

TPUG Newsletter

Views and News of Toronto Pet Users Group, Inc.

P.O. Box 48565, 3605 Lakeshore Blvd. W., Etobicoke, Ontario, M8W 4Y6

(416) 253-9637

Volume 5, Number 5

Spring 1996

From the President -

AMIGA - Back for the Future

What a year!

In early 1995 the assets of Commodore were purchased by ESCOM in Germany (the story of the purchase negotiations is a long but separate one). ESCOM announced that they bought Commodore's assets to be in the computer business and chose not to make any up-front statements about their plans. Instead they studied what they had and what could be done with it and in time, after setting up AMIGA Technologies as a separate operating group (the name Commodore is to be used with their line of MS-DOS computers), they announced the reintroduction of the A1200 and A4000T AMIGA computers.

At the World of AMIGA show in Mississauga on December 8, 9 and 10, production versions of these computers were on hand and AMIGA Technologies (ESCOM) were shown to be true to their word.

AMIGA Technologies has also announced a 68060 accelerator board for their computers to be available in the first half of 1996 (also available for at least some of the earlier AMIGA's); an improved A1200 with CD-ROM drive; Internet access software packages and a new AMIGA (1997) based on the Motorola 604 RISC chip.

TPUG participated at the World of AMIGA show and the impression we came back with is that the show was a strong success even though it was for a computer that has been off the market for two years.

So the AMIGA is on the march but what about the C64 and C128?

It may be difficult for some to believe but new hardware is being developed for these machines. CMD in the U.S.A. has announced the availability (early 1996) of an accelerator board for both the C64 and C128 running at 20 megahertz! In some instances the computer with the 20 MHz board will outperform a 386 MS-DOS computer.

With the existing SCSI hard drives, RAM expansion units, 1581 drives and mice the old C64's and C128's still have quite a bit of life and functionality left in them.

... continued on page 4

For users of all Commodore Computers :

* PET/CBM

* SuperPet
* B-128

* VIC 20

* Commodore 64
* PLUS-4
* C-16

* Commodore C 128

* AMIGA
PC/MS-DOS

* Registered products of
Commodore Business
Machines, International

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Please leave a message

Membership Rates

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USA US \$25
International US \$25

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Newsletter

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Meeting Schedule

C-128: First Tuesday of the month.

Contact - Dug Rodger (416) 588-9071
or Ernie Chorny (905) 278-2730

Amiga Central: Second Tuesday of the month.

Contact - George Cripps (416) 255-1436

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 Story Hour Room.

Westside and Amiga West: Third Thursday of the month at Alderwood United Church, 44 Delma Drive. Delma Drive is just west of and parallel to Browns Line, south of the Queen Elizabeth Highway, north of Horner Avenue. From the west, exit QEW at Evans Avenue, east on Evans to 2nd stoplight, south on Gair to Delma Drive. From the north or east, follow signs from QEW or Hwy. 427 to Browns Line, exit right to Evans Avenue, turn south on Gair (first stoplight) to Delma.

Contact - Ernie Chorny - (905) 279-2730
or George Cripps (416) 255-1436

TPUG BBS - 1

PunterNet Node 2

(905) 273-6300 14.400 (8N1)
24 hours a day, 7 days a week

Internet

tpug@lo.org



a note from your Editor:
My apologies, on behalf of the Board, for a terrible year of looking out for the interests of our members. We as a volunteer group have had our hands full with address changes, volunteer changes and loss of pertinent files as a result of such changes. We (your Board) now meet at least once a month as a body - at which time such things as memos, messages, orders and new member requests are sorted out. Please realise that we all have other responsibilities, but still attempt to keep up with our members requests as time allows. The obvious solution, should you really care, is to volunteer your services in an area where you may feel your interests or concerns lie. Feel free to contact any of the current Board members with your suggestions and offers of assistance.

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Articles, letters, tips, questions, art, etc. are welcome. Send hardcopy or disks "Attn: TPUG Newsletter", or use our BBS's, or Internet.
Advertisements are also welcome. Member's small ads are free. Commercial ads are \$200 per page with a \$25 minimum.*

Notice to new owners of SuperPet and CBM 8296 machines

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

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

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

We also will attempt to search out copies of original program

TPUG always has a complete update of current FISH and AMICUS Disks in the Library

Classified

For Sale:

2 - C64s, 2 - 1541 disk drives, 2 - 1701 colour monitors, joysticks, printers, and printer interfaces.

Call Tom Luff (416)503-0753.

Wanted:

Parts and Manuals for VIC, 64, 128.

Disk Drives: 4040, 8X50, 1571, etc.

Pet Roms: PaperClip, etc.

Call Allan Higgins (416) 741-6660

TPUG News

Softdisk Publishing has two new subscription concepts, for Loadstar and Loadstar 128 Quarterly, if paying for subscriptions by cheque or money order, you can now pay in Canadian funds, (no need to convert or adjust to U.S. dollars). Phone (1-800-831-2694) and tell them you are from Canada and they will quote you the Canadian price list. (ie One year subscription is \$89.95 U.S. or \$109.95 Canadian. Before it was 109.95 for Canadians in U.S. funds or about 154.00 Canadian funds). The second concept is a monthly billing, where you register your credit card number, and they bill you \$9.95 U.S., which should work out to about \$13.50 Canadian on your card. Note: all credit card transactions are done in U.S. funds.

NOTE:

TPUG has a new mailing address (following disastrous results of a takeover of our previous address by a new tenant).

Please note the address on our opening page. This is a post office box, so don't 'drop in' on us at this address (though your Editor is a five minute walk away)

And in case you missed it on the front cover:

**T.P.U.G.
BOX 48565
3605 Lakeshore Blvd. W.
Etobicoke, Ontario
M8W 4Y6**

exclusive ...

We are pleased to announce that two of the top international authorities in the field of instructional technology have agreed to contribute a brief regular column for the TPUG Newsletter. This column should prove enlightening to those teachers who continue to use Commodore 64s and 128s in the face of the derelict ICON and the glistering new 486s with CD-ROMs, laser printers, and modems for INTERNET. This is the first of a series of articles by Dr. Robyn P Jaynes and Dr. William C Harley written exclusively for our TPUG Newsletter.

We welcome any comments by teachers or parents to this special series.

A boy was crossing a road one day when a frog called out to him and said, "If you kiss me, I'll turn into a beautiful princess." He bent over, picked up the frog and put it in his pocket.

The frog spoke up again and said, "If you kiss me and turn me back into a beautiful Princess, I will stay with you for one week." The boy took the frog out of his pocket, smiled at it and returned it to the pocket.

The frog then cried out, "If you kiss me and turn me back into a Princess,

I'll stay with you and do *Anything* you want." Again the boy took the frog out, smiled at it and put it back into his pocket.

Finally the frog asked, "What is it? I've told you I'm a beautiful Princess, that I'll stay with you for a week and do *Anything* you want. Why won't you kiss me?"

The boy said, "Look, I'm a computer programmer. I don't have time for girlfriends, but a talking frog is really cool."

Tom's World

Stress is a fact of life. I am not referring to mental stress, although it is a major biggie. Physical stress is my topic today, heat and vibrational stresses are the focus. There is a scientific theory that says "all molecules vibrate at their own frequencies". This in nature is normal, but introduce a different vibration and watch something as solid as a rock, turn to dust. We can see this on a large scale, when we watch news reports of earthquakes shaking a bridge apart. The same thing happens on a smaller scale on every day items. This type of stress is usually calculated into the design, however, if the stress is greater than anticipated, or if sub-standard materials are used, premature breakdown may occur.

Heat stress, on the other hand, can be described in 3 parts, fast, medium, and simmer. When food is fast cooked, or better still, blast cooked, we say it is burnt or fried. Electronic parts do not last long when heat is not allowed to dissipate. If food is cooked at a medium rate, it comes out golden brown and delicious. Electronic parts, when allowed to dissipate their excess heat, should last a long time, but eventually still breakdown. Simmering may take forever, but the wait is worth it. Using electronic components that are overrated for the job will last even longer.

What does this mean in conjunction with my computer system? It means, you should provide adequate air circulation, and ventilation. Don't pile things around power supplies and disk drives, and prevent dust build up, they both hold in too much heat. Try not to setup your computer equipment, near refrigerators, washers, dryers, and jackhammers. It is advisable not to carry power supplies by their cords, or hang disk drives, over the side of the desk, by their serial cables. Another reason for premature breakdown is, frequent re-assembly of your computer system (ie. taking equipment back and forth to meetings).

Whether heat and vibration stresses work alone or together they will affect more than just electronic parts. Solder joints are a victim of these stresses. Since there are a great number of different components on a circuit board, then there are a great number of different heat spots. We all know that things expand when heated, and contract when cooled, imagine what happens, when many parts, heat and cool at different rates. All the heating causes stretching and pulling, which eventually causes breaks in the solder joints, that look like hair line fractures in a complete circle around the pins or leads. These fractures may conduct when you first turn on the equipment, but as they warm up, the fracture opens, and

will not conduct again until the equipment cools off. Eventually the fractures may never close.

Fractures in the solder around connectors can be the result of mechanical stress (vibrational stress), cause by pulling and inserting the plugs (ie video, serial, or power cables). Cables can also succumb to physical stresses, causing breaks in the wires below the surface. This can be a result of flexing, or pulling strain on the cable, and usually happens within about 6 inches of the connector or less. Each wire in the cable is made up of several strands of wire, this gives the cable its flexibility, but as each strand breaks, heat begins to build up (heat is the result of too much electricity passing through too small a wire), causing strands to fuse together, and become brittle, eventually breaking. In the meantime, you will experience intermittent problems. You can use another cable to help identify the source of the problem.

In the last couple of years, I have repaired a few things for friends, and found solder fractures on flyback transformers, in monitors, and power jacks, in computers, to be a fairly common problem. Repairs are simple, it requires reflowing the solder in the joints to close the fractures, this is not always the answer, but it is something to look for.

Tom Luff

President's Report

... continued from page 1

TPUG continues to support these Commodore (or is it AMIGA Technologies?) products with regular monthly machine specific meetings, a large software library, availability of special offers for members (such as the 1581 disk drive) and our bi-annual swap meets, *the*

NEXT one is scheduled for June 25 1996 at the Central C64 meeting.

What a year indeed -- and what a year it's going to be!

E.N. Chorny

SUPER SNAPSHOT V5 is more than just another fast load cartridge for the C64 and C128. Created and written by Canadians, Ron Smith and Marcel LeBlanc, with the assistance by others during the development, including the folks at Kracker Jax, for developing the system disk's copiers and parameters, have made this a hacker's dream come true. Ron and Marcel's company, LMS Technologies Ltd., produces SUPER SNAPSHOT and it is distributed by J.P.PBM Products (416 240-8993) in Canada.

So what is it? And what can it do?

SUPER SNAPSHOT is a utility cartridge, comprised of numerous features such as backup and turbo routines, monitors, operating system wedge and more. The most prevalent features are the Turbo DOS and the DOS Wedge, which allow you to load programs up to 15 times faster, save basic programs up to 7 times faster, and do it with fewer keystrokes. There are 5 ways to backup software:

the snapshot option copies everything in memory, the file copier will copy one or more files at a time between one or more drive types (1541,1571,1581), the disk copier copies the entire disk to single or dual drives of the same type.

The other two methods of copying are meant for backing up commercial programs - these involve a nibbler and/or protection parameters.

The wedge redefines the function keys to allow quick access to preferred DOS commands and also adds new commands to the Basic Editor. While in immediate mode (the Basic Editor), the function keys will respond as the following commands:

- F0 (C= & RUN STOP KEYS) Load and run programs.
 - F1 Load the first program on the disk as a basic program. (LOAD":*",8)
 - F2 Display function keys current setting.
 - F3 Lists the directory of the disk present in the default drive.
 - F4 Selective directory. Use wild cards to list files of similar names.
 - F5 RUN command. Run the basic program that is in memory.
 - F6 Delete key, deletes the next character to the right.
 - F7 LIST command. List the basic program that is memory.
 - F8 Jump to the ML monitor. (CODE INSPECTOR)
 - F9 (C+=F1)moves the cursor to the bottom left of the screen.
 - F10 (C+=F3)changes the border colour.
 - F11 (C+=F5)changes the background colour.
- NOTE: (C=) refers to the COM-MODORE KEY.

Function keys F0 to F8 are not etched in stone, these keys can be changed to suite your needs. F9 to F11, however cannot be changed.

Pressing F2, lists the functions, K0 to K8. K1 to K8 represents the Function Keys, K0 is the function activated by pressing the Commodore key and the RUN/STOP Key together. This is the Absolute Load and Run function, which loads the first program, basic or ML, on the disk and then runs it. You can also load and run any program from the directory listing, by cursoring up to it in the left most column and press both keys.

BASIC PLUS is the name given to the part of the wedge that adds more basic commands. To activate BASIC PLUS, type >£. The new commands allow you to append and

merge programs, switch output from screen to printer, display variables after breaking from a program, trace a program, auto numbering, auto DATAing (same as auto numbering with the word DATA, as in data statements), line renumbering and deleting lines by using a range. These commands make for faster creation of programs, as well as quicker debugging.

For the Machine Language programmers there is the Code Inspector, a versatile ML Monitor. Not only can you view your code, you can also manipulate code. The manual explains all the commands as well as ways to alter code residing in the computer's memory, track & sectors, the drive memory, the C128 video ram and Ram Expansion Unit memory. There are 3 other monitors; Character monitor, Sample monitor (sound) and a sprite monitor. With these it is possible to capture parts from another program to use in your program.

So whether you program in basic or in machine language, you have to agree the SUPER SNAPSHOT cartridge is bound to speed things up in more ways than one. There is one other type of person who would benefit from this special little black box, the Gamer.

Anyone who loves to play games, and wishes to get farther in them, will appreciate features offered in the Game Master section (from the Sub-System Menu, option 3). The Game Master menu offers 6 options:

- 1) JOYSTICK PORT SWAPPER - swap ports without unplugging joystick.
- 2) SPRITE KILLER - disable sprite to sprite, and/or sprite to background collisions, this may

- reduce your loss of lives.
- 3) SPRITE RE-ENABLE - turns on sprites that were turned off.
- 4) JOYSTICK AUTOFIRE - saves your finger when you need max. fire power.
- 5) INFINITE LIVES - as the name implies, live forever.
- 6) RETURN SUB-SYSTEM - return to the first menu that got you here.

Infinite Lives requires further mention, not only will it fix the game you are presently in, it will also tell you how to fix the same game for the next time. To use this feature, first load and run your game as usual, then press the cartridge button. This will put you in the Sub-System Menu, select option 5. Infinite Lives will ask you for the number of lives you have left then it will require you to resume the game. After losing the next life, re-enter Infinite lives, and again it will ask you how many lives left, at this point it should be able to fix the game, the word "INSTALLED" will then be displayed, along with how the program was fixed. You can now reach the levels that you thought you may never have reached otherwise.

There is another feature for the gamer called EXTENDED LIFE. Imagine you are playing a difficult game, and you are down to your last man, press the cartridge button, and select option 7, RESUME, from the Sub-System menu. Continue play, and after losing your last life, hold down the Commodore Key while depressing the cartridge button (causes a soft reset). This will display the STARTUP MENU, select F5, the Extended Life option, this should put you back in the game at the point where you first pressed the cartridge button. There are some limitations, it may not work if a new file was loaded or the background changed after pressing the button.

For best results try pressing the button and resuming - each time you advance a little farther into the game, (ie each new screen or level) then, when you select Extended Life, you should return to point of the last button press. When the button is pressed SUPER SNAPSHOT stores the contents of the I/O port registers into the cartridge's memory, so when you select Extended Life, these values are reset back into the game.

NOTE: The difference between a HARD Reset (turning the computer off & on) and a SOFT Reset (pressing the Commodore Key and the Cartridge Button together) is that the hard reset removes power from all the chips, causing all memory to become erased, where the soft reset changes all the program pointers to the startup values, thus the program is still in memory, but the computer does not see it.

The STARTUP MENU is the first screen you see after turning on the computer or after a reset. This menu has 6 options.

- F1. SETUP FOR SNAPSHOT - fills memory with a special code, so it can determine what memory is used by a program that is to be snapshotted.
- F3. DISK UTILITIES - there are 4 copier routines. The File copier (option 1), and the Disk copier (option 2), both have similar features such as single or dual drive copying, swapping device numbers, swapping source and destination, view directories and a BUFFER CONTROL MENU which allows you to use, 1) C64 memory, 2) C128 Video RAM, 3) RAM Expander, 4) 32K Cartridge RAM, for copying. The file copier also allows you to rename and scratch files plus features for partitions. The Nibbler (option 3), and the Parameter copier (option 4), will prompt you to

insert the system disk and will load and run their programs.

- F5. EXTENDED LIFE - as described earlier, to be use only after snapshotting and losing your last man. Perform a soft reset (Commodore Key and cartridge button) and select this option to return to the middle of the game instead of starting over.
- F7. EXIT - this is the default option, if after 60 seconds no option is chosen, this option is then executed. This option goes to basic, with the TURBO and WEDGE enabled, and looks to the drive, to load and run an auto boot file. (must have disk in drive prior to power up or reset)
- F8. DISABLE - same as F7, goes to basic with the TURBO and WEDGE disabled, and does not look for an auto boot file.
- DEL EXIT (NO BOOT) - same as F7, goes to basic with TURBO and WEDGE enabled, but does not look for an auto boot file.

The SUB-SYSTEM MENU can be accessed at anytime, when not in the Startup Menu, by pressing the cartridge button. The Sub-System Menu has 7 options, most of them having multiple features.

- 1. SNAPSHOT - after using F1 from the Startup Menu, load your program as usual and then press the cartridge button. Select this option and you will be asked for a name for the file that Snapshot will generate. Snapshot will copy all information that matches the fill pattern and store it to disk. This program copier can copy most write protected programs.
- 2. SCREEN-COPY - this feature will dump the screen to the printer, as a text or graphic screen (sprites included). It will also save and load to disk, print in 3 sizes, print in reverse colour and print in colour (if you have a colour printer).

3. GAME MASTER - as described before, Game Master will allow you to swap ports, disable collisions, use autofire, and let you live FOREVER.
4. UTILITIES - there are 4 options to choose from,
 - 1) set up for a new snapshot,
 - 2) enable or disable turbo dos, the function keys and the wedge,
 - 3) view the disk directory,
 - 4) send commands to the disk drive.
5. MONITORS - the 4 monitors can be accessed by this option,
 - 1) ML Monitor (can also be accessed from basic by F8),
 - 2) Sprite,
 - 3) Sample (sound),
 - 4) Character Set. All of these will allow you to grab the features, you like best in your favorite programs and import them to the programs you write.

6. SNAPTARM - a terminal program packed full of features. Snapterm operates at a max baud rate of 4800 (9600 for C128), full & half duplex, 5 parity settings, 7 or 8 bits, 80 columns for the C128, supports both X-MODEM and PUNTER codes. There is also a help screen to make it easier to use.
7. RESUME - allows you back to your game at the same point from whence you left.

In closing I am overwhelmed by its power and impressed by its simplicity to use. Not only does it support the C64 with a 1541 drive, it will also work with the C128, 1571, 1581, most compatible drives, and REUs. Some utility cartridges work only with 1541 drives and don't have near the features of SUPER SNAPSHOT, so though the price may seem high, it is worth every penny.

Tom

ADDITIONAL SUPER SNAPSHOT POINTS: As Per Dug Rodger

- * It is extremely rare that you would have to 'Disable' the TURBO loader.
- * With the 1581 & TURBO loader, loading speeds up to 25 times faster maybe achieved. (basically HD access speeds)
- * Load and print a picture, without disturbing what is already running in memory.
- * SS's 'DISABLE' is a misnomer, only the TURBOs are disabled and the cartridge's features are still available. (All of them)
- * The SS AUTOBOOT SECTOR can co-exist with the C128 BOOT SECTOR.

Selective directory listings

If you only want to look at PRG files on the disk directory, type: LOAD "\$*=P",8 then LIST. You can substitute the P with S or R to indicate sequential or relative files.

1571 Format tip:

Your 1571 can format and access both sides of a disk with a C-64 or C-128 in 64 mode? Yes it can, the command is:

OPEN 15,8,15:

PRINT#15,"U0>M1"

CLOSE 15

After you give this command in direct mode, then you give the regular command to format a disk in 64 mode:

OPEN 15,8,15:

PRINT#15,"NEW0:NAME,ID"

When the drive stops the task is done. - CLOSE 15.

Now you are able to store and access programs on both sides of a disk without turning the disk over.

Swap Meet -

Tuesday, 25 June 1996 at the York Public Library,
1745 Eglinton Ave. W. 7:30 in the Auditorium.

SuperCPU Notes

Creative Micro Designs new "SuperCPU" accelerators are scheduled for a May 1996 release, and will be available in 20MHz models for C-64 \$199.00 and C-128 \$299.00 (U.S.) respectively. These models employ the 65C816S processor for increased thru-put.

The SuperCPU has enough hardware in it to be considered a computer on its own. It interfaces with the C64/C128 to make use of the keyboard, sound, I/O and video. State-of-the-art components allow it to run at full speed 90% of the time, and access slower keyboard, sound, etc. at the regular 1 MHz for the other 10% without a hitch. The total throughput is faster than a 25MHz 386 IBM PC (10 MIPS vs.

the PC's 8 MIPS. (MIPS = Millions of Instructions Per Second) Due to the way the Commodore manages memory and video, the effect is actually greater than just that number.

With the pass-through port, the SuperCPU is compatible with the following:

Commodore REUs
CMD Ramlink
Berkely Softworks' GeoRAM
1541, 1571, 1581 drives
CMD HD and FD drives
CMD Swiftlink
JiffyDOS (built-in)

The acceleration mode will be both hard-switchable, as well as through software.

Pete the Patio PET

Ian McIntosh

Our friend Patio Pete was born in the late 70s as 2001-32N 1606213, fathered and mothered by many in Jack Tramiel's extended family.

Pete became an office worker, and still proudly wears his "TPUG MAILROOM" Dymo label. His retirement was a shock to him and his co-workers - he was injured in an office accident (the details now forgotten) and his keyboard was amputated.

In many big corporations that would be the end of the line, but fortunately Pete worked for TPUG, an organization with a heart (and more than a few old-timers) and he moved into the group's home for the retired and disabled, also known as The Back Corner. Although he undoubtedly felt awkward about what his hopes implied for another, Pete also joined the waiting list for a transplant.

A new keyboard did in fact become available, from a generous anonymous donor, but it was genetically incompatible. As time passed Pete was moved from short term disability to long term disability (farther back into the corner).

The summer of 1988 was a traumatic time for all TPUG. Management changed, employees were laid off, the head office was shut down, and services seriously disrupted. For Pete and the other retirees it led to a dramatic change in lifestyle as they were moved from the big city to a country estate just across the road from the club's new President.

The move itself was exciting, and while the retired had always enjoyed the irony of living on Yonge Street, the new address on Power

Line Road outside Paris was certainly prestigious. As is often the case, reality was less thrilling. The new home looked like a barn because it was a barn, and while it had indirect links to the power line, Pete and the others were powerless. Although there may have been some relief at not having to learn a new language and cope with new accents, there was some disappointment that this Paris was in Ontario not France.

I first met Pete a couple of years later in 1990, when he was moving back to Toronto. The Suntract Road address sounded promising, but I think the real reason Pete looked forward to the move was to get involved in things again - he found retirement too limiting. Also, without a keyboard he couldn't stop the mice and birds from nesting on his circuits. If you've ever had that problem you understand how frustrating and embarrassing it is.

Back in the city Pete had a preliminary medical examination and even received a non-functional keyboard transplant. It lacks a few keys and fits like a truck tire on a bicycle but nobody has heard Pete complain. Unfortunately the health problems Pete had when he retired weren't helped by the rugged country life. Or by the mice and bird droppings. The prognosis wasn't good.

At the time the TPUG Board of Directors was trying to balance negative income growth with positive expense growth (see Annual Meeting Report on pages 4 - 5 of the Fall 1991 TPUG Newsletter V4#3). Negatives and positives are supposed to cancel each other out, but that didn't seem to be working so

outsourcing the retirement facility was considered. One of our members (AH) offered Pete a new home living among others of his generation, and Pete moved in with me for a few nights until the arrangements were complete. To make a long story short (I know, it's too late!), AH and TPUG couldn't agree on the big bucks. He said \$5, TPUG said \$10, let's call the whole thing off. AH's management (Mrs. H) reallocated the space and Pete's stay with me was extended.

If you've ever seen the inside of a laptop computer you'll know what my place is like and you'll understand why Pete's Place is out on the patio. He spends most mornings sunning on his chair then afternoons in the shade. At night he earns his keep by supervising our Patrol Cats. Those two tell me he snoozes from time to time but that's one of the perks of the job (anyway I suspect they do too). You can quickly spot the difference when it's time for a barbecue - Patio Pete is quick to lend his support while the Patrol Cats usually just sit and watch.

Patio Pete and my son Craig have become dedicated friends, and to me this is his most valued contribution to our life. Whether it's just a quick "Hello" before or after school or a longer discussion, they're always glad to see each other. Pete's been an especially patient listener after some of Craig's 'vigorous debates' with big brother Andrew.

As our management occasionally reminds us, someday Pete will leave us (did she say Sunday?). Until then, he's our friend and guest, Pete the Patio PET.

Optimizing Education in an Age of Technological Advances

by: *Robyn P. Jaynes PhD (Strathglen)*
and *William C. Harley PhD (Axon)*

Most serious educational thinkers nowadays consider the ramifications of computer technology to be fundamentally important to the instructional design issues that must be addressed as we prepare to enter the far-reaching and electronically dynamic that will be forced upon us by the educational and societal demands of the 21st Century. In this series we will address ourselves to the role of computers in issues that must be anticipated and thought through within the educational systems of the industrialized nations of the world.

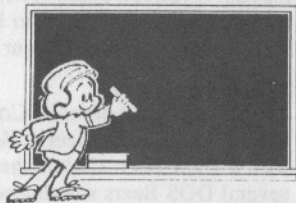
Foremost amongst these issues is what concepts, strategies, and resources must be brought to bear on the integration and dissemination of instructional technology and the processes needed to engage the students of the future. What will be the optimal computer system for primary schools and how will this system differentiate itself from secondary schools? Can appropriate

software be solidified and reinforced to adhere with reasonable tenacity to the ever-evolving spectrum of penultimate pentium processes?

These issues cannot be doubted in their cumulative importance, although they may well be subject to, at times, arbitrary adjustments by relevant authorities. With due proviso and caution, therefore, we aver that the salient issues concern the problems that will inevitably and with accelerating force emerge from the population intermixing and expanding with a growth imperative world.

In the next issue, Jaynes and Harley will concern themselves with electronic manifestations of spatial allocations and the optimal academic structure that will be essential to accommodate diverse deviations in the future.

Put THAT in your pipe and smoke it!



The Teachers' Corner

There are thousands of C64s still in use in schools. They have proven to be more durable, and more dependable than the 'flash in the pan' ICONS. Furthermore, there is more good public domain software available for C64s than any other types of computers in our schools. As school bureaucracies swing their attention to sizzling new types of computers and accessories, two things are becoming apparent.

There is a need for a teacher network that will assist participants in the selection, correction, and development of software. The same network could find where hardware can be either repaired or replaced by still functional hardware.

As long as I can remain functional, I will be happy to communicate with any teacher who may have a problem or a bright idea to keep the old C64s up and running. If you have either problems or solutions I would like to hear from you. Hope-

fully, a listing of interested teachers would be distributed so that members of the network could make contact with others.

One further thought. I've been busy modifying old Commodore Ontario Educational Software Project 1983 software and writing new programs which I use with my pupils. I've cranked out over forty disks so far with more at the back of the stove. These disks are available in the TPUG (C)ED-## series. I would be happy to receive recommendations for improvement or notice of glitches in any of these programs.

Feedback of any sort would be appreciated since there are times that I suspect the only C64s in use are in my school. Let's hear from you. I may be reached by phone at (905) 278-2687. My mailing address is 1407 Crescent Road, Mississauga, Ontario L5H 1P5

Bill Cumberland

HINTS:

Never validate a 1571 Disk in 1541 mode.

The 1571 disk drive has a major quirk the user should be aware of. This quirk occurs when the VALIDATE command is used in 1541 mode on a 1571 formatted disk.

The fourth byte on Track 18 Sector 0 is the double-sided flag. This byte is set to \$80 for double-sided and \$00 for single-sided disks. When the VALIDATE command is used in 1541 mode on a formatted 1571 disk, the 1571 drive rewrites this byte as \$00.

A standard 1541 drive will not re-write this byte, so you are safe from corrupting your disk while using a 1541 drive. Commodore has made at least eight different changes in the 1571

What's Available From the Brewery ...

DOS Beer:

Requires you to use your own can opener, and requires you to read the directions carefully before opening the can. Originally only came in an 8-oz. can, but now comes in a 16-oz. can. However, the can is divided into 8 compartments of 2 oz. each, which have to be accessed separately. Soon to be discontinued, although a lot of people are going to keep drinking it after it's no longer available.

Mac Beer:

At first, came only a 16-oz. can, but now comes in a 32-oz. can. Considered by many to be a 'light' beer. All the cans look identical. When you take one from the fridge, it opens itself. The ingredients list is not on the can. If you call to ask about the ingredients, you are told that "you don't need to know." A notice on the side reminds you to drag your empties to the trashcan.

Windows 3.1 Beer:

The world's most popular. Comes in a 16-oz. can that looks a lot like Mac Beer's. Requires that you already own a DOS Beer. Claims that it allows you to drink several DOS Beers simultaneously, but in reality you can only drink a few of them, very slowly, especially slowly if you are drinking the Windows Beer at the same time. Sometimes, for apparently no reason, a can of Windows Beer will explode when you open it.

OS/2 Beer:

Comes in a 32-oz can. Does allow you to drink several DOS Beers simultaneously. Allows you to drink Windows 3.1 Beer simultaneously too, but somewhat slower. Advertises that its cans won't explode when you open them, even if you shake them up. You never really see anyone drinking OS/2 Beer, but the manufacturer (International Beer Manufacturing) claims that 9 million six-packs have been sold.

Windows 95 Beer:

The can looks a lot like Mac Beer's can, but tastes more like Windows 3.1 Beer. It comes in 32-oz. cans, but when you look inside, the cans only have 16 oz. of beer in them. Most people will probably keep drinking Windows 3.1 Beer until their friends try Windows 95 Beer and say they like it. The ingredients list, when you look at the small print, has some of the same ingredients that come in DOS beer, even though the manufacturer claims that this is an entirely new brew.

Windows NT Beer:

Comes in 32-oz. cans, but you can only buy it by the truckload. This causes most people to have to go out and buy bigger refrigerators. The can looks just like Windows 3.1 Beer's, but the company promises to change the can to look just like Windows 95 Beer's - after Windows 95 beer starts shipping. Touted as an "industrial strength" beer, and suggested only for use in bars.

Unix Beer:

Comes in several different brands, in cans ranging from 8 oz. to 64 oz. Drinkers of Unix Beer display fierce brand loyalty, even though they claim that all the different brands taste almost identical. Sometimes the pop-tops break off when you try to open them, so you have to have your own can opener around for those occasions, in which case you either need a complete set of instructions, or a friend who has been drinking Unix Beer for several years.

AmigaDOS Beer:

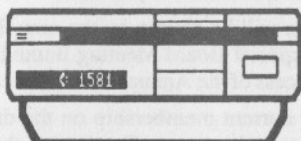
The company has gone out of business, but their recipe has been picked up by some weird German company, so now this beer will be an import. This beer never really sold very well because the original manufacturer didn't understand marketing. Like Unix Beer, AmigaDOS Beer fans are an extremely loyal and loud group. It originally came in a 16-oz. can, but now comes in 32-oz. cans too. When this can was originally introduced, it appeared flashy and colorful, but the design hasn't changed much over the years, so it appears dated now. Critics of this beer claim that it is only meant for watching TV anyway.

VMS Beer:

Requires minimal user interaction, except for popping the top and sipping. However cans have been known on occasion to explode, or contain extremely un-beer-like contents. Best drunk in high pressure development environments. When you call the manufacturer for the list of ingredients, you're told that it's proprietary and referred to an unknown listing in the manuals published by the FDA. Rumors are that this was once listed in the Physicians' Desk Reference as a tranquilizer, but no one can claim to have actually seen it.

For Sale From TPUG

(Your Membership Dollars At Work)



New Commodore 1581

Floppy Disk Drives

Members.....\$70.00

(complete with power supply, manual, demo disk, & cable)

Non-Members add membership fee

as per Disk Order Form, found on the rear panel of News Letter



5.25" Blank Disks (DSDD)

KAO brand, box of 10.....\$3.00

Bulk disks, pkg. of 50...\$12.00

(limit of 50 disks)
(no labels)
(limit of 50 disks)



3.5" Blank Disks (DSDD)

10 disks . \$3.50 each (limit of 50 disks)

PageSetter.....\$5.00 (desk top pub. for the Amiga)

Commodore 1581 CP/M disk ver3.0
\$13.50

128 Tutorial & Demo Disk \$5.00

Quantities are limited - Sales restricted to Members

Please add 10% for shipping and handling-Ont. add PST

All prices listed in Canadian funds

TPUG Annual General Meeting

TO THE MEMBERS:

Notice is hereby given that the 1996 Annual General Meeting of the members of TPUG (Toronto Pet Users Group Inc.) will be held at Alderwood United Church, 44 Delma Drive, Etobicoke, on Thursday May 30th, 1996 at 7:30 pm sharp for the purpose of :

1. receiving the Report of the Directors, including the financial statement for the year ending June 30, 1995.
2. election of directors,
3. consideration of motions affecting the Bylaws, and
4. transacting such business as may properly come before the meeting.

Normally elected directors terms expire at the second Annual General Meeting after their election.

The following directors' terms continue for another year:

Ernie Chorny	John Easton
George Skinner	George Turek

The following have been nominated for election to the Board of Directors :

Tom Hazlehurst	Tom Luff
Ian McIntosh	Joseph Palumbo
Dug Rodger	

Others may be nominated at the meeting or by proxy. You may vote for as many candidates as there are vacancies.

Under the current bylaws, the maximum number of directors is 10 and the number of vacancies is expected to be 5 for a 2-year and 1 for a 1-year term.

The new executive will be chosen by the new Board, traditionally at a special Board Meeting immediately after or during a recess of the Annual General Meeting.

You must have a current membership on the date of the meeting to vote at it or any adjournment thereof. Renewals will be accepted at the start of the meeting.

You are entitled and encouraged to vote either in person or by proxy.

If you are unable to attend in person and wish to vote, you must sign, date, and return the instrument of proxy below (or a copy of it) to TPUG's mailing address at least one week before the meeting, or to the Secretary before the start of the meeting. You may optionally attach voting instructions to the proxy form.

By order of the Board of Directors

Ernie Chorny
March 14th, 1996

PROXY

The undersigned, being a current member of TPUG (Toronto Pet Users Group Inc.), hereby appoints _____ as proxy to vote for the undersigned at the Annual General Meeting on May 30th, 1996 and at any adjournments thereof.

Dated _____, 1996

Voting Instructions:

Signed _____

Name (print) _____

Member Number _____

This instrument of proxy is only valid if it or a copy is signed and dated and either mailed to TPUG's business address and received at least one week before the meeting, or given to the Secretary before the start of the meeting.