

Central Ohio Commodore Users Group's

# COCUG Gazette

Volume 3, Number 4

Columbus, Ohio

Spring 1993

FREE!

## Twinkle, twinkle, little star, computing where you are

By Joanne Konst

Ever since I was a little girl, I was fascinated by the stars and it is an interest that has survived the test of time. Through the years, we amateur astronomers have availed ourselves of all kinds of gadgets, both low- and high-tech, that can help us enjoy the heavens to the fullest. No other instrument since I bought my telescope has added more to my hobby than my personal computers.

My very first computer was a Timex Sinclair with 2k of ram and a 16-kilobyte RAM-pack. There was very little software available for this computer, and I searched through magazines for small BASIC programs that could be easily adapted. The Timex's version of Basic lacked such commands as "Read" and "Data". Due to the limitations of the machine, I only wrote a few simple programs that helped me convert coordinates.

My next computer was a Commodore 128. Wow! It has 128-kilobytes of memory! A disk drive! A printer! Now I was playing with power! One of my first acquisitions was Sky Travel, a software package that was as sophisticated as they came. Sky Travel was one of the first full-fledged planetarium

programs written for the personal computer market. A C-64 package, it included a sky view, a map view, tools to change the viewer's location, date and time, a database of deep sky

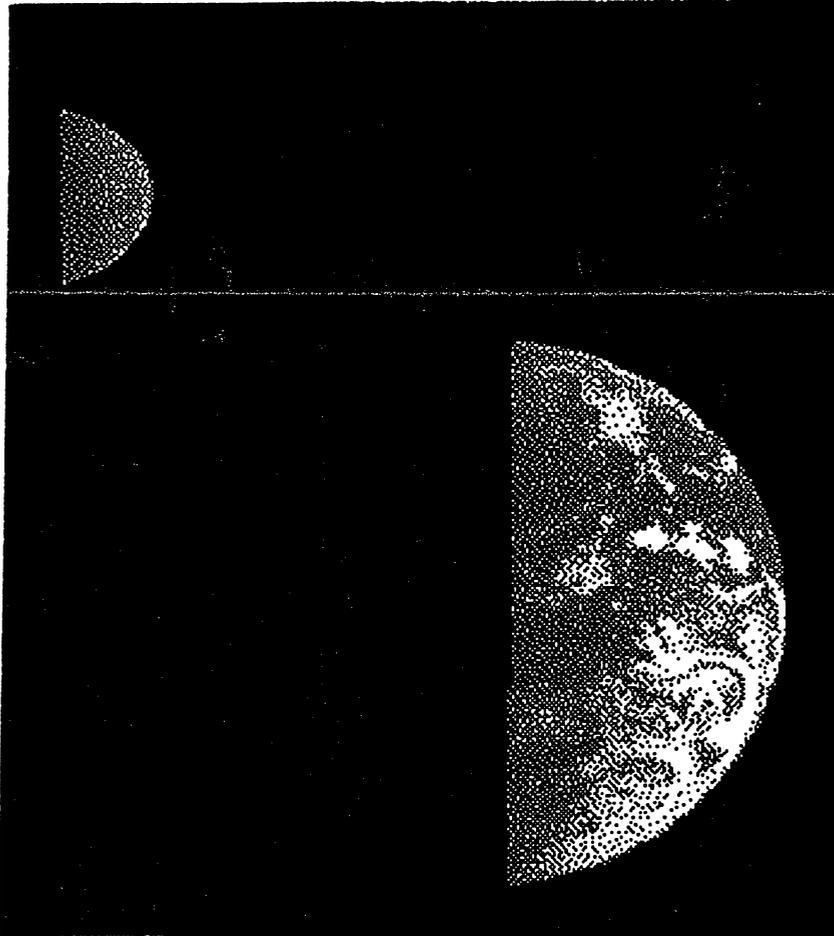
objects, printer support and more. I also had access to a number of programs published in *Astronomy* and *Sky & Telescope* magazines. These small programs helped me track Halley's Comet, pore over solar and lunar eclipses, and generally plan my viewing sessions at the telescope. During this time, I was participating in an observing program and I

kept records of my observations using DataFile, a database program published by *RUN* magazine. The hours spent at the computer gave me as much pleasure as the hours spent using the telescope.

I recently moved to the IBM world, and my first piece of software was *Expert Astronomer*, a very affordable astronomy package. While, by MS-DOS standards it is not the best astronomical package, it was still good enough to give me hours of pleasure. I have since found such shareware gems as *Starry Nights* and *Skyglobe*. The latter in particular is extremely nice to use, and has many options usually found in commercial packages. My astronomy software has grown to include *Orbits* (a Solar System tutorial), and *EZ-Cosmos* (a planetarium program with GIF viewing capabilities). I also find

myself collecting astronomy-related images, usually in GIF format. Other software packages, such as *Dance of The*

See *ASTRONOMY*, page 3.



This GIF photo of the earth and moon, taken by the Galileo spacecraft, is one example of using computers in astronomy. The GIF was converted to a geoPaint image with geoGIF.

For the owners of Commodore 64, 128, Amiga and IBM Clone computers

# How to use a public domain disk from the Amiga CLI

By Adam White

I get lots of phone calls at home from TPUG members. Most of them are from new Amiga owners who are having problems with their new computer. I have given advice on all kinds of problems relating to hardware, software and procedures for using the Amiga, but there is one question that I continue to get more than 50 percent of the time. The conversation starts out like this:

"Hi, I'm a TPUG member and I just ordered some Fred Fish disks from your TPUG library. When I put them in my computer I don't see anything on them. How do I get at the programs?"

Well, I've come to the conclusion that this is a common problem with new Amiga owners. When Commodore sells Amigas all they ever mention is the graphic oriented user interface, the Workbench. There is another side to the Amiga, its called the CLI. CLI stands for Command Line Interface.

It's just like a traditional computer, such as an IBM PC or a Commodore 64, you give commands to the computer by typing.

Commodore never seems to mention

the CLI, but many programs are written in such a way that you can only run them from the CLI. This article will attempt to teach you how to get at all those wonderful programs from the CLI.

The first step is to boot your Amiga with your Workbench disk. Now open the Workbench disk and look for the CLI icon, it is usually found in the System drawer. Click on the CLI icon to open the CLI window. Move the window to the top of the screen and then use the sizing gadget in the lower right corner to increase the size of the window so that it fills the entire screen.

At this point the procedure changes depending on whether you have one or two disk drives. One drive users should type the following commands into the CLI window:

COPY C/LIST RAM:

COPY C/CD RAM:

PATH RAM:

Two drive users should leave their Workbench disk in the internal disk drive and insert their TPUG disk into their external disk drive. Single drive users can now remove their Workbench disk and replace it with their TPUG disk.

Single drive users can now type:

CD DF0:

Dual drive users should type:

CD DF1:

At this point both single and dualdrive users have told their Amiga to look at their TPUG disk. The extra steps for single drive users tell your Amiga to copy some CLI commands from the Workbench disk into the Amiga's memory. Dual drive users do not need to do this because their Workbench disk will always be available in the internal disk drive.

Now type the following into the CLI window:

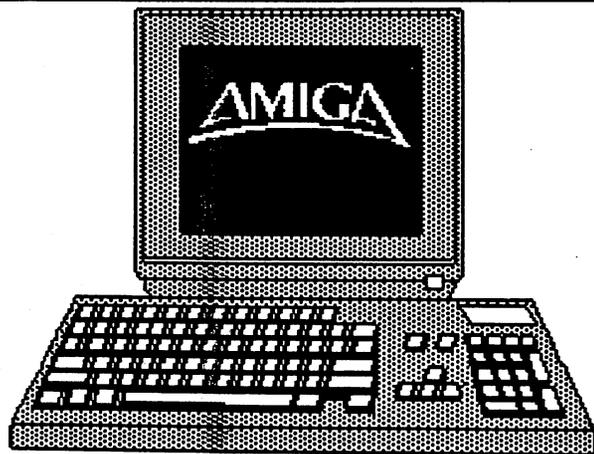
LIST

What you see will look something like this:

greatgame	132048 rwd 13-jun-88
color demo	23450 rwd 29-feb-88
more demos	Dir rwd 09-oct-87
spreadsheet	Dir rwd 17-jul-86
diskzapper	50128 rwd 05-mar-88
3 files- 2 directories- 324 blocks	

If you want to play the program called "Greatgame", just type the following into the CLI window:

See Amiga CLI, page 7.



Amiga 1200 with 2-meg. RAM - \$599!

Amiga 1200 with 40-meg. HD - \$849!

Amiga 4000 with 6-meg. RAM and  
120-meg. HD - \$2,699!

Ask us about the new Amiga 4000/030!

**Compuquick Media Center**  
**3758 Town & Country**  
**Shopping Center**  
**(near License Bureau)**  
**235-1180**

## Your authorized Commodore or AMIGA computer dealer!

We have computers for you!

Commodore 64 - \$45

1541 Disk Drives - \$49

1541-II Disk Drives - \$54

Commodore 128 - \$89

1571 Disk Drives - \$89

Used monitors from \$69

Open Mon.-Sat. 10:30 a.m.-7 p.m.  
 Sun. 11:30 a.m.-5 p.m.



Compuquick is also an  
 authorized Commodore/  
 AMIGA Service Center.

# ASTRONOMY

Continued from page 1.

Planets and The Sky are in my must-have list.

Astronomy programs are not limited to databases and planetariums. I have seen at least one amateur telescope hooked up to a VIC-20. The owner types in the coordinates of the star or object he wants to observe, and the computer



## New magazine for GEOS users

geoVision International, a bi-monthly laser printed publication is now here. The Premier Issue (January 1993) is still available and contains many of the best columns once found in Commodore and GEOS magazines and newsletters, along with many new ones too. The Art Gallery (How to get the most from GeoPaint and GeoPublish), Reviews (descriptive reviews of new software and hardware), New Users (tips and instructions for the new user), Programming (Becker Basic - GeoBasic - GeoProgrammer), User Groups - BBS's - Publications (a FREE listing of GEOS supported User Groups, BBS's, and Publications), Telecommunications (Q-Link - GENie - CompuServe), Editorial, Letters (your questions and suggestions), News (rumors and news of future developments), and Classifieds (FREE to subscribers). Each issue will follow a theme and will also include at least two feature articles.

The January theme is GEOS Today, and the March theme is DeskTops. U.S. First Class subscription rates are \$21.00 a year for six issues or \$4.00 for a single issue. Washington residents must add their local sales tax.

Subscribe today and become a charter subscriber to the ultimate source of GEOS material. When you get geoVision, you will see GEOS in a whole new light. Send your subscriptions to: geoVision International, 816 S.E. Polk Street, Camas, WA 98607-2240. Grady E. Brown is the publisher and editor of geoVision.

moves the scope. While computer-controlled telescopes are not uncommon, I was amazed it could be done with 16k of memory!

Amateurs are using the computer for image processing, especially in conjunction with CCD cameras. Some of the pictures rival the images produced by the large professional observatories. Another popular use of computers in the amateur astronomy world is for designing and testing optical instruments. Programs include CADs, ray tracing, and image analysis.

Other amateurs are doing work once done by professional astronomers, such as monitoring variable stars (stars that change in brightness) using computers. Their work is usually more accurate than visual observation alone.

The personal computer has revolutionized the amateur astronomy community. We can now watch the heavens even on cloudy nights. We are no longer limited to film for our astronomical pictures. And with the introduction of CD-ROM, we have access to many catalogs and references that once were beyond our reach. And I am amazed at how many amateur astronomers own personal computers. The percentage of computer owners among amateur astronomers is probably much higher than in the general population. It seems to me the two go hand in hand.

*(Joanne Konst is a member of the Central Ohio Commodore Users Group and is an avid amateur astronomer.)*

## COCUGazette

COCUGazette is the official quarterly newsletter of the Central Ohio Commodore Users Group, P.O. Box 28229, Columbus, OH 43228-0229, an informal, non-profit organization not connected with Commodore Business Machines, Inc.

Coordinator	Philip Lynch
Treasurer	Robert Gyke
Membership Director	Jim Bishop
Librarian	Don May
Newsletter Editor	Harold Stevens, Jr.

COCUGazette is mailed to COCUG members paying the annual membership fee of \$15 and to non-members upon request who live outside the Columbus, Ohio, metropolitan area. The publication is also available at CompuQuick Media Center, 3758 Town and Country Shopping Center, near the license bureau, in Whitehall.

Articles about personal computing, reviews, technical reports, humor, programming tips and opinions are welcomed for publication without compensation. COCUGazette makes every effort to ensure the accuracy of articles, listing and computer programs published in the newsletter and assumes no responsibility for damages due to errors or omissions. Unless otherwise marked or copyrighted, articles may be reprinted from COCUGazette with acknowledgment of origin.

COCUG meets on the third Saturday of each month at 9:30 a.m. on the campus of Columbus State Community College in Room 139 of Union Hall. COCUG also maintains a computer Bulletin Board Service that is available to the public 24-hours per day, seven days a week at (614) 274-6562.

This newsletter was produced on a Commodore 64-C with a Commodore 1581 disk drive and the CMD RAMLink with 1.5-megs of RAM. Articles were written and edited with Berkeley Software's GEOS word processing program geoWrite and produced on its desktop publication system - geoPublish. COCUGazette is published on an Apple LaserWriter II-NX laser printer, courtesy of Columbus Messenger Newspaper Co., 3378 Sullivant Ave., Columbus, OH 43204.

# Have software pirates contributed to C-64/128's demise?

With the decline of commercial software production, we are beginning to see piracy on the increase again, particularly when it comes to games for the Commodore 64. This is something that no computer user should tolerate as it is both *illegal* and *immoral*.

Recently, I got into a heated discussion with a couple of users on a local Commodore board who were boasting about their ability to pirate software. These people justified their actions on the fact that there are no new commercial software available in this country and they have every right to "steal the warez" that continues to be produced in Europe and abroad, as commercial producers are ignoring the large followers of Commodore users that continue to flourish in North America.

If my memory serves me correctly, these were also the same people who did the same thing when commercially produced software was being distributed at the height of Commodore 64's popularity back in the mid-to-late 1980s. At that time their excuse was that the cost of software was too high and they had the right to "steal the warez" and distribute it to those who owned computers, but could not afford to shell out the money to support their hobby.

When I pointed out how wrong their actions were, one or two of these hackers became upset and started calling me "nerd" or a couple of other cyberpunk terms that I'm not going to repeat. It appears that they take the attitude that they



## Editor's notes

by Harold Stevens, Jr.

are doing nothing wrong.

One thing I have discovered about those who hack software is that they are usually young and have a distorted sense of morality. Usually they don't get caught until they start serious hacking into the computer files of government offices, corporations or computer bulletin board systems. There has been instances of a couple of high school aged kids in the Columbus area who have been arrested by the police and federal law enforcement officers because of their hacking.

Many of these people don't realize it, but software piracy is among the reasons that commercial software producers pulled themselves out of the Commodore market. How could these producers make money, when all people had to do to get their software was to log on to a pirate board and download a game or application that was zipped, lynxed or arced into a single file. For those who didn't want to pay out money to get software, this was a convenient way to get something for nothing.

Because of this selfish action, all of the Commodore 64/128 users had to suffer. I also should point out that software piracy is not just limited to the Commodore computers either. Already, we are starting to see the impact that software piracy is having on Amiga computers, as well as IBM types and MacIntoshes. It is becoming such a problem that the software industry had to have Congress amend the copyright laws to protect themselves and the software producers have put pressure on federal agencies to enforce those laws.

As one who writes professionally, there is nothing more hideous than someone who would steal my work and not compensate me for it. If I were a programmer, I would feel the same way, particularly after putting in hours creating a program, utility or game, hoping to make a profit, only to find somebody else stealing that work and distributing to others because of a twisted sense of morality. Particularly the individual who feels that he or she has a right to my work without compensating me for it. In my book that's outright theft and it's wrong.

*(Harold Stevens, Jr., is editor of COCUGazette and is an editor with the Columbus Messenger Newspapers.)*

THE POINT  
IS

BUSINESS CARDS  
NEWSLETTERS  
TYPESETTING  
CAMERA-WORK  
PASTE-UP  
SHEET FED PRINTING  
WEB PRINTING

WE'VE GOT WHAT YOU  
NEED!

Web  
-n-  
Type

3378 Sullivant Avenue  
Columbus, Ohio 43204

272-8973

# Careful planning creates successful newsletters

By Al Fortier  
TV/BUG, Boise, ID

Producing a monthly newsletter for a users group can be an enjoyable experience if you take the time to plan your work. The prospect of sitting down to try to fill 10 to 12 blank pages with interesting material is enough to scare many would-be editors away. However, by gathering and saving material on a regular basis, a stockpile of material can be available.

The primary source of material, and that which should have the highest priority in your publication, is from the officers and members of your group. Members enjoy reading articles written by people they know, and first-time authors delight in seeing their article in print with their name on the byline.

But, you say you can't get your members to contribute any articles? I know, we have the same problem and the percentage of members who have contributed is very low. All we can do is keep reminding them that this is their publication and their contributions are welcome.

The next source of material that is readily available is the User Group Leader's Exchange on QuantumLink, the Commodore national telecommunications network. In the User Group Exchange Text Library, UG leaders upload articles from their newsletters. These can then be downloaded and reviewed for inclusion in your newsletter. Please, if you use these articles, always give credit to the author and source of the material.

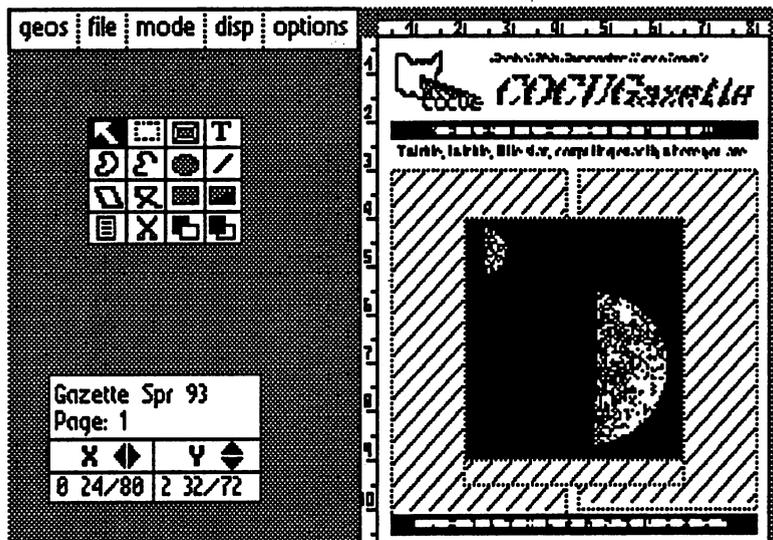
Besides the User Group Exchange there are many other sources of material on Q-Link. Bob Lindstrom's up-to-date unbiased reviews of new software releases can be found in the Commodore Software Showcase. Also, most of the SIGs (Special Interest Groups) in the Commodore Information Network include articles written by the SYSOP and other users. We keep a formatted disk handy and labeled "newsletter material" and whenever we run across an item while on-line we save it to disk. By scanning Q-Link sources on a regular basis you will soon have a disk full of articles to select from. These downloaded files are all SEQuential and geoWrite files so they can be inserted right into most word-processors to be formatted and edited.

One more source of material is by exchanging newsletters with other user groups. We presently exchange with about 25 clubs across the country and all of them give permission to reprint any of their articles provided credit is given to the source. The biggest problem with this method is that these articles must be typed into your word-processor. This is where a Newsletter Committee can help by having several individuals type in selected articles and saved to disk to add to your stockpile. Some User Groups have a newsletter disk that they will exchange, thereby saving the re-typing.

*(Editor's note: COCUGazette exchanges newsletters with only a handful of user groups, as several of them have ceased to exist over the past two years. Contents to appear in COCUGazette are determined by the editor and the members of the steering committee.)*

We have seen some newsletters where, instead of re-typing material from other newsletters, they simply cut out the article from another newsletter and paste them into their

own product prior to photo-copying. This practice usually results in a hodge-podge of type-styles and formats that looks more like a ransom note than a newsletter. I've noticed that some of these "cut and pasted" articles were available for download from Q-Link. Those who use this method argue that they don't have the time to type all the material and that is exactly why planning is important. If you wait until a few days before your deadline to start your newsletter, the results will be obvious. Much easier to spend a few hours each week organizing your



Creating newsletters are easy with desktop publishing software like geoPublish for the Commodore 64/128. This artwork of the first page of this issue was created by using ScreenPhoto.

material than to wait till the last minute.

Okay, so I've got all this material saved on disk, now what do I do with it? Of course, if you're just starting a newsletter you should decide on a format and style that you will follow. Here you should enlist the aid of other members of your group for their ideas and suggestions. Take a close look at some of the newsletters from other groups to find a format that appeals to you, keeping in mind the capabilities of the word-processor and printer/interface combo that you will be using. Do you want single column or double column, full page or half page, how many pages? We found that six sheets of 20# paper weigh exactly 1 ounce and thus can be mailed for 29 cents each (we don't have a bulk mailing permit yet). Doing any more than 12 pages will cost you more in postage, any less and you're not getting your 29 cents worth.

About a year and a half ago we received our first copy of the Catalina Commodore Computer Club Newsletter from Tucson, Arizona and we were so impressed that we copied their format almost exactly. We have since refined it a little, using a banner design that we copied from the Peek and Poke Newsletter from Westbrook, Maine, and with the Fontmaster II word-processor, using various fonts and type sizes for headlines. We use an Epson LX-80 with a Cardco G-Wiz interface along with our C-64, 1541 and FSD-1 disk drives.

Our front page each month is done with Print Shop Sign Mode to make seasonal borders and to large-print our newsletter name - BUG BYTES. Then we back the paper up (manually with the LX-80) and use Fontmaster II to overlay 4 or 5 one line highlights of the newsletter contents. The back page (page 12) is our mailing label page and here we simply

See NEWSLETTERS, page 6.

# NEWSLETTERS

Continued from page 5.

half of the page (top margin 37). For the other half of the back page we make a calendar using Print Shop Companion showing meeting dates and holidays. We use a photo-copier to make a double reduction of the calendar, then trim it and paste it on the top half of the back page. When folded in half the 11 inch page will have the return address in the upper left and the calendar on the back, ready for the mailing label in the center of the bottom half.

The remainder of our newsletter, pages 2 through 11, consist of a banner at the top showing the page number and month and year of the issue along with the newsletter name and a graphic converted from Print Shop to Fontmaster II. This is the same for each page except of course for the page number. Following the banner are 2 columns of text with a bottom margin of 4. Page 2 is a set format each month with column 1 used for Club Meeting announcements, dues information, and the masthead and disclaimer. Column 2 is called Bits & Bytes and contains several short items of interest. Page 3 is the Officer's Page used each month for short articles by the club officers. Page 11 is another set format that changes infrequently. Here we list the key personnel and their phone numbers, local BBS numbers, library ordering info, ad costs, and small forms for address changes and library disk ordering. So that leaves 7 pages in our 12 page newsletter to be filled with articles from our stockpile. We usually save page 10 for last so we can use it for the end of articles that didn't fit on an earlier page.

*(Editor's note: The COCUGazette was designed from scratch by its editor, who is a newspaper editor. This newsletter is produced by using geoWorks' geoPublish desktop publishing*

*and is printed with an Apple LaserWriter NTX II. Articles are downloaded from Q-Link and copied from other newsletters. Other articles are contributed by COCUG members and other Commodore users on the Punternet BBS network. All graphics are either geoPaint originals or are scanned.)*

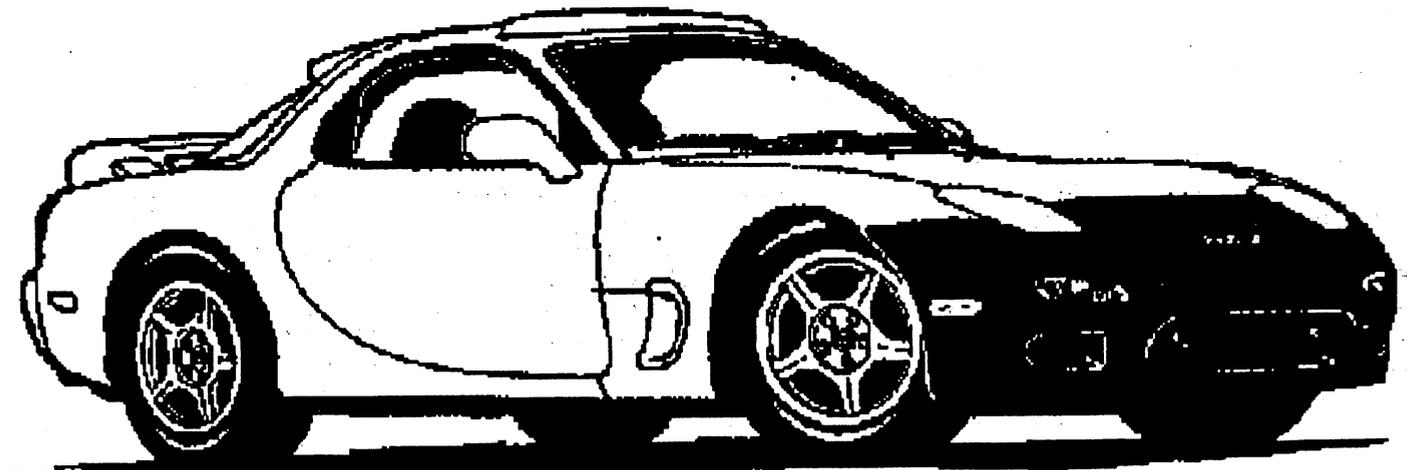
By experience we know that each page will be about 30 disk blocks long and the line count will be about 176 (we set our word-processor for 8 lines per inch rather than the standard 6). We can then look at the articles in our stockpile disk directory, noting the file sizes and estimating which articles will fit on each page. (Note: if you use FM II and you use "tall" print mode for article headers as we do, keep in mind that each "tall" line equals 2 regular lines so your on-screen line count will be off a little. We adjust this by changing the bottom margin in the second column.)

In some of the columns we might use an appropriate Print Shop graphic printed with Print Shop's Graphic Editor, then cut and pasted into a "window" in the column formed by adjusting the margin for several lines. As we finish each page we change to a fresh ribbon and final print the page. We prefer this method rather than printing all at once because while FM II is good, it is also very slow. Also, if you're fortunate enough to have paid ads in your newsletter, remember to leave space for them in your planning.

While all this may seem like a lot of work, it really isn't that bad if you take the time to plan ahead and spread the work out over the month between issues. Any help you can get from other members or a Newsletter Committee will make your job that much easier.

## Coming soon to the GEOS, Ensemble and IBM graphics files of COCUG's BBS...

*Scanned art of the hottest 1993 automobiles in geoPaint, Macpaint and PCX format!*



Call 274-6502 and log on to the CBM/GEOS, IBM/Graphics or IBM/Ensemble areas in the files section.

# Amiga CLI

Continued from page 2.

## GREATGAME

If you want to look at the color demo program, just type :

"COLOR DEMO"

Notice the quotation marks in the above example? If the name of the program contains spaces you **MUST** put quotation marks around the program name.

What about Spreadsheet and More demos? They aren't programs, they are sub-directories. A sub-directory is like a drawer on a Workbench disk, it contains other items. You can tell the difference between a program and a sub-directory by looking at the column after the name.

If there is a number there, chances are its a program. If there is the word 'Dir' after the name, then the item is a sub-directory. To get into the sub-directory More demos type the following:

CD MOREDEMOS

You have now told your Amiga to look into the sub-directory called More demos. Type the following :

LIST

and you will see:

```
demo1      59030 rwd 17-jan-88
demo2      13020 rwd 25-dec-87
line demo  98774 rwd 14-nov-86
3 files- 0 directories- 300 blocks
```

Now you can repeat the steps described above to run any of the programs in this directory. Its as easy as typing the name of the program you want. Sometimes when you type in a program name you will get an error message that says something like "File is not an object module". What this means is the file is not a program that you can run.

The file may be additional data for a program. Some examples are title screens, instructions and sounds. In most cases the actual program will have the largest size (the number in the second column) of all the programs listed, but this is not always the case. If you get an error message try another name, one of the names has to be the program.

I hope this article has given you a good start towards using programs from the CLI. I have tried to keep everything as simple as I can.

# geoFont Editor creates and modifies fonts for use with GEOS applications

By Will Jones

For years, I've been teaching chess to youngsters through a 4-H chess program. During the winter months, I've printed a weekly 4-6 page with chess lessons, tips and problems to help the kids learn how to play.

One of the big problems I face was putting chess diagrams in the Newsletter. I tried hand drawing them, rubber stamp pads, rub-ons and geoPaint but everything was messy. slow, tough to read and very unkind when a mistake was made. I finally found a GEOS program that not only solved my problem, but has been loads of fun and one of my most used files. This program is GEOS Font Editor, shareware by Jim Collette.

With GEOS Font Editor I was able to draw a font with little chess piece graphics complete with the accompanying chess squares of each color. Now I can type in my chess diagrams quickly, change them easily if I make a mistake and with geoWrite, I can put them anywhere on the page without a lot of hassle. And it has been fun, I've since designed a font based on little bones, and am working on a series of graphics that will be keyed as a font so I can mix them into my geoWrite documents without the bother of pasting from geoPaint.

The documentation for geoFont Editor is on a separate file, prints out to seven pages and is clear and complete. I had no trouble using the program, except I created one font that was too large; it wouldn't work with geoWrite. The manual explained the problem, but assumed I was smart enough to correct it without help. I had to experiment for quite awhile before I figured out that I had to change the default width to a very narrow one and then only widen the font on the keys I was using.

Along with the ability to create new fonts out of thin air, the Font Editor also allows you to load existing fonts. They can then be modified, flipped, mirrored and scaled to different point sizes. It also has the ability to combine multiple fonts into one file by use of 'fake' point sizes. This is a real plus to get around the limited number of fonts allowed in the GEOS deskTop.

The program allows fonts to be created up to 48 by 48 points, with fonts that big you'd only be able to work with a few keys, leaving the rest blank--the font being too large. Input is done with mouse, joystick or keyboard.

Geos Font Editor is shareware, and the author requests \$10 if you find it useful. If anyone would like a copy, I'd be glad to send it, as well as the chess or bones font I created. Trade for other public domain GEOS or other programs would be fun, but not necessary.

Wait!  
Before you try  
the other brand of  
BBS, try COCUG's!



Call the Central Ohio  
Commodore Users  
Group BBS at  
274-6502.

Baud rates of 300, 1200, 2400,  
9600 and up to 14.4 HST U.S.  
Robotics. V.32, V.42 and V.42 bis  
are supported. Protocols include  
Punter, X-Modem, Y-Modem Batch  
and Z-Modem. 8 data bits, no  
parity and 1 stop bits (8N1).

Punternet conferences are  
featured for COCUG members  
only. Topics range from C-64,  
128, IBM and Amiga computers  
to beginning computing to  
programming to Star Trek.

# Dualtop can be better alternative to GEOS' deskTop

By David Drew  
(Copyright 1991)

Getting tired of continually swapping your "C" drive? Tired of taking all morning to page through the deskTop on one of your 1581 diskettes to find that obscure font?

Well if you are, but still have a little energy left, then give dualTop (DT) a try. DualTop is used instead of deskTop but does not replace it. I have been using DT-128 Version 2.5 for about 4 months and really like it.

The DT system allows any of three drives (one can be an REU) to be used directly without swapping. You just click on the drive box to open the disk. One thing I like is that DT shows what each drive is. On my system, the three boxes show 1571, 1581, and R1571 (the REU). If you do need to swap drives there is a drop down menu to do this easily.

DT shows the directory of two disk drives side-by-side. One window is labeled *source* and the other *destination*. This tells you which way you are going when copying. Also, any function like printing is performed on the *source* window, but you can easily reverse the

designations by clicking on the window that you want to use as the *source*. Each page of the directory shows 15 files. You can use the function keys to go up or down one page at a time or to go to the first or last page.

There is also a gadget (Express Publisher calls this a "thumb"; a what?) that you can move up or down with the pointer to move around the directory. DT can sort the directories alphabetically and you can even set the program to do this automatically.

You can set the program to display which directory (or directories) you want when exiting an application (i.e., you can have one or two directories and they can be any combination of the A, B, C drives).

Another features of DT is that you can exit to deskTop if you wish. Occasionally I find the need to do this and really like this feature. With DT, you just click on the name to select a file and double click to open an application.

If you want a number of files that are together in the directory you can just click and drag your pointer. If you are copying a lot of files and need to abort

you can do this too. One note about copying, DT does not warn you if you are over writing a file with the same name. DT has other features, but to be less windy than I usually am, I won't write about those.

About the only problem that I find using DT is that without icons it is sometimes hard for me to tell what a particular file is. But here is a tip to help overcome this: I prefix every file so that I can tell easily what it is. A geoWrite document might be labeled GW.Miss12/91.

An added benefit of the prefix with DT is this groups all of the same types files in the directory if you set DT to alphabetize. One restriction I found in the manual is that DT will not work on an unexpanded system with different drive types. DT is shareware written by: Paul B. Murdaugh, 2252 N. Kansas Ave., Springfield, MO 65003.

I have also used version 2.0 with GEOS 64 for a short time and found that version 2.5 is much better. With DT I no longer have to do the "C" Drive Shuffle or the deskTop Paging Polka--saving me time and aggravation. I recommend you give it a try.

Central Ohio Commodore Users Group  
P.O. Box 28229  
Columbus, Ohio 43228-0229



Postmaster: Dated Material, Please Expedite!