GEO WORLD

geoPublish *is here!*

geos | file | mode | disp | options

GeoPublish!!!

geoWorld--Pub
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Update *LaserDirect*

Volume 4   November, 1987

geoPublish file info!
In addition to our special geoPublish info page, here's some additional hints:
1) Use the LW_fonts; the "Mega" fonts were developed for dot-matrix printers. If you use a Mega font in your document, you WILL NOT obtain true Near-Typeset quality!
2) When using the LW_fonts in sizes larger than 24 point, make sure that you select the "Smoothed" option while within the attributes dialogue box. If you don't, again, you WILL NOT obtain true Near-Typeset Quality output!
3) Re: non-LW_fonts and graphics. Make sure that you select the "smoothed" option from the attributes dialogue box. Smoothing will do wonders for creating great looking graphics — it helps tremendously with "Font Pack" fonts as well. While you will receive 300 dpi output from "Font Pack" fonts, when "smoothed", you will not receive true Near-Typeset quality output. (There is a difference!)

Differences Between geoPublish and geoPubLaser Printed Documents
If you print a document using geoPublish only, the document will print exactly as it appears on the screen. If you submit your geoPublish document to Laser Direct for laser printing on the Apple LaserWriter, (using the geoPubLaser program), there will be a few differences in the document's appearance.

Transparent/Opaque Option
The LaserWriter does not support the transparent option; it prints all objects opaque. To minimize the effect of this problem on the printing of documents, geoPubLaser prints objects in a different order.
geoPublish prints in this order:
1) Master page objects (in priority order).
2) Page Layout regions (in priority order).
3) Page Graphics objects (in priority order).

geoPubLaser prints in the following order:
1) Master Page

transparent objects (in priority order).
2) Page Graphics transparent objects (in priority order).
3) Master Page opaque graphics (in priority order).
4) Page Layout regions (in priority order).
5) Page Graphics opaque objects (in priority order).

What this means is, if you select a Master Page Layout from the Library, and it contains vertical dividers for the column - your laser printed document will come out with the verticals running the full 11" length of your page - even though you didn't see them on your screen. Remember: The LaserWriter prints everything in your document as opaque, thus if you have some elements "overlayed" they will be printed over one another.

Brush Shape Option
The LaserWriter does not support "brush shapes," but has "line cap types" instead. This causes the endpoints of objects with large brushes to appear slightly different.

Pattern Option
The LaserWriter does not support patterns, only levels of gray. Thus most of the GEOS patterns are not supported and are mapped to 50% (halfway between white and gray). The GEOS 25-50-75%, and a few others are mapped to gray levels on the LaserWriter.

Non-resident Fonts
geoPubLaser prints text in non-resident fonts (fonts not resident within the LaserWriter) by sending the LaserWriter a pixel-by-pixel picture of each character. Since GEOS's resolution is 80 dpi, non-resident fonts appear jagged and broken compared to resident fonts. Non-resident fonts can also take considerably longer to print than resident fonts. A more pleasing appearance may be achieved by selecting the "smoothed" option from the attributes dialogue box. The LaserWriter and the computer will automatically smooth-out the jagged pixels of the non-resident fonts. While this option produces a 300 dpi character, it does not produce a character that is Near-Typeset Quality as the resident fonts produce.

FAST LASER PRINTING

Your Commodore is capable of producing Near-Typeset-Quality, Laser Printed documents!

And LaserDirect will print them!

We're now on Q-Link!

Yes, that's right! The former geoLaser section operated by Berkeley is now run by *LaserDirect*! Enjoy the convenience and economy of Q-Link uploads, and the super fast turn around time always provided by *LaserDirect*! The GEOS Laser Printing Center can be found in the same place that geoLaser has always been:

~ Commodore Software Showcase
~ GEOS Arena
~ GEOS Laser Printing Center

LaserDirect Offers:

FAST LaserPrinting
GEOS documents once received will be printed & in the mail back to you within **24-hours!**
Design Assistance/On-Site Corrections.
If, once your file is printed, we feel it's not what you intended, we'll make the changes for a nominal fee and send you what you wanted. No delays in getting the printout that you're after!
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If you're not using GEOS we'll convert your file so you can obtain Near-Typeset-Quality!
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We'll give you a call if we have any questions regarding the proper printing of your order.

For More Info:

* Log-On to Q-Link and review the message boards in the GEOS Laser Printing Center.
* Mail us your request.

What are you waiting for?

* Up-load to *LaserDirect* on Q-Link!
    GEOS files *must* first be converted to a SEQuential format using the GEOS 'Convert' program. Available on Q-Link in the GEOS Forum.
* Mail your disk. (Include payment.)

Rates:

* $3.00/first page/document.
* $1.00/second & consecutive pages.
* $0.50/page additional copies.

Extra charges apply to some additional services.

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(414) 543-9923

All details and rates are contained within current flyer and in the message boards on Q-Link in the GEOS Laser Printing Center area.

The *LaserDirect* Guarantee
GEOS files, once received, will be printed and mailed back to you within 24-hours.
This guarantee is valid only for GEOS files; files received with complete printing, shipping and billing information; files uploaded in a GEOS sequential format.

This Ad was created using GEOS GeoWrite 2.0 only. It contains no mechanical paste-up of any kind.

As the world GEOS by...

Roger Ledbetter

Hello Everone and welcome to the November issue #8 of Geoworld Magazine. Some exciting things are taking place in the GEOS world, GEOPUBLISH has been released and I think this program is going to open alot of eyes as to the powers of the 64/128 machine.

Several software companys are coming out with DTP programs for the 64 but none support the laserwriter except GEOPUBLISH. Last month when I first had a chance to see the test version of GEOPUBLISH the laser support was still under developement. Now I am happy to say, the wait is over and We have yet another major achievement that GEOS has brought to the 64 - it's called GEOPUBLASER. With it comes many new print options that makes use of the features found in the LaserWriter. Besides the standard from page to page and copies option, You will find a smoothing option which will smooth bitmaps or text to 75, 150, or 300 dots per inch. 300 dpi really helps out all of the great non-resident fonts that are showing up, it is not as smooth as the resident 300 dpi in the printer and 300 dpi takes four times as long to print as 150 dpi and sixteen times as long as GEOS 75 dpi. The thumbnails option which by the way is also on the very successful Pagemaker program for the MAC (about $500) will let You print a reduced version (22%) of every single page of Your document onto one page. Reducing or enlarging of the printed pages is also an option. When You Enlarge a page GEOPUBLASER will print several new pages with crop marks in the corners so the pages can be cut and put together perfectly!

Some things have changed by using GEOPUBLASER, The laserwriter does not support the transparent option used in GEOPUBLISH so You will get a different print out from what is displayed on the screen. The LaserWriter prints brushes and brush shapes by using line cap types, the ends of objects with brush effects will appear slightly different. GEOS patterns cannot be reproduced but will substitute a 50% shaded pattern of grey. It will however print the GEOS 25, 50, 75, 100 % patterns to differnent levels of grey.

Wow, all this can be done using the 64 machine, but the LaserWriter is still a high priced luxury. The prices of the LaserWriter are supposed to drop drastically in early 1988 so I expect GEOPUBLISH will become even more popular when this printer becomes more affordable.

Desktop publishing has been around for awhile and there are many "user friendly" books that deal with it. The best one that comes very close to almost everything done with GEOPUBLISH is: "Desktop Publishing" by Jonathan Price, and Carlene Schnabel. You will be given many ideas on laying out pages, choosing text attributes, page graphics, etc. It is a real helpful tool to get the best results with Your publishing projects..

In an effort to get more People involved in writing articles about GEOS We are offering a Free one Year subscription to GEOWORLD and extra copies of the issue Your article was published. Anyone is invited to submit material so please help other users of GEOS by sharing Your experience. We are also looking for people interested in doing monthly "HELP" articles. What's needed a step by step tutorial of using GEOS applications. GEOS is very easy to use but You have to know how to use it. You would be surprised at how many people can't make GEOS work, some user friendly examples from another user would be very helpful. Next month Susan Lamb will be giving some examples on using GEOPUBLISH in a new column so stay tuned.

It has only been a short time since GEOWORLD started. Thinking back, at that time there was really no printed monthly information about GEOS - except Now I am happy to see that the Commodore magazines have monthly columns. INFO (Don Romero), Run (Mathew Stern), and Gazzette (Ron Howard) do a great job reviewing GEOS information. But it is my hope that GEOWORLD will continue to be the "Users" magazine. We don't have a back log of advertising or articles to use for future issues so everything You read is current news right up to the time Your issue is mailed out. How many other magazines can You submit material electronically and have it published that month?

Well I can see I am getting carried away discussing the future of GEOS so I will end now wishing everyone a Happy Thanksgiving.

Roger Ledbetter

Installing GEOS

by
Nathan Williams

Have you had trouble running some of your programs on both your 64 and 128 versions of GEOS? You bought Writer's Workshop and now can't get it to run on GEOS 128? The problem is installing, BSW's unique method of copy protection that allows you to make as many copies of an Add-On product as you wish (but not boot disks) but will only let it run with the boot disk it was first run on.

What is installing???

When you first boot up GEOS the kernel makes up a ramdom serial number and places it on itself. This serial number is used for copy protection. When you buy an Add-on product like Writter's Workshop or GEODEX etc. you must install it. When you install it, the kernel's serial number is read by the add-on program and is placed on itself. From then on the ADD-ON program will work only with your boot disk, no other. Thus you can freely copy it to any of your disks but only you can use it.

Using both GEOS 64 and GEOS 128.

When you first buy GEOS 128 it will ask you if you have ever installed a GEOS program before. If you have you MUST say YES!!! This is the only time it will ask it!!! If you do not you will have two boot disks with different serial numbers. The program will ask you to insert a master disk from any add-on product. If you do it will read the serial number on it and match itself to it. That way GEOS 128 will run these programs!!! If you do not do this GEOS 128 will pick a new serial number for itself at ramdom, thus locking out your add-on products.

Matching GEOS 64 and GEOS 128 with out an ADD-ON.

If you do not own an ADD-ON product life gets only a littler harder here. When you buy GEOS 128 don't run it! Take Disk#2 Side B(the Applications Disk) and open the disk from *GEOS 64* then validate it. Now run GEOS 128. When you are prompted about installing ADD-ON products use the Applications disk you just used from GEOS 128 as your master disk. (This disk is whats called a master disk, when opened from GEOS the first time the serial number is placed on it. ALL ADD-ON orignal disks are master disks.) If you have not done this and are already using GEOS 128 you will have two boot disks both with two seperate serial numbers. You will have to change the serial numbers by hand or request new boot disks from BSW.

Changing a Serial Number by "hand".

For all of your programs to work each part of GEOS must have the same serial number. The boot disks keep this number on the kernel file. Unfortunately each version keeps this number in a different location on the disk. On GEOS 64 Version 1.2 it is located on Track 2, Sector 17, Position 71. On GEOS 64 Version 1.3 it is located on Track 20, Sector 5, Position 197. On GEOS 128 Version 1.3 it is located on Track 20, Sector 13, Position 116. Each Master disk has a common location for the serial number and a different loction inside the program file for a serial number. The serial number on a master disk can be easily changed, it is located on the BAM of the directory on Track 18, Sector 00 Location 190 and 191. Just change the numbers to 00 and then just open the disk from the DESKTOP. Opening a "blank" or "virgin" master disk will mark it with the serial number. Finding the serial number in each different program is beyond the scope of this article! The best way to change a serial number on disk is to contact Mystic Jim. He has a program that can change the serial numbers on any Kernel or on most master disks!

Adding a 64 version ADD-ON to a GEOS 128 system.

This can be done only if you own GEOS 64 and if you have properly matched both boot disks from each system. (I.E. you have properly installed one to the other and thus they both have the same serial number.) Simply install the program to the 64 version of GEOS. If both are properly matched they will run on both. GEOS 64 and GEOS 128 keep their serial numbers in differant spots on their memory maps. They have to! The computers maps are vastly different. When a 64 version of the program is installed it looks at the memory location for the 64 mode only. That is all it knows how to do! When Writter's Workshop, GEODEX and the others where being wriiten GEOS 128 either did not exsist or was in its very early "infant" stage. Too early to know where the serial number would be kept! That is why any attempt to install a 64 version ADD-ON will always fail. If you do not own GEOS 64 you will have to send the disk to BSW and have them install it for you. Or you could try to install the program on a friends copy of GEOS 64 and attempt to change the serial number. Again since every program stores the serial number differently this technique is beyond the scope of this article. Contact Mystic Jim, he has, or soon will have, programs to aid with this.

Mystic Jim who is he?

Mystic Jim runs a shareware program service. He has many programs for GEOS. Many will let you make bootable backups and other neat things. Contact him on Q-Link via E-Mail to "Mystic Jim" Or call his BBS at 1-303-321-8954. Or write to:

Mystic Jim Shareware 2388 Grape Denver, CO 80207

    I hope this will help you understand your possible troubles with installing. If you have any questions just E-Mail me here on Q-Link. My user ID is "Cpt Nathan". I wish to thank Mystic Jim for his help with my tech questions that were needed to prepare this article.

    Nathan Williams, Secretary Computer Users of TEXAS 3811-32nd St. Lubbock, TX 79410

INSIDE GEOS #8   MASTER BLASTER

Well here we are again. This month we will be discussing fonts. First we'll cover how they are stored on the disk and how to get them into memory. Next we'll learn how to use fonts within our own programs and how to modify and/or create a font from scratch. Lastly we'll cover a trick you can use to change the font used in your menus and Dialog boxes.

FONTS AND THE DISK DRIVE

Fonts are stored on the disk in VLIR format. Each record is a seperate point size that corresponds to that records number, i.e. 10 point would be stored in record #10. The header block for the file contains several items that are unique to font files:

Offset $80 - Font ID. This byte holds the Fonts ID number. This number distinguishes one font from another and will remain constant even if you change the name of the font. This way GeoWrite, Geopaint, or one of your own programs can find a particular font even if the name is changed. If two fonts have the same ID (a problem that has cropped up due to custom fonts) then the one that occurs first on the disk will be chosen (in BSW applications anyway).

Offset $82   to $9F - Point size table. This table holds up to 15, two byte entries that indicate the available point sizes from smallest to largest. The format for each entry is as follows:

$$(ID \# * 64) + point\ size$$

Two things should be obvious by the above formula:

1) The maximum Font ID is 1023 (2^{10}-1).

2) The maximum point size is 63.

Or to put it another way the Font ID is 10 bits long and the point size is 6 bits (16 bits -- 2 bytes total).

Offset $61 to $7E - Record size table. Each entry in this table holds the total number of bytes in a n individual point size. Each entry in this table corresponds to the equivalant entry in the point size table. Applications can use this data to decide if a particular point size of the font will fit into available memory.

POINT SIZE FORMAT

Each record of the font file is a seperate point size. The charactors themselves are stored as bit streams. What this means is that if a character is less then or greater then eight bits wide the first pixel of the next charactor will still start at the next bit. So even though the 64's memory is eight bits wide (i.e. a byte) the font routines ignore these boundries and processes each stream as if it where one long string of bits.

There are as many bits streams as there are points in the font. A 12 point font will have 12 bit streams. Each bit stream is the same size. The first one contains the uppermost row of the character and so on down the character. The first character in the font is the space (32). Any charcater's position in the font can therefore be computed by subtracting 32 (remember, computer's start counting at zero). The last printable character is normally the ~ (126). There is also a CHR$(127) and sometimes (128) which I'll be discussing later.

Just before the actual bit streams is a table and some other control bytes which have the following format:

.BYTE - Number of scanlines above the underline.
.WORD - Number of bytes in each bit stream.
.BYTE - Point size of the font.
.WORD - Offset from the beginning of the record to   the location table (normally 8).
.WORD - Offset from the beginning of the record to the first bit stream (normally 202 [$CA] for a 127 character font).
.WORDS - Locator table. This table contains one word size entry for each character plus one additional entry which I'll get to in a moment Each entry contains the bit offset from the beginning of the bit stream to the first pixel of the charactor. To compute the width of the character, subtract the next entry in the table from the entry for the character in question. This is why there is one extra entry. A dummy entry is tagged onto the end of the table so the width of the last charactor can be computed. Here's an example:

Beginning of locator table - 00 07 18 21 23...

If you want to print CHR$(34) check the locator table for entry 34-32=2 which is an 18 (remember the first is zero). So the character starts 18 bits into each stream. Now take the next entry and subtract: 21-18=3. So the character is three bits wide. That is all the information the Geos Kernal needs to print a character (ignoreing for the moment style changes which by the way are generated by the software).

Directly following the locator table are the bit streams themselves. Note that each bit stream ends on a byte boundry. If the last character ends in the middle of a byte then the remaining bits are unused. This way all of the offsets will be the same no matter which bitstream you are dealing with.

GETTING FONTS INTO MEMORY

There basically two ways of utilizing fonts in an application. The first, and probably most well known,. is to open a font file on the disk and use ReadFile ($C1FF) or ReadRecord ($C28C) to load to appropriate record into memory (I'll be discussing disk routines in a future article so I won't talk about them further

here). The second way to use fonts is to compile a font(s) directly into your application (actually it would be apoint size not an entire font). If you only need one font and merely wish to use something besides BSW-9 then this is the way to go. The Desktop has it's own 6pt font built in (for the page numbers, k bytes free, etc.).

After the font is in memory all that is necessary is to load R0 with the address of the beginning of the font and call LoadCharSet ($C1CC) top activate it. Note the this routine doesn't actually load the font, it merely turns it on. To return to BSW-9 simply call UseSystemFont ($C14B). Nothing is passed to this routine and nothing is returned.

The method you would use to physically put a font into an application will depend alot on what type of assembler you are using. To use an existing font make a copy of the font then go into the disk with a disk doctor and locate the index sector. Write down the track and sector pointers of the point size you wish to use and plug these numbers into the T&S pointer of the directory entry. Also remember to zero out the info srctor pointer in the directory entry (first two bytes after the name) because this file is not longer a Geos file structure.

Once you have a file that's just a single record then just append it to the end of your application. My assembler (Abacus) will drop back into basic after it finishes compilation so I do something similar to this:

```
1000 .... end of actual source code ...
1010 font = *
1020 endaddr = font + fontsize ; label used in header.
1030 ;
1040 .END 8,"myfile"
1050 REM
1060 REM from here on I use basic to open my
1070 REM object file and font. Then I just read in
1080 REM the font and append it to the object file.
```
To use such a font from within the application use the following code:

```
1000 LDA #<font:STA r0l
1010 LDA #>font:STA r0h
1020 JSR LoadCharSet
```

That's it! The font you compiled will now be active and will remain so until you either exit to the DeskTop, activate a different font or call UseSystemFont to enableBSW-9 again.

THE EMPTY CHARACTER
There is a potential problem with using your own font in this manner. The last character in a normal font is CHR$(127). This is a special character used for deleting text. The character itself is simply a space character that is as wide as the widest character in the font. When PutChar (I'll explain this routine next month) sees a CHR$(8), which is the code for delete, it will internally change this to a 127. Instead of computing the width of the character from the Locator table it will use the value in LastWidth ($8807) instead. Since the erase character is as wide as the widest character in the font the net result will be to erase the character

from the screen (of course you have to back up the width of the character you wish to delete first).

So far so good but there is a problem if you use GeoFont to edit or create a font. GeoFont only recognizes 126 characters so the erase character is never defined (you can edit a BSW font and everything will be OK as long as you don't modify the width of any of the characters). What will happen is that whenever you try to delete a character instead of a blank being printed you will print whatever garbage is left over in the last byte of each bit stream plus (depending on the width of the character you are deleting) part of the space character which is the first character in the next bitstream.

I have talked to Cosmac (the author of GeoFont) about this problem so hopefully a fix will be on the way (it's not really that hard to fix). By the way you won't see this happening in GeoWrite (or geoPaint) because they delete characters manually rather then printing a CHR$(8). You will notice it in your own applications if you use GetString or try to use CHR$(8) to delete text.

BSW-9
This font is one that everyone should be very familar with -- it is the default for Geos. If you wish to see what it looks like it begins in memory at $D210 (in ram under the I/O block). This is a special font in that there is an extra character in it -- CHR$(128). This is the familar Commodore symbol you see often in various menus.

This symbol isn't treated entirely like a regular character though. If you try to print it when you are using a font that doesn't contain it (which is all of them except BSW-9 as far as I've be able to find) you will get two characters, namely 'C='. You can simulate this character if you are using a custom font by redefining one of the seldom-used characters and using that character instead. Which brings us to yet another neat little tidbit...

CHANGING MENU AND DB FONTS
Normally it doesn't matter what font you use, menus and dialog boxes will always print in BSW-9. Whenever one of these routines is called they will store the starting address of the current font and call UseSystemFont to return to BSW-9. When the menu or DB closes LoadCharSet is called to restore the original font.

If you wish to change the menu and dialog box fonts what you will need to do is disable to UseSystemFont so that the menu and DB routines can't switch back to BSW-9.

First let me mention that if you are going to do this you should ensure that the font you select to replace BSW-9 is in the range of, say, 8 to 11 (maybe 12) point. While initial experiments indicate that bigger fonts will work (the menu seems to re-size to match the font) I haven't tested this extensively. With that said here's what you do: to disable BSW-9 use the following routine (you will have to define a one byte variable called HOLD before calling this routine): *Continued on Page 18*

My Toy Isn't A Toy Anymore

A Humorous, Unconventional Computer Education

By Ken Slaughter

About 3 years ago, I decided to buy a computer. I'm not really sure why. I guess I just wanted to see what it could do. I was living in a small town at the time and I didn't know anyone who had one. There wasn't even a store in town that sold them! But I did recognize the fact that computers were among us, and they were not going to go away. I could see that in the very near future, at least some kind of working knowledge of computers would become commonplace. Those without that knowledge would surely be at a disadvantage.

Even though I had made up my mind to get a computer, there was still a big question mark as to what kind. I did know one thing for sure: I wasn't going to shell out several hundreds, or thousands of dollars for one. The reasons were quite simple. First, I didn't want to spend a lot of money on something I might not be interested in. And second, I didn't have any money. So, what it boiled down to was: I wanted the most computer for the absolute least amount of money.

I bought a couple of computer magazines and started doing a little homework. I didn't understand 90% of what I read, but I forged on. I went to the nearest "big" town, about 30 miles away, to visit the computer stores, all 2 of them.

I saw a lot of computers, but they weren't exactly for the casual, novice home user.

These computers certainly had ability, but it was just a tad bit more than I was willing to invest. It became obvious to me that the Commodore 64 was the most computer for the least amount of money. I finally did locate one in a department store. It was "on sale", for under $200.00. I figured "what the heck", and bought it. The salesman was kind enough to throw in The Commodore Programmer's Reference Guide for nothing. I wasn't looking for a game player, but I bought a few games for variety, and to see what they looked like.

After getting it home and setting it up, I took my introductory tour through the User's Guide. I played around at learning the basics of BASIC, played the games and read some more. It became evident that I was going to need some kind of permanent data storage. It didn't take much reading to come to the conclusion that the cassette tape would soon outlive itself when competing with the disk.

Still not sure whether or not I was interested in my new gadget, I was hesitant about spending more money on a disk drive, than I did for the computer itself. But still, I

didn't want to waste the money on the DATASSETTE if I did become interested. But since most of the software I thought I would like was only available on disk, I went ahead and got the 1541.

After all this outlay for hardware, I had very little money for software. I found out that I wasn't really into arcade games so I started looking at the kind of games that would use the mind rather than the reflexes. The adventure games looked interesting. So, I bought ZORK II. Boy, was that the wrong one to start with! After weeks of dead ends and deaths, my claim to fame was answering "the well." I think the most I ever came up with was 40 points! So much for adventure games. I did get a typing tutor that came in useful. I'm still not a touch typist, but it helped me learn something!

I then took a stab at really trying to learn BASIC. I never did figure that one out. I read the manuals, studied and typed the program listings in the various magazines, but I never grasped the "art and science" of programming. Don't get me wrong, I did learn a lot about programming, it's just that I never learned how to put it all together to get what I wanted. I can program the computer to print my name to the screen with relative ease, after that,

My "Toy"

things get pretty shaky. I enjoyed the type-in programs in the magazines, even though my typing skills turned even the most simple listing, into a major, time consumming ordeal.

While the basic training that I gave myself didn't teach me to program, it did teach me several things. It taught me that even the most insignificant little typing mistake could render a program totally useless, and also, that I didn't have the patience to be a programmer. But more importantly, it taught me how a computer thinks, which little did I know at the time, would help me considerably in the future.

I was having fun with my computer, even though I wasn't doing anything real constructive with it. At this point, other than just learning about computers (and I was learning a lot), the most fun I was having was with a music program I bought. Being a former musician, I spent many long, enjoyable hours with it.

Software was, and still is, rather expensive, but even with what little I had, I now knew that someday I would put this little overpriced toy to some kind of good use. I had read that a lot of people were doing some really neat things with their Commodores and it kept me interested, even if I wasn't yet able to do the same. I did find out about User Groups, but I also found out that the nearest one was 200 miles away. It looked like I was in this alone,

but that was OK, I was having fun!

Then, I took a job managing a restaurant in a large city. I had to pack up my computer, along with all my other stuff, and move. Since I never really put my computer to very good use in the past, I had little reason to unpack it once I arrived. So, it just sat, waiting patiently in it's box, for over a year.

The company that I worked for put a personal computer in each restaurant. I didn't kow very much about computers, but I did know a little about what they were capable of, and I knew that this IBM XT wasn't comming close. For one thing, it was the most user UN-friendly thing I had ever seen. The managers in all the stores were scared to death of it.

The problem was, the people in the PC department at the office knew a lot about computers, but knew nothing about running a restaurant. And, the managers knew how to run a restaurant, but didn't know anything at all about computers. When we made suggestions about changes, nothing was ever done about it. The standard answer was, "No, that can't be done, it's too involved." I knew better.

I began reading the IBM manual, and the specific systems manuals, that I was able to "borrow" from the office (with a little help from Xerox.) I discovered all kinds of programs already on the hard disk, placed in unused,

or normally inaccessible, sections. Access to these programs turned out to be very easy. A simple command here or there, and you were in. I began making a few little alterations to the main directory on the hard disk. With the use of 'batch' files and a screen editor, I had the computer printing out the same exact forms that, we had been told, "couldn't be done." We also used it for storing employee data, inventory, printing various letters and even doing our food orders for us. It even got to the point where the other managers in my store became comfortable using it as well. Then, managers at other stores caught wind of what we were doing, and I found myself copying the forms and such from the hard disk to a floppy, and then transferring the data to their computer. We had 23 stores in our region, and running back and forth became a drag, especially when I would make a new addition, only to have everyone want it, too. Plus, I had to teach them how to use it. There had to be a better way.

Each restaurant's computer called the big mainframe computer at the office every night to transfer that day's data by modem. Since my store was the 'test' store for the computer system, any changes were always made in our computer's Main Systems directory. When our computer called the mainframe, the changes on our disk were automatically
(Continued on next page)

My "Toy"

transfered to the mainframe, and then, in turn, to all the other computers. This gave me an idea. I transfered all the changes I made from the alleged, "unused" sub-directory that we were using, to the Main Systems directory. Then, when our computer called the mainframe, the changes would automatically be transfered to all the other stores! It was a big hit! Of course, the PC department was totally unaware of all of this. Untill...

Whenever the system crashed, we called the PC department (on their beeper). They would call us back, and either come out and put us back online, or talk us through it. It usually took them too long to call us back. If the response wasn't quick enough, the store managers called me, or one of my managers. A few times, the PC department would finally call back, only to be told that one of us at my store had already fixed the problem. This ticked them off to no end. Then, one store had a total hard disk crash. Someone from the office had to come out and replace it with a backup from the office.

Their system was finally back up and running, but all the changes I had made were not on the new disk. The manager called me and asked if I would update his disk with my changes. Well, the PC guy overheard this, and he was a little curious, to say the least. He asked, "What changes?", and the manager said,

"You know all those things you said couldn't be done? Well, he did." That went over real well.

They encripted all the disks and placed the access on a floppy they kept at the office. I guess they didn't want me to get in and "play".

But, I was finally able to "borrow" that, too, and I continued to make the needed changes. The PC department, being right on top of things, caught on after about 2 months to what I was doing. All kinds of stuff hit the fan then! I almost got into real trouble, too. They complained to my bosses, but were told that if they were doing their job in the first place, none of this would have happened. I was offered a job in the PC department! But, since I couldn't program, and certainly no one already in that department was going to lift a finger to help, there wasn't much point in my taking it.

What all this mess did do, was make me want to take my computer back out again. I bought a few magazines to catch up on what what was happening with the 64 and the software that was available for it.

I came across an ad for GEOS. After briefly seeing the MAC in operation, I was definately interested. But I was also doubtful that the 64 could even come close to the MAC. Everyone was sold out and that peaked my interest further.

I did get a couple more

games and after playing around with JET for awhile, my joystick died. (Can anybody find that stupid carrier again, or is it just me?) While I was getting a new joystick, I spotted a real cheap modem. I thought it might be fun, so I got it.

I brought the modem home and found the Q-LINK disk that was packaged with it. I tried it out and became an instant Q-junkie. I discovered the GEOS Forum section, and upon realizing that this was not just an ordinary piece of software, but indeed an entirely new operating system for the 64, I figured I'd better get it.

I finally did locate a copy of GEOS at a department store. I took it home and read the instructions and did everything they said. I was amazed that I was looking at my Commodore. I knew things like that were possible on the big machines, but I never thought it possible on mine. It looked like this toy had promise after all!

I soon discovered that I could no longer put off getting a printer if I wanted to get the most out of GEOS. So, back to the books for more homework. I finally made a decision and bought one. I thought I'd done my homework pretty well. Wrong again.

My printer cut off the right side of all the graphics and everything looked stretched out. I tried everything I could think of to fix this, but nothing worked. I logged on to Q-LINK and discovered that I had purchased a 60dpi printer.

My "Toy"

Oh well, you learn something new every day. I did a little more homework and decided on a new printer. I packed up my 60dpi printer and took it back to where I got it, said I bought the wrong printer, and that it wouldn't work with my computer. They cheerfully refunded my money. OK, so I wasn't TOTALLY honest, but they didn't know that. And besides, as a result of how they handled it, I am now a VERY loyal customer. (I think there is probably a lesson somewhere in there.)

So, here I am still trying to learn my computer, but now, also trying to learn GEOS, Q-LINK & telecommunications in general, and if that wasn't enough, I have TWO MORE manuals to learn; the STAR NX-10 and the Xetec Super Graphix interface!

Again, I didn't understand about 90% of what I read, but I was able to catch on quickly enough to get me started. With GEOS, a printer and access to Q-LINK (a user group of sorts), I was now finally able to put my toy to productive use!

In addition to GEOS, I also have the rest of the GEOS family with the exception of geoCalc and geoPublish. (By the time you read this I will have recieved them both.) When I decided to change jobs, working up a resume with geoWrite 2.0 was a lot of fun. Being able to customize the entire document for the different employment positions I was applying to was not only smart

from a career perspective, but it helped me learn GEOS in a way that I otherwise would not have been able to do. I learned certain limitations within the program and devised ways around them. I can honestly say that I received a few job offers that I would not have recieved if I had done the resume with a regular word processor or just a typewriter.

Thanks to Q-LINK, I was learning more and more about my computer, certainly much more than I ever could have on my own. I was reading the message boards in the GEOS Forum (since renamed the GEOS Arena) constantly. It amazes me how much you can learn on those boards, all because someone takes the time to help. My experiences with GEOS have been virtually error free because of the information I've recieved from the boards. I would get ready to do something, and then I'd remember someone saying on the board that they did the same thing, and look what happened. So, I'd do it differently and everything would go OK.

Before too long, I began running into questions that I knew the answers to, either because I remembered reading the answer previously, or I had already asked, and recieved a reply to the same one. After a while, I managed to get up the nerve to actually answer a few of the questions. It's unfortunate that all those people who have

helped me and the countless others, will never be properly thanked.

I must admit though, the one thing that tends to annoy me is the people who constantly complain about GEOS, or more accurately put, those who complain about GEOS NOT doing what it WASN'T' designed to do in the first place. They complain, but they obviously keep on using the software. Don't get me wrong, many of the complaints are indeed, legitimate. I have my share of complaints about GEOS, too. But, I don't do my laundry in the dishwasher and then complain to Sears. Use GEOS for what it was designed to do. Make suggestions for later versions, and do the best with what you've got. If you want to do a particular thing with it, figure out a way to do it. I mean, if I wanted to bad enough, I could figure out a way to get my clothes clean in the dishwasher. It wouldn't be the same as the regular clothes washer, but it would work.

Since I know diddly-squat about programming, I am still unsure of myself when it comes to my saying that I know anything about computers. What I am sure of, is saying that I can produce on my computer, or that I can get the most out of what I have to work with. I constantly come up with ideas and applications, but in order to obtain the result I want, I have to try to figure a way to do it within the limits of what I'm using. In my case,

From the keyboard of

Announcing

GOOD NEWS
AND BAD NEWS

A NOTE FROM THE EDITOR
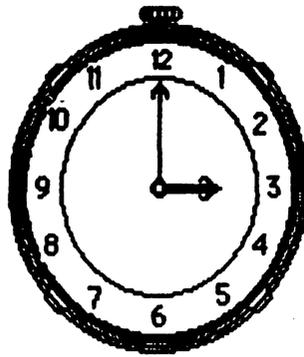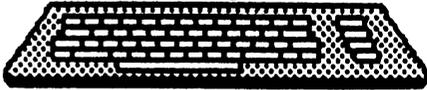
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send $1.50 or trade for a disk of Your own.
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EXIT

WARNING!

NEWS

EVENTS

Dictionary Thesaurus Book

LETTERS

You're Invited !!

PARTY !!!
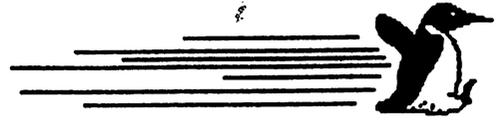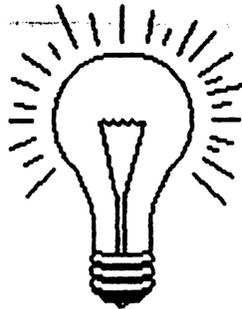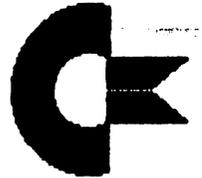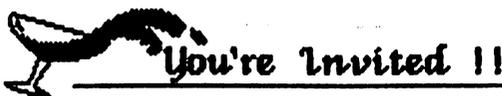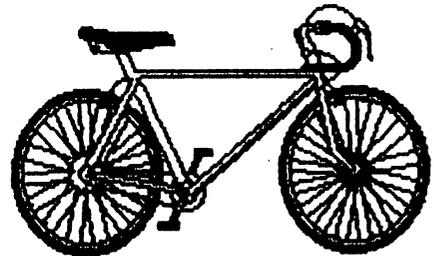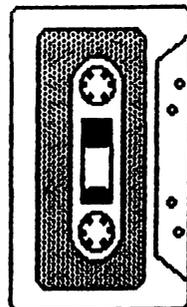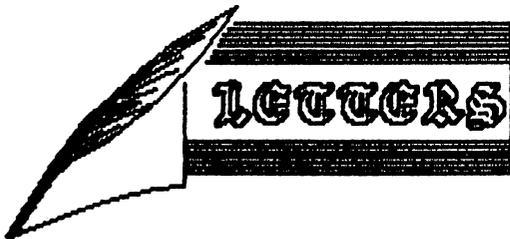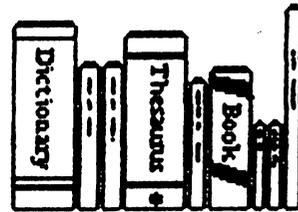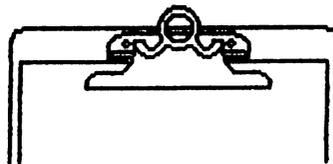
Cut'n'paste I

designed by

William Dimaculangan
aka
Pepe LePeu

NOTICE

NOTICE
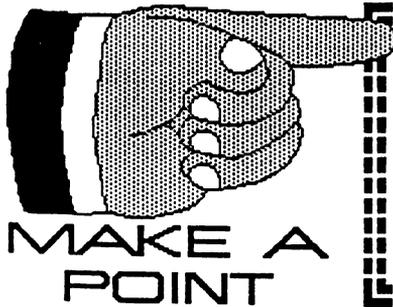
As you may have noticed, we've moved our updates and columns into GEOPublish. We've been critical in the past of some of BSW's earlier stuff, so it's only fair that we tell you how much we like GEOPublish:

GEOPublish is far and away the best program that BSW has ever produced, and probably the best anyone has ever written for the Commodore 64. It does, however, have a number of shortcomings, and we've found a few bugs. The biggest problem is the lack of LaserWriter support, which they say will be available at a later date: it seems that they wanted to get GEOPublish released for the Christmas market.

Actually, we're glad they released it when they did, or we wouldn't have it now. Most of the bugs happen when you've made some kind of mistake, causing the system to crash. The only serious problems are in the text editor, "GEOWrite 2.1", during page-swapping. We do our text editing in GEOWrite2.0, then convert to 2.1.

Speaking of Christmas, we're offering a special deal, including; membership; a Tim's Timer Real Time Clock; printed docs; and Alex Boyce's tech manual in printed form, for $74.95: for Christmas delivery, order by Dec. 10. Thanks go to Larry Feaster for supplying the docs and tech manual.

Bill (Master Blaster) Coleman's GEOICON II and GEOHEADER are now available together, along with his other programming aids. Bill's stuff just keeps getting better: these programs are better than most of BSW's stuff.

We have lots of new programs and shareware in the works. It may be a while before all of these are available on disk, be they'll be uploaded to our BBS as each program is finished, and work has started on all of these:
* GEOFontastic: fastest, easiest font editor for point sizes up to 127. Features include circles, character swap, copy, move, mirror X and Y, fill with pattern, resize, and much more. Work has started.
  Font Grabber: should be ready as you read this.
  Font ID Editor: renumber fonts so they can all be used on one disk. This one is already written.
  New Fonts.
* Hack'n GEOS: all the programs we use to get into GEOS, including a monitor, disk editor, and more.

* GEOGraphics: lots of clip art.
  We've improved the design and software for our Tim's Timer Real Time Clock, and Tim's working on an internal plug-in RTC for the 128, and one for installation in any RAM expansion unit. The ultimate goal is to use the RTC to support 32K of non-volatile RAM for (dare I say it?) GEOS-on-a-chip.

Our satellite BBS project is in the testing stage, so it should be available soon, and Bill Coleman's making progress on the toll-free-calls feature. Further down the line is his GEOTerm, but the major difficulties have been overcome.

For those who don't know about our shareware:
We offer as shareware a whole bunch of GEOS programs, utilities, graphics, fonts, drivers, etc, etc. All you need to do to get an introductory disk is to ask for it, and we'll send it to you. We only ask that you contribute whatever you feel the programs are worth to you, after trying them. If you find these programs useful, you may request others on the same basis. Contributions are used to cover expenses, with the remainder going to the programmers who contribute programs for the disks.

We also have a shareware membership program for a total contribution of forty dollars or more. For that, you get::
* All of our shareware disks, which number more than a dozen sides, with more coming all the time.
* Full access to our bulletin board system, for news, ordering disks, getting help and advice, and for contact with other GEOS users. All of our shareware programs are available for downloading, including the newest ones, as they're written.
* A subscription to GEOWORLD, which is easily the best GEOS magazine in existence.
* Discounts on our other products.

To order disks, shareware membership, or any of our other products, write to us, or leave feedback on our BBS.

Oh, yes....MERRY CHRISTMAS and HAPPY HOLIDAYS to all of you, our friends.
  Best.

Mystic Jim's Shareware Update

November, 1987 Volume 1 Number 7

DISK#1 New Program Updates.
If you've received disks 4,6 and "R" after Sept 1, you have all of our programs. Programs added after Sept. 1 will be on disk#1 and on the BBS for downloading.

DISK#2: INTRODUCTORY DISK
This is the first disk we send to new friends on their first request. If they like this disk, they can request others, or join our shareware group.

Bootstraps 1.2, 1.3U, 1.3D
 (bootdisk makers) (7)
Input drivers:
 KoalaPad: eight kinds (3,7)
 Lightpens: ALL kinds (7)
 SketchPad. (1)
 Mouse 1351
 Mouse1351, port#2. (7)
 Mouse1350.
ACCESSORIES
GEODump: screen printer (3)
Change Input (3)
Change Printer (3)
GEOFormat1.3: fast format(3)
Note Printer (3)
Auto Preference1.2, 1.3 (3)
Watchset. (2)
Quick Dateset (4)
Icon Maker (7)
Sprite Magic (x)
Icon Edit2.1 (11)
O'Clock: display time (7)
Convert1.4: ALL types (9)
GEOTab: for GEOWrite. (1)
TextGrab1.3 (6)
GrafGrab,Dex,Merge Patches.
GRAPHICS.
Imagecon. (7)
Piconvert: Doodle-GEOS (x)
Computer Eyes: for GEOS
GEOPaint Help Files (7)
DISK#3 FONTS
Balloon 24pt
Banner 36pt.
Dvorak10pt
Esperanto6,10,12,14,18,24pt
Greek 12pt.
IBM 10pt.
Fill-48 48pt.
MegaBanner 280pt.
Mystic 18pt.
Oxford 12,24pt.

Paintbrush 36pt.
Zapf 14pt.
Andrea's Calligraphy
Star Trek 48pt.
Additional fonts added regularly. Fonts designed by Cosmac, P. Hughes MysticJim Andrea Needham and others.
DISK#4 Programming Tools
(members only)
Convert,ml.: ML to GEOS (5)
GEOStart. (1)
DISPMEM:display memory. (15)
GEOThreader. Single Step Sim.
GEOLinker: header linker. (2)
GEOSplitter: header splitter (2)
Disk Editors 64 and 128
Micromon 64
Spelunker:display memory.(10)
Techman Updates: fixes OGPRG
Alex Boyce's Tech Manual!!
 GEOHACKER: Strips copy- protection from ALL GEOS versions and add-on programs, and edits serial#: EVEN GEOS128!, GEOCalc, GEOPublish
DISK# 5: Terms and utilities for Mystic Jim's BBS (members only)
DISK#6: Graphics Converters
PS-GEOS: all Print Shops(7)
PS/NewsRoom/PrintMaster
Imagecon: hi-res/multi-GEOS(7)
Piconvert: Doodle-GEOS
GEOVERT: Converts GEOS to hires/multicolor and back (7)
DISK #7: Printer Drivers
(of interest to user groups)
 All GEOS printer drivers, including laserwriters, GEOCable, and Mill's double/quad drivers.
RANDY'S ROUNDUP: A disk full of Randy Winchester's best stuff
TIM'S TIMER: Operating system and utilities for Tim Corcoran's Real Time Clock for Commodore64, Commodore128, GEOS, time and date.
New internal plug-in version for the 128.
Now GEOS128 compatible!!
 Auto-Read : Reads RTC at boot.
 RTC-Write: Set time and date.
 Show Time 1.2 Display time
 Show Time All: for 1.0, 1.2, 1.3
 Reminder: reminds of special times or dates. Never forget another anniversary.
 * COMING SOON:
* Hack'n GEOS. All of the programs that we use to get into GEOS
Disk Digger. Seek, find, alter code by Seq, VLIR, T&S. Decimal, Hex, or Chr$tring

GEOS-Mon. Full-featured machine language monitor. DA: Drop into mon. from anyplace in GEOS.
Discompare: See what those "installations" really do, by VLIR, Seq, T&S
* GEOFontastic.
Fontmaker. Fastest, easiest font designer available at any price, from any source. Makes up to 128 point fonts.
Fontgrabber: Easily convert any font to GEOS.
Fonts: new fonts and megafonts just to get you started.
* GEOGraphics.
 Lots of neat new clip-art.

 Programmers: semi-alphabetic
 1. Alex Boyce 2. Bill Coleman
 3. Art Dahm. 4. Jeff Fox
 5 Don Mosedale
 6. Randy Winchester
 7. Mystic Jim 8. Bruce Moore
 9. Ben Taylor 10.Tony Reynolds
 11. Terry Mullett 12. Mitch Romm
 13. Tim Corcoran 14.Terry Mills
 15. Lynn Kerby. 17.Andrea Needham

To order disks, membrship, hardware, or for more information, send mail, or use our BBS.
Mystic Jim, 2388 Grape
Denver, CO 80207
(303) 321-8954

Mystic Jim Enchants the Eagle

My "Toy"

those limits are limited to GEOS, because it's all I use.

I have come up with several easy and rather unique ways to do things within the GEOS environment, but since I've never actually met another Commodore user, it is hard to know what is really and truly unique. Probably the best example of this is "geoLabel."

GeoLabel started out as a way for me to print address labels. GEOS seemed to be the perfect way to do this, only there wasn't anything to "point and click" on. I had geoDex, but it wouln't use the various fonts or graphics that were available with geoWrite and geoPaint. Other label programs couldn't either. So, I set out trying to make GEOS do what I wanted it to do, in spite of itself.

I wasted a lot of time trying to do it with geoWrite. I also wasted a lot of labels. It was very hard to get them lined up in the same place every time. I was able to compensate for the margins OK, but different fonts called for different alignment. And of course, using graphics for labels in geoWrite was nearly impossible.

I started working within geoPaint and things became a little easier. It was certainly easier to incorporate fonts and graphics, but alignment was still a problem. It took a long time to get the job done. I began working on cutting and pasting scraps the same way, thereby enabling me to place them in exactly the same place every

time. After a lot of trial and error, it finally worked and Geolabel was born. At last, a foolproof, easy way to print labels.

Then, hit myself in the head and say, "Wow, I coulda hada V-8!" Why not do the same things with disks! I'm sick and tired of looking at my ugly disk labels anyway. I already had several "label size" graphics that I had drawn, and I knew that there were plenty of graphics available on Q-LINK that could be converted to GEOS, so I set out to learn graphic conversions. Easier said than done. I had never seen, nor hear of, most of the graphics available, and had no idea which programs would convert what. But, as always, fellow GEOusers were there to help.

I was able to build up a pretty good library of graphics to use on my labels from the public domain library, and those that I kept comming up with. I now had an easy, foolproof way to produce good looking disk labels.

There was nothing like this available on Q-LINK, and I knew a few people were looking for something along these lines, but would they be interested in MY system? Was it unique? I didn't think so. But since I had never uploaded anything before, I wanted to give it a try. GeoLabel seemed to be as good as anything else I had to try with.

By this time, I had 2 full

disks of photo albums. Now, how was I going to get all that information to Q-LINK?

I couldn't just upload 10 or 15 separate files and hope that everyone could figure it out. I needed to write instructions. AND, I had never ARCed, LYNXed or LIBRARYed anything in my life, and I didn't think this was the time to start!

I came up with what I thought was a solution. Looking back on it, it was the stupidest thing I think I could have ever come up with. I thought, why not put all the instructions into photo scraps and place them, along with the label scraps, into 1 gigantic photo album? Being as naive as I was, I gave it a try. (Go ahead and laugh, I do.) After I had it all done, I sat back and thought about it a bit. It occured to me that a 175 scrap album might be *just* a little bit much. I considered the possibility of handling this another way.

Since I wanted to make the download as easy as I could, I went with the Self Disolving Archive. And since I was going to SDA it, I might as well go ahead and redo the instructions in a geoWrite document (it had to be geoWrite, because it's the only word processor I have.) I remembered all the complaints people had about geoWrite documents being uploaded in geoWrite 2.0, and I didn't want someone to download the file, only to not be able to read the instructions. So, I dug out a copy of geoWrite 1.3 and began typing it all in.

My "Toy"

Finally, all the files were converted and ready to be SDAed. WRONG. After a week of unsucessfully trying to create the SDA, I found out that the file was way too big. I almost quit right then and there. I was sure that no one would be interested in the stupid thing anyway. But, I had already put so much time into it, that I had to prove to myself that I could do it. Now I had to learn ARC. Oh good, more homework.

Actually, ARC wasn't as hard to learn as I thought. I had experienced ARC on the IBM where I used to work. I got it ARCed and I deARCed it to make sure it worked, and everything was OK.

It was during this process that I made another discovery. You could name a file anything you wanted to, use the GEOS CONVERT program, and then before ARCing it, rename it to a filename of lowercase letters. When deARCed, the GEOS CONVERT program would convert the lowercase filename back to it's original GEOS filename. Not exactly an Earth shattering discovery, but I thought it was pretty neat.

At last! I'm ready to upload it to Q-LINK. I'm excited, it's my first upload! I get it uploaded and all apparently went fine. Then, look what happens. The next day (THE NEXT DAY!), GEOS uploads are FREE! It figures, right? Then, weeks go by before the libraries are updated. I'm beginning to wonder if it's my file that's causing the delay. Then, when they are finally updated, the file description is so messed up, that no one knows what the file is! I give up! Oh well, no one is going to download the thing anyway. WRONG, again.

I was just hoping that a few people could use the file. The response was overwhelming. I can't thank everyone enough for the wonderful comments and the way that geoLabel was recieved.

But all of the praises that I have received also belong to all those people who helped me when I was getting started. If it weren't for them, I might not have stuck with GEOS. They helped me to understand GEOS so that I could get the most out of it. I not only recieved help when I needed it, but the more I learned, the more I wanted to learn.

There are of course too many to thank individually, but a few stand out that I feel are all too often taken for granted. Folks like Mystic Jim and Bill Coleman, who without their invaluable hints and advice when I was just starting out, I would have never learned GEOS to the extent that I have. There are others that sparked a curiosity and an inspiration for me to see just what I could accomplish. And of course, Roger Ledbetter and Skip Goetzinger, for probably the ultimate application of GEOS.

I'm still learning new things everytime I boot GEOS, and everytime I sign on to Q-LINK. I am amazed at how far I've come since I was that idiot that bought a computer "just to see what it would do." What amazes more, is how much farther there is for me to go. I don't think I'll ever become a 'computer whiz', but thanks to a lot of wonderful people, I'm learnin' a lot and havin' a blast. And thanks to GEOS, my toy isn't a toy anymore!

KKS

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WAMTER   SIGN   MATRIX   MATRIX
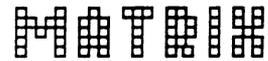
GUTENBERG AND STENCIL INCLUDE .,:;"$'?
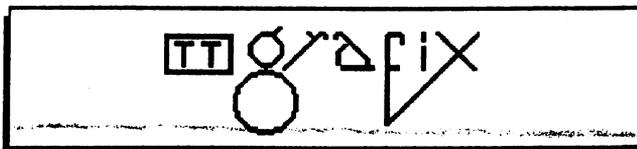
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Malvern, PA 19355-9657

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```
1000 KILLBSW PHA :TYA :PHA :LDY #0
1010 LDA UseSystemFont+1:STA r0l
1020 LDA UseSystemFont+2:STA r0h
1030 LDA (r0),y : STA hold
1040 LDA #$60 : STA (r0),y
1050 PLA :TAY :PLA :RTS
```

The A and Y registers are saved and restored so the only register destroyed will be R0 (you can use a different location if you wish, just make sure it is in page zero). This routine works by pulling the address of UseSystemFont out of the jump table then using indirect Y addressing to change its first byte to a RTS. Now whenever this routine is called it will simply return to the caller without doing anything at all. Note that the byte replaced is stored in HOLD so it can be plugged back into the routine when you wish to restore Use System Font to normal operation like this:

```
2000 RSTRBSW PHA :TYA :PHA :LDY #0
2010 LDA UseSystemFont+1:STA r0l
2020 LDA UseSystemFont+2:STA r0h
2030 LDA hold : STA (r0),y
2040 PLA :TAY :PLA :RTS
```

You must restore UseSystemFont before exiting or you will cause some strange things to occur when the DeskTop takes over (how about 6pt menus and DB's) ! Whenever you modify the Kernal always restore it before you exit! One thing to keep in mind is that the font you select will be global, i.e. in menus, DB's, and any other text that is displayed.

Technically if you wanted to you could use a seperate font for the menus and DB's by modifing KILLBSW so it stores the first three bytes of UseSystem font and then pokes a JMP statement in their place which would execute a routine to change to a seperate font (which is what normally occurs except your routine will activate your own font rather then BSW-9). If you try this you will probably have to switch the font back by hand because the menu routines won't know what the original font was. Of course in this case you will have to compile two fonts into your application instead of just one (or load them in from disk). Use your imagination, there's all kinds of effects you can achieve using these techniques. Don't be afraid to experement, you won't melt your computer if you make a mistake!

By the way do not try to modify the jump table itself; the menu and DB routines don't jump through it but instead call UseSystemFont directly. Therefore nothing at all will happen if you try to do it this way (believe me, I learned the hard way)!

NEXT TIME
Well it would seem that we are rapidly running out of room so we'll stop here. We have covered font structure, compiling fonts, activating and deactivating fonts, and changing the font displayed by the Menu and Dialog Box routines. When we pick up next month we will learn about the character and string routines that are built into Geos and how to use them.

One last note - Beginning in November I will be switching from Quantum Link to Genie. So if you have any questions please mail them to GeoWorld and I will answer them as soon as I can.

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GeoPublish is divided into four major sections or "modes." In the **Master Page** mode you set up guidelines or text and graphics that you want to appear on every page of your document. For example, if you want a footer on each page, enter it on your **Master Page** and it will appear on each succeeding page. You can also design two **Master Pages** in order to alternate footers or headers between left and right pages. Because **Master Pages** can be saved into libraries, guidelines can be transfered from document to document for future use.

The second mode is **Page Layout** mode. This is the section that allows you to bring in graphics and text from either **geoPaint** or **geoWrite**. Text flows into columns continuing on later pages as necessary. The text retains all information from the original **geoWrite** document (style, fonts, justfication, etc.). Bitmap images can also be imported, and text will flow around pictures without the loss of any data. Bitmap images can also be centered in a region, scaled to fit in a region, or a combination of both.

The next stage in designing your document is the **Page Graphics** mode. In this mode you add the finishing touches to your document. You can add lines, circles and ellipses, rectangles and squares, splines, shadowed boxes, etc. You can also add text up to 192 points in size. This text can be either transparent or opaque and can appear in any of the **GEOS** patterns. Rectangles, circles, and lines can also be printed in patterns and with various thicknesses and boarders. And if you do not like the appearance of something you created, just use the cut feature to delete it.

The fourth mode is the **Editor** mode. This mode allows for last minute editing of text that was integrated into the geoPublish document. So when you spell **geoWorld** "geoOrld," just pop into the **Editor** mode and add the proper letter.

GeoPublish prints on any **GEOS**-supported dot matrix printer. It also comes with a variety of Master Page libraries for both 60 and 80 dpi printers.

GeoPublish has LaserWriter support, and Skip Goetzinger has expanded his services to include **geoPublish** documents. Contact Skip for more prices and information. His advertisements can be found in **geoWorld**.

Well, that's about all for now. I hope this brief introduction to **geoPublish** has given you a feel for the program. I think this program is going to have the same impact on **GEOS** that GEOS had on the Commodore 64. It will save you time when working, and if initial feedback is any indication, we have a winner!

Take care, and see you on the boards!

Robert Siegel
Berkeley Softworks
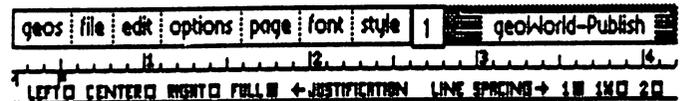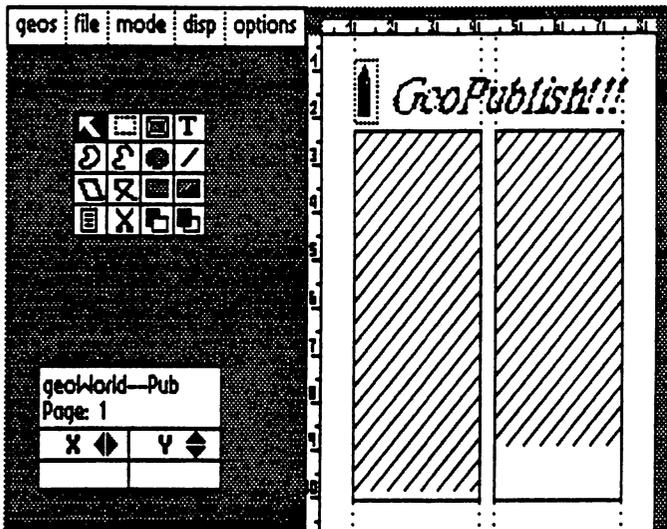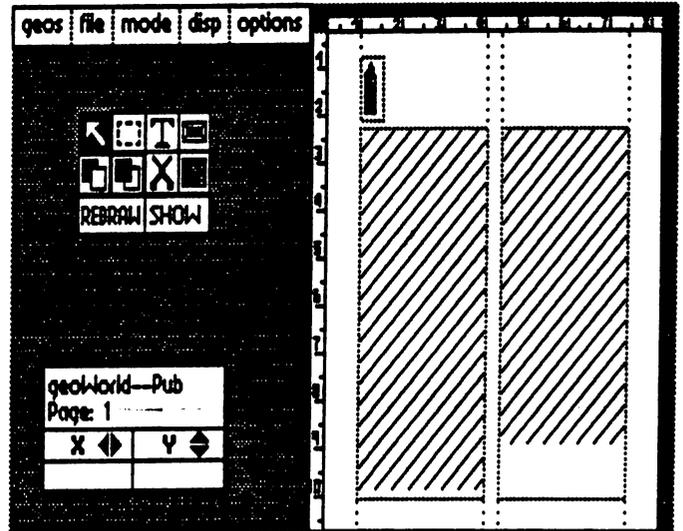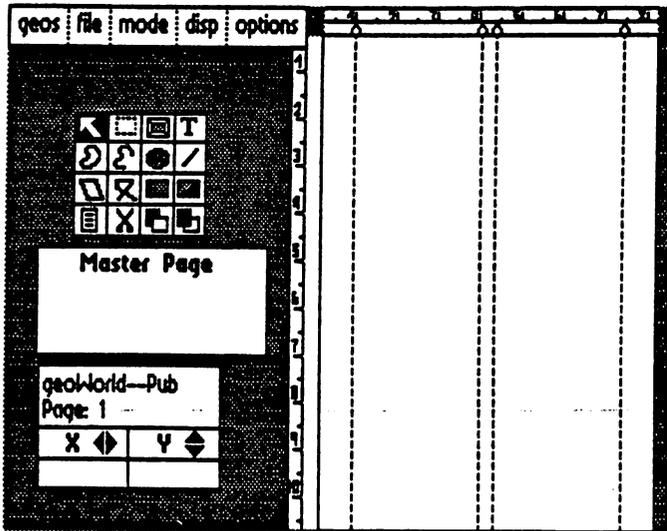
geos	file	edit	options	page	font	style	1	geoWorld–Publish

LEFT☐ CENTER☐ RIGHT☐ FILL■ ←JUSTIFICATION LINE SPACING→ 1■ 1½☐ 2☐

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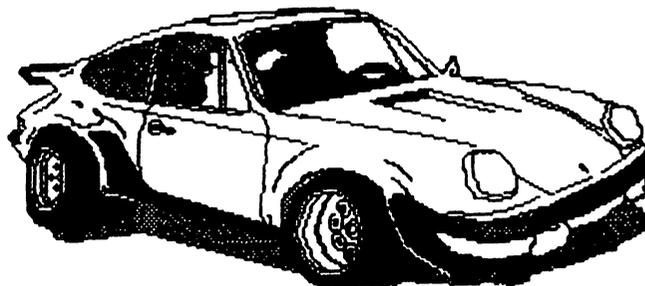
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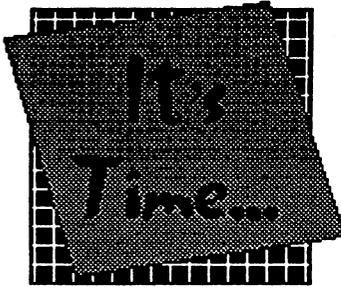
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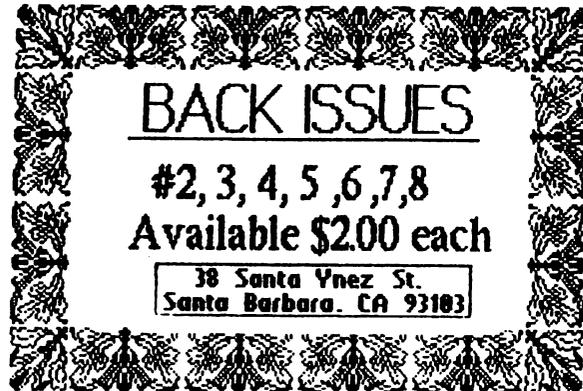
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