOS offers more possibilities for creative expression than any other program for the C64/C128. And, since the program was first introduced, there has been a continual stream of improvements, new ideas, and new ways to use both old and new equipment.

The latest addition to my GEOS "tool kit" is the 1750 (512K) Memory Expansion for my C128. Before I made the purchase, I'd read message after message on QuantumLink about what a world of difference a memory expansion board made, but frankly, I was still skeptical. Could a RAM disk really change things that much? I bought the 1750 primarily to use with my telecomm and word processing programs, but one of the very first things I did when it arrived was to load in GEOS to see if the folks who were singing its praises were right.

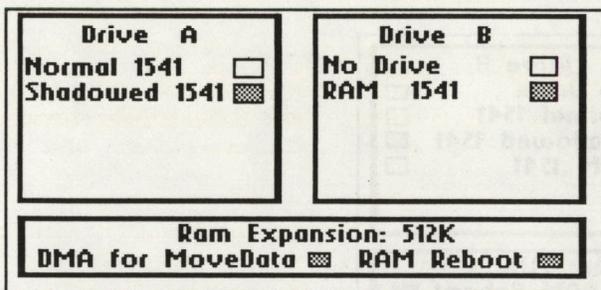
The answer is a resounding *YES!*

First, though, a bit of background information. The 1700 and 1750 are memory expansions for the C128 only. They draw too much power to be used on the C64 (which is why the 1764, the C64 expansion, comes with a new power supply).

And somewhere along the line, apparently, the folks at Commodore got the notion that GEOS is strictly a program for the C64 -- because although they include a GEOS upgrade disk with the 1764, they *don't* include it with either of their C128 memory expansions. Without the upgrade, GEOS won't recognize the extra memory at all -- which makes life difficult, to say the least. The upgrade disk can be found in most of Berkeley's latest releases, and packed in with the 1351 Mouse, so it's not difficult to come by, but the fact remains that Commodore *should* have recognized that 128 users are also GEOS users. Fortunately for me, I had upgraded my disk when I bought the 1351.

Once you've gotten an upgraded disk, by whatever means (it's perfectly legitimate to use someone else's disk to upgrade yours with) you'll find some files on it that deal specifically with the RAM expansion: CONFIGURE and RBOOT.

Double-clicking on the CONFIGURE file will give you a dialogue box (illustrated below in its "one drive" configuration) in which you can see your current configuration options, and change them if you wish.



You can reconfigure your setup at any time, to suit your particular needs. Here's what you can do:

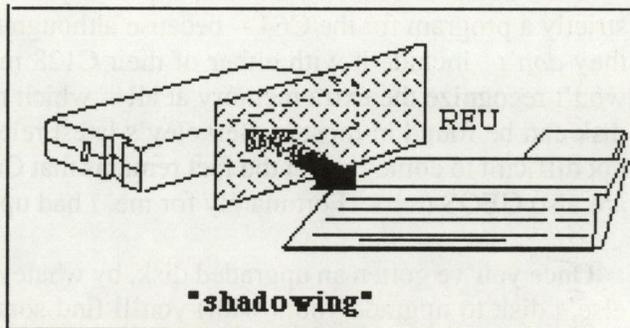
(I) Set up a 1541 RAM drive, either along with or instead of your "real time" disk drive(s). This means that you are using your RAM expansion like a 1541 drive, and you can do anything with it

that you could do on a "real" drive, such as store and delete files, copy, rename, run geoPaint, Desktop, etc. but *without* having to wait for the usual eons that a 1541 would take. You must be sure, though, that anything you change on such a drive, and want to keep, is transferred to a disk before you quit the program, or your changes will be lost. You copy files from a RAM disk to a "real" disk exactly the same as you would copy from one "real" disk drive to another--by moving the ghost icon over the icon of the drive you wish to copy to.

I have found that some programs won't run from the RAM drive. GeoDUMP is one I had particular trouble with.

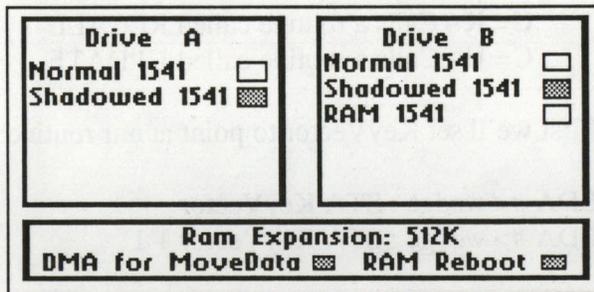
(II) "Shadow" your 1541 drive(s). When you choose "shadowing," you're using the memory expansion and the "real" drive together. (Think of the memory expansion as "casting a shadow" between your keyboard and your disk drive.) Data is read from the disk into the memory, where it becomes instantly available (as with a "straight" RAM disk, no more long waits for disk-read access). After that, whenever you do something that *writes* to the disk, the data goes into the memory and *also* to the "real" disk. You don't have to remember to save the contents of RAM to a disk before you quit; it's already been done for you. The "shadowed drive" configuration is the default setting in the CONFIGURE file.

My only complaint is that you're still limited to a total of two drives. It would be nice to have two "real" drives *plus* the RAM drive, but that isn't possible. I hope that will change in future releases.



There are also some interesting quirks in the program if you try to add a drive. As an experiment, I switched off my 1541 (drive B) and rebooted the program. I then tried to use the "add drive" option from the menu. Nothing seemed to happen. So, out of curiosity, I double-clicked on the CONFIGURE file. *Then* drive B whirred, and I got the dialogue box illustrated below. It's somewhat different from either the "one drive" or "two drive" boxes I'd already seen.

I then tried to click on the "shadowed 1541" box for Drive B, and that gave me the "normal" two-drive box. From there, I just made sure that I had both drives shadowed (the default configuration).



The RBOOT file is used to re-boot GEOS if you've left it to run a program that uses certain areas of memory or replaces the RESTORE vector. If you've left GEOS with the "SPECIAL" menu, you can return to it by simply pressing the RESTORE key. And if you've taken a moment to copy DeskTop into the expansion, GEOS will reboot in less than ten seconds.

After I'd finally gotten the system configured, I decided that a full-page geoPaint graphic might be a good test of the expansion's capabilities, so I got the "lobster" graphic created by BSW and loaded it in. According to the upgrade documentation, I was then using the "Move Data" kernal routine to move data within the memory instead of within the computer. Whatever the routine is called, the result was nothing short of amazing.

I'd gotten accustomed to a long wait while trying to scroll around a geoPaint file. I'd click on the "arrows" icon, then listen to the disk whir for a while, move the image a bit, listen to the disk whir, and so on and so on, especially with vertical moves. Not any more. Whether vertical, horizontal, or diagonal, the image on the screen moved smoothly and with nary a peep from the disk drive. I had the full page at my command. For the first time, I felt that GEOS was really living up to its reputation of being a "Macintosh environment on the C64." I'll bet the 128 version of geoPaint will be even more spectacular in 80 columns.

If you're creating your own geoPaint graphics, take a moment to click on each of the drawing icons before you begin. This will load them into memory, and you won't have to wait for a disk load while you're drawing. Granted, the usual wait wasn't particularly long, but anyone who uses GEOPaint a lot will appreciate having the drawing tools *instantly* available. And you'll also find, both in geoPaint and in geoWrite, that once you've accessed any particular file, it remains in the memory. So you can quit, go do something else, and return to that file almost instantly. I used that particular feature several times while I was writing this article, moving back and forth between the article and its graphics.

Continued on page 18...

INSIDE GEOS

MASTER BLASTER

Well hello again. This month we are going to take a short detour from what we have been doing to answer a few questions that have been asked over the months.

Before we get started though I need to correct an error from my last article. In the example I gave in compaction the third number should be **132** (128+4) not **4**. Sorry about that. By the way there's one more hint I'd like to give you - try to write all of the data in hex and all of the compaction bytes in decimal. This makes it much easier to see what's going on. Also if your assembler will allow it use 128+4 instead of 132. It makes it much easier to see which form of compaction is being used and how many bytes are affected.

TRAPPING C= KEYPRESSES

The first question we will discuss this time is that of using keypresses to drive your menus. For instance **C= C** closes the disk in the Desktop. This is actually alot easier then you might think. First though let's go over the key (no pun intended) memory locations:

KEYDATA (\$8504) - Here is where the value of the last key pressed is placed by the Main Loop of Geos.

KEYVECTOR (\$84A3) - If this vector is non-zero then the routine it points to will be called whenever a key is pressed.

The only Geos routine we'll use is **GetNextChar** (\$C2A7) which we'll use to empty the keyboard buffer.

Okay here's how we'll do it. First you have to understand that whenever the Commodore key is pressed in combination with another key then that keys value plus 128 is placed in KeyData.

We aren't limited to Commodore combinations however; any key can be parsed out this way. What we're going to do is point KeyVector at our routine. The routine will then step through a table we have set up looking for a match. Watch this: assume that we want to intercept three keypresses:

C= C - Calls a routine called CLOSE.

C= R - Calls a routine called RECALL.

C= U - Calls a routine called UPDATE.

First we'll set KeyVector to point at our routine:

```
LDA #< wedge : STA KeyVector
LDA #> wedge : STA KeyVector + 1
```

Now for the wedge itself:

```
WEDGE LDY #0 ; initialize index
W1 LDA table,y : BEQ nokey ; end of table.
CMP keydata : BEQ foundkey ; we have a match
INY:INY:INY:BNE W1; try next entry in table.
FOUNDKEY LDA table+2,y : PHA
LDA table + 1,y : PHA
SUC JSR GetNextChar : CMP #0 : BNE SUC
NOKEY RTS
```

Now for the table itself:

```
TABLE .byte 128+"u" : .word UPDATE - 1
.byte 128+"c" : .word CLOSE - 1
.byte 128+"r" : .word RECALL - 1
.byte 0
```

The function of the WEDGE routine is really quite simple. It compares the first byte in the table with the value in KEYDATA . If the bytes don't match then the routines skips over the two byte address which follows the value in the table and then trys the next value. This will continue until either a match is found or the value in the table is zero. Remember we're dealing with ASCII here not PETSCII. The letters in quotes in the table

are for illustration purposes only, you would use the proper number (ASCII A is 97).

If the bytes match then the address that's compiled in the table just after the value is pushed onto the stack. Note that the address is one less than the actual address you wish to call. This is because when a RTS is executed the address on the stack is incremented before being loaded into the instruction register. The net result is that when a match is found then the routine will be executed.

You can use this method to test for any keypress you wish. In my GeoIcon V2 program I not only use this method for C= commands but also to allow simulating a joystick with the keyboard.

By the way the SUC routine is used to suction off any extra keys in the keyboard buffer. This way if your routine opens a dialog box that requests text from the user there won't be anything left over in the buffer to confuse the issue.

DATAFILES

Another popular question is how to allow clicking a datafile to start your application. The relevant memory locations are as follows:

R0L - LoadOpt flag. This byte is passed to your application after it is loaded. There are two bits of concern here: **bit 7** will be set if a datafile was clicked on rather than the main file. **Bit 6** will be set if the user clicked on the **PRINT** option of the Desktop. Needless to say BSW's Reference Guide has a typo here -- it says bit 1 instead of bit 7 (in several places in fact). Believe me I learned the hard way that it's bit 7!

If bit 6 or 7 is set then the following two locations contain valid data :

R2 - Points to a null terminated buffer containing the name of the disk containing the datafile.

R3 - Points to a null terminated buffer containing the filename of the datafile that was clicked on.

It is a good idea to save these variables somewhere until after your program finishes its initialization sequence. Then it can pull the values out from where they were stashed and check their values.

The only other thing you need to set up is the parent application block of the datafile's header block. This tells the Geos Kernal what program to load when the file is clicked on. This is the area that is used to store the author's name in application files -- offset 117 - 136. Make sure that the name stored here matches the application file's name **EXACTLY**. Case is important so be careful. The version string isn't checked however although your program can check this to find out if the datafile is compatible.

Note that the datafile will **NOT** actually be loaded, that is up to the application itself. After all the datafile may not necessarily be stored in contiguous memory locations or it may be compacted in some form. The Kernal merely tells you the name of the file that was clicked on and whether printing was requested. By the way if printing was requested then your application should print the data and then exit back to the Desktop. If your application doesn't print data then it should ignore bit 6 of the LoadOpt flag and simply load in as normal (or possibly just exit straight back to the Desktop).

Well that's about it for this time. In upcoming issues I plan to include several articles like this one that answers questions that I've received so please, if you have any questions about programming with Geos don't hesitate to send them in. If I don't know the answer I will be able to find it (or program it). Next time we'll be discussing Dialog boxes and their various options. I'll see you then. MB

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FUN AND GAMES WITH GEOS

by Marte Brengle

Ever since the GEOS disk arrived at our house about a year ago, our family has been discovering new and different ways to use it.

Oh, I don't mean the usual graphics and letters and drawings and signs. I mean using GEOS as a *true* source of inspiration. Why, since my kids discovered geoPaint, I bet they've invented at least a dozen brand new ways to convince each other that there's something going on outside that just *has* to be seen to be believed. ("You go look, I've seen it!" -- making a grab for the mouse) And they've also exercised their creative abilities in insulting each other, squabbling, and otherwise creating a general nuisance in front of the screen.

It wasn't always like that. In the beginning, when the disk (and the bill) first arrived, I had no intention of letting any kid get his or her hot little hands anywhere near it. Oh, I'd load in the program and then let them doodle or type. But I would never let them use it unless I was right there watching. That led to a long stretch of creative thinking in which the object was to get rid of your mother without getting bounced off the wall. And, for my part, it led to lots of (loud) variations on "That's

it!! The disk gets put away for good!!"

The fact that our joystick was in the last stages of senility at the time simply added to the fun. Who knew when it would decide that three directions were enough for any self-respecting mechanical device? Or when the fire button would decide to hiccup? We also discovered that whapping the joystick on the floor didn't help its disposition much. GEOS, it seemed, was far pickier than "Frogger" <tm> when it came to joysticks. Reluctantly (I'm always reluctant when it comes to spending money) I went and bought a better joystick, and then threatened murder and mayhem for the first kid caught dropping it. With the lure of geoPaint, of course, the kids were ready to promise anything.

Then came the challenge of convincing Mom that each and every geoPaint scribble was a deathless masterpiece that just *had* to be saved on a disk forever and ever. Never mind that nobody was going to be caught dead chipping in for a box of disks. And of course there was the equal challenge of convincing one's sibling that *this* particular scribble was *far* superior to anyone *else's* (glaring meaningfully at sibling) scribble, and thus a far better candidate for

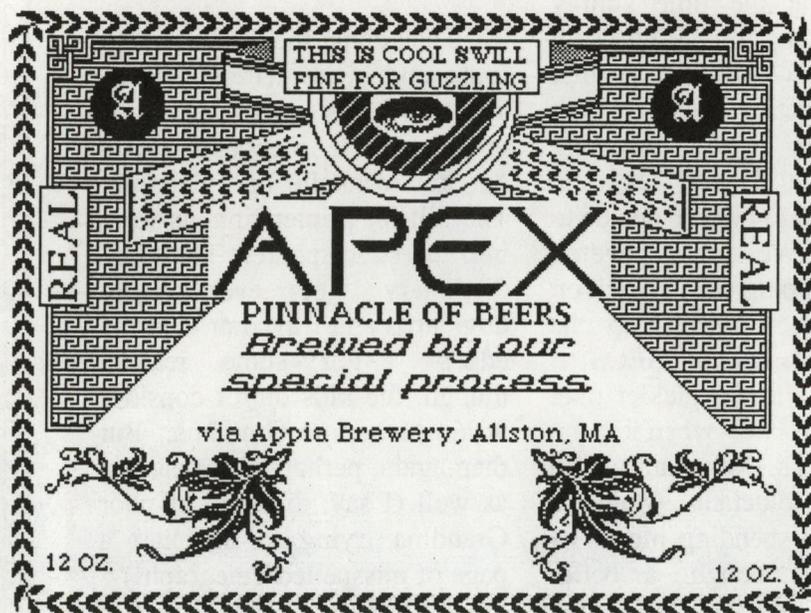
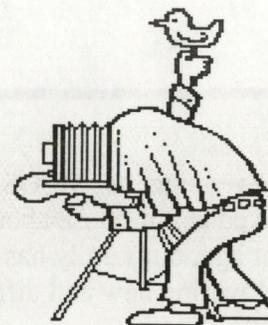
permanent disk storage. Somehow, the joy of moving that cute little geoPaint icon over to the wastebasket just didn't have the same appeal.

Then came the "let's change fonts and write letters" phase. Their friends got loads of indecipherable messages typed out in Dwinelle or Telegraph. The bill for printer ribbons went into the stratosphere. The kids' dictionary got even more dog-eared and frayed around the edges. For some reason, though, the kids didn't consider writing letters to Grandma. But then again, perhaps that was just as well (I say, thinking of poor Grandma trying to decipher a page of misspelled Telegraph!)

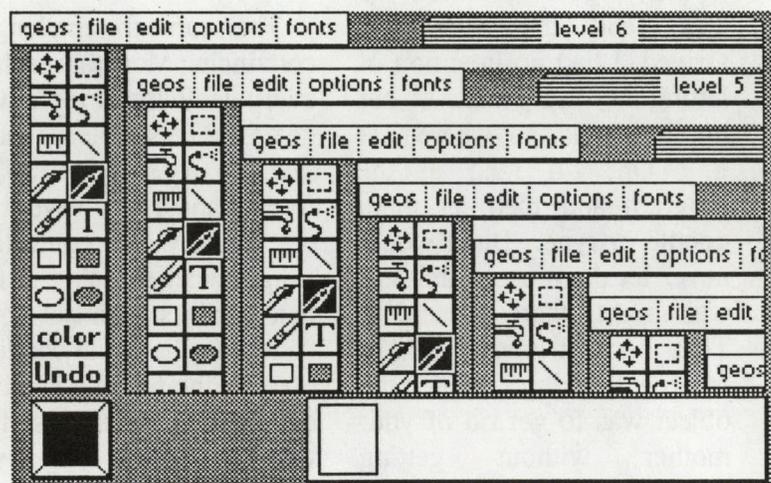
After a while, the second joystick started showing signs of child abuse, so we went shopping for a mouse. The 1350 wasn't much of an improvement on the joystick, but at least it didn't have a handle that could be wrenched off by excitable kids.

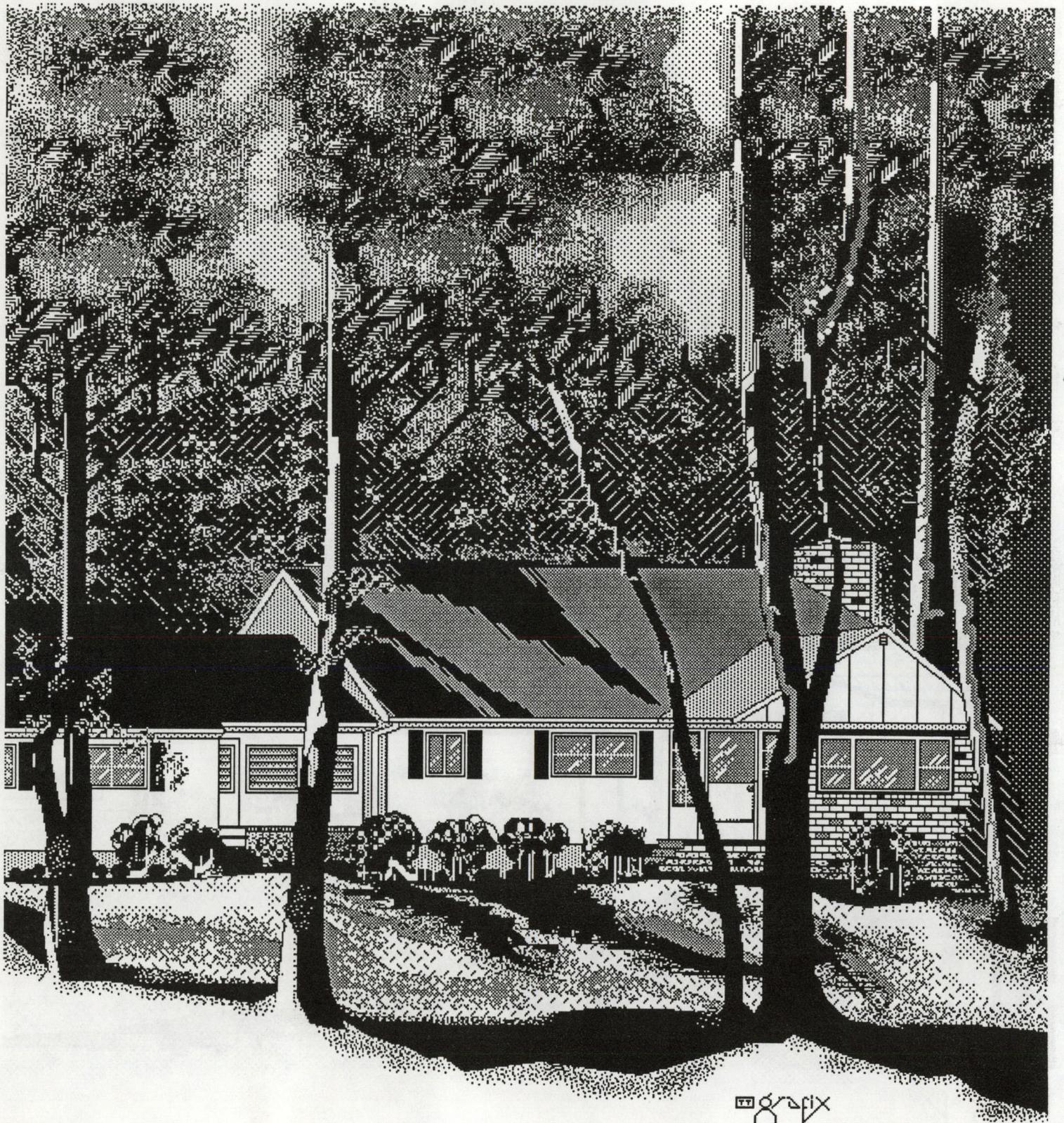
The stream of messages and scribbles continued, and the "This one *has* to be saved on a disk!" discussions went on. I still lived in fear that my mega-priced GEOS disk was going to get dropped under the chair casters or left under a drippy glass of milk. The kids accused me of breathing down their necks. I told them it was just the dirt flaking off and that *continued on page 19 . . .*

THE PHOTO GALLERY



By Randy Winchester







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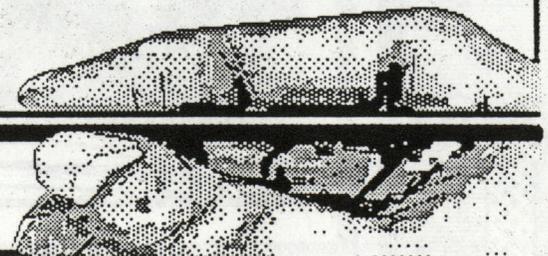
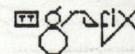
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Fino 12

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Desk-Top Publishing

by Skip Goetinger

This month is a potpourri of tips, tricks and miscellaneous Desk-Top paraphenalia for your GEOS system. If you have any questions or comments, please feel free to leave E-Mail via Q-Link to SkipG1.

Additional characters:

The following characters can be obtained from your keyboard while within a GEOS GeoWrite file. They are un-documented characters that Pro-Mark associates has discovered:

Hold Down the "Commodore" key:	And press this key:	You'll Get This:
C= +	^ (Up arrow) =	(Vertical Line)
C= +	* =	~ (Tilde mark)
C= +	@ =	' (Back Accent)
C= +	/ =	\ (Back Slash)
C= +] or ; =	} (Right Bracket)
C= +	[or : =	{ (Left Bracket)
C= +	- (Minus Sign) =	_ (Underline Effect)

If you are a regular 'RUN' reader, you'll also find the above listing on page 86 of the September issue. (We'd like to take credit for all the GEOS innovations & discoveries; but we'll give credit when it's due.)

Mouse Maintenance

If you find that your trusty 1351 mouse is no longer sliding gracefully across your screen as it once did, maybe it's time for a tune-up. Disconnect your mouse and flip it over so that the roller ball is exposed. Remove the cover holding in the ball and remove the roller ball. Look carefully at the 3 metal rollers, these tend to get gummed up over time. Using a pencil eraser, bobby pin, paper clip or an X-Acto knife, carefully scrape away the build-up on the three metal rollers. Be careful not to let any of this residue fall into the inner housing of mouse. Wipe the ball with a clean handkerchief and reinstall it. Replace the retainer cover, flip it back over, plug it in & away you go!

GEOS Related

Publish! Monthly. \$3.95 news stand, \$23.95 for 12 issues.

Geared primarily to the Mac & IBM desk-top publisher, this magazine still offers useful information for GEOS users. Keeps you updated in the field of hardware, software, tips, etc. Particularly useful for GEOS users is their monthly 'Page Makeover' section.

Info Bi-Monthly. \$3.95 news stand, \$19.75/6 issues; \$37.00/12 issues.

An old standby for Commodore users, my advance Sept./Oct. issue brought a nice surprise. Part one of 'GEOS Update' by Don Romero gives a comprehensive review of the GEOS system. Definitely worth reading!

RUN Monthly. \$2.95 news stand. \$19.97 for 12 issues.

A monthly department called 'GeoWatch' by Matthew Stern designed for users of the GEOS operating system. A different topic is discussed each month. September dealt with setting up a geoFile database.

GENIE Telecommunications network.

GENIE has just recently added a 'GEOS WorkStation' area to their Commodore Users Board. (No doubt to compete with Q-Link.) My several peeks at this new addition showed little more than general ragging about the state of GEOS.

Back to our beloved GEOWORLD magazine!
Happy Publishing!

**Mystic Jim
2388 Grape
Denver CO
80207**



There's lots of news again this month: Mystic Jim's BBS is up and running on our new 20meg hard drive; our first commercial products are now available; we have lots of new shareware; AND, we've finally come up with a tradename that, we hope, covers all of our products and plans: Mystic Jim's Stuff.

The new BBS on the Xetec drive runs just like the old set-up, so our users won't have to re-learn the whole thing. We're adding hundreds of new programs to the libraries as fast as we can.

You may have already noticed our ads here on GEOWORLD and other places, for our commercial stuff. These offerings are in addition to our shareware, which will continue as always. Shareware members get discounts on our for-sale stuff. To continue to bring you the best software (and hardware) we must be able to compensate programmers for their efforts and time. Our setup allows us to deliver products to users at very low cost, so prices are reasonable, and most of the money paid goes to the programmer, where it belongs. We offer our marketing and distribution service to any programmers who wish to sell their products.

Our latest offerings are GEOICON II by Master Blaster, and GEOKids by Terry Mullett:

GEOICON II is a design package for GEOS programmers, similar to GEOIcon, but completely redone and feature-filled. It's been used and tested by the best GEOS programmers, with rave reviews.

GEOKIDS v1 is an educational package for 4-7 year olds that has to be seen to be believed! If you're a parent or educator, you MUST try this one. GEOS and Commodore are getting into educational products in a big way, and GEOKIDS is a fantastic start!

Tim Corcoran's Real Time Clock is now fully GEOS 128 compatible. Present owners can request the new programs on disk, or download from our BBS. Clocks and kits are still available. Tim's also working on new hardware for the C-128: would you believe 8K of non-volatile, battery-backup RAM on a chip?

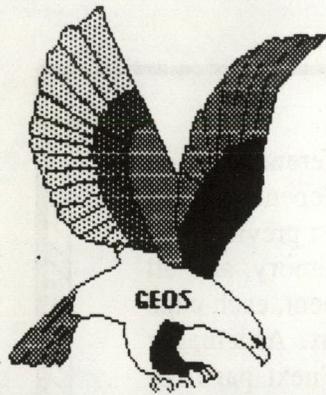
Our GEOHACKER now edits GEOS128 serial numbers, to solve those weird "installation" problems. It's now on the BBS.

Also in the works is a BASIC-8, GEOS, GEOPAINT128 color conversion package that, among other things, brings super-hi-res color into GEOS 128, and includes individual-dot-addressable OKIMATE 20 colorcapability.

We still offer, of course, disks of (mostly) GEOS programming to anyone who asks: we only ask that, after trying them, you contribute whatever you feel the disks are worth to you. Requests can be made through the mail, or from our BBS (303-321-8954).

Shareware membership, including all of our shareware disks, full access to our BBS, and a subscription to GEOWORLD, is available for only \$40.00. Please make any checks payable to Mystic Jim.

Time's up! Until next month.....
Best.



MYSTIC JIM'S SHAREWARE UPDATE

September, 1987 Vol.1, Number 5

- * **DISK#1: New Program Updates**
- GEONumber: serial# editor (7)
- Bootstrap1.3d: distribution (7)
- GEOMouse: use that other button! Four kinds from Cosmac.
- AutoPreference1.3 (3)
- PS-GEOS: PrintShop convert.(7)

- DISK#2: Introductory**
- Bootstraps: bootdisk makers(7) for 1.2, 1.3Upgrade

- Input Drivers:**
- Sketchpad (1)
 - Lightpen: for pens w/switches
 - PenJoy: hybrid lpen/jstik (7)
 - Anypen: switchless pens (7)
 - Inkwell: Flexidraw litepens
 - KoalaPad: 8 kinds (3,7)
 - Mouse1351
 - Mouse2: for port#2 (7)
 - Mouse1350

ACCESSORIES:

- GEODump: print any screen (3)
- Change Input: from appli. (3)
- Change Printer: (3)
- GEOFormat1.3: fast formats (3)
- Note Printer: notepad. (3)
- Auto Preference: (3)
- Watchset: fast time set. (2)
- Quick Dateset: (4)
- Icon Maker/Sprite Magic (7/x)
- Icon Edit2.1: best around (11)
- 0'Clock: display time. (7)
- Convert1.4: for ALL types (9)
- GEOTab: tabs for GEOWrite (1)
- GrafGrab, Dex/Merge patches.
- TextGrab1.3: grab seq text. (6)

GRAPHICS

- Imagecon: hi-res/multi/GEOS graphics convertor. (7)
- Piconvert: Doodle to GEOS. (PD)
- ComputerEyes: GEOS software.
- GEOPaint Help Files: (7)

(O) PROGRAMMERS (semi-alphabetic)

- 1. Alex Boyce
- 2. Bill Coleman
- 3. Art Dahm
- 4. Jeff Fox
- 5. Don Mosedale
- 6. R. Winchester
- 7. Mystic Jim
- 8. W. Bruce Moore
- 9. Ben Taylor
- 10. Tony Reynolds

- DISK#3: Fonts, Font printouts.**
- Balloon: 24p
- Banner: 36pt.
- Dvorak: 18pt.
- Esperanto:6,10,12,14,18,24pt.
- Greek 12pt.
- IBM 10pt.
- Fill-48: 48pt.
- MegaBanner: 280pt horizontal
- Mystic: 18pt.
- Oxford: 12,24pt.
- Paintbrush: 36pt.
- Zapf: 14pt.
- Andrea's Calligraphy (16)

* Additional fonts added regularly. Fonts designed using Cosmac's GEOFont, by Cosmac, P. Hughes, Mystic Jim, Andrea Needham, and others. GEOFont is available from Myth Conceptions, 111 New Canaan Ave, Norwalk Ct 06850.

- * **DISK#4: Programming Utilities.**
- Convert.ml: ml to GEOS. (5)
- GEOSTart: program to GEOS prgtogeos: from tech manual.
- DISPMEM: disassemble from mem
- GEOThreader: single step dis. (7)
- GEOLinker: link header block. (2)
- GEOSplitter: split header out. (2)

- Disk Editors, 64 and 128.
- Micromon64
- GEOCross: cross-ref tech man.
- Spelunker, with src. (10)
- Tech Manual updates.
- Alex Boyce's Tech Manual.
- GEOHACKER: Edit serial numbers for all GEOS versions and add-ons, including GEOS 128.
- Strip copy protection from all GEOS versions and add-ons, including GEOFile. Easily upgrades for any new GEOS or add-on.

- * **DISK#5: BBS Utilities and Terms.**
- Fastern, Multi-Term, CG Term
- Library Utilities.

* Members only.

- 11 Terry Mullett
- 12. Mitch Romm
- 13. Tim Corcoran
- 14. Terry Mills
- 15 Lynn Kerby
- 16. Andrea Needham

- DISK#6. Printer Drivers.**
- Mostly for user groups.
- All BSW drivers,including Laserwriters and GEOCable.
- Mills double/quad drivers.
- * **DISK#7. Graphics Convertors.**
- PS-GEOS. all PrintShop. (7)
- PS/NewsRoom/PrintMaster
- ImageCon: Hi-res/multi-GEOS
- Piconvert: Doodle-GEOS (PD)
- GEOS-HiRes: convertor. (7)
- GEOvert: Convert GEOPaint to hi-res/multicolor& back

- * **Randy's Roundup: A diskful of Randy Winchester's best.**
- * **Mystic Jim's BBS. Run a BBS like ours, with support.**

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 BASIC Time: Display time and date in BASIC screen

TO ORDER DISKS: Our stuff is offered on request as shareware. Just send your address to our address, & we'll send you disk#2. If you like it, you can ask for others.
MEMBERSHIP: For \$40, you get all our disks, GEOWORLD, full access to our BBS.

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MYSTIC JIM ENCHANTS
 THE EAGLE

As I mentioned, using the expansion with geoWrite is just as much fun. The difference isn't as apparent while you're *creating* documents, because not so much of geoWrite is disk-dependent. But if you're looking through a long document, take a moment to preview it first. The first preview will take a "normal" amount of time to display. But after that, the document is in memory, and all subsequent previews and "gotos" will be amazingly fast. If you're creating a document, each page is entered in the memory as you create it, so you can "goto" quickly right from the start. As a matter of fact, sometimes it works a bit faster to use the "goto page" option instead of "next page" or "previous page" off the menu. Using C=+ or C=< was faster as well.

One of the reasons that GEOWrite was never my word processor of choice was the aggravating amount of time it took to get from one part of a document to another. I'd become accustomed to the ease of maneuvering I'd found in other word processing programs, and found geoWrite frustrating in the extreme, despite its many very positive features. So I tended not to use it unless I really wanted fancy graphics or fonts in what I was creating. The memory expansion has taken care of a lot of the access problems, so I'll definitely be using geoWrite more often in the future, especially when I can get my hands on GEOS 128. (Gee, the more I think about it, the more I begin to think that GEOS 128 will be even more the "ideal" program!)

I don't have any of the other BSW programs such as geoDex or geoFile, but I'm sure that having the memory expansion would make a major difference in using them as well. And, to tell you the truth, now that that I've seen what a difference it makes, I'm far more likely to buy them. I'll be *particularly* interested in geoPublish, since I've worked with IBM-based "desktop publishing" programs, and I'm sure geoPublish will be well worth the wait (eat your heart out, Big Blue!)

Adding the memory expansion certainly added many extra dimensions to GEOS. The program always had great potential, although in its initial form it did have room for improvement. Adding the capabilities provided by extra memory has brought GEOS that much closer to perfection. *End*

Here's the missing link that connects the old world with the new . . .

Randy's geoDisk

The old Commodore was a different machine. *Eureka!* Here's GEOS. But what are you going to do when you want to LASER print all of those SEQuential files the old operating system left behind? Now you can painlessly convert them into a form that GEOS can use.

SEQ->Text Scrap V2.0

will automatically convert your SEQuential files into GEOS Text Scrap files using any of the 30 fonts available from GEOS in any of the font styles and point sizes. Text Scraps can be pasted directly into your GEOS documents! The program is entirely menu driven, and includes optional two disk drive operation for faster conversions of either standard ASCII or CBM-ASCII files, on-line help, and draft printing of the file.

Bonus programs include a utility to convert GEOS Notepad files into Text Albums. There are templates for creating your own C64 cheatsheets. Four programming utilities make it easier to manipulate GEOS files. There are also three clipart files if you're feeling artistic. A 16 page LASER printed manual is included.

To order, send \$15, check or money order, to:

Randy Winchester
P.O. Box 1074
Cambridge, MA 02142

they might want to consider taking a bath.

Then I went to a computer show and met the president of a company that makes copy programs. He assured me that his product would indeed copy GEOS. I thought about *that* for about one nano-second before I grabbed the disk. And, when I got it home, it did indeed copy GEOS. The first thing I did was make my kids their very own boot disk. They'd long had their own box of disks, the better to keep chocolate, sand, footprints and other noxious substances out of *my* boxes of disks. Now they had their own GEOS disk to put in the box, and I thought my troubles were over.

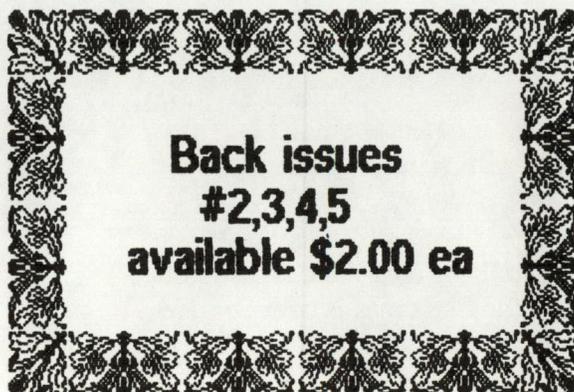
Unfortunately, like most true GEOS addicts, I succumbed to the lure of the "new" mouse. Which meant that I had to re-do all my disks and the kids' as well. And since the new proportional mouse was an entirely different rodent, with no equivalent lurking around the house, once again I began breathing down the kids' necks, lest they swing it by its cord, drop it on the floor, or use it for a roller skate. Having tasted a bit of "No Mom GEOS Freedom," the kids were somewhat less than pleased. I told them they could go back to using the joystick any old time they wanted to. Having also experienced the "Oh boy, look at this!" freedom of the 1351,

they weren't about to fall for that one. We decided on a truce.

Now they can use their disk and my mouse whenever they can pry me away from the computer, provided they ask me first. However, since I've just gotten a memory expansion for the C128, their chances of catching me away from the screen are about the same as those for Lyndon LaRouche getting elected as the ACLU's "Man of the Year."

The one thing you always have to remember about being a successful parent is that all it takes is being smarter than your kids.

End



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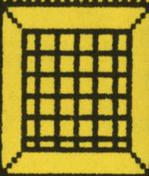
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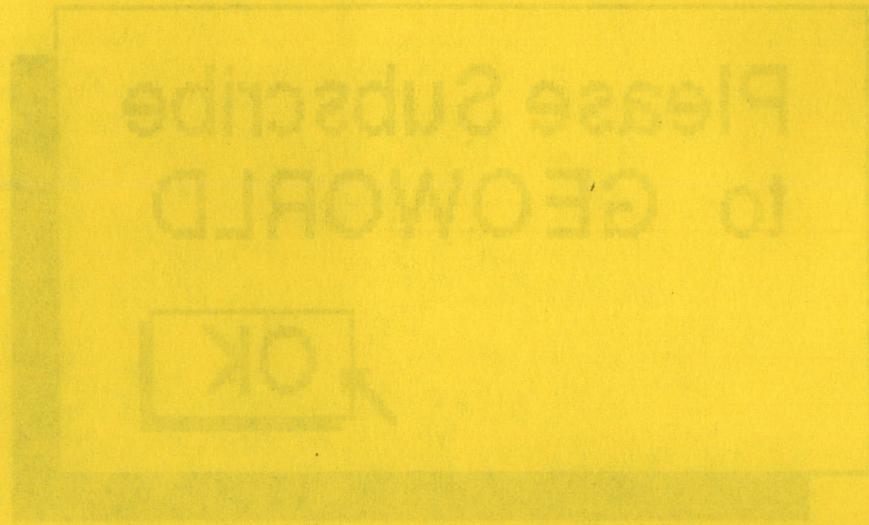
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