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PET/CBM Personal Computer Guide

Second edition

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Le document comprend 8 chapitres, 6 annexes, un index, avec des photos noir et blanc, et des sch mas

Il traite de l'utilisation des ordinateurs personnels Commodore s rie 2001, 4000 et 8000.

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PET/CBMTM PERSONAL COMPUTER GUIDETM SECOND EDITION



Adam Osborne • Carroll S. Donahue

The PET/CBM PERSONAL COMPUTER GUIDE is a step-by-step guide that assumes no prior knowledge of computers. If you can read English, you can use this book.

This revised second edition provides even more useful material than the popular first edition. It covers all the most recent CBM products: the CBM 8000 and 4000 series computers, the 2040 and 8050 disk drives, and programmable printers. Adam Osborne co-authored this new edition. He has re-written it to be a step-by-step BASIC tutorial. So if you don't know BASIC, don't worry. This book will teach you both BASIC and CBM BASIC.

If you're thinking about buying any personal computer, this book will show you what the PET can do for you. If you've just bought a PET or CBM, this is the book you must have to really understand your computer. By using the examples found in this book you'll quickly get your PET/CBM up and running. These examples are thoroughly documented so you can learn how and why the programs work. It's the "how" and "why" that are important in learning to make the PET work efficiently for you. The PET PERSONAL COMPUTER GUIDE covers everything you'll need to be master of your PET.

Complete
operating
instructions for:
keyboard
tape cassette
disk
printer

Description of all CBM BASIC statements
A BASIC tutorial
Optimal programming techniques including
input/output file handling
programming screen editing
Programming problems with solutions
CBM capabilities and limitations

 **commodore**

Approved



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SECOND EDITION**

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Preface

This edition of the *PET/CBM Personal Computer Guide* is a major revision of the original book published under the same title.

This book describes all models of CBM computers: the original PET 2001 which made Commodore famous, and the more recently introduced PET 2001/N, CBM 2001/B and the 80-column CBM 8000. Peripherals described include cassette drives, two floppy disk units (the Model 2040 and the Model 8050), and two printers (the Model 2022 and the Model 2023).

Also described are recent software products introduced by Commodore: BASIC 4.0, the most recent version of Commodore's BASIC programming language, and two new versions of the disk operating system, DOS 2.1 and DOS 2.5, collectively referred to as DOS 2.0 in product literature.

The discussion of BASIC programming has been greatly expanded. Even if you have never programmed a computer before, this book will teach you how to write your own BASIC programs for any CBM computer system.

This is a large book, containing a great deal of information about CBM computer systems. Depending on your needs you may not use all of the information provided.

Perhaps you have no intention of ever becoming a programmer. Chapters 1, 2 and 3 tell you everything you need to know in order to run programs that have already been written. You can skip the rest of the book until you become more ambitious and want to do a little programming for yourself.

Chapters 4, 5 and 8 teach BASIC programming. Every CBM BASIC statement is described rigorously, but concisely, in Chapter 8. Chapter 4 describes elementary BASIC programming, while Chapter 5 covers more advanced programming techniques. Both of these chapters rely on Chapter 8 for actual statement definitions.

Chapter 6 explains programming techniques required by peripheral units including cassette drives, diskette drives and printers.

Chapter 7 is for the programming expert only. This chapter covers advanced topics such as random diskette access and assembly language programming.

Nothing teaches you programming as effectively as examples. Therefore this book is full of short programs. Whenever you encounter a programming example, key it into your computer and run it. You should also save it for future use (assuming that you have cassette or diskette drives). Every programming example presented in this book has been run on a CBM computer. That guarantees the programs are accurate as run. But only an arrogant or foolish programmer will claim that his or her programs are truly free of errors. The programs presented in this book may well have errors which you will stumble on when you try to run them in novel ways. When you enter a program and try to run it, if it does not work, do not immediately assume that the program is wrong. Carefully check your entry and execution procedure. But remember that programming errors may exist, and if you do find any, please tell us about them.

CBM computers all have two character sets: standard and alternate. Throughout this book we have used the standard character set to illustrate programs and program execution examples. If your computer is to reproduce these illustrations exactly, then you must make sure that you are using the standard character set. Using the alternate character set will make the program or illustration appear different.

The different versions of disk operating systems affect the way you program a CBM computer, but these effects are largely masked by the different versions of BASIC. Therefore we will continuously refer to different levels of CBM BASIC, but we will only occasionally identify a different version of disk operating system.

There have been three releases of CBM BASIC, designated by numbers 1.x, 3.x, and 4.x. 'x' is a number specifying a subrelease. The most significant changes in CBM BASIC were made with release 4.0. In this book we will generally divide BASIC into release 4.0 and earlier releases. These are designated as follows:

1. BASIC 4.0 for any BASIC 4.x.
2. BASIC<3.0 for all earlier releases of BASIC.

Acknowledgments

Portions of this book have been taken from the first edition which was co-authored by Janice Enger. The Blanket program was written by Janice Enger, and the manner in which this program is used to illustrate text was her idea.

Patrick L. McGuire was author of the Digital Display Clock program listed in Chapter 5.

Jim Butterfield supplied much of the memory map information included in the first edition, which has been included also in this second edition.

Commodore personnel, in general, and Chuck Peddle, in particular, were very helpful, providing newly released hardware and software products, then arranging for technical review of manuscripts.

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