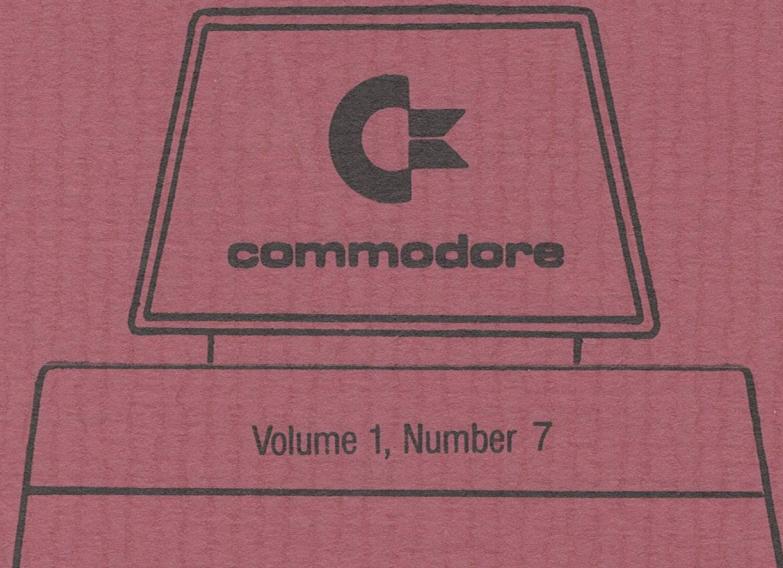


# PET USERS CLUB



# NEWSLETTER

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The Charter of the COMMODORE PET USER CLUB is to provide a method of sharing up-to-date information, and programs relating to the PET Computer between the many PET owners and Users. Membership charges in the United States and its possessions are \$15.00 annually, while subscriptions outside the U.S. are \$25.00 yearly.

We would like to publish features from PET Users concerning specific applications, interesting discoveries or even bits worthy of sharing. If you would like to contribute to future NEWSLETTERS, please send your article, letter or comments to: THE EDITOR, COMMODORE U.S. PET USERS CLUB, COMMODORE BUSINESS MACHINES, INC., 3330 SCOTT BLVD., SANTA CLARA, CALIF 95051.

# Editor Notes

Dear PET User Club Readers:

Welcome to issue #7 of the Newsletter! In looking over our reader response it seems like most of you are interested in using your PETs for practical applications, particularly business. In answer to your requests, the majority of this issue is devoted to the practical aspects of your PET.

Be sure to look over the Data Exchange section for some commonly asked questions from Customer Service especially if you are interested in finding out some of the accessories we recommend for the 2022 PRINTER and FLOPPY DRIVE.

In Commodore News we are featuring a listing of the courses being offered by the Technical Training Program presented nationally by Lawrence Livermore Laboratory and the U.S. Dept. of Energy.

Our Software section includes a list of Business Application software in answer to your many requests, along with a sample of our new Client Accounting Program.

As a follow up to Volume #6, How to Write A Random Access File, we included in Programming, How To Implement a Sequential Data File.

For those of you who like to have fun with your PET, in Bits and Pieces we have included programs for "One Line Squiggle" and "Bullet Proof Input with Flashing Cursor".

Dedicated computer enthusiasts will enjoy an Upgraded Basic Memory Map in Programming.

Your responses to this newsletter are valued. In order for us to effectively answer any questions you may have regarding your PET or newsletter contents, write:

The Editor  
COMMODORE BUSINESS MACHINES  
3330 Scott Blvd.  
Santa Clara, California 95050

THE EDITOR

# Data Exchange

## INSTRUCTING THE PRINTER TO PAGE

Q: HOW DO YOU INSTRUCT THE PRINTER TO PAGE?

A: PRINT#4, "J";

Should you want to end your page early and go to the top of the next page;

PRINT#4, "S";

If you wish to continue paging simply;

PRINT#4, "E";

instead of the above line.

## ERROR WITH NEW DISKETTE

Q: I RECENTLY BOUGHT A NEW DISKETTE, WHENEVER I INITIALIZE I GET AN ERROR.

A: Has the diskette been properly formatted by using a "new" command?

## THE TRAVELING PET

Q: CAN AN AMERICAN PET (110 60HZ CYCLES) BE USED ON 50 CYCLES?

A: NO, you must have a compatible transformer for European voltage and frequency.

## 2022 PRINTER RIBBON

Q: WHAT TYPE OF RIBBON IS NEEDED FOR THE 2022 PRINTER?

A: Commodores 905241-01 ribbon is recommended for use with the CBM Printer. It can be found at any Commodore Dealer.

## FLOPPY DRIVE DISKETTE

Q: WHAT TYPE OF DISKETTE IS NEEDED FOR THE FLOPPY DRIVE?

A: Commodore recommends using a high quality, soft sectored diskette. Either 3M, Dysan, or Maxell Diskettes works very well with the Floppy Drive.

## DISK ORGANIZATION

Q: WHAT IS THE ORGANIZATION OF THE DISKETTE? SECTOR, TRACK OR BLOCK?

A: Block is the same as Sector. There are 35 tracks on a disk. Track 18 is the directory. The number of sectors per track varies from 17 on the innermost track to 21 on the outermost track.

## DISK DATA

Q: HOW IS DATA STORED IN THE DISKETTE? BINARY? ASCII ?

A: All data is stored as ASCII code on the diskette.

# **Commodore News**

## **Technical Training Program**

Commodore Business Machines, an international manufacturer and worldwide distributor of microcomputer systems, announces the availability of a new computer training course which offers to the public the opportunity to realize the ease of operation and wealth of applications for microcomputers. Taught by skilled professionals instructors via video-tape, the course consists of 19 lectures and 5 hands-on laboratory sessions. The program entitled "Introduction to Industrial Microcomputer Systems", was developed by the Lawrence Livermore Laboratory of the University of California and supported by the U.S. Dept. of Energy.

Recognizing the fact that a shortage of skilled technical people could seriously hamper this nation's drive to become self-sufficient in energy and could also frustrate industry's continuing efforts to incorporate modern technology, Commodore Business Machines is pleased to utilize its worldwide distribution network in making this course available to all interested parties.

Initial training sessions for Commodore's 400-plus dealer network were held in New York, Chicago, Atlanta, Dallas, Houston, Los Angeles, San Francisco, Denver, Detroit, Washington D.C. and Miami during the months of June and July. Dealers will, in turn, offer the course to the public in over 100 cities throughout the nation.

"The following is a reprint from the Lawrence Information Brochure, Livermore Laboratory."

#### Training Packages Available For Loan

The Technology Training Program (TTP), presented by Lawrence Livermore Laboratory and sponsored by the U.S. Department of Energy, wishes to transfer its micro-computer technology and expertise to industry and others through its videotaped course series. Training packages of videotaped lectures and limited amounts of course material will be loaned at no charge to interested industries, organizations and educational institutions. Loans are subject to the availability of the packages.

Before borrowing the training package, each user will be sent an "Overview Summary" videotape detailing the course content. After viewing this tape, prospective borrowers can determine whether TTP's training package is appropriate for their particular training programs.

Introduction to Industrial Microcomputer Systems, the first course of the series, is now videotaped. This preliminary course is designed for technical persons who are beginners in the electronics and computer fields. However, engineers, technicians, designers, and college instructors of other technical fields could benefit from this course as could managers who only want an introduction to the industrial microcomputer field.

#### Costs

There is no charge for the loan of the training packages. However, borrowers must pay shipping and handling costs.

#### Future Courses

Courses to be videotaped in the near future include:

- . Industrial Microcomputer Systems

This course covers the fundamentals of microcomputers as applied to industrial systems.

- . Industrial Applications of Microcomputer Systems

This applications course focuses on the specific techniques of applying microcomputers to industrial processes.

The date when these tapes will be available for loan has not yet been determined.

## Introduction To Industrial Microcomputer Systems

Each borrower receives the following in a training package.

24 videotapes (each is 50 minutes long):  
    19 lecture  
    5 laboratory (optional)  
Course material (amount limited)

The five laboratory videotapes are optional since they are structured around the Commodore PET computer.

TTP strongly recommends that the user supplement videotaped lectures with a hands-on laboratory. Any commercially available microcomputer capable of being programmed in BASIC language can be used effectively with this course. TTP also encourages borrowers to duplicate videotapes and printed course material for their own continued use.

- |          |   |
|----------|---|
| Lesson 1 | <u>Introduction</u><br>Role of microcomputer systems in industry.   |
| Lesson 2 | <u>Technology Revolution</u><br>Growth of microcomputer technology; effects of the technology on industry.  |
| Lesson 3 | <u>Industrial Application Analogies</u><br>Memory; computer sequences; the microcomputer  |
| Lesson 4 | <u>Industrial Microprocessors: An Introduction</u><br>Historical control systems; time-shared computers; minicomputer systems; dedicated/hardware controllers; programmable logic controllers; computer controllers; memory technology. |
| Lesson 5 | <u>Computer Concepts: Part I</u><br>General-Purpose Digital Computers; classes of computers; history of computers.  |
| Lesson 6 | <u>Computer Concepts: Part II</u><br>Central processing units; the program; instruction sequencing; types of instructions; flow charting; memory.   |
| Lesson 7 | <u>Industrial Programming</u><br>Relay logic; ladder diagrams; high-level languages; controller systems.  |
| Lesson 8 | <u>Computer Structure</u><br>Data storage systems; computer input/output; bus lines; software programming; translators; interpreters.   |
| Lesson 9 | <u>Introduction to Computer Programming</u><br>Writing a computer program; examples.  |

- Lesson 10    Structured Programming: Part I  
              Buzz words; structure programming forms  
              and advantages; other types of programming.
- Lesson 11    Structured Programming: Part II  
              Examples of structured and nonstructured  
              programming.
- Lesson 12    Software Costs  
              How to estimate software costs and evaluate  
              proposals.
- Lesson 13    Number Systems  
              History of number systems; positional notation;  
              general notation; binary, octal, and hexadecimal  
              systems; number system efficiency and conversion.
- Lesson 14    Computer Organization  
              Programming model; memory words; word format;  
              8-bit microprocessors; microprocessor register.
- Lesson 15    Basic Digital Logic and Logic Elements: Part I  
              Digital logic; logic circuits; digital signals;  
              digital device considerations; digital elements;  
              gates and gating.
- Lesson 16    Basic Digital Logic and Logic Elements: Part II  
              Multiplexers; decoders; buses; gates and gating;  
              Large Scale Integrated Circuits; schematics.
- Lesson 17    Transducers  
              Microprocessor transducers; direct digital  
              transducers; binary transducers; application  
              devices; modules; system problems.
- Lesson 18    Input/Output Elements  
              Buffers; relays; digital rotation; examples of  
              typical input/output elements.
- Lesson 19    Future Trends in Industry  
              Future trends in: modular systems, single  
              board computers, single chip computers.

FOR MORE INFORMATION REGARDING THESE PROGRAMS CONTACT:

TTP Registrar  
P.O. BOX 808 L-699  
Livermore, California 94550

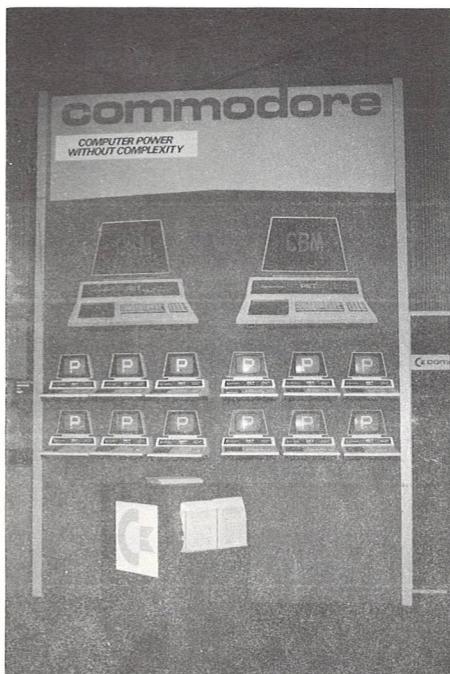
## National Small Computer Show

The Third Annual National Small Computer Show proved to be another event in which the Commodore Exhibit was truly a focal point for those attending. Held at the New York Coliseum, August 23rd through 26th, thousands packed the main exhibit floor, despite the rising temperatures and mostly humid weather prevailing through the shows duration.

Commodores exhibit, directly forward of the main entrance, was highly visible to the crowds, with its 14 foot high "Pet Tower" featuring 12, 8K PET Computers. Executives representing diverse industries viewed and controlled the several complete CBM systems, while others watched formal presentations on the new business software.

The exhibit itself was divided into several modular sections announcing the new Word Processing, Client Accounting and educational programs.

Many thanks to Computer Factory, which shared the stage with Commodore, and to all those responsible for making the show a success.



Commodore's  
14' PET Tower



The Show in  
Progress

# Software

## **CBM Management Information System (CBM-MIS)**

The CBM Management Information System (CBM-MIS) is a system with computer muscle for the growing business who heretofore could not afford such a system.

### BUSINESS APPLICATION SOFTWARE

We receive a lot of requests from readers on where they can order more Business Application Software. Following is a listing of Business Software available from BEC, along with a brief description of each program.

### ACCOUNTS RECEIVABLE MANAGEMENT

The business user can immediately begin using the Accounts Receivable billing function to automatically prepare statements at the intervals selected by the business user. The Accounts Receivable function allows the user to age receivables and to include the aging in customer statements. Sales are automatically posted to the proper general ledger accounts as they are entered.

### ACCOUNTS PAYABLE MANAGEMENT

The business user can immediately begin using the features of the Accounts Payable which allows the user to pay vendors selectively by invoice or to an outstanding balance. The business user can immediately prepare computer generated accounts payable checks and post the results to the general ledger check register automatically.

### PAYROLL MANAGEMENT

The business user can immediately begin using the payroll functions that allow the user to specify special deductions as well as the standard FUI, SUI, FICA, SDI, etc. The user can begin immediately to print employee paychecks and have the payroll system tie the transactions to such general ledger accounts as payroll tax payable, FICA withholding, etc. The business user can print W-2 forms as required and use the payroll system to help in preparation of the Form 941.

California business users can immediately start using the state income tax withholding features (Business Enhancement Compuservice can provide state withholding features for other states on special request.)

### GENERAL LEDGER/FINANCIAL MANAGEMENT

The business user can immediately begin keeping the user's general ledger for effective financial reporting of income and to produce balance sheets on demand. Those business users who intend to continue with existing accountants can do so and use the general ledger as a tool for preparing inputs to the outside accounts.

## INVENTORY MANAGEMENT

The business user can immediately begin management of the user's business inventory. The user can set re-order levels, establish price lists, dock location for picking sequences, and maintain inventory valuation.

## CUSTOMER INFORMATION MANAGEMENT

The business user can use the effective customer information software to produce mailing labels, select by category, sort by last name, company name or zip code. Salesmen can use the customer information software to set appointments, as a prospects list or as a direct mailing list.

## JOB COST/BID MANAGEMENT

The business user can immediately use the Job Cost, Bid software to set standard prices for goods, services or overhead. These standards can then be used to prepare bid proposals. Once the proposal has been accepted, the Job Cost/Bid software can be used to track the actual cost against the bids.

## SUMMARY:

The CBM-MIS programs consist of the following:

- o --- General Ledger/Financial Management
- o --- Accounts Receivable Management
- o --- Accounts Payable Management
- o --- Payroll Management
- o --- Inventory Management
- o --- Job Cost/Bid Management
- o --- Customer Information Management

The CBM-MIS programs are the property of Commercial Computers, Inc. of Minneapolis, Minnesota. Business Enhancement Compuservice of Escondido, CA. has added over one man-year of programming effort to the packages to make them ready for marketing on the Commodore computer systems. In addition, the software packages have been installed and running in actual businesses prior to this release. Commercial Computers, Inc. has given Business Enhancement Compuservice exclusive rights to market the programs.

## PACKAGING/ORDERING INFORMATION

Each module comes on a separate 5-1/4" diskette. Test data is included on each diskette.

A complete users manual in a three-ring binder is supplied as a guide and training aid to the user.

Prices include shipping. Terms are COD. The prices are as follows:

### Retail

CBM-MIS Complete 7-Module Set	\$795
Each Module purchased separately	\$120

One three-ring binder is included with each 7-Module Set at no additional charge. Orders for individual modules include the general documents for the program set and the specific documents for the module orders. All single module orders are packaged in a ziplock plastic bag. The module diskette is included in the bag encased in strong protective holder.

### Send orders to:

Business Enhancement Compuservice  
1711 E. Valley Parkway, Suite 109  
Escondido, California 92027  
714-741-6335

or check with your local CBM dealer for availability

\*Prices quoted in this release subject to change without notice.

## **Client Accounting**

Client Accounting is a new series of programs designed to be used with the 32K PET, Printer and disk now offered by Commodore. Developed by an accountant to handle the needs of a multi-client accounting practice the program is still simple enough for smaller business use. This program is designed for the easy implementation of new features. Following are samples of the trial balance sheet, income expenses and net loss statement and balance sheet.

### **CBM SOFTWARE**

#### **TRIAL BALANCE**

AUGUST, 1979

CODE	ACCOUNT TITLE	AMOUNT	
		DEBIT	CREDIT
101	CASH IN LITTLE CITY BANK	192,015.00	
108	PETTY CASH	5,000.00	
211	ACCOUNTS PAYABLE - TRADE		(1,000.00)
281	LONG - TERM NOTES PAYABLE - BANK		(100,000.00)
293	RETAINED EARNINGS (DEFICIT)		(100,000.00)
506	RENT	350.00	
514	ADVERTISING	50.00	
515	BUSINESS LICENSES AND TAXES	1,000.00	
517	BUSINESS INSURANCE	500.00	
520	GROUP INSURANCE	2,000.00	
524	UTILITIES	10.00	
525	TELEPHONE	25.00	
529	STATIONERY AND SUPPLIES	50.00	
	TOTALS	\$ 201,000.00	\$ (201,000.00)
		=====	=====

(Prepared from the accounts without audit)

**CBM SOFTWARE**

**STATEMENT OF INCOME, EXPENSE AND NET LOSS**

**FOR THE TWO MONTHS ENDED AUGUST 31, 1979**

Sales	\$	-0-
Cost of Sales		-0-
Gross Profit		<hr/> -0-
Operating Expenses		3,985.00
Operating Loss		<hr/> (3,985.00)
Provision for Income Taxes		-0-
Net Loss	\$	<hr/> (3,985.00) <hr/> =====

(Prepared from the accounts without audit)

(Prepared from the accounts without audit)

CBM SOFTWARE

BALANCE SHEET

AUGUST 31, 1979

ASSETS

CURRENT ASSETS:

Cash	\$ 197,015.00
Total Current Assets	197,015.00
TOTAL ASSETS	<u>197,015.00</u>

LIABILITIES AND EQUITY

CURRENT LIABILITIES:

Notes Payable	\$ -0-
Accounts Payable	1,000.00
Total Current Liabilities	<u>1,000.00</u>

LONG TERM DEBT

100,000.00

SHAREHOLDERS' EQUITY:

Paid-In Capital	100,000.00
Retained Deficit	(3,985.00)
Total Equity	<u>96,015.00</u>

TOTAL LIABILITIES AND EQUITY \$ 197,015.00

(Prepared from the accounts without audit)

- \* The Client Accounting Package, priced at \$349.95, will be at your local Commodore Dealer during the month of October.

# Application

## Getting More From Your Pet

The following letter is from Robert Osorio Jr. of Miami, Florida:

Dear Editor,

I am a PET owner and through a friend have sampled an issue of your newsletter (issue 3). I found it extremely informative, particularly the last article, "Probing Pet's Memory". I have discovered a memory location that you did not mention in your article. Decimal location 135 is where the PET stores the address of the last byte of RAM, during the diagnostic scan immediately after power-up. This value is stored as an indicator of 256 byte blocks. For instance, if your PET is a 16K machine, the value in location 135 will be 64 ( $64 \times 256 = 16384 = 16k$ ). As an example, my inventory program stores all data as five byte codes in the last 2k of RAM. The main problem is that the program itself once initialized consumes about 13K, and since Basic stores all variables and arrays at the end of memory, and Basic doesn't know that I'm poking my data there, there's normally nothing to keep my data and Basic's variables from mixing together and interfering with each other. In order to avoid this problem, the first line of my program pokes a 56 into location 135. Now, the pet has already set it's pointers to memory for variables and arrays when the program began so the program began so the program stops itself and restarts itself, reinitializing all pointers, and the Pet is tricked into thinking there is only 14K of RAM available ( $56 \times 256 = 14336 = 14K$ ). At this point on, the PET would ignore the last 2K of RAM. Basic cannot touch it unless it is poked or peeked. This would also be useful for storing long machine language programs, safe where Basic can't touch it.

# Programming

## Sequential Data File

In our last newsletter we gave an example on HOW TO WRITE A RANDOM ACCESS FILE. This month we are giving an example of HOW TO IMPLEMENT A SEQUENTIAL DATA FILE.

### SEQUENTIAL 1.BAS

```
1 REM *****
2 REM *      EXAMPLE      *
3 REM *      READ AND WRITE A   *
4 REM *      SEQUENTIAL DATA    *
5 REM *      FILE USING DRIVE 0  *
9 REM *****
10 PRINT"INITIALIZE DISK"
11 DIMA$(25):REM
12 DIMB(25):REM
13 OPEN15,8,15:REM
14 PRINT#15,"IO":REM
15 GOSUB 1000:REM
16 CR$=CHR$(13):REM
17 PRINT"WRITE TEST FILE"
18 REM *****
19 REM *      WRITE TEST FILE  *
20 REM *      *
21 REM *      *
22 REM *      *
23 REM *      *
24 REM *      *
25 REM *      *
26 REM *      *
27 REM *      *
28 REM *      *
29 REM *      *
30 REM *      *
31 REM *      *
32 REM *      *
33 REM *      *
34 REM *      *
35 REM *      *
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95 REM *      *
96 REM *      *
97 REM *      *
98 REM *      *
99 REM *      *
100 REM *****
101 REM *      *
102 REM *      *
103 REM *      *
104 REM *      *
105 REM *      *
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195 REM *      *
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197 REM *      *
198 REM *      *
199 REM *      *
200 REM *****
201 REM *      *
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215 REM *      *
216 REM *      *
217 REM *      *
218 REM *      *
219 REM *      *
220 REM *      *
221 REM *      *
222 REM *      *
223 REM *      *
224 REM *      *
225 REM *      *
226 REM *      *
227 REM *      *
228 REM *      *
229 REM *      *
230 REM *      *
```

SET A\$ ARRAY  
SET B ARRAY  
OPEN THE COMMAND CHANNEL  
INITIALIZE DRIVE ZERO  
READ THE ERROR CHANNEL  
SET STRING CR\$ TO A CARRIAGE RETURN

REM OPEN LOGICAL FILE 2 ON DISK 8 TO  
CHANNEL 2 REPLACE DATA FILE NAMED  
TEST FILE WITH SEQUENTIAL WRITE  
READ THE ERROR CHANNEL  
INPUT NAME, NUMBER INTO A\$ AND B  
STOP THE DATA INPUT  
PRINT TO THE DISK  
READ THE ERROR CHANNEL

CLOSE TEST FILE

OPEN LOGICAL FILE 2 ON DISK 8 TO  
CHANNEL 2 NAMED TEST FILE WITH  
SEQUENTIAL READ  
READ THE ERROR CHANNEL  
READ STRING INTO STRING ARRAY A\$  
AND NUMBER INTO ARRAY B  
STORE THE DISK STATUS  
READ THE ERROR CHANNEL  
PRINT WHAT WAS READ

```

240 IFR S=64 THEN 300:REM
250 IF RSC>0 THEN 400:REM
260 I=I+1:REM
270 GOTO 220
300 CLOSE 2:REM
310 END:REM
400 PRINT "ABADMDISK!STATUS!ISM!"RS
410 CLOSE 2:REM
420 END:REM
1000 REM *****
1001 REM *      READ THE ERROR      *
1002 REM *      CHANNEL          *
1005 REM *****
1010 INPUT#15,EN$,EM$,ET$,ES$:REM
1011 REM
1012 REM
1013 REM
1020 IF EN$="00" THEN RETURN:REM
1030 PRINT "ERROR ON DISK":REM
1040 PRINTEM$,EN$,ET$ES$:REM
1050 CLOSE 2:REM
1060 END:REM
READY.

```

CHECK FOR END OF FILE STATUS  
 CHECK FOR ERROR IN FILE STATUS  
 ADD 1 TO ARRAY POINTER

CLOSE TEST FILE  
 END THE PROGRAM EXECUTION

CLOSE TEST FILE  
 END THE PROGRAM EXECUTION

READ ERROR  
 EN\$ IS THE ERROR NUMBER  
 EM\$ IS THE ERROR MESSAGE  
 ES\$ IS THE ERROR SECTOR  
 RETURN TO MAIN LOGIC IF NO ERRORS  
 PRINT THE ERROR  
 PRINT THE ERROR  
 CLOSE TEST FILE  
 END THE PROGRAM EXECUTION

### **Paging on the Printer**

Here is a good example of how the PAGER works on the CBM Printer. The smallest number of lines you can have per page is 10. Try playing with Lines 20 and 55.

READY.

```
10 OPEN1,4,3
20 PRINT#1,10
40 OPEN2,4
50 PRINT#2,"3";
55 FORX=1TO20
56 PRINT#2,"%";
60 PRINT#2,X
70 NEXT
READY.
```

```
% 1
% 2
% 3
% 4
% 5
% 6
% 7
% 8
% 9
% 10
```

```
% 11
% 12
% 13
% 14
% 15
% 16
% 17
% 18
% 19
% 20
```

## Upgraded Basic Memory Map

SOME PET ROUTINES

By Jim Butterfield  
and Jim Russell, Toronto

<u>New</u>	<u>Old</u>	
C2AA	C2AC-C2D9	peeks at the stack for an active FOR loop
C2D8	C2DA-C31C	"opens up" a space in Basic for insertion of a new line
C31B	C31D-C329	tests for stack-too-deep and aborts if found
C328	C32A-C356	check available memory space
C355	C357-C388	sends a canned error message from C190 area, then drops into:
	C389-C391	Signals 'ready'
C392	*	C394-C3A9 gets a line of input, analyzes it, executes it
C3AB	*	C3AC-C42E handles a new line of Basic from keyboard; deletes old line, etc.
C439	*	C430-C460 corrects the chaining between Basic lines after insert/delete
C46F	C462-C476	receives a line from the keyboard into the Basic buffer
C481	C479-C48C	gets each character from keyboard
C495	C48D-C521	looks up the keywords in an input line and changes to "tokens"
C52C	C522-C550	searches for the location of a Basic line from number in 8,9
C55B	C551-C599	implements NEW command - clears everything
C5A7	C59A-C5A7	sets the Basic pointer to start-of-program
C5B5	C5A8-C647	performs LIST command
C658	C649-C68F	executes a FOR statement
C6A1	C692-C6B4	continues to build FOR vectors
C6C4	C6B5-C6EF	reads and executes the next Basic statement, finds next line, etc.
C700	*	C6F2-C70A executes the Basic Command as a subroutine
C730	C70D-C71B	performs RESTORE
C73F	C71C-C742	handles STOP, .END, and BREAK procedures
C76B	C745-C75E	performs CONT
	C75F-C76D	set pause after carriage return (never called)
C577	C770-C772	performs CLR
C785	C775-C77D	performs RUN
C790	C780-C79A	performs GOSUB
C7AD	C79D-C7C9	performs GOTO
C7DA	C7CA-C7FD	performs RETURN
C80E	C7FE-C81E	scans for start of next Basic line
C830	C820-C840	performs IF
C853	C843-C862	performs ON
C873	C863-C89A	gets a fixed-point number from Basic and stores in 8,9
C8AD	C89D-C91B	performs LET
C928	C91C-C97E	checks numeric digit/move string pointer
C98B	C97F-C982	performs PRINT#
C991	C985-C996	performs CMD
C9A5	C999-CA24	performs PRINT
CA1C	CA27-CA41	prints string from address in Y,A
CA45	*	CA44-CA76 prints a character
CA4F	CA77-CA9E	handles bad input data
CA7D	CA9F-CAC5	performs GET
CAA7	CAC6-CADF	performs INPUT#
CAC1	CAEO-CB14	performs INPUT
CAFA	CB17-CB21	prompts and receives the input
CB07	CB24-CC11	performs READ
CBFC	CC12-CC35	canned messages: EXTRA IGNORED; REDO FROM START
CC20	CC36-CC8F	performs NEXT

<u>New</u>	<u>Old</u>	
CC79	CC92-CCB5	checks Basic format, data type, flags TYPE MISMATCH
CC9F	CCB8-CD38	inputs and evaluates any expression (numeric or string)
CD21	CD3A-CD9C	pushes a partially-evaluated argument to the stack
CD84	CD9D-CDB9	evaluates a numeric, variable, or pi, or identifies other symbol
CDA3	CDBC-CDCO	value of pi in floating binary
CDA8	CDC1-CDE7	checks for special characters (+, -, ", .) at start of expression
CDCF	CDE8-CDF6	performs NOT function
CDDE	CDF7-CEO4	checks for various functions
CDEC	CE05	evaluates expression within parentheses ()
CDF2	CE0B	checks for right parenthesis )
CDF5	CEOE	checks for left parenthesis (
CDF8	CE11-CE1B	checks for comma
CEO3	CE1C-CE20	prints SYNTAX ERROR and exits
CEO8	CE21-CE27	sets up function for future evaluation
CEOF	CE28-CE39	set up a variable name search
CE2A	CE3B-CE96	checks for special variables TI, TI\$, and ST
CE89	CE97-CED5	identifies and sets up function references
CEC8	CED60CF05	perform the OR and AND functions
CEF8	CF06-CF6D	performs comparisons
CF60	CF6E-CF7A	sets up DIM execution
CF6D	CF7B-DOOE	searches for a Basic variable
D001	D00F-D078	creates a new Basic variable
D069	D079-D087	logs Basic variable location
D078	D088-D098	is array pointer subroutine
D089	D099-D09C	is 32768 in floating binary
D08D	D09D-DOB8	is floating point-to-fixed conversion for signed values
DOAC	D0B9-D263	locates and/or creates arrays
D259	D264-D277	performs FRE function
D26D	D278-D284	converts fixed point-to-floating
D27A	D285-D28A	performs POS function
D280	D28B-D294	checks direct/indirect command, gives 'ILLEGAL DIRECT'
D28D	D295-D348	executes DEF statements and evaluation FNx
D33F	D349-D36A	performs STR\$ function
D361	D36B-D3D1	scans and sets up string elements
D3CE	D3D2-D403	builds string vectors
D400	D404-D5C3	does 'garbage collection' - discards unwanted strings
D5C6	D5C4-D5D7	performs CHR\$ function
D5DA	* D5D8-D653	performs LEFT\$, RIGHT\$, MID\$ functions
D656	D654-D662	performs LEN, gets string length
D665	D663-D672	performs ASC function
D675	D673-D684	gets a single-byte value from Basic
D687	D685-D6C3	evaluates VAL function
D6C6	D6C4-D6CF	gets two arguments (16-bit and 8-bit) from Basic
D6D2	D6D0-D6E5	checks argument is in range 0-65535
D6E8	D6E6-D701	performs PEEK and POKE
D710	D702-D71D	executes WAIT statement
D72C	D71E-D890	performs addition and subtraction
D8C8	D891-D8BE	contains floating-point constants
D8F6	D8BF-D8FC	performs LOG function
D934	D8FD-D95D	performs multiplication
D998	D95E-D988	loads secondary accumulator from memory (\$B8 to \$BD)
D9C3	D989-D9B3	test and adjust primary/secondary accumulators
D9EE	D9B4-D9E0	routines to multiply or divide by 10
DA1B	D9E1-DA73	performs division
DAAE	DA74-DA98	loads primary accumulator from memory (\$B0-\$B5)

<u>New</u>	<u>Old</u>	
DAD3	DA99-DACD	transfers primary accumulator to memory
DB08	DACE-DADD	transfers secondary accumulator to primary
DB18	DADE-DAEC	transfers primary accumulator to secondary
DB27	DAED-DAFC	rounds the primary accumulator
DB37	DAFD-DB29	extracts primary sign; performs SGN function
DB64	DB2A-DB2C	performs ABS
DB67	DB2D-DB6C	compares primary accumulator to memory
DBA7	DB6D-DB9D	convert floating point to fixed, unsigned
DBD8	DB9E-DBC4	perform INT function
DBFF	DBC5-DC4F	convert ASCII string to floating point
DC8A	DC50-DC84	get new ASCII digit
DCCE	DC94-DCAE	print Basic line number
DCE9	DCAF-DDE2	convert floating point to ASCII string (at 0100 up)
DE1D	DDE3-DE23	conversion constants - decimal or clock
DE5E	DE24-DE2D	evaluation SQR function
DE68	DE2E-DE66	evaluation of power function
DEA1	DE67-DE71	negate (monadic -)
DEDA	DEA0-DEF2	perform EXP function
DF2D	DEF3-DF3C	perform function series evaluation
DF7F *	DF45-DF9D	perform RND calculation
DFD8	DF9E	evaluate COS function
DFDF	DFA5-DEED	evaluate SIN function
E028	DFEE-E019	evaluate TAN function
E08C	E048-E077	evaluate ATN function
EOF9	E0B5-EOCC	Basic scan program, transferred to 00C2-00D9/0070-0087
E116	E0D2-E173	completion of power-on-reset; memory test, etc.
	E19B-E1BB	partial test for TI and TI\$
	E1BC-E1E0	input/read/get director
ELDE *	E1E1-E27C	initializes I/O registers, clear screen, reset subroutine
E285	E27D-E3C3	receive input from keyboard/screen
E3B4	E3C4-E3E9	set up new screen line
E3D8	E3EA-E52F	output character to screen
E519	E530-E5DA	check for and perform screen scrolling
E257	E5DB-E66A	start new screen line
E61B	E66B-E67D	interrupt entry
E6E4	E67E-E683	interrupt return
E62E	E685-E73E	hardware interrupt routine: cursor flash, tape motor, keyboard
E6F8	E73F-E7AB	convert keyboard matrix to ASCII
E6EA	E7AC-E7B9	write-on-screen subroutine
F156	E7DB-E7EB	print canned monitor message
FOB6	FOB6-F1CB	IEEE-488 channel open, test, close
F1D1	F1CC-F22F	get input character from keyboard, screen, cassette, IEEE
F232	F230-F27C	output character to screen, cassette, IEEE
F272	F27D-F2A3	restore normal I/O, clear IEEE channels
F26E	F2A4-F2AA	abort (not close!) all files
F28D	F2AB-F2B7	locate logical file table entry
F299	F2B8-F2C7	transfer file table entries to Device, Command
F2A9	F2C8-F329	perform file CLOSE
F301	F32A-F33E	test stop key
	F33F-F345	test if direct/indirect command for suppressing file advice
F3C2	F346-F3FE	perform file LOAD
	F3FF-F421	print "SEARCHING .."
	F422-F432	print "LOADING .." or "VERIFYING"
	F433-F461	get parameters for LOAD and SAVE
	F462-F494	perform IEEE sequences for LOAD, SAVE, and OPEN
	F495-F4BA	search for specific tape header

<u>New</u>	<u>Old</u>	
F4B7	F4BB-F4D3	perform VERIFY
	F4D4-F529	get parameters for OPEN and CLOSE
F521	F52A-F5AD	perform OPEN
F5A6	F5AE-F5E2	search for any tape header
	F5E3-F5EC	clear tape buffer
F5DA	F5ED-F64C	write tape header
F63C	F64D-F666	get start & end addresses from tape header
DF7F	DF45	New for RND(0)
E054	E01A	floating constants
EOBC	E078	floating constants
E116	E0D2	new initial SP value
E116	E0D2	minor differences in initialization
E1B7	E174	Bytes free, Commodore Basic
	E19B	Save line #, Print "READY" (see C751 K72B)
	E19F	Part of TI (see CE2A/CE33)
	E1AB	Part of TI (see CE2A/CE33)
	E1BC	Part of INPUT, GET, READ, etc. (see CB07/CB24)
	E1D9	Part of INPUT, GET, READ, etc. (see CB07/CB24)
	E1C2	?
	E1CC	?
E1DE	E1E1	initialization, (minor differences)
E246	E236	clear screen
E229	E250	initialize line ptrs for clear screen (minor changes)
E257	E5DB	adjust line ptrs for preset line
E285	E27D	get clear from KB buffer
E29D	E297	Wait for KB input, write to screen, exit on CR
E2F4	E2FA	INPUT from screen
E5BA	E605	
	E73F	
E6F8	E75C	
	E7AC	
E748	E7BC	
E761	E7D5	
	E7DE	
E76A		WROA
E775		WROB
E784		WRTWO
E78D		ASCII
E797		T2T2
E7A7		RDOA
E7B6		RDOB
E7E0		HEXIT
E7EB		RDOC
E7F7		ERROPR
F656	F667-F67C	Set buffer start address
F66C	F67D-F694	set tape buffer start and end pointers
F684	F695-F69D	perform SYS command
F69E	F69E-F71B	perform SAVE
	F71C-F735	find unused secondary address
F729	F736-F78A	update clock
F770	F78B-F7DB	set input device
F7BC	F7DC-F82C	set output device
F806	F82D-F83A	bump tape buffer counter
F812	F83B-F85D	wait for cassette PLAY switch
F835	F85E-F870	test cassette switch line

{ Monitor

<u>New</u>	<u>Old</u>
F847	F871-F87E wait for cassette RECORD and PLAY switches
F855	F87F-F8B8 read tape initiation routine
F886	F8B9-F8D1 write tape initiation routine
F89E	F8D2-F912 complete tape read or write
F8E6	F913-F91D wait for I/O completion
F8F0	F91E-F92D test stop key and abort if necessary
F900	F92E-F95E subroutine to set tape read timing
F931	F95F-FBFB interrupt routine for tape read
	FBDC-FBE4 save memory pointer
	FBE5-FBEB set ST error flag
	FBEC-FBFF subroutine to count 8 serial bits per byte
	FC00-FC1B subroutine to write a bit to tape
	FC1C-FCFA interrupt 1 for tape write - entry at FC21
	FCFB-FD15 terminate I/O and restore normal vectors
	FD16-FD37 subroutine to set interrupt vector
	FD38-FD47 power-on reset entry; test for diagnostic
	FD48-FD7B diagnostic routine
	FD7C-FD8F check sum routine
	FD90-FD9A pointer advance subroutine
	FD9B-FFB1 diagnostic routines
	JUMP TABLE:
FFC0	OPEN
FFC3	CLOSE
FFC6	set input device
FFC9	set output device
FFCC	restore normal I/O devices
FFCF	input character (from screen)
FFD2	output character
FFD5	LOAD
FFD8	SAVE
FFDB	VERIFY
FFDE	SYS
FFE1	test stop key
FFE4	get character from keyboard buffer
FFE7	abort all I/O channels
FFEA	update clock
FFED-EFFA	turn off cassette motors
FFFFA-FFFFB	NMI vector (mangled)
FFFFC-FFFFD	reset vector
FFFFE-FFFFF	interrupt vector

\* = coding change

## Bits and Pieces

### ONE LINE SQUIGGLE

```
1000 PRINT"JEEHIIIII" ONE LINE SQUIGGLE PROGRAM "
1010 C$=CHR$(34)
1020 PRINT"JEEH TYPE ■ (RETURN) FOUR TIMES
1030 PRINT"JEEHNEW
1040 A=548:IFPEEK(49152)>0THENA=167
1100 PRINT"JEEH1P"RIGHT$(STR$(A),3)",0:X=4*R/(1)+1:FORI=1TO10*R/(1):?M$,("
1120 PRINTC$"JEEH"||"C$",X,1)||"C$"||"C$";:P"RIGHT$(STR$(A+1),3)",1"
1140 PRINT":NEXT:G1"
1200 PRINT"LIST1
1220 PRINT"JEEH1RUN
1300 PRINT"JEEHHHHHHHHH";
READY.
```

THE PROGRAM ABOVE GENERATES THE ONE LINE PROGRAM BELOW FOR YOUR TYPE PET.

### 16K/32K PETS

```
1 POKE167,0:X=4*RND(1)+1:FORI=1TO10*RND(1):PRINTMID$("JEEH",X,1)||"H":POKE168,1
:NEXT:GOT01
READY.
```

### 8K PETS

```
1 POKE548,0:X=4*RND(1)+1:FORI=1TO10*RND(1):PRINTMID$("JEEH",X,1)||"H":POKE549,1
:NEXT:GOT01
READY.
```

In the Break-Even Analysis articles in previous Newsletters, we explained how to simulate the cursor with a flashing underline. This next routine works on the same principal, but allows you to create a "Blinking Cursor" (flashing square).

#### BULLET-PROOF INPUT WITH FLASHING CURSOR

```
10 POKE 167, 0
20 GETA$: IF A$ = " " THEN 20
30 IF ( ASC (A$) AND 127 ) = 32 THEN PRINT
    CHR$ ( PEEK (169) " " ; CURSOR BACK
40 PRINT A$; : IF A$ = CHR $ (13)
50 POKE 167, 1
```

Location 167 controls the blinking of the cursor by the interrupt driven keyboard. If a zero is deposited in this location as in line 10 the cursor will begin blinking with the next interrupt cycle. Location 169 stores the original character at a screen location before the blinking begins. If the cursor is moved (as determined by line 30) the character must be retrieved and printed before the cursor movement causing character is printed.

	<u>NEW</u>	<u>OLD</u>
Hex	\$47	\$224
Hex	\$49	\$226
DEC	167	548
	169	550

# Peripherals & Attachments

## Communication with the 2040 Disk

This will be interesting for those of you who are planning to use other peripherals or designing interfaces. The following is a diagram of the commands as they are sent over the IEEE bus to LOAD and SAVE a program on the 2040.

<u>SAVE</u>	<u>ATN</u>	<u>EOI</u>	<u>LOAD</u>
	false		
28 listen addr 8	true	false	28 listen addr
F1 secondary addr 1	true	false	FØ secondary addr 1
	false		
f			f
i			i
l			l
e			e
n			n
a			a
m			m
e			e
listen byte	false	true	last byte
3F unlisten	true	false	3F unlisten
28 listen addr 8	true	false	48 talk addr 8
61 secondary addr 1	true	false	6Ø secondary addr Ø
load addr lo	false	false	load address lo
load addr hi	false	false	load address hi
b			b
y			y
t			t
e			e
s			s
last byte	false	true	last byte
3F unlisten	true	false	5F untalk
28 listen addr 8	true	false	28 listen addr 8
E1 secondary addr 1	true	false	EØ secondary Ø
3F unlisten	true	false	3F unlisten

# **Users' Directory & Announcements**

One of the major advantages in being a member of the PET USER'S CLUB is the ability to get hold of PET related Software and ideas. Although our Master Library of programs is now growing, we get frequent Software inquiries for a wide range of applications.

If you would like to use your PET for fun and profit, why not offer personal tutoring in PET programming to new PET owners. Alternatively, if you require a program to be written for you, ask for contacts via the USER'S DIRECTORY. The possibilities are endless. Please write to the EDITOR, U.S. PET USER'S CLUB, at our current address below.

To include your name in the USER'S DIRECTORY, please complete the following form:

TO: THE EDITOR, U.S. PET USER'S CLUB  
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NAME: \_\_\_\_\_  
\_\_\_\_\_

ADDRESS: \_\_\_\_\_  
\_\_\_\_\_

SERVICES OFFERED/SPECIAL AREA OF INTEREST: \_\_\_\_\_  
\_\_\_\_\_

To include as many contacts as possible, we must restrict each USER to only one line of description.

COMMODORE reserves the right to edit or withdraw entry.

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CORRECTIONS FOR # 6 NEWSLETTER

Pg. 2 DATA EXCHANGE:

The alpha-numeric printout should have been preceeded by the following heading: CBM 2022 & 2023 PRINTER CHARACTER SET and not with the numerals and graphics as displayed in the newsletter.

Pg. 8 GRAPHIC SYMBOL REFERENCE TABLE:

"Keyboard Entry" should have read: "Shifted Keyboard Entry."

Pg. 17 SOFTWARE CONTEST WINNER:

Congratulations again Cliff Costa for your prize winning Automatic Mileage Program. Our apologies for the name error at the end of the section.

Pg. 23 PET DOS SUPPORT PROGRAM:

At the end of the bottom paragraph the sentence that reads: "After entry save both routines from the monitor (SA=\$08B8)". The sentence should have read: "After entry save both routines from the monitor (SA=\$0400, EA=\$08F8)."

Pg. 26 LINE 5 READ, "5SYS2222".

Should have read, "5 SYS2221"

Pg. 39 LINE 820 READ:

E=0: IFT=OTHEN=40:GOTO1900:

It should have read: E=0:IFT=OTHENEN=40:GOTO1900

Pg. 43 ASCII LIST PROGRAM:

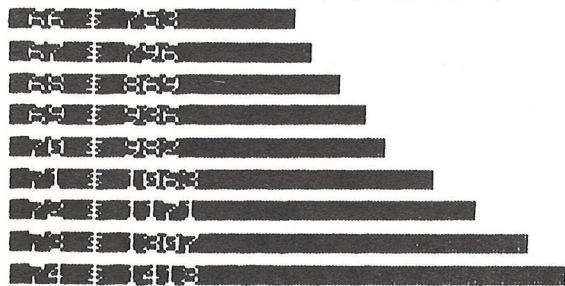
The listing references were reversed. The second paragraph should have read: "The first listing is the normal program (as printed on a PET Printer). The second listing is the converted program (the actual convert program starts at line 5000, the rest is a demonstration)."

CORRECTION TO 8K USER MANUAL Pg. 52

GROSS NATIONAL PRODUCT

We found that the program for the Gross National Product was incorrect because the program was typeset, not listed. Here is the actual program with the characters as they appear on your screen.

GROSS NATIONAL PRODUCT  
(IN \$ BILLIONS)



```
5 OPEN4,4:CMD4:FORI=1TO4:PRINT:NEXT
10 SP$="":FORI=1TO40:SP$=SP$+" ":"NEXT
20 A$(1)="■"+" ":"A$(2)="■"+" ":"A$(3)="■"+" ":"A$(4)="■"+" ":"A$(5)=" "
21 A$(6)=" ":"A$(7)=" "
30 FORI=0TO8:READY(I):NEXT
40 PRINT"SPC(8) GROSS NATIONAL PRODUCT"
50 PRINTSPC(12)"(IN $ BILLIONS)"
100 FORI=0TO8
110 X=V(I)/50:Y=INT(X)
120 PRINT"@"STR$(66+I)" $"STR$(V(I));
130 PRINT"@"LEFT$(SP$,Y-9)A$(8*(X-Y))"@"
140 NEXT:FORI=1TO4:PRINT:NEXT:LIST
200 DATA753,796,869,936,982,1063,1171,1307,1413
READY.
```







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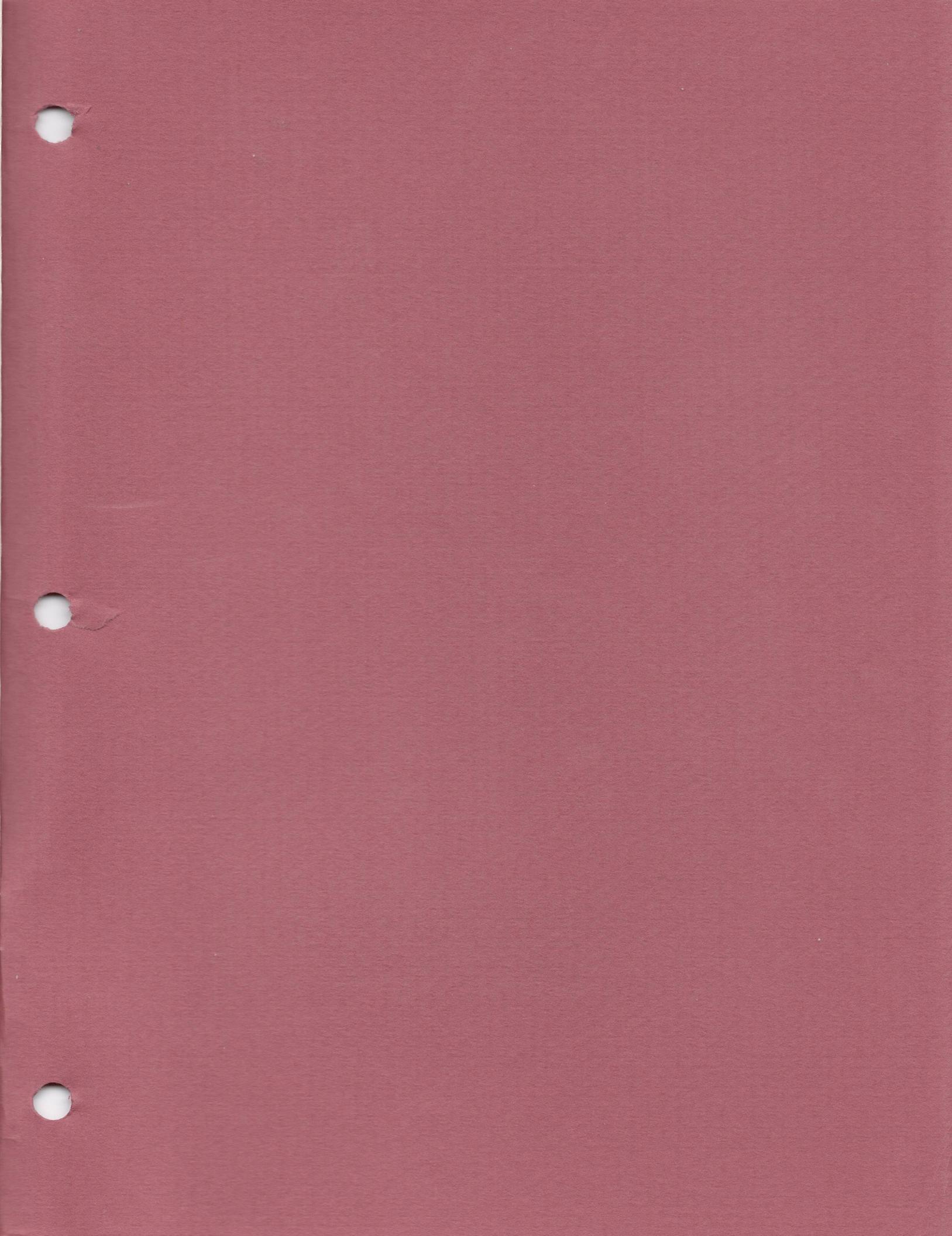
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