TPUG News

Volume 1, Number 4

President's Report

VIC 20 Memory Expansion Project

The VIC 20 group has completed its hardware project. Under the capable hands and direction of **Frank Hutchings**, our hardware man, half a dozen of us (me included) made the 24K VIC memory expansion. We used the (corrected) directions published in *TPUG Magazine* issues 24 and 25. Frank also included a block switchable feature. Total cost: $35.00 per member. Many thanks to **RTC** for the cartridge game boards we adapted. It was quite an ear–opener for me to sit with the gents, and take part in a male version of a sewing bee. Thank you again, Frank, and the VIC 20 members.

Tax Programs

We have a (Canadian) tax program written by **Jim Butterfield** on a special release disk, as well as on the March Disk of the Month. It works on all machines, from the PET to the 16K expanded VIC through to the Amiga. If you haven't got it yet, I think it may be worthwhile, even for those outside of Ontario. I am sure the programmers would like to look at its 'innards'.

Wouldn't you know it, no sooner did we rush that program out, than another member, **Ronald Cameron** of Monkland, Ontario sent in his tax program. This one is only for the C64, but will do anyone's (Canadian) tax, with the exception of Quebec. It is going onto the C64 April release, I understand, so hold on, don't rush your taxes in yet, you guys out there!

Paul has looked at it, and is impressed, as it has windows and such! Sounds like a really professional job, and I understand Ronald is allowing it to be public domain! Thank you, Ronald!

TPUG is releasing both tax programs on a special **Tax Disk**. For the first time, we are releasing this to **all Commodore users**, for a nominal $5.00 plus $3.00 postage and handling fee. The office staff tells us this program disk is being well received. We have publicized this Tax Disk via the local papers, as well as our BBS, and at the local meetings. Of course, as usual, members may pick it up for $5.00 at their meeeting.

Office News

Many thanks to **Julie Stante** for her guidance and direction in the office over the past few months. Unfortunately for TPUG, Julie's workload for her other clients has increased to such an extent that she felt she was no longer giving TPUG as much time as it deserved, and she has handed in her resignation, effective February 28. We will miss you, Julie. Your other clients are very lucky to have you!

It looks like a smooth take–over of office responsibilites will occur. **Joy Bennett**, our acting office manager, has offered to take over many of the administrative duties that Julie was doing. **Stacey Hoult**, who had been doing much of the bookkeeping will take on further duties. I thank them both.

TPUG Articles for the Magazine

Karl Hildon points out that there are virtually no more articles on file for the TPUG insert. *Transactor* will pay the usual $40.00 per page for reviews and/or articles accepted for publication.

London Commodore Users Group

Grant Miles, the President of the London Commodore Users Group, has extended an invitation to attend his group's **conference** on Saturday May 9, so come one, come all.

Member's Correspondence

We have received a letter from Florida member **Gene Prevo**. He had been having a problem with Firebird Licensees, of New Jersey. It seems he had paid for a particular program reviewed in *TPUG Magazine*, but had not received it. After TPUG's intervention, the problem was solved to the satisfaction of both parties. Thank you for the letter, Gene, and the action, Firebird.

David R. Moffat from Pine City, Minnesota, also wrote to thank TPUG for the disk of adventure games (C)GG he had received, "and have been thoroughly enjoying, although I'm forced to confess that most of them have me quite stumped. The games on your disk are a true delight – all seem to be intelligently written, well presented, and (as far as I've been able to determine) completely tested. I've suffered through several other public domain disks (most of them included programs which didn't even run!), and I must say that yours leaves all others far behind."

Some News from the Board of Directors

1) **Keith Falkner** has resigned from his position as Director of TPUG, as C64 meeting co–ordinator, and as co–ordinator of meeting co–ordinators. He has generously offered to help with the May '89 Conference. We will miss him and his input at the board meetings, as well as at the C64 meetings.

2) **George Davis**, Director, and C64 librarian, is out of intensive care, recouperating from a heart attack. Get well George!

3) We have decided to test market **TPUG disks** in three authorized Commodore dealerships, one in north central Toronto, one in west Toronto, and the third in Hamilton. TPUG is willing to sell the disks to the dealer for $5.00 each, and he may retail them at a suggested list price of $7.95. We are supplying the test dealers with 10 disks each of the past 6 monthly disks. The dealer pays COD. Any unsold disks will be exchanged for a 'better seller' by TPUG. The dealers are also going to be getting the catalogue disks. Have to read the Board minutes to tell you how that is being arranged. Any suggestions from you people out there?

VIC 20 and PET Library News

I have read in some of your newsletters that members are looking for VIC 20 and PET programs. Please remember we do have a library of such.

Our supply of **VIC programs** is dwindling. The stuff we are getting now is really good – professional and sophisticated. If any of you out there are waiting for letters of thanks for the VIC programs I actively solicited last December, and have not gotten a reply other than your thank you disk, I will take the time and thank you as a group, now. Individual thank yous will be forthcoming.

Richard Best has resigned as VIC 20 librarian due to work pressures. I am sure the VIC people noticed the immediate increase in quality of VIC 20 releases subsequent to his assuming the librarianship. I will sorely miss Richard's presentations at the VIC meetings, as well as his patient explanations to my somewhat elementary questions.

Ernie Chorny is taking over the task of being VIC 20 librarian. He is ably assisted by his daughter Stephanie. Both have been long time members of TPUG, and their expertise and generosity are well appreciated. So, you people who have VIC 20 programs sitting out there collecting dust, send them in, attention either me or Ernie.Chorny.

As if **John Easton** had little enough to do, he has volunteered to be assistant PET librarian, as Michael Donegan has fallen in love with his Amiga, and that librarianship. I understand there is a new PET disk being released this month! Hurray for you, John!

Newsletters

We are getting many **newsletters**, and I cannot find the donors in the files. If any of you are in contact with any group that sends us their newsletter, please help me to thank these donors. Encourage them to jot in their membership number, so I can trace them, and send them their correspondence in return. And do ask them to send their newsletters to our current address: 5300 Yonge Street, Willowdale, Ontario, Canada, M2N 5R2.

Anne E. Gudz, TPUG President, 1986–1987

Teach Your Commodore To Teach

Ron Byers, Dartmouth, N.S.

While the wizards of Silicon Valley present us with megabuck delights such as MacIntoshes, super–clones, and Amigas, computer hardware found in most Canadian schools to–day will more likely include PETs, Apples and C64s. The state of the budget cannot realisticly be expected to keep up with the state of the art. Similiarly in the software department, while the frontiers of artificial intelligence, speech recognition, and computer assisted learning march forward toward some utopian promise, it may be some time before these developments effect a major impact on the daily instructional strategies of the majority of teachers now serving in our classrooms. In spite of our limitations, however, we can see progress in the application of computers in our schools.

Teaching has always involved options. The decision to use particular texts, demonstrations, lectures or media, must still be made although the teacher's "bag of tricks" may in many subject areas now also include computer software to facilitate learning of particular topics or segments of the curriculum, or at least make learning and teaching more interesting or effecient. Computer simulations, educational games which give parctise in problem solving, and applications programs such as spreadsheets, word processors, and data bases are all creeping into use for at least a small part of the course content or teaching strategy of many teachers.

The increasing quality and quantity of educational software available to teachers to–day should permit computer assisted learning to become a more significant part of the teaching process. Some areas of the curriculum will, however, probably remain beyond the realm of mass produced commercial software. I am thinking particularly of courses containing local content, specialized units, or courses outside the main core curriculum, as well as personalized units designed for a small target group of students. If CAL is to be used in such situations the task clearly becomes more difficult.

It is true that some teachers will have the time, know–how, and patience, to write programs to supplement their courses, although this is not (and should not be expected to be) the norm. Another perhaps more practical way to make some use of CAL in these situations is to use some type of authoring system which will free the teacher from the drudgery of programming and allow one to concentrate on the material to be presented to, practised by, and tested with the students. In some authoring systems (programs) the techniques of programmed instruction, both of the linear and branching types, may be utilized. Although the resulting product may not have the "pizzaz" of commercial software, an authoring program can bring the motivational value of CAL to areas of the curriculum which may otherwise be without computer support.

I must admit that I have found the number and variety of programs (for Commodore computers) designed for this purpose to be somewhat underwhelming. My limited study of PILOT, a language designed for this purpose, left me with the impression that except for the 'MATCH' command, (which I will come back to shortly) a simpler solution was possible, at least for my own needs. I set about the task of finding or designing a program which would allow me to present my own material in the way I wanted it to be presented.

A number of drill–and–practise type programs in which teacher–made material is put in the form of data statements or files were examined. These undoubtedly can have value for some types of material but the necessity (in most of these) of designing questions for which there is ONE and only ONE correct answer is extremely frustrating for both teacher and student. Something similar to the 'MATCH' command in PILOT is clearly a must. A subroute to check the student's response against a number of acceptable answers can do the trick in a program written in BASIC and this was the option I chose.

The program I wrote, and would like to share with other teachers, is called PI/CAL (Programmed Instruction /Computer Assisted Learning). There are actually two programs since one is used by the teacher to enter and sequence the desired material and the other is used by the student to read and respond. I will outline some of the features of the program and if you think it could be of use to you on your PET or C64 you may obtain a copy from TPUG in the usual way.

PI/CAL Features

- designed for 32K PET and C64
- allows presentation of text material
- allows use of fill-in-the-blanks, true/false, or multiple choice questions in any order. These may also be interspersed with text material
- questions or text material may be up to 255 characters long (about 6 and 1/4 lines)
- each question may have a help section which will be seen by the student who makes an error; another chance on the question is given if the help section is used
- the answer field may contain many possible correct or acceptable answers (up to 255 characters)
- the answer field for each question may also contain additional messages of help or encouragement
- correct answers are acknowledged and a score is accumulated
- a score is given at the end of the lesson and an opportunity is given to see the questions answered incorrectly and the acceptable responses for these
- students are addressed by name and their scores may be saved (disk version only).
- student scores may be read by the teacher only
- questions may be presented in random or sequential order
- each lesson is loaded from sequential files on disk or tape
- sound may be used to synchronize the computer presentation with filmstrips
- the teacher's program allows one to load, write, change, add, delete, insert, save, and print questions
- the C64 version allows colours to be changed

Other features of the programs are found and explained in the teachers' manual which is contained in a PaperClip file on the disk.

Depending upon the knowledge, artistry, and sensibility of the user, a typewriter or an artists' palette may produce a work of scholarship or art or an act of vandalism or propaganda; so too an authoring program such as PI/CAL may be a blessing or a curse. Since the lesson material and questions in PI/CAL are teacher–made, if they are not well designed then the program will be like a bad teacher. I am confident, however, that many teachers have the wisdom to use such a program to produce lessons, drill–and–practise, review, and quiz material, which can in a positive way supplement their courses.

I would be pleased to hear from teachers (by mail or via TimeLine electronic mail addressed to RON.A1440) if the program is used and you have questions, constructive criticism or suggestions for improvement. Certainly the addition of a subroute to call up graphic screens as part of the presentation would be an asset and may be added in a future revision of the program for the C64.

It Just Happened. . .

by Jim Butterfield

I'm often asked about two features of Commodore machines. The first is the non–standard code, Commodore ASCII. . . why did Commodore choose it? The second is the STOP key. . . why doesn't it work during user INPUT? Oddly enough, the answer to these two is related, and it's intertwined with the way personal computers grew in the early days.

Back in the renaissance days of 1975 and 1976, personal computers were mostly home brew. You'd buy a mess of chips and would spend long hours attaching them to a circuit board. Sometimes you'd design your own system, and sometimes you'd buy a kit. Even with a kit you'd customize your machine, often based on what was available and cheap in your neighborhood. Some hackers soldered their connections, others used an almost–forgotten construction technique called "wire wrap". Back in those early days, each computer was unique, reflecting the style, pocketbook, and constructional skills of its owner.

One of the biggest problems – technical, financial, and practical – was how to attach input/output to the computer. Keyboards could be found, although they were generally a collection of "uncoded" switches, so that the hobbyist had to figure out hardware and software methods to connect them. Output was more of a problem. . . video displays were not common, and the logic and circuitry needed to allow character display on a CRT was not standardized. Many of the early "klooge" displays had barely enough logic to display a range of 64 characters. This would allow upper case alphabetics, numbers, punctuation. . . but no lower case.

"Rich" users would find a way to obtain a teleprinter. Suitable scrounging might turn up a Teletype (tm) model 32 or 35, which used ASCII code. . . upper case only. These terminals were also used by business for "time–sharing", where a number of users submitted work to a central computer from their terminals. Again, these devices had no lower case, only capitals. . . and shaped our concept of the nature of a computer terminal

Now comes the first Commodore machine. . . the PET 2001, with its tiny keyboard and built–in cassette deck. The only alphabetic characters that seemed to be on these machines were upper case (capital letters). . . a carry over from teleprinter machines and early Basic concepts. The competing machines of that generation – the Apple II and the TRS–80 model 1 – had only upper case letters.

In fact, Commodore was ahead of its competition, in that it did have lower case in the first machine. These lower case characters were not visible, unless you knew to command POKE 59468,14, at which time many of the shifted graphics characters would change to lower case alphabetics. Thus, the heart graphic would change to lower case (NOT upper case) S.

Now: at that time, the character set used by Commodore was mostly true ASCII. An upper case A, for example, is code 65 – correct ASCII. This is still true of Commodore machine in graphics mode.

But users started to get into word processing, and it didn't seem natural to use the shift key to get lower case. You expect to press SHIFT for upper case. And in their next model, Commodore conceded the point by flipping upper case with lower – in text mode only, of course. As a consequence, compatibility with ASCII was greatly reduced.

Commodore were not engaged in some sneaky plot. . .

That's how we lost it, and that's why we need to translate characters when sending to a modem or to a non–Commodore printer. Commodore were more or less pushed into it during the evolution of their computers. Did they have any alternatives? Yes, but none of them seem good. They could have completely switched around the character set, graphics and all. . . and would have lost compatibility with early machines. They could have converted the graphics set so that in graphics mode, you would have only lower case alphabetics. . . that would look terrible on graphics screens. They could have ended up with the clumsy system on other computers whereby you cannot write a program unless you put the Shift Lock down.

The important point is this: Commodore were not engaged in some sneaky plot to invent their own character set. They just ended up being maneuvered into that position.

About the STOP key. Why doesn't it work during a user input? Again, it goes back to the teleprinter machines of early computers.

The pioneer microcomputers were often hooked up to a teleprinter or other serial device. ("Serial", here, means something like the RS–232 interface – NOT the Commodore serial bus). They were so constructed and programmed that they could do only one thing at a time. They could choose one of: (a) watch the keyboard line for incoming characters; (b) do other computing. They could not do both. When Microsoft(tm) Basic was written for these early computers, it was known that Basic must "freeze" and give up control the the system in order to get input. In other words, once you typed RUN on your teleprinter and pressed RETURN, your keyboard was dead until the computer decided to come back and look at it again. Basic would not look at the keyboard unless the program stopped or an input was required.

The STOP key was often on the computer itself, not on the keyboard. The program to check this key was implemented as part of Basic. As your Basic program was running, the interpreter would check the STOP key at frequent intervals and stop the program if the key were found pressed.

But when Basic executed an INPUT statement, it would suspend operation. The computer needed all the time available to watch the keyboard, and Basic execution would be "frozen" until the desired input had been received. Naturally, Basic wouldn't be checking the STOP key during this time.

In early days, only the Commodore computer left the keyboard "alive" while Basic was running. It did that with a clever system (still used) called "interrupt" which allows Basic and keyboard to run virtually at the same time. So – on Commodore machines only – it would have been possible to watch the STOP key, even during input.

But Commodore purchased their Basic, which had been written for the "standard" machines of that day. So Basic didn't know of this advanced feature. . . and the STOP key did not work during input.

Funny, isn't it? It's as if the early Commodore machines – with built–in lower case and interrupt keyboard servicing – were so far ahead of their time that they were hampered by these advanced features.

Maintaining Your Computer Equipment

Ian Wright, Toronto, Ont.

Are you a "novice" computer user? If so, then you should put this article aside for a few months – not that the topic is complicated, in fact it's simple, but I'm going to talk about fixing and maintaining computer equipment. Since any attempt to open and "mess around" with your new equipment will void the warranty, you really shouldn't – not yet anyway!

Those of you who are "experienced" with computers can use this kind of information right now. Experienced computer users are called by that name because they have "experienced" such things as the left shift key that doesn't work. . . the disk drive that won't read old diskettes. . . the printer ribbon that jams. . . the joystick that won't always fire to the right. . . and so on. Old timers are full of experience. Each of these experiences can be indicative of computer equipment that is in need of maintenance.

As your equipment gets older the mechanical parts can get tired, storage media can be corrupted, and dust and dirt can creep inside – diminishing its original performance. A few simple tools and a little time, and you can have your equipment like new again – without waiting two weeks and paying a $70.00 minimum bench charge for someone else to do the same job.

For most maintenance on computer equipment and peripherals you'll need a set of screwdrivers. I suggest an assortment of sizes in three different types: Phillips, slotted and, (in Canada), Robertson. Use the correct size of screwdriver for the screws on your equipment. Oversized screwdrivers will mash the screw heads and undersized ones will slip out uncontrollably and score your machine – or you.

Don't scrimp on the quality of your screwdrivers. Good quality tools will last you a lifetime if they're not abused; cheap tools will turn an easy job into a nightmare. Two kinds of pliers are necessary for computer work – needlenose pliers (for removing the small screws on the inside of your 1541 when they're loosened, for instance), and locking pliers (for a secure grip on a Phillips or slotted screwdriver when a screw is obstinate). Those big adjustable pliers have no place near delicate electronics equipment. Again, buy good quality tools as a long-term investment.

Other "tools" include cotton swabs, 111 tri-chloral-ethane (tape head cleaner), glass cleaner, an artist's paintbrush, a fine-tipped soldering iron and an ink eraser. Nothing highly specialized. Nothing exotic. But all these tools will help to clean and maintain your computer equipment and will save you both money and grief. Let's fix a few things.

1. A video screen can develop an immense charge of static electricity that can attract dust and dirt faster than a magnet attracts metal filings. If you wipe the charged screen and touch your computer this same charge can blow your computer chips (and give you a nasty jolt!). Pick up a disk while you carry this electric charge, and you can destroy whole sectors of precious information with no hope of retrieval. The remedy – keep a bottle of glass cleaner and tissues handy and clean the monitor screen often. If the hairs on your arm rise when put near the screen it's time to spray and clean again. You will not only clean the screen, but the moist spray will discharge that deadly electrical field before it does any damage.

2. Are you using an interface unit like a BusCard, G-WIZ or a 1650 Auto modem? An occasional cleaning of the unit's edge connectors will reduce errors to a minimum and the best tool for this job is the common ink eraser. *Lightly* rub the rough eraser over *both* surfaces of the connector. Many interface owners do not realize that there are actually two "edges" (one across the top and another across the bottom) and they are not interconnected so they must both be cleaned.

3. Run a vacuum cleaner over the keyboard, drive and monitor occasionally. A soft brush attachment will dislodge the hair and dust balls that have gathered between the shift and Commodore keys, for example, before they gum up the works. If you smoke and compute, this should be a weekly chore because smoke and ash leave carbon deposits – the worst kind of dirt for electronic equipment.

Open your computer once every few months and vacuum out the dust and debris that's covering the circuit boards and electronic parts on the insides, too. A fine soft paintbrush can help to "stir things up", but be gentle. You want to clean – not re-arrange those electronic parts. Your disk drives and printers will also benefit from this treatment. Clean works best.

4. Sticky or inoperative keys require maintenance – but also require you to open the case and void your warranty. If your machine is already more than a few months old – go for it. There are lots of tiny screws to remove after you've opened the computer and before you get to expose the keys from underneath the brown cover – don't lose them. I suggest putting them in an ash tray or saucer along with the screws from the main case. Once inside, you should see a whole series of round white plastic plungers with black centres – these rubber centres are conductive and the contact tips should be dark and rough, not shiny and serrated. The actual contact points, however, are on the circuit board (the brown cover) and both of these need to be clean for the keyboard to function properly.

Use the eraser – or use a swab dampened with tape-head cleaner (don't use other alcohols because they will leave unwanted mineral deposits) – to carefully clean the gold contacts on the circuit board. When that's done, use very fine sandpaper to gently buff the rubber contact tips on each plunger. You may have to un-solder a couple of wires to release the keyboard cover to get at all the keys. Just remember to solder them back!

5. How do you know if your drive is aligned properly? Don't wait until your precious disks cannot be read. A quick check once a month will let you know if your disk drive needs attention and will save you a lot of grief. Use the original Test/Demo disk that came with your drive unit. If you've written on it, scratched material from it, or damaged it, then get another one. Don't get a copy. You want a disk that has not been altered since it was mastered at the factory. Be sure to put a write protect over the notch in the side and put the original disk in the drive. Gently close the door and then validate the disk using the short program listed below – but watch the drive light carefully. If there's any flickering before the drive stops, your drive needs alignment.

```
10 open 1,8,15,"V0" :rem (use both
   "V0" and "V1" for dual drives)
20 input #1,e,e$,tr,se :rem get error message
30 print e;e$;tr;se
40 close 1
```

6. Don't scratch a file that lists in your directory with an asterisk or star beside it. Don't write to the disk; don't leave it; VALIDATE it immediately. The asterisk means that file was not closed properly and an unclosed file is a "poison" file because it will eventually scramble all the other files on that disk. As an extra precaution, you should copy (not backup) all those files to a brand new disk.

7. Regular maintenance will keep your disks tidy and reduce problems and it is a good idea to re-write data disks that have had a lot of save/scratch or save@ activities. The BAM (the directory track) has been written and re-written to many times over, and the tracks and sectors of any one file are probably scattered all over the disk surface. Again, don't

use the backup command, but use a COPY/ALL or UNICOPY–type of program that will re–allocate the files. Your disk access speed will be faster, and the chances of bad files will be less.

8. Use a power bar to turn on your computer and its peripherals. I know Commodore has written: "The computer should be turned on last. . .", but I've had Commodore computers that have powered up together in daily use since 1979 without problem. The Commodore statement above comes from their 1541 disk drive manual, yet the CBM Users Manual for 5 1/4" Drives states just the opposite! As far as I'm concerned, the most convincing argument comes from the electronics repair experts who say that the on/off switches are often the first items in need of replacement on modern microcomputers.

9. Don't write on your disks using different drives – stick with just one drive if possible. If you must use different drives (at work and at home, for instance) you should always re–write files from other drives onto your own disks using your own drive. This is especially true for those with new and "old" style drives, but it can apply to any mix–and–match situation. Any disk operation other than READ is dangerous if the other drive you're using is slightly out of alignment. You could overwrite existing sectors slightly and the error might not show up for some time. This disk maintenance system is as essential as keeping backup files for the multi–system user.

10. Don't lay your disks down with the labels uppermost. The Commodore single–head drives have the head on the bottom and read the *underside* of your disk. I cringe when disks are thrown carelessly aside, or piled in a heap without their covers. Use the disk sleeves provided. Accidents await the careless – but if you spill coffee, strawberry jam, or ashes over your precious data disk all is not lost. You can open the disk jacket by prying up the folds to expose the shiny brown disk. Don't touch anything but the edges of the disk medium. Next wash the disk and replace the soiled jacket with a new one and seal it with tape. If it's still readable, copy the files to another new disk immediately.

11. Do you have some spare parts for your printer? A large organization I deal with went into a frenzy when they discovered there were no printer ribbons available and there were jobs queued up and waiting. Similarly, you know that your daisywheel will lose the letter 'E' late on a Sunday afternoon when your report is due Monday at 9:00 am. Keep spare parts on hand. Another printer tip is to leave the right hand tractor loose on a tractor feed system. This will reduce paper crumpling immeasurably.

12. Using drive cleaners has yet to prove worthwhile. I know of many drives that have been working daily for five or even more years without ever needing to have the heads cleaned. The very abrasive pads that come with some cleaning kits should not be necessary at any time. If you really must clean the drive head(s) rub them with a swab dipped in tape–head cleaner. Grinding off the heads to make them clean is not a smooth idea.

13. A joystick that won't fire, or won't move in a particular direction can be fixed by opening the case and checking the five contact arms inside. Cleaning, or slight bending, of the spring–metal arms can quickly put a "broken" joystick back in operation and you can go back to saving the universe.

Maintaining computer equipment is much easier than maintaining the family car – as long as you are aware of the special needs of electrical equipment. Many of the tips I have listed came from people asking questions at club meetings, or from my eavesdropping on the answers to other people's questions on electronic bulletin boards. If you have any tips or tricks you would like to pass on to other computer users, please write to me c/o this magazine.

VIC 20 Disks

(v)t–p, december 1985

t'bird–joy.v5k	one of the best breakout– style games. features joystick and 5 satellites. fast–paced & challenging.
apple boot.v5k	use your joystick to mine for
apple pick'n	apples but watch out for the creatures. music plays throughout.
fugue.v	polyphonic music from the vic takes a bit of time to set up arrays.
planets.ins	originally on (v)t–c, this version places pluto in its proper position.
geom plot.v	an interesting graphing program that uses 'medium–res' and sound to plot geometric equations.
breakout.v5k	a slower version that should be good for young players or as a base for your own game.
roll dice.v	'rolls' a pair of dice & calculates statistics based on the outcome.
b–b–bounce.v5k	originally a teaching exercise, this commented demo includes all the code needed to create an animated game.
metrivert.v	makes conversions from metric to imperial and back. converts weights, measures––even temperature. menu driven.
paperboy.v	this mini data base will keep track of your paper route customers.
chequebook.v	same as 'paperboy' but keeps track of cheques & deposits
logger.v8k	a very good donkey kong type
log	game. slower action is just right for youngsters. many levels and lots of lives.
grungy twrs.v12k	for fans of the board game 'clue'. discover the murderer by interviewing the characters. one of them is lying.
budgeting.v12k	a powerful menu–driven financial database. works with tape or disk.
graphic.v8k	courtesy of 'qcug'. adds hi–res graphics commands. new commands are contained in picture files––
canada flag	graphic picture file
plotter	" " "
gr. amer. hero	" " "

(v)t–q, january 1986

oblit ins.v5k	a cross between centipede
oblit ins.cass	and space invaders. elimin–
obliteration	the aliens before they eliminate you.
timer/add.v	hone your arithmetic skills by answering as many questions as you can in only one minute.
starbase ins.v5k	protect your starbase from
starbase main	flying asteroids by launching your missiles.
5k reset.v5k	reset an unexpanded vic after running a program with custom characters.
cannibal.v	this simulation pits the cannibals against the explorers. if the cannibals eat all the explorers, the game is over!
chimes.v	let the vic be your daily reminder. set up to 9 alarms with message. also chimes and displays the time.
dumb prg.v	a not–so–dumb demo of the chr$(function. look inside to see some nice programming tips.
write+.v	this simple aid for the handicapped turns vic and joystick into a communication tool. create sentences by selectingwords & letters from a menu.
write+.seq	instructions to write+.
berzerk.v5k	use your joystick to destroy the nine varieties of robot. but don't touch the walls!
8k off.v12k	hide an 8k expander to run 5k–type programs. . .
8k on.v12k	or restore the expander.
men–flex.v12k	test your ability to decipher common phrases from their first letters. answers are not given––it's a test.
–– disk drive required ––	
dbms.v	this simple file manager holds up to 9 lines per record. uses one–letter commands. works with tape only.
fast format.v5k	formats a disk in less than one minute.
view bam.v5k	prints a graphic representation of a disk surface. shows which sectors are occupied and which are free.

(v)t–r, february 1986

rescue boot.v	
rescue main.v5k	your mission in this game is to rescue the men trapped on ledges in a cave. watch out for the flying dragons. time is limited.
pause.v	this utility is an m/l routine that turns the left shift keys into pause keys.
brain teasers.v	test your problem solving abilities with these iq–style questions.
place value.v	this is a lesson in the decimal numbering system. you must identify the place values of 3– or 4–digit numbers.
comic file.v	a handy little file manager to keep track of your comic book collection. menu–driven. works with tape
2–digit mult.v	these math quizzes will help you
2–digit div.v	develop your math skills. each problem is written on the screen as it would appear on paper. help is provided when needed.
easter.v	calculates the date of easter sunday for any year.
ufo–1.vsx	these demos illustrate animation
ufo–2.vsx	techniques using perspective. the ufo's fly from a distant corner of the screen up to the front.
pie chart.vsx+8	this interesting tutorial demonstrates fractions using pie charts. a superexpander, an 8k expander and a 'mother board'are required.
football.v12k	this nicely written game pits you against the vic. although the screen is sparse the flavour of the game is accurate.
file mast 2.v12k	this disk–based data base has been 'scrunched' to take up less memory. therefore more records can be kept on file with only 8k expansion.

(v)–aa, march 1986

bingo caller.v	add bingo cards, markers and a few prizes and you have a complete bingo game. the vic selects and posts numbers.
sheriff.v5k	a hi–res animated character. press the space bar to see the fastest gun in the west.
algebra.v5k	a math drill that has you solve for 2 variables.
pixel map.v	displays bit patterns for any memory locations.
latin bowl 2.v	play 'reach for the top' with two teams. the program will act as the timer and score–keeper. you supply the questions. uses paddles.
super fight.v5k	more animated action as our superhero takes on the scaley creature.
dyslexia.v5k	this interesting demo manipulates the characters for an unusual effect.
synthi–20.v	turn your vic into an instrument with five different voices. keyboard has a real piano layout.
ph titration.v	
cl titration.v	calculates and graphs titration of cl or ph. graph changes colour when base = acid.
kaleidoscope.vsx	a sound and light show that runs with a superexpander.
canada map.vsx	
bombardier.vsx	for canucks and geography buffs, a map of the 'great white north'. tpug's office flashes. this depth–charge game has appeared before but this one runs with a super expander.
butter tarts.v12k	put your vic to work in the kitchen when you try this award–winning recipe.
constrictor.v12k	hides an 8k or 16k expander.
–– requires disk drive ––	
finances.v12k	this menu–driven program will perform a large variety of financial calculations including future values, amortization etc.
squeezer.v12k	this utility will compact a vic basic program to make it fit into as little space as possible.
backup 2.v12k	the definitive disk copy utility copies by track and sector. can copy up to 87 blocks in one pass with 24k of expansion.
tiny dir print.v	reads the disk directory and prints a tiny directory that will fit on a disk envelope.

(v)–ab: fat–40 tape

vic fat–40 boot	this special issue tape will
vic fat–40	turn the vic into a 40 column
vic fat–load	'pet' emulator. not compatible
vic fat fourty	with m/l programs.
vic fat–40 demo	

(v)ac: infer–structure (c) 1985 by adam herst

infstr	this is a multi–function database written in basic. it runs on a vic or a c64 with a disk drive.
infusr	this is the database users guide. it is ready to print on any 80 column, 66 lines/page printer.
infbot	this is the boot module for infstr. it will also print the users guide to screen or printer.
inftpg	this is the tpug magazine index for jun/85–dec/85 it is in seq file format and must be translated into rel file format. see infusr for translation instructions.

(v)–ad, april 1986

brain bender1.v	these are silly demos that will
brain bender2.v	cause the vic to do weird things.
brain bender3.v	you've been warned.
semestercalc.v	convert those tests, labs and assignments into a term mark in a minimum of steps.
statistics.v	compile statistics for grouped or ungrouped data. any number of items can be entered for analysis
binary fracts.v	input a single decimal fraction for conversion or add fractions to create a complex binary fraction.
rs232 sound.v	this interesting demo shows how the rs232 port can be used to create sound tracks that are independent of the main program.
screen print.v	this little program let's you write things on the screen and send them to the printer.
vic scrn copy.v	a screen 'dump' utility which can be added to a program as a subroutine. prints text only.
bay street.v12k	play the stock market with the vic and five friends. this dynamic simulation lets you buy and sell with all the excitment and none of the risk.
500 file.v12k	a friendly little file manager that will keep track of up to 500 items. enter, delete, edit, sort, print and save on tape. menu– driven.
–– disk drive required –––	
pix loader.vsx	a menu–driven graphics presentation that shows the potential of a superexpander. menu loads and displays eight hi–res pictures.
–– picture files ––	
no–ghost/+	note: each picture has two files
amer. flag/+	
sr–71/+	
arrow/+	
can. flag/+	
magnum/+	
wolf ii/+	
stone/+	
dir	a disk directory program

(v)–ae: pods (c) 1985 by adam herst

pods.bas	a v2 basic program that calculates descriptive statistics and generates the appropriate output to the printer.
pods.bas.cr	same as above crunched to 255 characters/line. speeds it up but is not modifiable.
podsdoc.txt	documentation for above. includes tutorial example.

list–me (v)–af: september 1986

this disk contains all of the programs that were submitted to the tpug 10–liner programming contest held in 1984. the programs are truly remarkable in their variety and ingenuity, and in some cases they rival programs many times their size.

kaleido–jr.v	a kaleidoscope that will provide hours of sound and colours.
slo–boomerang.v	a demo in which the little man knocks apples out of the tree.
guess a number.v	a game/demo that shows the power of a binary scheme.
intro tpug lib.v	a simple banner screen.
musaic.v	another kaleidoscope.
planet rover.v	drive your dune buggy over the planet surface avoiding pot holes and missiles.
multiplication.v	set the difficulty and number of questions. starts with a logo.
joywrite.v	use your joystick to create patterns on the screen.
electrotype.v	this nifty little text editor will let you edit a full page of text and send it to a printer.
milage calc.	calculate mileage or 'kilage' for one or more tanks of gas.
pattern match.v	when the second pattern appears, you have only a few seconds to find it within the first.
mini monitor.v	peeks and pokes any memory location
loan calc.v	a nice mortgage calculator.
morse trainer.v	plays and displays morse code.
dialer.l	these four programs form a
terminal.l	skeleton auto–dial terminal
terminal10.v	system. contain many insights
dialer.v	into communications programming
big letters.v	prints whatever letter you type.
skiing.v	downhill skiing complete with custom characters.
invaders10.v	a 'space invaders' style game. uses the keyboard.
superbase10.v	protect your base by firing missiles. uses the number keys.
lander10.v	land your ship by controlling the throttle.
wumpus.v	'hunt the wumpus' in the castle. there are 20 rooms te search.
piano 10.v	a menu–driven music maker that let's you record, play, and save on tape. uses the number keys.
sadler#disasm.v	despite occupying 10 blocks, this disassembler is a 10–liner.
mcode2data.v	convert resident machine code to
mcode2data fi.v	basic data statements.
limericks.v	the height of silliness. the vic randomly picks phrases to create ridiculous limericks over and over.
wild letters.v	fills the screen with letters and characters.

list–me (v)g–3 reissued october, 1986

pack man.v5k	everyone's favourite maze game. eat all the pellets before the ghosts catch you. you can capture the ghosts after eating a power pill. uses keyboard.
telemazeman.v5k	use keys or joystick to move your man through the maze. eat all the dots without getting eaten by the monster.
rocks.v5k	use the number keys to move your ship through the asteroid belt and safely home.
space drive.v5k	your mission is to guide your ship through the maze and dock it safely in the starbase.
copycat.v5k	improve your memory by copying the patterns on the screen.
fireball.v5k	your spaceport is under attack on all sides. move

	your shield to deflect the fireballs.
rainwalker.v5k	help the little man avoid the deadly rain as long as you can. uses the keyboard.
grid escape.v5k	navigate from the top of the screen to home base avoiding the growing maze. don't get trapped!
brickout.v	just like 'breakout' but played vertically. multiple speeds. good for youngsters.
baby.v	your job as baby sitter has taken a turn for the worse. this demanding child just might drive you crazy. instructions included
astrofield.v	use keyboard or joystick to guide your ship through the asteroids to complete your mission.
21 w/dice.v	play against the vic. when your total is close to 21, press 's' to let the vic take its turn.
crazy boot.v5k	guide the man up the skyscraper while avoiding falling objects and open windows. don't fall.
crazy scaler.v	main program.
dog fight.vsx	use your lazer to shoot down enemy fighters. aim with a joystick keeping the enemy on the horizon.
bird-man.vsx	move the birdman through the maze eating worms and avoiding the monsters. uses joystick.
flag guess.vsx	tests your knowledge of national flags. you'll have to look up the answers.
light racer.vsx	try to beat the vic by forcing its light cycle into a wall or a vapour trail. uses joystick.
ladders loader.v	move your man up and down and through the building picking up boxes to gain points. watch out for the rolling barrels.
ladders.v12k	load main program separately.
escape.v12k	an adventure game in which you must find your way out of a dungeon. lots of targets and traps. contains instructions.
lemonade.v12k	the lemonade business can be ruthless. you must manage your budget, set prices and compensate for weather changes.

list-me (v)-ag issued october, 1986

tpug story.v	translated from an old 64 program, this 'fairy tale' pays tribute to basic key words and tpug personalities past and present.
moonlander.vsx	appears to use the function keys to enable you to land your spaceship on the space platform. demonstrates many of the super- expander's special commands.
h r mem map.v	use this memory dump program to examine memory locations. prints decimal values in columns. requires a printer.
vowel drill.v	youngsters will get needed practice in long and short vowel sounds. presents exercises randomly or by vowel.
long division.v	more math practice with a realistic on-screen display. asks for player's grade level and gives correct answers when needed.
drink & drive.v	is it really 'ok' to drive after an evening's imbibing? this program will help you determine your blood alcohol level and personal capacity.
alpha order.v	those learning to alphabetize can get some help. input your list of words to the vic and it will tell you if you've done it correctly.
spacepro.v	an interesting space combat game. your status is displayed on lines that change in length. uses the number keys to control thrust, shields, etc.
drawpen.vsx	use your light pen with your superexpander. use the function keys to change colours.
kurtosis.v	if you recognize any of these
skewness.v12k	terms then you know that this
grouped.c	group of programs is an advanced
single item.v	statistical package.the programs
student t.pre.v	originally came from an american
predicted y.v	college/university where they
anova/regress.v	were used routinely by a member-
coord-@:pt.v	professor. most of the programs
linear inter.v	require that you add your data
curv inter.v	in the form of data statements.
ci for pred y.v	instructions on how to do this
perms&combs.v	are contained in the programs.
mann whitney u.v	disk users may want to try
mult.lin.regr.v	'stats menu' below to load the
stud't t test.v	programs.
-- disk drive required --	
supply task.inst	this is a parts inventory data
supply task.v12k	manager that will keep track of a very large inventory file. data is stored in relative files. be sure to copy the program to a new disk before running it; it will set up a large file that may not fit on this disk.
record key	(used by 'supply task'.)
dos 3.0 boot.v	this versatile disk wedge adds
dos 3.0 3k	basic 4-style commands to the vic. the boot program will automatically load and run the correct version. you then have'dload', 'dsave', 'mload', '$' and '>' to load and save a file, load an m/l file, read the directory and send a disk command. occupies less than 1 k.
dos 3.0 8k	
dos 3.0 16k	
stats menu.v	menu program to load the statistics programs above.

TPUG MEETING SCHEDULE

April 1987 to June 1987

All meetings begin at 7:30 pm sharp, unless otherwise specified. Capitalized dates indicate that the meeting does not fall on its normal day of the month.

VIC 20 Chapter: TPUG Headquarters, 5300 Yonge St. (entrance at rear of building) on the second Tuesday of the month unless otherwise specified.
1987: Apr 14, May 12, June 9

Commodore 128 Chapter: York Public Library, 1745 Eglinton Ave. W. (just east of Dufferin) in the auditorium on the first Tuesday of the month unless otherwise specified.
1987: Apr 7, May 5, June 2

COMAL Chapter: TPUG Headquarters, 5300 Yonge St. (entrance at rear of building) on the fourth Tuesday of the month unless otherwise specified.
1987: Apr 28, May 26, June 23

Amiga/Westside Chapter (combined meeting): Clarkson Secondary School, Bromsgrove, just east of Winston Churchill Blvd., Mississauga; in the Little Theatre on the third Thursday of the month, unless otherwise specified.
1987: Apr 16, May 21, June 18

Brampton Chapter: Brampton Public Library, Four Corners Branch, 65 Queen St., on the second Thursday of the month, unless otherwise specified.
1987: Apr 9, May 14, June 11

68000 Chapter (formerly SuperPET): Curtis Lecture Hall C, York University Campus (on the north side of the ROSS Building), on the third Wednesday of the month unless otherwise specified.
1987: APR 8

Commodore 64 Chapter: Auditorium, York Mills Collegiate Institute (on the north side of York Mills Rd. between Bayview and Leslie), on the last Monday of the month unless otherwise specified.
1987: Apr 27, May 25, Jun 29

Eastside Chapter: Dunbarton High School (go north on Whites Rd. from the traffic lights at Highway 2 and Whites Rd. to next traffic lights; turn left to parking lots), on the second Monday of the month unless otherwise specified.
1987: Apr 13, May 11, JUNE 1

TPUG and Quantum Link

TPUG will shortly become a SIG on Quantum Link.

Quantum Link is an online database exclusive to Commodore 64 and 128 users. It features 8 areas in which the user can find many interesting and fun things to do.

For instance, in the "People Connection", a user can enter a room and talk live to up to 22 other users in that room. In the Commodore "Software Showcase", there are thousands of programs available for download. The TPUG SIG will provide a good section of the TPUG Library for downloading right from Quantum Link.

More news on this development in the next issue.

TPUG CONTACTS

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Membership Info:

Regular Member (attends meetings)	$35.00 Cdn.
Student (full-time, attends meetings)	$25.00 Cdn.
Associate (Canada)	$25.00 Cdn.
Associate (U.S.)	$25.00 U.S.
Associate (Overseas - sea mail)	$35.00 U.S.
Associate (Overseas - air mail)	$45.00 U.S.

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24 hours per day
7 days per week
The password is. . .

SUNNY

Games Mother Never Taught You
A Rebuttal

By Peter R. Werner
Executive Director,
Youth and Student Services
RID–USA

The following article is one which I had submitted and was printed in the editorial column of the Evening Star Newspaper of Monmouth County New Jersey. The article was written in rebuttal to an earlier article on kids and computers by Mrs. Anne Wilson.

The author of this article, at the time of publication, served as Executive Director for the youth and student services division of REMOVE INTOXICATED DRIVERS, a national anti–drunk driving organization.

Recently, I had the somewhat dubious pleasure of reading an article on kids and computers. The author, obviously slighted by her son's fascination with computers and computer video games, wrote of her discontent of what she referred to as 'seemingly mindless and moronic hypnosis' resulting from a rather expensive and addicting habit.

I work with kids. All ages, all colors and all shapes. From third graders to college students and beyond. I also own a computer. I am also 19 and a recovering alcoholic.

It never ceases to amaze me what technology can bring about. A computer that filled a room ten years ago now fits comfortably on a desktop. Businessmen use computers to chart progress. Newspapers use computers to write articles, department stores use them to further add to the American dream of credit dependency, politicians use them to poll. America has become hooked on the home computer. What was it that we were complaining about ten years ago. Can anyone remember? I do – drugs, sex, and rock and roll. Parents were cursing it and kids were yelling it. My how the times have changed, or have they?

Addiction is a funny word. In just about every sense, however, the word is connected to something frightfully destructive. Usually drugs. Addiction is listed in the dictionary as: THE CONDITION OF DEVOTING OR GIVING (ONESELF) HABITUALLY OR COMPULSIVELY. When we associate that definition with drugs, we think of the poor soul, no money, no job, no family and a needle in his arm. That's what America thinks of addiction. Like it or not, that's it, in a nutshell.

It is with that in mind that I must step back and consider the point of a kid being addicted to a computer. Or, of a kid being addicted to a video game. I hear repetitious and overplayed statements of how kids get hooked on technology.

I hear parents ridiculing other parents for making the purchase of a home computer for their child, by saying that they are taking the video game out of the arcade and into the living room. It scares me to think just how mindless and idiotic some people can be.

Believe me, I'm not saying that video games are the answer to solve the problems facing the youth of America. Such a statement would be ill conceived at very best. However, consider the possible alternative. In America now, we are faced with a drug addiction ratio in our schools of close to 17%. In other words, 17% of American kids ages 13–18 have not only tried, but have developed an addiction to drugs. We lose upwards of 10,000 teenagers per year to that one insidious killer. 25,000 people will die in one year on American highways due to drunk driving and 50% of those deaths will be caused by a teenage drinker. The drug related suicide rate in the U.S. has increased over 500% in the last 10 years and drugs are presently the #1 killer of American teenagers. With those numbers and those grim statistics, what in hell are we saying when we claim our children are addicted to video games?

In case no one took time to notice, there is more to the home computer than video games. There is, I venture to say, the present and future of American, and worldwide, industry. There is the future of technology. It is within our grasp. Why do we lash out at it? Is it fear of the unknown? Is it fear of that which we cannot, or think we can not master? Maybe, maybe not.

I will say this, if Pac Man is the only addiction your child suffers from, or a home computer is what is taking the time of your child, count yourself among the lucky. Pac Man could be crack, and the computer a bong with which to smoke it. Be happy your child isn't killing to support his addiction. Count your blessings, I'm sure there are thousands upon thousands out there wishing they had your problems. If computers are, in fact, games mother never taught us, Mrs. Wilson, maybe mother should take a second look at what we have learned. It's not a pretty picture. Just food for thought.