

TPUG Newsletter

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

Winter— 2008

From the President -

As fall approaches, most activities turn from outdoors to indoors. The summer months give way to fall colours and cooler temperatures that put us in a state of semi-hibernation. This helps us all to get caught up on our programming skills on a PET, VIC-20, Commodore 64/128 or Amiga computer. We can watch the snow fall while we sit in the comfort of home and work on that piece of code that's been driving us nuts, or pull out a disk or two and see if our gaming skills are still up to par. Whether its text adventures like Zork or space adventures like Starquake, classics like Pac-Man or strategy games like Jeopardy (sports edition of course), the Commodore, then as now, makes them all the more enjoyable.

In the glory days of Commodore computing, software trading (and software hacking) was quite the pastime. Almost all of us have fired up a game on the Commodore 64 and seen those demos (or 'tags' as I call them) that bounced across the screen proclaiming 'broken by the byte master' or 'cracked by Dr Doom', with the bouncing graphics and music. These demos were very well done. Many times when I load one up, I'll simply let it play and enjoy the music before slapping the space bar to begin the game. These demos bragged about the programmers 'cracking prowess', demonstrating to the rest of the Commodore world that said programmer had done the impossible, beating the copy protection on the disk and distributing it to everyone.

Back in my school days, trading tapes and disks full of the latest hacks of games seemed to be the thing to do, especially if you had a Commodore. It was like dealing contraband ("I have Ghostbusters for Giani Sisters, wanna give it a try!"), or trading hockey cards. My partner in crime was Rob, my classmate who had considerably more pocket money than me to spend on the latest VIC-20 software. Daily I would come home from school with a mitt full of tapes or disks in the backpack with the latest games and programs that I couldn't wait to try on the VIC.

Admittedly, I was not a skilled game cracker or hacker. My best shot was once modifying a copy of Zorgon's Revenge to make it easier to play! It wasn't copy protected, but I poked around in the code and figured it out. I increased my punishment tolerance, reduced the threats down to a minimum

and even changed Zorgon's proclamations from "Zorgon's kingdom will continue" to "Zorgon is a loser"!

Occasionally I would come across someone whose skills at cracking and copying software would fascinate me. I remember my math tutor built a VIC-20 cartridge copier. He would rent the cartridge from the local software store (which oddly doubled as a pool supply store) and copy the image. He made an impressive harness assembly that fit into the back of a VIC-20 and enabled the cartridge image to be copied onto a VIC-1541. This was impressive to me since back then, VIC-20 cartridges cost between \$25 (for something like Home Babysitter) to \$75 for high end cartridges like GORF or Omega Race.

Well, I never got the cartridge copier completed, but I did the next best thing: I made the world's first VIC-20 cartridge port expansion cable! Well, at least I think it was. You see, my VIC-20 sat neatly in a desk drawer with the TV directly in front of it, which made the cartridge port inaccessible. Every time I wanted to use a cartridge I would have to lift the VIC out of the drawer to put the cartridge in. So, I built this extension cable that reached from the VIC-20's expansion port out of the drawer and onto the desktop. This allowed me to plug in my Vixen RAM expander without having to remove the VIC from the drawer. I could even bank-switch the ram and press the reset button on the side (another project of mine), allowing me to switch from 4k games to 8k and 16k games, and then switch to cartridge games without lifting the VIC out of the drawer. Later I mounted a fan behind the VIC that kept the chips from getting too hot. This setup allowed me to increase memory, reset, swap cartridges and keep the VIC cool all at the same time!

Whether it was hacking hardware or hacking software, the Commodore could both take it and dish it out. More on my Commodore adventures later. Today we've moved quite beyond cartridge port extension cables to the realm of super cartridges, mega cartridges, IEC and IDE devices, from 1541-II's to from 1541-II's to 1541-III's and 1541 ultimates!

Member Information

Voice Info

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

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

Membership Rates

NEW \$10 per year

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	and Ernie Chorny
Shows	Tom Luff & Ernie Chorny
Webmaster	Leif Bloomquist

Newsletter

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

Meeting Schedule

Westside and Amiga West: Third Thursday of the month (except summer) at Alderwood United Church, 44 Delma Drive. Delma Drive is just west of and parallel to Browns Line, south of the Queen Elizabeth Highway, north of Horner Avenue. From the west, exit QEW at Evans Avenue, east on Evans to next stoplight, south on Gair to Delma Drive. From the north or east, follow signs from QEW or Hwy. 427 to Browns Line, exit right to Evans Avenue, turn south on Gair (first stoplight) to Delma.

Contact - **Leif Bloomquist** (416) 221-2328 leif@schemafactor.com
or **Ernie Chorny**(905) 279-2730 chorny@tamcotec.com

From your Editor ...

Whew! We did it! Two issues in one year.

I thought for a while that we'd never make it—what with the apparent lack of contributors—but that isn't necessarily true, considering the incessant chatter on the **torontocbm list**. To that end, I've pulled together some of the typical chatter there and posted that here—look 'way back to the end of this issue for a sampling of the immediate help and replies to simple queries.

As I recall, last issue I mentioned the possibility of an alternate method of receiving this newsletter via the internet and PDF files. Well, some past issues are now posted on our website for the historians among you, but somehow I get the impression that hard copy news is still relevant to most of our readers. Hey, I seem to recall Glen Holmer from 'way out west mentioning that he rather appreciates the retro feel of paper in hand. So, for now, just relax and keep those letters and articles coming. I'm in particular looking for stuff from those experts on the latest giga cards being adapted to the C=64—I may read about it, I may see it demonstrated, but I'm still not up to the speed of our local experts in explaining them.

And last, I was saddened to get an e-mail from **Bill Cumberland**—well, usually I'm pleased, but this one was passed on by his children to probably his entire e-mail 'address list' (brilliant!)—with the news that Bill had passed away peacefully November 3rd at the age of 87. I fondly remember Bill, not only as the joyful mentor of so many children at Lyndwood Public School in Mississauga where for 20 years he patiently ran the C=64 computer lab after his retirement from CN, but as the one personally responsible in bringing **Jim Butterfield** to Toronto (and the rest is history). We'll miss old grump@cogeco.ca.

Y'r humble servant ... **John**

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Notice to new owners of SuperPet and CBM 8296 machines

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

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

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

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

TPUG Annual Meeting

Take notice that the annual meeting of TPUG will be held in conjunction with the regular January 15th meeting—7:00 p.m. This is your opportunity to discuss club issues and to contribute to the organization as desired.

Typical items covered at an Annual Meeting are, but not limited to: quorum, minutes of the previous meeting, reports on activities within the club, new business, nominations of officers and election of officers.

If you are unable to attend, and wish your proxy vote counted, please ensure that your assigned proxy is in the hands of the Board prior to the meeting. E-mail to the vice-president, *jeaston@rogers.com* will be considered a legitimate means of submitting a proxy to the Board.

Typical Proxy Voting Format —

This will allow to vote on my behalf on all matters at the Annual Meeting of TPUG held 15 January 2009.

Name TPUG Member #

Signature(difficult via e-mail)..... Date

President ... from page 1

The World of Commodore show is a great event to see both the new and the old. This years show on Dec 6 promises to be an exciting and fun time. Who knows, you might even meet the man who coded that demo that blew you away back in the 80's, or find that certain item for your Commodore computer that you've been looking for, or find the next 'winter project' at the vendor table, or learn valuable tips on Commodore computing. Whether you're a coder, hacker, modder, gamer, or a just a plain old fan of Commodore computing, the World of Commodore show promises a great time for all that enjoy Commodore computing. See you there!

Greg Van Laere
(your humble President, and hacker wannabe!)

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Visit JPPBM.COM for full product listings and PayPal ordering information.

Joe's World – 3

COMPUTER COMMODORE 64 & C64 INFORMATION-3:

Every one of the memory locations, called “bytes”, can contain any number from zero to 255, but actually every one of the bytes is composed of 8 switches, called “bits” or “flags” that are coupled together, with each of these bits having a value attached to them; these values are (powers of 2) 1,2,4,8,16,32,64 and 128. Each bit can only have a 0 (“clear”) or a 1 (“set”) in them, and if all of the bits are set then the total of their value, the value of the byte, is 255.

To find out which number is in a given memory location, for example in 12345, type, without line number, `?peek(12345)`.

Here is, for example, a BASIC program that will provide for any given total (0 to 255) the content (0 or 1) of each bit:

```
10 input "total (0-255)";t;if t<0 or t>255 tH 10
20 b7=int(t/128):v7=b7*128:r=t-v7
30 b6=int(r/64):v6=b6*64:r=t-v7-v6
40 b5=int(r/32):v5=b5*32:r=t-v7-v6-v5
50 b4=int(r/16):v4=b4*16:r=t-v7-v6-v5-v4
60 b3=int(r/8):v3=b3*8:r=t-v7-v6-v5-v4-v3
70 b2=int(r/4):v2=b2*4:r=t-v7-v6-v5-v4-v3-v2
80 b1=int(r/2):v1=b1*2:b0=t-v7-v6-v5-v4-v3-v2-v1
90 ?stR(b7)stR(b6)stR(b5)stR(b4)stR(b3)stR(b2)stR(b1)
stR(b0):gO10
```

Individual bits can be interrogated after running this program. For example to find out whether bit 7 (128) is set (1) or is clear (0) type `?b7`.

A simpler way, without using that program, is to use instead the Boolean operator “and”. Type, for example, for location 12345 and bit 7 (128) `?(peek(12345)and128)/128`

Or, for location 783 and bit 1 (2) type `?(peek(783)and2)/2`

The (values) of the bits, to be used in the “and” statements, are: bit 0 (1), 1 (2), 2 (4), 3 (8), 4 (16), 5 (32), 6 (64), and 7 (128), with the bit value of the bit also used at the end of that division.

Location 783 is very important because its bits, called “flags”, are used not only by the BASIC language, but also in machine language, where it is called “.P” as part of the .A, .X, .Y and .P family (780-783). Bit 0 (1) is called the carry flag, bit 1 (2) is the zero flag, bit 2 (4) is the interrupt disable flag, bit 3 (8) is the decimal flag, bit 4 (16) is the break flag, bit 5 (32) is not used, bit 6 (64) is the overflow flag, and bit 7 (128) is the negative flag. Loading the accumulator or any other memory location with zero

sets the zero flag; putting instead a value between 128 and 255 into it sets the negative flag.

To use a printer at least one “open” statement must be entered; I often use

```
4010 close5:open5,4,5:close7:open7,4,7: return
```

The 4 is the device number (usually 4 for printers), the 2nd 5 or 7 is the secondary address, telling the electronic box with its 8 switches (yours may be different) on it, called interface, that is connected between the computer and the printer how to do things, and the first 5 or 7 is the file number, which I usually make equal to the secondary address. I use 5 when I want the interface without line feed to pass into the printer unchanged what comes out of the computer (such as giving instructions to the printer), and I use 7 when I want, with line feeds, the interface to translate into the ASCII system what comes out of the computer. For example using 5, value 65 in memory is printed out as upper case A, while, using 7, that same memory value of 65 is printed as lower case a. Here is a BASIC program to see what is printed:

```
10 close 5: open 5,4,5: close7: open7,4,7
20 fOi=33 to 255: pR5,cH(i);nE:pR7
30 fOi=33 to 255: pR7,cH(i);nE:pR7:end
```

To print out the contents of memory between limits 12345 and 12355 I would use

```
10 close7: open7,4,7
20 for i=12345 to 12355:pR7,pE(i);nE:pR7:end
```

or, to print out a given number of items, starting with 22222, I would use

```
10 close7: open7,4,7
20 for i=22222 to i+20: pR7,pE(i);nE:pR7:end
```

Using machine language is more difficult, and it should mainly be used for tasks that include a lot of repetition, where the greater speed of machine language is important. I use BASIC otherwise.

There are different op-codes for different uses of, for example, loading the contents of a byte into the accumulator (LDA), with different speeds in terms of computer cycles. The fastest (2 cycles) is op-code 169 which has only one operand (the number following the op-code).

For example 169,123 puts the number 123 into the accumulator (location 780). 3 cycles are needed using op-code 165 which also has only one operand which must be between 0 and 255 (zero page). For example, 165,123 puts the content of memory location 123 into the accumulator. Op-code 173 requires 2 operands and it is used to load into the accumulator the contents of a memory location that is higher than 255. Its speed is 4 cycles.

For example, for location 12345 divide 12345 by 256, giv-

so we set out for the restaurant. Unfortunately we hit a snag: there are 20 of us and only 3 seats in the restaurant! We mull over our options in the parking lot. Finally Jason Compton, our gracious host, finds a fine Italian restaurant that we can dine at. I chose the calamari pasta, since calamari is a favourite of mine and in an Italian restaurant it was bound to be terrific. I've never in my life seen so many calamari's on pasta before! But it was delicious.

GOOD MORNING CHICAGO

Saturday is show day. Although the show was taking place at the Fairfield hotel, the actual event was in the Heron Point building, right next to the hotel. This is a lavish looking building with a giant blue heron statue in the lobby. We're in the basement, which is just as well maintained. The room is spacious and cozy, and in the morning filled with vendors and demoers setting up, tweaking equipment, and running extension cords to power up those classics. The familiar smell of MOS chips and vintage computer items was in the air as I helped Joey set up his booth.

The show officially started around 10am, but people were still setting up. The Cincinnati club had all of their items set up and ready to go in numerous Banker Boxes. The computers were lined up along the wall to take advantage of the power plugs, color monitors were flickering and displaying the latest, greatest (and in some cases the oldest) Commodore utilities and games.

The classic Commodores had devices sticking out of them that weren't even considered back in the glory days of early computing: Ethernet cables, various modifications and connectors, flash cards and other hookups for projects on the go, plus the usual assortment of RAM expanders, CMD drives and Super CPU's.

Joey was already doing brisk sales at his booth, so I decided to make the rounds at the Cincinnati booth. I checked out the other vendors, including one who was selling some VIC-20 items that were of interest to me. Shows like this are great because I always come across a certain item and say "I've never seen that for the Commodore before"!

It seemed like the entire 8-bit world was in the room. Jim Brain showed up, armed with his trusty soldering iron and a new product, the micro IEC or uIEC. I recognized it right away since we demoed it at a TPUG general meeting. The device allows the user to store thousands of programs onto a compact flash card. It's classic meets contemporary, with file retrieval at blazing speed. It's Dig Dug, Skate Crazy, Bubble Bobble and Uridium and Archon in under 30 seconds! Jim also did a talk on the inner workings of the uIEC.

Eric Kudzin and Jim Mazurek were on their home turf. This year Jim Mazurek, current president of the South

West Regional Association of Programmers (SWRAP) arranged for a special cake to commemorate SWRAP's 25th anniversary as a Commodore computer club! The cake had a photo of a GEOS window stating "celebrating 25 years of supporting Commodore computing". After the cake I checked out a rare Commodore 128D that Eric had on his table along with some other interesting items from CMD.

Toni Westbrook was there. He did a demo of 'Guitar Hero' for the Commodore 64! Guitar Hero is normally played on modern, newer machines. But that's so boring. More exciting is hooking it up to the Commodore 64 and let the SID chip sing! Tony has done just that, creating an adapter that plugs the guitar into the Commodore 64 and software to interface between the guitar and the Commodore. Now we can all air-guitar to vintage tunes on our vintage computer!

Glenn Holmer was there. Glenn did a presentation on Quantum Link. Quantum Link was re-launched a while back as 'Quantum Link Reloaded' and quite a bit of work has gone into making it as similar to the glory days of Commodore computing as possible. The platform for this version is no longer SFD-1001's or stacks of 1581 drives, but it is web-based. You can still connect to it using a real Commodore 64 (Glenn does this on many occasions during the C64friends chat). What is currently needed to finish the project are available people who know Java programming (unfortunately this excludes me since I'm still trying to get my head around Machine Language programming!) I made the suggestion that the Quantum Link store (or the mall as it used to be called) be reactivated to top off the Q-Link experience with a buy-and-sell area.

Leif Bloomquist set up Net Racer on four Commodore 64's at the show. These were a huge hit for people wanting to try their turn at Leif's newest project. People young and old enjoyed this mix of vintage Commodore meets high-tech networking. Four Commodores representing four racing cars all displaying the same track, bumping and passing each other in the race to the finish line!

FUN IN THE AFTERNOON

Just before the dinner, one of the original members of SWRAP showed up to auction off and otherwise sell some of his vintage Commodore items. The first box he brought in piqued everyone's interest. Written on it were names the Commodore community instantly recognizes: Super CPU, Ram Link, FD-2000 drive. The man brought in an entire cartload of the rest of his Commodore equipment. He started by auctioning off the Super CPU, Ram Link and FD-2000 drive. He was having a grand old time selling; first smiling, then laughing and then laughing even harder. He seemed to love the attention and the more he sold, the more he laughed.

Once the high-end items were gone, people slowly started to drift away. I stuck around and chatted with him. It seems he wanted his Commodore items to go to a good home so he brought them to sell at the ECCC show. I picked through his items and found floppy disks for the Commodore 64 that I didn't even know existed. Rare ones. It was obvious that he had collected these items for many years. These are what make shows like ECCC special: rare items, new items, surprises, and fun!

EVENING EVENTS

In the evening we had our choice of restaurants. The list was of course displayed on a Commodore computer. A group of us decided to try out the restaurant just across the street. We walked up to the lights at the corner only to realize that there was no crosswalk in the intersection. We made our way across the street still looking for the restaurant. It was nowhere to be found. "Maybe we passed it" someone suggested. We doubled back to the plaza just near the highway. After a quick search we found the restaurant. It was closed. The health department closed it, which saved us from indigestion but did nothing for our hunger! We decided to cross the road back to the hotel and get directions to another restaurant. Rather than cross at the lights, we ran first to the island in the middle of the road, then to the other side. It was like a real life game of Frogger, running between the breaks in the traffic! After checking with the hotel, we ended up at the restaurant with the largest salad bar in town, Sweet Tomatoes.

Later on we made our way back to the Fairfield Hotel to continue the evening's activities. That's when we jumped onto the chat. C64friends is the online chatroom for Commodore geeks. Everyone goes by a nickname (or 'nick', mine is 'Masher' on these chats), and it's fun to actually put the 'nick' to the 'name' so to speak. I finally met 'wierdwoolf', talked a little to Hellion_1 and Dragos, all while chatting with 'pAthOs' and Golan hundreds of miles away! I watched the rest of the chat on Glen Holmer's (ShadowM's) Nokia n810 mini computer, a cool little device that takes advantage of the hotel's wireless network.

"So, who is 'jbevren'?" Glenn finally asks, only to find out 'jbevren' is sitting directly in front of him. We laugh. You see, normally they are hundreds of miles apart, but events like ECCC bring us all together. Those that couldn't make it to the show were saying things like "who's at the show this year" and, of course, "I wish I could have made it to ECCC this year!". This goes on well past 2am. I'm getting tired, but activities were still occurring. We still had the lobby, and Joey was still making deals on c64friends. It's amazing that, in many ways, all of us in the room owe our proficiency in current computing devices to our beloved Commodore 64's!

THE STOP AT CENTSIBLE

On Sunday morning, we set out from Chicago (around 11am) after saying our goodbyes. From here on in, most of us will be communicating online, but all of us enjoyed the show and the events of the weekend. Sales out of the back of the truck occurred right up to the last minute, and then we packed the rest up in the truck for the trip home. On our way home we made a stop at the home base of Centsible software in Edwardsburg, Michigan.

Centsible Software has been in business for years, dealing in Commodore and Amiga equipment exclusively. Bill Griffin is the owner of Centsible Software. We arrive at Bill's farmhouse, on the back roads of Edwardsburg. Bill comes out to greet us. Bill has been working for years to get a handle on the inventory since he bought Centsible from former owner Scott Parker. There are literally thousands of Commodore items lying around on the farm, and this was our chance to explore Commodore heaven!

The first stop is the 'software house'. This is a small second house located right next to the main house. Here most of the software is organized, shelved and cataloged on the Centsible website. Sealed versions of Arctic Fox, Cosmic Tunnels and HesGames abound (complete with 80's air!). Literally, hundreds of titles are listed on these shelves.

The second stop is the 'hardware house'. This mobile home hasn't been used as a house for years, but it now stores hundreds of Commodore hardware items. Various pieces and parts for Commodore computers, drives and other accessories are strewn across the entire length of the mobile home. It's messy, but you never know what you find! I found an arcade style joystick, plus some rather rare monitor cables that I had been searching for.

The third stop is the 'software trailer'. This is a 45 foot tractor-trailer that is full of mostly brand new Commodore software. C64, Amiga, C128, PET, you name it. Boxes identify the contents, mostly sealed versions of games, utilities and other stock items. Some of the boxes are originally from Commodore, the C= logo is still on the sides of some of them.

The fourth stop is the 'hardware garage'. The garage basically houses extra Commodore hardware that hasn't made it to the mobile home yet. We find our much sought after items, finish out our business with Bill and pack the truck. Now the truck is completely full of Commodore items. It's everywhere: in the back, on the seats, behind the seats, under the seats, even in the wheel well! But it's the mark of a successful day at Centsible. We say our goodbyes to Bill, point the truck back to Canada and head down the road. The end of another road trip to Chicago (until the next time)!

**Submitted by
Greg Van Laere**

Message from The Queen

To the citizens of the United States of America from Her Sovereign Majesty Queen Elizabeth II

In light of your failure in recent years to govern yourselves, we hereby give notice of the revocation of your independence, effective immediately. (You should look up 'revocation' in the Oxford English Dictionary.)

Her Sovereign Majesty Queen Elizabeth II will resume monarchical duties over all states, commonwealths, and territories (except Kansas, which she does not fancy).

Your new Prime Minister, Gordon Brown, will appoint a Governor for America without the need for further elections. Congress and the Senate will be disbanded. A questionnaire may be circulated next year to determine whether any of you noticed.

To aid in the transition to a British Crown dependency, the following rules are introduced with immediate effect:

1. The letter 'U' will be reinstated in words such as colour, favour, labour and neighbour.

Likewise, you will learn to spell 'doughnut' without skipping half the letters, and the suffix '-ize' will be replaced by the suffix '-ise.' Generally, you will be expected to raise your vocabulary to acceptable levels. (look up 'vocabulary').

2. Using the same twenty-seven words interspersed with filler noises such as 'like' and 'you know' is an unacceptable and inefficient form of communication. There is no such thing as U.S. English. We will let Microsoft know on your behalf. The Microsoft spell-checker will be adjusted to take into account the reinstated letter 'u' and the elimination of '-ize.'

3. July 4th will no longer be celebrated as a holiday.

4. You will learn to resolve personal issues without using guns, lawyers, or

therapists. The fact that you need so many lawyers and therapists shows that you're not quite ready to be independent. Guns should only be used for shooting grouse. If you can't sort things out without suing someone or speaking to a therapist then you're not ready to shoot grouse.

5. Therefore, you will no longer be allowed to own or carry anything more dangerous than a vegetable peeler. Although a permit will be required if you wish to carry a vegetable peeler in public.

6. All intersections will be replaced with roundabouts, and you will start driving on the left side with immediate effect. At the same time, you will go metric with immediate effect and without the benefit of conversion tables. Both roundabouts and metrication will help you understand the British sense of humour.

The former USA will adopt UK prices on petrol (which you have been calling gasoline) of roughly \$10/US gallon. Get used to it.

8. You will learn to make real chips. Those things you call French fries are not real chips, and those things you insist on calling potato chips are properly called crisps. Real chips are thick cut, fried in animal fat, and dressed not with catsup but with vinegar.

9. The cold, tasteless stuff you insist on calling beer is not actually beer at all. Henceforth, only proper British Bitter will be referred to as beer, and European brews of known and accepted provenance will be referred to as Lager.

South African beer is also acceptable, as they are pound for pound the greatest sporting nation on earth and it can only be due to the beer. They are also part of the British Commonwealth - see what it did for them. American brands will be referred to as Near-Frozen Gnat's Urine, so that all can be sold without risk of further

confusion.

10. Hollywood will be required occasionally to cast English actors as good guys. Hollywood will also be required to cast English actors to play English characters. Watching Andie Macdowell attempt English dialogue in *Four Weddings and a Funeral* was an experience akin to having one's ears removed with a cheese grater.

11. You will cease playing American football. There is only one kind of proper football; you call it soccer. Those of you brave enough will, in time, be allowed to play rugby (which has some similarities to American football, but does not involve stopping for a rest every twenty seconds or wearing full Kevlar body armour like a bunch of nancies).

12. Further, you will stop playing baseball. It is not reasonable to host an event called the World Series for a game which is not played outside of America. Since only 2.1% of you are aware there is a world beyond your borders, your error is understandable. You will learn cricket, and we will let you face the South Africans first to take the sting out of their deliveries.

13. You must tell us who killed JFK. It's been driving us mad.

14. An internal revenue agent (i.e. tax collector) from Her Majesty's Government will be with you shortly to ensure the acquisition of all monies due (backdated to 1776).

15. Daily Tea Time begins promptly at 4 p.m. with proper cups, with saucers, and never mugs, with high quality biscuits (cookies) and cakes; plus strawberries (with cream) when in season.

God Save the Queen!

No trees were killed in the sending of this message. However a large number of electrons were terribly inconvenienced.

To: <torontocbm@freelists.org>



*From: "danielkovacs" <danielkovacs@hurontel.on.ca>
To: <torontocbm@freelists.org>
Subject: [torontocbm] Need help unpacking D64 image files back to floppy
Date: Saturday, September 20, 2008 4:35 PM*

Hi Everyone;
Can anyone recommend a good tool for the Commodore 64 to unpack .d64 files back to floppy? I have the following setup:

Commodore 64 (not sure what motherboard revision)
Commodore 1541-II
Commodore 1581 (build from a kit from JPPBM, using a Panasonic drive mech. out of my old Amiga 500).

I've tried Image Creator to write the images back to disk, one of them worked, but the others I have tried cause the computer to lock up about half way through.

Does anyone here use that program? Could it be bad floppy disks? Does anyone think that if I format the disk first that it would make a difference?

Dan

*From: "Jim MacKenzie" <jim@photojim.ca>
Date: Saturday, September 20, 2008 6:49 PM*

----- Original Message -----

*From: "danielkovacs" <danielkovacs@hurontel.on.ca>
To: <torontocbm@freelists.org>*

> Does anyone here use that program? Could it be bad floppy disks? Does anyone think that if I format the disk first that it would make a difference?

You definitely need to format the disk first. If the disk has an existing format, the write will work, but if there are some bad sectors on the disk you'll get errors. This is my guess as to what's happening. A fresh format will usually cure this, unless the disk is physically damaged.

Brand new, never-before-formatted disks can't be written to directly. They need to be formatted first, otherwise the first sector that the program tries to write will result in an error.

Jim

*From: <james.m.alexander@cogeco.ca>
Date: Saturday, September 20, 2008 7:55 PM*

Hi,
I'm still using Star Commander with one of those x cables I put together a while ago. Its older software but still works, for me it seems to work better on 1541-II, on a plain 1541 I hafta put it on normal speed.

*From: Leif Bloomquist <leif@schemafactor.com>
Date: Sun, 21 Sep 2008 08:29:31 -0400*

----- Original Message Follows -----

> danielkovacs wrote:

> Can anyone recommend a good tool for the Commodore 64 to unpack .d64 files back to floppy? ...

Are you saying you want to do the D64 to floppy conversion on the C64 itself?? That's pretty painful ;-)

I've used this program called D64it before, it works but takes about 20 minutes.

<http://www.kludgesoft.com/c64/d64it.html>

How are you getting the D64s onto the C64 in the first place?

Leif

*From: "danielkovacs" <danielkovacs@hurontel.on.ca>
Date: Wednesday, October 01, 2008 10:13 PM*

Well, I got my XA1541 adapter today - I connected it up to my wife's computer (some kind of celeron pc, 256mb of ram, windows xp), downloaded and installed opencbm and gui4cbm and was unpacking disks within minutes - very fast.

I'm using a 1541 that I pulled out of someone's trash heap to unpack the disks - works great!

Dan

*From: "Ivan Blitz" <ivanblitz@tadaust.org.au>
To: <jeaston@rogers.com>
Subject: tpug newsletter
Date: Wednesday, September 03, 2008 9:01 PM*

Hello John,

You might say a voice from the past as I was the President of The MCCC (Melbourne Commodore Computer Club in Victoria, Australia. As the other C= clubs close along the East Coast of Australia we picked up their members and the MCCC went Australia wide along with some New Zealand members.

We of course exchange monthly 16 page A4 newsletters with other clubs scattered around the globe and your club at the time was one we had contact with, but like many other clubs we too have closed our doors with our final newsletter being a 32 page newsletter to those who wish to continue to use the C= in their homes perhaps along side that other machine.



Date: Tuesday, November 04, 2008 4:03 PM

With deep regret and many apologies for the group mail-out, we are very sorry to inform you that our dear father, **Bill Cumberland**, has passed away. He died yesterday, Monday November 3, 2008, peacefully in his home here in Gananoque with Chris at his side. He has spoken with warmth and affection of each and every one of you and we wish we could contact you each individually. There will be an obituary in the Globe & Mail on Thursday and Friday with information concerning a reception in his honour.

Truly,
Sandy Halliday and Chris Cumberland

*From: "Rui Soares" <soaresrui@yahoo.com>
To: <torontocbm@freelists.org>
Date: Tuesday, September 23, 2008 11:44 PM*

Hello Leif and to everyone that attend the TPUG meeting on September 18th. I just want to say that the XM1541 cable worked perfectly and I am happily working on my Robotech game now. Thank you! Thank you Leif!

As for the meeting, I had such a blast and that I'm definitely interested in joining TPUG. You guys were great and completely blew me on how the C64 can still hold some relevance today. Even in a world filled with PCs with 64-bit processing and gigabytes of Ram and GHz speeds. You proved to me that tinkering with computers and making use of what you have is more important than the overblown power that is literally wasted IMHO in today's PCs. So I'm eager to join up with TPUG and become a member. However I want to pay it in person at the next TPUG meeting if possible. I just don't like mailing cheques in the mail or PayPal as I was once a victim of identity theft and I'm careful with my personal info now.

As for the meeting it was very good except I have one

I still have contact with some of our old members, but unfortunately some are no longer with us as age catches up, but the newsletters we get today are pasted along the line of those that still have that grand old machine in the hobby room.

I am one of them, but will admit that I can't do the family tree with over 102.480 plus persons in on the C=. I wish to advise you that I have now changed my address to the following.

Ivan Blitz, 15 Deed Drive, Pakenham. 3810, Victoria. Australia

and of course you now have my current email address. We old users down under wish to thank the TPUG for keeping us informed with the users of today happenings.

Thank you from us old users in Australia.

Ivan Blitz.

gripe and that is that there was too much focus on the Commodore 64 and no attention to other Commodore products such as the Vic 20 and Commodore PETs. I love these older machines, especially the PETs as they were my first computer. Just wondering if anyone thought about porting the Lynx browser to work on the Vic 20 or CBM PET computers. Just a thought, as Lynx is a text based browser and it would allow Vic 20s and PETs to surf the web in theory. Just a thought. I hope next time I can formally introduce myself to all of you that attended. See you at the next meeting! Rui

*From: "Brian Lyons" <brian@bjlyons.com>
To: <torontocbm@freelists.org>
Date: Wednesday, September 24, 2008 8:42 AM*

>>As for the meeting it was very good except I have one gripe ...

There have been a few demos at TPUG meetings of Vic-20 and PET projects. So these platforms are still alive and well!

For Vic-20 interest, check out Denial message forum:
<http://sleepingelephant.com/denial/>

The Toronto PET Users Group For it's 29th Anniversary Presents



The World Of Commodore

December 6, 2008 from 10AM—10 PM
At Alderwood United Church, 44 Delma Drive (Evans Ave/Brown's Line)
Toronto, Ontario, Canada

Come see demos, vendors and guest speakers regarding new
and innovative products for Commodore computers.

Visit us at: www.worldofcommodore.ca



TORONTO PET USERS GROUP
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— WINTER 2008 —

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www.tpug.ca