From the President -

Impeachment - Take Two

By the time you receive this newsletter I hope that I have found the original article. To bring you up to speed with what has been happening in my life which also effects TPUG could also be grounds for impeachment. The first sin against TPUG has imprisoned me in a life sentence. At the beginning of April, I took a young lady's hand in marriage. Her parents informed me that the rest of her body is part of the deal. She has put her little foot down quite hard on my big toe, saying from here on out the mess that was in my old place is to be no more. Simply put, I will not be having an abundance of TPUG stuff stored in my hallways. She is not saying no to my hobbies because she knows if I am doing them I am not chasing some other skirt. She is good to me, keeping me well fed, cleans my clothes and allows me always to have the last words. 'Yes Dear...Yes Dear...Yes Dear'. The other change to my life you may have guessed, I have moved. I now reside just west of Toronto the mega city. My phone number is (905) 812-5231. In the process of moving, some items have gone astray. Thus this article and TOM's WORLD had to be rewritten which also caused a delay in publishing the newsletter, for that I do apologize.

At this time I would like to clear a few things up. First, TPUG is not in serious trouble. We intend to be around for a long time yet. The locker sale we just finished was an attempt to reduce our locker needs. We have gone from a club of about 10,000 down to about 100 in about 10 years. Needless to say we have collected items from people who have moved on to other machines. This was enough to fill two lockers. With most of it being PET hardware it was not moving enough to cover the cost of storage. In one large sale we went from two lockers to half of one. Thus reducing our operating budget - that was the good news. The bad news is one of our directors left the locker door open and you guessed it ... the locker is now full again. In the next newsletter we will again list a new inventory of stuff. (most of these are different items)

In this issue, Tom Williams describes what he does with his MS-DOS machine and the internet for his Commodore computers and other old machines. SummerSwap 99 is coming sooner then you think, the library is too small for the swapmeet so this year we are having it at Alderwood United Church, 44 Delma Drive, Saturday June 19/99, from 11 am to 3 pm. This is our last SummerSwap. Starting this fall, we will have our swapmeets in the fall and spring. Joe Palumbo has included an inventory of items for sale from J.P. PBM Products by Mail, and I finish my article about Canon Printers which do not have dip switches, this article describes the program I wrote and is available through TPUG.

I will be writing to you soon to get the next newsletter out on time.

Tom Luff

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

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* **Registered products of Commodore Business Machines, International and/or their assignees.**

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Please leave a message

e-mail :   tpug@icomm.ca

Membership Rates

Canada	$25
USA	US $25
International	US $25

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Webmaster	Ian McIntosh

Newsletter

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

Meeting Schedule

Amiga East: Second Tuesday of the month.
        Contact - John Buller (416) 762-8361
7:30 pm at Videolink - **2284 Gerrard Street East, Scarborough.**
        phone (416) 690-1690
        TPUG acknowledges the generous support of Videolink's Bruce Richardson

C-64/128: Fourth Tuesday of the month.
        Contact - Tom Luff (905) 812-5231
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 - Tim Luff (905) 812-5231
        or   Ernie Chorny(905) 279-2730

TPUG on the Internet:

http://www.icomm.ca/tpug
e-mail: tpug@icomm.ca

Well - y'r editor finally ran out of resources ... it was like this ... my trusty ten year old 'cutting edge technology' (a 33 mhz 386 DOS type machine finally bit the dust - and that rather hurridly. Ya see, when the power supply decides to give up the ghost without warning, other small electronic stuff up the line goes decidedly unhappy (something about letting all that smoke leak out). And there I was, preparing the final draft of this newsletter - and no machine with which to produce it.

Thanks to Tom Williams and a spare 486 with enough DOS smarts and parts and at least a printer port that recognised my printer, we are back in business temporarily. Hey, by next issue we may be into an entirely new look, but at least *this* issue is in your hands no more that two weeks late!

TPUG News

TPUG annual Summer Swap Meet
Saturday, 19 June 1999
at Alderwood United Church
44 Delma Drive, Etobicoke
11 a.m. thru 3 p.m.

Note - this is a change from our usual Summer Swap location the library just doesn't hold us anymore!

Classified

BJC DIPLESS I/F : The Program

It was not unusual to find most printers used DIP switches (Dual Inline Package-after the integrated circuit package which were the electronic components standard of the time) for setting features like Auto Linefeed, Serial or Parallel interfacing, Character Size, and many other features. These settings needed to be set prior to the printer being turned on, because they would be read by the printer during its start-up procedure. Although you could change the position of the DIP switches while the printer was on without causing the printer any harm, it was necessary to turn the printer off and on again to set the choices in the printer.

My first experience with a printer without DIP switches was with the MPS1230 Amiga Printer. To select features you had to hold down the Formfeed and Linefeed buttons and answer a complete set of questions one at a time using the Formfeed and Linefeed to change a feature or go to next feature. This was a pain in the backside because the feature that I wanted to change was usually well down the list and you had to respond to every question till you got to the one that finished your choices before you could exit. Despite this cumbersome feature it was a very good dot matrix printer.

When Commodore Canada sold of all its 8 bit stuff in 1994 I picked up a MPS1250 Dot Matrix Printer. This was a great printer with a dip switch. It was followed by the BJ 100 Bubble Jet Printer, it to had a dip switch. I got it for better printing and for less problems with light printing. It was easier to refill the ink myself.

The present printer is a BJC 250 because my last one died. This uses the same ink cartridge as the BJ 100. The problem is changing the features in the printer because it does not have a dip switch. This printer and others like it were designed as low cost printers. These are designed to talk to a computer through a parallel interface, as well as receive data like all printers. It is fine in the MS-DOS environment but not for a serial environment. As it is, we use a serial-to-parallel interface (I use SUPER GRAPHIC JR.) to communicate to the printer, which is one-way only. There is no way for the printer to talk to the computer to inform you of the present selections on the monitor. So as I mentioned in the last issue after reading Maurice Randall's article 'LOAD YOUR CANON' which first appeared in the 'DOUBLE CLICK' newsletter from the Lansing Area Commodore Club, I wrote a program called 'BJC DIPLESS I/F' (See previous references in the Newsletter, Volume 6 Number 5, Winter 1998/99).

BJC DIPLESS I/F is a program which will give you two things; 1) it is a working program with almost every feature accessible to the user, 2) because it is a working program written in Basic it will show you by example how and when to use commands so you could write a smaller program for your specific needs. My program starts with a menu screen of the primary commands, Eject, Rest, Poweroff, Cleaning, Changehead, Testprint, Intialize, Print Status Page. There is a ninth choice, the last item on the menu, which allows you to access the other commands. (more on this in a minute) The first 8 choices when pressed take you to the next screen which asks you if you wish to; 1)Execute your choice, 2)Change Selection, 3)Quit. When you choose Execute it does it, except for Testprint, it will the ask you which type of print you want, 'A' a demo print of characters, 'Demoprint' an advertisement of the printer, or 'Nozzlecheck' a small graphic print test of all the nozzle holes.

Select the last item on the opening menu and it will ask you which mode of printer operation you want - 'BJC' which is an IBM Proprinter emulation, 'LQ' which is an Epson emulation or 'AUTO' which will decide on its own which is the better to use.

Once you select a mode, the program will allow you to alter more of the printers features such as fonts, auto linefeed, character set, page length, and print speed, to name just a few. Each time you make a choice it is printed to the screen but not sent to the printer until you are finished, you will need to press '0' to send the changes to the printer. At any time while on this screen you can change a parameter over and over. Each feature has a minimum of two choices which could be as simple as 'on' or 'off'. Choices are displayed for that feature at the bottom of the screen. Just press the number beside the parameter you want and hit 'RETURN'. Printing the PRINTSTATUSPAGE on the first menu will show you the present configuration.

The printer uses a non-volatile memory to hold your configuration from one power up to the next, using reset and initialise command are the only resets. Use your user manual and/or my last article for more information. This program is for CANON BUBBLE JET PRINTERS without dip switches only.

NOTE: to use the Intialize command it must have the name of your printer as the parameter.

Archiving Commodore Disks Using Star Commander

Tom Williams

INTRODUCTION:

I began my study into data and disk archiving tools when I discovered that some of my early Commodore disks had become unreadable. I quickly realized that my software library could be literally fading away. Although hard to believe some of the disks were approaching the 20-year mark. I considered recopying them but found that some of the old disks had developed physical flaws. The cost of replacing each of the disks with new disks was also not economically feasible. A more economical solution had to be found. The first product I began to work with was a PC based giftware product called Star Commander developed by Joe Forster.

HISTORY:

Star Commander was introduced in 1994 and designed to handle the disk, tape and file images of the C64 Software emulator (C64S), CCS64 emulator, and Personal C64 (PC64), to copy files and disks between the PC and a Commodore drive. Since its introduction it has evolved into a very sophisticated utility. A complete revision history of the product is available at the author's web site: *http://sta.c64.org/history.txt*

BUILDING THE CONNECTION:

This product requires that you connect a 1541 or 1571 Commodore drive to an IBM 286 or higher compatible PC. To accomplish this you must first build an X1541 cable.

The X1541 interface connects the following pins:

CBM drive serial port   PC parallel port

2	Gnd	18-25	Ground
3	Atn	1	Strobe
4	Clk	14	AutoFeed
5	Data	17	SelectIn
6	Reset	16	Init

This cable is the simplest to build but is unfortunately the slowest (about 7 minutes to copy a C64 disk). Additional more complex cable designs have been developed (XE1541, XH1541 and XP1541) some requiring disk drive modifications. The more complex cable and drive modifications can reduce the read time of a 1541 disk from 7 minutes to 23 seconds. Complete detailed descriptions of all cable designs are available in the Star Commander documentation and at: *http://sta.c64.org/x1541.txt*

Tape images can also be created by modifying the cable to include a card edge connector for the cassette drive and a 5-volt power supply. A detailed schematic for the cassette interface is available on the Internet at: *http://www.phs-edv.de/c64s/doc/lpt64.htm*

GETTING STARTED

Using the completed cable connect the cable to the drive and the computer parallel port. The software supports up to 4 devices numbered 8 through 11 and I currently have a 1541, 1571 and a 1581 drive attached to my PC. I am using beta version 0.82.36 which partially supports the 1581 drive (full support for the 1581 is planned for a future version). When you start the Star Commander program the first thing you notice is that the format is similar to the Norton Commander. If you are familiar with this product operating the software becomes much simpler.

The screen is divided into two partitions. A typical configuration contains the directory of the commodore disk on the left side and the IBM DOS directory on the right hand side of the screen. Along the bottom of the screen are 10 function keys for file and directory operations.

By using the drop down menus (F9) you can determine what appears in each partition. Only one Commodore drive can be selected at a time and the drive type is set by entering Ctrl-F10 or by selecting drive type from the options pull down menu.

CREATING A DISK IMAGE:

To create a disk image of a Commodore disk, tab to make the Commodore drive the active window, and select copy disk from the Commands drop down menu. The next screen requests a filename for the disk image; filenames are automatically suffixed with source drive type (eg. d64 for 1541). The track and sector number being copied is shown as the disk copy progresses.

Once the disk image is created the Commander allows you to treat the image in the same way an external disk is treated. Files can be copied to and from the image as required. This allows for the creation of a new disk based on information from a variety of different disks and tapes.

CREATING A NEW COMMODORE DISK FROM AN ARCHIVED FILE:

To create a new Commodore disk, highlight the disk image in the PC DOS directory and select copy disk from the commands drop down menu. If the new disk

you are using is not formatted then mark the copy with format option and all disks will be formatted prior to copying.

SOME ADDITIONAL FEATURES:
- Configurable filter for file displays.
- Support for connection up to 4 Commodore drives (8-11).
- User menu for the CBM drive which includes, rebuild of the BAM, disk format and the ability to send a command to the external Commodore drive.
- Directory view of imaged disks.
- Copy individual files or group of files back and forth between the DOS directory and the external CBM drive.
- Extensive software and external drive configuration menus.
- Ability to handle extended disks.
- Built in disk editor.
- Built in support for multiple PC DOS and CBM compression formats (LHA,LBR,LHA,ZIP etc.).

ADVANTAGES:
- Disk images can be backed up using any of the traditional IBM PC backup strategies, or copied to CD-ROM creating a permanent archive.

- Fresh 1541 disks can be created at any time from the archived disk images.
- Disk archive images can be e-mailed to anyone with a similar setup and the disks recreated at the receiving end.

COSTS:
Star Commander is a giftware product and the author encourages you to register your copy. There is no charge for this service however any contribution to support the ongoing development would obviously be appreciated. In addition to the software you will need an IBM or compatible 286 or higher PC, with 286 computers almost free there's little cost here, and RGB monitor (CGA if you want to display special commodore characters), an old serial cable and a DB25 connector.

INTERNET RESOURCES:
Complete information including software downloading is available at the Star Commander homepage: *http://sta.c64.org/sc.html*

Open Letter From Jim Collas, April 1999

This is my first open letter to the Amiga community. In many ways, I am honored by the opportunity to address such a great community of people and represent such a unique brand as Amiga. There are many remarkable Amigans, both former and current, that are responsible for Amiga's impressive products and its spirit of revolutionary innovation. These are the people that created the Amiga phenomena and the people that persevered through these tough times. Amiga communities from across the world have kept the Amiga spirit alive. I can't claim any responsibility for the early success of Amiga or the current endurance. I can only praise the people responsible and hope that I can help bring a new era of greatness to Amiga and fulfill the hopes of the Amiga community.

The St. Louis show a few weeks ago was the first Amiga show I attended as president of Amiga. From the feedback I have received, the show was a great success. The show was well organized with good attendance and was also a lot of fun. The number of people who attended was approximately 1,200 but more important is the fact that there was a 14% increase in attendance from last year. I made my debut as president of Amiga and I want to thank everyone who welcomed me to the community. I especially want to thank those who welcomed me until 3:00 a.m. in the morning and taught me that Amigans really know how to have fun. You know who you are.

In St. Louis, I had the opportunity to spend a significant amount of time with people in the Amiga community. Several times during the show, I publicly made the statement that the Amiga community is the greatest community in the computer industry. I am now more convinced of this

than ever. The Amiga community is the most innovative, dedicated, heroic and enduring community in the computer industry. I am amazed at what the community has done with little or no support from a corporate entity. You have endured through extremely tough times and kept the spirit of Amiga alive and strong.

Unfortunately, some of the difficulties the Amiga community has endured in the last two years stem from some misguided decisions made by Amiga Inc. It is now obvious to me that some very big mistakes were made in defining a path for Amiga in the last two years. The low priority and support given to Amiga by our parent company, Gateway, aggravated this situation. Gateway was preoccupied during this period with significant internal restructuring to strengthen its core business for the future. The intentions relative to Amiga were good but the situation was mismanaged. Some people have told me that I should stop talking about past mistakes and only look toward the future. I agree with this but I also want people to clearly understand that I realize how much our past mistakes have hurt the community and delayed progress. This is important because I do not want to repeat these mistakes so be patient as I discuss this one last time.

In my opinion, the biggest mistake was the decision not to evolve the current Amiga architecture as we developed the next generation. This hurt the current Amiga community the most. The right decision would have been to overlap product generations just as Apple did during the Apple II to Macintosh transition. Apple evolved the Apple II architecture by introducing the Apple III even after Apple came out with the Mac. The Apple III wasn't a big seller but it helped

Apple II hardware and software companies and allowed them time to transition their products to the new Mac platform.

In hindsight and from the vantage of the Amiga community, not evolving the current architecture may look like an incredibly stupid mistake but it was not as obvious to people coming from the PC industry. I am not trying to justify this flawed decision but to give some insight as to how such a decision could be made. Living in a computer industry dominated by Wintel PCs skewed the thinking of people making this decision. In a computer industry dominated by Wintel PCs, computers are obsolete within six to twelve months. The inefficiency of the architecture requires a continuous upgrading of CPUs, graphics, and storage devices in order to deliver acceptable improvements in features and functions. This is what happens in an industry where revolutionary innovation has been replaced by constrained evolution. From this PC centric view, no one could imagine that a computer architecture that stopped evolving in the early '90s could have any life left in it. Obviously this view was very limited and flawed as the Amiga community has proven over and over again how much life was left in the current Amiga architecture.

It is obvious that the community would currently be stronger if we had made the decision two years ago to evolve the current Amiga architecture. Two years have now passed and we are faced with a tough question. Is there still life left in the current architecture? I believe that there is. The release of O/S 3.5 in late July or early August will allow the current architecture to live on for a few more years. In addition to O/S 3.5 we are looking at supporting companies that are looking at hardware enhancements to the current architecture. We will also support emulation of the current Amiga architecture on the next generation Amiga so that people can use most of their old software. I am spending time with key people in the Amiga community to finalize transition plans between the current Amiga and the next generation.

Now, it's time to talk about the future! I know this has been an extremely difficult and painful period for the Amiga community but I would like to put that chapter of the Amiga story behind us and look toward the future. We have a difficult road ahead of us with many important decisions to be made on our future plans. I will not make the mistake again of not understanding the Amiga community, its requirements, and its dynamics. St Louis was a good start for me but I require even more input to better understand the situation. As all of you know, the Amiga community is very strong in Europe with many Amiga companies and extremely impressive individuals. I am planning a trip to Germany and the U.K. in late April to meet with more leaders in the Amiga community. The objective of my trip is partially to communicate our current thinking but mostly to listen and understand. I want to understand the opinions of prominent people in the Amiga community. I will use this input to finalize our future architecture and plans. I especially need

help in planning out how we will transition from the old architecture to the new architecture in such a way that keeps the Amiga community healthy.

One thing clearly requested by the Amiga community was BETTER COMMUNICATION on the activities at Amiga. I promise to improve our communication starting with this letter and continuing with frequent postings on our Web site as well as increased interaction with the community. Our participation in the St. Louis show and my upcoming trip to Germany and the U.K. are good examples of our efforts in this area. The letter you are currently reading is posted on our Web site in the new "Executive Update" section that I will personally be updating on a monthly basis. In this section you will also find an update on major activities listed after the monthly letter to the community. I think this is a good start and we will continue improving our communication as we go forward. If you have any input on my executive update web page or on how to improve our communication please send your suggestions via email to executive@amiga.com. You can also send email to me directly at jim.collas@amiga.com but I get significant amounts of email so it may take me a few days to respond. The executive@amiga.com email address goes to my assistant who in turn directs the email to the Amiga executive that can most effectively reply.

I know that I have yet to prove my dedication or win your confidence but I hope to do so over the coming months. As many of you already know, I stepped out of a senior executive position with Gateway that was a very prominent position in the PC industry to lead Amiga. I did this because I believe strongly in what Amiga stands for. I believe in the Amiga spirit of revolutionary innovation. I believe that the PC revolution is over because innovative revolution has been replaced by constrained evolution. I believe that there is a new computer revolution on the horizon, one that will fulfill the promise of bringing the power of computing to the masses. Most importantly, I believe that Amiga will play a significant role in this new computer revolution. But Amiga can't do this without the full support of the Amiga community. The Amiga community is one of the greatest and most innovative communities in the computer industry. It is a revolutionary army waiting to strike and reclaim its prominent position in the computer industry. I truly believe this from the depths of my heart and I promise to use all of my experience, resources, industry contacts, and energy to give Amiga a strong and aggressive push. I hope I will not let you down.

Let's keep the momentum going as we come back for the future.

Sincerely,
Jim Collas
President, Amiga

Y2K Solution

The goal is to remove all computers from the desktop by Dec. 1999.

Instead, everyone will be provided with an Etch-A-Sketch. There are many sound reasons for doing this:

1.　　No Y2K problems.

2.　　No technical glitches keeping work from being done.

3.　　No more wasted time reading and writing email.

Frequently Asked Questions from Etch-A-Sketch Technical Support:

Q: My Etch-A-Sketch has all of these funny little lines all over the screen.
A: Pick it up and shake it.

Q: How do I turn my Etch-A-Sketch off?
A: Pick it up and shake it.

Q: What's the shortcut for Undo?
A: Pick it up and shake it.

Q: How do I create a New Document window?
A: Pick it up and shake it.

Q: How do I set the background and foreground to the same color?
A: Pick it up and shake it.

Q: What is the proper procedure for rebooting my Etch-A-Sketch?
A: Pick it up and shake it.

Q: How do I delete a document on my Etch-A-Sketch?
A: Pick it up and shake it.

Q: How do I save my Etch-A-Sketch document?
A: Don't shake it.

TPUG's PETs Adopted

Over the years, TPUG has received various donations of equipment, software and magazines. Some of them were sold, some given away, and the rest sat waiting for new homes. As the number of active users diminished, the number of donations increased but it took longer and longer to place our orphans. We became what I called a

secret computer museum. We didn't charge admission, but no matter what the admission price, it wouldn't have affected our

revenues - nobody came to see our treasures. It was, after all, a *secret* museum. If anybody had come, they would only have seen computers and boxes of magazines, books and some software piled up to the ceiling, some 10 feet from the nearest visible floor space.

Unfortunately the storage facilities did charge us for the lockers. As our membership declined our assets increased. Lately the storage costs have exceeded our annual income, which was already fully committed for newsletters and general expenses (telephone, mail box, copying, postage and so on). Something had to give.

So, with great reluctance, we sold more than half of it to Scott Parker from Centsible Software. He and two helpers arrived in mid-March and took a 16 foot truckfull back to Michigan. TPUG volunteers Tom Luff, Ernie Chorny, Joe Palumbo (who arranged the sale), George Turek, Tom Haslehurst, Tom Williams and Ian McIntosh helped sort it out and load it up about 50 PETs, a few other computers, and about 30

boxes of magazines. A few more station wagon and trailer trips and one of our two lockers had been vacated. (We still have one locker left, whether we can afford it or not, so we'll still have some things for sale.)

Moving day was an emotional day. We loved those PETs, every one, whether they worked or not. After the hours we spent sorting magazines we all wanted to read every issue cover to cover.

The bright side is that after Scott refurbishes them, he'll find new homes for our PETs, and the money we received helped our budget considerably.

For followup on these items, you may now contact :

Centsible Software
8818 College Ave.
Berrien Springs, MI 49103
phone: (616) 471-1089
website: www.centsible.com
email: cents@sprynet.com

- Ian McIntosh

1998 Inventory Blow out! - JP PBM

CURRENT Commodore/Amiga Computer CLUB members Get 5% Off! (Just inform us of the CLUB NAME/MEMBERSHIP#). Or, you can Buy/RENEW a TPUG membership along with your order and you'll qualify as well! (Send both together to TPUG Attention: Joseph Palumbo). Remember, a TPUG (and most other clubs) Membership costs just $25. And it gets you a whole lot more than just a discount with JP PBM Products By Mail.

QTY $ BOOKS! - New & Used

. $5 1541 USER's Guide-The Complete Guide to the Commodore 1541DD.
x3 $5 35 Amazing games for your Commodore 64
. $5 40 Great Flight Simmulator Adventures
. $5 40 More Great Flight Simmulator Adventures
. $7 500 C-128 Questions-Answered!
. $5 6502 Assembly Language Programming
. $1 dBASE II for First-Time Users
. $5 All About the Commodore64 Vol1
. $5 An introduction to the Commodore 64
. $5 BASIC Programming for the Commodore 64
. $5 C64 COMAL Reference Guide
. $5 Commodore 1571 Internals(128#4)
x2 $5 Commodore 64 games for kids
. $5 Commodore 64 Assembly Language Arcade Game Programming
. $5 Commodore 64 Assembly Language programming
. $5 Commodore 64 Basic programs in minutes
. $5 Commodore 64 BASIC programming and Applications
. $5 Commodore 64 BASIC Programs (includes Cassette)
. $5 Commodore 64 Favorite Games Explained
. $5 Commodore 64 Fun and Games
. $5 Commodore 64 Games book
. $5 Commodore 64 Getting the most from it
. $5 Commodore 64 Graphics and Sound Programming
x6 $5 Commodore 64 Home Companion
. $5 Commodore 64 Programs for the home
. $5 Commodore 64 Tune-up
. $5 Commodore 64 USER's Handbook
. $5 Commodore 64/128 POWER BASIC

. $5 Commodore Peripherals-A USER's Guide
. $5 Computer games for Business/ Schools/ and Homes
. $5 Computer Olympics
. $5 Computer Play Ground Commodore 64/Vic-20
. $5 Computer Space Adventures
. $5 Computer Thinking
x5 $5 Computers for Kids - Commodore Vic-20 edition
. $5 Crazy Games for your Commodore64
. $5 Creating Arcade games on the Vic
x2 $5 COMPUTE!s first book of the Commodore 64
x2 $5 COMPUTE!s Commodore collection Volume 1
x2 $5 COMPUTE!s Commodore collection Volume 2
. $5 COMPUTE!s Computing Together
. $5 COMPUTE!s First book of Commodore 64 Games
. $5 COMPUTE!s First book of SOUND and GRAPHICS
. $7 COMPUTE!s First Book of 128
. $5 COMPUTE!s Reference Guide to COMMODORE 64 GRAPHICS
. $7 COMPUTE!s Second book of 128
x2 $5 COMPUTE!s Second book of the Commodore 64
. $5 COMPUTE!s Second book of Commodore 64 Games
. $6 COMPUTE!s Sixtyfour & 128 Collection
. $5 COMPUTE!s Third book of the 64
. $5 COMPUTE!s Vic20 and Commodore64 Tool Kit- Kernal
. $5 COMPUTE!s Vic20 and Commodore64 Tool Kit- BASIC
. $5 Golden Flutes & Great Escapes (Cassette Included)
. $5 GEOS Tricks and Tips
. $5 Hands on BASIC with a PET
. $5 Home Energy Applications on your personal computer
. $5 How to program your Commodore64 in 6502/10 Machine Language.
. $5 Illustrated Computer Dictionary
x2 $5 Inside Commodore DOS
. $5 Kids and the Commodore 64
. $5 LOGO A language for learning
. $9 Machine Language Routines for the Commodore 64/128
. $5 Machine Language Routines for beginners
. $9 Mapping the Commodore 128
. $5 Mapping The Commodore 64
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. $5 2for1 Touch down/Ten pin
. $9 Alter EGO -Male Version
. $15 Arcade Mega Hits
x12 $9 Archnophobia
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. $10 Elementry Science facts-grades 7 & 8 -Canadian Edition
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. $5 Kickstart II
. $10 Knight games

. $8 Kwik-CALC!
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. $10 Pocket Writer Dictionary for the Commodore 64/128
. $15 Pocket Writer Version 3.0
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. $9 Ski or Die
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. $5 The Slugger
. $15 Thunder Mountain 10PAK Vol.1
. $8 Viking Raider
. $5 Water Polo
. $5 Whats my Logic
. $7 Word Attack

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Qty $ Still in Original Package

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. $6 Practicalc 64
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. $3 Success with math-Add/Sub
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Joseph Palumbo

Commentary ... Software VS Hardware

At a recent computer expo, Bill Gates reportedly compared the computer industry with the auto industry and stated: "If GM had kept up with technology like the computer industry has, we would all be driving twenty-five dollar cars that got 1000 miles to the gallon."

In response to Bill's comments, General Motors issued a press release stating the following:

If GM had developed technology like Microsoft, we would be driving cars with the following characteristics:

1. For no reason whatsoever, your car would crash twice a day.

2. Every time they repainted the lines on the road, you would have to buy a new car.

3. Occasionally, your car would die on the freeway for no reason, and you would accept this, restart, and drive on.

4. Occasionally, executing a maneuver such as a left turn would cause your car to shut down and refuse to restart; in which case you would have to reinstall the engine.

5. Only one person at a time could use the car, unless you bought 'Car95' or 'CarNT.' Then you would have to buy more seats.

6. Macintosh would make a car that was powered by the sun, was more reliable, five times as fast, and twice as easy to drive, but would only run on five percent of the roads.

7. The oil, water, temperature and alternator warning lights would be replaced by a single 'general car fault' warning light.

8. New seats would force everyone to have the same butt size.

9. The airbag system would say 'Are you sure?' before going off.

10. Occasionally, for no reason whatsoever, your car would lock you out and refuse to let you in until you simultaneously lifted the door handle, turned the key and grabbed hold of the radio antenna.

11. GM would require all car buyers to also purchase a deluxe set of Rand McNally road maps (now a GM subsidiary), even though they neither need them nor want them. Attempting to delete this option would immediately cause the car's performance to diminish by 50 per cent or more.

12. Every time GM introduced a new model, car buyers would have to learn how to drive all over again because none of the controls would operate in the same manner as the old car.

13. You'd press the 'Start' button to shut off the engine.

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