

# THE GRUNT PRESS

(and other wrestling holds)

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Welcome to the new year. Those of you knew no better way to usher it in than with Dan's party. (Who was that masked man in the ruffled shirt?)

*/led.*

From the stripped desk of Leo Binkowski:

If there is one valuable lesson that I have learned here at NABU, it is that you do not show unfinished software, or software with bugs in it, to Trevor Pearce. He knows how to cut you down, drag you out, and embarrass you into thinking you totally wasted your time on whatever you worked over 100 hours on the week before. I'll just remember to make sure he's not around when I put it up on CABLESIM.

Speaking of "it", I have been working on the home NABU version of PAC MAN, which is to be shown to some VP's from NAMCO, the designers of PAC MAN, and the holders of the license for the game.

MCP2 has a bug (I think). Control C (^C) does not seem to work when a bunch of SPNAME's are executed. No, we're not hallucinating, Trevor. Todd tore apart his program trying to find the 'bug' until all he had left were SPNAME's. It can have some very strange effects, like flashing a green NABU logo in the corner whilst munching like PAC MAN on your disk.

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*           NOTE FROM THE LED.
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*   NEXT ISSUE OF THE GRUNT PRESS WILL BE OUT ON
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*           Thursday, January 27, 1982
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*All potential submitters have your disks to me on the Wednesday*
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From Bill Bourne's Portable Desk:

Leo insisted that I write something, even though I don't have much to say. (Yes I can hear it now: "WOW That's A First For Bill!!") I'm off to Boston, to set up an NABU-1100 at LOGO Computer Systems. If we all burn the midnight oil, and the software fairy is good to us, we might have a preliminary (like NO Graphics!) version of LOGO up by the middle of February.

If anybody out there owns or uses an OSBORNE, I have file transfer routines from the NABU 1100 to the OSBORNE working. Now all we need is to change the serial port drivers on DEBUG and we could have a completely portable NABU P.C. Software Development System (How about that!)

If you don't know yet, Dale, Todd, and Warren have joined me in LOGoland. Dale and Warren are "CONSing up" the graphics package and Todd is covering the File I/O.

FROM THE PROGRAM LIBRARY:

Yes, once again the library exists!!!! Mind you, things are not quite in working order yet, but we're getting there. All of the hardware is finally fixed (knock on wood) and in one place. I hope (no promises yet gang) to have things up and running by Monday.

Just a reminder about the 'survey' in the last issue of the GP: I'm still trying to track down copies of software that NABU may have purchased in the past. So, if you have copies of CP/M, WORDSTAR, languages, etc., I'd like to know what the serial number is. I'm also collecting the licenses for said copies.

In case some of you should have a little trouble tracking me down in the future its because I'll be spending part of my time at Baxter, starting in the next couple of weeks. (Please note that my not being here all the time does not put me in the same category as a number of programmers I know, who are NEVER quite all here). However I do plan on setting some standard hours so that you'll at least know when you can find me here. I'll be working with the Head End group at Baxter and gradually taking over responsibility for their library.

That's all the news for now.

Kathleen

From the Disk of: Trevor Pearce

As predicted in the last issue, two new faces have arrived to join the Microcomputer System software group. Both are Waterloo co-op students who will be with us till the summer:

Dean Silverman is an electrical engineering student and his first task will be to write and document a small program which sets up the NPC under the IOS and performs simple human interface functions. The intent with this project is to archive the results in the library to serve as an introductory example for new programmers who need a first exposure to the basics of the NPC and also to indicate what documentation relates to the basics. Dean can thank John Allen for this assignment!

Ian Perryman is a systems design engineering student who will be upgrading the system assurance test software to include the display of all joystick and paddle data during each individual joystick and paddle test.

A word should be mentioned about updates to the IOS software. Sef

has set up a schedule which calls for the IOS to be updated once every two weeks. Special cases may arise requiring a special update but these will be rare. IOS bugs should be documented in a 'bug report' (see Norm Semeins for details on bug reports!!) and added to the pile. Mark and John then redirect the bug reports to the appropriate SWAT team (arr, arr) and hopefully the problem is cleaned up for the next release of the IOS. The approximately exact date of the next release can sometimes be obtained from Mark Vigder.

A finally a further word on the IOS spec. The 'Hitchhiker's Guide' is in high demand of late and a solution to the shortage of good copies is on the way! Warren has an updated version all ready to go on the VAX in a general account for easy access. Please note that 'the absolute honest to god no fooling undisputably official' version is a Class B document being controlled by Dianne Crouch and until the updated version has gone through the appropriate acceptance process, it is NOT the official document. Dianne should be able to tell you in the future whether the VAX copy is Class B or still being processed. Now for the bad news: the VAX was down at the time of writing this and Warren can't get the new version on until its up. But think of the good side: you can't get a copy if the VAX is down!

FROM THE DESK OF DOUG WIGGIN

There is (yet another) new character set soon to be available in the library (see Kathleen). It was designed primarily for text mode, however it may look ok in graphics mode (I haven't tried it). The primary feature is that it is based on a 6 X 4 matrix, which eliminates a lot of the bleeding normally encountered in text mode. The file is called TXTCHAR.MAC, and has associated documentation in TXTCHAR.DOC. It may be previewed by running TXTDEMO (MCP2 and a games board of course).

WARREN BELKIN FEELS LEFT OUT THIS ISSUE.

FROM NEW DESK OF TODD MACNAUGHT:

Well its back to the old grind! Mind you things are looking up somewhat. I am now seated at a desk away from the whole in the wall in the far corner of the old dungeon, thoroughly enjoying myself playing APPLE games. Sometimes I even work a little! It's a lot easier to work when your teeth aren't chattering. I have just recently started on a new project "--APPLE LOGO--". As many of you may know this is currently on Nabu's High Priority List. Good luck to all of you involved in this project. Let's meet that deadline with time to spare!

Now its time to start grunting. I received the Nabu Telephone Directory the other day and my name was once again spelled incorrectly, as always! I'm beginning to wonder if I should consider changing my name to satisfy the rest of the world. However I will try one last time before taking such drastic measures. Incase none of you have never noticed the spelling of my name at the top of my GP articles in is spelled

"Todd MacNaught" x, not Tod! It's Todd. And my last name is not McNaught, not McNut, not McKnot, but MacNaught. THANKYOU!

Now back to less important matters. As you should no the usage of the alternate register set is not advised by IOS. It so happens that the 32 bit arithmetic routines in ARITH.MAC that I wrote in august 1982 used the alternate B register. These routines have been revised and now only use the Standard Register Set. Please see Kathleen and update your version a soon as possible.

Ken Shimizu and I have been spending some time checking out Bulletin Board Systems (BBS) and have discovered among many other culturally interesting BBSS, a Remote CPM (RCPM) in Mississauga with tons of usefull CPM software available at no cost to anyone with any knowledge of CPM. We have taken the trouble to download 3 very usefull programs. Namely MBOOT3.ASM, MODEM.ASM and USQ.ASM. All of these programs have been modified and installed to run on the 1100. MBOOT3.COM is the program required to download squashed communication protocal similar to MC.COM. The communication protocal which we succeeded in acquiring is MODEM.COM. This utility allows one to upload and download any Squashed or ASCII files off the BBS onto a floppy. Once the file is one your disk, you then run USQ.COM to unsquash the file. After that the unsquashed program can be edited using Word Star to suit your purposes. If you are interested in examing the more than 4000 cpm files on this system seem me or Ken.

Until next time

Pong,pong,png,put,put

NB: That's one certain programmer's game slowly dying because of over complexity!

ARTHUR HAM IS SORRY THAT HE'S LEFT OUT THIS ISSUE

FROM THE DESK OF GREG ADAMS

So i see it's grunt press week again.

Isn't it just great to see LED doing such a great job with the grunt press.

(Compliments are nice, but gratuities are even nicer /Led.)

On to the other matters.Pong the game which I am working on is going very well and added features are now being put in to make the game more interesting.

Tod, I gather has finally trapped and exterminated his illusive bug HAR HAR. Happy new year TOD.

Enjoy the cartoon (from B.C.) that is, if LED encloses (unlike last time).

NOTE (JUST FOR TOD)

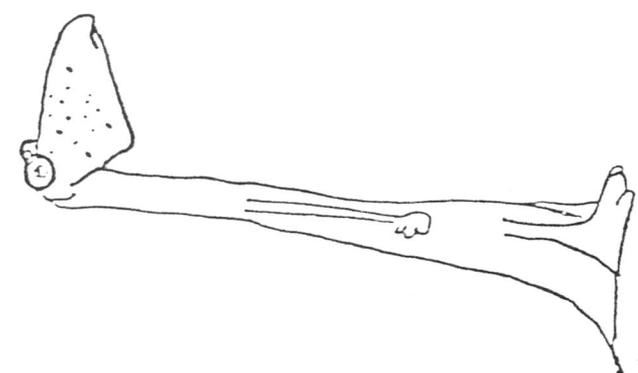


The monster of  
intelligens



X

Brain



WANG WANG



" DID YOU EVER HAVE  
ONE OF THOSE DAYS  
WHEN IT SEEMED  
LIKE THE WHOLE  
WORLD WAS OUT  
TO GET YA? "



2222

X