

(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— 2012

From the President -

The World Of Commodore

December 1, 2012 from 10AM

At the Admiral Inn which is located on the north side of the QEW, just west of
Erin Mills Parkway
Mississauga, Ontario, Canada

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

Visit us at:
www.worldofcommodore.ca

And, for a look at the **Original**
World of Commodore eight
page news insert in the
Toronto Daily Star,
December 1983, go to:

<http://pcmuseum.ca/details.asp?id=39499&type=Brochure>



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

\$15 per year
else, with e-mailed Newsletter,
\$10 per year

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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) 737-2328 leif@schemafactor.com
or **Ernie Chorny** (905) 279-2730 chorny@bell.net

From your Editor ...

You'll notice that our President has little to say this time around— except to urge us all to attend the up-coming World of Commodore. Fair enough, let's all encourage him by setting aside that day, December 1, for an exciting renewal of all things Commodore.

Leif Bloomquist has supplied us with a summary of his presentation at last year's WoC. Lots of detail on solving the complexities of getting his **Jamming Signal Commodore 64 Telnet BBS** back in operation.

And, of course, it wouldn't be a newsletter without the help of our venerable (like 90 next summer) sage, Joe Quittner. The game of '650' (like 649?) is a lottery related number guessing game, but you'll discover a lot about the speed with which your C64 handles variables.

I do attempt to pass on comments from the mail-list **torontocbm** ... this news just in:

From: Mike Stein
To: torontocbm@freelists.org
Cc: Peter Dreisiger
Subject: [torontocbm] **Bits & Bytes and The Academy on YouTube**

Thanks to Peter down under, Steve's DVDs of my tapes of Bits and Bytes and The Academy are now on YouTube:
http://www.youtube.com/playlist?list=PLHBSleF-26L97nI805_Zccfoku09XfQnn

The Academy was an episode-by-episode more detailed follow-up to Bits and Bytes and 'starred' Jim Butterfield as co-host; pre-Internet and a little dated today, but much of it still relevant. Thanks, Steve and Peter! Enjoy!

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Articles, letters, tips, questions, art, etc. are welcome. Send hardcopy or disks "Attn: TPUG Newsletter", or use Internet e-mail. Advertisements are also welcome. Member's small ads are free. Commercial ads are \$100 per page with a \$10 minimum.

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 General Meeting

Take notice that the annual meeting of TPUG will be held in conjunction with the regular January 17th 2013 meeting, only earlier—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 17 January 2013.

Name TPUG Member #

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

Reminder.. memberships cease at year-end .. renew NOW

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

Joe's World ... 20 ... Questions

This program will enter, or load from disk, and show questions with four answers each, some, or all of them being correct or wrong. Running the game, the user is asked to choose one of these answers. A score, percentage of correct ones obtained, is provided.

```

0 rem" QUESTIONS by Joe Quittner
2 poke 51,128: poke 52,62
3 poke 55,128: poke 56,62: clr: rem" Protect memory 16k and up
4 print ch$(14) ch$(144): me=16000-1
5 dim q%(500,4), rp%(500): nq=0
6 def fnr2(i)=.01*int(10000*i+.5)
100 rem" MENU :
110 print" SELECT:
112 print" a. Type questions with answers
113 print" b. Save on disk
114 print" c. Load from disk
115 print" d. Choose one of the answers
120 :print" WHICH ?";: gosub 997: print g$
122 if g$="a" then 1000
123 if g$="b" then 3000
124 if g$="c" then 8000
125 if g$="d" then 1100
129 goto 120
997 :poke 204,0: get g$: if g$=""then 997
998 :if peek(207) then 998
999 poke 204,1: return
1000 :rem" Type a question and it's 4 answers
1010 :nq=nq+1
1011 :m=me;: print" Type question, end it with ?
1012 :gosub 997: print g$;: g=asc(g$): m=m+1:
poke m,g: if g=63 then print: goto 1020
1014 goto 1012
1020 :na=0: print "Type 4 answers, end each with either f1 if wrong, or with f7 if right.
1022 :na=na+1: if na=5 then 1030
1024 print na;
1026 :gosub 997: print g$;: g=asc(g$)
1027 m=m+1: poke m,g: if g=63 or g=133 or g=136 then print: goto 1022
1028 goto 1026
1030 :print" Retype this set of questions and the 4 answers?";
1031 gosub 997: print g$: if g$="y" then 1011
1032 me=m: print"Type another set? ";: gosub 997: print g$: if g$="y" then 1010
1039 m=m+1: poke m.1: gosub 8030: goto 100
1100 :rem" Answer question, score hits
1102 b=0: h=0: n=0
1104 :for i=1 to nq: if rp%(i)=0 then 1111
1106 next: goto 1147
1111 :a=int(1+nq*rnd(0)): for i=1 to nq: if rp%(i)<a> then next: goto 1118
1112 goto 1111
1118 :b=b+1: n=n+1: rp%=(n)=a: print "Question "mid$(str$(a),2)":";
1120 for i=q%(a,0) to q%(a,1)-1: print ch$(peek(i));: next
1121 a1=q%(a,1): a2=q%(a,2)-1
1122 print"1) ";: for i=a1 to a2: print ch$(peek(i));: next: print
1123 b1=q%(a,2): b2=q%(a,3)-1
1124 print"2) ";: for i=b1 to b2: print ch$(peek(i));: next: print
1125 c1=q%(a,3): c2=q%(a,4)-1
1126 print"3) ";: for i=c1 to c2: print ch$(peek(i));: next: print
1127 d1=q%(a,4): d2=q%(a+1,0)-1
1128 print"4) ";: for i=d1 to d2-1: print ch$(peek(i));: next: print
1130 : print"Which is correct? Type 1,2,3 or 4 ";: gosub 997: print g$
1131 if g$<"1" or g$>"4" then 1130
1132 if g$="1" and peek(a2)=133 then print "Wrong.";: goto 1142
1133 if g$="2" and peek(b2)=133 then print "Wrong.";: goto 1142
1134 if g$="3" and peek(c2)=133 then print "Wrong.";: goto 1142
1135 if g$="4" and peek(d2)=133 then print "Wrong.";: goto 1142
1140 print "Correct !";: h=h+1: print h"hits out of" b "tries ="fnr2(h/b)%"
1142 : print" Another question? ";: gosub 997: print g$
1144 if g$="y" then 1104
1146 print" Your score so far is" fnr2(h/b) "%": goto 100
1149 for i=1 to nq: rp%(i)=0: next: goto 1104
3000 :rem " Save to disk
3010 f$="questions.d": input"Filename or RETURN key"; f$
3011 close8: open8,8,8,"@0:"+f$+",s,w
3012 for i=16000 to me: print#8,str$(peek(i)): next
3014 print#8,str$(1)
3019 close 8: goto 100
8000 :rem" Load from disk
8010 m=16000-1: f$="questions.d": input "Filename or RETURN key ";f$: print" Please wait!
8011 close 8: open 8,8,8,"@0:"+f$+",s,r
8012 :input#8,g: m=m+1: poke m,g: if st then close 8: gosub 8030: goto 100
8014 goto 8012
8030 :nq=0: m=16000
8032 :nq=nq+1: for b=0 to 4
8033 q%(nq,b)=m
8034 :a=peek(m): if a=1 then nq=nq-1: return
8035 m=m+1: if a=63 or a=133 or a=136 then me=m-1: next: goto 8032
8036 goto 8034

```

Line 4: Sets text colour = black and the character set includes upper and lower case characters with reduced number of graphic symbols.

Line 5: Space is reserved in memory for two integer arrays for a maximum of 500 question with four answers each, memory space permitting. These arrays are actually only pointers to locations in memory, while the questions with their answers are put directly into memory, with their lengths not limited to the usual two lines only. However, there is a limit on the number each pointer may contain, no higher than 32767, which in effect limits the available memory space to 16000 to 32767.

Line 6: This function rounds a number and limits it to no more than two decimal places.

Lines 997 - 999: This subroutine keeps the cursor flashing with the program waiting for the user to press a key.

Lines 1012 - 1014: The question is typed into memory until a ? ends it.

Lines 1026 - 1028: The four answers are typed into memory until either the f1 or f7 key has been pressed.

Lines 1111 - 1112: If a question has been asked, then it is not repeated until after all questions have been asked.

Lines 8030 - 8036: This subroutine sets the pointers to which memory locations contain the starting point of each of the questions and of their answers.

By Joe Quittner, TPUG, April 16, 2009

Joe's World ... 21 ... Play 650, Illustrating the speed of variable types

Illustrating a look into the speeds of Variable Types.

This program lets you play 650, or you can let the computer play. At the end you will see how many times a given number of hits were obtained. In addition, there is also a comparison between the different kinds of variables, showing the average time in terms of jiffies (one jiffy is 1/60 of a second) how long it takes for the variables to store themselves; note the considerable differences. The advantage of using array integral variables is that they take up less memory space than the other array variables.

The program can be altered to show, for example, how many jiffies the variables take for adding, multiplying, exponentiation, etc.

Here are the percentages of the total number of plays that represent rounded averages of how many hits out of six were actually obtained with the computer playing 650:

0 hits	44.5959
1 hit	40.8370
2 hits	12.8292
3 hits	1.6635
4 hits	0.0730
5 hits	0.0015
6 hits	none at all

```

0    rem" play 650 by Joe Quittner
2    print ch$(14)ch$(144)
100  print"      Select:
111  print" 1.  Play 650
112  print" 2.  Computer plays 650
113  print" 3.  Show speed of variables
114  print"           WHICH ? " ;: gosub 997:
print g$
120  if g$="1" then 1000

```

```

121  if g$="2" then 2000
122  if g$="3" then 3000
123  goto 114
997  :poke 204,0: get g$;: if g$="" then 997
998  :if peek(207)>0 then 998
999  poke 204,1: return
1000 :rem" You play 650
1002 n1=n1+1: gosub 1010: gosub 1020: gosub
9000: goto 1030
1010 :rem" Get the 6 target numbers:
1011 for i=1 to 6: t(i)=0: next
1012 for i=1 to 6
1013 :a=int(1+50*rnd(0))
1014 for j=1 to 6: if t(j)=a then 1013: rem"
Prevent duplication
1015 next j: t(i)=a: next i: return
1020 : print" Enter 6 different numbers, 1 to
50 only, RETURN after each
1021 for i=1 to 6: c(i)-0: next: for i=1 to 6
1022 print i;: input a: if a<1 or a>50 then
1020
1023 for j=1 to 6: if c(j)=a then 1020: rem"
Prevent duplication
1024 next j: c(i)=a: next i: return
1030 :print"      Another play? " ;: gosub 997:
print g$
1031 if g$="y" then 1000
1032 goto 9030
2000 :rem" The computer plays 650
2001 print"      To pause, press f5 key
2002 print"      To end, press f7 key
2010 n1=n1+1: gosub 1010: gosub 2011: gosub
9000: goto 2020
2011 for i=1 to 6: c(i)=0: next
2012 for i= 1 to 6
2013 :a=int(1+50*rnd(0))
2014 for j=1 to 6: if c(j)=a then 2013: rem"

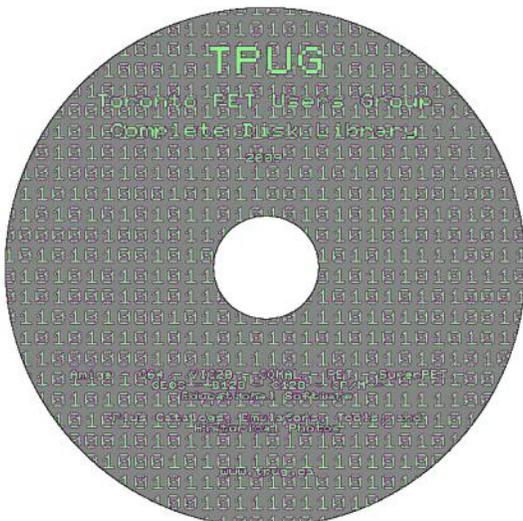
```

```

Prevent duplication
2015 next j: c(i)=a: next i: return
2020 :if n1=10000 then stop
2021 if peek(197)=3 then 9030: rem f7
2022 :if peek(197)=6 then 2021: rem f5
2023 goto 2000
3000 :rem" Show speed of variables:
3010 def fnr3(i)=.001*int(1000*i+.5)
3011 dim a(1),a$(1),a%(1): print " Please
wait !
3030 a=123: t1=ti: for i=1 to 2000: a=a:
next: t2=ti
3031 gosub 3090
3032 print" Floating point variable" fn3(v)
"jiffies
3040 a$="123": t1=ti: for i=1 to 2000: a$=a$:
next: t2=ti
3041 gosub 3090
3042 print" String variable"fnr3(v)"jiffies
3050 a%=123: t1=ti: for i=1 to 2000: a%=a%:
next: t2=ti
3051 gosub 3090
3052 print" Integral variable"fnr3(v)"jiffies
3060 a(1)=123: t1=ti: for i=1 to 2000:
a(1)=a(1): next: t2=ti
3061 gosub 3090
3062 print" Array floating point variable"
fnr3(v)"jiffies
3070 a$(1)="123": t1=ti: for i=1 to 2000:
a$(1)=a$(1): next: t2=ti
3071 gosub 3090
3072 print" Array string variable" fnr3(v)
"jiffies
3080 a%(1)=123: t1=ti: for i=1 to 2000:
a%(1)=a%(1): next: t2=ti
3081 gosub 3090
3082 print" Array integral variable" fnr3(v)
"jiffies: run
3090 :v=(t2-t1)/2000: return
9000 :rem" Evaluation
9010 n=0: for i=1 to 6: for j=1 to 6
9011 if c(i)=t(j) then n=n+1
9012 :next j: next i: w(n)=w(n)+1: if n>3
then gosub 9020: gosub 9040: return
9020 :print n1:; for i=1 to 6: print tab(8)
str$(c(i));: next: print
9021 for i=1 to 6: print tab(8) str$(t(i));:
next: print
9022 print n"hits out of 6": print
9023 return
9030 print "0 hits"w(0)"times
9031 print "1 hit "w(1)"times
9032 print "2 hits"w(2)"times
9033 print "3 hits"w(3)"times
9034 print "4 hits"w(4)"times
9035 print "5 hits"w(5)"times
9036 print "6 hits"w(6)"times
9039 print " There were"n1"plays": run
9040 :print " To continue, press f5 key
9041 :if peek(197)<>6 then 9041: rem " Wait-
ing
9042 return

```

by Joe Quittner, TPUG, May 21, 2009



**Do you have your TPUG CD Library disk yet?
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www.tpug.ca

Microsoft Support ?



Potential scam involving Microsoft support call (June 2011)

Guess what?

I just got a call from someone (from the accent it must have been downtown Mumbai) claiming to be from Microsoft Support.

He told me that my computer was generating numerous error/warning messages and that if I didn't do as instructed my PC would crash and become nothing more than a plastic box.

He then told me to go to

left click Start

left click Computer

open the Windows Maintenance application

and click on Event Log

Sure enough, some warnings and error messages, just like he said. So then he instructed me NOT to click on any messages, as this could damage my PC close the Maintenance window and log on to www.teamviewer.com

Here's where I nailed him.

Firstly, the Event Log is exactly what it says it is. It is a log file of all errors/warning/information messages issued by the system. Opening any of the messages will not harm your PC. It is just a text file for reporting purposes only.

STRIKE ONE

When he asked me to log on to the website, I recognized it as software I have installed on my PC. This is where it gets interesting. If you connect to the site, this software allows the person at the other end to have COMPLETE CONTROL of your machine (including keyboard and mouse) as if he were sitting where you are. You have absolutely no control until he releases it back to you. Now they can roam your files and gather any amount of personal/banking/credit card info they want.

BUT, when I questioned him as to why I was logging onto a site other than Microsoft to fix a Windows 7 problem, he got a little tongue tied.

STRIKE TWO

Next I informed him that I was familiar with the website as I have the software installed on my machines. He was totally screwed now, didn't have a thing to say. I told him I wasn't going to connect, I thought it was a scam and that I was going to go to the site myself and contact their support to see if his story was true. I thought it was funny when the only thing he could say was 'click' and then dead space.

STRIKE THREE , You're outta here.

Anyway to make a long story short, if you get a call from 'Microsoft Support' with the phone number 000-0123456, wow, you would think that if you're going to run a scam you would at least spring for a 1-800 number to place your calls from. Anyway, don't answer it, unless of course now that you know, you want to go fishing. My record for keeping him on the line was three minutes. Anyone want to try and beat it?

Jamming Signal Commodore 64 Telnet BBS – Back on the Air!



Address: bbs.jammingsignal.com or 206.248.167.113 (Port 23)

Introduction

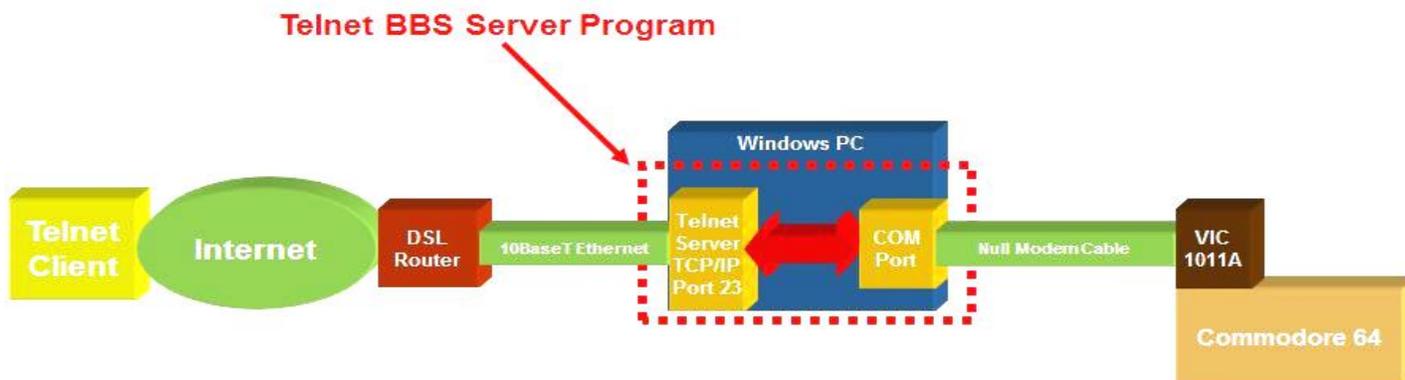
Back in 2003, I came into possession of a Commodore 64 again. I had had one back in the late 1980s and early 1990s, and it was a great source of games, learning, and enjoyment.

One of my activities “back in the day” was to run a Bulletin Board System, or BBS for short. This allowed anyone with a computer to dial in and exchange messages and software. Sure, I only had about seven callers, but it was a highly rewarding experience, and most importantly, I learned a lot about data communications along the way. This led me to pursue a career involving computers and communications technology.

So now, armed with a university degree and some experience with Internet application development, I decided to bring back the BBS experience. My goal was to create a Commodore 64 BBS that anyone on the Internet could connect to using the Telnet protocol. This would involve no long distance charges, and would not require a second phone line.

I unveiled the BBS at the Chicago Commodore Computer Club (C4) Expo in 2003, which is where I also met several members from TPUG for the first time! The BBS ran from 2003 until 2009, and has recently been brought back online as of 2012.

How does it work?



While this is transparent to the users, here is a short description of the BBS software.

I developed a small Visual Basic 6.0 application called “BBS Server” that runs as a background task on any Windows PC. It translates between the Telnet protocol and the RS-232 protocol, acting as a “software router”. It emulates a telephone modem, so as far as the BBS software on the C64 is concerned, it has been fooled into thinking a regular modem is installed.

On the Commodore 64 itself, I found a VIC-1011A Terminal Type cartridge on eBay that is used to connect the User Port to the RS-232 cable.



The BBS software is EBBS 3.3 by Ed Parry (written in 1987), and I also use an Epyx Fastload Cartridge to speed-up disk operations. The BBS runs from a single stock 1541 drive.



EBBS Screen - Photo by Jason Scott

How to connect with a Commodore 64

The very best way to experience the BBS is to call it with a real Commodore 64 (of course).

To accomplish this, you need to get your C64 online. The easiest way is to get a 64NIC+ Ethernet cartridge from Jim Brain of Retro Innovations (www.go4retro.com) and connect it to your home DSL or cable modem like any other computer. Once you have your C64 online, you can use one of the Telnet applications that are available, such as **Kip-perTerm** or **GuruTerm**.

I have put together a virtual D64 disk of these and various other networking tools, which you can download here:

<http://www.jammingsignal.com/c64/networkapps.d64>

Other ways to access the BBS from a C64 is to use BBS Server in dialout mode with any terminal program, or to use a shell account from your Internet Service Provider. These approaches are covered in various online guides, such as the tutorial from Jeff Ledger available here:

<http://pdf.textfiles.com/technical/c64online.pdf>

Jeff's tutorial also describes how to connect using the VICE emulator.

How to Connect with a PC (Windows, Mac, or Linux)

Since BBS Server supports the Telnet protocol, any computer or operating system capable of Telnet can be used to call the BBS.

But for the full experience including PETSCII graphics and color, the **CGTerm** program from Per Olofson is highly recommended. Binaries are provided for Windows, and the source code is included for Mac or Linux builds.

<http://www.paradroid.net/cgterm/>



CGTerm - Screenshot by Andrew Wiskow

To Log into the BBS

Regardless of which method you use to connect, your software will prompt you for an address and port to connect to.

For the address, you may enter either the name **bbs.jammingsignal.com** or the numeric address **206.248.167.113**. Port 23 is the default, so you may not have to enter it.

Once connected, you will be given a choice between ASCII and PETSCII modes. If you are using a real C64 or CGTerm, select PETSCII. For any other Telnet application, choose ASCII. From there you will be shown a title screen and a login prompt.

Please login as user **GUEST** with password **GUEST**. If you feel you'll be calling the BBS frequently, you can apply for an account by logging in as **NEW**.

Once logged in, press **H** or **?** for the main menu. From there you are free to explore!

```

::Jamming Signal BBS::: *Main Menu*
A Message Bases (start here)
B Repeat Opening Bulletin
C Display Caller Log
D Show Date & Time
E Send Personal Mail
F Send Sysop Feedback
M Read Your Mail
Q Quit/Logoff
T Text Section
U User Search/Display
V EBS Version/Information
W Page Sysop for Chat
X Toggle Auto-Pause

(X) Upload/Download Section
(↑) Sysop Menu
BBS Command : █

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Jamming Signal BBS Main Menu

Other Commodore Telnet BBSes

Since I put my BBS online, a large number of other Sysops have followed suit and resurrected their BBS over Telnet as well. For the current list, please visit the Commodore BBS Outpost at:

<http://cbbsoutpost.servebbs.com/>

Leif Bloomquist

Gleanings from the net ... specifically, comments from torontocbm

On Wed, Apr 11, 2012 at 11:02 PM, Ernie Chorny wrote:

Seems like many publications are marking the passing of **Jack Tramiel**.

Here are 2 sites to look at -

<http://www.ctv.ca/CTVNews/SciTech/20120410/commodore-founder-jack-tramiel-dies-120410/>

<http://www.torontostandard.com/article/commodore-computer-founder-jack-tramiel-dies-at-83>

Now this next one is 2 pages long and I think it is a pretty good one with a lot of detail -

<http://www.nytimes.com/2012/04/11/technology/jack-tramiel-a-pioneer-in-computers-dies-at-83.html>

And lastly here is one that I heard this morning on the CBC program "Q".

Click on the April 11, 2012 date and listen to the first 2 3/4 minutes or so.

<http://www.cbc.ca/q/episodes/>

I like this last one because it is done by someone who

must have been a C64 owner.

Interesting how most of the blogs/tributes manage to get one or more details wrong or mangled.
Ernie

On 4/12/2012 1:32 AM, Leif Bloomquist wrote:

Does anyone know where the Toronto office location was exactly? Would be interesting to know, and see what's there now.-Leif

"The Torpet" to the rescue!

From the December 1983 World of Commodore Special Issue, page 4,

"...Jack moved his wife and two sons to Toronto in 1958 and started his own typewriter repair business at 2 Toronto Street, in the city's downtown core."

The article goes on to list other subsequent locations at -

- 1905 Davenport Road
- 501 Yonge Street
- 630 King Street West at Bathurst

Ernie

HELLO AMIGA

NOV 15 – DEC 15, 2012
TRINITY SQUARE VIDEO
376-401 RICHMOND ST. W
TORONTO, ONTARIO

NEW COMMISSIONED WORK BY DANIEL BARROW, BARRY DOUPÉ, ALEX MCLEOD, AMY LOCKHART, LORNA MILLS and MARK PELLEGRINO

The Toronto Animated Image Society (TAIS) will present in partnership with Trinity Square Video (TSV), a special and unique animation project titled Hello Amiga. The Toronto Animated Image Society acquired donated AMIGA equipment in the early years of the organization. This discarded top of the line animation equipment was once very popular in the industry from the mid 80's to early 90s and was used in the TAIS studio to create animated workshops with children. The workshops were immensely popular because of the friendly and intuitive approach of the AMIGA operating system.

Advancement in animation software and digital technologies caused the AMIGA to decline and become obsolete. For this special project the Toronto Animated Image Society intends to return to the roots of digital culture, utilizing old aesthetics and generating critical discourse by uniting the old technology with new intuitive manipulations to create exciting experimental animated projects and explore its insertion in a gallery space.

For more details, please visit www.helloamiga.ca

**TORONTO PET USERS GROUP
C/O JOHN EASTON
258 LAKE PROMENADE
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— Winter 2012 —

