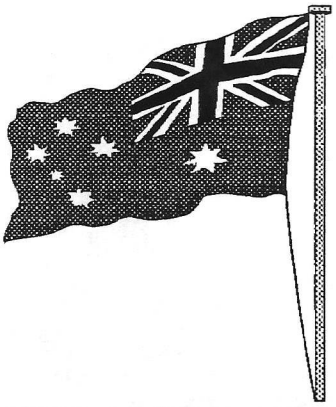

geoNEWS the Journal of geoCLUB **Issue 58** **June 1996**

EDITOR'S COMMENTS

It's sad to have to report that yet another Commodore C64 supplier has bitten the dust . Electric Boys Entertainment Software have decided to call it a day. It would appear mainly due to lack of support in the form of sales to C64 users. At least they have not done what some others have when ceasing business, leaving customers waiting for goods that have been paid for.

I am often asked about newer makes of printers eg inkjets and their suitability for use with Goes. This is an area that I have had no experience with. I would therefore appreciate printer driver information form anyone who uses an inkjet or similar modern printer.

Page 8 has part one of a poem by Banjo Paterson the Oz poet with graphic layout by Gordon Turell who also takes up Page 12 with some of his usual excellent graphics, I particularly like the Flinstones . Our Australian organizer Peter Hunt has an article about PC's mainly concerning Windows95, any one reading this will quickly realize that once in the PC market it's a never ending treadmill of upgrade after upgrade in order to keep pace with the latest software.

Happy Geosing

Frank

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In Our 5th Year of Supporting GEOS and it's users

The June Disk Review

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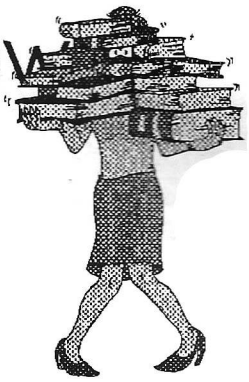


Hi, and Welcome to our June Disk Review.To begin with, a plea for help please. I've recently been sent a disk that fellow member Danny Tod asked me to evaluate. Unfortunately I can't because according to Danny, it needs your computer to have an Action Replay cartridge fitted. There's a geoWrite file called TITLER DOC on the disk, but the actual programme's in Basic. If anyone out there can be of any help to Danny, please get in contact with me. - Terry

Our Thanks this month mainly go to Dave Elliott, Sam Brown and also to Peter Hunt, plus anyone else who I've probably forgotten to mention.

geoCLUB DISK 407

There's a mixture on this disk of Basic and GEOS programmes. So let's start with the Basic files first - **RECIPES** - A programme that lets you keep track of your favourite ones; **RECIPE CONVERSION** - Pounds to Kilos etc; **ALARM CLOCK** - An on screen reminder; **BARTENDER** - Never go thirsty again; **GEOS >> GeoView** to look at the following - **BUGS** - The creepy crawly kind; **THE LAB** - Memories of our school days?; **MISC ART** - Some very good pics; and in geoWrite format **ICE CREAM** - How to make your own; **INSTALLING GEOS** - Don't we already know?; **FAMILY PHOTOS** - What to look for when you take them; **HOUSE RULES** - An amusing look at, but they never seem to work!; **THE PROJECT 2** - I can't really explain this, a different look at management perhaps!!; Two files that defy description - **TRICKY TRICKS & TRICKY TRICKS 2** - The first is all about Tricks, and the second file is an order form!!

geoCLUB DISK 408

geoWrite files first - **EXPAND YOUR 1764** - A 'How To' file; **RAM TEST REV** - A revision file on 'How To'; **CERTIFICATE doc** - For members who might have the programme, but not the docs!!. Strange because the actual programme's not on this disk!!.; **DREAM INTER** - Tells you, or rather explains to you, what your dreams are supposed to mean; **Dr WHO** - needs geoFile to work; **Dr WHO GUIDE 1** - The ins and outs of who does what (I think); **FRUSTRATED** - A cops look at life; **GROWING OLDER** - An amusing look at life; GeoView to look at **GEOS PIX**, which are very good, also there's a pic called **CARS.**

geoCLUB DISK 409

A Basic disk supplied by Dave Elliott. **FUN GRAPHICS MACHINE** - Although this programme is copyrighted, according to the information on screen, we're encouraged to distribute it, but not to make a profit from it, well we don't!. This programme's a Demo, but it's an excellent one. If you've ever fancied trying it out before you bought it, now's your chance. Thanks Dave.

geoCLUB DISK 410

Some more from Dave. 3 geoWrite files - **MYSTERY 1 & 2** - Two mystery's to read about; **PHOTO CHEMISTRY** - How to develop your own films; **geoNEWS CONTENTS 1 & 2** - From issue No. 1 to issue 24, where to go to look for previous articles etc; 8 Photo Albums - **SANTA ETC - GEN INTEREST - HOLIDAYS 1 - CELEBRATE 2 - COMPUTERS - XMAS GP and GP XMAS (?) - LWIZ 253A PICS.** Thanks again Dave.

geoCLUB DISK 411

It's not very often these days that I 'enthuse' about some of the geoPaint pictures that come my way, but the pictures on this disk really are excellent. These geoPaint Files originally come from Dick Estel in the States, being passed on to me by Dave Elliott, and they're all very good, try them out - **DINOS 95-1** to **DINOS 95-4.** Full page info and pictures of Dinos; **RHINOCEROS 1 & 2** - As the previous files, but this time Rhinos; Finished off by a pic file called **AZTEC CALENDAR.**

geoCLUB DISK 412

Some more from Dick Estel, some more very very excellent pics, they are - **BARBED WIRE 2 & 2A - CREATURES - PENGUINS - WINTER 2 - CHARACTERS & CHARACTERS 2.** Again our Thanks to Dave for passing them on to us.

geoCLUB DISK 413

Yet another disk crammed full with some very colourful pics - GeoView for - **FRED AND BARNEY - COCKTAIL & COCKTAIL BIG - RACING CAR - REMARKABLE ROCKS; PIC SHOW** for the following GG type pictures - **HARRIER - MACHINE - MEGA - UKFLAG - ABORIG - OZ - OZ FLAG - - NTFLAG - QLDFLAG - SAFLAG - NSWFLAG - VICFLAG - WAFLAG - ENGLAND - UK MAP -UKMAP2 - OZFLAG2.** The pointer's an 'extended finger'.

geoCLUB DISK 414

You'll need the **PIC SHOW** file from the previous disk as it's not included. However, yet another bunch of GG pics - **2 DRAGON FLYS - DREAM TIME - FYREBYRD - LEAF DRAGON - LEAF DRAGONS - HUNDER BEAR - WHY A DUCK** etc. etc. OK, so all these pics are in Basic, but I didn't feel like splitting the disk up!!. There's nearly 30 pics in all.

geoCLUB BASIC DISKS 49 to 52
These 4 disks are in Basic format, so just type in - **LOAD"*",8,1** -or- from within GEOS use Pic Show. The contents of these 4 disks really are excellent, if you buy them I can promise you that you won't be disappointed. They are in that GG format. These disks originate from someone called Sam Brown - Thanks Sam.

That's about it for this month, hopefully we'll both be back with some more reviewed disks next month. The price of our disks still remains at £1.25, and this still includes the P/P. So it's Bye Bye from Sharon and Me - Take Care.

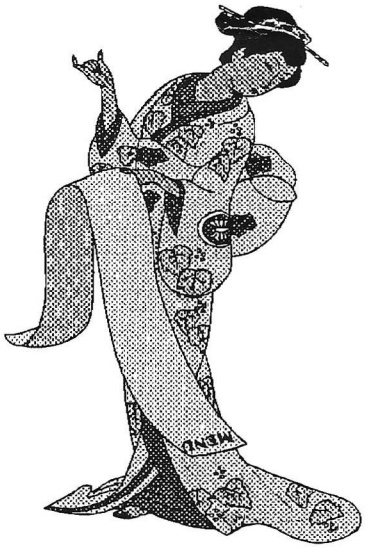
For Sale

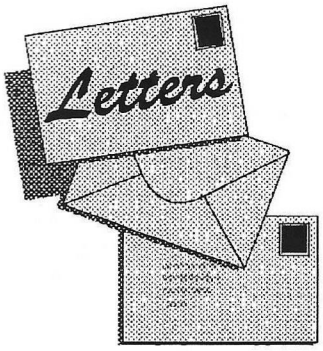
1541 Disk Drive with all cables and manual £40
Frank Cassidy, 55, High Bank Road, Droylsden, Manchester M43 6FS

I was in a Chinese restraunt the other evening having Chicken Chow Mien. The chicken must have been a right old boiler 'cos it was as tough as old boots.

I called the waitress over I said, " Excuse me, but can you tell the chef his chicken is rubbery"

"Oh fank you" she said, " He 'll be verry preased





To The EDITOR

Dear Frank,

Just a word of thanks to you and the power of geoNews. You kindly inserted my request for anyone who could/would repair my C128 in the February issue of geoNews and I received a most helpful telephone call from fellow member Ian Swain of Fleetwood. He advised the firm Multiplex, 3 Middleton Business Park, Middleton - On - Sea Sussex, PO22 6HS, Tel: 01243 587089. As it happened I did not use their services, as owing to sickness they were late returning my initial telephone call, but I found them most courteous and their prices very reasonable.

The company who undertook the repair was Electric Boys Entertainment Software. The job was done in 20 days and the price quite reasonable. I assume that they sub-contracted my C128 repair as I discovered a slip of paper with my repaired machine giving their name and address. It read ;

High Street Micro , 18-22, High Street Crewe Cheshire CW2 7BN Tel: 01270 250871 (Service) , 01270 580964 (Shop) They are willing to repair some Commodore equipment as they have a limited amount of spares still available.

In issue 79 of PC Mart there is an ad for Heath Computers, Unit 3, Speedwell Trading Estate, Kings Road, Tysley, Birmingham, B11 2AT Tel : 0121 772 1200. It states that they repair C64's for £25:00

I hope this may be of use to other members. Anyone wishing to contact me my telephone number is in the February geoNews.

Best wishes , George Steele , Padiham

Many thanks for you letter George it's good to know that there are at least three companies still repaired to support the C64/C128 while able to do so. Obviously the shortage of spare parts is a problem though these are available in abundance in the USA and should anyone become desperate one solution may be to buy the appropriate spare part(s) from the US and then get a repairer to use these to complete the job . I would also like to take this opportunity to thank Ian for coming to the rescue to help out a fellow member, not for the first time I should add.

Good on yu' , you old codger.

For Sale

C64.C128 Productivity software, games, (tape and disk) , books, hardware. Many sought after items available including 1581 3½" disk drive, 2 Meg RamDrive, Newsroom, EasyScript, geoProgrammer, Geos Insdie Out and scores more
Send SASE for full list.

Michael D Pearson, 31 Saxon Close, Stratford - Upon - Avon Warwickshire, CV37 7DX Tel : 01789 294978

.....

Comments from the editor :

Normally I accept personal ads from members free of charge , make no comments assume they are all genuine and accept them as given. Obviously it mainly depends on just how much room I have spare just how comprehensive I can make the list as really they have always been of secondary inportance . This of course is now becoming no longer the case because many software titles are unobtainable, hardware even harder to find and so the disposal of individual(s) items become the only source to obtain that much wanted computer accessory. In the case of the above sale, I feel that Michale Pearson due to his long standing support of geoClub and geoNews deserves as much space as needed but his list runs to 10 A4 pages, thats almost a complete geoNews in itself. Knowing that ALL Michaels computer accessories will be in top condition I would urge everyone to obtain a copy of Michale's list of goodies for sale, some of the items you are unlikley to see offered for sale ever again .

Looking at GEOS

(This series of articles specifically meant for new comers to Geos was sent to us byLawrence Burses, Hernando ,Missouri , USA via Peter Hunt Australia small portions not applicable to Europe have been edited out .[Original articles by Mark McInnis])

Let's continue with disk management and start things with copying a disk using one disk drive. When copying disks, in particular using one disk drive, you must be aware of your source disk and your destination disk. Generally GEOS will keep you straight on what disk to put in the disk drive and when to put that disk in the drive. To start the copying process insert the system disk into the disk drive, open the system disk, open the disk copy program and simply follow the on screen instructions. In case you forget to remove your system disk you will find out real quick that this disk cannot be copied. Be aware that your back-up system disk cannot be copied either. One nice thing about this copying process is that GEOS will automatically format the destination disk for you if you are using an unformated disk. As always, formatting will destroy the contents of that disk. I'm half a mind not to get into copying using more than one disk drive as this can be a very complicated depending on your disk drive configuration. However using multiple disk drives with GEOS is the way to go. I have used two 1541 II drives and never had any problems. Berkeley warns that you can perform a disk copy from a single-sided disk to a double-sided disk, but not from a double-sided disk to a single-sided disk.

Note that a RAM expansion unit can be configured as a 1541 or 1571 disk drive. If the disk drives you own are the same, or if you are using two different disk drives with an REU (ram expansion unit) to copy a disk, open the source disk by clicking on its disk drive icon, select copy from the disk menu (or press the commodore key and the letter K) and from this point follow the screen prompts. When using disk drives where the formats are different the copying process is a little more difficult. To start the process open the source disk by clicking on its disk icon, insert the destination disk into the other active disk drive and select reset from the options menu(or press the Commodore key and the letter R). The reset command enables GEOS to recognize disks in different drives. Next choose all pages from the select menu (or press the commodore Key and the letter W). Click on one of the highlighted file icons to bring up the multi-file ghost icon, drag the multi-file ghost icon to the destination drive icon and click to deposit it there. Configure 2.0 must be used when using different disk drives. Nothing to it. Now for a little housekeeping. Remember the old validate command from basic. This command is used to check for errors on the currently open disk. Validate can repair minor disk damage. One thing to remember is to never, never, never validate a GEOS disk from basic. Use only the GEOS validate command to validate a GEOS disk. The keyboard short cut is: press the commodore key and the letter V. Let's look at erasing a disk and formatting a disk.

Essentially these two command do one thing. They destroy any data on a disk.
Technically the erase command erases all files from a disk and is much faster than formatting. Unformatted and master disks cannot be erased. The format command also erases files from a disk. A blank disk must be formatted before any information can be placed on it. Formatting places magnetic tracks on a disk, which is similar to the grooves on a vinyl record.

"Beware the ides of March!" I beleive that this warning was given in the Shakespeare play "Julius Caesar". When dealing with multiple disk drives in GEOS you need to be aware of certain things in order to make everything come up roses. Particularly when you mix drive types. GEOS can handle up to three disk drives. The manual notes that only the top two drives (A and B) can be used at one time. If a third drive is used it must be a RAM expansion unit.

The types of disk drives you can use with GEOS are the 1541, 1571, and 1581. A

Ram expansion unit can be considered a disk drive also. For the techno freaks out there the 1541 and 1541 II disk drives have 165 K of memory and accepts a single-sided 5 1/4 inch floppy disk. the 1571 disk drive has 331 K of memory and accepts single and double-sided 5 1/4 inch floppy disks. The 1581 disk drive has 790 K of memory and accepts double-sided 3 1/2 inch floppy disks.

The manual has a caveat that the GEOS system disk, from which you need to boot GEOS, is a 5 1/4 inch floppy disk and that GEOS (Berkeley Softworks) does not supply a 3 1/2 inch boot disk. I noticed in Bob Nunn's column, "Bob's Bits", (Memphis Commodore Users Club-January 1994) that Dreative Micro Designs (CMD) has aquired the distribution rights to the GEOS family of software as well as all inventory and masters. Perhaps we will see support that GEOS should have had all along.

Well, I'll get off my soap box and move along. What do I do if I have different drive types and want to use GEOS? No problem. Make sure that you have the file program Configure 2.0 on the same disk as your Desktop 2.0 file. If the Configure 2.0 file is not present, then your mixed multiple drives will not appear on the desktop and in effect be off line. Should you have a RAM expansion unit then you will not have to be bothered with Configure 2.0. The drive that you boot the system from is automatically reconized by GEOS. When you add or change then Configure 2.0 must be present so GEOS can reconize the new or changed drive type. As always, when hooking up a disk drive or any other peripheral to your computer, I would turn it (the computer) off. The GEOS manual indicates that you can connect and disconnect disk drives from the computer while everything is up and running. It's your computer and you can do what you want to with it, but I would shut the system down before connecting a periphiel device. Generally speaking when the Configure 2.0 file is run, all that you need to do is follow the on - screen prompts. When using a RAM expansion unit, you may run accross a Shadowed (Shadowed 1541 etc.) disk drive type option. A shadowed disk drive will use some of the memory of a RAM expansion unit to speed up the performance of that disk drive. Don't forget to save your configuration set up so that you will not have to jump through all the hoops again. Non-GEOs disks can be used with GEOS, however GEOS windows, icons, and pull-down menus cannot be taken advantage of. The desktop can be used to examine the contents of a non-GEOS disk and rearrange non-GEOS file icons on the disk note pad. Sometimes you can run programs and create new files and sometimes you can't. Such is the nature of GEOS.

Picking up with using non-GEOS disks let's start with a caveat. It is recommended that you only convert copies (not originals) of non-GEOS system, application, or other disks to GEOS format. Never convert an original non-GEOS disk to GEOS format. With that little warning out let's discuss using the desktop with non-GEOS disks. Why would you want to convert a non-GEOS disk into a GEOS? About the only reason I can think of is so that you would not have to exit GEOS as re-booting GEOS can be a pain in the keister. The GEOS conversion process is quite simple. Open GEOS to the desktop, close the current disk, insert the non-GEOS disk into the disk drive and select open from the disk menu. At this point you should get one of those famous GEOS dialogue boxes asking you to select either yes or no to the GEOS conversion. Answering yes will cause GEOS to expand the directory on the disk by one block. This additional directory area will be used to keep track of files that are moved from the disk note pad to the desktop border. A no answer and GEOS will not allow you to move files from this disk of the disk note pad onto the desktop border. You can, however, proceed to use the desktop to work with the files on the disk. After the conversion process files on the disk will be represented by a C=64 icon with the file's name below. You can rename, copy, and delete these files as if they were standard GEOS files. Should you encounter a problem where your new C=64 file will not open try booting the system disk from which the document was created, then open the file.

In order to run your non-GEOS program, just double click the file icon and proceed as usual. If you are not a commodore BASIC programmer, you should consider becoming one or at least learning something about it. The BASIC

environment can be accessed directly from the GEOS desktop. Select BASIC from the options menu and you will enter the Commodore BASIC interpreter. To return to the GEOS environment from the BASIC interpreter, insert your original GEOS boot disk into the disk drive and press the RESTORE key on the keyboard. Any BASIC program can be loaded and run from the desktop and with a few exceptions GEOS can be rebooted from a basic program as has been previously described. Please don't ask about the exceptions as the explanation is technical and goes way beyond the scope of this article. Plus I doubt that anything that I could say about it would make any sense to us casual users. Let's touch on GEOpaint before the space runs out.

We've covered some aspects of GEOpaint in the past. Now we get into more detail. If you are like me the artistry was inherited by someone else in the family. I have a hard time drawing a straight line with a ruler. GEOpaint may be of some help with your artsy side, however if you ain't an artist now, you still ain't going to be an artist when we get through with our discussion of GEOpaint. On the other hand we can have some fun doodling , coloring things, spray painting walls and altering pictures. We may do some serious stuff with the program too. After all, that's what you got GEOS for in the place.

GEOpaint. You won't be a Picasso or a Rembrant when we get through, but your art work probably will not look any worse. If you're like me, you can't draw a straight line or a figure that resembles a circle. No problem, GeoPaint can take care of that chore for you. GeoPaint is a full featured graphics editor that enables you to create high resolution color graphic images on the display screen and print them. Of course printing a color graphic is another animal that we may discuss at a later date. Well, it's time to get our hands dirty. First up is your work disk. The files you will need are geoPaint, Desktop, photo mgr, and non-LW fonts from the applications disk. From the write utilities disk you will need text mgr, LW fonts and geoLaser (who really uses a laser printer with a Commodore?) From the system disk you will need the configure file. The use of the configure file depends on your disk drive setup. Last but not least you will need a printer driver file from the applications and system disk. If you are using a laser printer, look for a laser printer driver. Preferably a driver that is for your specific printer. Should you not be able to find the driver you need, then do like you would do in hand grenades or horse shoes. Get close. As a last resort you can always use the old hit or miss approach.

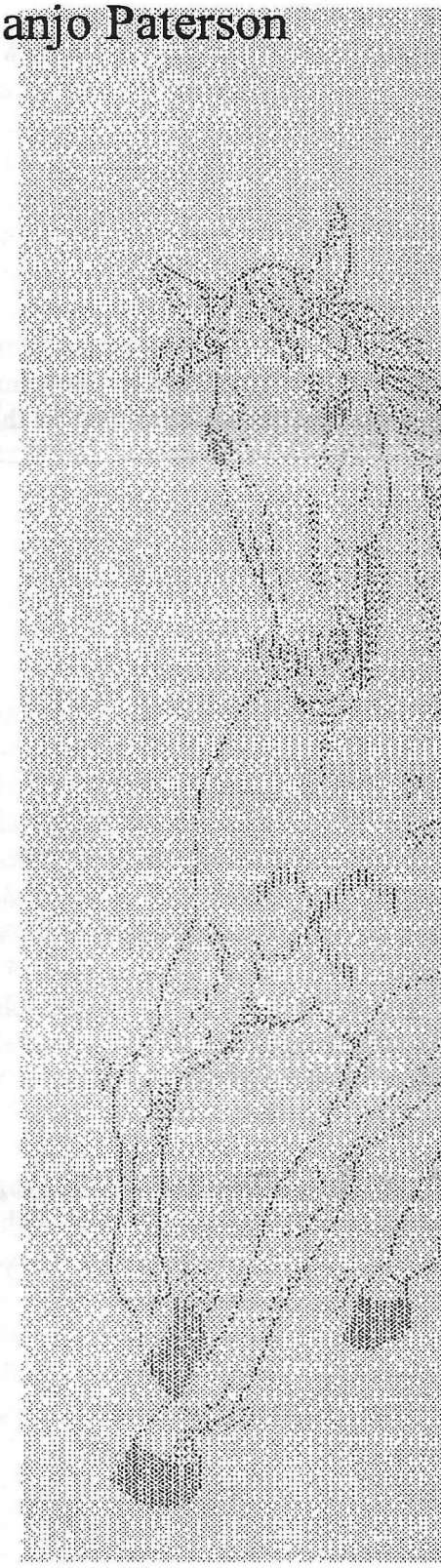
At this point the GEOS manual issues a caveat concerning geoPaint and the 1581 disk drive. I believe that the 1581 is the 3.5 in. disk drive. If you try to open a geoPaint document on a disk in a 1581 disk drive, an error message saying "geoPaint and data file must be on the same disk in a one-drive system" will appear if you do not have a RAM expansion unit, even though you are using a two-drive system or you have geoPaint and its documents on the same disk. To open the document, click OK in the error message dialogue box. The Create/Open/Quit dialogue will appear, enabling you to gain access to your document. Only the first 15 documents will be displayed should you select the Open option. Should the document that you want not be listed then it is not on the disk or not one of the first 15 files on the disk. To gain access you will have rearrange the document file icons so that the file that want will be one of the first 15. For you REU users it is suggested that you copy geoPaint, the printer driver, desk accessories, fonts, the desktop 2.0 file, and text or photo albums and scraps to the REU. Now you are ready to enter geoPaint.

From the desktop you can double-click the geoPaint file icon, single click the geoPaint icon and select open from the file menu or use the Commodore key and Z combination from the keyboard. At this point your choices will be CREATE a new document, OPEN an existing document or QUIT to the desktop. Your choice. Since we've gotten this far you will probably want to test your artistic talents. Since I'm getting short on space you will be on your own until the next article. Follow the screen prompts and you should not have any problems.

One word of caution. I wouldn't save any pornographic doodles to a disk. You never can tell when the kids will decide to review your work. Have fun with your "art". Next month I'll try to get to drawing tools and shapes. Manana mi

To be Continued.....

The Man from Snowy River
by
Banjo Paterson



There was movement at the station, for the word had passed around
That the colt from old Regret had got away
And had joined the wild bush horses - he was worth a thousand pounds
So all the cracks had gathered to the fray
All the tried and noted riders from the stations near and far
Had mustered at the homestead overnight
For the bushmen love hard riding where the wild bush horse are
And the stock-horse snuffs the battle with delight

There was Harrison, who made his pile when Pardon won the cup
The old man with his hair as white as snow
But few could ride beside him when his blood was fairly up
He would go wherever horse and man could go
And Clancy of the Overflow came down to lend a hand
No better horseman ever held the reins
For never horse could throw him while the saddle girths would stand
He learnt to ride while droving on the plains

And one was there , a stripling on a small and weedy beast
He was something like a racehorse under size
With a touch of Timor pony three parts thoroughbred at least
And such as are by mountain horsemen prized
He was hard and tough and wiry just the sort that won't say die
There was courage in his quick impatient tread
And he bore the badge of gameness in his bright and fiery eye
And the proud and lofty carriage of his head

But still so slight and weedy, one would doubt his power to stay
And the old man said "That horse will never do"
For a long and tiring gallop lad, you'd better stop away
Those hills are far too rough for such as you
So he waited sad and wistful only Clancy stood his friend
"I think we ought to let come " he said
" I warrant he'll be with us when he's wanted at the end
For both his horse and he are mountain bred

"He hails from Snowy River , up by Kosciusko's side
Where the hills are twice as steep and twice as rough
Where the horse's hoofs strike firelight from the flat stones every stride
The man that holds his own is good enough
And the Snowy River riders on the mountains make their home
Where the river runs those giant hills between
I have seen full many horsemen since I first commenced to

WINDOWS 95, GRAPHICS & GAMES

by Peter Hunt (Doveton , Austrlaia)

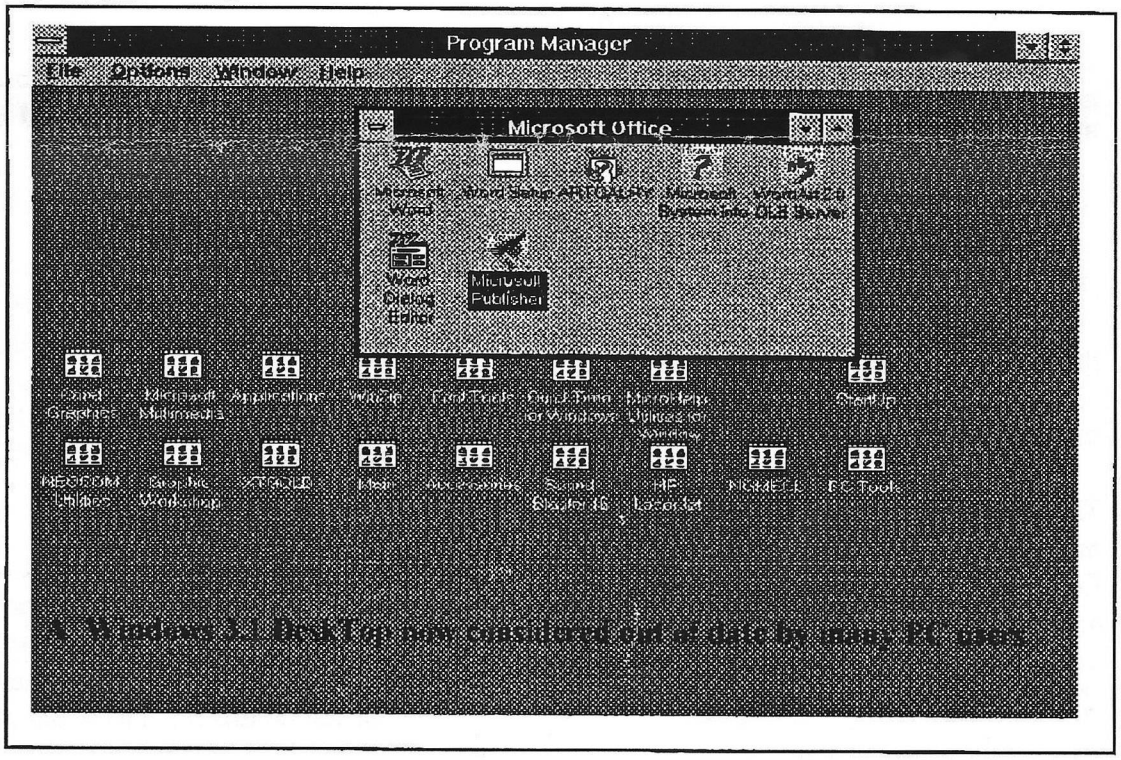
I hope you all enjoyed my last IBM article. In this article I will explain about Windows 95, Graphics & why some games fail to work.

Most of the PC's sold today are either 486's or a Pentium. But 486's are now nearly obsolete so most computer stores now only sell computers with Pentium 100-166 CPU chips fitted. The reason for this as Pentium chips are much faster.

As most new games and programs are using video graphics than the new PSI Video Cards are 1-4 megabytes. Also 8-16 megabytes of ram is now standard with 1 Gig hard disk (1000Meg) .Also CD ROM are becoming faster with Quad (4speed) & Hex (6 Speed) CD ROM drives now being fitted. The main reasons the Pentium Computers are becoming more powerful is because Windows 95 needs more ram to and a faster CPU chip to run the programs. With graphics of 16 million colours and of photographic quality, plus running videos on your CD ROM than the faster and more powerful computer you have the better. So if you wish to upgrade your 486 Computer to a Pentium 133 CPU like we will have to do later on this year. Than I expect you would be interested to know what is involved. Most IBM computers are very simple to upgrade any of your components with spare slots and empty bays in the computer. So to upgrade from an IBM486 to a Pentium 133 you must change the main motherboard and CPU chip. Also it's best to change the video card at the same time. With the prices of Pentium chips getting cheaper all the time we should be able to upgrade for about $500 (250 Pounds). It must be remembered that the Intel PSI Boards and Pentium chips are still quite expensive .but with AMD and Cyrex making CPU chips at half the cost of Intel. Than Intel must soon drop there prices to compete which is good news for the home user.

Running Windows 95 is much better than the old Windows 3.1. The main differences the Windows are now true 32 Bit instead of 16 Bit. With true multitasking it's possible to print a document and at the same time leave the application and perform another task. It's also possible to run more than one program at a time simply by overlaying the screens one on top of the other

Trying to keep track of various graphics spread over your hard disk can be quite daunting at times plus can be hard trying to find them all. But with programs like Graphics Workshop & Thumbs Up Plus it's possible to easy find all of your graphics. .I prefer to use Thumbs Up Plus in Windows not only will the program highlight graphics in green for easy access, but it's also possible to load & view the graphics. There is some very good tools available in Thumbs Up Plus such as will load, save, print & convert all graphic formats. Also will make thumb nails on screen with printouts etc. Using our HP500 colour ink jet Printer it's possible to get nearly laser quality printout. The ink jet cartridges only cost $10-00 (5 pounds) to refill.



128D MODS

by David G Elliott (Dave to his friends)

Greetings fellow members,

Its seems that we are once again running short of Geos articles and to be frank(no pun intended Frank) unless WE the remaining members of the only Geos Club in the U.K. start sending in a few articles then the Day will Come when your favourite news letter will not be dropping through your letter box every month. You can write about yourself or your favourite application, how you use Geos or what ever. You do not have to be a Dickens and Frank will quickly tell you that I do not come into that category plus my spelling is atroceous (*To prove a point it's spelt atrocious not the way you have it Frank*). So have a go and keep the club alive and kicking.

If like myself you have managed to obtain a 128D then you will off course know that it comes with a built in 1571 drive. All well and good if you only own one drive but as we all know Geos runs better with 2 drives and even better with a ram device. There have been many articles on installing Device switches on the 1541 and the principal for the internal drive in the 128D is the same. The pads to be used are identical (probably a Commodore first) to the pads on all the drives I have seen which include 1541's and 1570's. Which do not have dip switches. (Which of course are usually situated at the rear of the machine but better than nothing.) So using the same principal as for the 1541 fitting the 2 device switches is fairly simple.The location can be anywhere on the bottom casing, I fitted mine to the right of the carrying handle. Yes my 128D is the plastic version and all the mods I have seen are from the States and concern the metal case version.

There is a Geopaint file which shows clearly the modifications that can be made. Including the following device switches, move the resets for both internal drive and computer and the really useful disable internal drive. Unfortunately the UK plastic 128D is completely differently laid out to the American version. For some inexplicable reason Commodore changed it all.

After many strip downs of my machine I had about given up hope of ever being able to disable the internal drive when it suddenly dawned on me that the computer main board must somewhere communicate with the drive board. After studying the 128 programmers ref guide schematics I found that CN6 the serial bus connector was connected to CN7. What would happen if I disconnected the plug. Stripping the unit to it's bare self I disconnected the plug turned on the computer and tried to load the directory and up came .....

"DEVICE NOT PRESENT"

So far so good I could now disconnect the internal drive but the thought of plugging and unplugging, case off case on was not very appealing. I knew that each connection on the bus had a different purpose so I decided to cut one of the connecting wires, box up and test. I chose the 4th wire in and snipped it. (Hoping that this was the attention line. On power up the computer goes through a series of checks and one of these is to test how many devices are on the bus.) Tested and the device not present message appeared. Good.

Next I soldered a single pole switch to 2 lengths of wire and soldered the other ends to the cut connection. Tested; knowing that I should get a device not present message, Yes. Now for the main test will the internal drive come back on line when I flick the switch. Eureka yes internal drive responding. Start adding drives onto the system switching the switch to give it a good test. All working but could I boot Geos with and without the internal drive. Yes works OK.

I positioned the new switch to the right of the internal drive slot at the front of the 128D. Although I knew everything worked on box up I lost what had succeeded before putting on the lid. The problem was I found

the cheap and nasty cable commodore had used to connect the 2 CN connectors. Once I had strengthened and made sure that the wires where not touching each other I tested again and all worked. After box up again all working. So now I can switch the internal drive in and out when required.

I also, whilst I had the lid off looked at the 2 resets. Not really wanting to mess with the motherboard I simply cut 2 pieces of plastic from a couple of dart stems approx 1/4 and 3/8 long and super glued them to the resets. I can now easily reset the computer and the internal drive. I do believe I was maybe a bit lucky and managed to cut the right connection first time. If it had not worked then all I would have done is rejoined the wires and tried another connection until it did and if after snipping all wires and it had not worked then I should have only been back to square one. After all I was only cutting data transfer connections.

PLEASE NOTE that after reading this article and you should attempt this mod the you do so at your own risk.

We recently had a few mentions in the News about GEOWIZARD. To read the secret message within GEOWIZARD simply boot up Geos but do not have Geowizard active. After your system is up and running open Geowizard as normal and when the dialogue box appears type in in the following(blind), uppercase and lower case dependant.

E.VIL(space)N.EVER(space)D.IES^Melanie

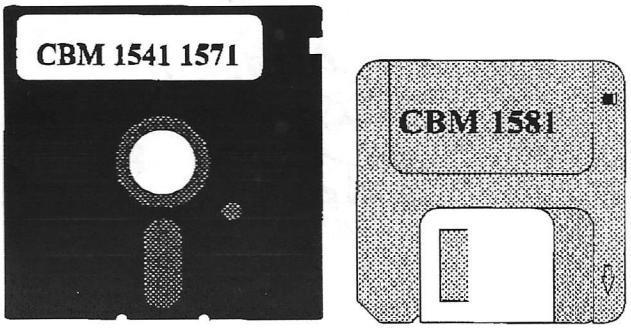
The ^ is obtained by pressing the up arrow key next to the restore key. And up should pop the secret message.

Happy Geosing

DAVE ELLIOTT

(Wouldn't it have been easier if you had just told us all what the message was and then we wouldn't have to ponce about like you did . Frank)

The Handbook of Commodore™



Disks ©

This Publication is to give you additional understanding and knowledge about working with Commodore Disks. With topics from..

'Organizing 1541 Formatted Disks'
'Examining :- 1541 Sectors'
'1571 & 1581 Sectors'
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'GEOS Sectors'
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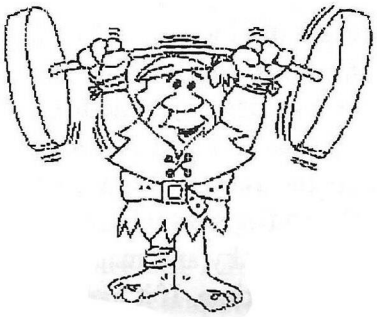
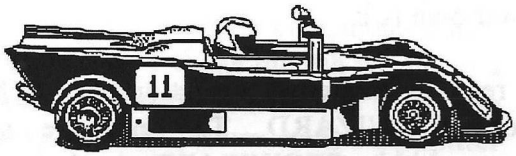
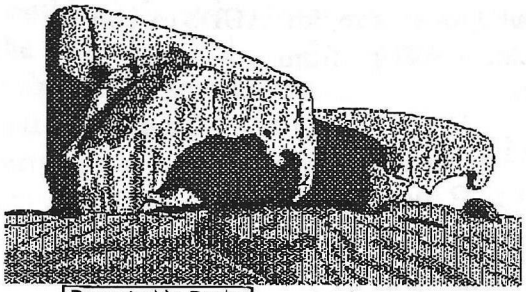
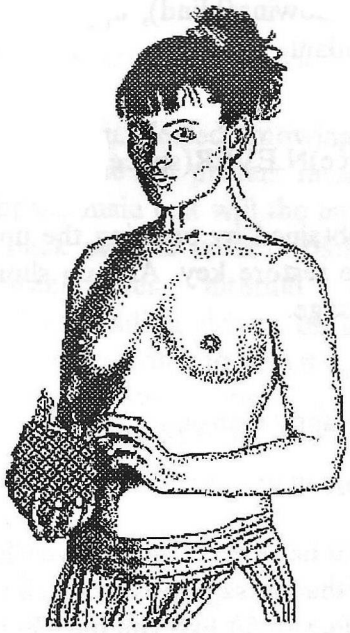
by Gordon Turrell



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