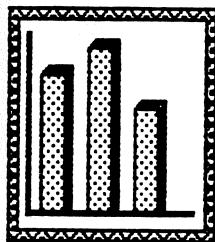


*Commodore
Users Group
of
Saskatchewan*

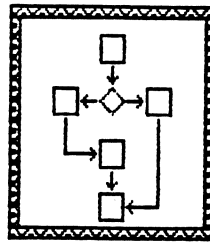
June, 1989

Vol 4. No. 6

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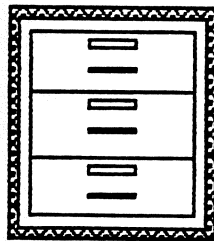
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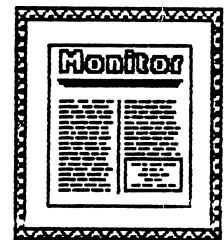
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Act No.	Amount
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00281	782.34
00034	25.34
02134	150.34
13491	298.23
10314	234.34

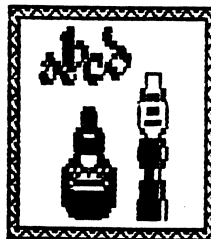
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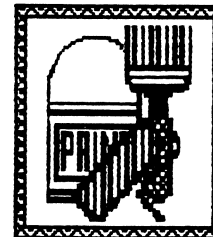
GeoFile



GeoPublish



GeoWrite



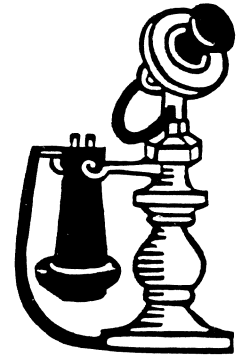
GeoPaint

This Month: The World of **GEOS**

BBS LIST

Current BBS List for Regina, Saskatchewan
as of April 1, 1989.

Courtesy of Barry Bircher



Name of System	Phone #	Baud	BBS Program Used	Sysop's Name	Code
Asylum	525-2939	1200	AEBBSv4.8	Czar Wishart	L
Bit Bucket	352-3236	2400	Fido v12h	Bart Ritchie	
Cellar Dweller	352-9796	2400	Opus v1.03b	Shane Maitland	Z
ComputerWay	757-1210	2400	GT Power Beta #14	Volker Polan	
Computers Plus	586-7879	2400	Opus v1.03b	Ross McAlpine	
Double Check	525-8807	2400	SkyPic	Randy Coghill	
Fernando's Retreat	585-8298	9600	Opus v1.03b	Colin Campbell	G
Late Night Alt.	584-7572	1200	Home Made	David Hodgson	G
Mageholm	525-9767	2400	RBBS	Dave Fowler	
Magic Fountain	586-2692	1200	Opus v1.03b	Scott Wilson	
Micro City I	584-8747	1200	GBBS Clone	Ron Ware	G \$
Micro City II	584-8748	2400	GBBS Clone	Ron Ware	G \$
Negative Zone	565-8538	2400	Opus v1.03b	Grant Wagner	Z
Polestar Opus	586-1551	2400	Opus v1.03b	Bryce Eckstein	M
Pool Hall	586-8490	2400	GT Power 14.01	Rodger Linka	G Z
Probable Fate	525-8854	1200	Home Made	Alan Wagner	
Regina FIDO	777-4493	9600	Fido v12h	Ken Ganshirt	
R.A.T. II	949-6105	1200	BBS Express	Keith Grill	
Shadowland	789-8989	2400	Home Made	Bob Hamilton	G Z
Star Traders Inc.	545-7678	2400	Opus v1.03b	Robert Gunther	G
Tee Hun Kay	779-1237	2400	Opus v1.03b	Garry Ehman	
The Abyss	584-8721	1200	LET ME KNOW	Dark Angel	N
The Keep II	569-3183	1200	AEBBS v3.00	Rob Addie	
The Lab	525-8620	1200	LET ME KNOW	Scott Collegiate	N
Turbo BBS	586-7560	2400	Home Made	Jim Mickel	
TUBBS	757-8838	2400	Opus v1.03b	David Wilde	
Unibase	789-8789	1200	UNIX	Leigh Calnek	G \$
	789-8715	2400	UNIX	Leigh Calnek	G \$
The UFP	545-2538	2400	GT Power 14.01	Trevor Sorrell	G L Z
Whatchamacallit	545-6953	1200	Home Made	Brian Engelberts	
Datapac 300	565-8111	300	Datapac 300	N/A	
Datapac 1200	565-8181	1200	Datapac 1200	N/A	
Datapac 2400	565-6000	2400	Datapac 2400	N/A	
U. of R.	584-8885	1200	Develswitch	N/A	



\$=Payment Required G=Online Games L=Limited Hours
M=Mail Only BBS N=New Board T=Temporarily Down
Z=Uses The New PKZIP Format Of File Compression

NEW IMPROVED

OBLIGATORY STUFF

BUGS MAILING ADDRESS:

BUGS
143 Birchwood Cres.
Regina, Sask.
S4S 5S3

BUGS BBS - (306) 586-1189

C U G S EXECUTIVE 1989

President	Richard Maze	586 3291
Vice President	Barry Bircher	359 1925
Treasurer	Harry Chong	789 2142
Editor	Ken Danylczyk	545 0644
Asst Editor	Jarrett Currie	757 2391
Librarian	Earl Brown	543 2068
Asst Librarian	Steve Bagues	949 1370
Members at Large	Real Charron	545 7601
	Gord Williams	543 0373

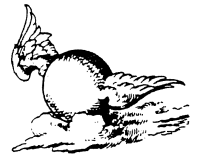
If you have any questions about BUGS please feel free to contact any of the above executive members.

THE MONITOR is published monthly by the COMMODORE USERS' GROUP OF SASKATCHEWAN (BUGS), Regina, Sask., Canada. BUGS meetings are held at 7 pm the SECOND WEDNESDAY of every month (unless otherwise noted) in The North-West Leisure Centre, corner of Rochdale Boulevard and Arnason Street.

Anyone interested in computing, especially on the C64, 128 or 64C, is welcome to attend any meeting. Out of town members are also welcome, but may be charged a small (\$5.00) mailing fee for newsletters. Members are encouraged to submit public domain software for inclusion in the BUGS DISK LIBRARY. These programs are made available to members. Any member is entitled to purchase DISKS from our public domain library for a nominal fee. Programs are 'freeware', from computer magazines, or the public domain. Individual members are responsible for deleting any program that he/she is not entitled to by law (you must be the owner of the magazine in which a particular program was printed). To the best of our knowledge, all such programs are identified in their listings. Please let us know if you find otherwise. Contact Earl Brown, 727 Rink Ave.

BUGS is a non-profit organization comprised of C64, 64C, C128, and 128D users interested in sharing ideas, programs, knowledge, problems and solutions with each other. The more members participate, the better the variety of benefits. Membership dues are pro-rated, based on a January to December year.

EDITORIAL:



How does a computer die?

Do you remember...

- the TRS-80
 - the ZX81 (or
 - the Apple II
 - the TI-99A
 - the SINCLAIR Spectrum
 - the SX64
 - the MC-10
 - TIMEX SINCLAIR 1000)
 - the Atari 400/800
 - the COLECO ADAM
 - the C16
 - the VIC 20?
- the C128/D128

All intriguing and promising machines, but they all had relatively short lives (in our "neck of the woods", at least). Many were just reaching their zenith when they fell into oblivion. What brings a computer to the fore, brings it forward to notice, and pulls it from the stage to dwindle and/or disappear into that "Bermuda Triangle" of yesterday's promises. (Poetic, huh?)

What prompted this interest in the fading glories of the mighty machines? The announcement (by more than one source) that the mighty 128 is no more! Commodore tried this with the C64, on more than one occasion, but was forced (economically) to continue its production. Not so the poor improved cousin, the 128!

On the surface, one is tempted to say that the marketplace determines the life and death of the various machines. The more cynical would suggest that the executives at Commodore look at profit figures and take a (sometimes misguided) guess at what they can merchandise to the "gullible", as the "next great innovation in computing power".

But then we must presume that the lowly C64 is the "exception that proves the rule". Its profit margin is low and its durability high, so a move to some other machine would make sense. But the people won't let that happen. You simply musn't alienate 7.5 million owners (in North America). Thus, Commodore's main thrust is to encourage C64 owners to make the next "logical" step in computing power and try the AMIGA. I don't think it's working very well, yet.

All the machines listed above disappeared NOT because they had outlived their usefulness. They were almost all in direct competition with each other ... and with the C64. So, why did it succeed when all these others passed on. Commodore's fine customer service and support? (heh, heh?) Commodore's clever marketing strategies with schools and businesses? (chuckle) Commodore's foresight in fitting this machine for the 80's with a 1970 version of BASIC, one which made access to the machine's finest features a decided pain for anyone but a sincere hacker? (guffaw!) The TRS-80, Color Computers and MC-10 had the support of a major international chain; Apple had undisputed ownership of the schools of North America; Sinclair's machines brought the power of computing into EVERY person's grasp; TI owned their own chips and had YEARS of experience in the home and educational markets; COLECO took the "game machine" approach, trying to convince their game machine owners that they could turn their toy into a respectable, useful household tool and tried to make it quite affordable, offering one of the most inexpensive daisy-wheel printers ever made as part of the package. So, why the C64? Why has it outlived them all? Where and why did they all go?

I've most of the answer, I think. (So what makes me an expert, you ask? Hah! I own most of those machines!) Having used (and owned) most of the machines mentioned, the answer becomes clear very quickly - the C64 held everything a computer hobbyist could want - excellent sound, good hi-res graphics,

BUGS MEETING WEDNESDAY - JUNE 14, 1989

AGENDA:

1. Club Business
2. GEOS update
3. Break
4. More GEOS
5. Questions/Problems
6. Prize Draw



64k (16k more than a 48k Apple!), BASIC on board, usable with a regular TV monitor, two A/D interfaces and open ports for expansions of all kinds. Still, I'm tempted to say "rubbish!". Few home computer buyers understood the significance of most of these features - but they did understand one thing - the machine simply did something they wanted to do. For some it played good-looking games, for others it was a computer with "lotsa memory", for still others it could play music. Everything else on the list was "nice", but not too important.

Commodore's promotion of the C64 as the "ultimate" inexpensive home machine worked. Over 7 million families bought the machine, and Commodore's promise became a self-fulfilling prophecy through third-party software developers who smelled a 7 million strong sales market waiting to be tapped!

Lest I turn into a maudlin add for the C64, let's return to my point. Why didn't the others make it? They were often cheaper than the C64, had colour and sound, could have developed extensive markets, and many were expandable to 64k or more. What happened? The answer lies in the Research and Development departments of each company. Commodore's R and D people had to make choices; they needed to keep the cost of the machine to a very reasonable number, but give people as much (perceived) computing power as possible. Some things had to be left out. The wisdom of the people at Commodore who selected which features to OMIT is undisputed. Each of the computers mentioned above had limits or omissions from a "full-fledged" machine - several used small keyboards, many used unconventional keyboards, some omitted sound, some colour, some settled for less graphic resolution, some trimmed memory to the bare minimum, and MANY (too many) made their "innards" inaccessible to most anyone. Therein lies the nub of their demise. Using proprietary chips and limited expansion architecture, slower chips or limited memories saved production cost, but made the machine less accessible to the lifeblood of the computer world - the hacker. The C64 was open to all.

So what's this all got to do with GEOS and an issue dedicated to this intriguing operating system?

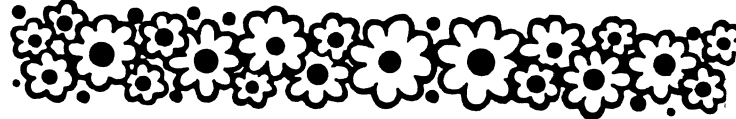
The C64, approaching 9 years of age, is just now maturing in terms of software. The past few years these "hackers" (now mostly employed by legitimate software houses) are just now making the C64 dance and sing to its limits. In fact, each time it seems a limit is reached, it seems to be stretched and exceeded in short order. The most remarkable "stretch" in recent years was Berkely's attempt to REDESIGN the "motor" inside the C64, and make it live up to its early promise of being a "user-friendly" machine. Some have touted the GEOS interface as a "MAC-look-alike", but I would rather give the people at Berkely more credit than mere mimicry. Consider the "typical" user with little computing background who has tried to do simple things like copy a program from one disk to another, or make a protective backup of a program or disk, or reorganize the contents of a few disks by moving and deleting some items. Commodore seems to have had a lapse of intention when they created the on board Operating System. I read somewhere that most Canadian adults read at an effective grade 4 level. The commands for doing any of the above on a normal C64 would take this reading/writing ability to its limit. In fact, some Commodore literature is so poorly translated that a college grad would be lucky to fight his way through the instructions.

Berkely people saw that people related well to icons. Icons bridged the gap between less and more education, between one language and another. They set about to develop an icon-based interface

("referee") between the confused user and the complex innards of the machine. If one can understand simple icons (pictures with significant, active meaning), and icons are as old as man himself, and use a device to move a pointer about the screen, then one can do all the things (word process and print, manipulate files, backup files and disks, create graphics) that Commodore promised!

Still not sure of the connection between obsolescence and GEOS for the C64? Consider this: if it took almost 8 years to properly explore the innards of the C64 and begin using it near its limits, now we have a whole new "ball game", a whole new operating system to play with, and who's to say what the limits may be for GEOS? With GEOS, EVERYONE can compute, so expect new horizons!

Happy computing! Long live the C64! GE-OS be with you!



Richard's Summer Saws:

After this month's meeting we will be taking a two month break. Our next meeting will be in September. I tried to get the dates and times confirmed for the September to December meetings but, unfortunately, these will not be decided by the people at Parks & Recreation until the end of this month. The executive will be meeting before the end of this month and we will establish a procedure to let each member know when the meetings will be held.

It seems lately that the faster and longer I go - the farther behind I get. In other words, I seem to be getting further behind in everything I do. Maybe it's a sign of old age? Anyway, what I'm leading up to is the fact that this summer looks like it will be a catch up time for me. I can see that I will have to spend a significant amount of time getting the word processing done for my classes in the fall. I also want to try and do some serious programming if time permits. On the other hand - maybe I'll end up further ahead if I just let things happen - watch the ball games on the tube and listen to my grass grow.

Anyway I'd better get my articles finished first or they won't make this issue.

Have a good summer! See you in September.

JUST ONE MORE RACE HA...!



by Shaun Hase

Grand Prix Circuit is not just another run-of-the-mill racing game. Most other Formula One race games give you two gears, high and low, and leave your hand numb. Gee, thanks but no thanks. Accolade definitely got their act together when the programmers sat down to create this game. Graphics are superb and fast, sound and music are good and the all 'round "playability" of the game, with all it's options, make Grand Prix Circuit a gear-grinding, throttle-tramping game that doesn't bore you easily.

The game loads up into demonstration mode, which can be exited by pressing the fire button or return key. The nice thing about the game is that it can be controlled by either the keyboard or joystick, so you can go through the menus on the keyboard and race with the joystick. At this stage, you are presented with a main menu that consists of the type of race wanted: practice, single race, or Championship Circuit that takes you through all 8 tracks (with a Save/Load option); a difficulty level bar, from the automatic shifting cars and forgiving opponents to the out-for-blood drivers and free-revving manual transmission; and a place to enter your name and the number of laps you want to race (1-99). The Track Selection screen appears next and gives you eight track selections, all of which are quite real in their particular nastiness. Records of each track can be called up by highlighting a particular track and pressing 'C'. The next set of screens are your car selection. A Ferrari, Williams and McLaren can be selected, each screen showing all the stats on each car, much like Test Drive. Upon choosing your vehicle, the car pulls out of the pit and you are ready to either race or practice.

Once on the track, you see the race from the cockpit, with a large tachometer in the centre, a temperature gauge (which loves to rise when you overzealously red-line), a digital speedometer, a damage indicator that goes from green to yellow to red from tearing up the infield driving like a maniac, and two rear-view mirrors that show you the guy you thought you had blown away is quite close now. Also, there is a map box which shows both you and the rest of the field and where everyone is on the track, a lap box for total elapsed time and current lap time and a shift box that indicates what gear you are in. All of these boxes can be toggled on or off.

When practicing, you are the only car on the track, perfect for getting a better feel of the car and track. When racing, a qualifying lap must be done in order to determine your position in the starting grid of ten cars. Both practicing and racing are started off by having a 'Christmas tree' signal you to go. Once you're off and running, the damage indicator should be watched to see whether you should pit or risk losing the race to save pit time. As the damage increases, the car becomes harder to stop and steer. In the pit stop, you have a choice of having all the damage repaired or just part of it. There are disadvantages to both; having all the damaged repaired takes time, but only replacing one set of tires leaves you with some damage unrepaired. When the race is done, statistics for the race are given and, if you were lucky enough to place within the top three, a victory celebration is thrown in your honour.

The game play is excellent. The car actually bumps and hops on the road. The pit area is even worse. Actual racing techniques are needed to win, not just nailing the throttle to the floorpan. When you blow an engine, the rear view mirrors fill with smoke and the car staggers to a halt. The first time this happens is fun, and I've done it for everyone I've shown the game to. The same goes with spinning the car around. Approaching a corner too fast and cornering too hard will most definitely have you tearing up the infield and adding a significant amount of damage to your car. The cars all have their own character, with the Ferrari acting like the tires were glued to the track and the McLaren hurtling down the straights like it should have wings.

I like this game. I really do. Grand Prix Circuit is not only fun, but very addictive. I'm at the stage where I'm beginning to get a handle on manual shifting. Although I haven't won a race yet shifting manually, victory is near. I can feel it. Just one more race.

A Kind Word to All Club Members:

I've got faith!!

This is evidenced by the fact that I've KEPT NOTHING OVER FOR THE SUMMER (AUGUST ISSUE).

First, remember that each submission to the MONITOR earns you one entry in the PRIZE DRAW to be held at the December Meeting.

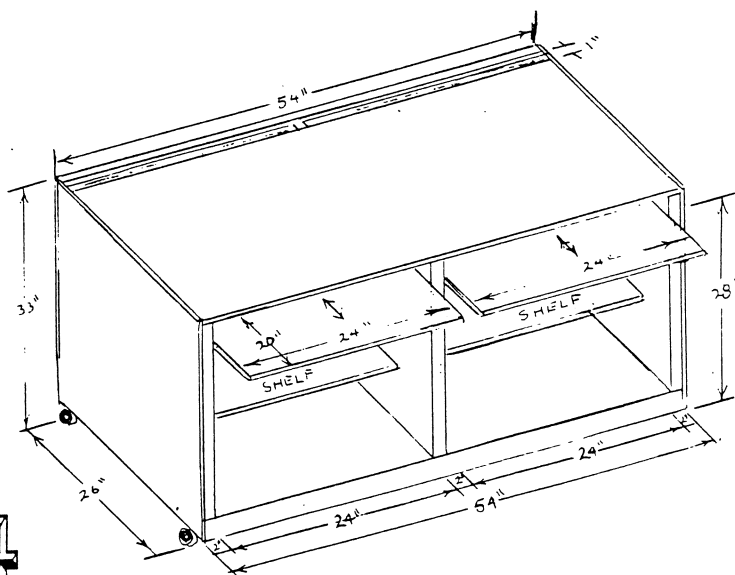
Secondly, remember that our club is only as strong and lively as YOU make it ..

Let us hear from you - a review, comment, complaint, query or a neat tip! I promise you a place in print!

BUILD IT WITH BOGUES

Steve "BUILD-IT" Bogues strikes again! For all you 2-car families, with your 2-person jacuzzis, now you can have your own 2 computer desk!! Seriously, folks, this little number is a terrific idea for anyone with two computers that both get used. Its features include:

- 2 pull-out keyboard shelves.
- 2 book/paper shelves.
- 1" opening to take paper and wires.
- casters
- maximum under-desk storage
- large desk-top work surface (or room for a second computer setup.
- built-in power centre (power bar).



SCRATCH 'N' SAVE

BY Earl Brown

Well, the disks we ordered with programs to be added to our library have all arrived. A number of the programs are included in this month's disks. The remainder are being transferred to the appropriate disks in our library and will appear in our up coming releases in the near future.

Most of the programs that appear on these disks as has happened before, such as 'FILE DRAWER 4.0', 'LOAD ME', 'FILEMATE3.2', 'RUNSCRIPT 64', 'CALCAID', 'NEW DIR FILER V2', 'PRO128V16.SDA', 'NOVATERM128.SDA', 'RAMDISK128.LBR', 'RUNCALC 128', 'DESTERM.SDA', 'RUNSCRIPT 128', 'RUNPAINT BOOT' and 'RUN INVESTOR 128' should all be transferred, along with their associated files, over to their own separate disks or the files should be run and dissolved onto their own working disks. In most cases this is necessary because the program in question writes files to a disk or the program, when run, dissolves itself into many written files to a disk (eg. programers who's name ends with .sda).

The one case that is different is the file entitled 'RAMDISK128.LBR' which requires the program called 'LIBRARY 128' to dissolve it. This program is located on disk #19 of the 128 library, is menu driven, and allows you to create '.lbr' files as well (see "TELECOMPUTING WORKSHOP" in June, 1989 of RUN MAGAZINE for an explanation about file-transfer methods).

And finally a suggestion to users of Speedscript (Compute) or Runscript (Run) word processors. Any of you that have created an extensive dictionary library of any of these word processors, our library would greatly appreciate a copy of either of these files. It could save a lot of time for new owners to these word processors. If you submit one, please let us know to what processor the files belong or whether they are interchangeable. For the exchange, you can pick any disk from our library.



Alas! Alack!

The dates for the meetings for September to December have not been established by the city as of yet. Apparently, these dates will not be booked until the end of June.

As a result, I cannot tell you about the meeting times.

As soon as the dates are set, I will place the information on the bulletin board.

Sorry! Wish there was more info I could give you.



GEOS 128 - A Novelette

by Barry Bircher



I have recently purchased GEOS 128 version 2.0 and will attempt to give you an idea of what you can expect out of it. Those of you who have GEOS 64 version 1.3 and earlier or GEOS 128 version 1.4 will feel right at home with the 128 version 2.0 because it is almost identical to it. The program is actually a new Graphic Environment Operating System for the 64/128, thus it's name. The program comes in the form of 3 double-sided disks that contain the system boot disk, a demo of other GEOS products, a much appreciated backup for the system disk, GEOS applications, write utilities including GeoWrite 2.1, and the GeoSpell and GeoDictionary programs. A fourth disk includes the Quantmlink Terminal program giving you the opportunity to register for their fee-based service.

The "User Manual" is written specifically for the GEOS 2.0 version for the 64. A stapled addendum is packaged with the manual that includes the Commodore 128 information. This addendum, however, is almost identical in layout to the 64's manual and I feel that a little foresight would have saved the expense of writing out an addendum for the 128. I have seen other software outfits include 128 only information well-meshed in with the 64 specific information.

Since the time I volunteered to do a demo of the GEOS system, I have come across six people who asked "WHAT IS GEOS?", and several people who expressed opposition to the Graphic Operating system. There is one viewpoint that says that a system using only "point and click" is simple and thus cannot be useful. I tend to think that this short-sighted view is both a combination of ignorance of the system and a fear of change. I am not going say that the GEOS system is for everyone, but it DOES provide an alternative for those who have not or will not learn the Commodore DOS.

To effectively explain the system, a little history is in order. The first home computers had no operating system. These computers were purchased in the format of a kit. The term "Microcomputer" first appeared in print in reference to the "Micral" (Intel's 8008), which was introduced in non-kit form in 1973. At about the same time, Gary Kildall built a computer in his basement and developed an operating system for it known as CP/M. As he was developing his operating system, these kits were selling well. Some manufacturers saw that there were curious hobbyists who would stop at nothing to get their hands on one. So naturally they started to ship out "you build it" kits to satisfy these "hackers".

Before CP/M, these "hackers" had to program in machine language out of necessity. The programmer would set up 8 on/off switches to correspond to an instruction or number and then toggle a read/write switch for the chip to store the command. This was done for each instruction in the program. By today's standards, that was quite a laborious way to program. Writing and debugging programs was a very time consuming task, to say the least.

So CP/M was a welcome addition to the microcomputing world. In effect CP/M was a new and easier way to control your computer's memory and permanent storage devices. If you wanted to execute a program, you would type in a command at the system's prompt, sometimes "A>". For example, to use your wordprocessor, you would type the program name, "A> Wordstar", and your computer would look on the "A" drive for a program called "Wordstar" and run it. It was entirely text driven and very unforgiving of

spelling errors. To load the same program in CBM DOS you would type 'LOAD "WORDSTAR",8' if you had a disk in drive '8' with Wordstar on it.

As with all systems 'RUNNING' a program is only one aspect of the DOS system. You also need to organize your programs and files it produces on the disk. This requires the familiar 'COPY' procedures. In CP/M you had to have the program on disk called 'PIP' or Peripheral Interchange Program. You need to know the commands and the barrage of syntax variations of the command. In CBM DOS you can change the disk in the drive, load and save programs, or load a copy program to duplicate your files or disks. There are commands in CBM DOS that copy files, but only work on dual drive systems or on the same disk. Each operating system has it's own personality and syntaxes. With GEOS, all you need to do is 'point and click'. It is an operating system that is more intuitive than most other operating systems. At the June meeting you will see with your own eyes what it can do for you and how easy it is to use. After all, you should tell the computer what to do, not the other way around.

The GEOS operating system is simple enough to use that my wife can use it with relative ease (and easy it has to be). It loads quickly and easily, and has an 80-column, "what you see is what you get" screen. It has double the disk storage capability when used with the 1571 or 5 times with the 1581 compared to the 1541. It is able to access RAM expanders for instantaneous response. The system operates in either the 80- or 40-column modes. In 80-column mode, the system switches to the 2 MHz clock making the system twice as fast. Both the GeoPaint and GeoWrite that comes with the package are accessible in 80-columns, however, you have only 2 colors in GeoPaint due to Berkely's 80-column routines. They do use HI-RES mode, so two colors are bearable, but just.

The desktop is the main menu where everything in the package comes together. From the desktop you are able to run just about any program on your work disk including some non-GEOS programs. You may choose to see the disk files as 'ICONS' or by size, date, alphabetic names, type or application. In the older versions, you had the ability to see but not select the files as you can in version 2.0. To view your letter to Mom, all you do is double click on the file icon or name and several seconds later (in 3 seconds with the REU, if you have one) the desktop has loaded GeoWrite complete with the file you selected ready for editing. The same goes for the drawings you made in GeoPaint. Just double click on the file icon you want to work on and the desktop takes it from there to display your drawing. To print out either GeoPaint or GeoWrite all you do is click on the file you want, then click on the ghost icon and drag it to the printer icon in the lower left corner and the desktop takes over for you and it loads GeoPaint or GeoWrite accordingly and proceeds to print your document.

One of the major improvements on the desktop is the file handling. In the older versions, you were stuck with either copying the whole disk or copying one file at a time. In the new version 2.0, you can select all of the files you want copied and then go grab a coffee while it is doing it. Also, if you wanted to switch/rearrange files, you can do so easily. If you want to make a page of files in between two others, you can do so much more easily than before.

In the desktop you have several desk accessories available to you: a 40/80 column switch, an alarm clock, a calculator, a notepad, a photo book, the Text Manager and the Preference Manager. Most of the accessories are self-explanatory and work as you would expect.

The photo book is a collection/scrap book of drawings you have made and is a way of collecting them all together and viewing them as you want. The Text Manager is another scrap book for collecting your text documents. The Preference Manager is an accessory that allows you to set the screen, character, and border colors, to set the clock and date and to modify the pointer to suit yourself. One nice new feature in version 2.0 is the on-screen clock which allows you to set the clock from within the desktop. In earlier versions you had to call up the preference manager and set the time and date. The operating system automatically time stamps each file as it is updated, so it is very helpful to have a properly set clock.

With the new system you do not need to have the Preference Manager on disk unless you need to change the speed or change the color of text, border or background. Several limitations have been found when it comes to the 80 column mode in comparison to the 40 column version. In the Preference Manager, the pointer is not modifiable in shape and is able to have only the same color as the character color presently selected because only two colors are allowed at one time. The border can only be toggled between the character color and the background color. In GeoPaint, again, only two colors are allowed, so it is very useful to draw in the 80-column mode, then switch to 40 columns to color it.

In GeoWrite 2.1, you have access to eight fonts at a time for doing your writing. (More fonts are available separately called Font pack I and Font pack II). These fonts, or text styles, allow you to liven up your documents to your hearts content. A nice feature available in GeoWrite allows you to include drawings you make in GeoPaint to tack into your document. This allows not just text, but also bit map graphics on the same page. A nice touch! Try that on a text based word processor!

GeoWrite on the whole is a word processor in its own right. It is slow compared to other word processors, but you must remember that it is graphic based and not text based as other processors. I feel it is a secondary word processor to be used in conjunction with your favorite processor. It is easy to use but takes a little getting use to if you are used to a text based processor.

Included with the package is a program called TEXTGRABBER. It does what the name suggests, grabs text from other word processors, namely Paperclip, Pocket Writer, Font Master and Generic (like Speedscript). You can write a document in a different processor using it's advantages, then by using TEXTGRABBER, convert the text file to GeoWrite format. You can then doctor it up using Geowrite's Fonts and bitmapped graphic features in any way you desire.

Also in the package comes a program that converts your printer driver into a paint driver and a paint overlay driver. With the paint overlay you can print out your document as you normally do, but the driver writes the document to a disk file and ends up becoming a GeoPaint file. With this option you can convert a GeoWrite file to GeoPaint and then add graphics. With the paint overlay driver you can overlay several files on top of each other. So with a little foresight, you can print out 2, 3, 4 or more columns and end up with very professional looking documents.

GeoPaint is one of the nicest graphics drawing tools I have seen. It enables you to draw with the 1350, 1351 mouse and the ever popular joystick. After using the joystick for a while I soon got to appreciate the 1351 mouse as the input device. This little devil





EX-SPURTS!

works well in GeoPaint and allows you to freehand your drawing as if with a pen or brush. If all you have is a joystick, then you will probably get frustrated because of the length of time it takes to move the cursor from one side of the screen to the other. Inside GeoPaint you have at your disposal several colors, brushes, air brushes, paint options, copy commands, mirror imaging, a ruler to measure distances, lines, rays, circles, filled circles, boxes and filled boxes.

The one thing I noticed immediately about GeoPaint Version 2.0 is the expanded flexibility of the circle command. In GeoPaint V1.3, all you can draw is perfect circles. In version 2.0, you can draw circles, flat ellipses, skinny ellipses, tall ellipses, fat ellipses and everything in between. One thing, though, somewhere along the way the perfect circle got scrunched. Oh, it's still there, but not near as easy to use as the earlier version.

One very important improvement included are several new printer drivers that can overstrike 2 or 4 times to give you a NLQ type of print. It brings out a darker print (even with a well worn ribbon). There are over 70 printer drivers included with the package so you should not have too much trouble finding a driver. If it is not listed, just try out some other drivers until you find one that works. One major fault in GEOS (it's more the printers fault) as far as the printer drivers are concerned, is the fact that not all printers can print out 80 dots per inch. There are several printers that can only print out 60 dots per inch. This causes the rightmost part of the picture to be cut off and become unprintable. If yours is a 60 dots per inch printer, then you will be missing the rightmost 1/4 of the picture. This can be overcome by avoiding drawing the right most 1/4 of the drawing screen.

What inspired me to buy GEOS 128 was Berkely's obvious desire to support it's product. This is seen on the Quantumlink system, and in magazines where Berkely answers users' questions. In the mouse package I got for Christmas, there was an upgrade program on the flip side of the mouse utility and demo disk. This upgraded GEOS 64 V1.2 to GEOS V1.3, and includes a mouse, a lightpen, and a Koala pad driver, a newer version of Desktop, Geodex, Grabber, and Merge. In the documentation they mentioned that anybody who legally owns GEOS is able to use this to upgrade their version at no cost.

With this kind of support how can you go wrong? I am sure we will see upgrades to GEOS 128 version 2.0 as with the 64 version. I was not too impressed with Berkely's handling of the Version 2.0 upgrades however. I found out two weeks too late that Berkely offered registered users an offer to upgrade to version 2.0 for \$35.00 and \$4.50 S/H. I am an avid reader of most all Commodore magazines and not once was it announced in them about the offer. I feel Berkely deserted me as a GEOS user because they promised to send out newsletters to registered users pointing out upgrades. To date I have received one newsletter from them advertising the GeoFile and GeoCalc programs.

I feel the package is well worth the price of \$89.95 with all of the improvements. I personally will not use GeoWrite as my main word processor but will use it as a secondary word processor for it's strength in graphic layouts. GeoPaint will get alot of use because as it is fun to use. In the future, the prospect of me purchasing other GEOS accessories is good and will allow me to get the most out of this very different and easy system.

Recently we began a regular service to our membership. The people below have agreed to let their names be listed as "experts" in some aspect of C64/128 computing. If you've a question, these brave volunteers can likely answer it, or help you find an answer that works. If YOU have a skill at some computing process, consider listing yourself with our other volunteers. We're all in this together!

Wordprocessing:

- Paperclip III - Shaun Hase ----- 584-3371
- Paperclip (to version E) -Richard Maze- 586-3291
- Paperclip (to version E) -Jarrett Currie 757-2391
- Paperclip (any version) -Ken Danylczuk 545-0644

Spreadsheet:

- Multiplan - Richard Maze ----- 586-3291
- Pocket Planner - Barry Bircher ----- 359-1925
- Better Working SS - Ken Danylczuk ---- 545-0644

Databases:

- Pocket Filer - Barry Bircher ----- 359 1925
- Oracle (Consultant) - Ken Danylczuk --- 545-0644

Communications:

- Pro-128-term - Barry Bircher ----- 359-1925
- Pro-128-term - Jarrett Currie ----- 757-2391
- Library files - Barry Bircher ----- 359-1925

Music/Sound:

- (most) ----- Ken Danylczuk ----- 545-0644

Languages:

- Forth - Ken Danylczuk ----- 545-0644
- Pascal - Ken Danylczuk ----- 545-0644
- ML (machine language) - Ken Danylczuk - 545-0644
- ML (machine Language) - Barry Bircher - 359-1925
- BASIC (general) - Richard Maze ----- 586-3291
- BASIC 7.0 (graphics) - Shaun Hase ----- 584-3371
- BASIC (2.0-7.0) (files) - Ken Danylczuk 545-0644

Graphics:

- Print Shop/Master - Ken Danylczuk ---- 545-0644
- Koala Painter/Printer - Ken Danylczuk - 545-0644

Hardware:

- All hardware - Tyler Rosewood ----- 525 0214
- Disk Drive Maint. - Ken Danylczuk ----- 545-0644

GEOS:

- GEOS 64 and 128 - Tyler Rosewood ----- 525 0214
- GEOS 64 - Jarrett Currie ----- 757 2391

New CUGS Disks:

- | | |
|------------------|-------------------|
| BUSINESS 12 #BL | CUGS 128 PGMS #20 |
| FILE DRAWER 4.0 | NEW DIR FILER V2 |
| LOAD ME | PRO128V16.SDA |
| ML RU | NOVATERM128.SDA |
| BOOT.COIN | RAMDISK128.LBR |
| DBASE.COIN | RUNCALC 128 |
| LISTER.COIN | RUN NOTEPAD 128 |
| D.COIN | 128 NOTEPAD.OBJ |
| FILEMATE3.2 | CUGS 128 PGMS #21 |
| CALENDAR.FILE | DESTERM.SDA |
| RUNSCRIPT 64 | RUNSCRIPT 128 |
| RS64 SPELLER | RS128 SPELLER |
| RS64 DICT MAINT | RS128 DICT MAINT |
| RUN NOTEPAD 64 | RUNPAINT BOOT |
| CALCAID 64 | RUN INVESTOR 128 |
| RUN MEMO BOOK | MSDOS CONNECTION |
| SEQ READ & PRINT | AMAZING |