The TORPET

(Bulletin of the Toronto Pet Users Group)

Message from the President
December 17, 1980

Last March I had lunch with Lyman Duggan. He handed me a list of people in a book, about 75 stamped, addressed envelopes and said The next metting is on April the 2nd, I won't be able to make it. Since then, with the help of Chris Bennett, Rick Ellis, Don Whitewood, Steve Punter, Sandy Caven, Dave Hook, Bruce Beach, and Bill Twyman (until he joined Commodore) and one hell of a lot of encouragement from Jim Butterfield, we've grown to over 250 members, and are now facing some fairly major decissions. With this many members, where do we go? Jim Butterfield asked me the other day — What are you going to do when you reach 700 members?.

Well, Jim, it looks as though we need to do the following:
- Find a new place to meet.
- Be sure it works ie., that the equipment is O.K. to handle that size of group.
- Provide for out of town members.
- Be sure we're satisfying the needs of the members. Are we putting on the right kind of programme? If not, you - the members, must tell me.

- Informing the members with a first class newsletter.
- Provide a first class library of Programmes, available to the members.

The questions we are faced with now are those of logistics — Where to meet and equipment. Dave Hook is looking after the Library, Bruce Beach - the newsletter. Chris Bennett is spearheading the equipment and I think we'll be in Toronto by the February meeting.

And of course, I need your interest and support. If you've got an idea - let me know. If you want to run a special group - let me know. There's a whole world of things to do out there. We can do them if you want to. I'm looking forward to doing them with you.

Michael Bonnycastle

P.S. As of the date of publication, we've decided to get the projector which you all saw at the last meeting and arrangements for the February meeting have been formalized. The February meeting will be held at Leaside High School, located at Bayview and Eglinton on February 11. More about this next newsletter.

SHAD VALLEY
Summer Programme for Gifted Children

The Shad Valley Centre for Creative Technology is sponsoring a 4 week programme for exceptionally gifted children in the Grade 11 - 12 bracket (ages 15 - 18), to be held at St. Andrew's College, Aurora, starting June 29, 1981. The Centre wants to stimulate scientific entrepeneurial development in the group of 40 students selected for this programme by running an 'open' series of classes in mathematics, digital electronics, computer programming, industrial problem-solving and business practice, together with discussion groups, labs in computer programming (using the PET), games and field trips. This programme is sponsored by industry and there is a single charge of $800.00 per student for the four week programme. Scholarships are available.

If you are interested in this programme or have children who want to apply, contact the following for more details:
The Shad Valley Centre for Creative Technology
St. Andrews College,
Aurora, Ontario, L4G 3H7

Fill out the
TELECOMMUNICATIONS
survey at the Jan. meeting

CONT - the BASIC Lie

We all know that CONT is short for continue. When we hit the stop-key by mistake, that's how we recover.
However, when CONT appears inside a program, it has a similar effect to STOP! Not only that, but the line number which we are told about is a lie. It appears to be retrieved from an area of memory that contains random content.
Thus, inside a program, CONT is a full-fledged double-barreled lie.
-Gord Campbell

CALENDAR

Club Meetings
at Sheridan
Jan 14

at Leaside
Feb 11
Mar 11
Apr 8
May 13
Jun 10

M.L. Meetings
at George Brown
Jan 23
Feb 20
Mar 20
Apr 17
May 22
Jun 19

MICHIGAN PET CLUB LIBRARY

As announced at the November meeting, the TORONTO PUG has obtained the nine-diskette library of the Michigan club. As you might expect, it was through Jim Butterfield that this coup was accomplished. Henry Chow, of that club, was passing through Toronto and volunteered them for copying. Once again, we are indebted to Jim for his time and effort in getting them to us.

Of the nine full disks, three are predominantly games, two are educational and three are machine/assembly language. The other is called "Useful".

I have only looked at the directories of the educational ones, but this glance indicated much in common with the CEAB disks that are already available to us. Perhaps Don Whitewood will comment further, when they have been reviewed.

The purpose of this article is to give a quick (and dirty ?) scanning of some of the material. The TPUG executive plans to make all of these accessible to the membership by a variety of means, and as quickly as we can manage the distribution. Mike Bonnycastle personally duplicated 16 copies of Games 1, which were snapped up at the last meeting. We recognize that most members are anxious to get the info ASAP, and we will endeavour to satisfy these requests.

Several of the executive already have a single disk for detailed review. At the December meeting several volunteers were also recruited to take charge of certain special interest areas as we build our club library into a practical benefit to the membership.

In your club newsletter, we will just cover the material superficially. One of the greatest errors as a reviewer is to assume everyone has the same interests and library as your own. Undoubtedly, we will gloss over your favourite subject too quickly--please don't be offended. The ratings are highly personal and simply mean:

†--Worth having
††--Will likely use

Review is on a 2001-32K graphics model with upgrade (2.0 ROM). Enough of the preamble--let's get on with it:

GAMES 1

8-QUEEN.SOLN.--
Generates all 23 solutions to the classic chess problem of placing 8 non-attacking queens on a chess board. Takes 2-5 minutes to generate each successive solution.

A-MAZING-- Draws simple mazes on the screen.

DRAGON.ISLAND-- A modified TINY BASIC adaptation of a mini Wumpus game. Has 10 caves; throw your spear to find the dragon.

FROG.RACE-- 8 frogs, represented by single numbers, attempt to jump outside the box on the screen. Permits betting by several players, with RND odds.

††QUBIC.ALT-- 3-D Tic-Tac-Toe on 4x4x4 grid versus the Pet. Good display on the screen, with numbered co-ordinates on the points for ease of entry.

FOOTBALL!-- With CB2 sound vs. Pet. You may choose 7 offensive plays, but no defence as the game plays on when Pet has the ball. Field is displayed well.

HEXAPAWN-- Graphics are quite small.

††KENO-- Shows entire layout on the screen. Player chooses 1-15 numbers, Pet draws 20 and pays off at various odds.

††LIFE-- in machine language with a Basic driver. Includes instructions. You may have this version.

KALEIDOSCOPE-- In M.L., disables STOP key. Runs fast. You probably have this.

MATCHES-- A Nim game with a single pile. You choose the number and go first. Draws picture of the matches.

††MOUSEMAZE-- Timed movement through a screen maze (you choose size up to 12w x 10d). Choose speed 1-9; manipulate mouse with keypad, then get the cheese. Start with direction 6 to get the mouse onto the screen.

††KINGDOM/PICS-- Economic simulation, with you as ruler of a kingdom. Survival of population is goal. Includes outstanding graphics of various events.

†PLANET.PROBE-- Try to manoeuvre close enough to a planet to get photo. Watch out for gravity attraction. Try to achieve orbit. Option to higher-gravity planet if successful.

DEFLECTION.ALT-- Who doesn't have this? Adds land mines as time passes. Runs slowly, even at optional higher-speed.

††QUANDRY-- 12x12 gameboard has coded squares which restrict movement. Two players try to get one of their men across first. Pet can play itself, vs. 1 player or keep track of a 2-player game.

†REVERSExS-- Get the digits 0-9 in order by reversing various positions. Excellent presentation of large digits. You may have this game, though likely not this program.

STICKS.PICTURE-- Graphics of sticks tumbling down a hill.

†ROULETTE.THEORY-- Choose number of losses before doubling bet, maximum number of such doubles and number of rolls in each series of spins. Watch the Pet provide charts of wins/losses accumulated money. Develop your theory to beat the casino.

SEA.BATTLE-BUG-- As indicated, there is a bug, causing Next/For error well into your game. Find the Pet's ships before he gets yours. Tedious method of entry of co-ordinates anyway.

SHOOT-- Try to hit the moving line (across,down, mixed). Must contact the head of the Pet's line simultaneously.

†SNOOPY.DANCING-- Graphics picture of Snoopy on the screen; his feet jump up and down.

C.C.STARWAR.INS-- Oodles of instructions for following game.

C.C. STARWAR-- Game can play itself (probably should, as it's over before you barely start or do anything).

SUPERLANDER-- Like Lunar Lander 3, with a nice graphics background. Ship doesn't move or show height grid on screen.

†TORPEDO.BOMBER-- Drop torpedos at subs moving across screen. Keeps track of hits and its. Doesn't end and you make the same shot every time.

CHESS.BOARD-- Displays a board with simple pieces. Allows 2 players to enter moves, no check for legality of move.

†BINGO-- Just what my mother wanted from a computer! From original 101 Basic Games. Prints a card on screen/printer for you   Pet, then calls numbers until a winner.

†BLACKJACK.ALT-- Good card pictures, but no graphics on face cards. Allows Double Down, but doesn't offer Insurance on dealer's Ace up-card.

††BOMBER.ALT-- A well-drawn plane hops across the screen while you shoot left/middle/right to bring 10 of them down. Planes bomb your position.

††MAGIC.SQUARE-- This is Brain Strain, where you try to light up all the outer squares on 3x3 grid. Has some instructions. Keeps track of time   number of moves made.

CRAPS-- Make a pass-line bet (only), watch as graphics dice roll onto the screen. Stake is $500, with $200 limit.

†DARTH.VADER.PIC-- Draws on screen or printer (optionally expanded). Printer is device 5 in line 0.

††DRAGON.MAZE!-- Upper/Lower case needs to be FLIPped for new character generator. Watch as maze created, since it disappears later. Bang your way through blindly (walls

re-appear as you hit them), and avoid the dragon who is trying to find you.

DRAW 3-- Hold down the cursor keys to draw graphics on the screen (with repeat). Change character with shift/new key.

†AWARI-- Also known as Mancala. Seems to have slightly different rules. Screen clears after every move.

KING-- An economic simulation game (from Creative Computing).

MULTI-LANDER-- Usual good graphics. Choose to crash on Earth, Moon, Mars or Jupiter.

MOTIE-- Hit a Romulan ship, moving at fixed orbit. Only get distance feedback after shooting at a given angle/distance.

††CLOUZOT!-- Excellent Clue game simulation. Has sound. Find the suspect before Clouzot. Needs FLIPping.

PETALS...ROSE-- Find the secret meaning. Part of club tape.

††SNAKE.ALT-- Avoid hitting frame/self/opponent. For 0,1,2 players. Needs FLIP.

††SPADE.INSTRUCTS-- Gives directions for following game. Use LOAD command when it says to Press RUN.

††SPADES-- You and Pet choose 13 cards from separate 26-card piles. You choose from pairs of cards, offered one at-a-time. If you take the first, you see the second. Otherwise you must take the second of that pair. Then you go against the Pet, bidding for tricks, with Spades as trumps.

Whew! That does it for the first diskette. Hope this has been useful in screening the material. Hope to be back with more next month.

A quick browse of two of the machine-language disks shows a lot of good stuff! Seems to be a bunch of utilities, and includes the Source code for many. Since this is done for Moser's MAE assembler, we will try to convert to ASSM/TED format. Then perhaps we can use as is with our active machine-language SIG.

David A. Hook
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L4M 2E9

Disk Drive No. 0: best michigan 1

universal wedge
qubic.alt
keno
mousemaze
kingdom/pics
quandry
dragon.maze!
clouzot!
snake.alt
spade.instructs
magic.square
spades
anti-air/bus
battleship.alt2
billiards!
clue
dog.star.adven
dominoes
draw.poker
dungeon 1.4
dungeon.alt3
m.b.instructions
madman.race
mille bourne
dice.pig
startrek.alt4
find.color
craps.odds
tank.war.alt
horserace
snowflake
wumpus.alt
listener

Blocks Free

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5

Disk Drive No. 1: tpug-m
tpug-m.l. 1

universal wedge
copy all
supermon 1.rel
supermon1 ins
supermon 2.rel
supermon 4.rel
supermon2/4 ins
extramon9g)$1000
extramon9b)$1000
extramon inst
append/renum.rel
rom test--btfld
trace.rel(basic)
ramtest)$500
screen print
un-new/sys826
keysort2$7454
keysort2-2demo
keysort2-1demo
keysort2$1c54
low case list
disk append
disk mod/v1
disk id corrctor
disk peek
view bam
block get 1.0
bl get)$033a
keyprint/826
disk name (r)
copyprog
keymake
copydisk/sys973
tape test No.
tape write (No.)
copycat!sys934
copycat'sys934
disk logger
catalog
search
utinsel.rel
aid4
compactor
cassette.to.disk
datamaker
keysort.exe16/32
keysort.demo1
keysort.demo2
keysort.exe8k
cross-ref
basic.aid.exe

Blocks Free

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283

LIBRARY ORGANIZATION

The library for TPUG is being organized by the TPUG librarian David Hook. The organization presently planned is as outlined in the accompanying chart. All the persons involved in choosing the present structure realize it to be tentative and will welcome any suggestions for improvement.

The predominant feature of the library is that it is sub-divided into volumes, each volume dealing with a particular category of programs. For each volume there has been assigned a volume manager who reports to the TPUG librarian. The responsibility of the volume manager is to select and maintain the programs for his volume. The volume manager may have editors to assist him in this task if he so wishes.

It is aniticipated that some volumes may contain very few programs, but of very specific interest, and that other volumes may be spread over several diskettes or tapes, with perhaps a summary "best of volume" issue. The preparation and dissemination of catalogues is also another major task in the offing.

It is not the intention of TPUG to realize a profit from the management of the library. For this reason any volume manager is free to disperse copies of his volume in any manner which he so desires. Some particular interest groups and volume managers may be so closely associated (for example the HAM group or the telecom-munications group) that they may almost always get copies freely and directly from the volume manager and others. However, in order to maintain the archives in completeness the volume managers are all required to submit a current copy of the volume to the librarian each month.

Copies of all authorized volumes may be obtained from the club librarian by any club member through procedures and on such terms as established from time to time by the club librarian. Presently, David is trying in co-operation with Peter Smith to make suitable arrangements for dispersal on tape. At present all volumes are being maintained on disk. The procedures for making the volumes available at the meetings are still being smoothed out.

The number of programs that may be copied during the copy session, will be determined by the librarian depending upon the demand and the availability of machines. Those wishing to copy programs are expected to have a pre-initialized diskette available. There may also be available at the meetings pre-copied diskettes available at a cost that will cover the cost of the diskette itself and the secretarial cost of copying.

All persons willing to contribute to a particular volume or willing to work as an editor on a particular volume should contact the relevant volume manager. Lots of good effort by our club members in this direction should make this one of the most attractive features of our club.

LIBRARIAN
David Hook   58 Steel St.
Barrie, Ont.
L4M 2E9
home-(705)726-8126
bus.-(416)368-3576

Machine Language
and Utitlities Volume
Chris Bennett
381 Lawrence Ave. W.
Toronto, Ontario
M5M 1B9
home-(416)783-1645
bus.-(416)783-1645

Music Volume
Terry Garbutt
3557 Ash Row Cres.
Mississauga, Ontario
home-(416)828-0602

Games Volume
David Goff
16 Normark Dr.
Unit 30
Thornhill, Ontario
L3T 3P9
home-(416)889-8101
bus.-(416)969-5734

Education Volume
Don Whitewood
44 Wychwood Park
Toronto, Ontario
M6C 2V5
home-(416)656-5140

Math and Science Volume
Dr. George Piasecki
473 Copeland Court
Oakville, Ontario
L5A 2G7
home-(416)275-0605
bus.-(416)625-0805

Medical Volume
Dr. D.L. Mulder
Box 219
Grand Valley, Ontario
L0N 1G0
home-(519)928-5650
bus.-(416)928-2135

Business Volume
Sandy Caven
2 Bryce Ave.
Toronto, Ontario
M6C 2V5
home-(416)962-0744
bus.-(416)868-0122

Ham Radio Volume
Peter Smith
21 Mackay Dr.
Thornhill, Ontario
L4J 1R7
home-(416)889-1995
bus.-(416)884-4165

Telecommunications
Volume
Gordon Campbell
36 Double Tree Road
Willowdale, Ontario
M2J 3Z4
home-(416)492-9518
bus.-(416)499-1012

Misc. Volume

Because of lack of room much of the promised material could not be included in this issue. Will try to get it in next issue. -Editor