

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 6, Number 3

Summer 1998

From the President -

The end of June is not only the finish of the school year but it is also the completion of the computer shows until the fall. TPUG's activities climaxed with the **summer swapmeet** June 23, 1998, the fourth Tuesday of the month. We have attended **COMPUTER FEST** in April, **International Amiga Show** at the end of May, unfortunately we missed the **Computer Fleamarket** at the beginning of June, partly due to my illness. The swapmeet also signifies a halt to our meetings, which resume in September.

COMPUTER FEST may be dedicated to the MS-Dos machines, but our presence there shows us there is still an interest in the old machines to the point of nostalgia. In the last couple of **COMPUTER FEST** shows there has been an increasing number of inquiries for VIC-20s and related items, as well as emulators to run familiar programs for the different Commodore computers.

This was the first year for the **International Amiga Show**. Organizers claimed that despite the light turn out the show was a good enough success to have it again next year. Media coverage did not do it justice. Here is a show which combined manufacturers, programs, programmers and user groups all under one roof for a computer many thought was

going to disappear. Instead the show helped demonstrate the revival and the dedication of new and old Amiga users. TPUG looks forward to attending their next show.

The **Computer Fleamarket** is a lot like TPUG's swapmeets, both have great buys and are similar to yard sales (second-hand items spread out on tables), the only difference is one is more dedicated to our computers. Although we missed the last fleamarket our presence in the past was still evident. Other vendors may not remember our name but they did acknowledged a user group which not only sold Commodore products but also supported them. For a \$3.00 yard sale if you use more than one computer platform (ie. MS-Dos, Apple, Commodore) it can be worth the money.

As long as shows like these and manufacturers like CMD, who design new hardware or programs for the Commodore computers, existing user groups like TPUG will always be needed. In my view any computer that still works and can do the job the operator requires is not an obsolete system. Bigger and faster are not always better.

Before I go, I want to wish everyone a warm and fun summer.

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

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

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Member Information

Voice Info (416) 253-9637
Please leave a message

e-mail: tpug@icomm.ca

Membership Rates

Canada \$25
USA US \$25
International US \$25

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Newsletter

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

Meeting Schedule

Amiga Central: Second Tuesday of the month.
Contact - George Cripps (416) 255-1436
C-64/128: Fourth Tuesday of the month.
Contact - Tom Luff (416) 503-0753

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 - Tim Luff (416) 503-0753
or George Cripps (416) 255-1436

**Annual General Meeting
preliminary notice**
Thursday, 8 October, 1998
Alderwood United Church - 8 p.m.

TPUG on the Internet:

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



I don't know who else might have noticed the passing of our BBS into history (as of August 1), but to your editor this event brings with it a bittersweet feeling of nostalgia. Virtually the longest-running BBS in history (Steve Punter and Ward Christensen might have differing opinions on this statement), the overwhelming acceptance of internet technology has reduced the usage of our BBS to a mere trickle of notes. The cost of maintaining the phone-line compared with the number of current users is the major factor your board of directors considered in arriving at the decision to discontinue this historic institution.

Our sincere thanks go **Steve Punter** and **Sylvia Gallus** for years of dedicated service - they deserve a long overdue vacation.

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

Notice to new owners of SuperPet and CBM 8296 machines

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

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

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

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

TPUG News

WATCH FOR IT IN THE FALL NEWSLETTER!!

A
TRAINING SESSION FOR ALL MEMBERS

on using

"THE TORONTO FREENET"

with its access to

THE INTERNET AND WEB SITES

Don't miss it! Keep your dates open.

- Some time in October - at Videolink -

Call Gord at (416) 421-8715 for info.

Classified

Another member-service!

For Sale:

2 - C64s, 2 - 1541 disk drives, colour monitors, joysticks, printers, and printer interfaces.
Call Tom Luff (416)503-0753.

Miscellaneous Commodore Hardware and Software is available from :

D.L. Johansen
Box 912, Troy, MT, 59935

COMMODORE GAZETTE

Magazine-on-Disk

Christopher Ryan

5296 Devonshire Rd.

Detroit, MI, 48224-3233

(313) 882-0811 (4thru 10 PM EST)

chris.ryan@metro-1.station-1.com

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1581 JIFFYDOS ROM....add \$32.95

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Note: Dealers and User Groups Welcome!

J.P. PBM Products by Mail is the NEW Manufacturer of Super Snapshot Cartridge V5.22 - NOW SHIPPING

We are pleased to offer this cartridge regularly \$89.95. For a limited time SAVE \$15 WITH THIS AD. UNTIL AUGUST 31/98.
CURRENT Commodore Club MEMBERS SAVE \$5 MORE off the regular price before freight and taxes.

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DOWNSVIEW, ONTARIO	* C= Club Members (-\$5)	-\$ _____
CANADA M3L 1B0	* 32K RAM add \$19	+\$ _____
	subtotal	\$ _____
	+7.5% Freight	\$ _____
All Prices Are Cdn. Funds	Subtotal	\$ _____
20% Exchange On US Funds	Ontario Res add 8% PST	+\$ _____
Send \$2 for a catalogue	Canada Res add 7% GST	+\$ _____
on disk (1541 format)	(CDN FUNDS) TOTAL	\$ _____

Being technically inclined and part of the Board of Directors I get a chance to see and test most of the donations including software. About a year ago I bought a utility program from TPUG at one of our swapmeets called COPY II (ver. 4.0) for the C64/128 (by CENTRAL POINT SOFTWARE INC.). Recently I got around to trying it out. I had another utility program which I bought from SOFTWARE SUPPORT INTERNATIONAL many years ago called SUPER 81 UTILITIES (by FREE SPIRIT SOFTWARE INC.) Both Programs offer a wide selection of features and have pros and cons over each other. The following is a list of the functions in each:

Function	Super 81	Copy II
Disk copy	*	*
File copy.....	*	*
View directory	*	*
Format Disk	*	*
Sector Editor	*	*
Scratch files.....	*	*
Un-scratch files.....	*	*
Lock files	*	*
Un-lock files.....	*	*
Rename files	*	*
Flip source/target	*	*
Partition commands	*	No
Print Option.....	No	*
View BAM.....	No	*
Error checker(track).....	No	*
Validate (sectors).....	No	*

Both programs will copy by single drive or by dual drives. Speed in disk copying is different, Super 81 will automatically format a blank disk before it writes to it. It reads sector by sector into the computer memory from the source disk and then writes sector by sector

to the target disk even with a dual drive system. Super 81 will support 1581 disks hence the 81 in the title, this is also evident via the option for partition commands found in most of the sub menus. The other noticeable difference is the lack of a print out option which Copy II has.

Copy II although it will not disk copy 1581 disks, it does allow the 1581 some options such as file copy and others. If a function will not support 1581s then a message is displayed and you are allowed back to the menu. Any time you choose a function while using two drives the program will request from which drive you want to use, whereas Super 81 it is available as part of the sub menu. Copy II has three features Super 81 does not have, 1) if you only have a single drive you can speed up copying by plugging in a REU, 2) with a system using two 1571s or two 1581s in the C128 it will use the BURST mode, 3) like a lot of the big copy utilities there are a large number of parameters available for copying the copy protected disks as well as setting your own parameters in case you have a protected disk not covered by the other parameters. Copy II operates in the C64 as well as in the C128 modes (40 and 80 columns), Super 81 is only a C64 program.

Although Super 81 does not have an option to view the BAM it can be seen via the sector editor. Only COPY II validates sectors and error checks the tracks. Both programs work well and are easy to use, Super 81 may be slow and does not have a print feature but Copy II does not disk copy for the 1581s. Any program that does the job you need done is a good program, spending more money on a newer program does not always mean better.

Tom Luff

International Amiga 98

John Buller

We Were There as Randomize Computers of Tottenham, Ontario hosted International Amiga 98 in Toronto on May 29 and 30. Billed as "The Official Amiga Show, serving all of North America", International Amiga 98 was attended by a small but enthusiastic group of Amiga devotees. Represented at the show were hardware and software

developers such as Newtek, Haage & Partner, Asimware, Cloanto, Nova Design, and Phase 5, as well as Amiga Incorporated (AI). The three dealers at the show were Video Link, National Amiga, and Wonder Computers. There were workshops being given continually throughout the show.

Many of them looked extremely interesting. Holger Kruse, of Miami fame, was talking about how to do TCP/IP programming for the Amiga. Laurie Perrin held a class on writing C++ wrapper functions for Amiga API calls. Asimware gave a CD-ROM mastering workshop. Toronto's own Donald Dalley gave a talk on using the Dal-

ley Suite with AmiBroker to do stock market analysis. There were a couple of Amiga hardware classes given by Calum Tsang.

I am always amazed at the loyalty that the Amiga commands. People drove for hundreds of miles - or flew for thousands - to see what's happening to their favorite computer. And what is happening? I'm not sure.

Many people wanted details of AI's plan to bring the Amiga back, but details were hard to come by at the show. Many expected an elaboration of the announcements made two weeks before at the World of Amiga show in London. The keynote speech, given by Petro Tystchenko, president of Amiga International, merely echoed the FAQ that was posted on the Internet immediately after the London show. I was expecting some kind of written manifesto to be in circulation, to be so ubiquitous that you couldn't walk in the door without being

handed two or three of them. What we got instead was Mr. Tystchenko walking around shaking hands with everybody and flogging copies of his AUDIO CD with several mixes of Amiga's new theme song. Another victory for style over substance.

From the text of the keynote speech and the FAQ, I gleaned this information:

AI wants to encourage people who develop software on other platforms to develop it for the Amiga also. They want the next Amiga to be a board that plugs into a PCI slot on a Wintel-style personal computer. This is only a bridge, they say, to the Amiga-after-next, which will be so new and revolutionary we won't even recognize it. It's going to use another CPU. Did they say which one? I don't know. It won't be in the Motorola 68000 series, but neither will it be a PowerPC. It will be ready in a year and a half.

I think that the real support for the Amiga community and the Amiga itself will continue to come from third-party developers such as Phase 5 and Haage & Partner who are already shipping PowerPC-based Amiga accelerators under license from AI. By the end of the year they plan to release an Amiga OS upgrade that takes advantage of the new hardware.

Our own small but dedicated group of TPUG volunteers were there soliciting memberships, renewing contact with individuals and other user groups, and generally trying to steer people with questions toward people with answers. I would like to thank George Cripps, Mike Dzupina, Ernie McMahan, and Dennis Raindahl in addition to board members Ernie Chorny and Joe Palumbo for donating their time to this effort. Thanks also to Ian McIntosh, who was prevented from attending by last-minute health problems.

Big and Little Endians

Ian McIntosh

You can divide the world into two kinds of people: those who divide the world into two kinds of people, and those who don't.

You can divide the world into three kinds of people: those who can count, and those who can't.

You can divide computers into two kinds of endianness: *big endian*, and *little endian*.

A lot of early computers were *word addressable*. The smallest size of memory you can deal with is a *word* - big enough to hold an *integer* number. Most modern computers are *byte addressable*, with a 32-bit word holding four 8-bit bytes. Addresses are usually also 32 bits long. The upper 30 bits identify the word, and the bottom 2 bits (a number from 0 to 3) indicate which of the four bytes a character-oriented instruction should operate on. That brings up the question of how you number those bytes - which gets which number.

Think of the character string "ABCD" stored in memory:

```
byte 0: "A"  
byte 1: "B"  
byte 2: "C"  
byte 3: "D"
```

Numbers are different than character strings because you do different kinds of operations on them, and you often copy them from normal memory into a special kind called *registers* to do arithmetic on them. Let's use the number that in the C language's hexadecimal notation is written as 0x87654321. In a register, the layout is obvious: the digit 8 is at the high end and the digit 1 is at the low end:

```
high end . . . low end  
8 7 6 5 4 3 2 1
```

The way to store it in memory is obvious too, it's just that different ways are obvious to different people. The way that early computers used was to store the *high* end of the number in the byte numbered 0 and the *low* end in byte 3. Another way of thinking of that is that when you shove the number into memory, the place you put the high end gets called byte 0 and the place

you put the low end gets called byte 3:

<u>byte</u>	<u>byte</u>	<u>byte</u>	<u>byte</u>
<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>
8 7	6 5	4 3	2 1

Later the opposite style was introduced. The first time I know of was a very simple industrial control system that was designed for doing 8-bit and 16-bit arithmetic. Memory held pairs of 8-bit bytes, so the number 0x4321 looked like:

<u>high</u>	<u>low</u>
<u>half</u>	<u>half</u>
4 3	2 1

If the address requested was odd, the memory unit shifted the value over to the right before sending it to the CPU:

<u>high</u>	<u>low</u>
<u>half</u>	<u>half</u>
0 0	4 3

If the address requested was even, it just sent the pair unchanged. That kept the memory unit simple - either shift or don't, and the CPU simple - for an integer use the whole value, and for characters always use the rightmost byte of what was sent. Later DEC used the same scheme in the PDP-11 and made it popular.

The 32-bit version of this would be:

<u>byte</u>	<u>byte</u>	<u>byte</u>	<u>byte</u>
<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>
2 1	4 3	6 5	8 7

Eventually someone who had read the part of *Gulliver's Travels* about the dispute between those who ate their boiled eggs *big endian* or *little endian*, depending on which end was put in the egg cup, decided to apply the same terms to computers. The approach of putting the big end of a value in byte 0 (big end first) is now called *big endian*, and you can probably figure out what *little endian* is.

The integer numbers on the PDP-11 were *little endian*, but the floating point numbers were stored in a hybrid format. The word containing the big end came first, and the word containing the little end came second, like big endian. Within each word, the little byte came first, like little endian. This third kind of endianness, of the two kinds, was called *middle endian*.

When microprocessors first came along, they only dealt with 8 bits of data at a time. You might expect that to eliminate the issue, but instead it was intensified, because simplifying the circuitry was more important than before.

In the 6502 CPU chips, *absolute indexed* instructions have a one byte opcode followed by a two byte (16-bit) base address:

<u>byte</u>	<u>byte</u>	<u>byte</u>
<u>0</u>	<u>1</u>	<u>2</u>
opcode	base	address

The value in the X index register must be added to the base address to get the actual address to use. There's already circuitry to fetch instruction bytes one at a time in sequential order. Adding values has to be done going from the low end to the high end (so that carrying works right) so if you only get half the address at a time you should add the low halves first. That means you want the low byte right after the opcode, in a lower address than the high byte, and that means *little endian*.

If addresses in instructions are little endian, addresses in pointer variables will be too. Since pointers and integers share operations like add and subtract, integers will be too. So low cost microprocessors (and some not so low cost, like Intel Pentiums) and other chips designed to work with them are mostly little endian.

On the other hand, some higher performance microprocessors (like the Motorola 680x0s in Amigas, Apple Macs, and Atari STs) evolved more from the mainframe direction. If all circuits are 32-bit, big endian has some advantages. Some CPU designs like the MIPS Rx000 or the IBM/Motorola PowerPC work either way, depending on how the program is written and what the operating system sets as the default. A lot depends on who and what you're trying to be compatible with.

The CPU used in Commodore PETs, CBMs, and VIC 20s (and in Apple][s and Atari 8 bitters) is a MOS Technologies 6502. The 6510 in C64s, the 7501 in Plus/4s and C16s, the 6509 in B128s, the 8502 in C128s, and the 4510 in C65s and the 65816 in Apple][GS are all improved versions of it. The second CPU in SuperPETs (and Radio Shack CoCos) is a Motorola 6809, much improved from their original 6800. The CP/M CPU in C128s is a Zilog Z80 (based on the Intel 8080, out of which the Intel 8088 to Pentium II evolved). All these are little endian.

I/O and auxilliary chips don't matter as much, and most chip registers are only 8-bit anyway. The few 16-bit registers vary; the timers in the PIA, VIA, CIA and TED are little-endian, the C128 MMU and DMA chips are little endian, but the 6545 (B128), 8563 (C128) and TED (Plus/4 and C16) video display chips are big endian.

The end ...

Ian

Internet Observations

<http://www.worldpages.com>

WorldPages is a very helpful address to know about. I have two *Perly's Guide* map books and various maps, and telephone book white, grey and yellow pages, but they don't cover the world. WorldPages tries to! Clicking on the **International** menu item takes you to a list of 190 countries, from Algeria to Zimbabwe, including the biggies like Andorra and Christmas Island.

Like telephone books, WorldPages is mostly divided into **People Find**, **Gov't Find**, and **Business Find**. It also handles searching by **Proximity**, **Headings** (eg City Halls), **Services**, and searching not just addresses and phone numbers but also **Email Addresses**, **Web Search**, etc. You can access **Guides**, **World Resources**, and **Travel and Places**.

Using a phone book to get an address then getting out a map will usually get you where you're going, but WorldPages sometimes works better. When it reports an address and phone number, there's usually a **Map** icon beside it. One click and up comes a map, with a red "X" marking the spot. You can zoom in or out, or scroll the map around.

Sold on it yet? You should be, just don't expect perfection. The data (provided by *ProCD*) has a few more errors than most maps.

TPUG's Central Amiga Chapter is now alternating meetings between *York Public Library* and *VideoLink*. WorldPages has a Public Libraries heading, but no go. It does list VideoLink (at the old address half a block away). Lucy Ave is south of Danforth, between Victoria Park and Pharmacy Avenues. Vic Park is big enough to have a subway station and two lane Highway 401 exit, but isn't shown *at all* on the map (maybe because it's also a municipal boundary?).

In my neighbourhood, Elm Bank Ave is shown continuing through Wexford Park. They did pave the footpath two years ago, but the 80 foot high trees look more like a small forest than a street. Oh well, another old map I have had the same mistake. Scrolling over a

bit shows that Victoria Park Ave doesn't exist digitally up here either.

I looked up two friends. The one in Yonkers NY was right; the one in Ajax ON had the "X" two blocks away from his house.

I tried an Email Addresses search for myself and got 8 hits. Neither of my two addresses was listed, probably because I haven't posted any messages to Usenet news groups or other public places.

The Gov't Find section has two Headings both called Schools - Public, so I tried them. It says there are no schools in Metropolitan Toronto, or any of its constituent cities except Toronto. The first of the 306 "public schools" in Toronto is *A & M Pest Control*, and the list includes karate, diving, driving, hair design, private investigation, ballet and wine tasting schools. WorldPages lists fewer Ontario schools outside Toronto than there are school boards, even after the recent consolidation.

Other map problems? It's not obvious how to scroll by small amounts (click on the point you want centered). At the default map scale only a few street names are shown. If you zoom in too far, many street names, especially for major streets, are off the map. Asking the AIX (Unix) version of Netscape Navigator to print the maps gives just an empty box - no streets.

They aren't quite finished recording the world, but aside from a few glitches, WorldPages can be quite useful and deserves a thank you and inclusion in your bookmarks list.

Other tools for finding people and businesses include:

<http://www.555-1212.com>

<http://www.four11.com>

<http://www.canada411.sympatico.ca>

<http://www.bigfoot.com>

<http://www.candirectory.com>

<http://www.iaf.net>

<http://www.whowhere.com>

This is a list of highlights from TPUG Amiga chapter meetings this past season. If you don't regularly attend meetings, you can read about some of the things you missed.

In November, John Buller presented an introduction to **ARexx**. This was followed in December by an **ARexx workshop** conducted by Donald Dalley. ARexx is an Amiga implementation of Rexx, a script-writing language which is available on many operating systems. Donald presented a real-life data extraction problem and guided the audience into finding a solution to the problem.

In January, Donald showed us the original reason he had solved December's problem. His **Dalley Suite** contains ARexx scripts for extracting stock quotations from various web sites and formatting the data so it can be read by the stock analysis program AmiBroker. In the course of demonstrating the Dalley Suite, Donald also gave a fine demonstration of AmiBroker itself.

In February Frances Clee, a long-time TPUG member, gave us a **LOGO** demonstration. LOGO is a powerful graphics programming language influenced by LISP, of artificial intelligence fame. Frances presented a short tutorial on the language itself, and then demonstrated some programs she has written. She finds it particularly useful for generating tiled patterns for designing patchwork quilts and other textile art. She has also produced a number of very interesting fractal patterns. Frances wishes someone would produce another version of Amiga LOGO that takes advantage of the Amiga sprites. This feature is actually available in LOGO for the Coleco Adam, which makes it a superior implementation that runs on an inferior machine.

In March, John Buller demonstrated two music programs, Octamed and Bars and Pipes. **Octamed** is a very popular program that started life as the music editor MED. It was originally designed for programmers who wanted an easy way to add music to their games. It maps the Amiga keys into a piano-type keyboard and plays eight-bit sound samples through the Amiga audio hardware. Later versions support Musical Instrument Digital Interface (MIDI) output as well. The latest Amiga version is available commer-

cially, although there is a very good older version which was distributed free on a computer magazine disk.

Bars and Pipes is a MIDI sequencer with very sophisticated features and extensions. Bars and Pipes can record music played on a MIDI keyboard as events such as note-on and note-off. Music can be entered and edited graphically. There are various composition and arranging tools included. This program is no longer being produced at all. The company, Blue Ribbon Sound Works, was bought by Microsoft and announced it would not be developing any more software for the Amiga. Free copies were available for a time to Compuserve subscribers, but that may have been discontinued by now.

Dug Rodger demonstrated some 3-D action games in April. These were Mac games running on a Mac emulator on Dug's A3000. He must have the heaviest A3000 in the world, crammed as it is with extra cards and memory. Dug has brought a power cable and a flat SCSI cable out of the back of his machine, so he can attach an extra disk drive. Dug changes disk drives the way some people change floppy disks.

In May we had a demonstration of **AsimCDFS**, a file system for CD-ROM drives. AsimCDFS is produced by ASIMWare, a company based in Hamilton, Ontario. Besides the file system itself, the package contains several utilities, including one that allows you to use your CD-ROM drive as a programmable audio CD player. You can play the CDs through the normal audio output or through the Amiga audio hardware. Dennis Raindahl says that his Amiga is the only CD player he owns, and he uses the AsimWare utility to program the tunes he wants to hear, and to catalog all his CDs. There is also a utility for displaying video files from Kodak PhotoCD disks and Corel Professional Photo disks. As an extra bonus, AsimWare includes a CD-ROM containing 750 Fred Fish disks with the AsimCDFS.

Many of our meetings were held in the large and friendly back room at VideoLink. The room and the use of various pieces of equipment were generously provided free of charge by Bruce. Commentary, coffee, and advice on old Led Zepplin songs were provided free by Phil. Thanks again, guys!

Annual General Meeting - 8 October 1998

Scientific Truth in Product Warning Labels

by Susan Hewitt and Edward Subitzky

(Stolen Without Permission from Journal of anillegiblycopiedtitle)

WARNING: This product warps space and time in its vicinity.

WARNING: This product attracts every other piece of matter in the Universe, including the products of other manufacturers, with a force proportional to the product of the masses and inversely proportional to the distance between them.

CAUTION: The mass of this product contains the energy equivalent of 85 million tons of TNT per net ounce of weight.

HEALTH WARNING: Care should be taken when lifting this product, since its mass, and thus its weight, is dependent on its velocity relative to the user.

ADVISORY: There is an extremely small but nonzero chance that, through a process known as "tunneling," this product may spontaneously disappear from its present location and reappear at any random place in the universe, including your neighbor's domicile. The manufacturer will not be responsible for any damages or inconvenience that may result.

COMPONENT EQUIVALENCY NOTICE: The subatomic particles (electrons, protons, etc.) com-

prising this product are exactly the same in every measurable respect as those used in the products of other manufacturers, and no claim to the contrary may legitimately be expressed or implied.

CONSUMER NOTICE: Because of the "Uncertainty Principle," it is impossible for the consumer to find out at the same time both precisely where this product is and how fast it is moving.

NOTE: The most fundamental particles in this product are held together by a "gluing" force about which little is currently known and whose adhesive power cannot therefore be permanently guaranteed.

ATTENTION: Despite any other listing of product contents found hereon, the consumer is advised that, in actuality, this produce consists of 99.999999999999% empty space.

HANDLE WITH EXTREME CARE: This product contains minute electrically charged particles moving at velocities in excess of five hundred million miles per hour.

READ THIS BEFORE OPENING PACKAGE: According to certain suggested versions of a grand unified theory, the primary particles constituting this product may decay to nothingness within the next four hundred million years.

PUBLIC NOTICE AS REQUIRED BY LAW: Any use of this product, in any manner whatsoever, will increase the amount of disorder in the universe. Although no liability is implied herein, the consumer is warned that this process will ultimately lead to the heat death of the universe.

NEW GRAND UNIFIED THEORY DISCLAIMER: The manufacturer may technically be entitled to claim that this product is ten-dimensional. Legal rights above and beyond those applicable to three-dimensional objects, since the seven new dimensions are 'rolled up' into such a small area that they cannot be detected.

IMPORTANT NOTICE TO PURCHASERS: The entire physical universe, including this product, may one day collapse back into an infinitesimally small space. Should another universe subsequently re-emerge, the existence of this product in that universe cannot be guaranteed.

PLEASE NOTE: Some quantum physics theories suggest that when the consumer is not directly observing this product, it may cease to exist or will exist only in a vague and undetermined state.

THIS IS A 100% MATTER PRODUCT: In the unlikely event that this merchandise should contact antimatter in any form, a catastrophic explosion will result.

*Annual General Meeting, 8 October, 1998
Alderwood United Church - 8 pm*

In the beginning, God created the RAM and the ROM. And the core was empty, and the CPU was idle, and the registers thereof were all zero. And God said, 'Let there be power'. And there was power. And God divided between the zeroes and the ones. And He called the ones 'True', and the zeroes He called 'False'. And God saw the power, that it was good. And there was power-down, and power-up, the first cycle.

And God said, 'Let there be a division between the RAM and the ROM, that the one be volatile and the one not', and it was so. And God made the division, to divide between memory and memory. And God saw the division, that it was good. And there was power-down, and power-up, the second cycle.

And God said, 'Let there be ROM subroutines in the ROM', and it was so. And the ROM brought forth

subroutines and all the pointers thereof. And God saw the subroutines, that they were good. And there was power-down, and power-up, the third cycle.

And God said, 'Let there be power supplies to supply power to the CPU and the core and all the peripherals thereof'. And God made the power supplies, the Uninterruptable Power Supplies to power the larger systems, and the surge suppressors to power the smaller systems. And God saw the power supplies, that they were good. And there was power-down, and power-up, the fourth cycle.

And God said, 'Let the RAM teem with programs and compilers and interpreters, with all the pointers thereof', and it was so. And God made all the programs: the databases, the spreadsheets, the compilers, the interpreters, and all the .DOC files thereof. And God

saw the programs, that they were good. And there was power-down, and power-up, the fifth cycle.

And God said, 'Let there be users, and let them have dominion over all the programs in the operating system, and all those not in it, and over all the subroutines in the ROM below.' And God created the users, both programmer and operator created He them, to be masters of the core. And He commanded them, 'Be fruitful, and multiply the programs and their complexity over all the system.' And God looked upon all He had made, and found it was very good. And there was power-down, and there was power-up, the sixth cycle.

Thus was the system finished, and on the seventh cycle God rested, and the CPU was idle. And God blessed the seventh cycle, for on that cycle He finished all the work which He had done.

CBM 8-bit News**GOCUG Newsletter**

PKZIP 2.04 Compatible Unzip Program

For years, Commodore users have been plagued with a problem of dissolving ZIP archives created with PKZIP 2.04 or similar programs. The unzip64 program only dissolves PKZIP 1.0 version files. Now, Errol Smith has remedied that problem with unzip64v2.0, available at <http://www.rs.com/errol/64.html>. Please grab a copy of this valuable utility.

SUPERCPU (CMD) Compatibility List Online.

Do you wonder if your favourite cartridge, peripheral or application runs on the SUPERCPU? Well, check out the SCPU Compatibility List at <http://www.jbrain.com/vicug/sig/cmd/scpu/> and see if your item is listed. Check back often as new items are added regularly.

from Jim Brain (brain@mail.jbrain.com)

Correspondence:

From Myke Carter <MYKE@delphi.com> who is in the process of setting up a website for TACUG (Tulsa Area Commodore Users Group). His plans for this site include what he envisions as 'an electronic text newsletter exchange between clubs'.

Gosh, shades of ancient TPUG disk exchanges when many of the 'new' disks from other clubs contained a

preponderance of TPUG-originated work. Can become badly ingrown!

Myke enquires as to the possibility of discovering a PET these days. Well Myke, we usually have a few spare units around the premises - talk to us. The major cost might well be the cost of shipping.

And we'll leave Myke with a report of his 'PET trivia' of the month:

Were you aware that a PET is clearly visible and running well on the floor in the background if Pete Shelley's 1981 video for his song, 'Homosapien'? I just got a copy of that video sent to me on videotape last month and saw it for the first time in 17 years. I got a real kick out of seeing that machine being used as a set prop!

TPUG Toronto Pet Users Group, Inc.

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