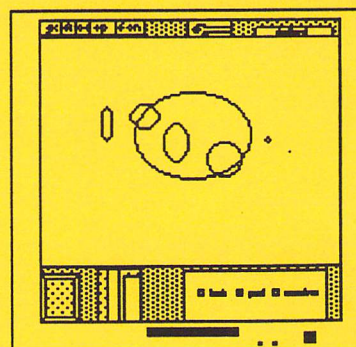$1.50 (USA)

dieHard

the Flyer for commodore 8bitters
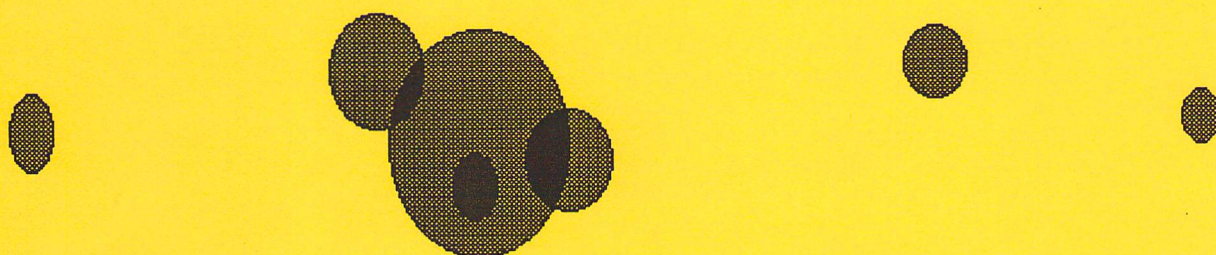
Tips and Trivia
No So Just So Stories
Reviews
PAPSAW
PRG
    Shoplist 64
    Deluxe Processor 128

Special geoIssue!

Within...

Contributing Authors: Brian L Crosthwaite

View From The Underground

by
Brian L Crosthwaite

The night before last, I attended an auction put on by the Treasure Valley/Boise User Group. It was also my first meeting as the president of TV/BUG. There were piles of magazines and loads of equipment. There were, however, no computers for sale. This is good. That means that someone didn't upgrade to an Amiga, or worse, an IBM. I wouldn't want to start my presidency knowing I've lost one more User to one of those other machines. Although there is an Amiga SIG and PC SIG, most members are 64 and 128 owners. This got me thinking, what makes the 64 and 128 so special? I like my 128 because it's a fancy shmancy 64. The 64 is the only computer, that I know of, that has gone down and then back up in price. Dropped because of how the industry works, once sales skyrocket -- prices plummet. Then back up because of inflation in the 90's. The 64 has been around that long. With one of the best sales records abroad last year, and a not too shabby amount of sales here, the 64 is going strong.

95% of the sales in the US were probably through mail order, (my guess) and the rest used computers from computer stores and yard sales, that sort of thing, and maybe even an auction or two. Granted the used sales don't count in the profit area for Commodore Business Machines, but in a way they do count to the company that makes them. How? It puts a new user of their product into the market place. Another voice asking for software and that's good for all 64 owners. Maybe the ears of software publishers will hear more this coming year. Will the Christmas sales this year break last years record breakers?

I saw an old Datasette at the auction, an old one -- like something that should be plugged into a PET. I don't know if they made them that dingy yellow, or if time had a play in it's color. This reminded me of the PET emulator. That same night a member was telling me of a VIC emulator. The Amiga has 64 emulators. Would the nation be using Wordstar on 64s in the work place had all the commodores been backward compatible? Would we all be using Multiplan instead of Lotus if commodore allowed cloning of their machines as did IBM? What is a commodore 64? An IBM is a business machine, The Amiga is a video production and game machine.

The auction ran late as we had scads of stuff, so I got home a lot later than I'd hoped or planned. Yesterday I was dead tired, but determined to spend the day with my son. He'd been sick for the last week or so and I'd been so busy, our time was not what you'd call quality. We dropped off the latest issues of **dieHard** at the local commodore shop and went to the park. It was a mild day temperature wise, the sky was grey and leaves were falling all around

us in the wind. We walked along an old road that was hidden in the trees. I got thinking about what this magazine is to me. LynnCarthy Industries hasn't made any money on it yet. Right now we're barely covering printing costs. When I published the first issue I was... I don't know what was happening, I'd just seen the **Illustrator** being demoed at our User Group meeting. I remember thinking I could do that a lot easier in **geoPublish**. So I loaded **GEOS** and wrote an article. Then I went to **geoPublish** and tried to put a picture in the center and put text around it. That's all I was trying to do. I did it, it was easy and the next thing I know I was messing around with everything, and pretty soon I had made a magazine! I don't know what drove me, maybe our house is built on an old Indian burial ground or something, but I made several copies and sold them all.

What is **dieHard** to me? It's still hard to say. A creative outlet, a hobby, a method of insanity. It's no way to support a family, that's for sure. I do want the readership to pickup enormously, maybe

even make a profit at this, I could use a hard drive. But, you know, the reason I want a hard drive is to make making the magazine easier. It sort of feeds off itself. Maybe life was easier without **dieHard**.

I think one thing **dH** is to me is a chance to put my thoughts into action. Some of the programs I've written for the magazine would never have been written or seen otherwise. Maybe I'm just trying to make my mark.

Speaking of making my mark, I should have published this program last month, it's a database and CAL for the garden. Computer Assisted Layout, for designing gardens and flower beds and database to keep track of what grows where. Look for it sometime this spring.

I was hoping to get an article from a veteran of CopmuServe, as of today I don't have it. Maybe next month.

geoMainia, is our theme this month, with geoTips, special tutorials and more.

Enjoy this month's issue and HAPPY HOLIDAYS!!!! Gobble gobble.

READY.
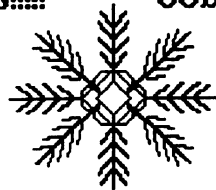
commodore Trivia
by
Brian L Crosthwaite

Ever see the 1703 monitor? You don't see too many, I seem to recall the ISU bookstore getting a couple in when they were a new item.

Apperantly there was a 1551 disk drive, no details yet...

Berkeley Softworks was seriously thinking of making GEOS 128 in a chip to be placed in the empty chip socket on the 128's mother board. That would have been cool, but I'm sure it would have caused some problems that they felt they just didn't have time to work out. They wanted to release it before Christmas.

commodore bought the Amiga. It had been a company that financed the project by selling joysticks and a joyboard. They ran into financial difficulties, much like MOS technologies, also bought by commodore. MOS technologies made the 6502 that was in both the Apple and Atari computers. Nothing like have your

competition eating out of your hand. Project Loraine, as it was called was to end with the Amiga Loraine. When **commodore** bought the company (all of it people and all -- who says big business can't play fair?), they had planned on calling it the Amiga Loraine, but decided the Amiga 1000 had more of a high tech, space age sound to it.

Speaking of MOS technologies, a man by the name of Chuck Peddle (a pagan god of Motorola) designed Motorola's first 8 bit chip (6800). This chip evolved into the 6809 a pseudo 16 bit chip with an 8 bit data bus. The chip was very expensive to make and therefore the price was out of this would. Chuck felt that a down sized 8 bit version of this chip would appeal to the mass market as it would be cheaper. Motorola disagreed. They kind of had a falling out and so Chuck started his own company (nanner nanner) call MOS, sort of, he and other people. The company was in financial shambles. So was **commodore**, at the time. TI about blew them out of existence during the late seventies calculator wars. Irving Gould saved **commodore** from ruin. Jack Tramiel talked Irving into backing him in

purchasing MOS. Or so the legend goes. The 6500 was the down sized chip. The 6502 is the VIC's brain, the 6510 is the 64's brain and the 6802 the 128's brain.

The Max.

How many 128 computers did **commodore** have anyway? The **commodore** B128, the **commodore** P128, the **commodore** C128, finally the **commodore** 128 and the **commodore** 128D -- did I miss any?

READY.

JUST SO STORIES
What Do Computers Do?
by
Brian L. Crosthwaite
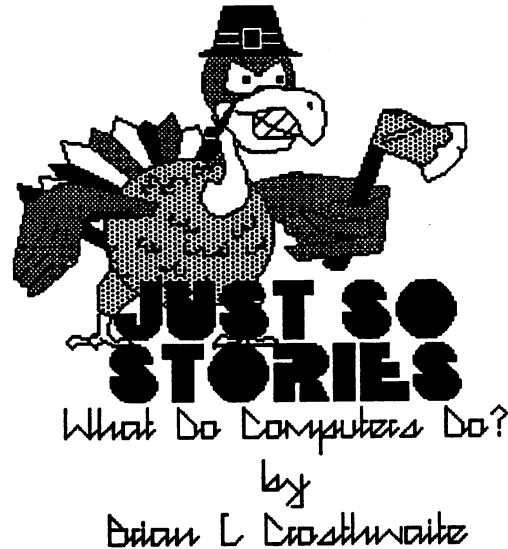
What do computers do? Well, before we get into what computers do, let's define what a computer is. The computer is this remarkably expensive device that you just had to have, that you bought when you had no idea what you'd do with it. It's something you dump money into, at first, back when you weren't obsesed or anything. Now you feed it money. I don't even buy disks for mine, anytime I have any semi-expendible cash I just slip it into the disk drive.

geoMania

geoTips
by
Brian L
Crosthwaite

Font Preview Machine

When looking for a font, within **geoPaint**, just open a window with the text gaget or select a font and type some letters. Then click on the font menu and select another until you find the one you want. To catologe fonts you can enter 7 fonts at a time, going back to the deskTop to either reorder the fonts or trash them to replace them with other fonts. Return to the geoPaint document and place them in until you have no more room. You can print out up to 10 to 20 fonts depending upon the point size.

ID#

Each font that GEOS uses has an Id number. You may find when you select one font, another is displayed. This is because of the way GEOS handles fonts. Swap the order of the fonts on your work disk so the font that you want to use is in front of the one that you don't. If you wish to use the two in the same document, you can do so by either placing one font in a geoPaint document copying it into a photo, then pasting it into geoWrite -- or incorporating them into two seperate geoWrite documents then merging them with the Overlay print driver made with the PaintDrivers. See **geoTutors** elsewhere in this issue.

Text Ranges

You can do text fields within geoWrite. You can even save a multitude of them in memory -- by using the text album. It may be a round about way of doing things, but that's how they are done in GEOS.

Make sure the text maniger is on your work disk, then from within your document, define your field by placing the mouse pointer at the top (or bottom) of the range, press and hold the mouse button while you drag the pointer to the bottom (or top) and release the button. Your range is now defined.

Go to the edit menu and select either copy or cut, depending on if you want to replicate the field or remove it from the presant text.

Call up the text maneger from the GEOS menu, and click on paste in the edit menu of the text manager. The text will be stored in a text album. If you need to edit the text you can paste it on a blank page, edit and resave.

Batchen

Jim Collette's batch copier to the rescue!! If you've got a geoPublish document that contains several geoWrite documents, make a batch file on your work disk containing the names of your write files. Then after you've made

changes you can backup the entire set of documents to a backup disk with one click. Be sure to set up the batch file to over-write the files on your backup disk.

If you have non-volitile memory you can set the batch file up to copy itself to the RAM along with the files. Then after your session just batch back to the work disk.

Where the...

If you move the mouse when the screen is redrawing or the disk is being accessed, the mouse moves to some other part of the screen. If you don't move the mouse the pointer usually stays in place and you won't have to reset the mouse position.

Forced

If you plan to geoPublish a geoWrite document, don't place forced pages in until you do the trancefer. This will save some time not having to fight with page format.

Copy Machine

Need to make copies of several files? Use GEOS. Enter the GEOS environment and copy the files you need from one drive to another. My set up has a 1581, 1571

and geoRam, so if I want to copy files from 1581 to 1571 or visa versa, I just click on the files I need and move the multi file disk icon over to the other disk. Make copies from 1571 to 1571? No problem, just batch them to the REU, swap disks, open the REU and batch them to the new disk in the 1571. Quick and easy.

Order! Order! I must have order!

Along the lines of the not necissarily GOES applications of GEOS is the following. If you have an REU (Ram Expantion Unit) you've got one heack of a directory organizer. Since GEOS lets you copy from one drive to another and lets you choose the order the files will fall into, you can copy all the files on your non-GEOS disks by selecting them in the order you want them to appear in the directory, then copying them into the REU. Scratch all the files on the disk into the TrashCan (make sure you have a backup copy of the disk before you do this). Now open up the REU and select "all pages" under the select menu, and copy all the files back onto the original disk. You can also do last minute ordering within the

REU before you copy them back. Yet another example of the average day in the life of the power user.

Trash it!

I made a 1581 BOOT disk and I needed to get rid of some files, but when I went to throw them away, I got one of those obnxious "Can't be performed on system disk." This is a built in safeguard against accidently erasing your only original of a file on your boot disk. To discard a file first move it to the border, then thow it away, but be sure you really want to destroy what you're throwing out.

Copy

To quickly copy from one drive to an other in GEOS 128, select view by name. Find the file(s) you want and highlight them. Press f1 to copy from drive B to drive A or f2 to copy from drive A to drive B. This is faster because you won't have to wait for the icon to load from the disk before copying.

Where'd it go?

1581 users, can't find the file you wrote yesterday? Most GEOS applications can't access more than 15 files at one time. When you're opening a file

from inside an application only the first fifteen filenames will be read into memory. There are a couple of things you can do. You can exit the application and rearrange the files on the disk. If your working on one project using geoWrite, you might want to join the files using a utility such as Wayne Dempsey's geoWrite File Merger. It's on RUN's GEOS Companion disk. There may be others in the PD, check out Q-Link. Keeping file numbers below fifteen may not be very hard for some, but the number one reason I bought a 1581 drive was for massive storage.

RGBI Blues

You just got GEOS 128 and are dieing to try it. But, you don't have an 80 column monitor. You'll need one to see 80 columns for geoWrite 128. Can't afford one right now... Can't find one anywhere... Hold the phone! You can make a cheater cable. Actually it's a monochrome output that you can send to your composite monitor. If you use a Tv, you can hook it up to video in, if you have it. You can also run it to the video in on your VCR if you have one.

Here is what you'll need: 9 pin DB male connector, heavily shelded RCA fitted cable (like the cable that came with the computer to hook it up to the Tv.

What you need to do is hook up pin #1 on the plug to the RGBI to the ground on the RCA to composit. Hook pin #7 (RGBI) to the video in on the RCA. I bought the 9 pin DB plug at radio shack and it had everything you need for the plug, but I think you have to buy the plug and the outter shell seperate. Here are part numbers for Radio Shack parts. You can use any brand you want. Get the best quality you can find.

9 pin DB male connector...............276-1537
9 pin DB connector hood...............276-1539
6 feet of RCA to RCA cable...............42-2367

Send your geoTips to; **dieHard**, ATTN geoTips, PO Box 392, Boise ID, 83701.

**READY.**

Do?

(CONTINUED FROM PAGE 3)

My computer has 8 bits, that means when I bought the first bit, I needed to buy seven more things before I could do anything with it.

So now, seven bits later, I have this thing that has it's own room. It has more room in it's room for it's stuff, than I have in my room for my stuff. I have a small section of closet, way off to the side for my cloths — out of way of my wife's cloths. I have a beuru for my sox and that's about it. My computer, on the other hand, has a closit full of stuff to hook up to it, should I need it to do something that I'll never need it to do.

Heavy Mentle
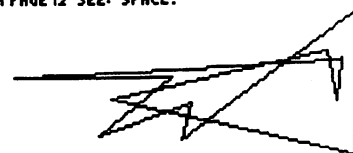
geoTutorials

by
Brian L Crosthwaite

Keeping with the geoTheme of this issue we have two tutorials. They both deal with the Paint Drivers. The first one written for non-REU (RAM Expansion Unit) owners, the second for REU owners. Both can be done with or without an REU. Read them both before you begin, it will shed some light on maters if you're a first time user.

Tutorial One
Using Fonts with the Same ID# in the Same Document

As some of you hardCore **GEOS** users may have discovered, some fonts are not accessible while certain other fonts are present. That is to say, when two fonts get together one works while the other one is replaced by the one that works -- even when you can see them both in the fonts menu.

Why does this sometimes occur? Well, it's quit simple really, **GEOS** identifies fonts by an ID# rather than by name. The ID# is a two digit decimal number, ranging from 00 to 99, so if you've got over one hundred fonts, chances are you'll encounter this form time to time.

Of course, you don't have to have that many fonts to actually encounter this phenomenon, all it takes are two fonts -- with like ID#. Either way, there are ways around it.

geoPaint, for instance. You can place the first font on your work disk, do some typing, exit geoPaint, remove the first font from your work disk and replace it with the second. Go back into geoPaint and enter text. This may not be very practical -- at all. Especially if you have GEOS 64. Lining up text from different windows is always a hassle, even if you make a grid using 8 by 8 blocks of color. There is a better way.

Using geoWrite, geoPaint and the Paintdrivers program.

NOTE: some of the following set ups may not work on a 1541 drive, I use a 1571 and a 1581. If all the files don't fit on one disk you may have to leave off the paint drivers and replace the geoWrite with geoPaint when the time comes to use the different files.

1) First, let's make up two work disks to keep things separate. Place geoWrite, the first font (font one), along with the DeskTop, and/or configure if needed. On the other disk place the same files, except replace the first font with the second font (font two). We'll also need a font the same point size as is font one. Plus the printer driver for your printer, geoPaint, and the Paint drivers located on page two of your system disk.

2) Next let's create a document called ONE. We'll place font one in the top half of the first document. Just write a half page of jiberish if you can't think of anything cleaver to write. Count the number of lines in what you've just written, make a note of it.

3) Now, quit ONE and swap disks. Create a document called TWO. Select the font with the same point size as font one (not font two). Press <RETURN> the same number of times as the number of lines you have in document ONE. Note weather you want a space between the two paragraphs, if so add one more <RETURN>. Type in your stuff. Don't go passed the last line on page one.

4) Exit TWO.

5) Now it's time to fire up the paint drivers. Open the paint drivers by double clicking the file icon. You'll be asked what print driver you use and a requester with available print drivers will appear. Select your printer. The paint drivers does the rest. It makes two print drivers custom to your system: **Paint OVERLAY** and **Paint PAGES**.

The first will overlay two pages of a single geoWrite document in to one geoPaint document and call it OVERLAY. The second will make a geoPaint document for every page of a geoWrite document and call them **PAGE 1, PAGE 2** etc. We will use the first one, in a way it may not have been intended. Just a note here, sometimes the paint drivers will loose track of your fonts, so you may have to redo the following.

6) Trash the paint drivers program and the Paint PAGES, although you might want to save the Paint PAGES to another disk so you won't have to make a new one. Select Paint OVERLAY as your printer driver from the geos menu.

7) Click on TWO. Move the ghost icon over to the printer location and click again. You'll see the print options requester appear, click on OK. Next you'll see Printing... as if you were printing to the printer. After a few moments you'll be returned to the DeskTop. You will have a new document called **OVERLAY.**

8) Move the OVERLAY document and the Paint OVERLAY driver to the first disk and print out ONE, just as you did TWO. If everything went well, both documents will be in the OVERLAY document. You may have to move the margins, especially on the right side and you have to watch page length, Paint Docs tend to be shorter than Write Docs. With a little experimentation you'll get the hang of it!

A note to REU users with gateWay 64, the gateWay sometimes looses track of the numbers that tell how large the file is when using the Paint OVERLAY, making the program think the file is of 30 megs in size, so you might not be able to copy it back to a disk. Kinda strange...

Tutorial Two
geoWrite, geoPaint, and Greeting Cards

Making Greeting cards with GEOS is one of those power things. **Printshop** move over. I've been making card using **GEOS** for some time now. Here's how I make them...

1) Place geoWrite, geoPaint , Paint OVERLAY (see Tutorial One), and the fonts you want in the REU. You'll want your photo scraps in memory too, weather it's a geoPaint document or a photo album. If your using a photo album, place the Photo Manager in the REU too. Place Graphics Grabber, DeskTop, Configure, etc, if you need them.

2) Create a file in geoWrite, call it CARD. Normally I use geoWrite 128, it makes it easier to see things. But for the sake of equal misery, I'll use good old slow sideways scrolling geoWrite 64.

3) Make the document full page wide by selecting the options menu and clicking on MAKE FULL PAGE WIDE

4) Set your margins on the top page, the left one and the paragraph marker at 4.1 and the right one at 8.2 (all the way to the right).

5) Press <RETURN> 45 times (note: BSW is the font). This places you at the center of the document vertically. Click on CENTER.

6) Choose your font. If you don't have a lot to say you might press <RETURN> a few more times. Let's say you have a 35 point font. Press <RETURN> once to start and type:

Merry Christmas

and

Happy New Year!

7) Now save the file by QUITing.

8) Select Paint OVERLAY from the printer options menu. Print the document into a geoPaint document, as in Tutorial One.

9) geoPaint 128 allows for a full width view of the document. The center of the page is just to the right side of the toolbox gadget. With the 64 version you'll have to experiment to place things in the center of the top left quadrant. Place your clip art, for now, in the center. Later, after you see what's going on, you can move things around to make a more artistic and customized card.

Need Clip Art?
a) If you need clip art let's snag some from Newsroom, if you have it. If you don't have it, Printshop or Printmaster graghics will work just as well. The graphics Grabber will help out here. Open it up, by double clicking on it's icon.

b) Place your Newsroom (or PS or PM) clip art disk into the drive the requester asks you to. Place SIDE A up. Scroll till you see HOLIDAY1.

c) Click on grab. The graphic we're grabbing will be the first one. It's a cutesy wootsy Santa Claus. There are better graphics that are availible, from LOADSTAR or Q-Link, for example.

d) Click on the scrap option. Then QUIT under file.

Back to where we were. Open your document once again. Center the box in the bottom of the screen to center the paint window.

10) Select the EDIT box from the tools. Place the cross hairs at the top left of the screen, click one and drag the window to the bottom right of screen.

11) Go to the EDIT menu and select paste. For now just click on OK. The clip art will appear on the screen, filling up most of the window.

12) Now, move the pointer to the window at the bottom of the screen and click on MIRROR X and after the picture is done redrawing, click on MIRROR Y.

Now you've got a simple greeting card. Print it out -- don't forget to select the printer driver from outside geoPaint. After print out is complete, tear off the tractor feed paper and any excess paper that doesn't belong on your card.

a) Place the paper out on a flat surface before you, like it is in the computer -- that is with the upside down Santa (or whatever graphic you used) in the top left and the text to the lower right.

b) Turn the paper over like turning the page of a book.

c) Fold the top down in half, lining the corners up as you do so. Santa should be right side up on the right side of the page.

d) Now, turn the page like the page of a book once again.

e) Now fold the left side over the right side, lining up the corners and edges.

There you go, you just made a card!!!

READY.

REVIEW
CMD's gateWay
by Brian L Crosthwaite

The gateWay reviewed for this article was run on the following system: commodore 64, with a 1541, a 1581, GEORAM, and an M3 mouse. The monitor used: 1701.

What is the gateWay? Well, to start it is a replacement for the Desktop, with a whole new face lift.

The gateway boots up in several modules that the user chooses to customize the gateWay to their our system. The gateWay supports RAM in the following manner:

non-RAM expanded systems: Can only use two drives and can't use a program called switcher. More on the switcher later.

commodore 1700 or 128K REU: Allows three disk drives to be used, and the switcher.

commodore 1764 or 256K REU: A RAM disk of the 1541 or 1571 size, but no switcher. They felt the RAM disk was more important.

commodore 1750 or 512K REU (including GEORAM): All features, including the switcher, 1541 or 1571 or a RAM driver allowing either 256K, 320K, or 384K.

Any expanded REU up to 2 megs, RAMDrive, RAMLink, and combined RAM (RAMLink and other): Up to 8192 Blocks of usable RAM, and, of course, the switcher.

Now let's talk about the switcher. The switcher is a task switching program that allows you to almost instantly leave geoPaint and enter geoWrite, or visa versa. Actually, you can switch between other applications as well. It takes

a couple of seconds on the 64, but it's a heck of a lot faster than leaving one application and then entering another. You can't, however leave one geoPaint document and enter another (or any like applications), at least not without risk of confusing the computer and possibly causing a crash.

The gateWay loads the directory into memory and displays it by name. This way when you look through the directory you don't have to wait for the drive to update the listing. You also have the ability to view FONTS only, DATA FILES only, DESK ACCESSORIES only, APPLICATIONS only, or SYSTEM FILES only. Or you can display them all. Another nice feature is Browse, it allows you to enter the name of a file and it will take you directly to it in the directory.

The function keys are definable. The can be defined for your needs and saved so when you boot up you don't have to redefine them. They are defined as keyboard short cuts, making the short cut even shorter. You can only use the function keys from the gateWay itself, not from an application.

Another feature is the

TrachCan. If you throw away several files and decide one of them was not to be discarded, you can click on the can and a list of files you just threw away will appear and you can click on the file you want to retrieve. If you go to another disk or open an application you will loose the contents of the can. When you go to another disk the trash can must dump itself, and that takes some time. Which can be annoying at times when you are really flyen'.

There is no more boarder, so an unexpanded system will be a pain to copy files from 1581 to 1581, or 1541 to 1541 if you only have one of these drives (as opposed to just moving the files from one 1541 to the other 1541). On the other hand The expanded system is what the gateWay is all about. You can copy from any disk to any other disk without having to swap drives. However, if you need to read a file on drive C from drive A, you will have to swap drives, since the system is set up so that when in an application you can switch drives to read a file, but only one drive can be switched to

since the original **GEOS Desktop** can only access two drives at one time. It's no big deal I just open a file on drive C, then close it. The **gateWay** will have made drive C drive B and visa versa.

FILE and DISK menus are combined into ACTION. if you highlight a file and choose an action, say erase, the action will be carried out on the file. If no file is highlighted then the action will be carried out on the disk.

Under the **GEOS** menu, things are a bit different. You can't access the desk accessories, they figured you could use browse to find it and run it from the menu. Under **GEOS** you find **gateWay** info, where you find out that the authors name is Paul Bosacki and the copyright notice. Next is the control panel. Here you select the colors and background pattern, mouse speed, window size, printer driver, and input driver. From here you can set the time and the date, define your function keys or check out how they are defined.

Next is BigInfo. This is where you find the text wind found under info in the **Desktop**. It works with disks as well as files. Get

info, by the way, (under action) just tells KIND, SIZE, AUTHOR, WHERE, MODIFIED. You can't manipulate any other info such as author.

Scrap peek will open a window and display any Photo scrap on disk. Touch will update the time and date on either a file or disk. MakeDir lets you make native mode subdirectories on CMD devices. HDTime sets the **GEOS** clock using the CMD hard Drive clock.

There is a slider gauge to the left of the directory, this gives you a rough idea of how much space is left on the disk. The display of the amount used and amount free, along with the number of files, has been eliminated.

You can re-size the window, at least from left to right, revealing the portion of the directory that shows the file type and size. I suppose it's a little faster to have the window it's smallest size, but let's face it the **gateWay** is slow, when it comes to updating the screen. But because the directory doesn't need to update every time you go thought it, it does make things a little faster. The advent of the **switcher** speeds things

up even more. The fact that you don't have to swap disks makes things go faster as well. You can open up drive C, select some files and copy them to drive A or B. This I like. The disk turbos are gone, this I don't like.

Another thing I don't care for are the limitations on sorting a menu out, you can only switch two file at one time, making it a nightmare to move one file to the top without disturbing the order and placement of the other files. When you choose a group of files, no matter what order you choose them, they will be copied by the order they appear in the directory, unlike the way the **Desktop** allows you to copy files in the order you select them.

There are some querks in the system, that may no longer be present. When I set the clock it will sometimes add a 1 to the date. I've selected RESET once because I couldn't get out of the TrashCan — it was empty at the time, it erased my disk. Fortunately most of the files were backed up, it was a 1581 disk with near a hundred files on it. You

can't load basic programs from the gateWay, like you can with the Desktop.

So what do I give the gateWay? Three and a half stars. Because of querks, like some desk accessories don't get along with it too well. My screen blanker crashes every time. I don't like not having the ability to run a BASIC program from the gateWay. I also feel that doing away with the high speed disk drivers on a system with the slowest disk drive in the world is utter and complete maddness.

Don't get me wrong, I do like the gateWay, mostly because of three disk support and the switcher. These two things alone are worth the price of the gateWay. The over-all track record for the gateWay has been a good one and I suppose it's just like any other GEOS thing, I have a love-hate relationship with it. There is a new 2.5 version just out that supposedly eliminates the clock problem as well as other querks.

READY.

Space?

There are three book shelves to hold it's many books, manuals, tapes, disks, and magazines. I have a clock radio, it died a couple of days ago, it reads 5:29 a.m. The computer has three clocks internal, two external and a sound system that puts most autiophiles' to shame.

What does a computer do? Oh, let's see. Mine looses files. I have over a million programs. Or at least it seems like I have a million programs. I have anything you could ever want to make a computer do anything you'd ever want a computer to do — if I just knew where it was. Oh sure, I've got things organized, that's why I bought a computer, to buy a bunch of stuff to organize on itself.

There's the mouse for easy data entry, yeah right. Bang the thing on the wall, yell at it nothing enters into the computer. So, I need a program to recieve the data that I want to enter. What's the data? Part is the name of the program that stores the data, part is the name of the program that retrieves the data, part is the name of the program that handles the data once stored, part is the location of the stored data, part is the location of the location that reviels the location of the program that programs the data into data and makes it usible data that will eventulaly be lost because the computer ran out of memory. I need more bits.

So, I spend more money, so I can lose even more information, because in order to handle that much more memory, the computer will need a program that requires even more memory to handle the memory I just added. In turn, I can loose even more data, and have less money. By now, light doesn't even escape the gravitational pull of my computer!

In conclution, and confution I'd just like to refute the dispute that a computer can just compute.

READY.
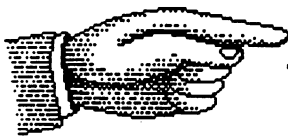
ARCHAIC COMPUTER

THE COMPUTER STORE OF THE PAST

by

Brian L Crosthwaite

Welcome to the computer store of the past. This month we will take a look at a program that, even though it has been improved upon to the statis of 2.0, is still available in one of it's old versions. That being 1.5. You can still get this program in it's earlier stage of evolution when you buy a fairly new product that too has been around a while. To what do I cast confusion upon? I'm talking about GEOS 1.5, actually the desktop 1.5 that comes with the WINNER M3 mouse. Now these two products come together, probably at first as a combination set, but now as an introductory teaser for GEOS. I bought the mouse, not because the add said I'd get GEOS, but because the mouse had not only the mouse and joystick mode offered by the commodore 1351 mouse, it also has paddle mode. I do have some old games that require the paddle, and it's real convienent, there is no one who hates to unplug things on their

computer as much as I do. But, the review is about the old deskTop. If you want a mouse and don't have GEOS, nor the big bucks for both, you might get this mouse. After using both, I like the M3 better than the 1351, it just feels better.

Review
deskTop 1.5

Developed by Berkeley Softworks
Reviewed by
reviewer-extra-cool --
Brian L Crosthwaite

Typing... LOAD"GEOS",8,1 ...hmmm seems familiar. Hey, it loaded up real fast! Let's look at the top of the screen where the menus are... ah! they look a little different! We take you now, to our visual aid. Chart 1 shows the pulldown menus, pretend they are all open at once, something you wouldn't want to see for real, it wouldn't be pretty.

It seems to be a well rounded system you can do everything that you could do from direct mode and not have to really do anything -- just let the old coputer do it for you. Hey, what's this? A movie? The icon looks like a movie camera... GEOS DEMO, let's click it and find out... C=Z to quit? It's a demo of what the system could be like if I wanted to dump the money into it. True, the GEOS line hasn't dropped much in price, but your dollars worth has increased increadibly. I'm glad I didn't buy this alone, way back when, I would have been disapointed. You see the deskTop alone doesn't do much. You can flip the disk over and use the calculator, or set the alarm clock, but to get the power you need to spend some bucks.

CHART 1

GEOS	FILE	VIEW	DISK	SPECIAL
GEOS INFO	OPEN	BY ICON	OPEN C= O	BASIC
DESKTOP INFO	DUPLICATE	BY SIZE	CLOSE C= C	RESET
SELECT PRINTER	RENAME	BY TYPE	RENAME	
SELECT INPUT C= I	INFO	BY DATE	COPY	
PREFERENCE MGR	PRINT	BY NAME	VALIDATE	
			FORMAT	

Now, here's the sales pitch, **deskTop 2.0**, the demo actally draws the new deskTop out on your screen -- "gee the add said GEOS included, it didn't say an outdated version of GEOS, that you can't really do anything with..." Well, I don't think I ever said that, because I had GEOS and just wanted a mouse. I'd hate to have seen the box that says "Includes GEOS desk Top 1.5," and though, "GEOS comes with it?" Only to be disapointed later. But, in all fairness the box doesn't say "Includes GEOS." So you can decide if they meant to trap you or not.

The demo is kinda cool, and I believe it has been released into the public domain, and why not ,it's a good way to spread the word. So if you can find it, you might check it out. Too bad there is not a presentations maker for GEOS that would allow one to make a presentation in GEOS and run it like this one.

Looking at configure, you can see that the old system supported two disk drives *and* RAM expansion. You can't use the cursor keys to change the page, nor can you highlight a file with the keyboard.

There isn't a _files selected_ title at the top of the page, only _files_, _K bytes used_, and _K bytes free_. The printer icon is on the right side next to the trash icon. There is neither clock nor date display.

You can run non-GEOS programs off it, and they load fairly fast. And you can reboot from BASIC with the <RESTORE> key, just make sure your GEOS disk is in side one. The system, for some reason will not tell you of any missing file if you try to reboot with out the right disk in the drive. There are the familiar programs on side one; GEOS, GEOS BOOT and GEOS KERNAL. RBOOT is on side two along with all the desk assesories.

The basics are good for file manipiulation on your directories, looking at info like the size of programs, and booting up your programs. Kind of a good thing for the non-computer user-computer-user. (What?) --But, these are the Ninties -- right? So, you just got this program with a few other programs that came with your mouse. On the back of the deskTop disk are some print drivers as well a

few non-GEOS programs from the commodore PD 1541 collection, and not just for the 64, and since this review is kind of a strange one, I'll mention them. There is a +4 BASIC DEMO, a DOS5.1, HEADER CHANGE, LOAD ADDRESS, pretty much the standard, along with the HOW TO USE files.

Also included with the mouse is a very simple drawing program and a disk program kinda like GEOS, that does absolutly nothing! They also give you a machine code program that reads the mouse that you supposedly can read into memory to use with your own BASIC programs -- good luck. I've never gotten it to work, except when their program loads it. Oops sorry, this is a **deskTop1.5** review.. ah, ok. I give the old deskTop a whopping * * * for inginuity and workmanship. But, I like the system now too much to even bother looking back. You can still get a copy of this old relic when you buy a WINNER M3 mouse. Geuss what? Yep, Tennex has them for $39.95 (plus shipping) you can contact them at: TENEX, COMPUTER EXPRESS, P.O. BOX 6578, SOUTH BEND, IN 46660-6578 **READY.**

ARCHAIC COMPUTER Q&A

by

Brian L. Crosthwaite

Q: What in tarnation is a dongle?

A: A dongle is a copy protect-thing-a-ma-jiger that plugs into the joystick port. If you have a program that needs one, it won't work without it. Presumably because you pirated the software and you have to get the dang dongle with the software. Much paranoia in the eighties.

Q: What is a CoCo? And does it come from Brazil?

A: A CoCo is the affectionate name for the Radio Shack TRS-80 Color Computer, the not so affectionate name was the Trash 80, that covered the range of TRS-80s. No, it is a product of the USA, so it was probably assembled in Mexico.

Q: What is a datasette? Is it a cassette, like the IBM backup systems?

A: It is a cassette, but nothing like the mass storage backup systems of today. Around six or seven years ago commodore stopped making these cassette machines. The datasette was the only storage medium for those of us who couldn't afford a disk drive at one time. The datasette is still quite popular in Europe. I don't know if commodore still makes them over there or not. If you can get your hands on one you might want to keep it. I love running old programs that were at one time availible only on cassette.

Q: Can I run a program written on the 128 on an IBM?

A: Yes and no. If it's machine code, that runs on the 128, ie, not a file you wrote to run on an IBM, it will not run. You can possbly write code in a word processor on a 128 then convert the file to an IBM word processor to compile into memory with an assembler. You can also write a BASIC program on the 128, that will run on the 128, that has no pokes or peeks and has the same code as the BASIC you want it to run on, convert the file to a sequential file by listing it via CMD. Convert the sequential file to an MS-DOS sequential file. Then you will need a Seq to Basic converter program that will write the file back into BASIC on the IBM. Then you might be able to run the program.

There are a number of file convertion programs including Big Blue Reader, that convert to and from CBM DOS to MS DOS. You'll need a Seq to Basic converter for the IBM. I know commodore released one on many of their utility disks, so it stands to reason that there should be a similar thing for MS-DOS. The following will write a sequential file from a program:

READY.

PAPSAW
Easy DOS It
by
Brian L Crosthwaite

BASIC 2.0. DOS. Don't have a wedge? Well, don't have a cow! The wedge on
the commodore 1541 demo disk is a good one, but I don't use it. Why not?
Well, for one thing, I can do my scratching and saving while
programming by just writing a little routine like:

```
60000 A$="FILENAME":OPEN15,8,15,"S0:"+A$:
      CLOSE15:SAVEA$,8:VERIFYA$,8
```

Then as I program I can just type: GOTO 60000 and my program on disk is
updated. But, I don't do this either. If I have a cartridge (or am in 128
mode) that allows the defining of the function keys (and I almost always
do), I just make line 1 the following:

```
1 A$="FILENAME1"
```

Then I define my f1 key using a program or manually, to be:

```
KEY1," [18 CRSR RIGHTS]:SAVEA$,8:VERIFYA$,8"+CHR$(13)
```

Note the space before the cursor rights, it erases the 1 from the program
line. I place the cursor on the 1 in line 1 and with one key stroke I can
save my file and verify that it was saved properly. I don't scratch the old
file just in case I screw the code up so bad I need to go back, instead I just
update the number after FILENAME in line one. It also gives me a
reference to where I am, I can just list line one and see, what number I
have in memory.

I believe that a utility cartridge is a must. I use the Final Cartridge,
Simons' Basic, and The Tool. The Tool is not a cartridge, but a basic
extension language on disk.

The FC uses DOS"$ for directory, APPEND and DAPPEND to join programs,
DSAVE, DLOAD, and DVERIFY. While the Simons' uses DIR"$ for directory
and DISK for a replacement of OPEN CLOSE. The Tool gives me wedge-like
commands such as @$ for directory, @ reads the error channel, @S to
scratch @N new a disk etc. Simons' and the Tool only support drive 8.
While the FC at least will read off the last drive accessed, but you have to
tell it what to do, so it's not my preference for file manipulation.
Enter **Star Copier**. From LOADSTAR #54. It gives me not only the ability
to copy files on a multi-drive system (I have a 1541, 1581, and 1571 and have
had no real problems), but I can enter disk commands like NEW,
VALIDATE, etc. I can scratch files in bunches, or just read the directory to
see what's on a disk.

But, you don't necessarily need any of these tools, PAPSAW to the rescue! If what you've read so far makes little sence --read on.

Basic disk drive operations need not be a frightening experience for first time users. That funky OPEN command is not so bad when you understand, at least the basics of what's going on. Let's take a look.

```
OPEN X,Y,Z
```

X is the file number. The file number is any number from 1 to 127 (numbers from 128 to 255 causes the PRINT# command to implement a linefeed after a carriage return). The file number is the number of the file you wish to access. We'll use 15 for what we are doing here, because 1) we are not accessing an actual file and 2) it's the same as the command channel and it's just easy to remember.

Y is the device number. 1 is the datasette, 3 is the screen, 4, 5, 7 are printers, 6 the printer plotter (if you have one) or another printer, yes you can use this command for lot's of things -- that's probably why people get intimidated by it. 8, 9, 10, and 11 are usually disk drives. Lets assume you have one disk drive, drive number 8.

Z is the data channel. 2 through 15 are normally used. 0 and 1 are used by the operating system for loading and saving. 15 is the command channel. (Note that these are sometimes called secondary addresses). It is the command channel that we will be using.

(I am assuming that you already know how to LOAD and SAVE. But here's a quick review anyway. LOAD "FILENAME",8 loads a BASIC program from disk drive number 8 called FILENAME. SAVE"FILENAME",8 saves a BASIC program to disk drive number 8 called FILENAME.)

Let's format a disk. One of the most ask questions by beginners is how to format a disk. The easiest way is:

```
OPEN 15,8,15,"N0:DISKNAME,ID":CLOSE15
```
                        └─ two digit alphanumeric id number

                      ──── name of the disk

                      ──── drive number, back in the heyday
                           of CBM they made double disk
                           drives with drive 0 and
                           drive 1, default is 0 and you
                           really don't need to put it in,
                           I just do it cos I learned it
                           that way.

                      ──── N short for NEW, you can type
                           new if you like.

Let's call our disk "workdisk" and give it an ID number of "A1", so you type:

```
OPEN 15,8,15,"N0:WORKDISK,A1":CLOSE15   and press <RETURN>
```

IF you have a blank disk in the drive, it will format the disk. If you have a disk with anything on it you will loose all information on it. If there is a write protect tab on the notch or there is no notch, or there is no disk in the drive an error will occur. If the latter happens don't panic, correct what needs to be corrected (place disk in drive or remove write protect). Before trying again, you'll have to CLOSE the channel by typing:

```
CLOSE15 <RETURN>
```

The next thing you may want to do is scratch a file you have improved upon or just don't need any more. This is done with SCRATCH, once again you only need type the first letter of the command you want to send. Let's scratch a file named "BYE". If you want, before you do this type a few lines of basic and save it as "BYE". The program doesn't have to run to be saved since we are just going to scratch it anyway.

```
OPEN15,8,15,"S0:BYE":CLOSE15   <RETURN>
```

Now load the directory:

```
LOAD"$",8
```

and type list. The program called BYE is gone. After you've saved a few programs and scratched a few programs you'll need to do some house cleaning by VALIDATING your disk. By now you probably know how to do this:

```
OPEN15,8,15,"V0:":CLOSE15
```

No file name is needed. This will close up any unwanted space on the disk, as well as eliminate splat files. Those are files that have not been closed properly. Sometimes when a disk is full and you try to save a program you'll get a splat file.

Sometimes you'll find the need to rename a file for one reason or another. This is a simple variation on the syntax we've been using so far:

```
OPEN15,8,15,"R0:NEWNAME=0:OLDNAME":CLOSE15
```

You can also make a copy of a file on the same disk:

```
OPEN15,8,15,"C0:BACKUP=0:ORIGINAL":CLOSE15
```

Now and then, you may make a typing mistake. There are a couple of ways around the flashing light on your drive. You could initialize the drive or read the error channel. Initializing just places the drive in start

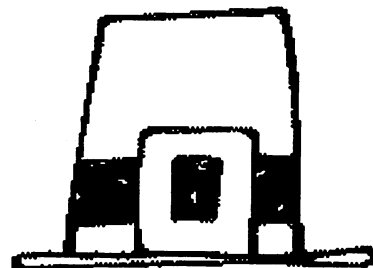up status with the head at track one.

```
OPEN15,8,15,"I0:":CLOSE15
```

Reading the error channel has to be done in a program in BASIC 2.

```
10 OPEN15,8,15
20 INPUT#15,A$,B$,C,D
30 PRINTA$,B$,C,D
40 CLOSE15
```

This will print something like:

```
00 OK  0  0
          └─── sector where error occurred
       └────── track where error occurred
    └───────── error description
 └──────────── error number
```

For a complete list of error numbers and error descriptions see you disk drive's manual.

READY.

PRG
by
Brian L Crosthwaite

Last month the Spinner entered a new dimension, originally it was to have several "extras," that is, programs not in the Flyer. Printing costs forced us to omit the feature program from the Flyer and place it on the Spinner. So people would bought the Flyer only could afford to get the Spinner, we lowered the price to $2.50 -- 50% or normal cost. We then offered the Spinner at $1.50, when bought with the Flyer -- you figure it out%. This month we have

no room for any of the PRGs. This is good to some and bad for others. So, here is the deal:

You can get the November/December issue of the Spinner for $2.50. If you buy the Flyer, it's only $1.50. Now here is the increadible part -- if you decide you can't even afford that, give us a blank disk and a buck, and we'll copy it onto your disk! One stinken' buck, how can you loose?

This month we have the 64 version of **shoplister**, with a couple of spelling corrections. Also for the 64 is **November Numbers**, a program you can use with or without

speech synthesis to teach numbers. This PRG will also run on the 128. Beware, the program we use to create screens for BASIC places a bug into the computer's memory. The PRG will run ok, it just prevented us from doing some things we wanted to do. If you modify the PRG, you may run into the bug. Now you know.

We also have a card to all our faithful readers out there, there are versions for the +4/16, 128, 64, and 20. The VIC20 version is slightly different, for any of you hackers out there who don't have a VIC. Speaking of VIC, we have a lot of Art PRGs for this

machine. One in particular, **Snailskin**, is a set of fomulae that create a snail with a rattlesnakes skin. Stay tuned for the up and coming 64 version...

In the rehlm of art comes **Eye**, an EdgarFactor production in still-life for the 128. Also for the 128 the **Deluxe Line Processor**. A type directly onto the printer kind of program, with a twist.

One last quick note, if you buy the Spinner later, like not with the Flyer, it's $2.50 -- unless you go for the $1 and blank disk deal, then it's a dollar and a blank disk. Enjoy!

READY.

RARITIES
by
Brian L Crosthwaite

The list this month is not where, but what. What? Yes, what. This is a list of some great games and utilities and what not. (by the way what is a "what not?") We wont tell you where, at least not now, not here. Drop us a post card at this address to find out where and we'll let you know: **dieHard**, ATTN where, P.O. Box 392, Boise ID, 83701. And now, here is what:

- Super SnapshotV5 -
- Elvira -
- Ultima -
- Final Cartridge III -
- Aprospand -
- Zork -
(hey, get that out of there!)
- 1700 Super Clone -
- 1541 II -
- 64C -
- FD-4000 -

Send us your lists and programs and lists of programmers and tips and tricks to: **dieHard**, ATTN Submissions, P.O. Box 392, Boise ID, 83701. We will put your name into the underground for tips and tricks. We are accepting articles and programs. If we publish an article or program you'll get a free issue of **dieHard**. (What did you expect -- **Road and Mouse?**)

READY.

VOYAGEUR STUDIOS

LynnCarthy