THE NEWSLETTER

President's report

To all those who contributed to this issue, to the many responding nobly to my last-minute cries of help, I thank you. We have a lot of new ideas, new contributors (find them all?), and many new disks for your perusal. Thank you for making the club as viable as it is.

Are you sure ...

That you are getting your money's worth out of your club? Too many members have decided the club is only a magazine subscription. If this is true in your case, then *shame on you*! TPUG librarians donate a minimum of 20 hours of their time each month to assemble high-quality, tested and running public domain disks. Each full disk is packed with assorted programs so that at least one program will appeal. We provide solutions to your computing problems. We are a method of disseminating computing information. If you do not make use of *your club*, it is not because we are not here, nor not listening.

Did you mail in your label?

Members with prior subscriptions to INFO magazine who did not send in their INFO labels before March 15 are in for a surprise. If you didn't get your label in to the office, you should start receiving *two* issues of each magazine (one from TPUG and one from your INFO subscription). To avoid more headaches, *please* send in your label *now*! The sooner we weed out all the duplicate names in the database the better. And if you call the office about this problem, please don't take it out on the office staff. They are not responsible for the TPUG/INFO merger, and are definitely not responsible for you not sending in your label on time.

Upgrading? Please inform the office!

A mini-online TPUG BBS survey, conducted by SysOp Sylvia Gallus, revealed that at least 25 percent of local TPUG members use the Amiga as their primary computer. Conversations with TPUG associate group members

reveal similar statistics throughout the country. Many of these upgrading members are not informing the TPUG office of their change in computer when they renew their memberships. As a result, the updated catalog they receive is not the one they truly want. Please indicate on your (renewal) form which catalog you desire. Additional catalogs are available for a minimal charge of $3 each for the 5¼" floppies, and $5 each for the 3½" Amiga disks. Please note that we do not have C-64 or C-128 catalogs in the 3½" format for the new 1581 drives (yet).

New fees

Due to increased operational costs, including the high cost of supplying magazines, expect membership dues to rise. Information will be provided to you as it becomes available. However, **current renewals**, if received within the next two months, will be maintained at the present price. Also please note that only *two* renewal notices are being mailed to members with expiring memberships. They are mailed approximately six weeks apart; the second notice is issued approximately one month before membership lapses.

Also note that postage and handling rates for disk orders have gone up. Thank your local postmaster for this; we have had to raise these rates because of postal service increases in both Canada and the US. The new postage and handling rates are listed in the Library News section in this issue.

New name for new disk series

TPUG/INFO C-64 disk series are finally officially named, as the **(C)I** series. The **(C)** denotes a C-64 disk; the **I**, a TPUG/INFO disk. The sequential numbering that follows corresponds to the INFO issue number from which the program selections were made. So TPUG/INFO #17&18 (described in this issue) is renamed as (C)I17.

Similarly, the TPUG/INFO disk series for the C-128 is now officially named the **(Y)I** series; the Amiga series is named **(A)I**.

New TPUG/INFO disk releases: (C)I20 and (C)I21 for the C-64; (Y)I20 and (Y)I21 for the C-128, and (A)I20 and (A)I21 for the Amiga. Please

remember that these disks do not qualify for the free disk status, nor as $5.00 disks.

Congratulations

TPUG is proud to announce that Amiga Librarian Syd Bolton's game (TPUG disk (A)TAA) has finally found its way to the Fish Collection. Syd is so excited! Congratulations, Syd!

Resignation

Meyer Toole has resigned from the TPUG Board of Directors. Meyer, his business acumen, positive contributions and advice will be missed.

David R. Moffatt

Here is the latest in the ongoing saga of David R. Moffatt, of Pine City, MN. Last November, if you recall, TPUG was pleased to announce that David (a TPUG member) had sold his disk containing 4 (improved versions) of his adventure games to a software house. Well, it seems that all is not well ...

It seems that the software company published David's programs, without his knowledge or consent. In the interim, David sold the same programs to another software firm. Imagine his surprise when he found his programs already on the first company's label! The ensuing court case, settled out of court, awarded damages to the legitimate publisher. However, David's lost revenue is irretrievable.

Thank you, David, for your sad letter. I hope that other programmers have not had similar misfortunes. Let this be a warning to future programmers to choose their software company carefully.

New catalogs are coming!

Watch for the new hardcopy catalogs of the C-64, C-128, CP/M and Amiga libraries, available in the early fall. If you want a copy of the new hardcopy catalog, send $3 (refundable on first subsequent disk order) to TPUG/catalog, 5300 Yonge Street, Toronto, Ontario, Canada M2N 5R2.

Good news for PET owners!

TPUG has become aware of a source of brand new PET accessories. These include Z-RAM boards (add CP/M operating system to your PET, with 64s (add CP/M operating system to your PET, with 64K more memory), the 8-inch IBM format disk drive, ROM space savers, and business software (accounting, silicon office, etc.). There are also miscellaneous C-64 accessories, such as the Z-80 video pak that allows CP/M 80 columns on the C-64, and Interpod (IEEE and serial ports for C-64). Prices for all items are negotiable. Those interested drop a self-addressed, stamped (Canadian) envelope to TPUG/PET, 5300 Yonge Street, Willowdale, Ontario, Canada M2N 5R2.

I haven't figured out yet how our US members can send TPUG a 43-cent Canadian stamp (or equivalent) to get the PET information. I wonder how many creative ideas will arrive at the TPUG office?

Computer Expo

This year's Computer Expo was held at the International Center, near the Toronto airport, April 14-17. TPUG was again invited to attend by the organizers, the Hunter Group of Toronto.

Many thanks go to the "show team" (what would TPUG have done without you?): Henry Cote, Howard McIntee, Bob McCulloch, George Nicholson, Max Long, Syd Bolton, Ernie Chorny, Oleh Krisa, Frank Hutchings, Wilf Meissner and Robert Everleigh. Special thanks go to team leaders Harry O'Dell and George Skinner. A very special mention goes to Adam White, there every day, and more. Thank you all!

This is the first time that Commodore of Canada had a show booth in other than the World of Commodore show. It was pleasing to see the staff, headed by general manager Stan Pagonis, manning the rather large display (over 2,000 square feet). In all, over 2,100 were in attendance to view over 40 exhibitors, representing over 100 brands, in over 12,000 square feet of display area.

ANNE E. GUDZ
PRESIDENT

Meeting Schedule

There will be no formal club meetings held in July and August.

The following is a tentative (incomplete) schedule for September-December 1988:

C-128: First Tuesday of the month. *1988: Sept. 6, Oct. 4, Nov. 1, Dec. 6*

Amiga Central: Second Tuesday of the month. *1988: Sept. 13, Oct. 11, Nov. 8, Dec. 13*

C-64: Fourth Tuesday of the month, except December. *1988: Sept. 27, Oct. 25, Nov. 29*

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

□ □ □

Westside and Amiga West in the past were held at Clarkson Secondary School. It is becomming more difficult to book this location, so it is very possible that these meetings will change locations and times, beginning in September. Those members involved, please phone the TPUG office in late August to verify.

□ □ □

Eastside: Second Monday of the month. *1988: Oct. 3 (tentative), Nov. 14, Dec. 12*

Meetings are held at Dunbarton High School, in the computer room. (Go north on Whites Rd. from the traffic lights at Highway 2 and Whites Rd. to the next traffic lights; turn left to parking lot.)

□ □ □

The Brampton chapter has a new coordinator. Location and times for the meetings have not yet been set. Call the TPUG office for more information.

TPUG Contacts

TPUG OFFICE
5300 Yonge Street
Toronto, Ontario, Canada M2N 5R2
(416) 733-2933

Membership Information

Regular (attends meetings)	$35 Cdn.
Student (full-time, attends meetings)	$25 Cdn.
Associate (Canada)	$25 Cdn.
Associate (U.S.)	$25 U.S.
Associate (Overseas — air mail)	$45 U.S.

Board of Directors 1978-88

Anne E. Gudz
President

Carl Epstein   **J. Allan Farquharson**
Vice President   Secretary

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COMAL	Victor Gough
PET	John Easton
SuperPET	Bill Dutfield
VIC 20	Ernie Chorney
Commodore 64	Zvi Wainstein
	George Davis
B-128	Paul Aitchison
Amiga	Syd Bolton
	Adam White
Commodore 128	James Kokkinen
MS/DOS	Colin Justason
CP/M	Ray Whidden

More Contacts

Office Manager	Judy Bella
COMAL	Donald Dalley
SuperPET	Avy Moise
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	Jim Hamilton
Westside Chapter	John Easton
	Al Farquharson
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Commodore 128	George Skinner
Amiga West Chapter	Mike Donegan

TPUG Telecommunications Lines

QuantumLink
SysOps   David Bradley
                        (ID: DavBradley)
                        Jane Parris
                        (ID: JaneParris)
Contacts   TPUGMAIL
                        TPUGPRES
TPUG Bulletin Board
Sysop (weekdays)   Sylvia Gallus
Assistant Sysop   Steve Punter

The Newsletter

Charles E. Lavin
Editor

Library notes

Please note the following items concerning disk orders:

• Ontario members are now being charged 8 percent sales tax on *all* sales orders.

• Remember that a postage and handling charge must be added to *all* mail orders:

Canada and United States:

up to 10 disks	$3.00
over 10 disks	$5.00

Overseas:

up to 10 disks	$5.00
over 10 disks	$10.00

• Please indicate the *computer* for which you want the disks. If you order the "October 1986" disk, for example, we cannot tell *which* October 1986 disk you want. Please include the correct code (i.e. *(C)AAD Oct. 1986* if for the C-64; *(Y)AAE Oct. 1986* if for the C-128).

• When ordering PET disks please indicate which disk drive you have. We at the office do *not* read minds! It will save a great amount of time and money if we know whether you have an 8050 or a 4040 drive.

• While we are speaking of (Amiga) disks, there is a misprint in one of the very early Amiga disk listings. The Amiga disks are not free, as mistakenly printed. The only "free" Amiga disk is the disk catalog, which you receive upon first joining, or upon renewing.

Watch for our *new* **BEST OF** disk series, soon to be released.

Watch for a special **CLEARANCE SALE** of limited TPUG disks.

Amiga corner

IFF: A brief introduction

By SYD L. BOLTON

Look at just about any manual for applications software that you own for your Amiga. If it's a paint program, an animation package, a music program, or even a word processor, you will probably see the three letters *IFF*. You may be wondering exactly what IFF is, what it does, and how it affects you.

IFF stands for Interchange File Format. It is a method, or protocol, of storing information (data). Let's say you have some information entered in a music program that I have written and you want the computer to save or record that information. Since I wrote the music program you are using, I decide how the information is stored on the disk. Because I was in a strange mood when I wrote the program, all the notes in your musical composition are written in reverse order to disk. Of course, when the program loads the composition back in, it reads the notes in reverse order as well — just so that it comes out the right way in the end.

Now, "John" is a programmer of another music program. John is very organized and has the notes written logically from beginning to end. John's program has a few features my program doesn't, and vice versa. You would like to use John's program for a few things, but oh-oh! The music you composed with my program is written to the disk backwards. There is a compatibility problem between the two programs! This is not good.

This is why IFF was developed — it's a standard way of storing information. It is not uncommon to have compatibility problems within computers — obviously an Amiga has a few more features than a VIC-20 and a VIC-20 couldn't possibly be expected to run a program written for a CRAY I. But is it too much to ask that a picture file created with one paint program can be loaded into another paint program running on the same machine? Case in point: Deluxe Paint and Aegis Images. Is it really too much to ask that pictures drawn with one package can be loaded into the other paint package? I don't think so.

Commodore-Amiga adopted the IFF standard very early after the release of the Amiga. It was developed by Electronic Arts, after they researched many different types of data storing techniques. They studied PostScript, a method in use for DeskTop Publishing in the Macintosh world, in addition to others.

What does all this mean? Because there is a standard way of storing related data, any program on the market today that does not support this method will be highly criticized. You are limiting your product by not making it compatible with its competitors (I know this sounds strange). With IFF, you could draw a picture using DeluxePaint II (as opposed to using, say, Aegis Images) and load that picture into Aegis Animator and use it as a backdrop. Or you could take that DeluxePaint II picture and load it into Images to use its better built-in brush features. The list of what you can do is endless.

There are many types of IFF files: *ILBM, 8SVX, SMUS,* and *FTXT* among others. These stand for different things. They are indentified at the beginning of an IFF file. ILBM stands for *InterLeaved BitMap* (pictures). 8SVX is used for recording of 8-bit digitized sounds. SMUS stands for *Simple MUsic Score*; FTXT stands for *Formatted TeXT*. These identifiers usually come after the 4 letters *FORM* standing for just that — the form, or type of data that is following.

IFF is a wonderful thing. It allows versatility unparalled on any other system. You are lucky on your Amiga — it is the only machine that was born with a standard for data files. Hopefully, it is the first in a long list of machines to come.

Correction

In the May/June 1988 issue of *The Newsletter*, there appeared a book review on *Electronic Computer Projects*. The book's author was listed as COMPUTE! Books.

It has since been noted that the author of this book is Soori Sivarumaran, a TPUG member from Burlington, Ontario.

The Newsletter regrets the error.

This and that

New from CBM

The long-awaited DEVpak is finally available from Commodore. Briefly, the DEVpak is a 6502 macro assembler and DEC/EDT-style editor for the C-128. These tools are totally compatible with the ones used on the VAX to create the C-128, 1571, 1581, etc. operating systems.

There is much more to DEVpak than this — the RAMdisk, sprite editors, C-64 fast loaders (including source code), mouse drivers (including source code), burst stuff — a lot of neat stuff.

DEVpak is only available from Commodore directly. Send $50 (check or money order only, US funds) to: CATS-ORDERS, Commodore Business Machines, Inc., 1200 Wilson Drive., West Chester, PA 19380. **Be sure** to include your address, and specify you want the C-128 Developer's Package.

FRED BOWEN
COMMODORE

Upcoming shows

The first **US World of Commodore Show** is being planned! It will be held on November 3-6, 1988 in Philadelphia, PA. More details to follow.

The sixth **World of Commodore Show** in Toronto is set for December 1-4, 1988. It will be held at the Toronto International Center. More details to follow.

The information explosion

You start your disk collection with only a few disks. Then one day you have stacks of floppies all over the place. How do you manage this mess? Jim Butterfield has a few suggestions.

By JIM BUTTERFIELD

It was ten years ago, but I still remember buying my first pair of disks. You had to answer a series of skill-testing questions to make the purchase. Eight inch or five inch? Low or high density? Reinforced hub? Hard sectored or soft sectored?

I had just bought my Commodore 2040 drive. It had cost me over a thousand dollars Canadian, but I knew it was worth it. Since a diskette could hold over 170K of material, a single disk would last me a lifetime; it would be impossible to fill up. But I was experienced in the ways of data processing. I bought a second disk for backup purposes. I paid eight dollars for each of the two disks, and took them home.

I think my mistake must have been to put them next to each other on the shelf. Because they multiplied. The two disks are now several hundred ... and counting.

How do you cope with four or five hundred disks? The answer is, you don't. You weed them out, segregate them to different work areas, and retire the ones you seldom use. You seldom reuse them .. instead, you put them into an "archive" area. That way, if you desperately need something that you last saw three years ago, a mad scramble through a mass of archive disks may turn it up.

There are "filing" programs that are intended to keep an index of all your programs. At the touch of a button, you can discover the location of a desired program or file. These programs are good for libraries of up to, say, fifty disks. Then the index itself becomes unwieldy. Let's see .. about 400 disks with not less than 25 programs per disk ... that would be about ten thousand programs or files to be recorded in your data base. It would be chaos. The only hope would be to regularly go through your data and delete the old files you're sure you won't be looking for in the near future.

I find that each computer I use has about ten disks' worth of "active" programs ... programs I will need to use regularly. A word processing disk, a financial disk, a fun disk, a utility disk, a telecommunications disk, and two or three special-purpose "work" disks for ongoing projects. I keep a collection of

this sort near my computer, where I can grab the one I want quickly.

Then there's a "backup" collection. These are disks I use less often; some of them may be last year's (or last month's) work disks. There tend to be about forty disks in each backup collection. Other disks go to the archives. If I'm not sure that I will need them within the next year, onto the stack they go. And sometimes, they get dug out again fairly soon.

But you must be merciless. Don't keep a disk on your hot list because you think you might go back to it. You probably won't. Move it down a level; it can come back if it needs to. If you don't act tough, you'll end up with a work colleciton of two hundred disks ... and anarchy.

In addition to my main library, I have a "traveling collection." These are disks containing copies of programs I think are useful or interesting. I travel with this group of disks; it doesn't matter if the travel is across the street or to another continent. If I'm asked a question that might be best answered by showing a program, I'll do so. If somebody needs a public domain program — say, a machine language monitor — I can often give him a copy right away.

Note that I said, "copies of programs." Disks that travel are subject to more wear and tear (and possibly more chance of loss) than "domestic" disks. So each program has an original copy back home. If a travel disk gets trashed, little harm is done. For related reasons, I rarely show commercial copy-protected programs to user groups. I just don't want to take my only, fragile copy out of the house. If a commercial program is not copy-protected, and I think it's of interest, I may take a copy to show. Of course, the copy is for my use only; I give out only

those programs which are "freely distributable."

My traveling library often uses "flippy" disks for the 1541 drive. These are disks with an extra notch. They can be turned over so that the other side can be used. Disks used this way do not last as long as regular one-sided disks. But as I said, I travel with copies, not with originals.

An unexpected bonus has come from having an Amiga traveling library. These disks don't mix with my home disks except on very rare, controlled occasions. When the "Amiga virus" started to spread, I could be reasonably sure that none of my home disks had picked up the infection.

The Amiga has a special need for a "super-archive." Because a good part of the operating system is on disk, your whole system could be vulnerable if a disk is damaged. On the eight-bit machines, everything is in ROM so you would not be exposed this way. But on the Amiga, the rule is: never use your originals. Back them up and use the copies. Some day, you may need to go back to those original disks to reconstruct your working disk set. Set the original disks — especially Kickstart, Workbench, and Extras — away from your work area. You should never use them except to make a backup.

There is an explosion of public domain disks on the Amiga. My library is swelling to a huge size already. It's hard to keep track of the new disks that arrive. Indeed, it's hard just to look at the new stuff that's being produced.

Do you remember when the problem was finding *any* programs for your computer? If you do, you're an old-timer. The problem now is keeping up with the information explosion.

Don't ask!

Did you ever wonder how we get our newsletter articles? Well, first someone writes an artilce. Then the first one who mentions finding a misteak in the article has to write an article for the next newsletter — so the rest of us have a chance to find youre mistakes.

Spinnaker's Word Publisher: Software for GEOS users

By PETER and PAUL HUGHES

Software review

GEOS word processors give you the ability to have fonts and graphics on the same page. But having those fonts and graphics in your way when editing text can slow down your writing considerably. Word Publisher from Spinnaker is a GEOS word processor that solves that problem. It also has the ability to place as many graphics as you want beside text. It has a built-in spell-checker and mail merge capability.

GeoWrite Worshop 2.1 was a great improvement over GeoWrite 1.3. GeoWrite 2.1 added many necessary features such as centering, justification and line spacing, adjustable margins, headers and footers, pagination, search and replace and a full 8-inch-wide workspace. It also allowed printing in draft, NLQ and high quality mode. Word Publisher has many of these commands and a few different ones.

Word Publisher is a post-formatting GEOS word processor that adds the speed, power and flexibility that a WYSIWYG (What You See Is What You Get) word processor does not offer. One is not slowed down by tedious disk access to load in more fonts and graphics in the initial composition mode. With Word Publisher you do not have to wait for the screen to update.

Because Word Publisher uses fast cursor movement routines and a special 8-point composition font that allows 20 lines on the screen, you can write faster and see more text on the screen than with GeoWrite.

There are also numerous keyboard shortcuts. Pressing the SHIFT and RUN/STOP keys will pop up help screens listing all the keyboard shortcuts. Some menu selections can be selected from the function keys. There are keyboard commands for jumping forward and backward by words, lines and screens that aid in moving about the document.

Word Publisher is unique in that all formatting commands are hidden away and recorded by @ symbols embedded in the text. Click on an @ symbol and an area at the top of the screen will explain what that symbol means. This status window shows the attributes of the @ symbol — text enhancements, tabs, formatting commands and placements of graphics. Fonts and graphics are seen only when viewing or after printing. Fonts and graphics do not get in your way while writing until you want to see them.

Word Publisher can use up to 9 fonts and six styles per section. It has a 6K cache buffer in RAM to store up to 5 small-point-size fonts so disk access is kept to a minimum. A section can be 1 to 5 pages if memory allows, depending on density or amount of style information that is recorded. Each document can have up to 120 sections. Document size is virtually unlimited because documents can be chained to each other with the INCLUDE command, even to documents on another drive.

Word Publisher has a unique way of placing graphics on a page. Graphics are taken directly from Photo Albums and overlayed anywhere on the page. There is no more fooling around with copying and pasting of photo scraps. You specify the name of the Photo Album, page number and how many inches over and down on the page you want the graphic placed. You can select any number of graphics from any number of albums on the disk. GeoWrite only allows graphics to be placed in the center of the margins with no text on either side. With Word Publisher you leave a place in the text for the placement of the graphic.

The fonts and graphics can be seen in actual-size WYSIWYG format in VIEW mode. The PREVIEW mode shows on the right half of the screen a full-page reduced preview of the document. The F1 key in both modes will skip to next page.

Word Publisher outputs to the printer in three different ways — FAST, DRAFT, and QUALITY. The document can be output to the disk as a standard PET ASCII file with embedded codes stripped, marked or expanded into outline format. The document can be output to the printer in FAST mode for a rough draft, or you can use USER commands to send ASCII control codes directly to the printer. DRAFT mode prints with fonts and graphics, but a single pass of the print head. The final mode, QUALITY, does a double pass of the print head that produces a darker, smoother, higher quality output. Under one menu there is a selection for adjusting DPI (Dots Per Inch) for one's specific printer — 60, 72, or 80 DPI. There is also a selection for printing throuter — 60, 72, or 80 DPI. There is also a selection for printing through a SERIAL BOX 64K serial port print buffer from R. J. Brachman which speeds up GEOS printing three-fold and allows you to go back to using GEOS while the printer does its work. A flyer is included in the package describing how to order the SERIAL BOX buffer.

Word Publisher has a built-in 100,000 word Spell Checker as well as a Mail Merge capability for form letters. These features are adequate, but not as powerful as GEOSPELL and GEOMERGE which are separate GEOS applications. GeoSpell has a 28,000-word dictionary, but also has the ability to add words to a User Dictionary. GeoMerge is powerful in terms of doing IF and IF ELSE labels. The Spell Checker and Mail Merge in Word Publisher are handy and added bonuses.

Word Publisher is a different GEOS word processor and has many useful features. It is only $39.95 and is published by Spinnaker, a company with good software support. It has a special composition mode that many GeoWrite users were looking for in a new GeoWrite program. Font, style and graphic information are recorded rather than displayed during composition mode thus allowing for rapid text entry. The special fast cursor routine and composition font give ultra-fast scrolling and allow more text to be visible at once. Many graphic overlays can be placed beside text. A 100,000-word spell checker and mail merge are built into the program. It has a view and preview in WYSIWYG format and fast, draft, and quality output to printer. It has complete keyboard control of the pointer as well as many keyboard shortcuts. Word Publisher has multi-page, multi-disk document storage capability. It is a great alternative to GeoWrite for many people.

There is one small problem with Word Publisher which can be alleviated somewhat. Word Publisher does not use a standard GeoWrite text file format. You cannot load GeoWrite documents into Word Publisher nor can you load Word Publisher documents into GeoWrite. Word Publisher text can be printed to disk in PET ASCII format that can be converted into GeoWrite format using the TEXT GRABBER on the GeoWrite Workshop disk. In the future, a converter may be released that will allow files to be converted to and from Word Publisher and GeoWrite formats.

Toddlers and computers

By NANCY NORRIS

I know a 5-year-old who types his letter to Santa Claus, reads every sign and billboard in sight to the driver when he rides in a car, and can tell you how much interest his savings account has earned.

This tot is undoubtedly above average, but he's probably not an Alfred Einstein either. But he's been playing with a Commodore 64 for two and a half years.

Not long after his family got the computer on his third Christmas, his mother, tiring of the Ducks Ahoy music, made sure he couldn't knock the computer on the floor, turned it on, and said, "There. Play with it," and went to do the breakfast dishes.

No disk, no cartridge, just the blue Commodore display and a flashing cursor.

Two weeks later, the kid gave a demonstration for his grandfather, typing his name and a long line of multi-colored hearts. With absolutely no help.

Pre-schoolers have a built-in head start with computers: they're not preconditioned to be afraid of them.

While the discovery method worked for Seth, more nervous parents will probably stick to software for tots. There are many good programs available for 3-6 year-olds, including the excellent, for the most part, Sesame Street games. Many software reviewers complain about the educational quality of software designed for the nursery school crowd, but they're overlooking one important point: even the worst of it has more educational value than Smurf cartoons and cereal commercials. And parking your four-year-old in front of a monitor encourages active participation, rather than the passive activity provided by a television set.

Parents and grandparents shopping for software for toddlers should watch out for several things, though. First, if at all possible, *listen* to the program before buying. You can sit with your back to the monitor and not see what's on the screen, but as Seth's mother learned, the same SID song repeated over and over can drive a parent bonkers in no time.

More importantly, find out what kind of imput device is used. Most adults mistakenly think small children can manage joysticks easier than the keyboard. Not so. Joysticks are large and bulky for small hands and many are hard to manipulate. Even a two-year-old can find the right three or four keys on the keyboard in a surprisingly short time.

What is Seth doing with the computer these days? Sending his grandmother, three miles away, E-Mail on QuantumLink so he'll get E-Mail back.

Incredible CP/M Disk buy

The following offer comes to us from PeeknPoke: 12 double-sided CP/M Boston Computer Society disks, in plastic sleeves and binder, containing a business software disk, telecommunications disk, games disk, adventure games disk, programming languages disk, two programming utilities disks, four utilities disks, and one special interest disk. For more information, write to: CP/M disks — PeeknPoke, P.O. Box 611, Westbrook, ME 04092. Or send QuantumLink Email to either of: PeeknPoke, or EllenR.

The Ten* Commandments of Computing

I Thou shalt not plug or unplug any program cartridge while thy computer is turned on, for thy computer is unforgiving and destructive when this is done!

II Thou shalt not move, pack, transport, or invert thy disk drive without the drive being closed upon the card that came with it, or upon a junk disk to hold the head from improper movement.

III The wise will avoid plugging computers into the same outlet as appliances that draw, or stop drawing, sudden large amounts of current; the prudent will protect their computers with surge suppressors and line filters.

IV Thou shalt not touch the surface of a floppy disk, nor flop it, nor spill upon it, or keep it near any source of magnetic field (such as the ringer on thy telephone) for a floppy disk will surely be avenged upon such as do this!

V Remember the copyright and keep it holy. Make such copies as thou needst only for thine own protection, not to sell or give to others. Thou shalt not steal.

VI Register thy software and hardware warranties with the cards that are enclosed, and keep thy receipts during the duration of the warranties. For without receipts thou doth not get any respect at service facilities.

VII Thou shalt not fail to save thy work to disk every half hour, for thou knowest not when some idiot will drive into a power pole and . . .

VIII Thou shalt not bear false witness — blame not thy computer. Remember, a computer will not do what thou wantest it to do, only what thou tellest it to do!

IX Thou shalt read the documentation on a software program before thou loadest it, that thou mayest be preserved from the wasting of much time and grief.

X Be thou content with thy computer. Remember, the only way to keep abreast of computer progress is to buy a new computer system every Monday! Rejoice in what thou hast, and make the most of what it will do. It sure doth beat pencil and paper!

XI Supporteth thy User Group — remember that the more thou putteth into it, the more thou will get out of it. Volunteer and thou will learn more about thy computer every time thou helpest someone else with theirs.

*All right, so we can't count. The original 10 commandments were written by Earl Langguth and first appeared in the SCCC newsletter, Oct. 1987. The eleventh commandment was added by Dick Howe, and is our own president's favorite.

New in our library

Share your masterworks with other Commodore computerists! For every disk that you contribute to the TPUG public domain library, we will send you a TPUG disk of your choice.

Send your program disk to the TPUG office. Include on the disk your name and membership number. Also include with the disk a note with the program name, the computer for which it's meant, and a brief description of what the program does. And don't forget to mention the name of the TPUG disk you wish in return.

Caution: bad disk

The last program on disk (C)AAS, **DBMANAGER**, will not load properly from the autoboot program. However, it does load properly from the directory, or from direct typing. Once loaded by either of these two methods, the program itself runs properly.

The master copy in the TPUG office is now the corrected version. Sorry for the inconvenience.

For those with the earlier version of the disk, *please use a write protect tab* before you RUN any program. If you load **DBMANAGER** from the autoboot, and attempt to run the program by typing RUN, something magical happens, and the disk is erased. Of course, we all are perfect computer users, and put write protect tabs on all of the TPUG disks immediately after they arrive, do we not?

Applying a write-protect tab is a definite must for disk **(C)I19**, which contains a self-dissolving ARC program which if you attempt to RUN it, will overflow the disk, and create one of those pretty *'ed files!

C-64 new releases

Disk name: (C)AAV April 1988

Use a joystick in port 2 to follow a car all around town, in **CAR CHASE** (complete with instructions). □ Educational programs for children include: **WHAT'S DIFFERENT, A V OR MINERAL'** (to teach the difference between animal, vegetable and mineral), and **MONEY CHANGER'** (a good little program to train children how to handle money and make change). □ **GULLIVER** is an interesting and fun questionnaire covering some of the Southern States. □ As a change of pace, test your memory with questions about academy **AWARDS** going back a number of years. □ Remember Rubik's cube? This is a **FLAT CUBE** version to tease your patience. □ When fully frustrated, for relaxation, observe the graphic illustration of a voyage into space of a **MOONSAUCER**. □ More adult games include: **SOLITAIRE** (one of the first and still the best solitaire programs, originally written for the PET and modified for the C-64 in color — by Steve Punter), and **CRAPS** (does this need an explanation?). □ Business applications include: **RENT1**, which prints as many copies of rent receipts as you require, and **RRIFF-RRAFF**. If you are aproaching the RRIF age, this program will be useful to you. It will let you calculate various options for a retirement fund. □ **LEADER** is a sample of a game or program title screen, which you can modify for your own programs. □ **CATALOG** is a disk-cataloging program, whose French version will be included next month. Instructins are included. □ Of course, the ususal TPUG autoboot program is included.

Disk name: (C)I18 TPUG/Info 17&18b

By pressing ? you can learn how to use this **AUTOBOOT** program with your own disks. □ **PRINTBOOTDATA** permits you to print the directory of the disk as well as the information contained in the boxes. □ **ELVIS.SDA** is a self-dissolving ARC program of about 20 songs plus a great graphic, put together by Jerry Roth. *CAUTION! Do not RUN this program without inserting a formatted disk with at least 60 blocks free. RUNning will automatically dissolve this 47-block file, which will not fit on this library disk. Read the sequential file which accompanies the program for further explanations.* □ **VXMODEM64** is a quasi terminal program, written by Kermit Woodall (extra features by Tom Brown), taking advantage of the speed of Windowed XModem. It uses a 1670 or Hayes-type modem to increase downloading speeds by 82%. □ If the file you just downloaded using XModem doesn't work, then use Wayne Schmidt's **XMODEM STRIPPER** to strip one file or the entire disk. □ Load and run **SPACEMOVIE 64** to be amazed at what wonderful sound

and graphics your C64 can do. It takes time to load but worth the wait. □ When you are finished being entertained, load and run **SWINTH** (also known as aser show?) and get involved! Use keys to change the graphics display, and the spacebar to change the music. □ After using all that energy, sit back and enjoy a great automatic slide show, **CSLIDE V1.9** by D.A. Hoff. This program finds graphic files (dd, jj, or gg), prints the title to screen, and dissolves to display the picture for about 15 seconds. The graphic then dissolves, another title is printed to screen, and the routine continues. □ When you decide you want sound added to the graphics, load and run **SIDPIC V3.4**, the newest upgrade of Kermit Woodall's sid-pic program, which makes SID music a visual as well as auditory pleasure. Included on the disk are singalong files for your enjoyment! Load, run, follow the prompts, enjoy! To get the most out of this great music program, use **SPRINT**, a sequential file reader, to read the **SIDPIC.DOCS V3**.

DISK NAME: (C)I19 TPUG/INFO #19

By pressing ? you can learn how to use the **AUTOBOOT** program with your own disks. **PRINTBOOTDATA** permits one to print the directory of the disk as well as print the information found in the box. □ There are 3 great productivity programs on this disk. **ULTRA SEQ-PRINT** is an "ultra-sophisticated" sequential file viewer that reads and prints any type of sequential file in one of several ways. Extensive docs are included. A real must for anyone who works in sequential file format. □ Louis F. Sander's most popular utility **FORM MAKER 2** lets you print forms on your printer, so it has dozens of uses in the home and at the office. **FORM MAKER 2A** is for owners of Star printers that connect directly to the serial bus. □ **LABEL PRO4.1** is a custom label program that is entirely menu driven, complete with windows. Unfortunately, the addresses cannot be saved to disk. Its ease of handling and full documentation, however, makes the program worthwhile. □ **BLACK BOX** is a Parker Bros. game similar to two-dimensional Master Mind, a code-matching game used to develop logic thinking skills. Detailed instructions are included. □ When you finally get frustrated enough, select, display and print your Doodle files to your 1525 compatible printer, with **DISPLAY DD+DMP**, a unique utility by Fleximan. Sample files are included. □ There are two GEOS files, **ICON EDIT 2.1** and **GEOFORMAT**, on this disk. Both have to be converted to the GEOS format, using **CONVERT**, also supplied. Full instructions are included on this disk. **ICON EDIT 2.1** is a GEOS utility program to design or modify the picture icons on your files. **GEOFORMAT** makes formatting GEOS disks faster and more efficient.

Disk name: (C)HM Koala pics

Just load **CSLIDE**, the first program on this disk; run, and enjoy a disk full of the best Koala pictures from Patrick Dugan. The pictures will load automatically, show the title, then the graphic for about 15 seconds, dissolve to find the next and so on. □ Is this **DEJA VU**? Floating in **SPACE**, talking a **SPACEWLK**, you spy a **BIRD** looking down at a **FISH** and **GATOR** in the **WATER**, while the **HORSE** walks down the city **STREET** where you see **NEON** signs pointing the way to the **STATUE** in the **BARREL**. Standing by the **LAMP** next to the **SINK** is your **DSKDRIVE**, showing **PENTE** on the screen.

This is the fifth in a series of excellent graphics programs donated to TPUG by Peter and Paul Hughes, executive members of the Rockland (Mass.) Area Users' Group.

Disk name: (C)HK Serene sequence

This is Wayne Schmidt's "serene sequence." Load the first program on the disk, and run to note the alteration of shadings on the portrait. My favorite is the last on the disk. Which is yours? To print, use the second program on disk (C)HI, another Wayne Schmidt contribution, his "best pictures." Both are disks you will be proud to own.

Disk name: (C)HL Hires pics

Just load **SLIDE JJGG**, the first program on this disk, run, follow prompts, then sit back and enjoy a disk full of the best pictures from Fleximan and other graphics artists. As the drive finds the picture, it prints it to screen for about 15 seconds, the graphic then dissolves and the next is displayed. Observe **JJFLEXIARTIST** at his work, with his **JJC64** computer, creating this **GGFLEXIART** on **JJGEO-WOODBLOCK**, with the help of **GGBLOOM**. All that work gives an appetite, so drive to the local greasy spoon, in the **GGFERARI** with **GGPETER** and **JJEANDME**, where we order a **GGBURGER** and **GG2COKES**. For dessert, the choice is **JJDONUTS, GGREESES**,

C-64 new releases

or a **GGSUNDAE**. After all that food, put on your **JJNIKE**(s), and jog to the **GGVICHOUSE**, to work off the calories with the **JJSKIER**. In your travels, quietly sneak up on the **GGDEER** or the cuddly **GGKOALA**, and hope you do not meet a **GGTIGER** on your way to get a **GGEYEFUL** of **GGEGYPT** with the **GGBEAUTY** girls, **GGGENE T**, **JJGEISHA** and **JJGEISHA2**. When you and **GGMAX2** get home, hang up your picture of **GGVENUS** in Boston College's **GGBCGASSON HALL**, and enjoy a glass of **JJWINE**. □ Use the second program on the disk, **CR/UNC/PR** from Paul and Peter Hughes, to dump the pictures you desire to a gemini 10X printer.

This is the fourth in a series of excellent graphics programs donated to TPUG by Peter and Paul Hughes, executive members of the Rockland (Mass.) Area Users' Group.

Disk name: (C)HQ Hastings/Dugan

This disk will work on both the C64 and the C128, as both versions of CSLIDE v1.9 by D.A. Hoff are included on this disk. Load, run, sit back, and enjoy. As the drive finds a picture, it prints its title to the screen. It then dissolves to display the picture for about 15 seconds. The graphic then dissolves and the next picture follows the routine. Cslide v1.9 will show files whose titles are prefixed with *JJ*, *GG*, or *DD*. □ Join "John Hastings-Trew" with **TYGER**, **SASHA**, and **PAISLEY**, as all go on **RACE DAY**, to bet successfully on **URCHINOD**, and **SPAZOZ**, then increase your winnings at the stock exchange **TSE**. Then you, "James Dugan" and the **MONKEY FACE** will never again have to **WALK** 4 the kitchen and its **PEELED PAPER** hidden by the **CANNISTER** and **BOTTLE**. Instead, for excitement, visit the **SPYMAN** and the **JUGGLER** — **UNDERWATER**, where you and **TERN** can keep an **EYE** on the **MISSILE** aimed at the **GALAXY** from the bottom of the **CANYON**.

ANNE E. GUDZ

C-128 new releases

Disk name: (Y)AAU

At the **CLUBHOUSE TURN** (a horse-racing game), the jockey may need to take his **BEARINGS 128** (determines distances in latitude and longitude from Brampton, Ont.), otherwise he may end in a **LABYRINTH**. □ Listen to some **NAUGHTY NOTIES** (music composition aid) while the **BARTENDER** makes your cocktails as you use the **CBMCALC**. 128 to calculate your winnings by using the file conversions programs (seq cpm to seq 128 to pg 128). □ **RAM.DOS.BAS** is a RAM disk program for the RAM expansion memory plus a file copy program. □ **DIAG.128** checks the disk controller chip version and 01 register. □ **GAS 128** is Bruce Bowden's superb utility **GRAPHIC ASSAULT SYSTEM**, an absolute necessity for those interested in producing extraordinary graphics. Extensive docs by graphics master PixelSmith are available, and can be read by the 40/80 sequential file reader **XP128.RUN**

Disk name: (Y)SAC Computer Expo Show disk

This disk contains many fine programs. □ **BEARINGS 128** determines distances in latitude and longitude from Brampton, Ontario. □ **TIERRABASE** is a public domain database. □ **DOCU-DISK** is a disk cataloguing program. □ **MULTI-TERM128 3.6** is a heavily featured terminal program. □ **SEQ READ** is a popular file reader and printer. □ The popular arcade game, **128 INVADERS**, is also on this disk.

Assembled by JAMES KOKKINEN

GEOS new releases

Disk name: (C)GUA April 1988

This disk is crammed full of "a wide range of neat things," and is "up and running" according to Syd. The review file is included, as well as instructions for the new Geos user. Amongst the 10 applications utilities are: **convert 1.4**, **convert v2.1**, **change input**, **change printer**, *desk accessories*, *printer drivers* (e.g.: **epson dlb.prt**, **pj 1080a v2.1**, **nx-1072 mac**, **star nx-10 80**, **star nx-10 90**, **dbl strike 10/x**, **bitshift 10/x**, and **dual shift 10/10**), **identifont**, *doc files* (**solodocs**, **hexcalc docs**, **screen 40 docs**, **mac to 64 docs**) to go with their programs, a couple of *games* (e.g. **dingbats** and its sampler, **solo poker**, **circle**), **icon edit 2.1**, **garnet**, **geodirprint**, **photoprint**, **photoscrip**, **paint pages**, **paint overlay**, **paint drivers**, **dump**, **dump double**, as well as **macattack**, **comm 1351**, **joystick**, **koala pad**, **inkwell**, **zapt 10/14** and of course, **preferences**. Enjoy!

Thanks go to the concerted efforts of Paul and Peter Hughes, with assistance from Syd Bolton! This disk does not qualify as a "free disk" nor $5.00-off category. Sorry.

ANNE E. GUDZ

Amiga new releases

Disk name: (A)TAK

TeleChess is Tom Conroy's Amiga rendering of the popular chess program played over the modem for the C64, Atari ST, MAC, and now Amiga!!! Quite an accomplishment with excellent graphics for BASIC. □ **Milestone** is another David Addison ABASIC card game. As always, an excellent effort. □ **Klondike** is yet another David Addison ABASIC rendering. Excellent graphics with fast game play. □ **Arp_v1.04** is the latest AmigaDOS Replacement Project update. Includes many commands to replace the normal AmigaDOS ones, with faster execution and smaller size. *an excellent addition to your library!*

Disk name: (A)TAL

You figure out what's in **Basic_Progs**! (he he) □ **Tax87** is Jim Butterfield's Tax Program for all of you procrastanators! □ **Star_Trek** is a PD version of the popular favorite. □**Trek_Inst** is the instructions file for Star_Trek. □ **Civil_War** is a war simulation game. □ **TPUGIntro** is the New_Age intro, a demo that shows off the Amiga. Three songs are included. □ **Snip** is a utility that allows you to take text from one CLI window and copy it into another. □ **SpriteMasterII** is a sprite/animation program that allows you to design your own sprites for use in your own progams. Very good! □ **Blocks** is a neat graphic hack, derived from Lines ... □ **Access!** is the latest version of this color terminal program, derived from Comm. An excellent communications program! □ **DirWin** calls up directory listings in a private window, detects when you change disks ... □ **FuncKeys** is a utility that allows you to program the 10 function keys for whatever you like. □ **KickSum** is a program that will fix a KickStart disk's CheckSum if you alter the KickStart at all...

SYD L. BOLTON
ADAM WHITE

CP/M new releases

Disk name: (Z)AAB

(Z)AAB is a games disk, with the following added: □ **OOP-DEPT.TXT** (notes about HANDY 2000) and 3 missing files from (Z) AAX, as well as **MBASIC** and its help file **MBASIC.HZP**, from KUG. □ There are 3 adventure games: **ATLANTIS**, **CIA**, and **SURVIVAL**. □ **AUSOPLAY** is a game of Australian monopoly. □ The object of the game **CORPORAT** is to run a corporation. □ The two video games are **QUIXGENER** and **FIGHTER**. □ **PQUACKEY** is a word game. □ Of course, a **FOOTBALL** game is included.

Disk name: (Z)ABC

(Z)ABC is disk of CP/M ARC utilities. □ **ARK02** is a program to create ARChive files. □ **UNARC.COM** (complete with docs) dissolves ARC files created with ARK02 or other utilities. □ **SD118ARK** is a Super Directory for .LBR/.ARK files, which unfortunately does not support drive M.

Assembled by RAY WHIDDEN