

(TPUG Newsletter)

Views and News of Toronto Pet Users Group
c/o John Easton, 258 Lake Promenade, Etobicoke, Ontario, M8W 1B3 phone (416) 251-1511

Fall — 2013

Download the World of Commodore 2013 Invitation!

Toronto PET Users Group Presents
World of Commodore 2013 (10th Edition)
December 7, 2013 10 AM to 10 PM
@ Admiral Inn 2161 North Sheridan Way
Mississauga, Ontario, Canada



www.worldofcommodore.ca

'd be there again."

You can download the official World of Commodore 2013 Invitation for the Commodore 64. It can be run on a real C64 or in the VICE Emulator in NTSC mode. It features some cool PETSCII and hi resolution graphics, music, and many memories and messages from the worldwide Commodore community.

Thanks to John Hammarberg, Magnar Harestad, and Nico Clone for helping us put this together.

You can download the invitation from either of these locations:

<http://www.tpug.ca/?p=283>

<http://csdb.dk/release/index.php?id=124230>

Member Information

Voice Info

We have discontinued our TPUG phone listing - contact members as listed here at home phones.

Website: www.tpug.ca
e-mail: info@tpug.ca

Membership Rates

\$15 per year
else, with e-mailed Newsletter,
\$10 per year

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Newsletter

Editor John Easton (416) 251-1511
jeaston@rogers.com

Meeting Schedule

Westside and Amiga West: Third Thursday of the month (except summer) at Alderwood United Church, 44 Delma Drive. Delma Drive is just west of and parallel to Browns Line, south of the Queen Elizabeth Highway, north of Horner Avenue. From the west, exit QEW at Evans Avenue, east on Evans to next stoplight, south on Gair to Delma Drive. From the north or east, follow signs from QEW or Hwy. 427 to Browns Line, exit right to Evans Avenue, turn south on Gair (first stoplight) to Delma.

Contact - Leif Bloomquist (416) 737-2328 leif@schemafactor.com
or Ernie Chorny (905) 279-2730 chorny@bell.net

From your Editor ...

Well now, here we are, another issue, just in time for another retro World of Commodore (10 years in the making). As our front page post refers to.

Please try to access this live demo for an on-line experience of life with our beloved Commodores.



This issue features a look at TPUG's on-line FORUM, and in particular, a current discussion on what to do with our storage locker ... feel free to join the on-line discussion.

We leave you with this poem from Berry de Jager, the **instigator of last year's SX-64 Sit-In**.

Y'r ob't servant ...

John

*C64 was my first love
and it will be my last.
C64x of the future and
C64's of the past.*

*To live without my C64
would be impossible to do.
In this world of troubles,
my C64 pulls me through.*

-Berry de Jager

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Advertisements are also welcome. Member's small ads are free. Commercial ads are \$100 per page with a \$10 minimum.

Notice to new owners of SuperPet and CBM 8296 machines

TPUG has copies of the Waterloo LANGUAGE DISKS (3 in 4040 format) as supplied with the SuperPet on original purchase.

TPUG has the EXECUDESK disk (8050 format) as supplied with the CBM 8296 on original purchase.

These disks are an integral part of the operating systems of the above machines and since Commodore insisted on referring owners of these machines to TPUG for service, we have added these somewhat proprietary (and also virtually unobtainable) disks to our library - all part of the TPUG mandate of service to our members.

We also will attempt to search out copies of original program disks to replace corrupted disks. In this category you will find such programs as VISICALC, WordPro, and PaperClip.

TPUG AGM

Take notice that the Annual General Meeting of TPUG will be held in conjunction with the regular February 20th 2014 meeting, only earlier—7:00 p.m. This is your opportunity to discuss club issues and to contribute to the organization as desired.

Typical items covered at an Annual Meeting are, but not limited to: quorum, minutes of the previous meeting, reports on activities within the club, new business, nominations of officers and election of officers.

If you are unable to attend, and wish your proxy vote counted, please ensure that your assigned proxy is in the hands of the Board prior to the meeting. E-mail to the vice-president, jeaston@rogers.com will be considered a legitimate means of submitting a proxy to the Board.

Typical Proxy Voting Format

This will allow to vote on my behalf on all matters at the Annual Meeting of TPUG held 20 February 2014.

Name TPUG Member #

Signature Date

This year, the candidates for 2-yeqr renewal as director are:

- Ernie Chorny
- Ian Colquhoun
- John Easton
- Ian McIntosh
- Mike Stein

Come prepared to volunteer and join the list, but at least ... vote

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Joe's World 24 ...The Kernal Routines, continued

ACPTR (65445) gets data from a device using the serial bus, such as from a disk or the printer, and puts those data into .A (780). Before entering this subroutine TALK must be used to tell the device concerned that it should now send these data. Also TKSA must be sent first, following TALK, to send the secondary address to the device. For example, 7 tells the printer to use the Upper case and Lower case table of characters, NOT the Upper case and Graphics table. Registers .A and .X are used.

CHKIN (65478) moves to the proper input routine depending on the device number in 186. Unless only the keyboard is the input device to be used, when this subroutine is not needed, the OPEN routine must be used first, and also the file number must first have been put into .X (781). Registers .A and .X are used.

CHKOUT (65481) similarly moves to the proper output routine, depending on the device number that is in 186 unless only the screen is the output device to be used, when this subroutine is not needed, the OPEN routine must be used first, and also the file number must be in .X (781).

CHRIN (65487) gets a byte from the input channel and puts it into .A (780). Unless the keyboard is the only input device, before using this subroutine the OPEN and then the CHKIN routine must be used. Registers .A and .X are used. If the keyboard is the input device, call this routine, store the content of .A (780), then check whether it is 13 (carriage return). If not, get another byte from the keyboard. If the input device is not the keyboard, then also store the byte that is in 780 after using this subroutine.

CHROUT (65490) is not needed if the screen is the output device. This subroutine puts a byte that is in .A (780) into a device that does not use the serial bus, with .A and .X being used. Before using this subroutine OPEN and then CHKOUT must be used; also close (CLRCHN) first all other open output channels, if any, unless that byte is to go to them also.

CIOUT (65448) moves a byte that is in .A (780) via the serial bus to a device (printer, disk drive), but before this subroutine can be used the LISTEN routine must first have made the device ready to receive data, and a secondary address, if needed, must have been sent to the device by the SECOND routine.

GETIN (65508) puts the character into .A that it got from the keyboard buffer line-up or the modem. Use CHRIN for a device on the serial bus, such as the disk drive, tape or screen. .A .X and .Y may be affected. Before using this subroutine CHKIN and OPEN have to be used, and after using this subroutine, check for a zero in .A.

LOAD (65493), after first using SETLFS and SETNAM,

and having put into .A (780) a 0 for loading or a 1 for verifying, moves data into memory from an input device not including the keyboard, the modem nor the screen; or it verifies data; .A, .X and .Y are affected. If the secondary address is 1, then the device's header specifies the memory load-start address. If the secondary address is 0 then the device's header information will be ignored, and instead of it the L of the load-start address in memory must be put in .X and the H of it into .Y. After the loading **st will be 64 to indicate "End of File", also the last address loaded+1 will be in .X and .Y.** See below under SAVE; the demonstration program there saves a block of **data that is in 20,000+ into "file1". Here is a demonstration program to show how to load "file1" into 21,000+:**

```
100 for i=820 to 1021:read a:if a>255 then
sys 820:stop
101 poke i,a:next:stop
102 data 169,0, 141,254,3, 141,255,3:rem
"Clear 822 and 823
200 data 169,2, 162,8, 160,0, 32,186,255,
176,59:rem "SETLFS
202 data 169,70, 141,48,117, 169,73,
141,49,117, 169,76, 141,50,117
204 data 169,69, 141,51,117, 169,49,
41,52,117 :rem "Filename=file1
206 data 169,5, 162,48, 160,117, 32,189,255,
176,23:rem "SETNAM
210 data 169,0, 162,8, 160,82, 32,213,255,
142,254,3, 140,255,3, 176,6:rem "LOAD
212 data 32,183,255, 208,14, 96:rem "Read
Status (64 at end)
220 data 72, 169,75, 32,210,255, 104, 170,
169,0, 76,205,189:rem "k#
222 data 72, 169,83, 32,210,255, 169,84,
32,210,255, 104, 24, 144,255:rem st#
```

k# stands for number in the Kernal error table:

0=stopped, 1=too many open files, 2=file open already, 3=file not open, 4=file not found, 5=device not present, 6=file not input file, 7=file not output file, 8=missing filename, 9=illegal device number, 240=RS232 buffer allocation/deallocation at the top of memory. If there is a Kernal error, then the Carry Flag is set and that # is in .A.

OPEN (25472), after first using SETLFS and SETNAM, gets the specified file started. .A, .X and .Y are affected.

SAVE (65496) requires that SETLFS and SETNAM (no name is needed for saving to tape, with 0 then put into .A before SETNAM) have been used first. .A, .X and .Y are affected. The block of characters to be saved has the L and H of its indirect starting address in two adjacent addresses on page zero (0-255) of the memory, the address of the first of these two is put into .A; the L of the block's ending address+1 is put into .X and its H into .Y. Kernal errors, if any, must always be looked for, and also the status. Here is a demonstration program to show how to

use the Kernal to save the contents of a data block that is contained in 20,000+ into "file1". That file will be listed in the disk directory as a PRG file, but it isn't one, it's special. See LOAD above.

```
100 for i=820 to 1023:read a:if a>255 then
sys820:stop
101 poke i,a:next:stop
200 data 169,2, 162,8, 160,255, 32,186,255,
176,61:rem"SETLFS
202 data 169,70 141,48,117, 169,73,
141,49,117, 169,76,141,50,117
204 data 169,69, 141,51,117, 169,49,
141,52,117:rem" Filename=file1
206 data 169,5, 162,48, 160,117, 32,189,255,
176,25:rem" SETNAM
```

```
210 data 169,32, 133,251, 169,78,
133,252:rem" Indirect addressing
212 data 169,251:rem "Address of the first
of them
214 data 162,36, 160,78, 32,216,255,
176,6:rem" SAVE
216 data 32,183,255, 208,14,96:rem" STATUS?
220 : data 72, 169,75, 32,210,255, 104, 170,
169,0, 76,205,189:rem k#
222 : data 72, 169,83, 32,210,255, 169,84,
32,210,255, 104, 24, 144,235:rem st#
299 data 999
```

(to be continued)

by Joe Quittner, TPUG, October 15, 2009

Joe's World 25 ... The Kernal Routines continued, then NMI

SCNKEY (65439) scans the keyboard and puts the characters represented by the pressed keys onto the lineup buffer. The IOINIT (65412) routine must have been used first to initialize all input/output devices and the interrupt system must have been disabled. Registers .A, .X and .Y are affected by IOINIT, and also by SCNKEY. The GETIN (65508) routine can take one character at a time from the keyboard lineup and move its ASCII number into .A (780). If there is no character there, then .A contains a zero, and then repeat. If it is not a zero, then use CHROUT (65490) to put the character corresponding to the ASCII number of the character on the output device. Here is a demonstration program to print on the screen the ASCII number that is in the accumulator .A (780) after pressing any key.

```
100 for i=820 to 1023: read a: if a>255 then
102
101 poke i,a:next:stop
102 sys 820:goto 102
200 data 120, 32,159,255, 88, 32,228,255,
201,0, 240,244, 170, 169,0
201 data 32,205,189, 169,32, 32,210,255
999 data 999
```

By the way, here are the normal values of 145 after some keys have been pressed:

```
127=STOP key
191=Q key
223=C= key
239=Space bar
247=2 key
251=CTRL key
253=Left Arrow key
241=1 key
255 if no key has been pressed
```

and here are the normal values of 197 and 203 after keys have been pressed:

```
Left arrow key=57, 1=56, 2=59, 3=8, 4=11, 5=16, 6=19,
7=24, 8=27, 9=32, 0=35, +key =40, -key=43, Pound key
(#)=48, HOME key=51, DEL key=0, A=10, B=28, C=20,
D=18, E=14, F=21, G=26, H=29, I=33, J=34, K=37, L=42,
M=36, N=39, O=38, P=41, Q=62, R=17, S=13, T=22,
U=30, V=31, W=9, X=23, Y=25, Z=12, @=46, *=49, up-
arrow key=54, STOP key=63, :=45, ;=50, =key=53, RE-
TURN key=1, =47, .=44, /=55, Cursor up/down=7, Cursor
left/right=2, Space key=60, f1=4, f3=5, f5=6, f7=3, No key
pressed=64
```

For further reference, go to

http://www.c64-wiki.com/index.php/Keyboard_code

Four tables are used to translate these numbers into ASCII numbers: The table for unshifted characters starts in 60289, the table for SHIFTed characters starts in 60354, the table for characters with the C= key pressed starts in 60419, and the table for characters with the CTRL key pressed starts in 60536.

SECOND (65427): After a given device has received a LISTEN command, this subroutine will send to it the secondary address. If the device is on the Serial Bus, then the secondary address number must first be ORed with 96.

STOP (65505): This subroutine requires the UDTIM routine first, which is normally used by the interrupt system 60 times every second. If the interrupt system has been disabled, then the UDTIM routine must first be used before the STOP routine.

This routine first compares the content of 145 with 127, which is put into 145 after the STOP key has been pressed. If 127 is in 145 then the STOP routine operates the CLRCHN routine which restores the default devices, and also 198 is set to zero, indicating that there are no characters waiting in the keyboard lineup buffer.

TKSA (65430): This subroutine is used to send a secondary address (0 – 31) via .A (780) to a device after the TALK routine has been sent.

THE NON-MASKABLE INTERRUPT (NMI):

Pushing the RESTORE key operates the NMI but normally, with the STOP key not also pressed, nothing happens; however it is possible to change the vector 792/793 to point to your own program which than can be operated at any time by just pushing the RESTORE key.

Here is a demonstration program, but be sure to save it and associated programs before running as it could have/cause problems. Can you fix it? This program first saves the contents of .A .X .Y and .P, prints them out plus a space between them with 48 deducted from .P. Then the program restores the original contents of .A .X .Y and .P and exits to the normal NMI 71-254 routine. If you run 1000 then you get, as an example, all ones on the screen, and you can push the RESTORE key at any time to activate the NMI interposed program. There may be no READY after the printing on the screen of the values of .A .X .Y and (.P minus 48), just, maybe, a blinking cursor. If so, move away from that line by using the down-cursor key, not the RETURN key, or else you may lose a line of the program.

```
100 for i=820 to 1023:read a:if a>255 then
102
101 poke i,a:next:stop
102 poke 792,63:poke 793,3:stop
200 data 169,0, 32,205,189, 169,32,
32,210,255, 96
```

```
201 data 88, 133,2, 134,3, 132,4, 8, 104,
133,5, 169,13, 32,210,255
202 data 166,2, 32,52,3
203 data 166,3, 32,52,3
204 data 166,4, 32,52,3
205 data 165,5 56, 233,48, 170, 32,52,3
206 data 166,3, 164,4, 165,5, 72, 40, 165,2,
76,71,254
900 data 999
1000 print"1";:goto 1000
```

```
820 LDA # 0
822 JSR 48589
825 LDA # 32
827 JSR 65490
830 RTS
=====
831 CLI
832 STA 2
834 STX 3
836 STY 4
838 PHP
839 PLA
840 STA 5
842 LDA # 13
844 JSR 65490
847 LDX 2
849 JSR 820
852 LDX 3
854 JSR 820
857 LDX 4
859 JSR 820
862 LDA 5
864 SEC
865 SBC #48
867 TAX
868 JSR 820
871 LDX 3
873 LDY 4
875 LDA 5
877 PHA
878 PLP
879 LDA 2
881 JMP 65095
```

By Joe Quittner, TPUG, November 19, 2009

TPUG at Toronto Mini Maker Faire 2013

By Leif Bloomquist

The “Maker Movement” is becoming a worldwide phenomenon, with people of diverse interests and skill levels coming together to create....well, anything and everything. At the Toronto Mini Maker Faire in September 2013, hundreds of local do-it-yourself-ers, artists, hackers, programmers, and enthusiasts came together to show off their creations, to each other and the public.

In a way, TPUG has been doing this since its inception in the late 1970s – tinkering and exploring the limits of technology, creating interactive devices, adding to and extending our machines. This has been particularly the case in recent years, as our own community of hobbyists comes together to create clever devices and ways to breathe new life into our beloved 8-bits.

So it's only natural that there is some overlap with the groups, and this culminated in TPUG having a booth at the Toronto Maker Faire this year, hopefully the first of

many.

We had three systems set up – a classic C64 with an Easyflash 3 cartridge, a 64C with an IDE64 interface, and a VIC-20 with MegaCart, with Tom Luff's amazing TPUG banner surrounded with chasing LED lights (cleverly controlled by a circuit inside a Commodore 1541 case).



While we were technically showing off some of the home-brew projects like the VIC-20 MegaCart , spearheaded by **Toronto's own Brian Lyons, the real draw at our booth** was the games. Hundreds of kids stopped by to play some classic games, while their parents looked on in amazement and chatted with us – many of them former TPUG members themselves!



Maker Faire always brings out creative people from all walks of life, from fire artists to musicians to sculptors, to this spaceman who appeared and played Defender on the VIC-20 for a while – in costume.



The variety in displays at the rest of the Faire was impressive. There was self-typing typewriter controlled by Twitter, a 3D Chocolate printer, interactive music sensors, robots of all shapes and sizes, skateboards, gyrocopters, lock picking classes, and much more.

Thanks to volunteers Tom Luff and Ennio Cellucci who helped me put the booth together and took turns keeping an eye on everything while we checked out the rest of the Faire.



To learn more about Maker Faire Toronto and to see many more photos, visit:
<http://makerfairetoronto.com>

We have more photos from the TPUG booth online at:
<http://www.tpug.ca/2013/10/photos-from-toronto-maker-faire-2013/>

Martin Brunner Visits TPUG

By Leif Bloomquist

In May of 2013, TPUG had the great pleasure of having a guest presenter named Martin Brunner at our monthly meeting. Martin is a Commodore enthusiast from Austria, and he was in Toronto to visit friends. His trip coincided with our monthly meeting, so he contacted us and we were able to arrange having him present at the meeting.

Martin showed us his “Commodore C128 Dual Monitor Demo”, which runs on two screens simultaneously – 40 column and 80 column – on a single Commodore 128.



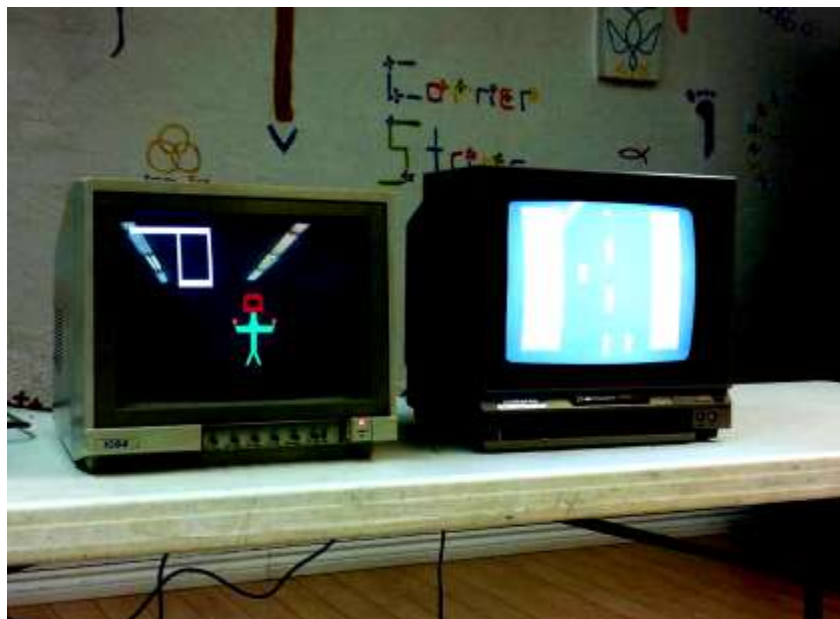
Martin’s “*The C64 Adventure Game Solutions and Walkthrough Site*” and contact information can be found here.

<http://tin.at/c64/>

The club gave Martin a copy of the TPUG Library CD to say thanks for taking time from his vacation to come and speak with us.

He also showed us some games he has written, and we spent some time looking at the advanced features for controlling music and sprites in the C128’s native BASIC 7. We don’t often feature the Commodore 128 at our meetings these days, so this was a nice (re) introduction.

You can watch a video of the “Commodore C128 Dual Monitor Demo” on YouTube:



<http://www.youtube.com/watch?v=UDhFfSjvEvQ>

Crazy Canucks Checkout (Emergency) Chicagoland Commodore Convention 2013

By Leif Bloomquist

This was my 10th trip to Chicago for the annual “Fall Commodore Expo”! Formerly hosted by SWRAP, the Southwest Regional Association of Programmers, the event has been re-invented as the “Emergency Chicagoland Commodore Convention” aka ECCC, hosted by Jason Compton. I started going to these events in 2003, when I first met several members of TPUG, and only skipped a single year in 2006 to go to Japan instead. I’m starting to know the Lombard area of Chicago as well as many parts of Toronto! It almost feels like a second home, surrounded by friends who I normally only get to talk to online.

This year, it was just Joe Palumbo from JPPBM and myself traveling down from Toronto. The road trip is half the fun, in my opinion. We had a smooth drive down, no problems at all at the border. We stopped in Ann Arbor, Michigan, for lunch with a friend of mine, and then reached Heron Point in Lombard in plenty of time for a dip in the hotel pool and hot-tub before dinner. I’m pleased to report that the awful construction along I80 and I94/294 in past years is finally finished, we breezed right through Chicago despite it being Friday rush-hour.

As usual, ECCC was held alongside the Vintage Computer Festival Midwest, or VCFMW, so there were two rooms full of retro-computing wonders to be seen.

Some of the highlights at the show for me were:

Circuit Earrings and Commodore cookies from Jim Brain’s daughter

An original Apple I computer, signed by Steve “Woz” Wozniak



A display of classic NeXT machines (I remember them fondly from university)



Robin Harbron’s port of his mini-RPG Minima to the PET

The VIC-20 Station Wagon, an art project by Gabriella Schwartz with help from Jim Brain



For once I didn’t buy much – I already have all the Commodore gear I need (yeah, famous last words) but it was amazing to reconnect with everyone.

Glenn Holmer gave an excellent (re)introduction to GEOS on the C64, and I showed off my C64 Wifi and wireless gaming glove projects. (Want to see more? Come to World of Commodore this year!). THEWIZ from Style showed us a sneak preview of DirMaster 3.0, a Windows program for managing, viewing and editing D64 virtual disk images.

We made our annual pilgrimage to Aurelio’s Pizza for our fix of deep-dish pizza, and stayed up late in the hotel lobby, as usual, hacking away on various projects and just visiting.

On Sunday, Joe and I made a stop on the way back at Centsible Software in Michigan and poked around his huge collection of C64 and Amiga software for a while. We got back to Toronto super late Sunday night (Monday morning??)



TPUG ... <http://tpug.ca/forums/>

What to do about the TPUG storage locker?

radlers [Tue Nov 05, 2013 11:16 am]

What to do about the TPUG storage locker?

Hey folks,

A burning question of mine in the last two years has been about the storage locker and getting rid of the contents and the locker.

It's continuing to leech money from the TPUG account, which for a small group of members, is a lot. The store has been shut down with no one stepping up to run it (don't fool yourself, it's a lot of work).

Several thoughts have popped up in my head:

- 1) massive garage sale sell off - have a sale day and advertise via the normal retro computer/gaming channels to see what money can be made. ALSO, let's not be greedy for the \$\$\$ and garage sale price everything to have it GO.
- 2) any business software... offer for free, whatever is left, chuck
- 3) any hardware that is busted - free, whatever is left, ewaste
- 4) anything left over after the garage sale, offer to membership for free so they can sell/have

I think what is forgotten is that this stuff was donated to TPUG for free. A gift is a gift. Sometimes money can be made for the benefit of TPUG, but noone should be upset about offering some stuff back out for free.

There was a time where keeping a storage locker made sense. I think that time has passed. If someone wants to donate space in their garage or basement (small space!) for incoming items, that'd be good.

I understand our deal with the space

is relatively cheap for a storage locker, but it's not heated, and it's still leeching money from TPUG every month.

Curious to hear other member thoughts. I think TPUG membership should vote on this issue as well, as it has sat for some time with the board, but has not been formally addressed with the membership in some time.

Rob

brain [Tue Nov 05, 2013 12:58 pm]

Re: What to do about the TPUG storage locker?

I'd ask that you decide what you would like to do before WoC.

Because:

Like others, I'd be happy to find hardware a good home and will be in town for WoC, but would need to understand the options so as to bring the appropriate transportation.

Trying to be as objective as possible, I think you've gotten the mileage you can get out of the storage locker and sales. I think you should bring the stuff to WoC, price it to move, unload it, and anything left, send home with members for free. Make a big splash about it in Lemon, Homestead, etc. and use it to boost attendance numbers. It's the tenth anniversary, so it fits together.

Obviously, I am sure you've got a similar idea, so the above is probably just a confirmation that such an idea has merit.

Jim

jeffob2009 [Tue Nov 05, 2013 2:53

pm]

Re: What to do about the TPUG storage locker?

Well, what does the current & relevant TPUG rules and/or bylaws say on this issue - the "gifts" to the club that is....if there are such club rules/bylaws..?

Does a person(s) that have been voted into a certain position(s) in the club decide on this issue?

Seagull [Tue Nov 05, 2013 6:48 pm]

Re: What to do about the TPUG storage locker?

Hey all,

Definitely something I've thought about for a bit, ever since I realized the store had been closed for some time, and had read a bit about the storage locker in the last news letter. I had hoped, at some point, to get out to a meeting, and discuss the possibility of offering some time to get the store back up and running, but sadly haven't gotten to a meet as of yet, mind you WOC is definitely a go!

I'm sure any extra cash flow, that the store did and could bring in, in sales, is always a help in covering the costs of things such as the WOC show, and (if there are any), fees for the monthly meeting spot, and who knows, possible future get togethers, events, and whatever else?

I'd be willing to offer up storage space in my basement (warm and dry), for items TPUG deems worth keeping and selling at some future date, and would, as well, be willing to work at getting the store up and running again.

Just throwing it out there

MikeS [Tue Nov 12, 2013 12:42 am]

Re: What to do about the TPUG storage locker?

Somebody had in fact 'stepped up' and the store was supposed to reopen in a limited way in May, but unfortunately for whatever reasons that hasn't happened. If Seagull and perhaps even

some others are willing to offer some free storage and even help to run the store I don't see why it can't remain open, at least for a while longer. In the meantime Leif has been selling the CDs on eBay, and Ernie has also sold the occasional CD and cable.

Why not see what we can sell at WoC and at the same time investigate the who/where and what to do about the store after that; there is still interest, but the longer it remains closed the

more people are inclined to just assume it no longer exists and forget about it.

Before we decide what to do with the contents and whether to just give most of it away it would be helpful to get a ballpark idea of just what the inventory is actually realistically worth.

Just my .05 worth...
mike

Gleanings from the net ... specifically, comments from torontocbm

Dan Gahlinger
<dghaling@gmail.com>

Magnetic Manipulations Inc (MMI) was a company that was, how can we say, fictional?

And yet, they produced some actual products as it were back in the 80s during the heydays of the Commodore 64 copy wars. Probably around the time Mr. Nibble became popular.

The first thing they ever came out with was a really cool and useful utility (at the time anyhow) called: Soft Sector Format (SSF). Soft Sector Format could reformat disks even if they had bad sectors or even whole bad tracks on them.

At the time disks were excessively expensive and if you had a disk with a bad sector it was unusable, and certainly couldn't afford to buy new ones, not then anyhow.

Along came SSF and bingo, problem solved. It would format the entire disk (except the bad sector), rewrite the BAM, and allocate the bad sector as used, so no other software would try.

And voila! a brand new disk for you to use! Minus the bad sector of course, or the bad track, whatever the case may be. I used this utility a LOT back in the day, and it was spread around BBSes, but I'm not sure how much use it got outside the people I

got it from and shared it with.

The second utility to come out was called "Super Disk Speed" or SDS for short.

SDS v1.0 was small and light and could be used with ANY other fast loader, never a compatibility issue, but it didn't do a whole lot to speed up load times. But it was something. Again shared on various BBSes at the time.

Then came SDS v2.0 which used all the code from SDS v1, swiped some code from Fast Hack'em, epyx, and some other places and offered a reasonable fast loader, compatible with most other loaders or software.

Finally SDS v3.0 came along, and used code from Vorpal, 21 second backup and some other ideas. SDS v3 was more experiment than actual useful programming. It was said it could load an entire disk of 40 tracks in something obscene like 15 (or 19) seconds.

Your 1541 literally sounded like an airplane taking off! Sadly it was NOT compatible with any other loaders or 99/9% of all software, in fact, I've heard it said that it only ever successfully loaded one program... once...

The only other thing to come out of MMI was a little utility (if you can call it that) called "Cruel Copier" (not

cruel cruncher though someone may have renamed it). If you EVER find a program called "cruel copier", whatever you do, do NOT run it!

It pretends to be copying your disk for you, however what it's really doing is rather mean. It will attempt to soft sector format BOTH the original and copy disks AND it also employed several routines from "Daisy" and disk cleaner utilities to do its utmost to destroy your disks, and your drive. a really really bad idea...

They released it more as a prank as near as I can tell.

These utilities would end up with me more to do with groups I was involved in, and BBSes, rather unique contacts you could say. I never really asked where people got stuff from, I didn't care, I was having fun!

I still have copies of all of the above from those days, copied off 1541s to 1581s and then transferred to PC. So if anyone wants to take a look, I'd be more than happy to email or post somewhere. Although if you actually try to use "cruel copier" don't come crying to me when your drive dies...

PS if anyone has a working copy of disk sector v4 I'd love to see it.

Dan.

The Toronto PET Users Group (TPUG) is pleased to announce the World of Commodore 2013! TPUG would like to invite everyone to join us for the 10th edition of the resurrected WoC. <http://www.worldofcommodore.ca/>

December 7th 2013, doors open 10AM.

Once again the event will be held at:

Admiral Inn

2161 North Sheridan Way

Mississauga, Ontario

Reservations: 1-905-403-9777

(Toll-Free): 1-888-236-4660

Website: <http://admiralinnmississauga.com/>

Highlights:

- Information about and displays of a variety of Commodore computers
 - * Demonstrations of new hardware and software projects using Commodore equipment
 - * Screenings of Commodore related videos
 - * Vendors selling the latest hardware and software available for Commodore computers as well as classic hardware, accessories, applications, games and much more
 - * The always popular freebie table! Please feel free to drop off any items you no longer want and help yourself to some goodies. You never know what you'll find!

The events get underway on Friday evening while our vendors set up and we welcome our guests from out of town. Everyone is welcome to attend.

After the formal show ends on Saturday the festivities continue with an informal evening of socializing, hacking, gaming and other things so please feel free to make a weekend of it.

- Vendor tables and demo slots are available. Please contact us through the website to make arrangements if you are interested.

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— Winter 2013 —

