

TPUG Newsletter

Views and News of Toronto Pet Users Group, Inc.

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November/December 1988

TPUG's operations - an overview and update

A Message From J. Allan Farquharson,
Interim President of TPUG

TPUG is alive and kicking despite all rumours to the contrary. We have survived a serious crisis but are getting operations back to normal. A regular newsletter is being sent to our members. Our office continues to process orders for disks. Our bulletin board continues to serve the members. The various interest groups continue to flourish and expand. TPUG still is the focal point for the thousands of people who enjoy life with PET's, VIC's, 64's, 128's, AMIGA's and whatever else comes from Commodore.

.... page 2 >

Report on TPUG Activities on QuantumLink

The new TPUG SIG staff on QuantumLink is currently in the process of reintroducing the TPUG and its support area to the Q-Link community, after a long period of stagnation on that network. Much has been accomplished during the last month, both in terms of personnel selection and reorganization. The senior SysOp, Robert Stoerle, began work at the beginning of July. Also selected at this time were two uploaders, Francois Ducasse, who will concentrate on expanding the French language library; and Mark Hulme, who will concentrate on the educational library. The junior SysOp, Bruce Vrieling, was selected at a later time. Helping him will be his twin brother, Eric.

Much of the past month was spent assigning particular responsibilities to the staff members. Robert Stoerle will be overseeing the software libraries, uploading programs to the 64 and 128 libraries, as well as any other libraries that need to be updated. In addition, he will be responsible for making live the programs uploaded by himself and the other uploaders, which involves testing the programs, completing file descriptions, and submitting appropriate text to Q-Link to make files live.

Several means of publicizing the SIG have been devised. The public message board is continually being "seeded" with messages to encourage positive interaction among members. In addition, the SIG is advertised in other areas of the system. Monthly conferences will once again be regularly scheduled, including an exclusive World of Commodore conference on October 26. A World of Commodore

Note :

office hours for phone contact
are noon to 5 pm, weekdays

Membership Information

Regular (attends meetings) \$35
Student (as above)..... \$25
Associate (Canada) \$25
Associate (U.S) \$25 U.S
Associate(overseas air) \$45 US

Acting Board of Directors 1988

Al Farquharsonpresident
Richard Bradley .vice-president
Dr. Wilf Meissner treasurer
John Eastonsecretary
Ian McIntosh publicity
Steve Punterresident expert
Bill Cumberland.resident cynic
Ken Poulton .token sex-symbol

Telecommunications Contacts

Quantumlink TPUGPRES
.....TPUGMAIL
.....TPUGOFFICE
TPUG BBSOFFICE
TPUG Newsletter
John Easton (416) 251-1511

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message board is also in the process of being installed in our SIG, and it will be the only WofC message board on the system.

We have realized the importance of advertising in People Connection and have thus begun to make plans for a forthcoming TPUG Room, the name of which is still to be decided. Bruce Vrieling will take responsibility for the running, staffing, and publicity of this room.

We also have regular, weekly appearances in the CIN BYTE BAR room, a "tech talk" room where Sys-Ops of various SIGs interact with members. Our appearances in that room are billed as "TPUG Night," and we have received positive reactions to this point. Because we are empowered to give away two free hours of online time to members at each appearance, members are encouraged to stay and learn more about the TPUG.

Charles Lavin is in direct communication with Paul Gernhardt, the producer of the Commodore Information Network, which is the department in which our SIG is found. To this date the following improvements have been made to the SIG by Q-Link:

1. *A private message board has been added to facilitate communication among our staff members.*

2. *All text files mentioning the former SysOps have been removed. We feel that this is beneficial, as it helps to prevent confusion as to who is now running the SIG.*

3. *The first samples of new files, submitted by Robert Stoerle have been made live in the C64 software library.*

4. *The private staff area has been reorganized to include the new menus of Charles Lavin's design, which will eventually go live as the new SIG.*

Paul Gernhardt has asserted that he will now have more time to devote to the reorganization of our SIG, and the new menus should soon go live. Another uploader was taken on last night; Jay Levitt will be uploading the telecommunications and utilities disks. As an employee of Perspective Software, which produces the CNET BBS, Jay has the potential to bring new traffic into our area on Q-Link.

Robert A. Stoerle
August 9, 1988



President's message continued from page 1

I owe you an accounting of events since last July. The past few months have been hectic. At the Board meeting of July 19th, 1988, Anne Gudz and Carl Epstein (who acted as our Executive Committee) resigned as President and Vice-President, effective July 31st. They recommended that the club be terminated. They and Terri Williams, accountant, stated that Directors attempting to sustain the club might become liable for "unspecified" debts. When asked for a statement of the club's financial status as of June 31st, neither the Executive Committee nor the accountant could furnish accurate records. Carl announced that he and Anne had deposited the bulk of the remaining club monies in two term deposits "to protect the members". It should be noted that this major action was taken without discussion with the Board of Directors, and indeed, without their knowledge! It was also stated that, after payroll, there would be a small amount of money in current accounts plus any revenue from sales or memberships to sustain the club in the weeks ahead. It was also noted that for unexplained reasons, \$2000.00 from the shrunken current accounts had been locked into the club postage meter!

Following the July 19th meeting, Anne and Carl ceased to concern themselves with club administration. The remaining Directors, given less than a month's notice of these resignations, were determined that TPUG would continue and were prepared to devote the time needed to get the situation stabilized. My fellow Directors, Wilf Meissner, John Easton, and Richard Bradley, asked me to serve as interim President and I accepted. Ian McIntosh, Steve Punter, Ken Poulton and Bill Cumberland agreed to serve as interim Directors despite the threat of personal liability. Sylvia Gallus agreed to serve the vital role of "TPUG OFFICE".

It was indeed a bad situation. Since the lease on the TPUG Yonge Street office space terminated on July 31st, it was necessary to move promptly the contents of the office to safe temporary facilities. Richard Bradley and I listed and marked all the contents of the office. No inventory of equipment and goods could be found. During the final days of July, the Directors, joined by Sylvia Gallus and Robert Eveleigh, rolled up their sleeves and cleared the old office of its contents.

The Telephone Company strike caused considerable delay in re-establishing telephone contact with members. Messages were put on various bulletin boards to assure members that, despite posted comments from certain individuals on some of the National networks about the "final nail in the coffin", TPUG is NOT dead!

The financial position of TPUG deteriorated severely during the past year but we believe it can be restored to a solid financial base. Overhead and operating expenses have been cut to the bone. We will strive to accumulate sufficient working capital to ensure a viable operation. The past financial records are being examined in detail to determine what caused the crisis. For example there must be some explanation for the cost of blank disks dropping only 2% between the June 30 1987 and June 30 1988 audits while the revenue from disk sales dropped 24% - a loss of more than \$20,000.00 for this single activity.

We believe TPUG can survive providing we never again allow the existence of an "Executive Committee" that operates in isolation from the Board of Directors. We are determined that, in future, all management decisions will be made only with the full awareness and majority approval of the entire Board of Directors. In our efforts to restore TPUG to a healthy status, we have nominated a slate of new Directors who are dedicated to the restoration of the TPUG we once all knew and were proud of.

Please bear with us folks, we are still discovering and processing memberships and disk orders as they are unearthed from the aftermath of the 'great move'. Sylvia has worked endless hours to unravel the mysteries of undocumented procedures and systems with absolutely no help from the previous 'management'. The good news is that through the whole process of re-building we have re-awakened a sense of dedication in key members who have pitched in as true volunteers to once again point this club to a goal of serving our members in all aspects of the World of Commodore. Which is our cue to remind you all to drop in to our booth at the World of Commodore, December 1 thru 4 to renew acquaintances.

J. Allan Farquharson
Nov. 14th 1988

Q-Link TPUG Conference Transcript – August 31, 1988 10:00 PM EDT

Featuring Paul Hughes, Computer graphics expert

Welcome to the August TPUG on line conference!

Our special guest tonight is Paul Hughes, well known on Q-Link as SYSOP PH. A computer graphics artist whose work has been published in several magazines and widely acclaimed, Paul is in charge of the Graphics Support Group here on Q-Link. Paul will be glad to answer whatever questions about graphics and the Graphics Group that you may have. Let's start off with an opinion question that I think may be on several peoples' minds...

Q: Which hi-res drawing program do you recommend these days, and why?

PH: Well, I consider GEOPAINT 2.0 to be the best High Resolution Full Page Graphics Program.

Q: Without resorting to GEOS?

PH: Okay without GEOS. Advanced Art Studio Hires version. Much better than Doodle was. I am looking forward to RUNPAINT from the RUNWORKS disk from RUN. It's hires and multicolor and runs under 64 or 128, 40 column mode. Supports Doodle and Koala files and in 128 mode has 640 x 800 hires and 320 x 800 multicolor virtual page area. :)

Some limitation in multicolor mode such as a bitmap dump, not a shaded or color dump. Also, fonts and patterns are made for hires and not altered for multi-color. Such weird, unexpected results may occur. :(

J Hastings has three incredible AMIGA-like C64 pics for the RUNPAINT disk and ads. RUNPAINT and GEOS POWER PAK should be shipping this week.

Q: Are lightpens any good for serious graphics work?

PH: Yes in certain situations. I wrote an article for INFO on using Lightpens with Flexidraw 5.5 as well as other input devices. I really like control and feel of a 1351 true mouse if the program supports it. Most multicolor programs that support lightpens are 1) poor resolution for the pen. 2) the pens usually are very cheaply made. Only Flexidraw 5.5 and the 2 button lightpen from In-

kwell are made for each other. Onscreen dynamic menus etc. Free hand draw etc. Most lightpens are jittery, as is the Koala pad. And static or a cramped arm from hanging arm in air are things to think about.

Q: What is your personal opinion on the Animation Station?

PH: Well, the software which is a pad version only of Blazing Paddles is poor and cumbersome to use. The pad itself is quite good. More sensitive than Koala, which is no longer made for C= machines. The pad is somewhat Koala compatible. But we have 1351 drivers on Q for Koalainter, so a pad is no longer needed. :) The 1351 is quite smooth, fast and responsive. Flexidraw is quite fast and accurate, but the onscreen menu on right side of screen will not allow working on a full screen. The built-in font, patterns edit, as well as the scaling features in AAS are very nice. Well, it supports 1351 in joystick/trackball mode. A friend tried to make the 1351 driver for AAS but found the program was too slow to keep up with the mouse. :) Bad coding I guess in AAS.

Q: The top menu on AAS won't let you work on a full screen, either. I have to get a GOOD drawing and a GOOD paint program for work, and I really need some insight.

PH: Are you doing 320 x 200 high resolution? as compared to multicolor?

Q: I'd need both -- hires and multicolor.

PH: Flexidraw with pen cannot be beat for speed and ease of use for freehand and line mode.

Q: And without a pen?

PH: Well, the AAS package is great at \$25 for both programs together. The 1351 with Flexidraw 5.5 is nice but awkward with the two buttons.

Q: What sort of files make up the bulk of your Q-Link libraries?

PH: Most are Koala/Doodle files as well as animated Demo and Music videos. Yech! I hate those boring latter ones. Music Videos. BORING!! I do have quite a few graphics utils and PS graphics.

Q: Are there any particular uploaders

that really stand out?

PH: Yes, most files ending in * are quite good. SYSOP STAR! J Hastings pics, DocJM, PixelSmith (Wayne Schmidt) files in Works of the Masters. And Masterpiece gallery Koala and Doodle.

Q: Do you ever reject any particularly bad artwork?

PH: Yes I do!! REJECT!!!! Hate to fill up libs with files people would not download if they were paying for it. :)

Q: Why not make a WORST OF library? :D

PH: I could too! Works of Masters is BEST! Masterpiece Koala/Doodle is second best, and Picture Perfect which fills up is mediocre to fair.

Q: So you decide where the files go, not the uploaders?

PH: Yes, I decide where they go. :)

Q: What microcomputer out today has the best graphics?

PH: AMIGA!!!!!! A computer that is affordable, too. :)

Q: What, besides the PC bridge card, does the A2000 have that the A1000 doesn't?

PH: The 64 Color Half-brite chip. Slots for IBM, math coprocessors, hard drives, disk controllers, etc. Comes with 1 MEG built in.

Q: What is a Half-brite chip?

PH: Only the 500 and 2000 have a half-brite chip to get 64 colors onscreen at once in lo-res mode. Instead of 32 it's 32 brite and 32 of the same color half-brite.

Q: The A1000 can't handle a hard drive?

PH: A1000 could handle a hard drive, but not many people are making adapters and peripherals for the A1000.

Q: So is the 1000 on its way out, as I've heard?

PH: Has been out for a while. :)

Q: And when are the A250 and A4000 coming out?

PH: A250UX? Well, it was a demo I heard in Canada at the university near Saskatchewan. Nothing special, just a 68020 board and UNIX support mode.

Q: Well, this concludes our August TPUG conference. Our thanks to Paul Hughes for joining us this evening. ✓

President's Remarks:

- Operating philosophy for directors

Ten ways to success.

Dated July 23 1988 and submitted with respect by Allan Farquharson.

1. My objective is the good of the club and I shall work to improve, support and help works to this end.
2. I shall support fellow directors as my conscience deems correct. I shall strive for my position at meetings, fight the good fight, but after the vote, I shall respect the decision of the majority and work in a positive manner to support the decision.
3. United we shall not fail, divided we certainly shall.
4. All dealings shall be placed on the table for all directors to see and share. No secret operations will be tolerated which will divide the directors.
5. Meetings will have no hidden agendas, but will be run in a spirit of efficiency but in a friendly way. Minority opinions must always be heard and considered.
6. The chairman will always respect the opinion of the directors. Policy decided by majority vote will be upheld and supported by the chair and all others, until such time as it may be changed, again by majority vote.
7. Committee members will report to the board in writing wherever possible. Verbal reports cannot be placed in the records.
8. Directors have other responsibilities: jobs and loved ones. Respect this and have patience if they fail to produce every time according to expectations of others.
9. I shall support the decision on major projects and give it my best shot, even if I disagree. Once a majority decision is made, support is essential to its success.
10. Each director must share part of the load of running the club. Each according to his/her own abilities. Directors are volunteers. Each will be working with club members, also volunteers. Praise is important. Praise each one who does a job. If they fail, change the job, never chastise them. No volunteer works better, if at all, following a chastisement. Encourage, praise, thank. Believe, it works.

Meeting Schedule

C-128: First Tuesday of the month.

Contact - George Skinner - (416) 255-8538 (mornings)

Amiga Central: Second Tuesday of the month.

Contact - Sylvia Gallus at TPUG Office - (416) 733-2933

C-64: Fourth Tuesday of the month.

Contact - Wilf Meissner - (416) 789-4335

All of the above meetings commence at 7:30 p.m. in the York Public Library, 1745 Eglinton Ave. W. (just east of Dufferin), in the Auditorium or Storey Hour Room.

Westside and Amiga West: Third Thursday of the month in the Lorne Park Community Center, Lorne Park Road immediately south of Lorne Park Secondary School at Truscott Avenue (use the school parking lot). From Queen Elizabeth Highway, exit south on Southdown Road to first main intersection (Truscott Avenue), proceed east 2 miles to dead end at Lorne Park Road, turn south and y'r there.

Contact - Bill Cumberland (416) 278-7687

Eastside: Second Monday of the month at Dunbarton High School, in the computer room. Go north on Whites Rd. from the traffic lights at Highway 2 to the next traffic lights; turn left to parking lot.

Contact - Don Farrow (416) 283-1055

TPUG BBS

(416) 273-6300

(416) 733-2933

**24 hours a day, 7 days a week
except weekdays noon to 5 pm.
the password is ZERO**

TPUG on Quantumlink

The TPUG SIG is located in the Commodore Information Network's User Group Support Center



TPUG still supports the Commodore PET !!

- and this just about leaves enough room for a short note from y'r reluctant Editor, John Easton who seems to be the only one available at the moment with the necessary 'publishing' equipment. For those who are involved in like endeavours, you may like to know that this Newsletter has been put-together using Ventura in an MS/DOS environment - printing on a NEC Silentwriter (laser) LC 890.

To those who find mistakes, remember, we try to please EVERYONE - and there are always those who delight in finding error. Please feel free to add YOUR input to this publication.

TPUG Newsletter is published bimonthly by the Toronto Pet User's Group (TPUG), Inc., the world's largest Commodore Users' Group. TPUG is a non-profit corporation dedicated to the service and support of owners and users of Commodore computers. All rights to material published in TPUG Newsletter are reserved by TPUG, Inc. and no material may be reprinted without written permission except where specifically stated.

Jim Butterfield

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1.

People are often surprised that computers don't seem to be very good at handling numbers. The fault is not in the computer itself, but in the way "languages" handle numbers. The ever-popular Microsoft Basic, for example, has a number of number oddities that are worth knowing. After all, this Basic is used for both 8-bit Commodore Basic and also AmigaBasic.

There are three principal ways in which a computer can let you down on numbers. I'll give a brief example of each one. Keep in mind that we're looking at a side effect of the language design. It's not a bug, it's part of the way the system was designed.

Problem one: this Basic doesn't handle decimal fractions too well. Numbers such as .5 work fine in binary as well as in decimal. And we know that fractions such as 1/3 cannot be represented exactly in decimal: no matter how many places we carry it to, 0.33333... never quite makes it exactly to the amount. Similarly, binary systems will not accept a fraction such as 1/5. This comes as a surprise to us, since we can do it exactly in decimal as 0.2 .. but in binary, the value becomes 0.0011011011... and will never be exact.

The easiest way to show this on an 8-bit machine is to command PRINT 8.13 .. the value printed will be close but not equal to the original value. Amiga-Basic seems to be clear of this problem at first glance, but don't be fooled: that's just because it normally calculates to LESS places of accuracy. Try PRINT 8.13# and you'll see the same problem right away.

By the way: that's why financial calculations in Basic sometimes end up with pennies apparently missing from the totals. And subtraction, say, PRINT 123.45-123.40 can produce ludicrous results.

PRINT USING, when you have it, covers at least the symptoms of this problem. But many professional business programmers prefer to deal, say, in integer pennies rather than dollars and fractional-cents. That way, the fraction problem is bypassed.

The second problem seems to be mostly fixed in AmigaBasic, but can cause some scratched heads when it happens: some Basic functions, notably "raising to a power" and square roots, produce slightly inexact results. Thus, 7 raised to the second power (use the up-arrow key) is VERY close to 49 .. but not exact. And the square root of 25, minus 5, might yield a VERY small number .. but perhaps not zero.

The third problem is the number of digits of accuracy. On this, the Amiga is more likely to trip you up than the eight-bit machines. Tech talk: the Commodore 8-biters hold values to an accuracy of 31 bits, or about nine decimal digits. AmigaBasic, unless instructed otherwise, holds values to an accuracy of 23 bits, or a little less than seven decimal digits.

On either machine, PRINT 112233445566 - 112233445500 does not produce the correct answer of 66. The Amiga's error is much more than that of, say, a 64.

On the Amiga, we can ask the computer to calculate to a much greater accuracy. We do this by using the octothorpe symbol (if you like, call it pounds sign or hash mark) behind the name of a numeric value or a variable. When we do so, we call in a much greater level of accuracy. To be technical, it's 52 bits which corresponds to over 15 decimal digits of precision! You may notice we used this symbol in an example above.

Are we lost with all this inaccuracy? Not at all. So long as we know the rules, we can confidently do almost any calculation we like.

Keep in mind that integers are accurate, within the accuracy range of the language. And multiplication and division are reliable. If division produces a fraction, we may have a possible accuracy question to deal with, of course.

As an example: a user had a good method for calculation of the date of Easter, but was petrified by the possibility of inaccuracy. As a result, his code was filled with rounding expressions and other complexities. In fact, this extra load on his calculations caused more problems, and more and more code was added to cover for these.

But after cleaning up and reducing to his original algorithm, the code came out quite simply, as follows:

```
10 REM EASTER CALCULATION
15 INPUT "YEAR (AFTER 1752)";Y
16 IF Y<1752 THEN END
20 A=Y-INT(Y/19)*19
30 B=INT(Y/100):C=Y-B*100
40 E=INT(B/4):F=B-E*4
50 G=INT((B+8)/25)
60 H=INT((B-G+1)/3)
70 T=19*A+B-E-H+15:J=T-INT(T/30)*30
80 K=INT(C/4):N=C-K*4
90 T=32+2*F+2*K-J-N:P=T-INT(T/7)*7
100 Q=INT((A+11*J+22*P)/451)
110 T=J+P-7*Q+114:M=INT(T/31):D=T-M*31+1
120 PRINT D;MID$("ZAABMRAP",2*M,2);Y
130 GOTO 15
```

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An on-going replay of simple M/L concepts as demonstrated at monthly TPUG (Westside) meetings by Alex Howell and reproduced from the very limited printing of the Westside PORT newsletter under Alex's enthusiastic editorship. Take it away Alex

This month, I'll show you how to poke some characters on the screen (C64 screen). And I will also show you how to change the address of the poke to different screen locations.

Introduction to Assembler and YOU:

Using SUPERMON, we start our simple program at memory location \$C000 hexadecimal (or if you prefer thinking in decimal, that is at decimal 49152 or 12*4096 (C hexadecimal=12 in decimal format and each 1000 hex=4096 in decimal format).

```
Machine Language : BASIC equivalent
.A C000 LDA #$41 : A = 65
.A C002 STA $0400 : POKE 1024 , A
.A C005 BRK : STOP
```

Then back in direct mode enter from the keyboard SYS 49152, or if its easier to remember, SYS 12*4096. This is equivalent to the BASIC command RUN (line number) and acts like "GO TO the specified address and RUN the program found there".

This months Assembler and YOU:

This month we build onto the introduction to show how you can poke more than one location.

```
.A C000 LDA #$41 : A = 65
.A C002 LDX #$00 : X = 00
.A C004 STA $0400,X **: POKE 1024+X,A
.A C007 INX : X=X+1
.A C008 CPX #$05 : IF X 5
.A C00A BNE $C004 : THEN **
.A C00C RTS : RETURN
```

New in our Library

TPUG MS-DOS Disk (M)AAM

The TPUG/Comspec PD PC Disk

NARC.EXE - no special graphic requirements
unARCHive files that have been compressed - requires a blank formatted diskette - enter NARC at the dos "A" prompt

COLORDIR.ARC - requires a colour compatible mode/monitor - perform a DIRectory in colour

DOSEDIT.ARC - no special graphic requirements - a DOS command history; remembering many commands that you want to reuse again and again - to install this program every time you startup the computer just place it in your AUTOEXEC.BAT file

Alex Howell



\$0400 or 1024 (Decimal) can range from \$0400 to \$07ff or 1024 to 2039 (Decimal). (64 SCREEN starts at 1024)

NOTE: "A C000" is the only time you need to enter the command "A" (the dot is already there) and the memory address, SUPERMON and most other assemblers will automatically display the next one for you.

The "***" is mainly used to show where the IF..THEN statement is to return if X is unequal to 5.

If you know BASIC, then that little example of ML shouldn't have proven difficult, remember - those machines are dumber than you!!

NEXT ISSUE: Will go into detail, the use of most of the 6502's commands in a summary with their BASIC equivalents.

SHORT CIRCUIT WE HAVE SOME USER INPUT!!!

We have a small lo-res screen dump for any printer that you can use. It's simple and can be adapted to your needs. Thanks to one of our Westside Chapter regulars for this submission.

```
10 INPUT "40 OR 80 COLUMNS";Z : X=Z-1
20 OPEN 3,3 : REM SCREEN
30 OPEN 4,4 : REM PRINTER
40 FOR R=0 TO 25:BS=""
50 FOR C=0 TO X :AS=""
60 GET#3,AS : IF AS=CHR$(13) THEN AS=""
70 BS=BS+AS
80 NEXT C
90 PRINT#4,BS
100 NEXT R : CLOSE4 : CLOSE3
```

FORD.ARC - requires a colour compatible mode/monitor - uses almost all space available on a blank disk - a simulation of automobile driving; choose from several of the models available from Ford - built-in documentation
PKARC.ARC - no special graphic requirements - a DOS ARChive/unARChive utility; this program compresses and uncompresses files that have been ARChed - documentation files in ARChive file
SCROLL.ARC - no special graphic requirements - a DOS utility that makes the SCROLL LOCK key perform the function that it was meant for; when the SCROLL LOCK key is pressed output on the screen is halted until it is pressed again - documentation in ARChive file
LIST.COM - no special graphic requirements - "type" utility w/fwd rvs scroll, find - documentation included

C-64 New Releases

(C)AAY July 88

c64/edit1.4 boot You can create a seq. file and edit it. Also, it is a seq. file read and print program. Read doc/file edit1.4 for information. Designed by Ken Cormack.

to-do A single-line database to keep track of the list of things to do and also to set priorities.

sliding tiles This program is a computerized version of the alphabet pocket puzzle invented by Sam Lloyd many years ago.

memowriter This program is a screen-oriented word processor using the Commodore-64 own built-in editing capabilities. All editing keys work as normal.

srtdrt This a good quality game of darts. Make sure your joy-stick is in port #1. Afterloading the screen becomes blank for a time. Read the seq.file "d.srtdrt".

cwise listing This program prints the rows and columns of a spreadsheet at right angles to the normal way of printing. Read the three seq.files accompanying this program.

times.tbls This is a great program to help children to memorize their multiplication tables.

triangulation This is a program which will be of interest to high school and college students to practise their geometry.

diskmate v1.0 Diskmate is a disk utility program. It will validate, format, hide directories, zero out file blocks, read seq. files and more. Caution: "write protect" your disk.

(C)AAZ Aug 1988

quickscrip Think of this as an electronic typewriter rather than a word processor. It is easy to use and prints on 1525 and compatible printers.

vegas roulette This is a realistic roulette game. The graphics include the roulette board and wheel. The odds are the same as in a real casino.

watch it This is a demo with four pictures and a very unique transition between them. Done by JOL. Press the spacebar to go from one picture to the next.

booster This is an arcade style pool game that combines great sound and graphics. This program also on TPUG (C)TJ.

anagrams Hung up on a cryptic crossword which asks you to re-arrange letters until you get the correct word? This program will help you.

seq/prg conv v1 Sequential to Program - Program to Sequential Source Code Converter by Anthony Harris. Read the seq/prg docs file before running this program.

color code quiz If you are into electronics and need to get familiar with the resistor color code, then this program is for you.

golf hdep v1.0 This is a short program that will let you insert up to 100 golf scores. It will then take the best ten scores and calculate your handicap.

play telstar Just load, sit back, and enjoy the music.

basic tutoring This is a very good program to learn more about BASIC programming.

seq read & print (on all disks) Use this program to read and print all the sequential files on this disk. Read the seq file "POKES/SYS LIST" because it is not in the autoboot program.

(C)ABA Sept 88

schlibrary A school library database which handles up to 400 books being out of the library at one time, as well as keeping track of overdue books.

reading level This program provides the reading grade level (FOG & FRY indices) of text samples you type in.

message maker This excellent aid allows one to create a large text display useful for store displays or video titles for your home VCR movies.

speaker.c64 This speaker design program is from the book 'Building Speaker Enclosures'. It draws a response graph with an extended range of 400 Hz.

oki.120.3col.n1q A disk jacket printer designed for the Okimate, featuring near letter quality or condensed print, in 3 columns. Can be used for other printers.

cat n mouse In this joystick operated fantasy you are a cat, stalking a near invisible mouse. Good luck!

carpet solitaire An addicting game of solitaire, designed for those who never win. It lets you win without cheating! Instructions included.

make a face This program allows one to create 6912 different faces, including Santa Claus!

night flight One of the most complete IFR flight simulators available, written in consultation with a pilot. Instructions included as well as a demo mode.

3d-city.12800 See the flight through the 3D city. Outstanding panning and 3D animation! Load "3d-city.12800", 8,1 and type SYS12800.

ultimate bars This demo contains more than 88 sprites. Press space bar to view the main program. F1 & F3 keys are useful. Caution: can be trance inducing.

(C)ABB Oct 1988

ultra v6.0 An updated version of R. Kober's ULTRA, one of the best sequential file reader- printers in the public domain.

helper This user friendly program provides HELP information for downloaded files. Load "HELPER", 8 and RUN. Follow the screen instructions.

trains A game by Bill Hughes. Get four trains (yellow squares) into the intersection by pressing keys A to H.

test writer v3.1 This updated version of Test Writer will write, save, load from disk, merge test files, and allow matching, true-false, essay and fill-in type questions.

math whiz boot A maths program for children by J. Boxer. Instructions provided. Shareware.

fancy directory This program sends output to printer ONLY, not to screen. It may not work with some printers.

menu v2.1 This is an easy to use utility program. It takes about 30 seconds to load to memory, so do be patient.

computer cartoon The idea for this was taken from a cartoon strip in Family Computing of Nov 1984, page 40. Just load and run.

draw poker Play 5 card draw poker against five computer opponents. If you do not know how to play, this is a great way of learning.

recipessaver Use this program to save, view and printout your recipe files.

rescue/centauri This is a text based game in which your mission is to rescue a captive on a space station. Instructions included.

type derby Improve your typing/keyboard skills. Instructions included.

saloon An old west shooting game. Load "saloon",8,1 - then SYS10240. Joystick in port 2

amiga.hawk This picture was digitized with DiskView on the Amiga, then converted to run on the C64. It is an excellent demo of what can be done.

(C)ABC Nov 1988

ps/pm/nr v1.2 Update version of ps/pm/nr v1.0, allows you to convert your Print Shop, Print Master and Newsroom files between each other. Instructions are included.

catalogue Catalogue is a disk inventory program with an excellent instruction file. The program is in French; the English version is found on TPUG disk (C)AAV.

CP/M New Releases

Disk Name: (Z)ABG, August 1988

Clock, Menu, Mille, Unpit

128MENU.LBR - Assembler source code, documentation and run programs.

CLOCK128.LBR - Clock program, load date/time, source and documentation

MENUDEMO.LBR - Menu programs

NEWCHARS.LBR - screen fonts from Darkterm64, use them to change character sets

NULL.LBR - create null length files

UNPIT.LBR - UnPackIT Macintosh files, source & documentation, view graphics of Macintosh pictures in B/W

Disk Name: (Z)ABH, September 1988

Disk Utility, Find Bad Tracks, Format & Quick Look

DU.CZM - C128 - Disk utility - for C-128

FBADC128.CZM - Find bad tracks - for C-128

FORMAT.LBR - format with (drive) on command line

QL26.LBR - notes, documentation, update info and ZCPR V3.0

reu slideshow This is a Koalapaint slideshow program that will stash the pictures into a 1764/1750 REU as the pictures are loaded. Read seq.file "d.reuslide".

race.load me This is a horsetrack game that allows five players to bet on five horses. The payoffs are according to win, place and show odds.

outliner v.4 A very helpful utility in writing books, stories, articles etc. It includes a built-in instruction booklet explaining the use of the program.

file drawer 4.0 A home database program with many desirable features. Read the "d.file drawer 4". Write protect this disk or copy the program to a formatted disk

(C)ABD Dec 1988

color key2 Guess the 4 colours behind the black squares in this game similar to "Master-Mind". Instructions included.

mazesolver Over 30,000 different mazes are created in multicolor graphics code. Use cursor keys to move about. Instructions included.

load me Loader for 'numismatist' the amateur coin collector's dream! Included is an 84 block file of coins listed, a self contained instruction file & database.

arc-sda v5.1 EASILY convert an ARC into an SDA file and back again, in two minutes. CAUTION: read the seq file.

wheel An interesting version of the popular T.V. game show Wheel of Fortune.

Disk Name: (Z)ABI, October 1988

Batch+, Chalk21, Chn, Sources & Duplicate User Access

BATCH+.LBR - Batch/submit features additions/enhancements

CHALK21.ARC - Spreadsheet with documentation and templates

CHN31.LBR - enhancement to files in BATCH+

CPMSRC3.LZT - CP/M sources for software/hardware

DUPUSR.LBR - use program from different user area without multiple copies

Disk Name: (Z)ABJ, November 1988

NEWBooT, Snoopy89.cal, Picture files for MACREAD

GGMUSTN.PZC - Picture files, crunched,
84PLAY.PZC to be read with MACREAD from

BEACKGRL.PZC Disk(Z)AAZ,

BEDNUDE.PZC

BILLCAT.PZC

DEMON.PZC

NEWBT.LBR - New boot system for 1540 speed using 80 col. with trusty ol' 1541

SNOOPY89.CAL - The famous SNOOPY calendar for '89

C-128 New Releases

C-128 Disk (Y)AAV

HAMLOG 128 - For Amateur radio Buffs
KTOH LOG V1.2 - Also for these folks
DOUBLE SIDER - Format two single sides without
nocher
BOOMERANG-128 - Terminal Program
MORSE PRIMER 1 - Learn Morse Code with this one.
DATA FILE 4.8 - Database program with documentation
ELEPHANT WALK - 40 column animation demo
P-V3.2 - Exchange program for terminal buffs

C-128 Disk (Y)AAW

SEQ FILE READER - As it says. (80 col)
DUAL COPY 128 - Use two drives to copy disks
SINGLE COPY 128 - Use one drive to copy disks
PRGM CLASIFIER - Keep a record of your programs (40
col)
SIMBIZ BOOT - Business simulation game
LOANS - Calculate payments and/or periods
TYPING TUTOR IV - Skills development (40 col)
MAKING SATURN - Sound and Graphic demo (40 col)
GRAPHICS V4.2 - Demo of various graphics (40 Col)
AUTOBOOT MANAGER - Lots of autoboots rolled into
one
RHM128 - 'Partner' or 'Sidekick' style utility

C-128 Disk (Y)AAZ

128/FILE EDIT1.4 - Great Little text editor with docs.
COPY.128 V3.7 - Two drive file copier.
ADDRESS BOOKV3 - Nice database, also with documen-
tation.
1581 SUB-DIR AID - Utility for that new drive.
128/1581 UTILITY - More help for that same drive.
BWLSCRS - Scores & Stats for bowling leagues.
PERPET CALENDAR - Calculates dates both past &
present.
LABEL MASTER - Create Labels with this one.
MENU 128 V2.2 - Load & Run programs from this menu.
CAT 80 V3.01 - Well put-together disk catalogue system.

Amiga New Releases

AMIGA (A)TAO July 1988

Temporary Amiga Librarian
George R. Skinner

Wordwright: A Shareware wordprocessor, that has been available from Qlink, and was mentioned in an issue of Info! magazine. It is of excellent quality; originally it was intended to be a commercial product, therefore we sincerely request that if you find it useful, you contribute some funds to the author. The documentation is loaded from the main program. This

C-128 Disk (Y)AAZ

PRO128TERM V16.1 - Good Terminal Program
PAPER BASE - Disk filer program
AMORT.CALC - Loan calculator
LOAN AMORTIZ. - More of the same.
DISK MASTER - Another catalogue utility
GO 64.IMG - Boot up in 64 mode
READ64/128.V36 - good Sequential File Reader
CHECK EXPRESS - Updated Version checkbook program

C-128 Disk (Y)ABA

ULTRA HIRES - 80 column graphics demo & utility
DIR SORT 81 U9.C - Directory utility for 1581 drives
GRAPHIC V4.2 - 40 column graphics demo program
GALACTIC V9.0 - 80 column space game - entertaining!

C-128 Disk (Y)ABA

CHAS CHAPLIN - 40 Column Graphic for viewing
MICKEY128/40 - Another 40 column graphic
READ64/128.V36 40 column utility to read files
C-128 WAR GAMES - 40 column game to play
STAR TREK128-887 - C128 version of popular C64 game
SUBMARINE 128 - More fun in 40 columns
ASCII CONV128 V3 - PETSII to Ascii utility
EMPIRE - Build your own in this game
USA MAP QUIZ - Test your USA geography knowledge
SID/MANIAC - 80 column music player program
RHYTHM ARRANGER - Create modern rhythms with
this one
STARTREK - Another version of this one
STAR MODEL2 - Learn a little astronomy here
SPACE ATTACK - Cute 40 column graphics display
TUG OF WAR - Also a 40 column graphics demo
SPACEDOG - Play this 40 column game
GALACTIC CAB CO. - 40 column game like 'Space Taxi'
DISKMAGIC.2 - An all-in-one disk utility program

program must be loaded from the CLI!

Access!: This is version 1.4 of this great terminal program, use your favourite WP, or using the 'TYPE' command from the CLI to print the documentation (Script.doc, Future.txt, and Update.doc). This is a Shareware program and if you use Access, please support the author!

Calendars: There are two different Calendar programs.

CALENDAR is a simple monthly calendar program that I have on my Workbench disk for reference. Use the mouse to change month and year by clicking on (<<< or >>>).

Calendar.V2.1 is an appointment calendar program, with lots of features, NOTE! put this program on a disk that is not

write protected as the file is saved to the disk, when updated. The files "cf.files", "graphics.bmap", "diskfont.bmap", and "cf.execute" are part of this program. You will also need to have a copy of the fonts "topaz" and "diamond" on your Workbench disk (they should be there unless you have deleted them).

Rushhour: A simple car racing game, have fun!

Typewriter: An interesting program, with various print and character abilities, this program allows you to use your printer as a typewriter, to print single lines on paper. It is useful for address labels, envelopes, or whatever you have a need for.

Scrubber: Spins a disk drive for disk cleaning, just click on the appropriate drive to start and stop the drive.

Virusx: This program detects most of the viruses that can affect the Amiga, version 1.71.

SID: System Information Display, shows associated program files. SID.README contains the documentation.

Help!: This program is mainly for the new user, but would benefit experienced users for Amiga commands (AmigaDOS, Amiga Basic, CLI)

Flip: A program to rotate text ninety degrees using Epson Compatible printer. It can also be used for banners, and large signs, it uses the CLI to print the text filename. FLIP.README contains the documentation.

AMIGA (A)TAP August 1988

DGCS: This is a grocery shopping list program, with print capabilities. Discount coupons can be marked on this list to save some time.

CHES: This is a great Chess game, there are no graphics to speak of, as the moves are typed in by the keyboard. For example B1B2 moves the chess piece from location B1 to B2.

LP'LPAIN: Sent to us by the Clark County Computer Club, is a simple Paint Program. Great for children and if you lack one of the commercial programs.

VIEWBOOT: A Virus detection program looks at the boot sector of disks, to determine if a virus is present.

MANDALA: A graphics program, with sound.

GT.COM: Version 1.2, of a soon to be commercially released communications program. This is a demo program.

AMY-TOD: A text file based, PD newsletter, is available on most Amiga BBS's, I have included this to show, what is available on Amiga boards. Issues 3.2., and 3.1

DISKMAN: Disk Manager utility program, great for copying files, deleting files to name a couple.

KEEP: There are imbedded control codes in the documentation file, so you might want to use your WP to edit these codes. This program allows selective deleting of portions of text file. This program was mentioned in a previous issue of Info! magazine.

QB: A simple to use Data Base, and mail program with print option, it uses the mouse and looks great.

HACKS: A couple of hacks for fun and games with your friends. I haven't found a method yet to quit Rainbench but Melt has a close close gadget.

CLICALC: A CLI calculator, a very handy program for your workbench disk, I put it in its own directory. To copy the files use the command 'COPY CLICALC ALL' to either the RAM or to the WorkBench disk.

DISKSALV: Copies file from a corrupted disk to another disk, two drives are preferred. Use with CLI only.

CITADEL BBS: Two ARC'ed files with a copy of ARC, in a directory of its own, this Amiga BBS program was downloaded from QLlink.

GURU: This program is an aid for finding why the Amiga crashed, use the CLI to enter the program, but write down the GURU number first on a piece of paper.

AMIGA (A)TAQ September 1988

ADDICON: This is the main program on this disk. With this program files that don't have icons, can have them created for use with the mouse. The only problem is, that changes may have to be made with the icon .INFO, to eliminate ERROR's 205 (file not found). Use the Workbench menu on this disk and other disks, as examples for associated files.

SCULPT 3-D DEMOS: There are three demos, in this drawer. The demos are 'Frog' (tree frog catching a fly); 'BThrows' (famous Amiga ball used as a basketball being thrown through a hoop); 'Raisin' (dancing California raisin).

AMIGADIX: A rolodex type program, which should be placed on a non-write protected Work Bench disk as the program creates it's own file.

NEWZAP: Version 3.18 of this popular disk edit utility, for safety sake always use a back-up copy of the file you are editing.

MINILANDER: A simple Lunar Lander game, capable of multi-tasking with other programs, an example is given in the documentation.

WHEREIS: A handy file searching program, the file name must be known and the drive specified. For use with the CLI only.

UNDELETE: A program that should have been included with Amiga-DOS. This program restores a deleted file, use immediately after accidentally erasing a particular file. Usage 'UNDELETE <filename>'. For use with the CLI only.

MMIND: A version of the game "MasterMind". Use the mouse to pick a marble and place it in the box. Click "I think I got it!" when you've filled the box. The white indicator on the left signifies a colour match; the black one means a colour and position match.

BIGSCREEN: A screen size changing program, one you have run the program you have to reboot (CTRL A-A), to see the changed screen size. Note! This program writes to the Workbench disk and subsequently the disk will autoboot with the altered, screen size. Never use this program on a original disk, only a copy of the WB disk. Enjoy!

TPUG (A)TAR October 1988

TREK: A version of the Star Trek game V2.0 for all you Trekkies This game uses Amiga Basic, and the associated files are (t, grfx, ent, and post).

CRIBBAGE: This is a game of Cribbage, the files are contained in their own Subdirectory and have to be copied to an Workbench disk written in Amiga Basic, follow the directions in the Installation Guide file.

HandShake: This is v2.00a of this popular program, which contains some of the faster transfer protocols such a

'Y', 'Y-batch', 'X', and 'Z' modem protocols.

ANIM2IFF: A program to convert animation file to IFF files.

PLAYER: This is a player program for a Halloween program, good graphics and something to scare the kids away.

GRAB_UTILITIES: Screen programs, the programs in this directory are 'Memview2', 'GRABVIEWS' and 'TIMESAVE'.

DIRUTIL: A copy of DIR UTIL III PLUS HR, an excellent directory utility for copying and deleting files, amongst others. This is supposed to be a demo for a commercial program!!!?

ARCMATE: A form of the 'ARC' program but this program allows multiple files to be included in a ARCD file. Great for compressing a disk into a smaller file size, for up/downloading to BBS's. Enjoy!

The World of Commodore VI, AMIGA Games Disk December 1988

Amoeba Invaders: Known more commonly as Space Invaders, has excellent graphics and sound. Optional keyboard or joystick control.

MiniLander: An excellent small program that shows off the Amiga's multi-tasking abilities. See the documentation file.

Cosmo: Full name "Cosmo-roids"; a nice sound and colour version of Asteroids. Optional keyboard or joystick control.

Delux: An arcade-style "squirt 'em up" game (you'll see what that means when you play it). Must be run from the CLI.

SuperBrickOut, 3D Breakout: Two versions of the popular Breakout game, one standard and one in 3D (requires red-blue 3D glasses, available for a small fee from the author if you can't find a pair yourself).

Triclops: A popular game for the Amiga. The Triclops are attacking! Fly your fighter jet to defend cities on the world with your own Tanks and Walkers. Nice three-dimensional line graphics, with sound.

RushHour: A nice little racing car program. Cruise through a maze of streets, avoiding the on-coming racing car. Requires joystick.

Missile: A version of Missile Command, nicely done for the Amiga. Excellent sound and graphics.

BlackJack: The popular betting game; you play against the computer. The biggest advantage of playing this way is you don't have to pay out if you LOSE! Excellent sound and graphics.

BG: Backgammon, for your enjoyment. "Leather" look or standard colours.

MasterBrain: A nice version of MasterMind for your enjoyment



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