

THE GRUNT PRESS

(and other wrestling holds)

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Is there life beyond COBOL?

COMPANY
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From the crows nest of Leo Binkowski:

Scuttle me timbers! Hoist the mizzenmast! Move along there or I'll keelhaul ya!

I have two things of note for all of you apple users: for LOCKSMITH 4.1 I have gleaned the necessary parameter list from the SOURCE, along with a list of what each parameter does. I also have parameters for NIBBLES AWAY II and am in the process of getting the ones for COPY II PLUS 4.1. Anyone wishing copies of these documents please inform me.

I would like to apologize to Trevor for being so snarky to him last issue. No sooner did I stop cutting down Trevor, when Warren decides he needs his two cents worth.

I'm thinking of reviving that dead creature, DEAR CRABBY, in a vain attempt to make this rag more interesting, So drop your problems in my tray, and say goodbye to them today!

A new method for submission to the Grunt Press has been (unwittingly) discovered by Eric and Warren. Instead of dropping off your disks on my black hole of a desk and risk never seeing it again, just PIP it over to my disk labeled GRUNT PRESS, and leave me a note telling me that you have done so. If you can't find my desk or disk, ask anyone in the games department, Kathleen, Eric, or Warren.

Also, to make submission easier for those not within easy access to Roosevelt, I'll accept submissions through MAIL on the VAX. Just remember to spell my name right.

```
PROGRAM NEXT_ISSUE(OUTPUT);
BEGIN
  IF YOU_GIVE_ME_YOUR_SUBMISSION < FEBRUARY[16] THEN
    IT'LL_BE_IN_THE_NEXT_ISSUE;
  ELSE
    BEGIN
      FORGET_IT;
      HANG_YOUR_HEAD_IN_SHAME;
    END
  END
END.
```

From the throne of John Shortt:

Well, it's been a while since I wrote an article for this illustrious rag. First of all let me welcome our new Led, Junior Binkowski. Junior, as you know, is part of the student set we have in the games department. His chief preoccupations (besides the obvious ones) are writing the NABU PAC-MAN (for demos only at this point), aiding and abetting (get it?) Ken on Roulette and the procurement of sunday Apple games. Welcome Leo!

What else is going on in games development? Glad you asked. Arthur is forging ahead, in his copious spare time, with 3-D Tank Maze. You should check this out and remember that it's all done without GRED or SCRED. Arthur's software is actually computing the screen images frame by frame. Neat stuff! Ken and Leo are working on the aforementioned Roulette still. Tanya has completely redone the animation of the wheel and has done a super

job! This game is one example of really stretching our hardware capabilities to the max! Todd and Dale have been teleported to Logo-land but should be returning soon after having conquering the dreaded logo-deadline-beast. Chang is looking at two games now: Chess and a War simulation game. We should be getting a Z80 chess game in the near future and then Chang will be doing the human interface for this. Laura is still making leaps and bounds (although she doesn't believe it) with Runes. The implementation of this game is turning out to be a lot more difficult than anticipated and Laura is doing a fine job of dealing with a difficult task. Tim Ranger has completed GORF to a tunable level and is now waiting for feedback on it. And finally, last but not least (hmmm.../led.), Greg is putting the finishing touches on PONG (PING?, PADDLE?, POODLE?, PIDDLER?, PUDDLES?). This game comes complete with accelerating balls, spin, and black holes.

FROM THE PROGRAM LIBRARY:

The library is up and running once again, and I am gradually getting all the updating done. Hopefully the backups will be back on a regular schedule soon. It's been pretty haphazard lately but this is what I'm shooting for: the first set comes in Monday morning and goes out Tuesday afternoon; the second set comes in Wednesday afternoon or Thursday morning and goes out early Friday afternoon. (When they actually arrive depends on Mobius.) Please plan on backing up your diskettes according to this schedule.

Hardcopy documentation: I notice that the hardcopy 'library' is slowly disappearing. This is going to cause problems (especially if I find those who have 'borrowed' the documents). First of all, I'd like everybody who has any of the library holdings to return them - and this includes games room people. Secondly, if I don't get things back I come looking. Hardcopy documentation is only to be removed from the library for the purpose of short-term consultation (ie. maximum half a day) or to be photocopied. In the future whenever you take any documentation out of the bookcase please sign your name, the date and the time in the sign-out book on top of the cabinet. When you return it note the time returned. This will make it easier for both you and me to find what we want.

In case you missed the memo, I am now at Roosevelt only in the afternoons. If you absolutely need to talk to me you can call me at Baxter in the mornings. Otherwise keep leaving those little yellow notes on my desk - I'm gradually wading through them.

There is a new editor that I've received from Bill Bourne called Perfect Writer, Perfect Speller (and from some of the GP submissions I've seen, it sounds perfect for a number of

you). It should be in the library this week along with documentation. Check the box beside the CORVUS.

KATHLEEN

From the desk of Eric Mesdag;

I know that some of you are all ready aware of this, but I am stating it here so that the news can reach even the darkest corners of the basement caverns of the Roosevelt office. We have a High Speed Interface Card here at Roosevelt which allows CABLESIM (the system that allows development programs to be loaded and run on the NABU Personal Computer without the use of special PROMS) to be used. It has been brought to my attention that the IOS that is currently being used with CABLESIM is out of date. I shall try to get the latest version within the next week. The system is set up here on the second floor and is available to application programmers. It is on an 1100 being used by our group, so don't expect A: instant access, B: use of the machine for extended periods of time.

Other news that may be worth mentioning...Dean Silverman, one of our CO-OP Student force, has finished a preliminary version of a "training" demo program. This program is meant to be a training aid, serving as an example to introduce new programmers to video and audio programming, using the routines and macros which have been developed for this use. There is a document which accompanies the software.

Oh, by the way, I should mention that Trevor Pearce is no longer with our group. He has defected to the Hardware Hackers group. We shall miss him... now I have to make the first pot of sludge (coffee) in the morning for the people upstairs. Best of luck in your new activities Trevor.

FROM THE QUALITY ASSURANCE DEPARTMENT:

We would like to welcome 3 high school students from AY Jackson in Kanata who are working with us for a co-op work term. They are Jana Chytil, Glen Gauvin & Dave Lamonte. They will be doing a variety of QA tasks including testing of our new applications. Games programmers watch out! They'll be challenging your high scores!

From the desk of Laura Schening:

For any of you who have never heard of me or only know my name as an unknown on the telephone list, this Grunt Press article is to introduce myself. I work in the basement at Roosevelt where I am currently working on the educational game called Runes. I would like to say a special thanks to Arthur Ham who helps me through all my temper tantrums and problems. My deadline to have Runes at Q.A. is February 18, but needless to say that I might not have all the bugs out by then. I'll just keep working hard and try not to let this game "rune" me.

That's all for now. I hope to eventually meet most or at least some of the other Nabu workers from outside the dungeon (Roosevelt basement).

Laura

FROM THE DESK (??) OF WARREN BELKIN....

Well, I have several tidbits of news today. First, we finally have a new IOSSPEC ready to go. It is not the official version, but it is the latest and most up to date. It is in the GAMESDEPT account, in the directory shown when you log onto the GAMESDEPT account. It can be printed out, but don't try to transfer it to an 1100, it doesn't work (it is also 90 pages long). Second, I will finally tell everyone how the PUTLOGO works. There has been a new version of PUTLOGO around for about 5 or 6 months, but I still am getting questions on how to use it. The first entry point, PUTLOGO, works exactly the same as the old old one. However, there is a second entry point, DOLOGO. To use DOLOGO, you must set up two variables, which are global and you must external in your code. The two variables are PSET and PDEF. PSET must contain the address of the pattern set you want to go into VRAM (in LPATRN format), and PDEF is the address of a logo name table definition, which must be in the special format shown in the routine documentation. Just for your info, the PDEF table is in the following format:

```
DB  X1, Y1, PAT
DB  X2, Y2, PAT
...
DB  OFFH, OFFH, OFFH
```

Each X and Y is the X and Y location on the screen to put the corresponding pattern number. The table is ended with three OFF's. The X and Y are in pattern numbers, so X ranges from 0 to 31, and Y from 0 to 23. There you are, you will never have to ask me again how to use it.

I would like to take this moment to remember a former member of our department, Trevor Pearce. Trevor was one of the first people to join AIDS, and now one of the first to leave. I was not allowed to tell the true story of what happened, but I have now been given permission. You see, about 4 months ago, Trevor started developing symptoms of that dreaded disease, Hi-Techeria. Yes, he has been fighting the disease constantly now for the last several months, but I am afraid it was too much for him. He finally succumbed to it, and the worst happened. He actually decided to leave for the hardware department (it makes me shiver to think of it). It started slowly, an interview here, one there, and then proceeded to full blown contract signing. I think we should all mourn the loss of a loyal programmer, and please send your contributions to fight the disease to myself (I will make sure to forward the money). I even hear that poor old

- MCP has not been feeling too well after the loss of it's master. Oh well, what scares me is that most people up here have been exposed to Trevor during his sick period, so who will be the next one to SCRAM???? Only time will tell I guess. Until next issue, bottoms up!



"Come to any conclusions on Murphy's Law yet?"