Commodore Users Group of Saskatchewan
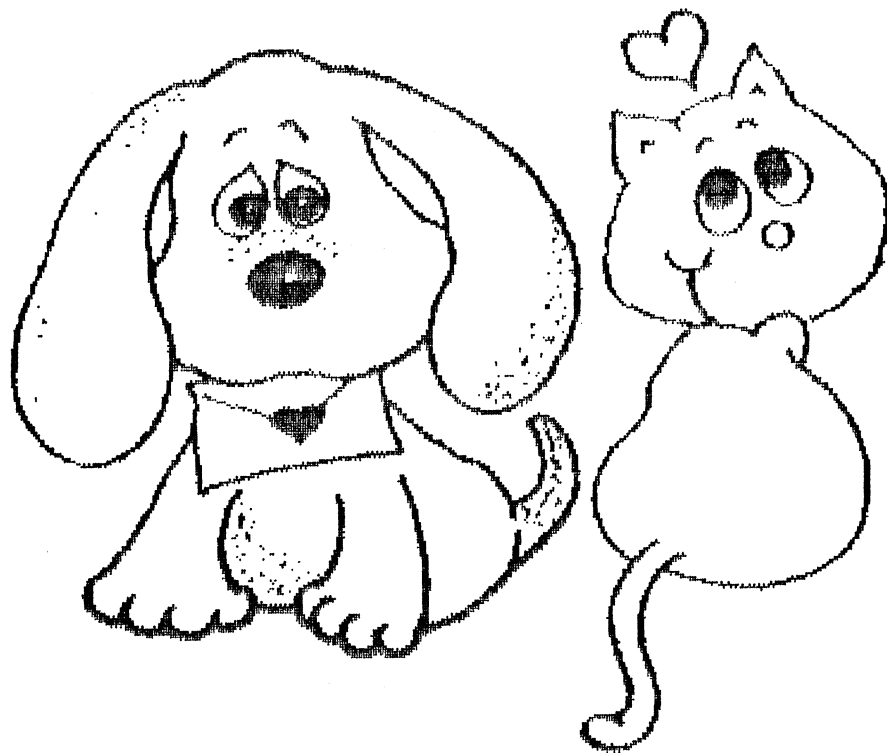
MONITOR

WHAT'S INSIDE

Happy Valentine's Day

BBS List for Regina, Saskatchewan, Area Code 306, For January 1991.

Name of System	Phone #	Baud	BBS Program Used	Sysop's Name	Code
Aladin's Cave	789-9800	1200	Wildcat v1.03		I
Bar Room	569-1475	2400	Deus 0.2a		I
Billionaire's Boys Club	586-9571	2400	Wildcat! v2.03B	Jason Howorko	I,G,3
Bit Bucket	352-3236	2400	Fido v12t	Bart Ritchie	I,E
DataForce	585-1958	14400	RemoteAccess v0.04+		I
Datapac 300	565-0111	300	Westbridge	none	S
Datapac 1200	565-0181	1200	Westbridge	none	S
Datapac 2400	565-6000	2400	Westbridge	none	S
Datareach	1-995-3333	2400	SaskTel	none	S,4
Dead Poet's Society	522-4834	2400	RemoteAccess v0.04a	James Hendy	I
Double Check	525-0807	2400	Paragon v2.07	Randy Coghill	Z,E
Double Q Access	584-2916	1200	Bruce 9000	Robert Patterson	I,G
Excalibur	949-8605	2400	EBBS Ver. 4.6	Yves Desjardins	C
Fernando's Retreat	585-0298	9600	Opus v1.12	Colin Campbell	I,G,E
FrINgE	543-7935	2400	Minibaud v 5.0b	John Alexander	A,*
GIF Heaven	545-6701	2400	RemoteAccess v0.04	Gabe Mahin	I,1,3
Girk Dently's Holistic	789-9909	2400	Fido v12t	Richard Holbaum	I
Last Chance	777-3179	1200	DTJ-BBS	Ross Parker	C
Micro City I	584-0747	2400	MCBBS	Ron Ware	G
Micro City II	584-0748	2400	MCBBS	Ron Ware	G
Missing Link	775-1512	2400	PCBoard 14.5		I
Mission Impossible	569-9705	1200	Home Made	Kevin Hoffman	C,G
Mystical Realms	781-2430	2400	RemoteAccess V0.04	Darin Kulman	I
Polestar	586-1551	9600	RemoteAccess V0.04	Bryce Eckstein	I
Pool Hall, The	586-8490	2400	PC Board v15	Roger Linka	I,G
Pool Hall, The	586-0922	9600	PC Board v14		I
Ratt III	949-6105	1200	BBS Express	Larry Sutton	T
Regina_FIDO I	777-4493	14400	Fido v12t	Ken Ganshirt	I,E
Regina_FIDO II	569-0271	9600	Fido v12t	Ken Ganshirt	I,E
Speed Zone	757-5519	1200	Remote Access	John Carrizo	I
Star Traders Inc.	545-0259	2400	Opus v1.12	Robert Gunther	I,G
Tee Hun Kay	779-1237	2400	Opus v1.12	Garry Ehman	I
TTL Computer Concepts	522-3233	2400	Opus v1.13	Bjorn Meyer	I
Unibase 1200	789-0709	1200	Unix	Leigh Calnek	S
Unibase 2400	789-0715	2400	Unix	Leigh Calnek	S
U of R 2400	585-5216	2400	Deckserver Cluster	none	S
Xerox Service Centre	789-8464	14400	Opus 1.14		I

S-Commerical System   Z-Amiga
G-Games (on-line)   I-IBM   C-Commodore
T-Atari   A-Apple   E-Echomail   *-7-E-1 settings
1-Limited Hours (02:00 - 18:00)   2-Irregular Hours
3-Limited Hours (00:00 - 08:00)
4-Datareach is local from every phone in Saskatchewan

ALL BULLETIN BOARDS run at 8,N,1 modem settings unless otherwise stated.

Obligatory Stuff

The **Monitor** is published monthly by the COMMODORE USERS' GROUP OF SASKATCHEWAN (CUGS), Regina, Sask., Canada. CUGS meetings are held the FIRST WEDNESDAY of every month (unless otherwise noted) at McDonald's on 6210 Rochdale Blvd. The next meeting will be held: **March 6, 1991 from 7:30 - 9:30 p.m.**

CUGS 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.

Anyone interested in computing 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 CUGS 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 our club Librarian, Keith Kasha.

Editorial
by Jarrett Currie

Happy Valentine's Day!

The winter cold snap seems to have finally let up, and instead of staying in and writing articles for the **Monitor**, I can only assume that you are all out sleigh riding and skating! Too bad, because this month we are starving for articles. In fact, the last few **Monitors** seem to be a couple of articles shy of a full newsletter.

For you new members: the **Monitor** is published each month with articles that are written by YOU, the club members. When you write an article for the **Monitor**, you can discuss virtually anything that relates to Commodore computing: programming, tips and hints on how to use your favorite programs, program reviews, or just about anything else you think the rest of the club should know about. You can write the article with just about any word processor - including pen and paper - and give it to me, or any other executive member. Or, if you have a modem, you can upload your article to the CUGS board on Excalibur. And, if you wish, you can upload the article directly to me, after phoning me by voice first. As you can see, getting an article published in the **Monitor** is very simple; the hardest part is to commit a little time to the club, and write something down.

"Slick!" I've heard that a couple of times this month when someone learned something new about the capabilities of the Commodore. Talented programmers are continuing to produce amazing software for the C64 and C128, and even seasoned computerists learn something new each time they load the advanced programs that are available for our machines. I recently downloaded a version of Forth for GEOS. If anyone is interested in this language, I have given a copy to Earl, the GEOS librarian. If you are bored with BASIC, and ML is beginning to seem like day-old bread, why not broaden your experience with this most unusual programming language? For the price of a club disk, you can enter the world of the serious programmer. All for $3.00.

I also received my 64k VDC chip for the C128. With this chip, and the BASIC 8 language, I finally have an environment that feels "right". I can easily implement windows, mouse buttons, and just about any type of graphic - including 3-D - that I can imagine. There just doesn't seem to be any reason to drool at the Amiga anymore.

Yet, there are those among us that continue to look at other computers, and dream of owning one. There is beginning to be a flourish of ads in the newspapers about "home" PC's. And the price of these machines have begun to come down, so that the purchase of one would seem tempting to someone who thinks the grass is greener on the other side of the computer chip. I am not one of them. I use an IBM PS/2 at work, and although I can't imagine my C128 doing what it does for me, I still can't imagine having the PS/2 at home. Somehow the $1,000 database seems to be a little pricey to keep track of my disk collection. The $8,000 modeling package just wouldn't fit in my budget. The $500 word processor wouldn't write better editorials. So, I doubt that a business machine will make it into my home.

Recently a friend decided she wanted to find a computer for her home. Budget conscious as she was, she looked at the cost/value ratio, and decided that a second-hand C64 would meet her needs. Having a PS/2 at her work desk, too, she was troubled that the C64 simply would not meet with her needs. But after much encouragement by me, she purchased the machine, and is delighted with it. She is **learning** how to use it! I think she was taken aback by the fact that the C64 is not an Nintendo! You simply do not plug in a cartridge and stare at a screen. The C64 is as sophisticated today as it was when it was first developed. Granted, more sophisticated machines have appeared on the market, but they answer needs that most home users don't have.

I have invested a great deal of time and money in my computer, and my computer club, to give it up so easily. I hope the rest of you will reconsider the value of what you have, and share your insights with those who have forgotten why they bought their Commodore in the first place.
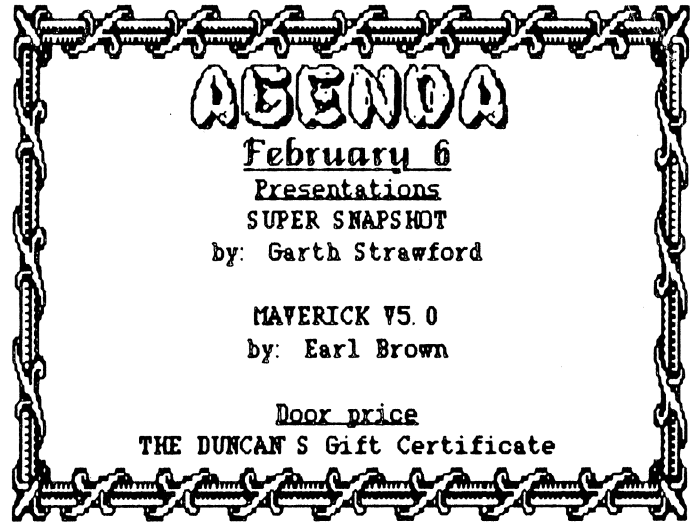
Presidential Address

Hello again and welcome to another edition of the *Monitor*. I hope we can get your mind off of worldly things now that the war and the G.S.T. are in full swing and are now being written in the history books. Hope the computer can help you escape for a bit by booting up a good game or two. Last month's meeting represented a piece of our own CUGS history. As most of you know, the club has moved the regular meeting to McDonald's on Rochdale. The meeting was hampered a bit by the new surroundings but all in all things when well and to plan. The next meeting will see some slight rearranging of the tables and chairs to facilitate more chairs for late arriving members. I thought it was nice of McDonald's to come down and refill our coffee's for those who did purchase coffee.

For those of you who had hopes of getting Dialogue 128 for your computers, I have a feeling the company is no longer. I have called several times at my expense to expedite things but to no avail. All I get at the other end is an answering machine. They have not returned any of my calls and nothing so little as a letter of explanation. Rather a poor way to treat potential customers. Everyone except one has now gotten their money back.

I have received a couple of disks in the last while. Two 1541 format sides from GeoWorld full of new GEOS programs, clip art and graphic utilities. Earl will be sorting the programs out for our library. He may be able

to shed more light on the programs included. Also I have received a disk full of SIDS from Michael Rodgers, a member from up in the Melville area. There are a few GOOD SIDs on it. Keith will be working on the SID disks for the library as well. We should see it shortly.

I have not heard if the Apple User Group is going to put on a Computer Fest as they have for the last 3-4 years. I am sure I would have heard of it before now and it is getting rather late for it to be organized. If anyone hears any different, please let the CUGS executive know about it.

I have just received a catalogue from a company from New York. In it are several items of interest. Mainly it is a hardware catalogue of spare parts and upgrades for the 64, 128, Amiga and the IBM Included are a 'Diagnostician' program that helps you fix a broken 64 for $6.95 U.S., 80-column video upgrades for the 128 for $47.50, and 1764 RAM upgrades to make a 1750 for $49.95. They have VHS video tapes on how to fix this and that for $29.95 and so on. It is a neat catalogue and invaluable to the person in need of computer repairs. I will be giving the catalogue to the Librarian, Keith Kasha, for safe keeping and to be available when requested by our members. The name of the company is called "The Grapevine" and the address is 3 Chestnut Street, Suffern, New York U.S.A. 10901 PH (914)-357-2424 FAX (914)-357-6243.

The Members of

CUGS

Would like to thank

The Duncans
1279 Osler Street

for their donation of a $30 gift certificate for the prize draw

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EXPERTS LIST

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.

Wordprocessing

Paperclip III	Shaun Hase	584 3371
Paperclip (to version E)	Jarrett Currie	757 2391
Paperclip (any version)	Ken Danylczuk	545 0644
Pocket Writer 2 & 3	Yves Desjardins	949 8526
Pocket Writer	Barry Bircher	543 8840
Pocket Writer	Real Charron	545 7601

Spreadsheets

Pocket Planner	Barry Bircher	543 8840
Better Working SS	Ken Danylczuk	545 0644

Databases

Pocket Filer	Barry Bircher	543 8840
Oracle (Consultant)	Ken Danylczuk	545 0644

Communication

Desterm 2.0	Barry Bircher	543 8840
Pro128Term	Jarrett Currie	757 2391
Library files	Barry Bircher	543 8840

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	543 8840
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

Disk Drive Maintenance	Ken Danylczuk	545 0644

GEOS

GEOS 64	Jarrett Currie	757 2391
GEOS 128	Barry Bircher	543 8840

General

Super Snapshot (3, 4, 5)	Yves Desjardins	949 8526

How a Disk is Born

by Judy Martin
The Commodore Club Newsletter,
Colorado Springs, CO

This article is based on my experiences of working at Sentinal Company in Hayanis, Massachusetts.

1. A computer disk starts in a Burnell room. Here, the operator prepares a bolt of vinyl and a bolt of liner. Both are set into a machine called a Burnell. A die cutter is inserted for cutting the vinyl. The machine pulls the vinyl and liner together into it and cuts it. It then pushes the pre-cut jacket into a roller. Usually there are two inspectors who inspect each pre-cut piece and stack them on a cart. The inspectors look for blemishes and make sure the liner is attached. The average done per shift is 75,000 to 100,000 jackets.

2. The jackets next go to the folding room. The operator takes a stack of jackets and inserts them into a machine called the folder. The folder pulls a jacket one at a time and folds it in half. It then folds all but the top corner and heat seals each end. The pre-made jackets exit the other end of the machine and are stacked open end up in a tote. After inspection, they are ready for the burnishing room.

3. The burnishing machine does a two-fold job. There is one operator for six machines. The operator takes about 30 jackets at a time and fills a hopper. They then fill an upper rack with media (the disk itself). For double sided, two ribbons are set up; green for regular media, mauve for Polaroid disks. For single sided disks (rare) only, one ribbon is put into the machine. The machine pulls down one media and puts it through a "burnish". It then takes and opens one jacket and pops the media into it. It then drops the disk into another hopper. Burnishing is basically buffing the media so that it will accept information. After a quick inspection, the disks are taken to certifying.

4. The certifiers are the machines that determine if the disk is good enough to use. After the hopper is filled, the machine pulls four disks at a time and runs them through a basic format. It then drops them into numbered slots and grabs the next batch. The numbered slots are:

a. Excellent
b. Good - acceptable
c. Poor - may have been a bad run
d. Unacceptable
e. No media in jacket

A's usually go to companies for bulk use/sale. B's are what you buy (also called ANSI disks.) C's get re-runned. Others are dumped.

5. At endfolding, the operator takes all the jackets (now with media) and places them in a hopper at one end of a long tilted assembly line. They turn the machine on and disks follow the line and stop at eight specific stops. At this time, a long bar comes down and folds the open top over the jacket. The disk is not sealed and moves out the end where they are placed into a tote. This procedure is repeated with all

disks.

6. The next step is hubbing. The operator sets up what looks like a large roll of circular "stickers". They fill a hopper with the disks and set the speed they can work at. The machine pulls the disks one at a time into the work area and a large pad comes down. When it comes back up, a hub ring is now on the center of the disk, and the disk moves to the end. The average worker can do about 88 disks a minute.

7. A group of inspectors will now take a tote of disks (about 480) and visually inspect about 10-28% of the tote. If there are more than five disks with flaws of any kind, the tote is rejected. The tote will eventually go through a 100% inspection by hand. If the tote is good, it will be stacked for either duplication or packing.

8. Our duplication machines were of different types for different programs. We used MST for Commodore and Apple; MDC for IBM; and MOUNTAIN for any other computer. We had eight-inch drives for large disks. All machines can run any computer program depending on the type of drive that was installed into it. There was a hard drive for all formats used.

9. A company (say Microprose) sends a master disk. A copy of the master disk and formatted copy (if we don't have one) is sent to duplication. The operator takes a master disk and inserts it into each machine and tells it to read. The operator then goes to the terminal and enters the format

code and reads. This must be done for each machine. The next step is to remove the master copy, insert a blank disk into each machine, and run one copy on each machine. Each disk is then verified at inspection to ensure each machine made a good working copy. If so, the machines are set up for however many copies are needed and set to run. Completed disks are sent to inspection. If a machine gives a bad copy, the procedures are redone until it is working properly or declared "bad".

10. As the company does disks/programs for almost all computers, at least one of each computer is set up at inspection. The operators set up at whichever computer they will be using. Each computer is then loaded with a "verify" disk. This program checks the new disk with the master disk. The inspector takes a tote of disks and pulls out about 20% to verify and 20% for visual inspection. The verify machines ensure that the company is getting an exact clone of the disk. If not, it is re-run. Disks that are flawed are discarded.

11. At boxing and shrinkwrap, the labels are put on by hand or machine (horrors). The disks are then placed into sleeves. This is time consuming because some companies want their labels and sleeves, other just want our sleeves. All the disks are counted in groups of ten and are then ready for boxing. All the boxes are pre-made, so you just fold, fold, and fold. Fancy work, like the Orcal Series, takes time. There are 18 different disks to set, so you take one each of the 18 and place them into a box. You then would place the documentation and close the box. The boxes are now ready for shrinkwrap.

12. The shrinkwrap is basically a big oven. It is also a busy job because you must check the boxer's job. The oven has a roll of plastic wrap on one end and you turn on an arm that looks like a seal-a-meal. As you place the box on the plastic, it initially looks like a bag too large for the box. You would then pull the arm farther down and the box would travel through the machine and shrink the plastic to the box. An inspector then looks at the box to ensure that the plastic is not too big or too tight for the box.

13. The last step is the pack-out. Here the boxes of disks are packed for shipment to the companies that ordered them. Each box is sealed and stamped to ensure that there was no tampering.

14. And that is how a disk is made and duplicated for your usage.
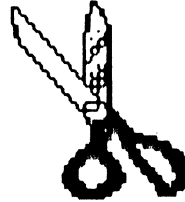
SCRATCH 'N' SAVE by EARL BROWN

Well thank you very much Barry Bircher. Barry suggested I resolder the high voltage transformer connections on my 1902A monitor. Not only did I solder the transformer, but numerous other connections in the general vacinity. Eureka! My monitor is now performing as it should. If any other of you out there have contemplations of servicing your monitor yourself, a little bit of advice. Once you remove the 4 screws that hold the back part of the monitor together, disconnect the speaker leads from the chassis before separating the back portion too far. You'll find a number of cable connectors that also have to be separated. Examination and thought will dictate which ones to remove. Before you can remove the chassis assembly from the front housing, you must first unsolder three grounding wires. The first visibly seen wire is on top, and the last two (connected to the same point) are on the bottom of the chassis shield. With that done you now can remove the chassis. It takes a pretty strong but careful yank to remove it. Now the large metal shield can be de-soldered from the PC board. You will find quite a few of these to do, but it isn't hard. The main PC board is now completely exposed. Locate the transformer, solder its board connections plus others in the surrounding area, and in-reverse-order reassemble the unit. Now, wasn't that easy? No? Well it was easy enough for me once I got over the nervousness to tackle it.

I've lately been examining my way of life and how I conduct myself. I began to realize that there is room for improvement. Take for example copyrights! Did you know it is your right and privilege to make one copy of anything you own, providing the copy being

made is strictly for the owner's use of the original material? If it is on paper, audio cassette, video cassette, disk, or whatever, the same basic rules apply. This standard rule got me thinking how one sometimes deviates from what is considered standard procedure to one that bends the law a little or, too much. Take video cassettes for example. At times I forget that if you tape a movie or show off of television for viewing at a later date, you cannot watch it and tape it at the same time. You are only allowed one or the other. After all it was only broadcast once so you can only view it once. If the show is rebroadcast again at a later showing, then you are once again allowed to watch or tape it the second time, etc, etc, etc. The hard part comes, when deciding who can watch the actual videotaped copy. The answer is this: For whom the original taping was actually intended. In my case, just the wife and I. If I watch the movie directly by myself, then I really don't have the right to watch it again when and if the wife watches it at another time. You can offer the viewing of the tape to another party, if you know for a fact that the party had access to watching it originally, but was unable to do so because of other priority time commitments and that the party will not watch it more than once. If there is any reason to watch a show more than once then you must purchase a copyrighted original or get a another opportunity to retape it. Up until recently, I've bent this strict practice a little, not realizing I was doing something I shouldn't. I would watch the odd show more than once, usually the second time with my wife who never saw it the first time. If you do a lot of video taping as I do, you can easily get into a routine and forget about these very important rules. Do not allow this to happen.

Similar rules must be practiced when it comes to the club library and other sources of computer programs. We stress the fact that certain programs should be deleted from the disks you purchase from the library. It is not the actual practice of scratching the file(s) from the disk that is as important as not using them at all. If you do not own the magazine from which a particular program may have come, then don't use the program. If you bought the original program disk from the magazine publisher or his vendor but not the publication than you are still entitled to use the program. If a freeware requests a donation or registration fee requirement for the program, you should submit it once you recognize the fact "I'm using this program". If a particular program that is in your library is called upon for its second use, even after months of non-use, it requires the "donation". It is really not necessary to actually erase, remove, scratch, delete, etc. the particular program(s). Your only commitment is not to use it. This bit of reminder is important to me. I hope it is to you.

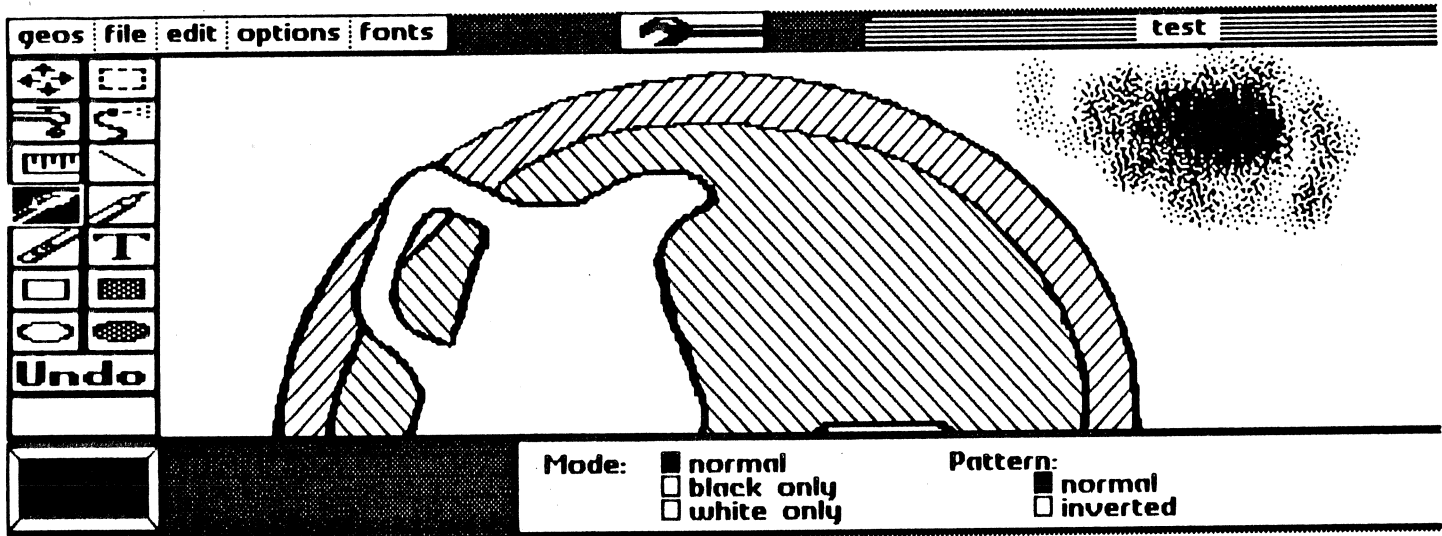Sorry! No new disks for the 128 library this month.

geos | file | edit | options | fonts   test

Undo

Mode: ■ normal   Pattern: ■ normal
       □ black only   □ inverted
       □ white only

GeoPaint
by Barry Bircher

(Editor's note: this month Barry's article highlights the features of GeoPaint for the C128. The C64 version has identical functions, but accessing them is slightly different than in the C128 version. - jbc)

This is the sixth part in an ongoing series of articles on GEOS. In this article, I will continue with a discussion of GeoPaint

GeoPaint is one of the nicest drawing tools I have seen. It enables you to draw with the 1350 mouse, the 1351 mouse and the ever popular joystick. After using the joystick for awhile I soon got to appreciate the 1351 mouse as the input device. This little devil 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 before too long because the speed (even though adjustable) is a determining factor in how long it takes to get from one side of the screen to the other. Inside GeoPaint you have at your disposal many options: colors, brushes, air brushes, paint options, copy functions, mirror functions, imaging, rulers to measure distances, lines, rays, circles, filled circles, boxes and filled boxes to name several.

At the top left-hand side you have the ever present GEOS command menu. This menu of boxes allows you call up Desk Accessories (DA's). It is through here that the power of GEOS shines through. This box will list all accessory programs available on the current disk like a

calculator, photo manager, text manager, preference manager, and other utilities. The next box labelled "file" is where you will find all file related commands like save, update, rename, etc. The next box is "edit", and it is here where you can cut and past graphics to and from the photo manager or from the text scrap generated earlier. The next box has "options" and is where you can edit the picture by pixels or by normal view. The next box is "fonts". This allows you to select a font for writing text onto a picture.

In the accomanying graphic, you will see a box of symbols on the left hand side of the main drawing screen that represent various "tools". To get this box of tools, all you do is click on that funny looking monkey wrench at the top center and the tool menu as shown will drop down. Each of the functions have a graphic representation indicating what it can be used for.

Starting at the top left of the tool box menu, there is a box with a symbol of 4 arrows pointing north, south, east, and west. This is the GeoPaint move symbol. The drawing window, as you see here, is only a small part of the whole page, approximately 1/8th of the page. This tool allows you to scan through the page with ease and with it, you can get an idea how the page will look on paper.

The next box to the right is called the "region tool", that is used to define an area in the main drawing screen that is to be manipulated with the other tools. One of the main uses of the region tool is to define an

area that is to be "clipped" and placed in a scrap file on your disk. From there you can duplicate the area, save it to a photo scrap and copy it to the photo album with other graphics. Or better yet, transport the scrap file and "paste" it to a GeoWrite Document.
The next box down and to the right that looks like a faucet is called "fill". It is with this tool that you can paint or "fill" and area with a color or a pattern.

The next box that looks like a water hose spraying is called "spray". This is a neat tool that comes as close as you can to spray painting with a spray can. The effect is the same. The longer you hold down the fire button the more "spray" of the chosen color comes out.

The next box looks like the end of a ruler and as such does just what a ruler does. It measures distances in both inches and pixels.

The next box has a 45-degree angled line. This tool draws straight lines.

The next box looks like the end of a paint brush and is used as such. You do have the choice of how thick the brush is by selecting the size you want when the tool is selected in the area at the lower right bottom section of the screen.

The next is a pencil and is used to draw freehand as you would a real pencil. You press the fire button and the pencil will draw and mark in the color selected wherever the joystick/mouse moves. Let go of the fire button and the pencil does not draw, allowing you to go to another section of the screen without making a mess.

The next box is the other end of the pencil and is used to erase a mistake.

The next box has a big letter "T" in it. Before hand, if you selected and defined a "region", that region now becomes a Text area. Select a "font" style, and you can then type in text in the area. This is handy to label things in a drawing. The region basically is an area where you have temporary wordprocessing capabilities. Once you have typed what you want to say, you can resize and/or move the text into place. Once you exit this mode, you no long have text control over the area. The text is now considered

graphics. You cannot go back and correct a spelling mistake without erasing the area in question as is done for graphics and starting over.

The next box is called the "box" command. It is here that a box can be created, sized and moved into place. It can create squares and rectangles. The next box is almost identical as above only it fills in when you're done to become a solid box.

The next two boxes are similar only using a circle instead of a box.

The "color" box is where you select a color for use with other tools in the drawing.

The undo box erases the last drawing command.

The square box at the lower left side is called the "pattern" box. The pattern selected will be displayed here. The patterns are used for the paint, fill and draw options.

The lower right box contains status information and is used when additional information is required when then various other tools are used.

One of the most powerful tools in GeoPaint only pops up when you have defined a region and are attempting to copy from a scrap file back into the GeoPaint document. This tool allows you to resize the graphic, cause it to be scaled to fit the region or have it centered in the defined region.

Next month, I will take a look at printer drivers.

March Agenda

Presentations
Income tax program
by: Earl Brown

I PAINT
by: Real Charron

Scratch 'n' Save
64 Library by Keith Kasha

     This month I have some new SIDplayer music, picture, and word files to add to our growing collection. The files with a ".str" filename extension are for use with the Stereo SIDplayer v7.0. If anyone has a copy of this program, **and** if it's public domain, could you donate it to the club so we all could benefit from it's use? Also, if anyone knows what a file with an extension of ".pgg" is, let me know, 'cause I'm curious.

     Earl Brown and I have discussed making available disks with nothing but SID files on them. You would need a SIDplayer to use them as there will not be one on these disks. Expect those to be released in the not so distant future.

     Until next time this is Keith Kasha reminding you to get into the CUGS library and to let the CUGS library get into you!

     Catch 'ya on the flip side!

New Club Disks

C64 Disks

Sound 23   ID : 8W
sid player.64
SID Files :
poulenc1.mus & .str
poulenc2.mus & .str
poulenc3.mus & .str
princess.mus & .str
vivald.oboe.mus & .str
earth&stars.mus, .str, & .wds
3bygeorge.mus & .str
bachflute5/2.mus & .str
dolphins.mus, .str, & .pic
galiardo/sby.mus
handl/gmin.mus & .str
maidens song.mus
mozfl-ind.mus & .str
soler/cminor.mus & .str
wynkfylds.mus
moussorg/st.mus, .str, & .pgg
corelli.cel.mus & .str

Sound 24   ID:8X
sid player.64
SID Files :
vivaldi/1-1.mus & .str
vivaldi/1-2.mus & .str
vivaldi/1-3.mus & .str
vivaldi/1-4.mus & .str
picnic.mus, .pic, & .wds
wipeout.mus & .pic
duel/fiddles.mus
earl.mus
lady godiva.mus & .wds
sistermercy.mus, .str, & .wds
wave/rmx.mus
in my life.mus, .str, & .wds
rigby.mus
sgt. pepper.mus
strawberry.mus & .str
when/64.mus & .wds
superman.mus & .str
thorn birds.mus
time warp'90.mus & .pic
force.mus & .str
hill street.mus & .str
klingons*.mus & .str
mis/impo.mus & .str
muppet theme.mus, .str, & .wds
pinkpanther.mus & .str
raistlin/.mus, .str, & .pic

* "\" = English pound sign