TPUG Newsletter

Views and News of Toronto Pet Users Group
c/o John Easton, 258 Lake Promenade, Etobicoke, Ontario, M8W 1B3 phone (416) 251-1511

Spring— 2009

From the President -

Spring 2009 marks an important milestone in the history of TPUG, our 30th year as a computer club! That's right; it was 30 years ago when Lyman Duggan and Jim Butterfield put together the first of the 'Club 2001' meetings mostly to get to know all about the PET 2001 series computers. As a society, we've gone from computers being intimidating to computers being a part of our everyday life. As a computer club, we've gone from having an amazing hardware platform with very few programs (late 70's) to having the largest software gamebase around (during the 80's) to now having the ability to put the largest software gamebase around on a single SD card!

It's always important for TPUG to aim for the future and look to the past. We've had a successful year last year. We just completed a successful TPUG Annual General Meeting, and changed our AGM from October to a year-beginning January date. The AGM was also held on a regular meeting night, which allowed for greater participation. We also had a successful World of Commodore show, with lots of surprises, fun and games. A big thank you to all who helped put the show together!

Shows like World of Commodore allow admirers of the 8-bit and Amiga scene to catch up on the latest coding techniques, buy the latest gadgets, and acquire the oldest (and perhaps rarest) software. Usually the event is TPUG's opportunity to empty the storage locker and present the boxes of software and hardware to the eager buyers looking for that elusive copy of Zork, Heart of Africa, Temple of Apshai (for the C64), Aegis Animator, Instant Music, Deluxe Paint (for the Amiga), cartridges for VIC, hardware for PET's and dozens of gadgets for all of the above! The sheer amount of software that was available to the Commodore user after the success of the Commodore 64 was one of the things that helped keep Commodore machines going long after the company went under, and TPUG certainly has helped to keep the Commodore flame alive.

Myself, I enjoy vintage Commodore magazines. I enjoy reliving the quirkiness of the advertising in them. All of us can remember Jim Butterfield posing in a football helmet for those ads for Proline Software, or Commodore's

infamous ad battles with the other 8-bit computers on the market. So when World of Commodore comes around, inevitably I'll find myself leafing through copies of Computes Gazette and admiring the software ads and saying to myself "What were we thinking?"

Back in the 80's, commercial software for Commodore computers was advertised aggressively. It had to be. Software was, after all, a brand new medium. Humour was used extensively in advertising, from the poor puzzled guy holding all those floppy disks (he needs Database 64) to the frazzled guy trying to make sense of his income tax (he needs Tax Manager), to the blown away gamer with the smoking joystick (after playing the latest game from Mindscape). These ads seemed to scream out "Get this software for your Commodore 64. It's the only software you will ever need!". Today, the buying public is too cynical. Nobody is going to jump up and down with excitement over the latest CD upgrade of windows, or the latest DVD burning software, or the latest antivirus upgrade. Packaging today is bland and uninspiring. Back in the 80's, software marketed for Commodore computers was fun and interesting. Packaging features were amazing: Fantastic covers (Bop n Wrestle, Arkanoid, Bubble Bobble), interesting titles (Skate or Die, Mail Order Monsters, Thing on a Spring), real people posing as characters (Chessmaster 2000, Ardok, Ultimate Wizard), and interesting sayings ("Terrorists be warned, Operation Wolf is Coming!", "A mule-like machine they all learn to hate" and my favourite from ACE 2: "Eat Hot Lead").

Whenever Commodore, Spinnaker, Mindscape and others released new hardware and software many rushed to the local computer store for that "gotta have" title. Most of these titles were copied and pirated and made their way onto the "mix disks" that we put together.

I enjoyed my VIC-20 for years, and never got my C64 until later, but my friend got one before I did. It was the classic breadbin setup, with the 1702 monitor, MPS-802 printer and the Wico Boss joystick that I still favour to this day. After-school gaming was popular back then and

Member Information

Voice Info
We have discontinued our TPUG phone listing - contact members as listed here at home phones.

Website: www.tpug.ca
e-mail: info@tpug.ca

Membership Rates

**NEW   ….. $15 per year
                see note page 3**

Board of Directors

President   Greg VanLaere
Vice President   John Easton
Secretary   Ernie Chorny
Membership Sec.   Ian Colquhoun
Treasurer   George Turek
Director   Leif Bloomquist
Director   Tom Luff
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Head Librarian   Greg VanLaer
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CP/M   Ernie Chorny
GEOS   Joe Palumbo
C64   Joe Palumbo
C64 Education   Greg VanLaer
Comal   Ernie Chorny
Plus/4   Ernie Chorny
Vic 20   Ernie Chorny
PET/CBM/SuperPET   John Easton

Support

Mail   Tom Luff
Telephone   John Easton
Disk Orders   Librarians
Member Records   Ian Colquhoun
Meetings   Leif Bloomquist
              and   Ernie Chorny
Shows   Tom Luff & Ernie Chorny
Webmaster   Leif Bloomquist

Newsletter

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

Meeting Schedule

Westside and Amiga West: Third Thursday of the month (except summer) 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 next 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 - **Leif Bloomquist** (416) 221-2328 leif@schemafactor.com
or   Ernie Chorny(905) 279-2730   chorny@tamcotec.com

From your Editor ...

Well now … here's a change. You are being offered the opportunity to receive this publication on-line. Should you choose this option when joining TPUG or renewing your membership, you can save us postage and printing costs and save yourself $5.00 in the process. These conditions take effect with the publication of this issue. And, just to clarify, if your membership renewal doesn't come up 'till December or on into the new year, you are probably good for at least another issue.

And so, on to other hot items … the **TPUG library on disk** … CD, that is. Our untiring Archival Team has been labouring most assiduously to produce a CD containing files of the **entire** TPUG library in D64 format. Now remember, this was instigated in an effort to combat the dreaded bit-rot syndrome that can befall archivists of any description. This is **not** a commercial endeavour - as within hours of it's release, this collection undoubtedly (according to already posted comments on the *torontocbm list*) will be available to anyone with internet capability. What it *is*, is an attempt to preserve that library for the future. In this vein, the team is cross-checking, searching for missing-disks, tirelessly endeavouring to assemble a true representation of all that TPUG might have to add to the history of Commodore computers—so please, be patient. This disk will be available (in the words of long ago Commodore advertisers) *real soon now - i.e. as soon as its ready*. In the meanwhile, remember, these disks are still available from the librarians in original format (see the website for totally searchable PDF catalogues) … costs to be confirmed, since the last time I sent a disk order off it cost us $$$ in postage.

And, with reference to on-line publications, might I recommend you check out **Commodore Free**—an absolutely amazing compilation of current articles produced from England. Available is PDF, Text, SEQ, HTML, and D64 image … *www.commodorefree.com*

John

New Membership Rates:

At our Annual General Meeting the **annual Membership fee was raised to $15.00**. However, in an effort to pacify the budget-minded, it was decided to allow our members the option of either receiving a newsletter by mail, or on-line in PDF format.

This option allows us to save printing and mailing costs. Should you indicate such a preference on your membership application, these savings will be passed on to those who decline the paper-and-mail route … your membership rate in this case will remain as previous … i.e. $10.00

Remember to indicate this choice on your renewal form … and, should you choose the on-line newsletter discount, we'll certainly need your current e-mail address.

… The Management

Joe's World – 4 … Time

To increment a byte means adding 1 to its value. Bytes 160 - 162, parts of the jiffy software clock, just like other bytes, can have only a value up to 255, so that after incrementing them when they are 255 the result is zero value. When byte 162 goes to zero after 256 jiffies (4.267 seconds), byte 161 is incremented and when byte 161 goes to zero, (18.2044 minutes), then byte 160 is incremented.

A more civilized time display of the jiffy software clock is available by using the 6-figure ti$, which provides the time in the form hh mm ss. Here is a BASIC program to demonstrate this. At first it sets to zero ti$, which at the same time sets bytes 160 - 162 to zero also.

```
10 ti$="000000"
20 ?pE(160)pE(161)pE(162)ti$:gO20
```

The jiffy software clock is using the interrupt system, probably better called the priority system. It interrupts whatever is being done 60 times per second. It not only then increments byte 162, but also interrogates the keyboard including the stop key, operates the cursor's blinking, etc.

The interrupt system can be used by adding in very carefully additional priority machine-language programs via vectors 788/9 or 792/3 after saving everything first and disabling the interrupt system before changing anything. The additional programs must, at their end, restore the interrupt system; also saved values of .A. .X and .Y which may have to be pulled back from the stack, which is the area reserved for temporary parking. If something is done wrong the computer may hang up and then can only be restored to normal by switching it off, losing the contents of memory. Note that adding additional programs into the interrupt system will slow down the jiffy software clock. Use of the tape recorder will do that too. The alarm clocks are not slowed down by anything.

Two alarm clocks, reading up to 12:59:59.9, am or pm, are available. If the alarms are used they could, if desired, trigger the interrupt system in addition to only just setting a bit (a "flag") in one byte.

This BASIC program, without using the interrupt option, changes the colour of the screen frame at alarm time. The line numbers are not below 40000 to enable you to add/merge one or more programs without the line number duplication; but check that there is no duplication of variable names, nor any other duplication. During typing, be sure to distinguish between 1 and l (one and lower case l) also between 0 and O (zero and capital O). To list the program on the screen type list or lI.

```
10  : rem" Add some other program(s) here?

40000 rem" Alarm Clock by Joe Quittner
40010 ?cH(14)cH(144)
40099 :
40100 rem "Main
40101 if za=0 tH goS40110
40102 gO41100
40110 za=1:?" Set clock time (y/n? ";:goS40997:?g$
40111 if g$="y" tH goS41000
40120 ?" Set alarm time (y/n)? ";:goS40997:?g$
40121 if g$="y" tH goS41200
40122 reT

40199 :
40997 pO204,0:getg$:if g$="" tH40997
40998 if pE(207) tH 40998
40999 pO204,1:reT

41000:rem" Set Clock Time
41002 pO56591,(pE(56591) and 127)
41003 input" h,m,s";h$,m$,s$
41004 input"AM(a) or PM(p)";a$
41006 h=0: if len(h$) > 1 tH h=16
41008 h=h+val(right$(h$,1))
41012 if a$="a" tH 41016
41013 if a$="p" tH h=h+128:gO41016
41014 gO41004
41016 pO56587,h:m=0:if len(m$) > 1 tH
m=16*val(left$(m$,1))
41018 m=m+val(right$(m$,1)):pO56586,m
41020 s=0:if len(s$) > 1 tH s=16*val(left$(s$,1))
41022 s=s+val(right$(s$,1)):pO56585,s
41024 pO56584,0: rem starts clock
41026 reT

41099:
41100: rem " Show Clock Time
41110 h=pE(56587): if (h and 16)=0 tHpO1091,32
41111 if (h and 16) tH pO1091,49
41112 h1=h and 15:pO1092,(h1+48)
41114 pO1093,58
41116 m=pE(56586):pO1094,((m and 240)/16+48):
pO1095,((m and 15)+48)
41118 pO1096,58
41120 s=pE(56585):pO1097,((s and 240)/16+48):
pO1098,((s and 15)+48)
41122 pO1099,46
41124 t=pE(56584):pO1100,((t and 15)+48)
41126 pO1101,32
41128 if (h and 128) tH pO1102,16:gO41132
41130 pO1102,1
41132 pO1103,13:if zc=0 tH goS41300
41134 gO41100:rem or go to another program first?

41199:
41200:rem " Set Alarm Time
41210 cc=pE(53280):rem frame colour
41212 zc=0:rem enable alarm
```

41220 pO56591,(pE(56591) or 128):g=pE(56589) and 4:gO41003

41299:
41300:rem" Use Alarm
41310 if zb tH 41322
41312 if (pE(56589) and 4) <> 4 tH reT
41320 pO53280,2:zb=1:rem alarm colour
41322 if pE(197) <> 3 tH reT:rem" To restore frame colour press F7
 41324 pO53280,cc:zc=1:reT

The second alarm clock uses different memory locations [The alarm on mine doesn't work - hardware problem?]:

Instead of 56584 use -->56328, 56585 >56329, 56586 >56330, 56587 >56331, 56589 >56333, 56591 >56335.

Interval timers are also available, counting down to zero from any number set between 0 to 65535. It is possible to combine two timers so as to count up to about 70 minutes at 1/15 seconds' accuracy.

Joe Quittner, TPUG, September 20, 2007

HELP

my PET will not load a program that was saved on a C=64

HELP

Your PET ***will*** load in programs saved from a C=64, the only problem being that it loads the program to the same place in memory that the C=64 saved it from, namely (for BASIC programs) 2048 instead of the normal PET start-of-basic 1024. We'll presume that this is a plain vanilla BASIC program (no peeks, pokes, graphics), else we're in for more complex changes like re-locating machine-specific pokes.

To load in programs saved from a C=64 to a PET, and patch a link to the start of PET basic, try the following steps:

1.   Type in a dummy line 0 into the PET. 0 REM will do.
2.   Type in POKE 2048,0
3.   LOAD in the program that was saved on the C64 as you normally would. In the case of tape, LOAD "Progname",1 or disk, LOAD "Progname",8,1.
4.   Type in POKE 1025,1:POKE 1026,8

You should now be able to LIST the program, including the dummy line 0 that you typed in initially. Delete this line by typing 0 <RETURN>.

You can then save the program to cassette or disk. The next time you load it into your PET, it will load normally. If you are using a disk, you will notice that the program is now 3 blocks larger than the original even though it is the same program. The reason for this is the extra 1024 null characters you've just built into your program to link from the PET start-of-basic to the C=64 start-of-basic.

This effect can be rectified by utilizing a MERGE type of utility as found in BASIC-AID, POWER, or SYS-RES. Merely MERGE the newly saved program into empty memory (NEW first), then a CLR will re-set the pointers and the program will be back where you wanted it, original size and all.

John Easton

How to-create Multiple partitions on Compact Flash or SD cards.   Tom Luff

There are a good number of us out there that are new to using uIEC and other similar devices.

One of the first problems I ran into was partitioning a compact flash card or a SD card. I had never partitioned a hard drive let alone a memory card.

Someone partitioned my first Compact Flash card for me. I only started using a Windows computer as recently as 1999 when my wife at the time insisted on acquiring a computer system that she was familiar with. Prior to that I used mainly 8 bit machines, the C64 and the Timex Sinclair 1000. These did everything I needed, including writing articles for the TPUG Newsletter (TOMS WORLD). For years I would learn from friends and technicians the ins and outs of using Windows and the hardware which ran it as I needed to. But when the time came, no one was able to show me how to do multiple partitions on drives, it was something most of my contacts had never done. The gentleman who partitioned my first Compact Flash card did it on a MAC computer and did not know how it was done on a Windows computer.

I discovered through the *"Help"* tab that I could partition a hard drive using the *"Disk Management"* tool (start/Control Panel/Administrative Tools/Computer Management/Disk Management). But because a CF and SD cards are considered as removable disk drives by the XP operating system, you could not multi-partition them. Add to that *"My Computer"* would only open the first partition. It would be important to know how to do multi-partition and open the CF's other partitions so you could swap files and organize content so the directory would not become overwhelmingly long.

I went to the Internet and searched *"Partitioning Compact Flash Cards"* and found a few articles, most talked about using the CF card (or SD) as a boot source. Unfortunately the P4 computer I have would not allow me a USB boot option. The last article I found discussed changing the Compact Flash driver (or SD driver), so XP could see the removable disk, as a hard drive.

The original article is called *"Multiple partitions on removable drives/memory cards under Windows XP"* and can be found at
http://ppera.07x.net/atari/multpremxp.html

The article although useful, had one or two gaps so I wrote the procedure with the gaps filled in. Read the article and get familiar with the content. Reread it. DO NOT proceed any farther if you are uncomfortable hacking your computer. Proceed at your own risk. I followed

the article and things worked out fine, but only you are responsible if a mistake is made.

You can only modify one driver at a time. If you wish to modify a second driver just repeat the procedure making the changes for the next device driver.

Preparing and modifying the driver

1) In this article there is a zip file to download, "xpfildrv", click on this and save it (remember where you saved it). Unpack it in a location you can easily remember and get to.

2) Click the "start" button in the lower left corner of your screen. Click "run" on the lower right of the pop-up window. In the RUN window type "regedit" in the OPEN field and click "OK". The REGISTRY EDITOR window should now be open in front of you.

3) In the left panel of the REGISTRY EDITOR, follow this path;

HKEY_LOCAL_MACHINE\SYSTEM\ControlSet001\Enum\USBSTOR

When you have the USBSTOR folder open, find *disk&ven_generic&prod_usb_cf_reader&rev_1.01* if you are modifying for the Compact Flash or *disk&ven_generic&prod_usb_sd_reader&rev_1.00* if you are modifying for the SD card. Right click on your chose, then click "Copy Key Name". This will copy the whole path, but we will only need the following portion;

USBSTOR\disk&ven_generic&prod_usb_cf_reader&rev_1.01

4) Open the cfadisk.inf file in Notepad, from the unpacked xpfildrv folder from step 1.

Find all lines that start "%Microdrive_devdesc% = cfadisk_install,IDE\DiskIBM-DSCM-xxxxx" and modify them so they all say;

  "%Microdrive_devdesc% = cfadisk_install,USBSTOR\disk&ven_generic&prod_usb_cf_reader&rev_1.01"

or

  "%Microdrive_devdesc% = cfadisk_install,USBSTOR\disk&ven_generic&prod_usb_sd_reader&rev_1.00"

To modify the line place your cursor on the first line to be

changed right behind the comma right after the word "install" then highlight everything to the right of that point and right click and delete. With the cursor in the same spot, right click and Paste. If you have lost the line from Step 3 above just re-enter the Registry Editor and grab the line again. Once the line is in place highlight the section not needed and delete. For the other lines just copy and paste the section that is needed.

When all the lines are changed, save the file with a change in the name to reflect the type of device. i.e. "cfadisk.inf" was saved as "cfadiskCF.inf" for Compact Flash driver and "cfadiskSD.inf" for the SD driver. I saved the new drivers in the same folder as the original.

Installing the new driver

Start by making sure the card is in its reader and the reader is properly connected to the computer. Otherwise the procedure will not work.

Click on the "start" button and proceed down the following path;
start/Control Panel/Administrative Tools/Computer Management/Disk Management

Once the "Disk Management" window is open, find "System Tools\Device Manager" in the left panel and click on it. Double click on "Disk Drives" in the right panel. Double click the device you are modifying. "Generic USB CF Reader USB Device" or "Generic USB CF Reader USB Device".

When the properties windows for that devices open click the "Drivers" tab and click the "Update Driver". The wizard is now open.

1) In the Hardware Wizard, select "Install from a list or specific location (Advanced)" and click "Next".

2) Next window select "Don't Search I will choose the driver to install" and click "Next".

3) Highlight "Disk Drive" and click "Have a disk".

4) You are now in the "Install from disk" window, click on "Browse", then locate and double click on the driver you modified and saved earlier.

5) You should be back in the "Install From Disk" window, click "OK".

6) In the "Hardware Update" window you will find "Hitachi Micro Drive", click on it to high light and click "Next".

7) The "Update Driver Warning" window will pop up and state that this driver is not recognized as compatible with Windows. Ignore and click "Yes"

8) The "Hardware Installation" window will announce that the driver did not pass the WINDOWS LOGO TEST. Click "Continue Anyway".

9) After a few seconds of file swapping the "Hardware Update Wizard" has completed its task and you can click on "Finish" to exit.

Final Notes

1) The modified drive will cause their devices to act as a hard drive. This means if the computer is on and the card has not been inserted, but the reader is hot, then when the card is inserted the OS will not see it. You will need to remove the Card Reader and insert the card then plug the reader into the USB port. It will see it then. Hot Swapping is safe but the reader needs to be removed then plug back in before "My Computer" will display the new card.

2) Only the individual slots are affected by the new driver. i.e. the card reader I use has 4 slots and when I modified and installed the CF driver the other 3 slots remained as Removable Disks (as seen in "My Computer\Properties").

I can now create, access and swap files in all partitions on both my Compact Flash and SD cards.

In "My Computer" each partition has its own drive letter. And the "Disk Management" now allows me to create Partitions on my two hard drives as well as my CF and SD cards.

A Comparison of Mass Storage Devices for Commodore Computers .... Leif Bloomquist

There are several new mass storage devices for Commodore computers available.   Here is a short description of three of them that I have used, with a table of the different features and limitations of each. This is only a summary of the main features, check out the websites for more information.

1541 Ultimate

¨¨¨uIEC

IDE64 V4

	1541 Ultimate	**uIEC**	**IDE64 V4**
What is it?	Re-implementation of a true 1541 in an FPGA, allowing you to use virtual disk images instead of real disks	Tiny board that allows you to use hard drives or flash cards with your Commodore computer.	Cartridge that allows you to connect IDE devices to the C64.
Media Supported	MMC / SD Cards	IDE Devices, Compact Flash or MMC / SD Cards	Compact Flash Cards, IDE Hard Drives, IDE CD-ROMs
Disk Image Types Supported	D64, D71, D81 G64 (Read only)	D64, D71, D81	Not applicable
PRG / SEQ / REL Support (outside of disk images)	PRG Only	Yes	Yes
Subdirectories	Yes	Yes	Yes

	1541 Ultimate	**uIEC**	**IDE64 V4**
CD-ROM Support	No	No	Yes (Data and Audio)
Native Loading Speed	Identical to a real 1541. High-speed DMA transfer for single-file programs.	Comparable to a real 1541.	High-speed DMA transfer for single or multi-file programs.
Machines supported	All with an IEC port. Menu and DMA transfer require a C64.	All with an IEC port.	C64 only (or 128 in C64 mode)
REU Emulation	Up to 16 Megabytes	No	No
GEOS Support	Yes	Planned	Yes (with special driver)
Fastloader Cartridges Supported	Can emulate the Super Snapshot, Action Replay, Retro Replay, and more.	None yet. Support for some fastloader cartridges is planned.	No
JiffyDOS Support	Yes	Yes	Not applicable for attached IDE devices. Yes for IEC devices.
Transfer from PC to C64	Sneakernet (disk images on SD card)	Sneakernet (disk images on SD card)	Can access your Windows or Linux PC's filesystem directly over USB or Ethernet, or burn files to a CD-ROM.
Ethernet (RR-Net)	Yes (Optional)	No	Has an Amiga "clock port" for RR-Nets.
BASIC Extension and programmable Function keys	Yes, through emulated cartridges.	No	Yes
Machine Language Monitor	Yes, through emulated cartridges.	No	Yes
Cool stuff	Slick onscreen menus. Even emulates the 1541's sounds!	Small size makes it highly portable and easily embedded.	Built-in file manager and "BIOS".
Limitations and Complaints	Expensive	Doesn't support fastloaders yet.	Poor availability, doesn't support fastloaders, some multi-load games must be "fixed" to work properly.
Price (US$)	$157 ("Plus" Version) $208 (With Ethernet)	$50 to $75 depending on version	$120
Website	www.1541ultimate.net	http://www.c64-wiki.com/index.php/uIEC	www.ide64.org

Summary of TPUG Annual General Meeting

The 2009 AGM took place on January 15, 2009 at the Alderwood United Church, 44 Delma Drive, Etobicoke, Ontario.

In addition to 7 members of the board being present, there were also 10 general members at the meeting.

The TPUG President (Greg Van Laere) called the meeting to order, explaining the purpose of the meeting and the general procedures that would be followed.

It was pointed out that this AGM was called to take place on the same evening as a regular club meeting in order to encourage more general members to attend - this strategy was successful. As well a fairly current report on the World of Commodore 2008 event could be made available.

At this point, the proposed Agenda for the evening was presented and subsequently approved.

The minutes of the 2007 AGM (October 11, 2007) were presented and approved without corrections.

President's Report

In his report, the President stated that TPUG, celebrating its 29th year as a club, is doing well with a growth in membership, continuing chapter meetings and is in good financial shape. Work is being done on preserving the disk library, keeping the website up to date, operating the webstore and putting on successful World of Commodore events.

Financial Report

George Turek, TPUG Treasurer, discussed the financial details for the year ending June 30, 2008.

The total expenses for such things as newsletters, storage locker, World of Commodore (WoC 2007 in this instance), bank service charges, etc were $3250 while monies coming in amunted to $2837. This had a slight negative effect on TPUG's available monies which (as of June 30, 2008 - the end of the business year) totaled $2511.

To update the members and to compare to end of June, 2008, the Treasurer stated that as of the end of December, 2008, the available monies amounted to $2213.

Membership Report

Ian McIntosh (Membership Secretary) provided a detailed handout which commented on the increasing membership over the past several years and provided a breakdown of membership by country and region going from 1995 to the present.

Also outlined was the work involved in the position in-cluding updating catalogue masters, photocopying catalogues, mailing catalogues for new members, mailing membership renewal notices and maintaining the membership database.

The Membership Secretary announced that due to outside pressures, he is retiring from the position effective February 1, 2009 since a replacement is available.

Shows Report

The President summarized the 5 Expo/swap meet shows that TPUG or TPUG members participated in during 2008 (including WoC 2008) - these were in the United States and Canada.

The Secretary (Ernie Chorny) then presented a review of the World of Commodore Expo from 2004 to 2008. The most recent one drew the highest attendance (89) and netted a small positive balance of $266.

Chapter Meetings

While participation at the 8 bit meetings ran at 10 to 12 attendees each month the Amiga meetings were sparsely attended. It may be the situation could be improved with cross-over type meetings.

Library Report

This report was presented by the President who discussed the ongoing work in archiving the available disks, searching for replacement disks that have developed errors or which were missing from the master files and re-cataloguing mislabeled disks and mis-catalogued disks.

TPUGStore Report

The Secretary reviewed the operation of the TPUGStore from receipt of the inquiry to quotation, receipt of payment (possibly through Paypal) to shipment of the item.

Acceptance of Reports

The reports were accepted as presented.

Election of Directors

Leif Bloomquist was nominated along with the existing directors. Actual elections were to take place at a regular board meeting.

Old Business

There was no Old Business.

New Business

Three items were discussed under New Business.

The first involved updating some of the wording in the bylaws to bring them into the 21st century.

The second, also involving the bylaws, modified how memberships fees were to be set.

The third item concerned the providing of the newsletter as an electronic file with an extra charge for a paper copy.

Adjournment

The meeting adjourned at 8:41 PM.

Postscript

At the regular board meeting on March 17, 2009, the nominated directors and Leif Bloomquist were elected as directors.

Officers are -

President -	Greg Van Laere
Vice-President -	John Easton
Treasurer -	George Turek
Membership Secretary -	Ian Colquhoun
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Ernie Chorny
May 31, 2009

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the most fun was to be had with the C64. We played them all for hours and hours; Summer Games, Ghostbusters, Spyhunter, Impossible Mission, Fort Apocalypse, Space Pilot, Quest for Tires. Even the type-in games from magazines like Computes Gazette had amazing playability and sprites. I couldn't help but wonder if the same Commodore-oriented scene was repeated in thousands of other homes back in the day. Most of the time however, we didn't need the packaging to enjoy the games.

I got my own Commodore 64C unit around 1990, but had trouble finding software as Commodore had shifted to the Amiga line. The only store in town that sold Commodore software (which oddly doubled as a pool supply store) closed down and I had to make my way to stores like Comspec that still sold C64 software. I managed to get a few of the titles that I used to play at my friends house, but I would do the usual: toss the package aside, load the game and play it.

Years later I pulled that 64C and software out of the basement and found that in addition to the very detailed graphics and sound, the software packages were very detailed as well.

Title screens were ripe with sound and graphics. Many of the title screens matched the packaging very closely. Just as many hours went into package design as went into the software itself. In fact, there was recently an article on how Lemmings was made for the Amiga, an effort which required teams of people doing the coding, package design, music and marketing for the game.

So if you're planning to fire up the Commodore this summer along with the BBQ's, keep this in mind: quite a bit of work went into making that vintage game or utility that you are using. Take time to inspect the cover art, liner notes and instructions. And when you do boot it up, whether by floppy or SD card, don't be so quick to slap the spacebar to get to the game. Just let the SID sing and the title screen roll. There's a lot more detail than you think in vintage Commodore software.

Happy Commodoring!

Greg Van Laere
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