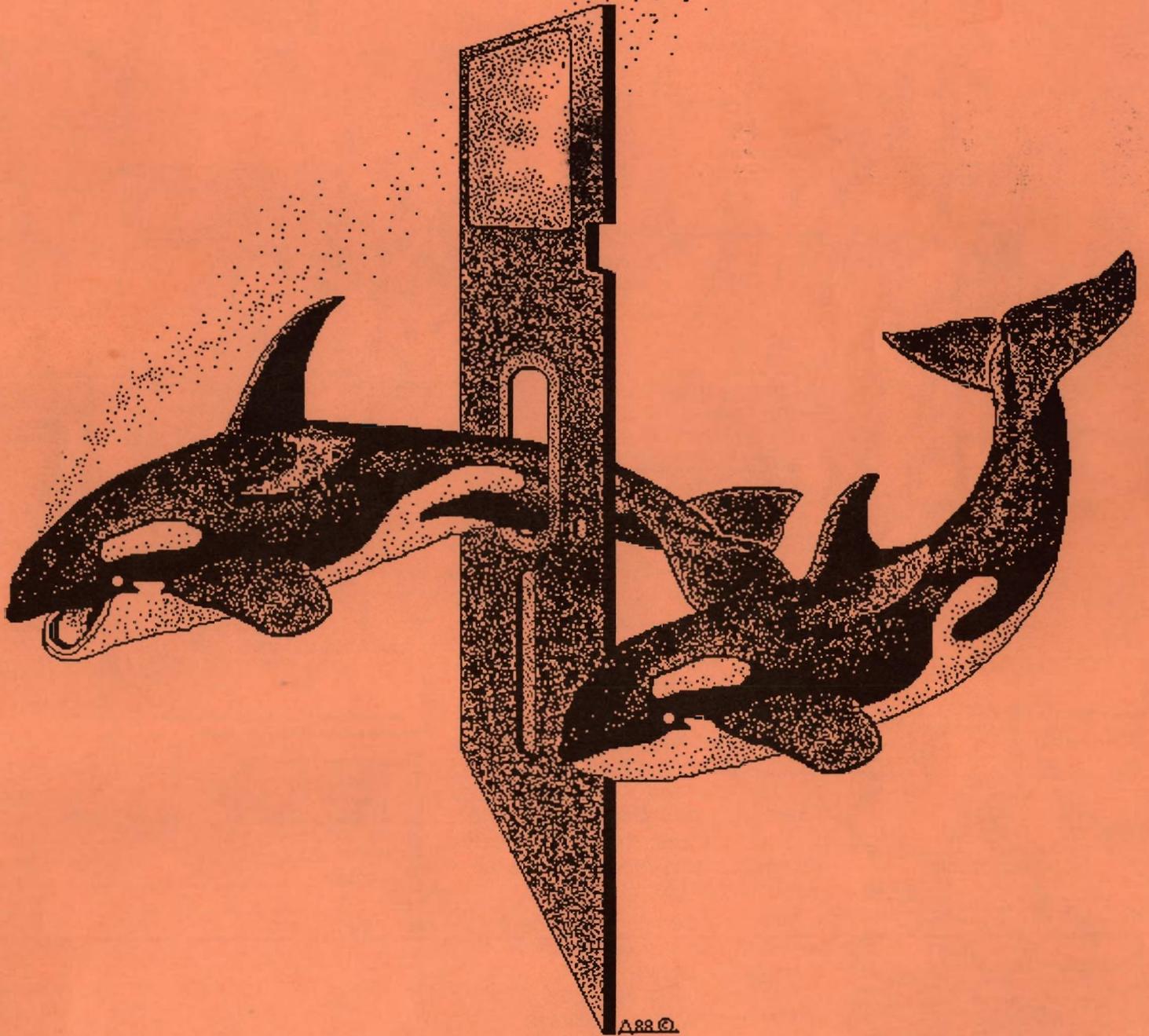
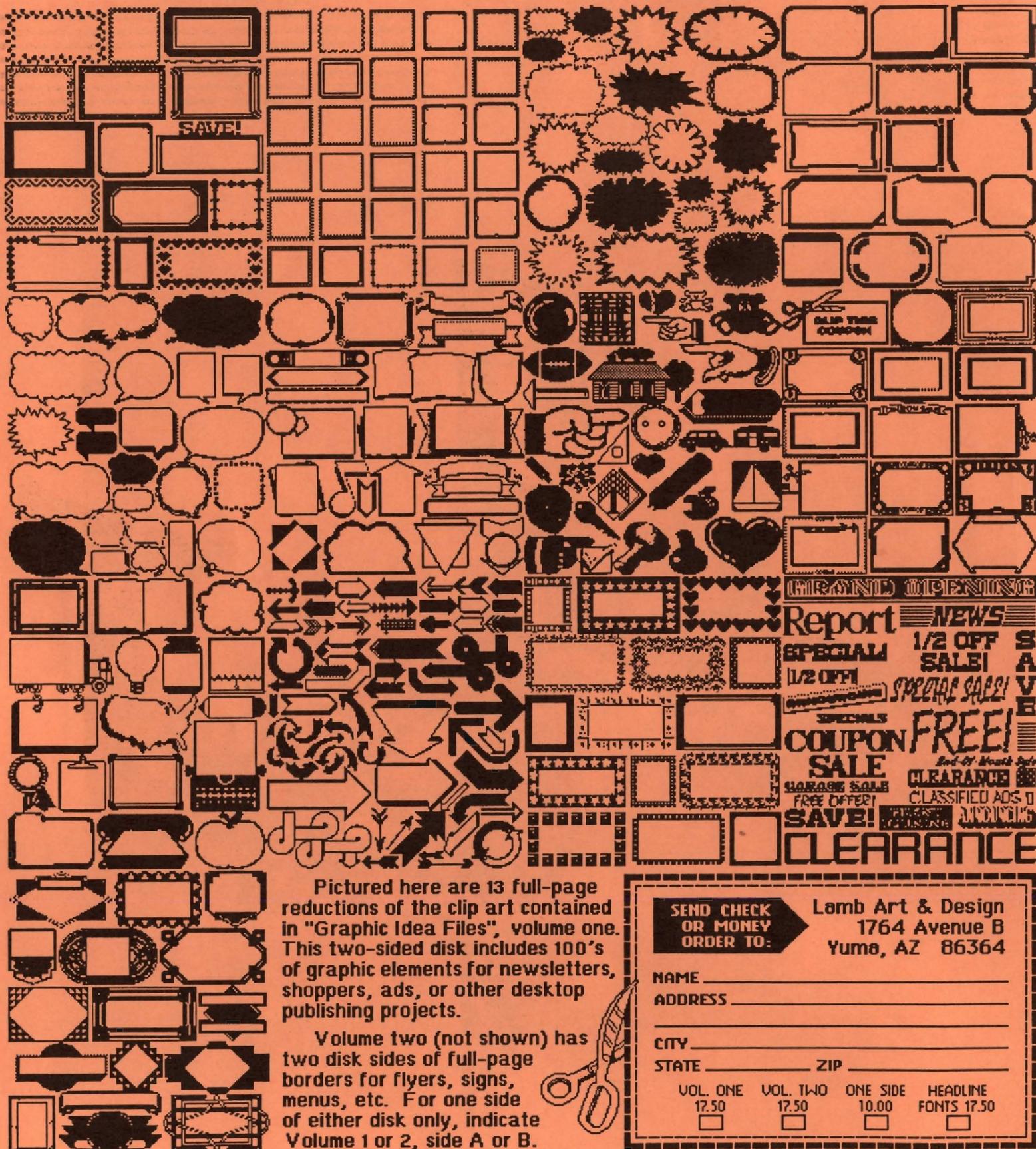


# geoWorld

Issue Number 15





Pictured here are 13 full-page reductions of the clip art contained in "Graphic Idea Files", volume one. This two-sided disk includes 100's of graphic elements for newsletters, shoppers, ads, or other desktop publishing projects.

Volume two (not shown) has two disk sides of full-page borders for flyers, signs, menus, etc. For one side of either disk only, indicate Volume 1 or 2, side A or B.



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VOL. ONE	VOL. TWO	ONE SIDE	HEADLINE
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**1/2 OFF!**  
**COUPON FREE!**  
**SALE**  
**SALE**  
**FREE OFFER!**  
**SAVE!**  
**CLEARANCE**

# GEO WORLD

*The definitive magazine about GEOS*

## Issue Number 15

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Roger Ledbetter  
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Susan Lamb  
Editor

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GEO WORLD MAGAZINE

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**Cover Graphics "Whales" by Amy Laughlin**

GEOPaint image available on the new GEO WORLD public domain disk.

# As the world GEOS by...

Greetings GEOS users, and welcome to GEOWORLD issue #15. You will notice that some more changes have been made in GEOWORLD to make it better serve our readers. First I would like to welcome Susan Lamb as editor. Susan has been involved with writing for GEOWORLD and other publications and is considered by the GEOS community to be the expert on GEOpublish. She is going to be involved with the production of GEOWORLD and the disk that so many have been asking for. I think this change will most definitely make GEOWORLD bigger and better. Many thanks to Skip Goetzinger for his involvement in this publication, Skip is very involved in the Laser Direct printing for GEOS users and will still provide an upload service for GEOWORLD writers to upload over Qlink. By the way, if You haven't used Skips service, You are really missing the full potential of GEOS and its ability to produce near typeset quality from a laser printer. Give it a try with Your next project.

After a lot of input from the readership I am happy to announce that the GEOWORLD disk is a reality. Originally Mystic Jim was going to help produce this disk, but due to health conditions and an already overburdened job of doing his excellent shareware it was decided that Jim will pull back just a bit to help with His recovery. I am sure that I speak for everyone that knows what Jim has done for GEOS. We all wish Him the very "Best". Read Jim's letter in this issue and send him a get well card.

This issue was to contain a full review on GEOS 2.0 but since I have an early test version to look at for a short time, so I will only review some of the major details. You can now use 3 drives with 2.0. Only two devices are active at one time (A+B) the third drive (C) remains on the desktop for rapid exchange with either active drive by just clicking on it and dropping the ghost icon over the drive You want it to replace. The RAM memory is retained even when placed in the inactive drive C and now will run as a 1571 Ramdisk if You have a 1750 or 1764 that has been expanded to 512K. Running the C=64 with 2.0, 1571 drives and

1750 makes this configuration rival GEOS

128. GEOpublish on a 1571 is much better with the extra room. Being able to select multiple files for moving or trashing makes GEOS much more productive as well. I am used to having GEOS displayed in the default mono color screen, I like it that way, but having the ability to make the icons different colors makes the system work better. I now have GEOS applications in one color and the application data in another. Believe Me, it makes life easier when You are going through desktop pages looking for files. They almost jump right off the screen at You! Thanks BSW. By the time You get this issue of GEOWORLD registered users will have received a notification by mail on upgrading to 2.0. There was a misprint in their notification though. It says to return the GEOS boot disk to upgrade, in fact You can just send the box cover or manual. I'm sure this news will relieve a lot of dedicated users that don't have a backup bootdisk and can't live without GEOS for even 1 day. 128 GEOS users don't despair, last minute news from BSW says that they are "looking into 2.0 for the 128" (which means they are working on it but can't tell me anymore than that). I will report any new news on 2.0 for the 128 in the next issue. Remember, You saw it first in GEOWORLD.

The hardest thing about publishing GEOWORLD is getting informative material from the GEOS users. This is a user publication and needs Your participation. If You have had some interesting experiences with GEOS, please share them with the rest of us. We are always looking for the best of GEOpaint/publish images to showcase on the cover or elsewhere in GEOWORLD. I am truly amazed by what has been done by GEO artist, and publishing these examples in GEOWORLD shares them with Everyone. As always, keep Your ideas and suggestions coming in, this is Your publication and I want to serve You the best way I can. Enjoy this issue and expect to see GEOWORLD even better next time. Until then...

Roger Ledbetter



# GEOS UTILITIES

Utilities are those clever little programs that allow us to do all the things not provided for on the GEOS deskTop or from within the applications. Once you start using them, you wonder how you ever got along before their creation.

The first GEOS utility I acquired was a screen dump called *geoDump* by Art Dahm. I received the utility when I purchased Art's font editor, *GEOFONT*, which is now sold under the Berkeley Softworks name. Besides *geoDump*, the disk included four additional utilities. *Change printer* and *change input* allows me to select a different printer or input driver from within an application. *Auto preference*, when placed before the preference manager on the boot disk, will automatically open same upon booting. *Pattern editor* lets me change the patterns in *geoPaint* or create a whole range of grays for shading. Using these gray tones is how those talented *geoArtists* do the intricate shading to give objects shape.

When I joined Q-Link, a whole world of utilities opened up for me. First, I needed *Sprint*, the sequential file reader so I could read mail and

messages I would save. After downloading my first program, I needed *Convert* to change it from a sequential file to GEOS format. *Untrash* saved me a lot of headaches due to files inadvertently dumped and I acquired input drivers to use with my various drawing tools. I then discovered many printer drivers that produced high quality print-outs through various techniques. Not only does my printer turn out great-looking pages, but my ribbons now last twice as long.

As I came to know other programmers through Q-Link, my collection of utilities grew larger. This network has given me the opportunity to talk to the authors of programs about problems I may have. As a user, I can offer suggestions for features I would like to have. With various GEOS programming aids coming available, ever more innovative and useful utilities are beginning to appear. They offer things I never thought possible such as viewing *geoWrite* or *geoPaint* documents without the respective applications on the disk. Since I create a great many graphics for clip art, I also like the utilities for viewing and printing photo albums.

Berkeley Softworks has also been releasing utilities such as the *Icon Editor* and *Graphics Grabber* on the *Desk Pack* disks. The *Paint Drivers* program, now included with *geoWrite Workshop* is the most useful graphic tool in my collection. In addition, the upcoming *GEOS 2.0* will have many utilities built in, such as multiple-file handling, deskTop notepad manipulation and the untrashing of trashed files.

*GEO WORLD* will soon be releasing a bi-monthly disk that will include some of the best utilities we can find. We'll offer the latest versions of public domain programs and serve as a showcase for new and innovative utilities by GEOS programmers.

For my own collection of utilities, I'd especially like to thank Peter and Paul Hughes, Art Dahm, Joe Buckley and Mystic Jim. Joe designed a little gadget for me called, *Alarm Flash* since I use an inexpensive monitor without sound. When the alarm is set, I activate the utility and the screen border flashes at the appointed time. Now that I am able to use the alarm clock, my life is a little easier.

--Susan Puhn-Lamb



FFONTS  
DISK 4  
\$6.95

AVANT GARD NEW YORK 80 Dorado  
Indiana PHILADELPHIA CAMEO Mercury  
CONFETTI Partyline Partyline HOLLYWOOD  
MANUSCRIPT POW! ZAP! WORDGAME  
Quicksilver PROMOTIVE IRONY BERLIN  
Quicksilver

FFONTS  
DISK 3  
\$6.95

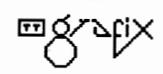
STENCIL MATRIX ART DECO  
Machina MACHINA GUTENBERG  
Machina KEYBOARD Television Whimsy  
Bottleneck Default Television Whimsy Poconos  
Bottleneck Default Television Whimsy Poconos  
Quincy 72 POINT

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BLOCK Executive Executive NEON NEON TUXEDO TUXEDO  
SCOOPED Executive SCOOP SCOOP  
SCOOPED Invite SCOOP SCOOP  
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# GEOS IN THE LAW OFFICE

*By Marshall Kragen*

With the advent of GEOS, I have fulfilled a dream I have long held, using my Commodore 128 to operate my law office. Up until now I have used my computer mainly to keep me entertained deep into the night playing adventure and role playing games. I still do that, also, but I have been able to put together the various GEOS programs in such a way that I now use a second 128 system in my office, turning out much of my work on it, and thereby saving literally thousands of dollars in expenses each year that used to go to outside typists. By this article I hope to show how others may make the same use of their computers to run a law office and by extension any type of professional office.

At the outset, I should explain the basics of my practice and of my computer system. I am a sole practitioner attorney practicing mainly transportation law, representing motor carriers before the various agencies regulating them here in Washington. This requires the use of a computer to turn out various letters each day, pleadings, and to prepare bills to my clients for each of these.

As to the computer, I use a 128, 1750 ram expansion, 1571 disk drive, a green and white monitor, 1351 mouse, and Star NX-1000 printer at the office and Star NX-10 at home. The interface is a Xetec Super Graphix. Also available is a 1670 1200 baud modem. The real heart of this system is the 1750 ram. Frankly, I think GEOS is virtually useless without this. The disk accesses are just too frequent and too slow for serious work and the memory available is too limited. Because I feel it is the only way to avoid the disk drive entirely, I load everything I do into the REU and work from there. I then load it back to disk at regular intervals to make sure nothing is lost. Also extremely valuable is the mouse. A joystick is too unnatural to use for the detailed movements of GEOS and I find it easier to move the mouse than to remember keyboard commands.

With this background out of the way, let me explain some of the uses I make of GEOS to run this office. Basic to the system, of course, is Writer's Workshop 128. This is the tool for turning out my daily work. I compose letters and pleadings with it and prepare copy for my newsletter. I also find useful as an adjunct various other programs and features. The search function of Writer's Workshop allows me to check for redundancies in use of words by summoning up those words I know I tend to repeat. I can then see their frequency of use and reduce it. GeoSpell is indispensable as a spelling checker. I also make a great deal of use of WrongisWrite by Red Storm, downloaded from Q-Link. If you are not aware of this powerful program, it converts files from other word processors to GEOS format of various types and allows you to switch documents from one GeoWrite format to another. One of my most frequent uses of it is for changing fonts, another feature of the program. As I am sure you are aware, NLQ does not support such features as underlining, italics, etc. In the normal letter this is no problem. If I have a legal

citation, however, I find that I need to have these features. If this is discovered in the middle of a document, I just use WrongisWrite to convert it to a new font. The favored font for this use, by the way, is Ron's Writer 10 point, also available from Q-Link. I find it more closely resembles NLQ in its letter formation.

Using WrongisWrite has allowed me to take advantage of another non-GEOS program, in effect converting it to GEOS. Progressive Peripherals publishes a program entitled Microlawyer which contains legal forms for practically all tasks performed by attorneys. These are sequential files and by subjecting them to WrongisWrite I can convert them to Writer's Workshop files. These are set up by using the symbol "@" for blanks needing information. I can then have the search function find me the next blank to be filled in. This then makes my legal work much easier by allowing me to already have on disk boilerplate language for various jobs I undertake. I should at this point caution that the Microlawyer forms are extremely generalized and therefore are not recommended for use by non-lawyers. They lack sufficient detail to provide real legal protection nor are they matched to the law of any individual state. They do, however, give any practicing attorney an opportunity to do work without a lot of repetitive typing.

Turning to another GEOS application, GeoCalc 128 is used as a way for me to turn out my monthly bills without wasting hours of time. What I do is start each morning by transferring all of the data from my Lawyer's Day daily calendar to this form. I put in all information necessary to prepare the bill and the number of hours spent. GeoCalc automatically takes the pre-set hourly fee and multiplies out the total bill. This is then added to the various expense categories and a total provided. I give my clients a 5% discount for quick payment and this is likewise automatically calculated. Although I could then just paste all of this information into a GeoWrite document I find it is actually less time consuming to just type it into GeoWrite form. This is especially so since I frequently use abbreviations in the spreadsheet to save time and space. All in all, use of this system has reduced my bill preparation from a 2 day a month job to approximately 3 hours per month. And, of course, that time is now spent on other billable projects. Anyone wanting a copy of this spreadsheet template should just notify me and I would be glad to send it.

GeoFile is used to keep vital information handy on each of my clients. I have created a form that shows the name, address and phone number of each client. It also tells me quickly the identification number assigned that carrier by the I.C.C., the principal agency regulating them. This is my own filing number for their files and so is vital to me. It is usually a six digit number and there are some 200 for me to remember, something impossible for this ancient mind. But they are now instantly available on disk or in printed form. Also on the form are the pending cases of the client

and their status so I and they can have instant retrieval of this without paging through paper files and as well such information as how much their hourly billing rate is. All of this is information I previously could not instantly retrieve. Entering the data is also quick because GeoFile allows me to prepare a standard form applicable to any new client entering, so I can add them immediately.

My overall favorite program and the one I have used with the greatest success is GeoPublish. One of the most important keys to the success of my practice has always been a newsletter that I send to all clients and others interested once a month free of charge. It keeps them abreast of the latest developments in transportation law and provides my clients with ideas as to what they should be doing under the current state of the law and which they will hopefully contact me to help them with. Until GeoPublish came along I simply turned it out on the CPT word processors we had in the office. What it amounted to was a dry, turgid piece insofar as appearance and layout went. Headlines amounted to only centered, capitalized lines followed by pages of copy single-spaced on legal sized pages. It bored me even to look at it so I can imagine what it did to clients trying to read it.

GeoPublish has revolutionized it. I now actually look forward to putting it together each month and getting it out. I have received numerous compliments from those receiving it and inquiries as to how they can do the same. I have been able to give it the catchy title "Kragen Lines", shown on the side of a truck, as a pun on my clients' businesses. Real headlines of size and style suitable to the articles are used. I intersperse art to provide humor and break up the pages. Finally, simply mailing the newsletter has become easier. Looking at other similar newsletters I get in and especially the excellent "Questbusters", I noted that by leaving half of the back page blank except for a return address I could just stick on an address label, staple and off it goes. I previously spent hours typing up individual (and expensive) envelopes, folding the newsletter, inserting it, and then mailing them.

As to technicalities, up until now I have printed it by dot matrix, finding it quite attractive. In the future I may very well go to laser printed, but have not gotten around to it. Using dot matrix, I find that I get best results using the Epson quad doubleprint v.2 driver available on Q-Link. This makes for firm dark printing with more of a letter quality look. I use Ron's Writer as the text font and with the issuance of FontPack Plus have taken a liking to Bancroft as the headline font. I also use as fillers and attention getters Dingbats and Strobe from Q-Link as well as the various symbol fonts on FontPack plus. I can draw absolutely nothing and therefore I am totally dependent on clip art. My favorite sources are the excellent disks of "Those Designers" and those made by Susan Lamb, and in fact am now working with Susan to prepare special disks just for me. I have also converted all of the Newsroom clip art to GEOS using Graphics Grabber as well as several disks of Print Shop and PrintMaster. Perhaps nothing has convinced me that I will stick with GEOS more than the ease of using and satisfactory results obtained from using GeoPublish. Indeed, I am so pleased with the program as it now stands that I really cannot understand the uproar on Q-Link lately insisting on a 128 version. I would not want to try to

read it on an 80 column screen. Zoom mode gives me all the view I want and need and further, I do not see any appreciable loss of time as long as I am working from the REU, so important to all applications of GEOS and most noticeably with Publish, where so much memory is needed to hold all of the data and applications of my 10 page newsletter.

There are shortcomings in all of this use of GEOS, but none that are major. One is that I don't particularly like using GeoFile or GeoMerge to set up mailing labels and further find that no printer does a really good job of printing these out without smudging so I type individual envelopes and labels on a typewriter and have a word processing service prepare them for my newsletter. I wish GeoCalc was easier to transform into a GeoWrite document. I also find, at least using my two printers, that frequently NLQ does not put page breaks in the right place. Yet I consider all of these to be minor quibbles compared to the ease of use and savings involved in using all of these programs rather than paying outside secretarial help. GEOS can truly be an aid to the small businessman.

If you have any questions or comments contact me by E-Mail on Q-Link addressed to Marshall.

# GEOWORLD

*writers needed*

Share Your GEOS experience with the rest of the GEOS world. You will be paid \$15 per page of GEOpublish material that is published. \$20 for GEOpaint images. There is no better way to show Your talent!

Submit material by uploading to Laser Direct on Qlink or mail GEOS disk to:

**GEOWORLD**  
38 Santa Ynez St.  
Santa Barbara, CA 93103

# Introducing GEOS 2.0!!

Berkeley Softworks announces the release of GEOS V2.0!! GEOS V2.0 includes: **deskTop 2.0**, **geoPaint 2.0**, **geoWrite 2.1**, **geoSpell**, **Text Grabber**, **geoMerge**, and **geoLaser**.

**deskTop 2.0** has a number of enhancements from V1.3. The **deskTop** can now support two disk drives *and* a RAM disk at the same time. It also supports the 1581 disk drive as a data drive (as in GEOS 128), the 1571 as a double-sided drive, and the 1750 RAM expansion unit with 330K on the RAM disk. The new **deskTop** also allows for colors to be put into icons, the disk note pad, and other parts of the **deskTop**. The most recently deleted file can be recovered from the waste basket, and pages can be deleted from or added to the **deskTop** notepad. The printer icon at the bottom of the page has been moved to the left side, away from the waste basket, to help prevent the accidental throwing away of files.

**geoPaint 2.0** has a number of new features different from V1.3. Foremost among these is a shrink and enlarge feature for changing the size and shape of graphics. **geoPaint** also displays a drawing grid which can be used as a reference guide when drawing large pictures or copying areas larger than the drawing window. **geoPaint** can help create overlay effects, and has three new graphic shapes, including: ellipses and perfect circles, rectangles and perfect squares, and connected lines. **geoPaint** also lets you cease pattern fills while they are in progress.

Also shipping with the GEOS 2.0 package is **geoWrite 2.1**. This is the same version of **geoWrite** that is currently shipping with the **geoWrite Workshop** package. Special features of this program include the ability to format individual paragraphs, and the

ability to expand the margins to a full eight inches, and justified text (right, left, center, and full). **geoWrite 2.1** also has header and footer support, superscript, subscript, and search and replace capabilities.

**geoSpell** has been improved for the GEOS 2.0 package. While it still allows for the addition of words and variations of words to personal dictionaries, it now scans the 38,000 word **geoDictionary** 38% faster than before. **geoSpell** can be used to check any version of a **geoWrite** document, and is a big help for fixing spelling mistakes.

GEOS 2.0 also includes the **Text Grabber**, for converting non-**geoWrite** text files. If you use Easy Script, PaperClip, Speed Script, or Word Writer, the **Text Grabber** will retain all of the original formatting commands when it brings a file into **geoWrite**.

**geoMerge**, for creating personalized form letters, and **geoLaser**, for printing to an Apple LaserWriter, are also included on the GEOS 2.0 package.

The desk accessories (calculator, note pad, etc.) include improvements that allow users to cut and paste data to **geoWrite** or **geoPaint**, open photo albums automatically, name each graphic in a photo album, and search for graphics and text by selecting from a list of names.

Rounding out the GEOS 2.0 package is the **Paint Drivers** application, which allows for **geoWrite** files to be made into multi-column documents and allows both **geoPublish** and **geoWrite** files to be transferred into **geoPaint** for sprucing up with the many **geoPaint** drawing tools and color capabilities.

The GEOS 2.0 package will be available in Mid-July for \$59.95 in retail stores and \$25 to registered owners. Registered owners will be sent update offers in the mail.

# using geoPublish

By Susan Puhn-Lamb

One of the most exciting uses for geoPublish is the production of a publication that requires constant updating, such as a small newspaper or shopper. With the *editor* feature in the mode menu, changing, adding, or deleting copy from one issue to the next becomes an easy task. Once the basic form of the document is set up, changes can be made on a monthly, weekly, or even daily basis.

Whereas a newspaper provides the latest news of events, a shopper provides the latest news of sales and bargains. People are always looking for places to buy and sell used (or new) items. Fast turnaround of ads and good distribution are important to people advertising with you and must be worked out before this type of publication is considered. Your shopper could have just all classified ads or designed to include display ads, coupons, stories, puzzles and games.

Like newspapers and newsletters, even the smallest shopper requires a lot of planning in the beginning, but soon the computer can have everything running smoothly. Other GEOS programs; geoFile, geoCalc, geoDex and geoMerge can help keep everything straight and handle business details.

I decided to tackle the design of a sample shopper to

see how difficult the job would be. With this sample, I was able to get two different friends interested in starting their own shoppers with geoPublish. One is shown on the following page. Once the format was set up and column widths established, I started a collection of items to stick in here and there to fill empty spaces that will eventually appear. Some items, stored in photo albums are generic art clips used to break up text or set off copy blocks. Generic copy blocks are stored in text albums in one, two, or more line versions. I collected quotes, sayings, short poems jokes, or fascinating facts. These can be found in magazines, books, or daily newspapers.

I can produce a page of ad listings in two different ways. In the first, I type all the ads in geoWrite with no margins and left justification. After each listing, I press return and type a column width of dashes. I press return again and type the next listing. This is a fast way to enter all the ads that have to appear in a particular issue. I then import the copy into the page layout columns on each page and enter *editor mode* to make adjustments. Listings are then lengthened or shortened by abbreviation & hyphenation to fit the required space. Full justification can

be used, but sometimes creates lines with only a few words, widely spaced. To avoid this, I break up long words with hyphens. A space is added after the hyphen so the second half of the word will wrap to the next line without taking the first half with it.

For the second method, I type only a few words or listings in geoWrite and import the file to the text regions. I indicate all the columns on the page even though there isn't enough copy typed to fill them. After the text is rippled, I enter *editor mode* where the margins and column lengths are now set up. The right margin indicator doesn't show, but the margin is set automatically according to the widths of the columns. I then type the ads to fit the columns. When I get to a page break, I type return and automatically go to the next formatted column. This method is easier for me since I can add or delete copy as I go along to fill each column.

To leave spaces for art clips, or ads imported from geoPaint, I press return as many times as necessary to leave the right size space. The artwork can be measured ahead of time to figure out how many lines must be left blank. When all copy is set, I insert the art in page graphics

The project shown here is a very simple shopper used in connection with a trailer sales business. The owner was already putting out a monthly two-sided sheet, listing items he had for sale. To make it pay for itself, he also sold ads to friends and gave free ads to businesses that would display the free shopper. He wanted to publish it more often, but the updating required too much of his time to be practical.

Since he typed the pages on a typewriter, it was a struggle for him to make everything fit and required much re-typing.

I took on the job, knowing that geoPublish could handle the updating in a few hours for each issue. As it turns out, the time involved in updating is less than an hour.

The client wanted a plain, no-nonsense layout with a small calendar for the month and an ad for rates that wouldn't take up much space. The only place he wanted artwork was in the headline. I prepared a text album of quotes and sayings he had collected that could be used to put in empty spaces when there aren't enough ads to fill the columns. I made a master page for each page,

including bitmaps that could be duplicated for each issue. This is just as easy for me as storing a layout in a library file which will not have the bitmaps. I include the *page layout* set with columns and ready for the new text.

For more information or a sample of this shopper, write to me at 1764 Avenue B, Yuma, AZ 85364 -- or E-Mail YumaLamb on Q-Link.

# Guardian Shopper



AUGUST						
S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

The headline is created in geoPaint and imported as a full page-wide bitmap.

Below the headline, a line of copy is typed which lists the publisher, month, and volume and/or issue number. This is simple to update each month.

This monthly calendar is the only bitmap that needs to be changed each month. All the months are made ahead, and easy to insert.

1978 WINNEBAGO -- ONLY \$10,000  
 Very clean & in excellent mechanical condition. Only 39,000 actual miles. Many features including microwave, CB, two air conditioners & generator. See at 1764 Ave. B, or call 782-2920.

Ad listings are typed in a condensed font to fit more words on each line without too many hyphens. A line of dashes separates each item.

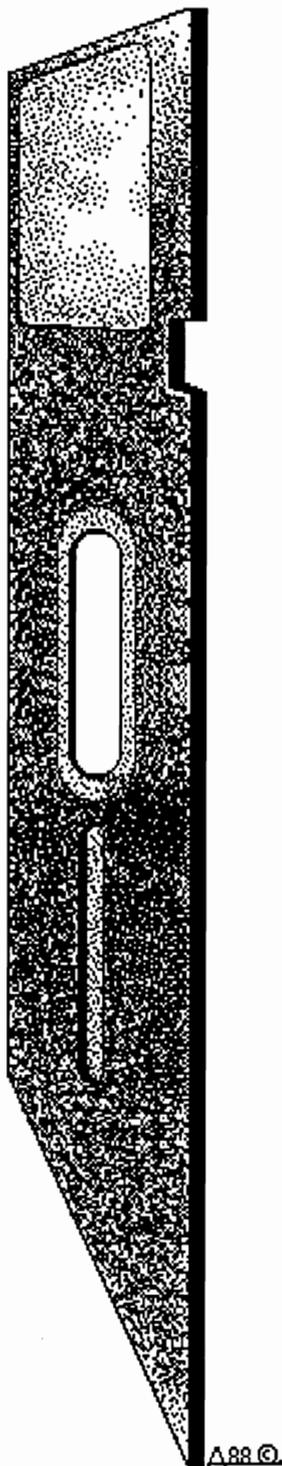
**25 words for \$5.**

Place a 25 word ad in this monthly shopper for only \$5.00. Send or bring your ad to 1764 Ave. B, Yuma. Deadline August 20, 1988. For information, 782-2920

A permanent ad is put on the original document. Since it is a bitmap, it can be adjusted up and down in the column to fit the ad listings.

The bottom line on the back page lists the name of the shopper, phone number and address. It is a permanent bitmap on the original.

**ANNOUNCING**



# ***GEOWORLD*** ***public domain*** ***disk #1***

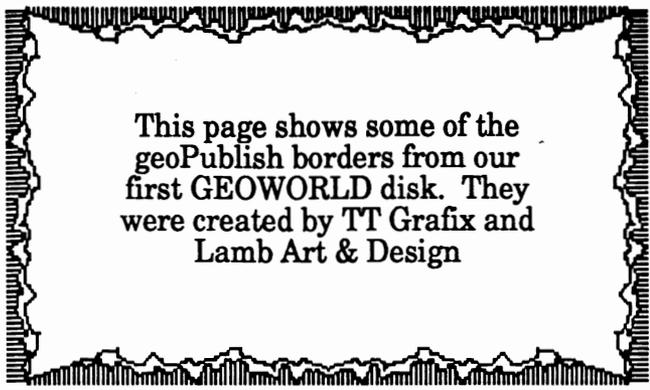
## **FEATURES:**

- \*Original clip art and fonts.**
- \*The best public domain programs - many upgraded.**
- \*Full-page borders and "Flyer Starters".**
- \*Graphics Showcase by top geoArtists.**
- \*Original desktop**
- \*Sample projects using geoPublish.**
- \*Games & programs from talented GEOS programmers.**

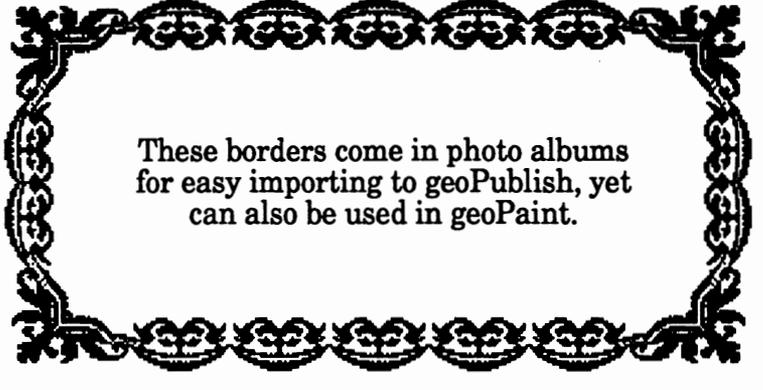
Because GEOWORLD is the definitive magazine about GEOS, we are anxious to provide a source of assistance and inspiration to aspiring desktop publishers. The magazine is now offering a bi-monthly, two-sided disk, with features from many of the experts in the GEOS community.

Besides regular collections of fonts, clip art, utilities and templates, we will include sample projects to serve as a starting point for your own creations. The center section of GEOWORLD will show some of the disk features and laser-printed examples of clip art and fonts. Featured programs and utilities will be reviewed by GEOS experts Peter and Paul Hughes. We will also include terrific graphics from talented geoArtists, that illustrate their techniques.

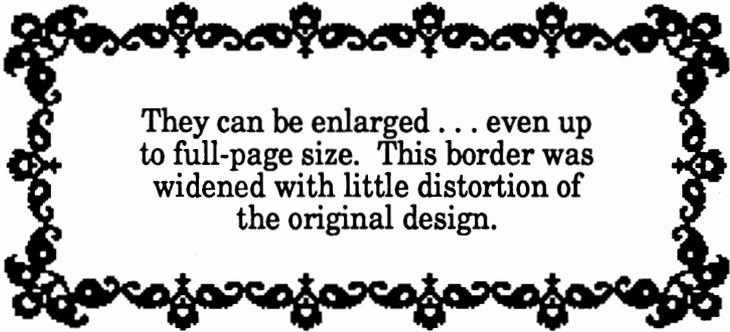
The disk will be ready to ship with the next issue of GEOWORLD. To order now, send \$10.00 with your request to:  
GEOWORLD DISK -- 38 Santa Ynez St.,  
Santa Barbara, CA 93103.



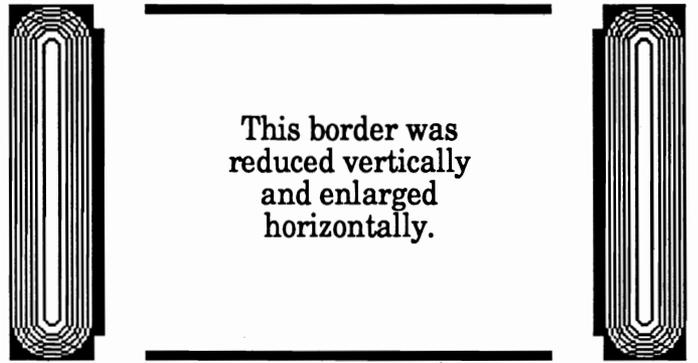
This page shows some of the geoPublish borders from our first GEOWORLD disk. They were created by TT Graftix and Lamb Art & Design



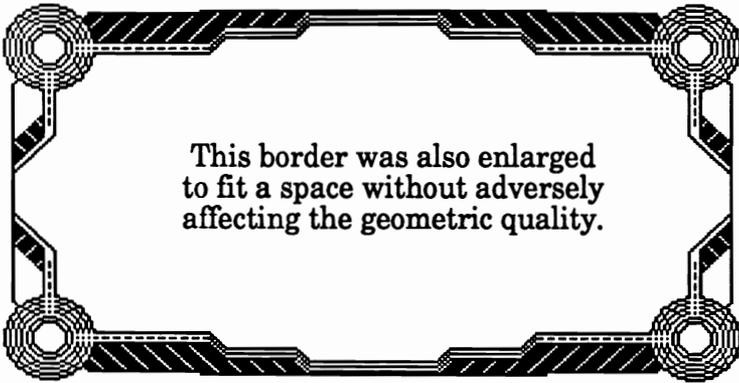
These borders come in photo albums for easy importing to geoPublish, yet can also be used in geoPaint.



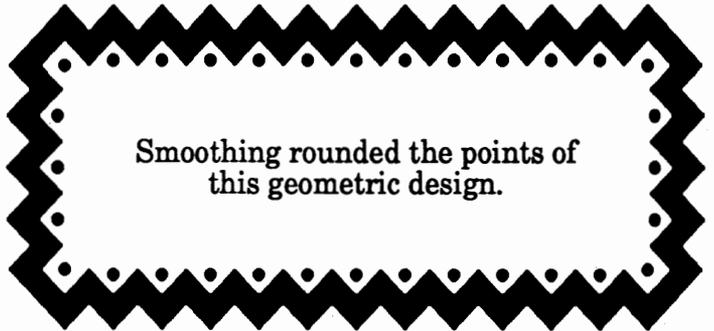
They can be enlarged . . . even up to full-page size. This border was widened with little distortion of the original design.



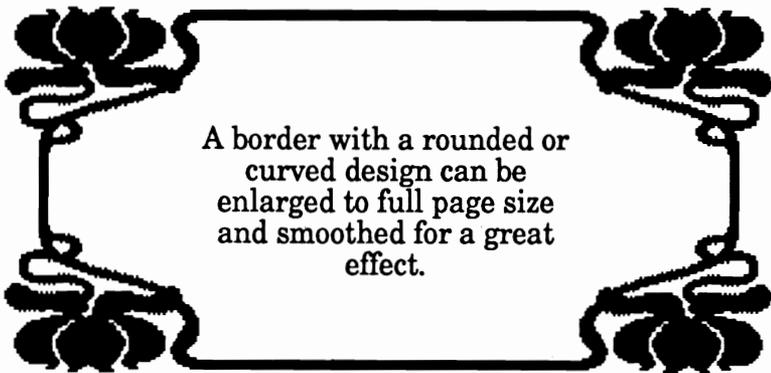
This border was reduced vertically and enlarged horizontally.



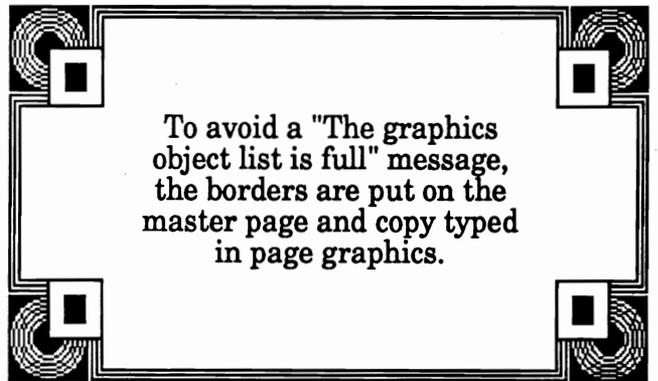
This border was also enlarged to fit a space without adversely affecting the geometric quality.



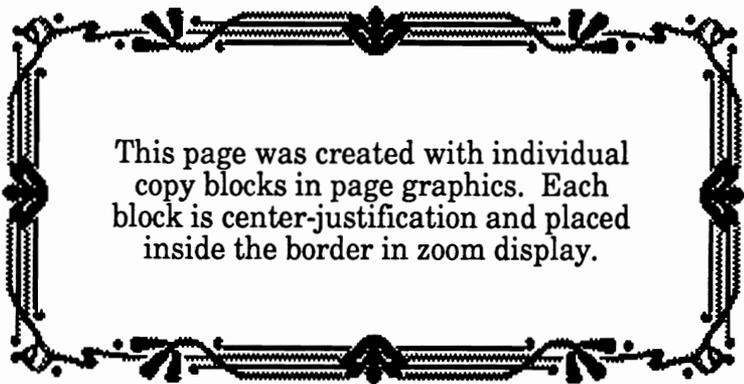
Smoothing rounded the points of this geometric design.



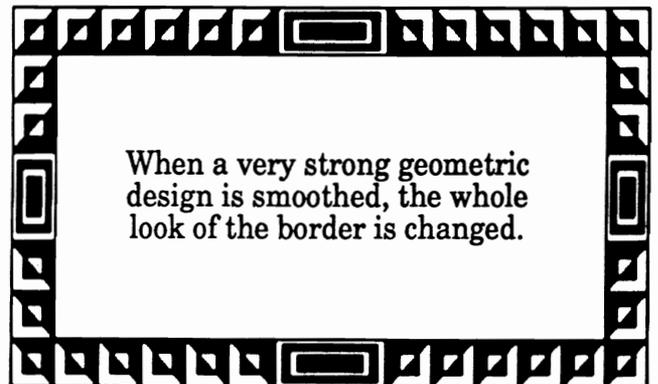
A border with a rounded or curved design can be enlarged to full page size and smoothed for a great effect.



To avoid a "The graphics object list is full" message, the borders are put on the master page and copy typed in page graphics.



This page was created with individual copy blocks in page graphics. Each block is center-justification and placed inside the border in zoom display.



When a very strong geometric design is smoothed, the whole look of the border is changed.

# GEOS GEMS - Invaluable Utilities for GEOS

By Peter T. Hughes

GEOS GEMS is a series of articles containing information about useful programs for GEOS. The programs presented will usually be related in purpose. Some of these programs may be either in the public domain or in the commercial market. There will be information given concerning the names of the programs and authors, what the programs do and why they are useful, and where these programs can be acquired.

This is the second article in the series. I will talk about several useful utilities for viewing geoWrite and geoPaint files and photo scraps.

## QuickView

QuickView is a small program that one can use to quickly view geoWrite files. It was written by Bill Sharp (Bill BSC). This program will show text in Berkeley 9 point font and word-wrapped on the 40 column screen. Bold, italic and outlined text will be displayed correctly. Fonts and underlined and super- and subscripted text will not be shown. If one wants to look at a geoWrite file just to see its contents and not to edit it, QuickView is great for viewing them. GeoWrite is not needed, so disk space is saved. One can use this program for looking at documentation for programs. QuickView should be put on every disk that has geoWrite files on it. This program is available on Quantum Link in the GEOS Arena. A new version will be available that will read geoWrite 2.1 files also.

```
FILE: quickview (R17) FROM: Bill BSC
02/17/88 S#: 847493
SUBJECT: Quickview

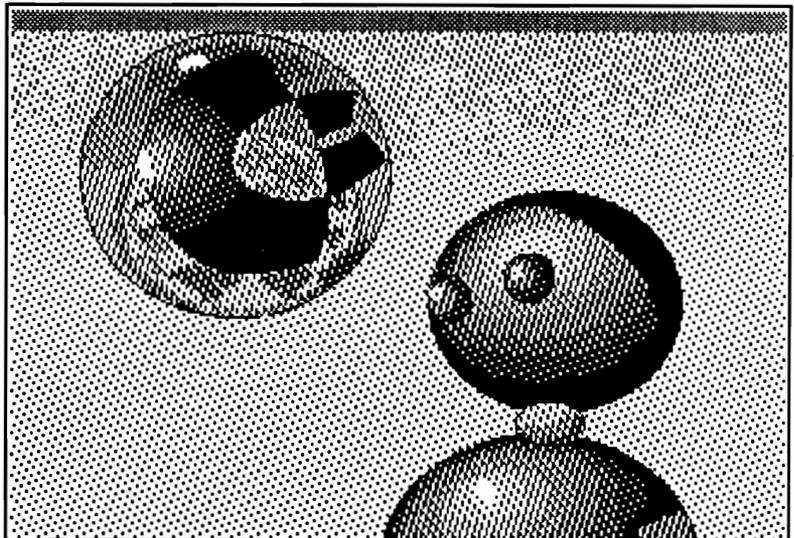
TYPE: seq
BLOCKS: 10
DOWNLOADS: 1058
EST. D/L TIME: 300: 02:16 1200: 00:39

For a quick way of viewing a geoWrite
file without loading the geoWrite
program. This program will do a
listing of the contents of the
geoWrite file.

Shows bold, italic and underline text.
```

## PaintView

PaintView is a small program for viewing geoPaint files without having geoPaint on the disk. It was written by Joe Buckley (RED STORM). This program will allow one to view a geoPaint file in a 320H x 192V pixel window on the 40 column screen. One can move the mouse in the direction he wishes to scroll the window. Clicking the mouse button will return one to the file selection dialog box where one can select a new file to view. Full color is supported. This program was designed to be a complement to Bill Sharp's QuickView geoWrite file viewer. As with geoPaint, having the geoPaint file in a RAM disk with the DMA MoveData option active is highly recommended. PaintView is available on Quantum Link in the GEOS Arena.



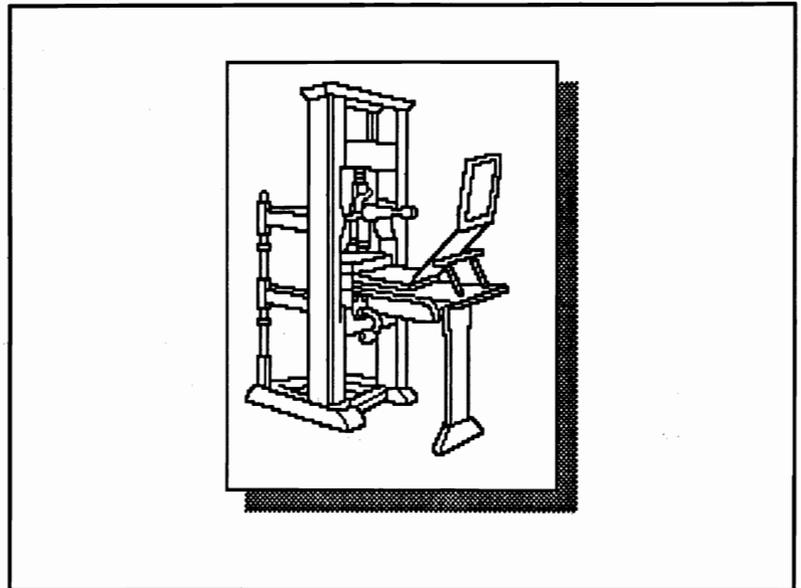
## GeoView

GeoView is a program for viewing geoPaint files and printing a screen-sized portion to a printer. This program was written by Stephen R. Bassler (StephenRB). One can view geoPaint files in color by using the full-screen as a window into the larger geoPaint file. There are no geoPaint menus constricting your viewing area. One uses the mouse to scroll around the file. Clicking the mouse button will call up a dialog box where selections are given for printing the viewed area, to continue scrolling around geoPaint file, or opening a new geoPaint file. GeoView is available on Quantum Link in the GEOS Arena. But that version has a mouse off bug in it that will not let one scroll around page, print or exit. A new bug-free version should be available soon.



## ScraPeek

ScraPeek is a program for viewing Photo Scraps either in an album or ones by themselves on the disk. This program was written by Ed Flinn and uploaded by TIMOTHYB2. ScraPeek will allow one to view Photo Albums without using geoPaint or the Photo Manager. The operation is similar to the programs that allow viewing of geoWrite and geoPaint files. The full height and width of a Photo Scrap is displayed. One can flip forward and backward through Photo Scraps in an album or type the page number to go to a certain Photo Scrap. This is a very useful program. Even though it is an Auto-Execute program, it still operates like an application if not used during booting. ScraPeek 2.2 is available on Quantum Link in the GEOS Arena.



## WANTED: GEOS GEMS

If you cannot find the utilities described in the GEOS GEMS articles contact GEOWORLD or Peter T. Hughes. You may not be able to find these programs if you are not on Quantum Link and you may not be able to find the latest version of these programs. A periodic disk is available through GEOWORLD which will contain the public domain utilities described in the articles.

Those of you who find other useful programs for GEOS please let me know. I am always looking for new utilities to help make using GEOS easier, funner and more productive. My address is 151 Randolph Street, Canton, MA 02021.



gfx

# Customer Service

A guideline of  
sorts by- Steven  
Laughlin (L14)

How many times has this happened to you? You purchase a new software product and cannot get it to work following the manual and cannot get any help? Well if you are a Geos owner, you have not 1, not 2, but 3 ways to get help! If you subscribe to the Quantumlink service, you have the advantage of a complete message area just for Geos products! There are not only areas for the 64 and 128 versions of Geos, but also for the add-on products used by both. The primary advantage of this approach is not only quick answers from BSW, but also answers to questions by other experienced Geos users.

There are many advantages to the Q-link method as you can get help from experienced Geos users and may ask a question that others have been afraid to ask. This is a great way to help both yourself and others as well. Also on the Q-link system you can download files by other Geos users. You can get graphics created by others as well as applications written by other users. A convert file is available on the boards to allow you to upload and download Geos files. (Warning: only files uploaded with BSW's convert will re-convert to Geos! At one time there was another version of Convert on Q-link. If the file was uploaded with this convert, you will be unable to convert it using the BSW convert. This convert had the ability to upload files that were copy protected by BSW and therefore was illegal.)

If however, you are not a subscriber to Quantumlink (which you should be if you are a Geos user) you still have 2 other methods to solve problems. One is the Customer Service line at BSW. The staff at BSW is fully trained to answer almost any question about Geos, and are some of the most friendly people I have ever spoken to. The advantages to this method is that if a question cannot be answered immediately, they will make arrangements to get you an

answer either by mail, or a return call. Unfortunately, with BSW being a relatively small company, there are 2 drawbacks to this method. One is that there is a smaller number of people to staff the phone lines, which means that during certain times the lines can be very busy. Secondly, the phone is not on a 800 line, so you must pay for the call. Neither of these things are disastrous, but they do make a good case for using the Q-link method.

The third and longest method, is to mail a letter to BSW **Attn:Customer Service**. This method is the slowest, due to the fact that the letters are answered by the same people who not only answer the phones, but also handle the message boards on Q-link. As you can see, the Customer Service dept. at BSW has a long list of responsibilities. For this reason, I recommend this method only if the first 2 fail to give a satisfactory response.

Now regardless of which method you decide upon, there are a few things you need to have available first. In order to get the help you need, its best to have available the following:

Name of the product thats not functioning including the version number if known.

Your system configuration including all components connected to the computer.

Which computer you are using (64, 128, 128 in 64 mode).

When you purchased the Geos product.

A full description of the problem including any error messages on the screen.

This last item is very important as it could very well lead directly to the problem, and without this information, you could very well replace the wrong disk.

Now once the problem has been isolated and the hardware is verified to not be at fault, the disk needs to be sent in for replacement. The following steps are

necessary in order to speed up the time to process your replacement order.

1-Return the defective disk to Berkeley Softworks **Attn: Customer Service**

2-Include a (DATED!) letter stating what the problem is and how you verified the problem (Q-link, Phone, or Letter) and When you purchased the Geos product.

3-If the disk is out of warranty, include either a Check, or Money Order (do not mail cash) payable to Berkeley Softworks for the amount of replacement plus Shipping and Handling ( California residents please add 7% to the cost of the replacement).

4-Mail the disk (and check if necessary) by either Certified or Registered mail (I would never advise trusting \$75 software to the U.S. Mail) to BSW's Customer Service and you should receive a replacement in 4 to 6 weeks.

Now by sending the disk by certified or registered mail, you have a written record of when you mailed the disk, and have a better idea of when to expect the replacement. If you haven't received a replacement by the 8th week, you should make a copy of the registration

slip and **mail** it with a letter to BSW customer service and you will get a prompt response.

These methods are the easiest for getting a bad disk replaced, but what if you just want to get a new version of a program? Well the procedure is similar, as you do contact the customer service, but not all of this area is handled by customer service. For instance, if you order an upgrade of a 64 product to a 128 product, you should not mail the disk to Customer Service. Instead you would mail it to the **attention of Upgrade Offer**. Also these replacements

can take longer to get, as they involve having the disk shipped by a shipping house and not BSW. The following is a set of guidelines for ordering an upgrade either of an existing 64 product to another 64 product, and upgrading a 64 product to its 128 counterpart.

1-If 64 to higher version 64 product, mail just the box cover to **Attn: Upgrade offer**.

2-If 64 to 128 version, mail the disk to BSW **Attn: Upgrade offer**.

3-Mail a Check or Money Order to Berkeley Softworks for the amount of the

upgrade plus shipping and handling ( Ca. residents add 7% sales tax).

4-Again, you should include a letter stating what upgrade you are ordering. Failure to do so, will inevitably delay your order, so its advisable to include one for your own sake.

If the upgrade is from a 64 product to another 64 product, the shipping time is still 4 to 6 weeks. If its an upgrade to a 128 version though the time becomes 4 to 8 weeks, as 128 products presently require more

time. This seems like a good place to get off my soapbox and end this article.

I hope this guideline helps to clear up some mis-conceptions about BSW's customer Service, as I've had tremendous success in dealing with them just by keeping these few things in mind. As I stated earlier, I feel we are lucky in having 3 methods to get help, and believe BSW is making a very strong commitment to its customers. Good luck and if you have any comments or questions about this please feel free to leave E-Mail to StevenL14 on Q-link.



# Create Greeting Cards with geoPublish

by Larry A. Feaster

In this article I will take you through the steps of creating a card with geoPublish. GeoPublish is the most powerful program that you can use with your Commodore 64/128. This program can replace many, if not all of our graphic/text layout programs.

By using geoPublish you can now get near type-set quality print-outs, access to hundreds of fonts, plus thousands of graphics. You can place text and graphics where you want it on the page, plus files are saved for later use or editing. The first thing we want to do is get a graphic and flip it on it's side. You will have to draw one or use the Graphic Grabber.

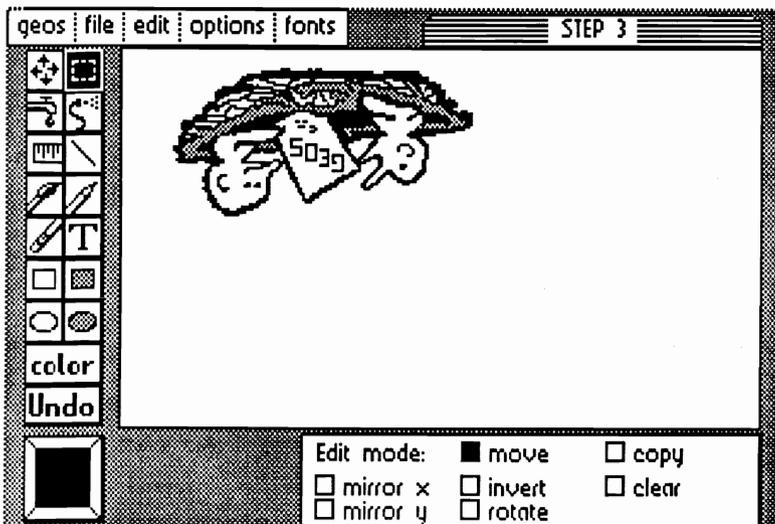
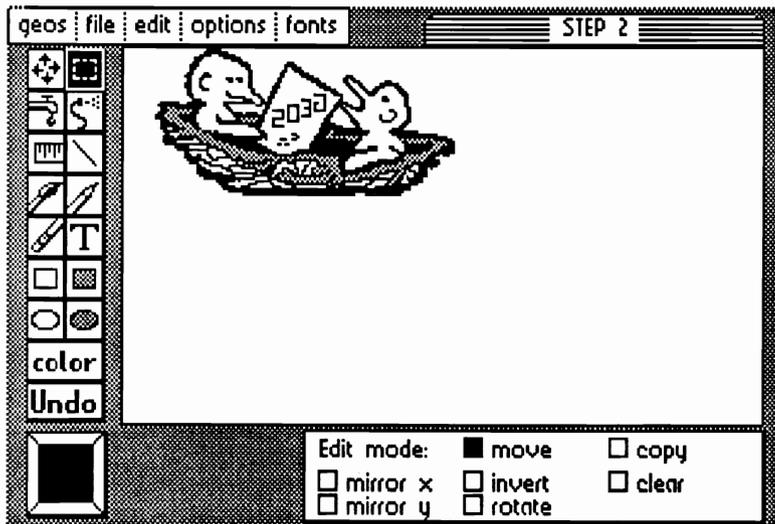
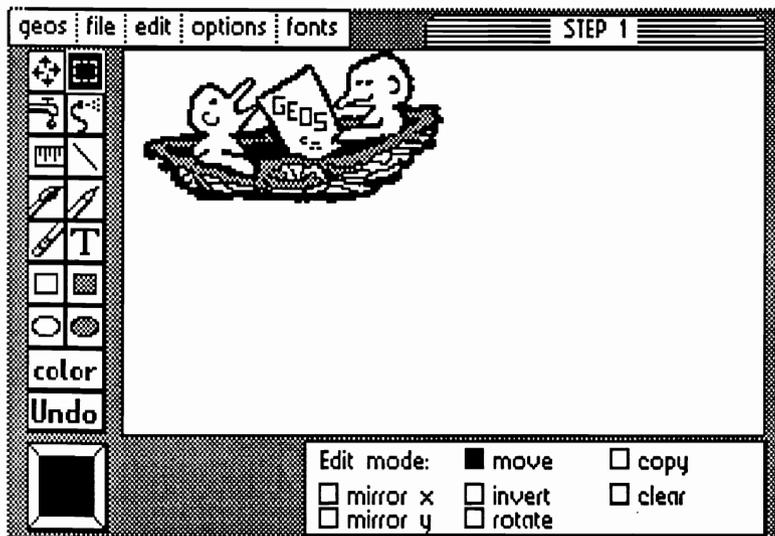
Load geoPaint, place graphic in top left corner (see step 1), then click on Edit Box. Size box around graphic leaving as little open space as possible and click on Mirror X (see step 2). If any of your graphic got cut off click on Undo before you do anything else. If your graphic is large you may have to save it as 2 Photo Scraps and put it together in geoPublish. The next step is to click on Mirror Y, now your graphic should be upside down (in step 3 you see this and that GEOS is now readable).

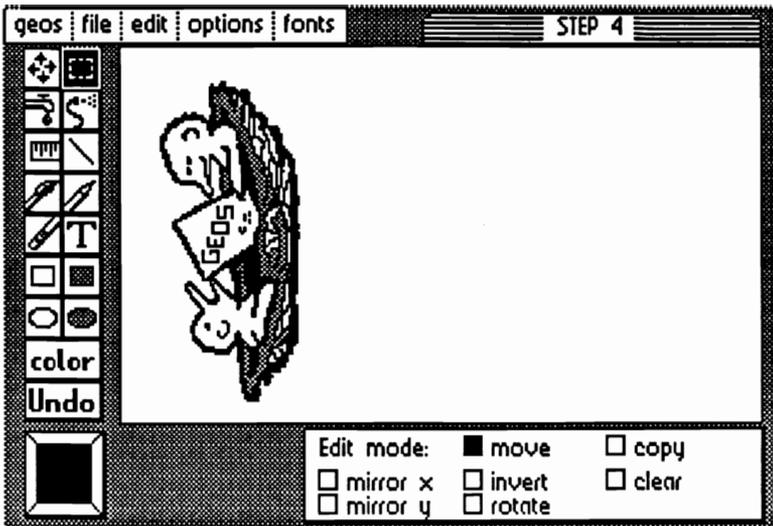
Next click on Rotate (see step 4), now you are ready to save your graphic as a Photo Scrap. Click on the Edit Box, resize box around graphic, go to edit and copy. Now when you quit geoPaint and goto Desk Top you should see a Photo Scrap. To be safe, now goto Photo Manager and create a new Photo Album to paste your graphic in. Copy this Photo Album and Photo Scrap to your geoPublish work disk.

Load geoPublish and create a new file. Goto Master Page and with the left ruler put a guideline at 5 1/2 inches. Now to the top ruler and put a guideline at 4 1/4 inches. Use cursor keys for fine movement and refer to X and Y coordinates to get exact measurements. This will show on the screen where the folds will be (remove before laser printing).

Now goto Page Graphics mode to place text and graphic on card. First put the graphic on the page, this can be done two ways. One way is in Page Layout, in Page Layout you can resize and smooth your graphic. Making a better looking laser printed card, also be sure to use LW\_fonts.

If you're using a dot matrix printer and graphic size is ok, then use Page Graphics mode. From the Toolbox select the Bitmap Placement tool, move pointer to 5 inches on the top ruler (X), now go down the page to around 4-5 inches use left ruler (Y). Now click and the graphic will be placed on the screen (use the Pointer tool to move graphic).





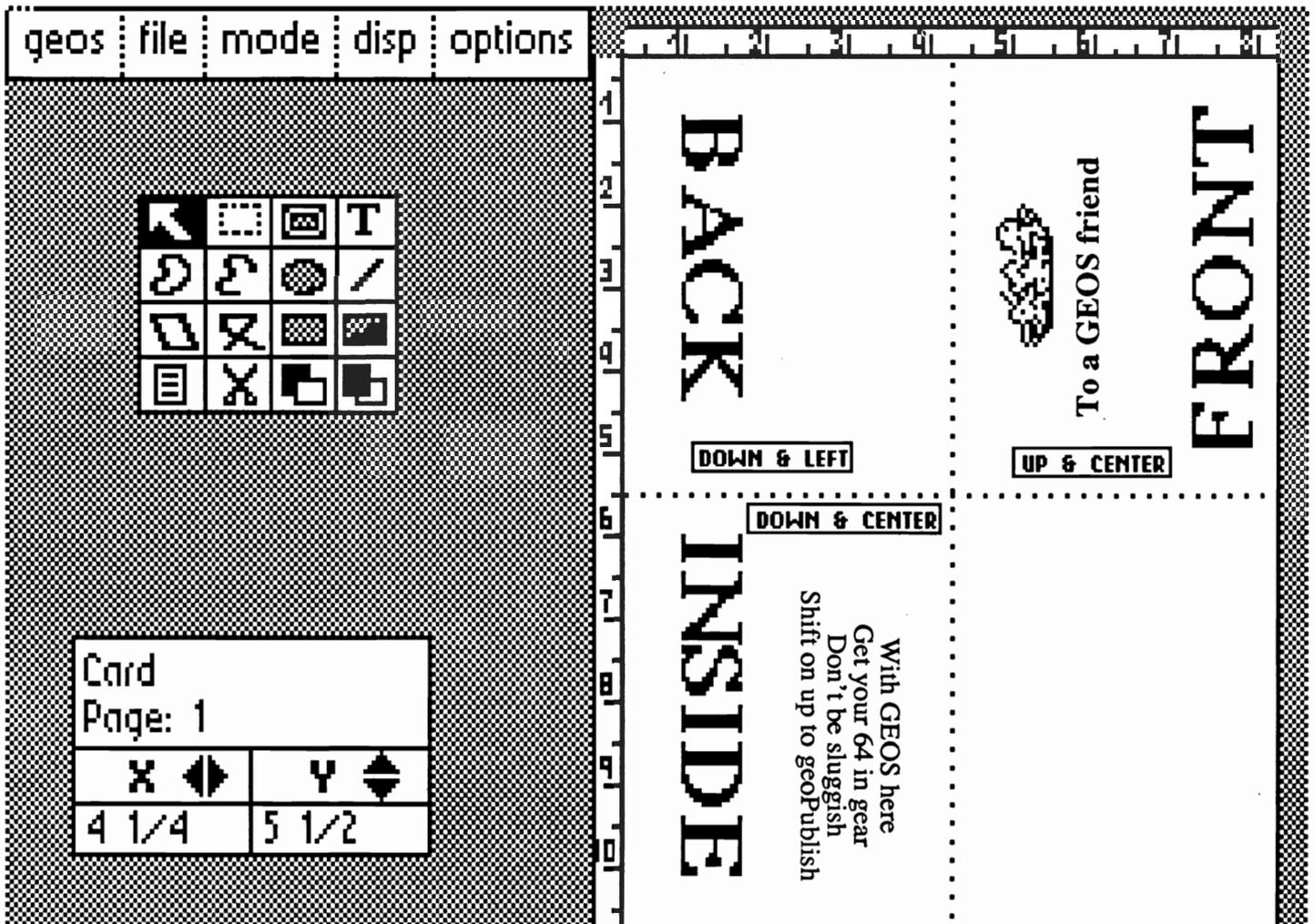
Look at the geoPublish screen below for sample of card lay-out . You can see the 2 dotted guidelines dividing the page into 4 parts. The top left corner is the back of the card. Use this area to give yourself credit for card design. First click on Text tool from the toolbox, click the pointer around 1inch X and 1 inch Y. When the Text dialog box appears, select Attributes, set pointsize to no more than 12.

Set justification to left and set orientation to down, now click on Edit and enter text. To move text select Pointer tool, click on the text then click on the move button in the upper left of boundary box.

To the inside of the card, click on the Text tool and move pointer to 5 1/2 inches Y and 3 1/2 inches X. Click the pointer and select attributes, set pointsize and change justification to center. Click on Edit and enter text, press return at the end of each line or press return at the start of a new line to space down.

Now to the front of the card, move the pointer to 5 1/2 Y and 5 3/4 X. Click the pointer and select attributes, set pointsize and change orientation to up, click on Edit and enter text. Next print the card and fold. Depending on your printer type you may have to set-up your page a little different , this set-up is for a 80 dpi printer. I hope you can use this as a starting point to creating your own cards. If you have questions or tips, write:

Larry Feaster  
 Rt.8, Box 44, Lot 126  
 Winchester, Va. 22601



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POB 20913 Milwaukee, WI. 53220-0913 414-543-9923 Q-Link= Laser Skip

# Expanding Your 1764 - REVISITED - by Scott A. Boydman

In the August, 1987, issue of GEOWORLD, I wrote an article entitled "How to Expand the 1764 to 512K." The article detailed the steps required to increase the 1764 RAM Expansion Unit (REU) to a total of 512K. Since that time, I have had a great deal of correspondence with people, both by mail and over Quantum-Link, and I would like to share some of the knowledge gained from this rewarding interaction. Due to a continued demand for this information, the procedure for the memory expansion will be repeated, with further enhancement.

The 1764 REU consists of a plug-in cartridge, a deluxe power supply, and a disk containing software for using the REU with both BASIC (side 1) and GEOS (side 2.) The deluxe power supply is required with the C-64, since the original was not designed to meet the power requirements of the great many chips present in the REU. The deluxe power supply is rated for two and one-half amps DC, which is sufficient to meet the power requirements of the computer, a modem, and an REU with up to 512K RAM. The REU itself is nonfunctional without appropriate software. The front side of the disk contains Commodore's RAMDOS software for use with BASIC. The back side of the disk contains a GEOS upgrade which installs the GEOS Kernal V1.3 on your system boot disk, as well as other upgraded applications and input/printer drivers. The latest release of GEOS V1.3 is a two-disk system and already supports the REU. If you have the previous Kernal (V1.2), you will have to upgrade by one of two methods. The first is to run the GEOS Upgrade program on the back of the disk supplied with the REU. However, this technique does not always work properly, so many people have upgraded by writing directly to Berkeley Softworks. Note that a new version of GEOS (V2.0) is due out in July, 1988, and will support the REU as well as Commodore's new 1581 3.5 inch disk drive. Also note that the GEOS and BASIC RAMDISKS are not compatible, therefore, GEOS RAMDISK files are not accessible from BASIC. The original REU test program on the BASIC side of the Test/Demo disk was designed to test the 256K of random access memory that is supplied in the original 1764, but Commodore has since released newer software (available for downloading over Quantum-Link, or directly from Commodore) that also supports the C-128, and any size REU from 128K to 512K.

The 1764 REU itself consists of a printed circuit (PC) board inside a plastic and metal housing, which plugs into the expansion port of the C-64 or 64-C computers. The PC board is the same as that used in the 1700 (128K) and 1750 (512K) REU's, intended for the C-128, but with the following changes:

1) The 1764 has only one bank of eight 256K Dynamic RAM chips installed. Each chip holds 256K bits of information; therefore eight chips are required to obtain 256K bytes (since eight bits make up one byte).

2) There is an empty row of eight chip positions labeled BANK II on the PC board. The traces for additional memory chips are present, and the holes for the pins on the chips are presoldered.

3) There is a 390 Ohm, 1/4 Watt resistor (Radio Shack Catalog #271-1314) in the 1700 and 1750 REU's that is not present in the 1764. The resistor's position is located in the upper-left corner of the board, and labelled R4 in the 1764 (see Figure 1). According to Fred Bowen of Commodore, this resistor "tweaks" the signal that is supplied to the C-128 computer. There are C-64 users that have installed unmodified 1750 REU's without reporting problems. In these installations, larger power supplies rated at three amps DC are used. Also, there are C-128 owners who have used 1764 REU's without difficulty. Therefore, the presence or absence of this resistor seems to be a non-critical factor for most C-64 or C-128 computers, at least when using the REU with GEOS.

4) A jumper, labelled with the notations J1 and CUT 512K is located on the bottom side of the circuit board. The jumper is cut in the 1750 and 1764 REU's, but left intact in the 1700 REU. Apparently, the cut jumper tells the Ram Expansion Controller (REC) that 256K RAM chips are being used, rather than the 64K RAM chips used in the 1700.

Commodore's BASIC RAMDOS software (included with the 1764) is not compatible with many commercial software packages. GEOS, however, allows the expansion to operate as a fully functional disk drive in RAM. The current version of GEOS 64 supports a 1541 RAMDISK, while GEOS 128 has provisions for both 1541 and 1571 RAMDISKS. Another available feature is the shadow mode. GEOS is able to store data to the REU when reading files from the physical disk drive, so that further references of that file occur directly from RAM. This results in a significant speed-up by eliminating multiple disk reads of the same file. All writes go to both the physical drive and the REU, which eliminates the RAMDISK's primary disadvantage of being a nonpermanent storage device. In the shadow mode, your data is always current and up-to-date on your real disk. Of course, when using the RAMDISK, files must be copied to a physical disk, or be lost when the computer is turned off.

The 256K REU does not contain the amount of memory needed to shadow two physical 1541 drives, or shadow one drive and support the RAM 1541 simultaneously. For this

## Expanding Your 1764 - Revisited

reason many people have desired their 1764's to have 512K RAM. It is not very difficult for someone with basic mechanical and soldering skills to install additional chips on the 1764 PC board. I recommend soldering 16-pin DIP (Dual In-line Package) sockets to the board, which prevents possible heat damage from direct soldering of the memory chips. The chips are simply pushed carefully into the sockets. Radio Shack stocks the 16-pin DIP sockets (Catalog #276-1998, \$.89 for 2) and 256K RAM chips

(Catalog #276-1252, \$6.95 each). The chips are also available from mail order houses at a discount.

NOTE: The steps required to install the chips should only be undertaken by someone skilled in handling and soldering PC boards and some mechanical skill is needed to remove and install the PC board in its housing. Opening the REU housing will void Commodore's warranty and is done entirely at the owner's risk.

Step 1: The housing of the 1764 must be opened carefully. There are four pins, one in each corner, holding the plastic case together with friction. Starting at the expansion port opening, gently but firmly pull the top and bottom halves apart. The plastic case will begin to separate. Continue around the perimeter of the case until the top can be removed from the bottom. Figure 1 shows an exploded view of the disassembled 1764 REU.

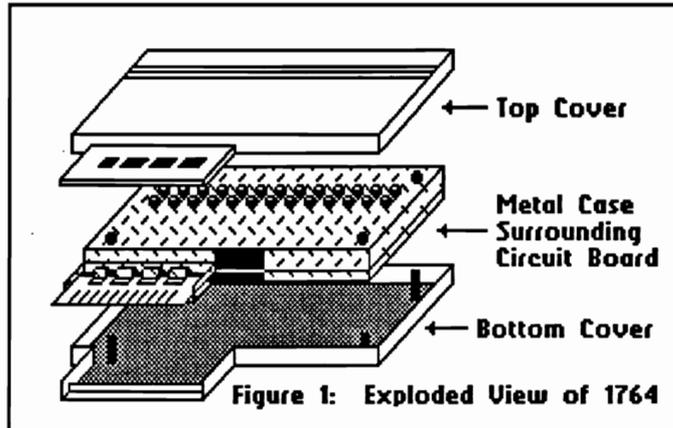
Step 2: Remove the metal shield from the plastic casing by pulling it out at each corner. The PC board is inside the metal shield. Open the shield, also starting at the

connector. You may need a small screwdriver to pry the metal slightly where it is held together. When the shield opens, spread it only as much as needed to remove the PC board. Then slide the cardboard liner off from the expansion connector. This metal shield serves as a barrier to radio frequency (RF) interference as required by the FCC. When testing your expansion, the PC board can be safely plugged into the computer prior to final reassembly of the REU.

Step 3: Examine the PC board. BANK I is the row of eight chips along the top of the board. The RAM Expansion Controller (REC) is the square chip in the lower portion of the board. The empty area labelled BANK II can be seen just

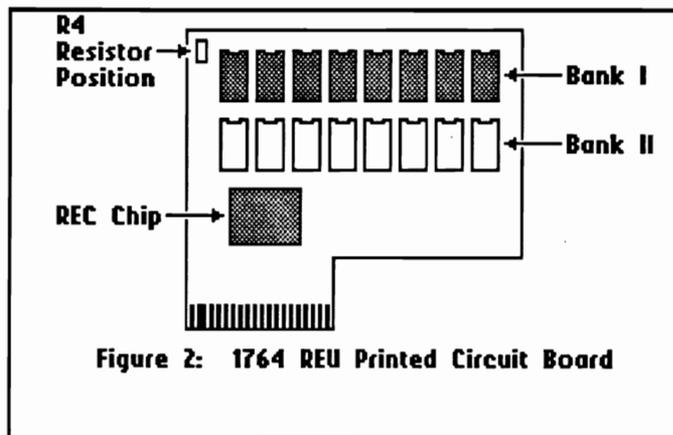
below BANK I. Refer to Figure 2 for a schematic representation of the 1764 PC board.

Step 4: Solder eight DIP sockets into the locations in BANK II. This is the most difficult step, because it is hard to position all 16 pins at once. I recommend that a small, round toothpick be used to open the 16 holes on the PC board for each socket position. Using a soldering iron, heat the hole position until the toothpick can be inserted. By rotating the toothpick during cooling, a hole will be left upon



its removal. An alternative method would be to use a desoldering tool or wick (available from Radio Shack) to remove the solder from the holes. (Note that removal of all the solder can make it difficult to achieve good contact when soldering the DIP sockets to the board.) After doing this for all 16 holes, the DIP socket can be inserted into the

holes, and then each pin soldered individually. Use care that each solder point makes a secure connection on both sides of the PC board. When opening the holes, be certain the metal traces printed on the circuit board are not disrupted, otherwise your REU may not function at all when tested.



Step 5: Insert the chips carefully into the sockets, checking to maintain the correct chip orientation. The notch or dot on the chip points toward the top of the PC board. Be certain that all pins are inserted into the socket, and that none bend or break.

Step 6: Before putting the REU together again, plug the PC board into the

computer (make sure the power is off), turn the computer on, and boot GEOS V1.3. If necessary, run the UPGRADE conversion program on the disk that came with the 1764 REU, or 1351 MOUSE to convert V1.2 to V1.3, but be sure to keep a V1.2 backup copy should anything go wrong. If you have a two-disk GEOS system, you already have the proper version. From the deskTop, run the CONFIGURE program. The RAM EXPANSION box that appears should indicate 512K if your work was successful. If this is the case, reassemble the REU. If 256K or NONE is displayed, you should check for improperly soldered or disrupted traces, a chip not plugged in securely, or a defective chip.

## Expanding Your 1764 - Revisited

Recheck all the connections systematically. You may have to desolder and remove one or more sockets to locate the bad connection point(s). Then rerun CONFIGURE to see if the problem has been corrected.

When you arrive at this point, CONGRATULATIONS! GEOS V1.3 makes use of the 512K REU in the following ways; the first 64K holds a copy of the entire C-64 RAM, which allows for fast memory access and rebooting GEOS from the REU. If you select a RAM 1541, 165K plus directory space are reserved. This amount is also allocated if you are shadowing a real 1541 drive. Note that GEOS V2.0, due out this summer, may allow for a RAMDISK larger than the size of a 1541 disk. The BASIC RAMDISK software included with the REU also uses the expanded amount of REU memory, but the original version of Commodore's RAMTEST program was only designed for 256K. If you have this version, it can be modified to check the entire 512K in the expanded 1764 as follows:

1) Copy the files 1764 RAMTEST.BAS and 1764 RAMTEST.BIN from the demonstration disk onto another formatted disk. If the files have different names than those noted above, then you may not have to alter the test program (your disk may be an updated version of Commodore's RAMDOS). You may use the FILE COPY utility included on side 1 of the disk to do this, or even copy the files from the GEOS deskTop.

2) From BASIC, type the following:

```
NEW <RETURN>
LOAD "1764 RAMTEST.BAS",8 <RETURN>
501 REM LINES 502 & 503 POKE THE CODES
    TO TEST 512K! <RETURN>
502 POKE 33093,7: POKE 33099,33
    <RETURN>
503 POKE 36003,53: POKE 36004,49: POKE
    36005,50 <RETURN>
```

3) List lines 500-503 to confirm the changes have been entered. Then, list line 100 and space over the beginning characters 100 REM (to erase them) and press <RETURN>. This will resave the altered version of 1764 RAMTEST.BAS to the disk, and delete the original version. Reload 1764 RAMTEST.BAS and relist lines 500-503, rechecking for errors. Then, run 1764 RAMTEST.BAS, and the program should test all 512K in the expansion. If this does not happen, recheck the poke codes in lines 502 and 503 for errors.

You should be aware of some bugs in the original Commodore RAMDISK software:

1) The DOS NEW command does not seem to work (a syntax error is returned). However, the SCRATCH command using the wildcard symbol (SO:\*\*\*\*) will do the same job. This bug has been corrected in subsequent revisions of the Commodore RAMDOS. In fact, the

RAMDOS has now been upgraded for use in C-128 mode. The latest revisions of RAMDOS are version 4.2 for C-64 mode, and version 4.3 for C-128 mode.

2) With the 256K REU, the BLOCKS FREE message in the original RAMDOS directory reports about twice the correct number (2014) of blocks, as if the expansion contained 512K. This number remains the same after the 512K is installed, indicating the actual block count. This bug has also been corrected in the newest releases of RAMDOS.

3) In version 4.2 and 4.3 of RAMDOS (downloaded from Quantum-Link), the unit (or device) number of the RAMDISK cannot be changed with the CHANGE UNIT program. The only way to change unit numbers (i.e. from 9 to 8) is to reinstall RAMDOS specifying the new unit number, but without reinitializing the REU memory (in other words, files in the REU memory are retained).

The operation of the 1764 with GEOS seems flawless, although I have heard of occasional incompatibilities with user-programmed software. This, however, is a very rare case. It would be nice to be able to exit GEOS and directly utilize the GEOS RAM 1541 files in the BASIC environment; but due to the differences between the GEOS and Commodore RAMDOS formats, this isn't possible.

In the area of troubleshooting, the majority of people who have upgraded their 1764's have done so without problems. Of the people who have experienced difficulty, the usual defect has been poor connections at the soldering points, or disruption of the PC board traces occurring at the time the presoldered holes were opened. In most cases, a careful inspection and reheating of the solder points will reestablish the proper connection(s). Use of a continuity tester (available from Radio Shack) may be helpful in isolating any bad connections. In the case of an extremely hard-to-identify problem, it may be best to desolder and remove the sockets and reinspect the PC board, checking for disruptions on both sides of the board. A careful, meticulous job of soldering is the best way to avoid trouble.

Regarding the compatibility of the 1764 with the C-128, in most cases, no alteration seems required. However, the addition of a 390 Ohm, 1/4 Watt resistor to the empty R4 position of the 1764 circuit board makes it virtually identical to the 1750 REU. Conversely, removal of this resistor makes the 1750 equivalent to the 1764.

I hope this information will be helpful to all 1764 owners who desire to have 512K RAM rather than the 256K supplied by the factory. If you need assistance, feel free to contact:

Scott A. Boydman  
25447 Bryden Road  
Beachwood, Ohio 44122

or send E-Mail to [ScottB30](mailto:ScottB30) on Quantum-Link.

**Editors note: The 1x256 k chips used in the 1764 are in short supply worldwide. Prices as high of \$19.95 have been reported. Shopping around is highly recommended.**

**MYSTIC JIM**  
**2388 GRAPE**  
**DENVER, CO 80207**



Some things you can control: some you can't.

One thing you don't have much control over is your health. Sometimes, no matter how hard you try to do all of the right things, some little glitch sneaks in and messes everything up. I've been tied to an oxygen tank for a lot of years now, and I'm used to that. The problem now is that the same thing that screwed up my lungs keeps getting into other areas and has to be dealt with. Of course, that's my problem to deal with, and it's surely not as bad as many, many people deal with all the time. The only reason I mention it here is that it effects our shareware operations. In order to take the time to deal with my health problems, I have to reduce the time spent on shareware. We have obligations to you folks, which we fully intend to meet: therefore, we're simply going to have to cancel some of our plans.

We do have control over what we cut back. We will not cut back on delivery of shareware disks, the BBS, and delivery of items bought and paid for. Here are the things that we're cancelling:

1. The programming contest.
2. Mystic Jim's involvement in the GEOWORLD Disk. The disk will still be produced, but by someone else.
3. Development of new products. For this reason, and others, GEOTERM-X is being cancelled; all pre-order checks will be returned.

There are a couple of favors I want to ask from you:

Ever since we installed our voice line, we've been spending several hours every day, seven days a week; we've taken calls at every time of day, helping folks with problems with GEOS. Our

phone bills have been ridiculous, just in returned calls. But, hey, we don't mind this: it keeps us in contact with all of you, our friends. I just want to make one small request: from now on, please try to call between noon and seven PM, Monday through Saturday.

Please continue to be patient with us on delivery times. There are only two of us here to do everything, and I swear we do the absolute best we can to get things out on schedule. Shareware is all we do now: no movies, restaurants, or days off; and we don't get paid for this work. We have no capitalization, so we must use any income to cover expenses. When a big expense comes up, we sometimes have to wait for the income to cover it.

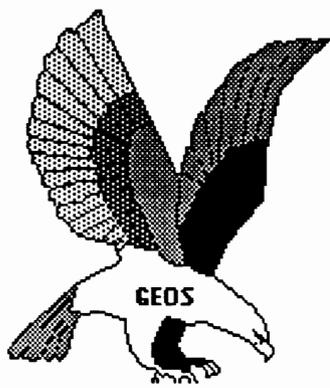
I understand how frustrating it can be to have to wait for things, and I wish we could do a better job for you.

On a lighter note: did you hear about the big Denver tornado? Yes, folks, it hit RIGHT HERE! Looking up the funnel of a tornado is the most awesome sight I've ever seen, and I got PICTURES. More than 800 big trees were ripped out in our neighborhood, and they say those trees saved us from lots more property damage. RAIDER, our sysop ( and son), is going to digitize some of those awesome pictures and upload them to the board.

I want to thank all of you who've called to wish me well: God bless you, and I love you all.

Best.

# Mystic Jim's Shareware Update



## <sup>m</sup> NEW PROGRAMS Disk #1 a,b

### <sup>n</sup> INTRO PROGRAMS Disk #2 a,b

This disk is sent to new acquaintances on request. On it are samples of the kinds of programs found on our shareware disks:  
Bootstrap 1.2, 1.3: Make bootable workdisks.  
Input Drivers: 15 kinds, for joystick, lightpens, KoalaPads, Super Sketch, and more.  
Graphics convertors: for Commodore Hi-res and multi-color images; including KoalaPaint, Peripheral Vision, etc.; to GEOS.

Desk Accessories: More than a dozen kinds, including screen dumps, icon editors, Auto Preference, etc.

GEOPaint grids and helpers.

### <sup>n</sup> MISCELLANEOUS UTILITIES: Disk #2c.

More than two dozen new Desk Accessories and utilities.

### <sup>n</sup> FONTS: Disk #3 a,b,c

Nearly 60 fonts.

### <sup>c</sup> FONTASTIC: Disk #3e \$6.95, \$4.95

Font Grabber. Converts any Commodore character set, including Font Master, into GEOS 10 point fonts.

Font IDX. Read or edit the ID numbers of your fonts.

Font Data. Enter data statements representing character sets in memory for Grabbing.

Grabbed Fonts. Thirty-six new ten-point fonts.

### HOWARD'S FONTS: Disk #3f.

12 of Howard Fernald's Pro fonts..

### <sup>m</sup> FONT PRINT FILES Disk #3g

Print samples of all BSW and Mystic fonts. (also available in print: see printing section)

### <sup>m</sup> PROGRAMMING: Disk #4a.

More than two dozen GEOS programming utilities of interest to programmers, including fixes for BSW's GEOS Tech guide.

### <sup>m</sup> TECH MANUAL: Disk #4b.

Files containing Alex Boyce's Tech Manual, and the programs necessary for printing the manual. (also available in printed form. See printing section 9.

### <sup>m</sup> PROGRAMMING128: Disk #4c.

Programs and files relating to GEOS128, GEOScope and other GEOS Utilities.

### <sup>m</sup> MYSTIC BBS TERMINALS: Disk #5a,b.

These terminal programs are all compatible

with our BBS.

Master Blastern. Very large buffer and good speed. Multiple character sets available.

Fast Term. Very "user friendly" terminal, with all features.

MultiTerm: Excellent program featuring modem nibbler for whole disk transfer.

### <sup>m</sup> LIBRARY UTILITIES: Disk #5c.

Programs for linking and dissolving groups of programs for up- and downloading.

Library 7, 8,6

Arcaid, including self-dissolving ARC.

Lynx IX.

SQ V2. and USQ V2. for compacting and uncompacting files.

### <sup>m</sup> BBS INSTRUCTIONS: Disk #5d.

Documentation and instructions for our Bulletin Board. (available in printed form. See printing section.)

### <sup>m</sup> GRAPHICS CONVERTS: Disk #6a, b.

Conversions for all of the following graphics images from each to the other and back:

KoalaPad, PrintShop, NewsRoom, PrintMaster, Flexidraw, Doodle, MacIntosh, Peripheral Vision, Edumate, RLE, FontMaster, etc, etc....

PShop X2: Double size of PrintShop graphics. GEOPaint forms and Grids.

Interceptor: A printer driver that "prints" to disk as a GEOPaint file. Add color or pixel-edit a GEOWRITE, GEOPublish, or any other printout. (by Master Blaster)

### <sup>m</sup> PRINTER DRIVERS: Disk #7a.

More than 50 printer drivers, including Mills' double and quad-strike versions.

### <sup>m</sup> PARA-PRINT DRIVERS: Disk #7b.

More than 50 parallel printer cable drivers.

These special drivers are necessary for printing with parallel cables.

(lists of both kinds of drivers are available in printed form of Mystic Jim's Documentation. (see printing section.)

### <sup>m</sup> REAL TIME CLOCK UTILS: Disk #8a.

For use with our Tim's Timer RTC

Read RTC: Automatically (or manually) reads time from RTC into GEOS.

Write RTC: Set time and date in RTC.

Show Time 1.2, 1.3: Permanently display time in GEOS. (128 version coming soon.)

Reminder: At powerup of GEOS, reminds of special dates recorded in Calendar. (version for new E-Type RTCs, and for GEOS128, coming soon.)

Plans: Instructions for building your own RTC, or for internal installation.

### <sup>m</sup> Satellite BBS: Disk #9a,b.

Run a Mystic Jim's Bulletin Board

in your area; programs must be tailored to your system and equipment. Write or call us.

### <sup>m</sup> GAMES: Disk #10a.

GEOS Based games and puzzles; just a few, now, but more coming!

Solo Poker: A neat game of Solitaire.

CIRCE: A game of international intrigue.

Culture: Cells live and die in the culture medium of GEOS.

### <sup>n</sup> Randy's Roundup: Disk R.

Utilities by Randy Winchester.

### <sup>m</sup> HACK'N GEOS: Disk #11a.

GEOHacker 2.0: New foolproof version strips copy-protection from all the latest GEOS programs, including GEOS128 versions. Read and edit serial numbers. Un-install disks, so you can try again after a faulty installation. (if you're into software piracy, please don't use our stuff; BSW is entitled to every nickel paid for their hard work and talent.)

Disk Digger:

Diskcompare: Compare any disk to any other to see the result of any operation.

GEOSMon: Go to monitor from any place in GEOS, and return.

GEOThreader: Step through job loops

Disk Doctor64

Disk Doctor 128

### <sup>m</sup> BASIC-8: One two-sided C128 Disk

To be used only with BASIC-8, the fantastic ultra-hires color graphics language for the C128, by Lou Wallace.

BASIC-Write, BASIC-Calc, and fonts, drivers, brushes, etc.

### <sup>c</sup> CLIP ART: Over two dozen 2-sided disks.

\*N = non-members, M=members, C= added cost.



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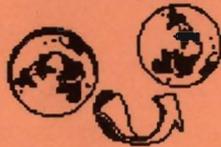
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