

For Canadian mail:
AMEEGACON
OISE CONFERENCE OFFICE
252 BLOOR ST. W., STE.5-108,
TORONTO, ONT. M5S 1V6

For U.S. mail:
AMEEGACON
C/O TPUG INC.,
1552 HEBBEL AVENUE,
SUITE 144,
BUFFALO, N.Y. 14216-2882

AMEEGAON CONFERENCE REGISTRATION FORM

MAY 21, 22, 23, 1988 Toronto, Canada

IF MORE THAN ONE PERSON IS REGISTERING, PLEASE COPY THIS FORM

FIRST NAME: _____ LAST NAME: _____

ADDRESS: _____

street address suite/apt #

city province/state

postal/zip code () daytime telephone number

for office use only

R.

\$

P/B R Org

N

RS

I BELONG TO THE _____ USER GROUP () membership #

=====

SESSION SELECTIONS Please indicate your 1st, 2nd, and 3rd choice for each time slot beside the session codes listed below. If your first choice is an all day session (eg. H &/or Q), please also select 2nd and 3rd choices in the hourly time slots.

Sample Selection: 0900 am: A1 3 A2 / A3 2

TIME SLOT	SATURDAY, MAY 21			SUNDAY, MAY 22			MONDAY, MAY 23		
0900 am:	A1	A2	A3	J1	J2	J3	R1	R2	0900
1000 am:	B1	B2	B3	K1	K2	K3	S1	S2	1000
1100 am:	C1	C2	C3	L1	L2	L3	T1	T2	1100
1200 noon:	D1	D2	D3	M1	M2	M3	U1	U2	1200
100 pm:	E1	E2	E3	N1	N2	N3	0400 pm: Wine & Cheese (\$6.00 per person)		
200 pm:	F1	F2	F3	O1	O2	O3			
300 pm:	G1	G2	G3	P1	P2	P3			
ALL DAY SESSIONS:	H			Q			0900 am - 400 pm		

F E E S

please check selections(✓) (✓)

EARLY BIRD RATE: \$45.00 CAD ☐ or ☐ \$35.00 U.S.
must be received in OISE Conference Office by April 9, 1988

AFTER APRIL 9: \$55.00 CAD ☐ or ☐ \$45.00 U.S.WINE & CHEESE (per person): \$ 6.00 CAD ☐ or ☐ \$ 6.00 U.S.TPUG MEMBERSHIP: \$25.00 CAD ☐ or ☐ \$25.00 U.S.

Toronto Pet User's Group Membership includes assorted publications and access to a variety of user disk libraries.

TOTAL ENCLOSED.....\$_____ CAD
U.S.

PAYMENT INSTRUCTIONS Send cheque (current date only) or money order

payable to: 'OISE CONFERENCE OFFICE RE: Ameeagon' AND MAIL TO:

OISE CONFERENCE OFFICE RE: Ameeagon, 252 Bloor St. West, Ste. 5-108, Toronto, Ontario, Canada M5S 1V6. PAYMENT MUST ACCOMPANY REGISTRATION FORM.

NO REFUNDS. Substitutions accepted with the written consent of the original applicant. DEADLINE FOR REGISTRATION: To ensure session availability, we recommend that you register by May 1, 1988. Session availability may be limited after this date. OISE CONFERENCE OFFICE RESERVES THE RIGHT TO CHANGE/CANCEL SESSION WITHOUT NOTICE. For further information, contact OISE Conference Office at (416) 926-4711. A receipt and confirmation will be mailed to you.

please keep a copy of this form for future reference.

AMEEGACON - A USER CONFERENCE FOR COMPUTER ENTHUSIASTS

*** AMIGA * COMMODORE 64/128 * MSDOS MACHINES ***

At OISE, 252 BLOOR ST. WEST, TORONTO MAY 21/22/23 1988

*****ONLY 45.00 Can. FOR THREE DAYS - \$55.00 after April 9/88**

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Three sessions each hour on Amiga, C64/128, PC II, PC 40 machines. **All-day hands-on sessions** featuring CLI and GEOS (LIMITED ENROLLMENT) Video and digitising, sound with midi in real time, programming, everything. Sessions on "C," music assemblers, word processors. A DISPLAY AREA where dealers and user groups mix. Conference outline on the following pages.

Your host, TPUG Inc., a Toronto-based Computer User Group, **invites all User Groups and users** to attend this conference in May. Located centrally, it is near Bloor and Yonge streets, located at 252 Bloor St., west from Yonge at St. George Street on the north side. The subway stops at OISE (St. George Station)

Contact AMEEGACON, OISE Conf. Office, suite 5-108, 252 Bloor St. W., TORONTO, ONT., M5S 1V6, 416-926-4711

Accommodation:

Two hotels hold rooms for you, both conveniently near OISE, one within easy walking distance:

Venture Inn,
89 Avenue Rd.,
TORONTO, ONT.,
M4R 2G3
416-964-1220
\$71.00 Single, \$79.00 Double
5 min walk.

Hotel Plaza II
90 Bloor St. East,
TORONTO, ONT.,
M4W 1A7
416-961-8000
95.00 single or double
15 min walk/5 min subway.

PARKING: OISE has underground parking in the building reached from the rear on Prince Arthur St. Approx. \$3.00 per day!

Transportation: TORONTO has an excellent subway system which can whisk one from the downtown core and Union Station to OISE in a short time. **YOU ARE URGED TO TAKE A HOTEL NEAR OISE** to avoid delays in travelling. Downtown driving is congested. Park at OISE!

Three sessions begin on the hour, Saturday and Sunday, more sessions Monday. Note that certain groups will meet all day. Be sure to choose first second and third choice. For an all-day session mark in second and third choice. See complete details and registration form on the next pages!

SESSION DESCRIPTIONS

Come and enjoy a great week-end. The girl friend, Amiga, will be there. Older girls, the Commodore 64 and 128, will seek to show their new skills. Ms Dos will be there to help those using her subtle lines. Computer hackers, backers and just plain users will enjoy all the sessions designed for you. Old timers familiar with olden golden machines...a few PETs are appearing again. AMIGA may be a challenge...perhaps the best in the world...for graphic artists and those with keen interest in Word processing, Video displays, Music and MIDI. Hands-on sessions of CLI and GEOS - the new operating system for the 64. Both are offered as hands-on, all-day sessions with LIMITED ENROLLMENT. Three consecutive sessions offer Desk Top Publishing. Or maybe "C" is for thee. A portable, powerful, near-assembler language programmers use in many of the newer computers.

A Wine and Cheese party is available for your enjoyment Saturday after sessions. Toronto has great night life, Theatres, shows, CN Tower, etc. for your evening enjoyment. You can arrive on the Subway or rent a stretched limo, if you have too much cash to stash.

Should a session be cancelled for any reason, we shall offer some interesting substitutes for you at the time you arrive.

First come is first served! Seminars are filled on a priority basis - an early start assures your choice. Please follow the format on the registration page. For each hour indicate your first, second, third choice by writing in the numbers 1,2,3 on the form. Even if you select an all-day session, please select a second and third choice, just in case too many opt for this session.

Pre-registration is your assurance of a quality conference. We need to know the numbers choosing a given session. Your registration package includes the room assignments for all your choices. Those registering at the door may find some sessions are filled. We may be unable to serve you at all - so register early!

Early bird deadline is April 9.

OISE is a large building. All the facilities for us will be on the second and third floor, except for the auditorium, (and underground parking, of course.)

Please indicate the user group to which you belong. You may join TPUG if you have no other affiliation. TPUG Associate member \$25.00. Registration only \$45.00 for early birds, \$55.00 for slow pokes.

A bibliography of each session speaker and a list of Commercial Firms present and other goodies is in your registration package.

SESSION DESCRIPT Sat. May 21/88

A-1 Sat. 9:00 a.m. AMIGA PUBLIC DOMAIN SOFTWARE AMIGA 500/1000/2000

Sample the extensive public domain offerings for the AMIGA. How do the offerings differ from other sources? Where can you get listings and where do they come from? Are the programs any good? What is freeware and shareware? Who would write and give it away? Hottest new items for your computer. Beginners welcome. For any user.

A-2 Sat. 9.00 a.m. FREEBEES FOR THE 64 AND 128. 64/128 COMPUTERS.

Nearly ten million 64's now exist. Sample the public domain for these machines. What types of programs are available? Some favourites. Communications, games, printer offerings, bulletin boards and many other goodies. Any level of expertise. Those new to computers may be overwhelmed by the available material!

A-3 Sat. 9.00 a.m. GAMES FOR AMIGA, NEW AND OLD AMIGA 500/1000/2000

Let's look at the newest games from the commercial world, plus the odd freebee. Who is selling what? A demonstration of some favourites. Adventure games to up and at 'em. Agree or disagree but come and add your two bits. New owners will find a mountain of information. See the newest games of skill and daring.

B-1 Sat. 10:00 a.m. BULLETIN BOARDS - TALK TO THE WORLD 64/128 AND AMIGA

A whole world of communication from here to there. Sometimes great, sometimes ingrate. Hundreds exist, begin, expire. Why do they exist? Who runs them? Why? Another way to obtain programs for your computer. An informal discussion. Where can I get a list of Boards and what they offer? How do I sign on? Beginners to experts.

B-2 Sat. 10.00 a.m. RS-232 AND YOU...TALK TO ANY COMPUTER. ANY COMPUTER

A simple cable is enough. Connect it between any two computers and they can talk! Not even a MODEM in sight. A common way to connect **any** computer to another. The mysteries will be explained in simple terms. You need not be a hardware freak to use this common method. Advanced and beginners welcome!

B-3 Sat. 10.00 a.m. DESK TOP PUBLISHING - SESSION ONE AMIGA 500/1000/2000

An introduction to the art of Publishing using present technology and software. What equipment do you need? What software can I get? What is involved in this area to produce interesting and useful pages for your Newsletter, magazine? General principles; how to begin. For the curious to knowledgeable. Continued in Session Two. Next hour.

SESSION DESCRIPT Sat. May 21/88

C-1 Sat. 11:00 a.m. PETWORLD - ECHO FROM PAST

PETs, SmallScreen, FATforties, etc.

A look at the large body of public domain offerings, commercial programs. Can you get listings for useful programs? What equipment can I buy, for how much? Word processing and spreadsheets still exist. 80 column green screens are excellent for word processing. An inexpensive start for beginners.

C-2 Sat. 11.00 a.m. MS/DOS FOR COMMODORE PCII,III, and PC40 Any MS/DOS COMPUTER.

Many PC's are now in use from Commodore. A look at MS/DOS. Surprise - it looks like another DOS, a female friend. How to use the power in .EXE and .BAT files. What the commands do. The edit commands. Limitations. If you use a PC this may be for you. Take advantage of the multitude of MS/DOS programs.

C-3 Sat. 11.00 a.m. DESKTOP PUBLISHING - SECOND SESSION AMIGA 500/1000/2000

Continuing from first session. Examine a commercial product. What can it do? Limitations. Sample outputs. Assuming the required hardware, how do I actually write and produce the product? Continued next hour.

D-1 Sat. 12:00 noon. WORDPROCESSING ON THE AMIGA AMIGA 500/1000/2000

Let's use a commercial wordprocessor. How does it compare with others? What equipment is required? Will it print in multiple columns? How much does it cost? What is the definitive answer? Does it require a mouse for input; can one key in desired commands? Is it user friendly? Can I move the files to another machine and still use them there? No previous experience necessary!

D-2 Sat. 12.00 noon. EDUCATION FOR THE VERY YOUNG 64/128

What can be done to educate a young child using a computer? Actually, quite a lot. See programs for those who are very young. Programs to aid in learning but fun for children as young as two. What is being done in schools for the younger child? Power the 64 to open the door! Parents, novices, everyone welcome!

D-3 Sat. 12:00 noon DESKTOP PUBLISHING - SESSION THREE AMIGA 500/1000/2000

The final production of your special project. Steps to go through, from beginning to end. Last session in this series. React, question and compare. Will this be the final solution for small publishing activities? Assess your needs and make a better decision based on these sessions.

SESSION DESCRIPT Sat. May 21/88

E-1 Sat. 01:00 p.m..WORDPROCESSORS FOR THE 64/128

Commercial programs offer spelling checker, thesaurus, and other new things. Are they good for me? Expensive or cheap, will they help me? Can I write in columns, do all those smart things such as headers, footers and boudy punches. Need a MODEM? The newer programs for all. Beginners and others.

E-2 Sat. 01.00 p.m.WORDPROCESSING ON THE AMIGA **AMIGA 500/1000/2000**

Powerful new programs offer many features. Let's examine one or two commercial programs to see how they may be useful for day-to-day writing skills. Do I need the Mouse, or can I use key-sequences and function keys? How much do they cost? What smarts help slow typists, not so dumb writers? All Welcome.

E-3 Sat. 01.00 p.m. CLI FOR YOU AND I - AMIGA **AMIGA 500/1000/2000**

Keep your AMIGA under control - use CLI. How to use the AMIGA under your control, with or without the MOUSE. Some mysteries revealed. Where are the programs which don't appear on the screen when using Preferences? Mice are nice. CLI you will buy. Any level from beginners

F-1 Sat. 02:00 p.m. DATA BASES FOR THE AMIGA **AMIGA 500/1000/2000**

What good is a data base? Will it do anything useful for me? Is it too complicated for me to understand? Explanations and demonstration of one or more programs. Use of the Mouse as a tool. What do function keys do? Why would I want a database when I have a good spread-sheet.? What kind of data can I place on the base. Will it store pictures for me? Beginners, all interested.

F-2 Sat. 02.00 p.m.. AMIGADOS FOR THE AMIGA **AMIGA 500/1000/2000**

Commands to the AMIGA make it do our bidding. Sometimes! Understanding how to talk to the DISK drives in our system makes life more bearable. Loading and putting files on disk is important. Lose your cool, not your files! AMIGA is good to you when she understands your commands. Beginners, intermediate.

F-3 Sat. 02:00 p.m. MS/DOS PUBLIC DOMAIN SOFTWARE **MS/DOS machines/AMIGA bridge card.**

Compare your AMIGA commands to MS/DOS. Very familiar! What programs are available for various tasks? A large quantity exists...where to get it and how to use it. Most computers now will run MSDOS programs. Run them on your PCII or AMIGA. Any level.

SESSION DESCRIPT Sat. May 21/88

G-1 Sat. 03:00 p.m..WORMS AND OTHER DRIVES ANY COMPUTER

WORMs may not be a new source of food! Write Once, Read Many times describes a new system which may revolutionise our computer, or vocabulary! A look at some of the new technology. Now, store our files in piles on the new data storage systems. All levels.

G-2 Sat. 03.00 p.m.MODEMS MODEMS MODEMS MOST ANY COMPUTER

A look at MODEMS, those little boxes which permit us to communicate with the world through our telephone. Some software to drive these creatures. Public domain and commercial. What is X-modem, other protocols? What on earth is a protocol? Can I use a MODEM without knowing all about bauds and bytes? Anyone.

G-3 Sat. 03.00 p.m. PRINTERS, OLD AND NEW TECH AMIGA 500/1000/2000, 64/128, P.C'S.

What is a LASER printer? Sailboats I have heard of. Inkjet? Dot matrix, Daisy wheels and more. What do present machines offer the world ; what is their cost? Most computers will talk to printers. At times they DON'T. Tune in for a lively discussion.

****ALL-DAY SESSION HANDS-ON FEATURING CLI - AMIGA****

H Sat. 9.00 a.m. through 4.00 p.m. CLI

CLI is an important part of the AMIGA system. An opportunity to master the secrets found in CLI. Punctuated with frequent breaks, doing is the best way to learn. Limited by equipment availability, you are urged to register early to assure a spot for this all-day session. Beginners, any user.

WHAT DO I DO NOW THAT IT IS FOUR O'CLOCK?

**Did you sign up for the Wine and Cheese? It is on NOW on the fifth floor.

**Displays are available for your inspection, second floor.

**Special happenings..check the display area and Conference News.

SESSION DESCRIPT Sun. May 22/88

J-1 Sun. 09:00 a.m. **PUBLIC DOMAIN SOFTWARE 64/128**
64/128

A review of what's new, olden n' golden for two popular Commodore machines. What do you need from this large collection? Where can it be found? Ten million owners can't be wrong. 64 is a powerful contender for user groups and individuals. 128 offers some powerful options. Come, see, hear. All users.

J-2 Sun. 09.00 a.m. **"C" AND THEE - PROGRAMMING**
AMIGA 500/1000/2000/ other machines too!

Of interest to those with some programming knowledge, this language is used more and more by those programming the AMIGA. Popular in many other environments...easier than assembler, less complete than interpretive languages. Look, love, laugh, learn. Some programming experience may help.

J-3 Sun. 09.00 a.m. **SOUND FOR THE 64/128 - ASSEMBLED FOR 64**
64/128

Three voices and five octaves you say? But I can't play a thing. You may write music, if you can read it from a score. A challenge and a pleasure. Public domain and other. Hear the marvellous sounds emanating from your 64. Interesting sounds to explore with your 64. Learn how in this session. Beginners, listeners, and programmers.

K-1 Sun 10.00 a.m. **AMIGA SPLENDIFEROUS SOUND**
AMIGA 500/1000/2000

Come, listen, enjoy, sound generated in real-time using the multi-tasking AMIGA. Discover the wonderful world created by new software to generate all types of sound. Use with your favourite MIDI tools. Even if you can't write a note, you will be impressed. Outstanding. Serious musicians, just plain listeners.

K-2 Sun. 10.00 a.m. **HEX AND BINARY - NOT A WITCH'S BREW**
ANY COMPUTER

Inner works may be mysterious for any computer. Any language uses seemingly odd-ball numbers. Learn how to talk to your computer using these bits and bytes in HEX and BINARY. Not as tough as it sounds. A very helpful session aiding in your understanding of computer codes, some look threatening, but aren't. Anyone for HEX? Beginners and interested bystanders.

K-3 Sun. 10:00 a.m. **COMMUNICATING WITH AMIGA**
AMIGA 500/1000/2000

Exciting software helps us less enlightened souls to communicate with the world from a personal machine to many systems available from you own telephone. After bytes, bauds, believe. A look at how to get there to do your thing on electronic mail (E-Mail) data bases at universities, commercial systems, search the newspaper, you name it. Hundreds of opportunities for information. All interested.

SESSION DESCRIPT Sun. May 22/88

L-1 Sun. 11:00 a.m. **6502, IS IT FOR YOU?**

64/128

A review of the 6502 chip found in many, many computers. How does it work? A look at its internal structure. How to connect it to a 64 or 128 operating system. Still a strong contender in any low end market, it comes cheaper than a fish and chip dinner. What can it do for you? See how the innards do their stuff. For those who have never asked before now. Beginners, others who know.

L-2 Sun. 11.00 a.m. **VIDEO ON THE AMIGA**

AMIGA 500/1000/2000

See the outstanding things possible on your AMIGA. New software produces results which are just short of a miracle. That fabulous computer character seen on TV, MAX.... was a creation of many AMIGA's! An artist's dream. If seeing is believing, you will believe! For techies and just plain folks.

L-3 Sun. 11.00 a.m. **CRUISING IN QLINK**

64/COMMODORE

An opportunity to see for yourself how a system connects you to the world and a chance to watch a conversation live on this system. What do you need to get on this service? Do you need smarts to talk on the line? Bring your questions and queries for an online demo. Beginners, anyone, anywhere.

M-1 Sun 12.00 noon **THE 68XXX PROCESSORS.**

AMIGA 500/1000/2000/OTHER MACHINES

A family of chips which are handy for those using C compilers, UNIX, and CP/M-68K, and of course the AMIGA. Learn what the family can do and how they may be implemented in computers. What is a co-processor??? A technical session. Get an insight into the world of CPU's. Anybody for C?

M-2 Sun. 12.00 noon **VIDEO DIGITED PICTURES FOR COMPUTERS**

AMIGA, of course, 64/128

How do hi-res pictures get into our computers? From green screens to multiple coloured presentations, digitizing is an important part of the creative art. Discover the method behind the mystery. Could be camera-ready art. See how this area applies to your computer needs. All interested, novice and above.

M-3 Sun. 12:00 noon **A SOFT TOUCH - TOUCHPADS**

AMIGA 500/1000/2000

High resolution digitizing pads offer a tool to the artist and non-artist to input data to the computer. Fill in colours from a palette, manipulate freely from a touch pad. An interesting display for all. No previous experience necessary! Another modality for computer users. All levels.

SESSION DESCRIPT Sun. May 22/88

N-1 Sun. 01:00 p.m. IS IT LOGICAL?

ANY COMPUTER

BOO to LEAN. AND an OR or two. Have you ever wanted to outsmart that darned computer code that uses AND/OR/EOR/NOT and the funny use of numbers? Now you can find out how to use that stuff that turns up in BASIC and seems to make no sense. A way to change bits in a byte, **BOOLEAN** expressions are short-hand methods to manipulate your computer. Good for any one, beginner or programmer.

N-2 Sun. 01.00 p.m. AMIGA - GAMES - AMIGA

AMIGA 500/1000/2000

Light or heavy, Invaders to Chess, a run-through of the newest and some old favourites. Commercial and public domain. A fun session for all ages. Games for the young, for the "mature audience" (Over ten years old) Thanks to some fine computer dealers. How much and where to buy.

N-3 Sun. 01.00 p.m. A QUICK COURSE IN 6502

64/128/OTHER

SESSION ONE. A look at the guts of the chip, its "architecture." Some simple code to do some interesting things. Let's not worry about high sounding names for the code, just do it! Faster by ten to one hundred, **ALWAYS** save before you try! Sounds familiar in that sense. Some prefer its efficiency to languages such as BASIC. Hopeful programmers. A simple intro. Beginners welcome.

O-1 Sun 02.00 p.m. AMIGA EXTRAVIGANZA SENSATION

AMIGA 500/1000/2000

An outstanding session which will shake up your mind. A presentation which is memorable and mind boggling. **AMIGA** of course! This will be announced later but sign up for it now. Better than a bagle, beagle, or baseball, believe! For all levels of accomplishment.

O-2 Sun. 02.00 p.m. LASER PRINTERS - YOUR NEXT ONE!

AMIGA 500/1000/2000/OTHER COMPUTERS

Laser printers are more and more affordable. Do you need one? A look at the present market, what printers can do, and the bottom line, the price. Other new printers: some powerful dot matrix printers might sneak into this session. Worthy of a look, if not in the market. Sit in and discover the new world.

O-3 Sun. 02:00 p.m. A QUICK COURSE IN 6502

64/128/OTHER

SESSION TWO. Continuing after a break. Let's write a useful routine for a 64. How to do things super fast. Screen writes, talk to disks, all that stuff.

The most important part of our code..the flags. No, not U.N., U.S., but still very important if the program will do what we say... Continued next hour.

SESSION DESCRIPT Sun. May 22/88

P-1 Sun. 03:00 p.m. **WORMS AND OTHER DRIVES**
ANY COMPUTER
A REPEAT OF G-1
For those who couldn't see this before.

P-2 Sun. 03.00 p.m. **AMIGA - GAMES - AMIGA**
AMIGA 500/1000/2000
A REPEAT OF N-2

Another one you may have missed before.

P-3 Sun. 03.00 p.m. **A QUICK COURSE IN 6502**
SESSION THREE. After a break, more on things like jumping (JMP) and GOTO's, well JSR's, and other clever things one ought to know. How to go nowhere. Loops and stuff. Parking orbits? All you didn't know and couldn't ask. A windup from the previous sessions.

******ALL-DAY HANDS-ON SESSION FEATURING GEOS******

Q Sun. 9:00 a.m. through 4:00 p.m. **GEOS**
A new operating system found on the recent 64's, some find it an excellent way to talk to the 64 without all the hassle of the older commands. If you like the mouse, this may be your choice to control the computer. Breaks every hour. Hands on is certainly a good way to learn. Limited by the available equipment, register early for this all-day session. Please show a second and third choice on your registration form in case this session is filled.

See the Display Area for interesting things.

Read the Conference News.

Other activities....Draws in the Auditorium?

SESSION DESCRIPT Mon. May 23/88

R-1 Mon. 09:00 a.m. **LASER PRINTERS**
ANY COMPUTER
A REPEAT OF G-3

For those who may have missed this before.

R-2 Mon. 09.00 a.m. **68000 - ASSEMBLER SESSION**
AMIGA 500/1000/2000

An opportunity to learn a little about the 68000. For those with some knowledge of other assembler languages such as the 6809 or 6502. Course subject to sufficient enrollment.

S-1 Mon. 10.00 a.m. **AMIGADOS FOR BEGINNERS**
AMIGA 500/1000/2000
A REPEAT OF F-2

In case you missed this before

S-2 Mon. 10.00 a.m. **68000 - ASSEMBLER SESSION**
A continuation of S-1 after a break.

T-1 Mon. 11.00 a.m. **CD ROMS AND OTHER DEVICES**
AMIGA/OTHER

Investigate this option for computers now and in the future. How good are they? What do they cost? How many jillion bytes do they store? Why don't we all have one if they are so darned good?

A quick look at a new technology.

T-2 Mon. 11:00 a.m. **68000 ASSEMBLER**
SESSION THREE

A wrap up from session 2. Where can one go from here?

SESSION DESCRIPT Mon. May 23/88

U-1 Mon. 12.00 noon STRICTLY FOR THE BIRDS

MS/DOS

Now bird watchers have a chance to identify a new bird using a clever new system. If you don't know your birds, or if a new one appears at your feeder, this is a way to identify him. (Or her if you can tell the difference.)

U-2 Mon. 12.00 noon 68000 ASSEMBLER

AMIGA/OTHER

FINAL SESSION - For those still hanging in.

WATCH ANNOUNCEMENTS FOR OTHER HAPPENINGS FOR MONDAY. FOR THOSE WHO CELEBRATE THIS HOLIDAY, OTHER ACTIVITIES ARE ALSO PLANNED. CHECK YOUR REGISTRATION PACKAGE.

See the Conference News.

THE NEWSLETTER

A Publication of TPUG inc.

President's Report

Anne E. Gudz

As a result of the December 1987 membership survey, the Board of Directors of TPUG have negotiated a year's contract with INFO magazine. As of the next INFO issue (April '88), each member of TPUG will be receiving the Newsletter wrapped around INFO magazine. INFO publishes 6 times per year, and is a FINE magazine! I congratulate those who suggested it.

Please note, all TPUG members who at present subscribe to INFO, IMMEDIATELY send us the mailing label of your (latest) issue. Those members that inform TPUG of their subscription to INFO will have their memberships in TPUG extended for the equivalent unexpired time in TPUG.

Examples: J Smith is a TPUG member only, and joined in Dec '87, whose membership expires in Dec '88. J Smith is to receive this newsletter, plus 5 issues of Newsletter/INFO.

Example: M Brown is a TPUG member, as of Dec '87, and also an INFO subscriber since July '87. M Brown has already received 4 issues of INFO mag. and is still to get 2 more issues, which would total the 6 issue subscription series. If M Brown does not send TPUG the (latest) mailing label, then M Brown will continue to receive the 2 issues of INFO from INFO's database, as well as the 5 issues from TPUG. As you can figure out, M Brown will thus get 2 double subscriptions. If however, M Brown sends TPUG the INFO mailing label, M Brown will be deleted from the INFO database, and extended in the TPUG database for those two issues, so now the membership in TPUG will be viable until 4 months (2 magazine issues) later, ie, until April '89, instead of Dec '88. That way, M Brown does not lose those 2 issues of INFO, and in fact, becomes a TPUG member for a longer time span, thus benefitting from both the club and this fine magazine.

TPUG is asking for the mailing label, to be sure to delete the proper name from the INFO database. Remember, computers are strictly literate. M Brown might be signed into TPUG as M Brown, and into the INFO database as M S Brown. The databases will not know this is the same M Brown. So do send in the mailing label, so TPUG and INFO can serve you as you deserve!

I know you are going to enjoy this fine magazine! I know I do!

Do look in the library section of the newsletter to browse through the contents of TPUG's first TPUG/INFO disks. It is the intention of TPUG, as a further service to its many fine members who can not avail themselves of online services, to produce a disk to correspond with INFO's 'Best of Public Domain Gems' section. These disks will be available at the usual disk fee (use the handy order form included in the newsletter.)

April ComputerExpo Show Announcement:

TPUG is pleased to announce their participation in the Computer Expo Show, to be held April 14-17, 1988, at the International Center, Airport Rd, Mississauga, Ont, near the Toronto International Airport. As usual, TPUG will have its entire Public Domain Library available, for only \$5.00 per 5 1/4" disk.

Commodore of Canada will have a booth at this show for the first time. Also represented will be other computer brands. Amstrad, Canon, Zenon, Sharp, Atari, Smart Screens and Phase 4 will be represented. Many Amiga software developers will be at the show. For the first time, this show will feature seminar speakers, such as J. Miner of Amiga fame. Not only will there be computers, but also high tech industries will be represented, such as those manufacturing cellular telephones. Again, the Hunter Group will honour your TPUG membership card as a \$1.00 off coupon. Do come by the TPUG booth to say hello, and see the new Show Disks for the Amiga, the C64, the C128 and CP/M!

PAPERCLIP III Update Offer:

PAPERCLIP III update is available to ALL owners of ANY Paperclip version. All members do is send \$18 US along with the front cover of your current paperclip manual, to: Electronic Arts Direct Sales, PO BOX 7530 Santa Mateo, CA, 94403, with your name, etc. Offer expires April 15, 1988.

Furthermore, if you do not presently own a PAPERCLIP WP but do have another brand, send them the front cover of THAT manual, and \$28.00 (US), and you can become a PAPERCLIP III owner.

Board Resignation:

It is my sad duty to inform you that Ken Poulton has resigned from his seat on the Board. Ken is soon to be married, and finds his time for computing very limited. GOOD LUCK, Ken! We miss you.

NEW DISK SERIES:

To celebrate the announcement of TPUG's signing a yearly contract with INFO magazine, TPUG has assembled for its many members, its first TPUG/INFO disk. Following the theme of the magazine, the disk is called TPUG/INFO #17&18 (C)64, to indicate the programs on the disk are from (past) issues 17 & 18 of INFO magazine. (Makes sense?) This first disk is for the C64, and consists of programs not yet in the TPUG C64 library, but available on Quantum Link. Keeping in mind the rather expensive online costs for our many Canadian (not to mention overseas) members, it is the intent of TPUG to make available these programs at a reasonable cost. Use the handy disk order form.

This first disk (38 blocks free) is ONLY the C64 Quantum Link portion from issues 17&18. The other programs mentioned in these two issues will be placed onto TPUG disks to be available shortly. Watch for their release in the library additions section of the Newsletter.

*** FUTURE TPUG/INFO RELEASES ***

Furthermore, it is the intent of TPUG to work closely with the authors of the PUBLIC DOMAIN section of INFO magazine, so that by the time the magazine is released, the corresponding TPUG disk is available so all TPUG members can enjoy these online PD programs. At this time, it is intended to keep the issue number for the disk the same as the magazine number. However, when ordering the TPUG/INFO disk, please indicate for which machine you are ordering, as well as the disk number. If not indicated, TPUG defaults to the C64 TPUG/INFO disk! And DO indicate if it is the TPUG/INFO disk, not the current Disk of the Month, another ongoing feature of all our active TPUG libraries.

TPUG Contacts

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Toronto, Ontario, CANADA
M2N 5R2
416-733-2933

Membership Info:
Regular Member (attends meetings) \$35.00 Cdn.
Student (full-time, attends meetings) \$25.00 Cdn.
Associate (Canada) \$25.00 Cdn.
Associate (U.S.) \$25.00 U.S.
Associate (Overseas - air mail) \$45.00 U.S.

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TPUG Telecommunications Lines

Quantum Link	David Bradley	ID: DavBradley
Sysops	Jane Parris	ID: JaneParris
Contacts:	TPUGMAIL, TPUGPRES.	

TPUG Bulletin Board		
Sysop(Weekdays)	Sylvia Gallus	c/o 416-896-1446
Assistant Sysop	Steve Punter	c/o 416-896-1446

TPUG BBS

(416)-273-6300
(416)-252-8481
24 hours per day
7 days per week
The Password is...

TRUCK

MEETINGS!

C128: 1st Tuesday of the month:
1988: Mar1 Apr5 May3 Jun7

Amiga Central: 2nd Tuesday of the month:
1988: Mar8 Apr12 May10 Jun14

C64: 4th Tuesday of the month, except Dec.:
1988: Mar22 Apr26 May24 Jun26

All of the above meetings commence 7:30 pm in the York Public Library, 1745 Eglinton Ave. W. (just east of Dufferin), in the Auditorium or Story Hour Room

Westside: 2nd* Thursday of the month
1988: Mar10 Apr14 May12 Jun9

Amiga West: 2nd* Thursday of the month
1988: Mar10 Apr14 May12 Jun9

* Formerly 3rd Thurs. The above two meetings take place at Clarkson Secondary School, Bromsgrove Rd. just east of Winston Churchill Blvd, Mississauga, in the Little Theatre.

Eastside: 2nd Monday of the month
1988: Mar7 Apr11 May9 Jun13
at Dunbarton High School, in the computer room (north on Whites Road from the traffic lights at Highway 2 and Whites Road to next traffic lights; turn left to parking lot.)

Brampton Meeting: 3rd Thursday of the month
1988: Mar17 Apr21 May19 Jun16
at 4 Silver Maple Court, Bramalea in the Hospitality Room.

OFFICE NOTES

Please remember to put your membership number on all correspondence with the TPUG office. This makes your old letters much easier to file so that if we have to refer to them in the future we will be able to look them up quickly.

If you are calling about your membership, or an order also please have your membership number ready for us. This especially helps our long distance members keep the calls as short as possible.

We now have 120 AMIGA FISH Disks, as well as 33 other AMIGA disks in the library. They are all in stock and the librarians are working on more every day!

If you are planning on coming in for disks please call us ahead and let us know. We would also appreciate a list of the disks you want and the format that you want them on. This will give us time to ensure that your order will be ready when you arrive as you will not have to wait for any copying to be done.

The office is open Monday to Friday from 9:00 AM to 5:00 PM, please feel free to drop in or call during these times. This will save you frustration at a locked door, not to mention an extra long distance call to talk to our answering machine.

Birth Announcement!

Richard and Sandra Bradley are proud to announce the birth of their son, Kyle Christopher Paquette Bradley. Kyle was born on December 20, 1987 at Toronto East General Hospital, he weighed in at 9 lbs, 3 oz.

HELP HELP HELP HELP HELP

by George R. Skinner

This column will hopefully become a regular feature of THE NEWSLETTER. I plan to try and help members with their computer problems.

I plan to write about the Amiga, C64 & 128 and any other Commodore computer you own! I own a C-128 and an Amiga 1000, I use them for my own personal activities. I am the Co-ordinator for the TPUG C-128 meeting. I would like to address various problems that I have encountered myself, and therefore hopefully solve some of yours. I invite you to write letters to the TPUG HELP COLUMN, C/O TPUG, 5300 Yonge St., Willowdale, ON, CANADA, M2N 2R5.

Now that the various AMIGA promotions by Commodore in both Canada and the United States are over, I would imagine most purchasers of the Amiga's have discovered the peculiarities of AmigaDOS. I would like to offer some suggestions. The first thing I would suggest is that you new owners purchase the RAM expansion for your Amiga's, as many programs require almost all of the 512 K of memory. This added expansion has several advantages. When you are near the maximum of Amiga memory, the processing speed of the computer will slow down. Also the multitasking capabilities become somewhat diminished when running two or more programs with the standard memory of 512 K. The RAM Disk of the computer is a very important location to save programs, or to use utilities such as ARC on files. All the local Bulletin Boards I have signed on prefer that ARC'd files be uploaded to minimize the number of files as well as their sizes. I haven't as yet purchased RAM Expansion but plan to this summer, as I have quickly discovered that 512 K is just not enough. Due to the nature of AmigaDOS a second drive is a very worthwhile hardware addition to your computer. With two drives, your Workbench disk remains in the computer in drive DF0:, your other drive contains the program you are working with. Most commercial programs come complete with a variation of Workbench included. With a single drive, disk swapping is a fact of life, a second drive eliminates this inconvenience. I have used both PageSetter and Scribble!, neither of them mention the use of a second drive. However, when saving or loading files to the computer by erasing the file requester location (sometimes indicated as SYS:) and entering DF1: the program will work on the specified drive. This also works with the RAM: designation. To conserve memory on the Amiga keep all windows to a minimum.

If you only have a single drive here is a simple method to decrease the dreaded disk swapping, use RAM:. With the workbench disk installed in DF0: open the CLI.

ENTER as follows:

```
MAKEDIR RAM:C      <return>
COPY DF0:C ALL TO RAM: <return>
ASSIGN C: RAM:C    <return>
```

The above commands create a C directory in the RAM: disk, the COPY command copies all the files into computer RAM such as MAKEDIR, COPY, FORMAT, etc. You will notice these are the major commands, there are almost thirty of them. Not all these commands are commonly used but some of these files could be deleted from RAM. Still a better method is to use the EXECUTE command in the workbench 'S' directory, the EXECUTE command will look for a batch file you create using ED, or a ASCII word processor. The DOS will then look for the batch file you created. This file will tell the DOS what the sequence of events will be on start-up. This will eliminate the disk-swapping you are probably doing now. For further information look for books on AmigaDOS.

I have had several enquiries from members on C-128 programs that load properly, but nothing appears on the screen. If this happens, it is quite likely that the screen size is wrong and switching the screen size from eighty to forty or forty to eighty will solve the problem. To the writers of PD programs it would be a excellent idea to put the screen size at the start of the program, either as a PRINT or REM statement.

On the local Bulletin Board scene I have seen several messages regarding which modems that people have bought for their computers. I think the best modem is to purchase a Hayes compatible RS-232 type. This is the more expensive route way to go, as you will need a User Port to RS-232 interface and most likely a cable too. This will be a modem that can stay with you for years to come, as you will be able to use it on almost any brand of computer. My first modem was the VIC1600, a friend of mine told he could get me a good buy on one of the Hayes compatibles. I think this was a wise choice on my part as I can now use the modem with my C-128 and Amiga. I have also had the problem of finding a modem interface for the C-128. I discovered the VIC1011A interface is too wide, it interferes with the eighty column RGB connector on the back of the computer. At one of the computer shows I accidentally purchased an RS-232 printer interface with the Commodore specific connector. Richard Bradley, one of our talented club directors, told me to reverse the transmit and receive wires on the modem end of the interface to make it a modem interface. This little mistake, and the information from Richard has produced the best modem interface I own.

My first printer was an MPS1000. This was also a good move, as I have a printer that has a serial port and Centronics parallel port. I use in on the C-128 and the AMIGA. What I am trying to say is that it makes sense to spend a few dollars more up front and have peripherals that can be used when you upgrade to another computer in the future.

Also on the local BBS scene I learned of an excellent PD terminal program called AVCTERM, it's a Amiga terminal program that has Xmodem and Punter C1 protocol. This development will allow Bulletin Boards that do not run on AMIGAs the option of supporting them. The TPUG BBS, (416-273-6300 or 416-252-8481) and Richard Bradley's Commodore Forum, (416-492-2300) are just two examples of this, they both offer AMIGA directories to their Users.

C-128 Users don't despair! With the introduction of the C-64 RAM expansion, RAMDOS has is available for the C-64. There will soon be a version of RAMDOS for the C-128 owners with the 1700 and 1750 RAM Expansion. These programs will soon be included on a TPUG disk in the C-128 library.

I received a letter that was forwarded to me from the TPUG office from S. J. Hicks from Highwood IL.. This member had a problem with the head alignment on a 1541. After getting the alignment done, he is now having trouble trying to read disks that were formatted with the drive before the alignment. If you are having possible problems with head alignment, make sure you transfer the files to a properly aligned and formatted disk using a second drive. The improperly aligned drive may be producing disks that only it can read. These disks may not be readable by your freshly aligned 1541 that you are now so proud of.

Viruses, Worms, Trojans ... and Nerds

Jim Butterfield

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The Amiga world has started to notice a new phenomenon: the "virus". Developed in Switzerland and intended as a harmless prank, this little critter is becoming widespread. It can damage commercial programs. It can cause the Amiga to crash ("meet the Guru") without warning. And worst of all: its existence will encourage other computer nerds to write vandalism programs.

Traditional Commodore computer owners have been moderately safe. Their logic is in ROM, safe from tampering. It's hard for them to visualize what can happen in "soft logic" machines, where almost everything is on disk and can be corrupted.

Many years ago, I thought of writing an article about the "Cookie Monster". This was an elusive program said to have appeared on a large multi-user system. On occasion, a user running some normal program would be interrupted and asked, "COOKIE?". Any reply would cause the regular program to resume, while the Cookie Monster task would hide itself away within the system, to reappear to some other user at some future time.

I had planned to write this article as an "April fool" item. That sort of thing couldn't happen on the Commodore eight-bitters. The important part of the logic was in ROM, within the computer or disk drive. I decided to drop the idea, however, because other small computers - such as Apple and Atari - used "soft logic" DOS systems. They could be corrupted ... and I didn't want to put the idea into anyone's head.

The problem is that there are always computer nerds waiting in the background. To them, nothing is more fun than a program to harm other people's computer systems. Even in the Commodore world, you may have met such crazies. There have been programs uploaded to bulletin boards which display graphics, play a tune ... and then announce, "HA HA - I HAVE JUST REFORMATTED YOUR DISK!".

Some harmful programs come about through lack of judgment. This happened to a popular archiving program (used for uploading and downloading) offered as shareware. The author discovered that his name was being removed from the program before it was uploaded to bulletin boards. So he devised a "checksum" feature which, if it discovered that the program had been changed, would format the disk in the drive, wiping out its contents. Sadly, the victims were not the nerds who removed or changed the author's name. Instead, the innocent users who downloaded this program, expecting to find it useful, found instead that their data disks were destroyed.

There have been a variety of names given to programs which appear useful but which in fact cause damage. They used to be called "worms", since they were working out of sight. The term WORM is now more commonly used for a new type of storage technology: Write Once, Read Many.

The expression "Trojan Horse" is a fine literary reference. Such a program, like the original Trojan Horse, looks attractive but brings bad trouble if you take it. These programs are a serious problem on IBM disk systems, where they are often called just "Trojans". PC/DOS allows "invisible" directory entries, and many users can be unaware that they have trouble waiting. One such Trojan is rumoured to be waiting until Friday, May 13, 1988, at which time it will cause the system to fail with loss of all data.

The term "virus" is fairly new, but quite apt. Like a real virus, it spreads itself from disk to disk until most of a user's library is "infected". And the Amiga SCA virus is "highly contagious", partly because it has an "incubation period" during which time you don't know you've caught it. One of the methods of battling it is "quarantine" ... identifying who's got it and stopping its further spread.

The Amiga virus was originated by SCA, the Swiss Cracker's Association. It was meant to be harmless, but SCA missed a couple of points. The first danger is that commercial software can be rendered useless by the virus, which occupies the same area of disk as do many protection schemes. The second danger is that SCA believed that they were inserting the virus into the memory "stack", where it would cause no harm; but that is not the case for all RAM configurations.

But the biggest danger is that the virus has now come to the attention of the nerds. There are already known to be two new viruses (virii?) in existence, and there surely will be more. And some of them may be VERY harmful to the health of your computer.

There are programs for testing for the virus. VCheck1.9 tests for any non-standard pattern on disk. Any odd pattern might be a virus, or it could be a protection scheme. You can get VCheck1.9 from TPUG or any other public distribution library.

You can detect the existence of the SCA virus and close relatives by holding down the left mouse button each time you reboot the Amiga (using the three key combination). If the screen flashes green briefly, you've got the virus in memory. Remember, this is a deliberately coded SCA feature; new viruses probably won't have it.

You can guard against the virus by setting "write-protect" on all your boot disks. If you need to write on such disks, you can take off the write protect status after the boot has taken place.

You can remove the virus by giving the CLI command INSTALL. Do not do this with commercial disks, which might contain a protection scheme that would be destroyed by the INSTALL command. And don't do this with data disks ("non-boot" disks) ... the Amiga would be confused by a disk which had an INSTALL track but did not have the supporting libraries, such as C, L, S, DEVS, and LIBS.

Good news! There's a reward system being set up to track down and prosecute anyone creating a virus. Fred Fish (of "Fish disk" fame) reported that in early January, over \$1000 had been pledged to this fund, and more is coming in.

Computer virus infections should be stamped out like any other disease.

What Goes Around Comes Around!

David Bradley

Starting in early January, I decided to take a couple of classes at the local college down here in Florida. One was in introduction to computers with emphasis on the, dare I say it, IBM type of computer. The teacher tries very hard to enlighten us, but he seems to be good at programming/using, but he has a hard time explaining things to we, the students.

My brother in-law Andrew and I try to help him by asking questions that simplify things for the rest of the class. Most of them know nothing about computers, but want to understand them better. I don't expect I will get a lot out of the class, at least I won't learn what the class is supposed to teach, but I will learn about the difficulties of being a teacher.

One of my fellow students has a Commodore 64 and has been having nothing but trouble with it. She bought it used and has not had much luck finding support for her machine. This past week she presented me with a directory listing of a disk she had got with her computer and asked me if I could help her figure out what the programs did and how to get them into the machine so she could use them. I glanced at the directory and a smile came to my face. It was TPUG disk (C)T3 that I had put together back in 1983.

On the same page as the directory I wrote down a typical load command (load"rainbow.c",8 it was), told her how to RUN a program, print the listing, which files were to be loaded by her, and urged her to load and list or print the list-me file. As I gazed at the disk I thought about all the really fine programs there were on it.

For example, "supertrek.c" is one of the best star trek games ever done on the 64, the "wedge" programs do all sorts of great things and are a must for any programmer, "grafx rns.c" contains some graphics routines that allow you to program hires graphics on the 64 easier, and the "tips.c" file contains many priceless bits of information that YOU need.

Sure, this disk is "old" as far as computers go, but I think you can get a lot of use out the programs and if you don't have it, I urge you to order (c)t3.

```
tpug nov 83.c      (c)t3
list-me (c)t3.1    prg* 27 supertrex.c      prg* 88
clock.c           prg* 5  rainbow.c      prg* 59
dos in basic.c    prg* 11 column calc.c  prg* 25
combinat wars.c   prg* 26 typing pract.c  prg* 21
non exec.z        prg* 8  sample.d      prg+ 1
caves.c           prg* 31 sd file copier.c  prg* 13
alarmclock.c      prg* 8  disk menu 64.c  prg* 5
spelling game.c   prg* 22 checkbook.c   prg* 69
balance          seq+ 1  trcounter      seq+ 1
long division.c   prg* 6  mail.c        prg* 34
superkey.c        prg* 12 grafix instr.c  prg* 11
grafx rns.c       prg* 3  box.c          prg+ 3
design.c           prg+ 2  tips.c         prg* 41
moving sign.c     prg* 9  wedge-64-$7000.c  prg- 17
wedge-64-$8000.c  prg- 17 wedge-64-$9000.c  prg- 17
wedge-64-$c000.c prg- 17 tokenizer.c    prg* 8
```

BLOCKS FREE = 46

* = program to be loaded normally
+ = file used by another program
- = needs to be loaded ,8,1 then sys'd

Check The Back of The Disk

Richard Bradley

One day while I was just sitting around thinking, (some people get worried when I start to think) I thought that not enough TPUG members have access to the full library listings. These listings are usually available in a printed form as well as on a disk, either can be ordered.

It was at this point when I remembered that we do buy double-sided disks to mail out, but that we only use the one side. This is of course because TPUG does not promote the double-siding of disks as a normal procedure. I then began thinking about the possibilities of making up disks with the library listings on the back. The regular side would still be used for the copy of the disk ordered, but if one of the double-sided disks was included with each order it would mean that everyone could have an updated directory.

The first thing I did was get one of the existing C-64 directory disks and quickly decided that some simple things could be done to make it a more useful reference to have. I found that the SEquential file reader on the disk was bringing in each line character by character, with a GET statement. We all have to suffer with the speed of the 1541 disk drive, but the slow down is absolutely mind boggling when this method is used. I decided I would print out one of the files to see how long it would take. I never bothered letting it finish because the program was not even fast enough to keep my 80 cps. printer moving continuously. From using a lot of SEquential files with my BBS's over the years I knew that I had to write a program to insert a double quotation mark (chr\$(34)) at the beginning of every line and change all existing double quotations to single ones. By doing this the file would then be able to be read by a program using an INPUT statement. I tried this theory on one of the files and could not believe the speed, now the printer was running at full speed with no delays and the file was still formatted nicely for reading. I went ahead and did all the files in the directory. The only bad thing about this is that the new files end up a few blocks larger than the old ones. If I had been really pressed for disk space I might have been forced to edit out some disks, fortunately this was not the case.

The new program I wrote is called VIEW OR PRINT. This will allow you to look at the directories on the screen, or to print them to paper. When you enter a file name it will not require the full name as it will automatically pattern match for you. So if you want to print the AA disks you can just enter "AA" and press return.

One other useful thing I did was to add two files to the disk. One is called ORDER FORM, it is a copy of the TPUG Disk Order form that you can print and send in. The second new file is called DISK OF MONTH, it is a copy of the TPUG Disk of the Month form. These files will save you sacrificing your TPUG NEWS when you want to order any disks.

For those that have already received such a disk I must stress that you should copy both sides of it and keep the original as a master or re-format it and use it over again. Please do not use both sides on a regular basis and expect them to remain intact forever. There are many factors that can cause the corruption of one or both of the sides, I do not have space to explain them all so I ask that you please heed this warning.

So far only the C-64 library has been done, but I will also be updating all possible libraries. This will mean the PET, VIC, C-64 and C-128 members will eventually get an updated directory of their library with every disk order placed. It would be nice to do this with the AMIGA as well, but I have not yet been able to figure out where on the disk to use a disk notcher to enable me to write to the second side. Even if I could figure out where to do it, I think it would take some kind of fluid power technology to provide the guts to cut the notch.

One of the most frequent questions that has been asked of me when I mention this new feature is this, "Why didn't TPUG do this years ago?" Honestly folks the answer is simple, nobody that I know of ever suggested it.

1987 Ontario Tax Program (introducing RUG ... a language)

Jim Butterfield

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It comes around every year. It's a straight question of calculation ... inputting the numbers, adding them up, and weeping over the result. It should be a snap for a computer (except for the weeping part, which we do better).

But it's not easy. Every year, the forms change. Many of the rules are ambiguous: is it possible to have a negative salary (you made nothing in 1987, and had to refund a little of the salary you received in 1986)?

An old night club joke goes: "They are going to simplify the form next year. On line one, you write down how much money you made. On line two, you write down how much you have left. Then you send them the second amount".

I wish it were that easy. The form gets more and more complex every year. And a program that is picked over, modified, expanded, and chopped up at regular intervals ends up being a mess. Possibilities for errors are everywhere. The key numbers are scattered through the program ... miss one, and everyone is mad at you.

I've been doing simple tax programs for residents of Ontario, Canada, for about 15 years. For a couple of years, a Chartered Public Accountant took over the job. But he faded away, and as the new year rolls around, I start getting phone calls.

I'm no CPA, and I don't know what the form will look like until it arrives. This time, it didn't come until the end of January. And everybody who expects a refund is in a rush to get their taxes worked out. I get a lot of phone calls. But a program done in a hurry is a program that will have bugs.

Writing the updated program is a well-defined job that requires care. Testing the program is a tedious job; there are so many combinations of numbers, so many minimums and limits. I try to spread the testing work by passing out first copies to various users, but it often doesn't work too well. Instead, I get calls in mid-April asking if I can fix the bug they have just found .. after having the program in their possession for almost three months. And in mid-April, there's no chance to get a correction into circulation.

Basic isn't the best language for the job. Try writing the code for: "If Taxable Income is \$1,433 or less, enter the amount of "Ontario Tax"; if Taxable Income is over \$1,529, enter zero; if Taxable Income is between \$1,433 and \$1,529 enter the amount calculated by: $(\$1,529 - \text{Taxable Income}) \text{ divided by } 2$ ". And then try revising it, year after year, with the amounts changed. By the way: how many people do you think would have a taxable income (in 1985) between 1422 and 1529? All this extra coding is just for these few, and the extra testing to make sure you try amounts within that range...

A couple of years ago, I decided that there must be a better way than just straight Basic. A spread sheet would be nice in some ways, although some systems are better than others on matters such as table lookups. Besides, spread sheets cost money, and you can't be sure everyone has a compatible version.

So I wrote a new language for forms. I called it RUG for "Report Utility Generator", although I had many other disrespectful acronyms suggested. It's Basic-interpreted, so it's quite slow. But it allows me to keep all the form in a single set of data statements (about 90 of them), which makes updating a much simpler task.

If you happen to look at the program this year - in eight-bit or Amiga version - you'll see that collection of DATA statements. Each is divided into two parts: a "name", and a calculation. I won't try to explain the calculation language here. If you're interested, there are extensive RBN statements in the program detailing them. But the nature of the tasks might be of interest.

The program must be able to do the usual calculations, such as addition, subtraction, multiplication and division. A "percent" calculation is quite useful, and has been added. Where a form specifies a maximum or minimum amount, I found "floor" and "ceiling" functions useful, so that $V4[500]$ will result in the minimum of variable 4 or 500, whichever is smaller. It's hard writing that kind of thing in straight Basic.

Boolean functions - yes or no - are included. Their greatest use is for testing. So if you claim zero medical expenses on a certain form, the next two lines can be skipped. Tables are needed; I hope they never get too big, since they are designed to fit entirely in one DATA line.

And of course, the language must specify which lines need user input, and which will generate output. If there's output, it will specify a column in which the output will appear; where the screen is sufficiently wide, the numbers are printed in columns for "eye appeal".

There are facilities to go back and revise figures previously entered. That not only covers mistakes, but also allows a user to try various options to see how the bottom line works out. And finally, of course, it should be possible to print the whole thing.

The RUG system saved me a lot of time in preparing this year's program for both the eight-bit computers and the Amiga. It was a devil of a programming project to create RUG in the first place, of course. But now that it's in place, I was able to transcribe the tax form in less than a day. And there's very little chance of bugs.

Of course, the mid-April phone calls have yet to come....

Library additions: C64

Disk name: TPUG/INFO #17&18 (C64)
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Order: TPUG/INFO #17&18 (C)64
Assembled by Anne E. Gudz, Feb'88

This is the first of TPUG's new series of disks suggested by INFO's Public Domain section. See the President's News section for more information regarding this new disk series.

The first program is TPUG'S AUTOBOOT. By pressing ? one can learn to use this program with your own disks. By pressing the return key, this program will re-boot. The next, is the accompanying PRINTBOOTDATA program which prints the directory, or prints the information found in the box onscreen.

The following 3 programs form the Trivia Whiz Construction Set, and are called 'game', 'maintenance' and 'linker'. GAME allows you to play excellent Trivia with friends, with extensive (read me) docs. Supplied with 2 question files, we included 6 more. Use j/s port 2. MAINTENANCE allows the design of your own question files for the game. LINKER allows the playing of one game of Trivia after the other, by linking the files.

BASIC 4.0 is a M/L utility which adds BASIC4.0 DOS commands to the C64. Hint: dump the 80 column doc file to printer for the explanation of how to fully use this utility.

XEROPUS is a space arcade M/L game with fast graphics and good sound effects for all Galaxian fans. Use joystick port 1 or keyboard controls.

ATTACK FORCE is a Zaxxon type space force game with good graphics and various difficulty levels. Use joystick port 2, and have fun!

RELFILE COPIER is a rare program that copies ONLY relative files, and not the entire diskette, a boon to those whose w/p or database saves rel files. GEOS files, unfortunately, are not copiable.

SEQ READ & PRINT is a small, mighty and extremely useful sequential file reader and printer often found on TPUG disks. Sidpic v2.5 autoloads the 20 varied .mus files on this disk, eg. CheersTheme, MacGyver, Top Gun, etc, so sit back and enjoy!

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