

1981 Commodore Bibliography

The following is a bibliography of Commodore related articles published in 1981 in 'Creative Computing', 'Kilobaud Microcomputing' and 'COMPUTE!'.

Creative Computing 1981

January

- 24 No PET Peeves—New Computers From Commodore
- 156 Personal Electronic Transactions

February

- 18 Music Editors for Personal Computers
- 154 Personal Electronic Transactions

March

- 26 Wordpro 1 vs CMC
- 78 A PET Lizzard (Game Listing)
- 166 Reading Level: Determination & Evaluation (Listing)

April

- 222 Personal Electronic Transactions

May

- 96 Break Even Analysis With Visicalc
- 208 Personal Electronic Transactions

June

- 26 The TNW 2000
- 30 Fantasy Games
- 36 Computer Warfare
- 88 Software Techniques of Digital Music Synthesis Pt. 1

July

- 50 The Last One
- 122 Tree (Game Listing)
- 144 PET Nuclear Power Plant (Game Listing)

September - Buyer's Guide

- 43 Commodore VIC-20

October

- 54 Educational Software and Books
- 160 Bombproofing the PET INPUT Statement

November

- 65 Dynacomp Bridge Challenger
- 192 PET Screen Line Length

December

- 76 Valdez: A Supertanker Simulation
- 240 Helping Students Think About Marriage & Education

Kilobaud Microcomputing 1981

January

- 10 PET-Pourri — New PET Monitor
- 48 Real-Time Spectrum Analyser
- 78 Scramble (Game Listing)
- 188 Second Cassette Interface (Hardware Modification)

February

- 12 PET-Pourri — Jinsam
- 56 London Computer Club a Huge Success
- 72 Portrait Of A Dynamic French Company

March

- 8 PET-Pourri — Handy Utilities
- 144 PET Shorthand Complete

April

- 10 PET-Pourri — VIC-20 Debuts

May

- 10 PET-Pourri — Conversing in Assembly Language
- 179 A PIE Taster's Report
- 195 Soulful Software Sounds (Listing)
- 200 Find That Program! (Listing)

June

- 10 PET-Pourri - ROM Packages From Skyles
- 92 Once Upon A Time (Listing)
- 177 Expand PET Memory (Listing)

July

- 10 PET-Pourri — 8032 Data Handlers
- 104 A One-Two Punch For CBM/PET Graphics
- 167 Get On The PET Instrument Bus (Listing)

August

- 10 PET-Pourri — Commodore Colors NCC
- 152 What's The Difference (Listing)

September

- 12 PET-Pourri — CBM Utilities

October

- 10 PET-Pourri — Commodore's Big Push
- 195 PET Goes To The Polls (Listing)

November

- 14 PET-Pourri — VIC Expands Its Horizons
- 50 Popping and Pushing Permutations In BASIC

December

- 10 PET-Pourri — Word Pro Enhancement
- 66 Putting The Joy Back Into Programming (Listing)
- 114 A BASIC Assembler For The PET (Listing)
- 178 Put To The Test By A Computer

COMPUTE!

January

- 32 The Mysterious & Unpredictable RND Pt. 1
- 38 CURSOR Classifications Revisited
- 44 ODDS & ENDS...re PET cassette tape
- 92 The Screen Squeeze Fix For CBM 8000
- 96 Horray For SYS
- 102 Machine Language: Scanning The Stack
- 108 The PET Revealed & Library Of PET Subroutines
- 110 A Visible Music Monitor
- 112 Disk-O-Prop
- 114 Detecting Loading Problems & Correcting Alignment
- 118 Spooling For PET With 2040 Disk Drive
- 118 Variable Dump For New ROM PETs
- 120 The 32K Bug
- 121 An Ideal Machine Language Save For The PET
- 122 PET Metronome
- 123 PET IEEE Bus: Standing Room Only?
- 124 PET/CBM IEEE Bus Error

February

- 16 LED—A Line-Oriented Text Editor
- 30 Simulated PRINT USING
- 34 The Mysterious & Unpredictable RND Pt. 2
- 54 Basic Math For Fun & Profit
- 60 PET Spelling Lessons Your Student Can Prepare
- 97 Contour Plotting
- 103 Relocate
- 104 Mixing & Matching Commodore Disk Systems
- 109 Memory Calendar
- 114 Crash Prevention On The PET
- 116 Machine Language Printer Command
- 118 ODDS & ENDS On PET/CBM Files
- 120 Three PET Tricks
- 124 PASCAL On The PET
- 126 The PEDISK
- 127 A Disk Operating System For the CGRS PEDISK

March

- 20 Taking The Plunge—Machine Language Programming
- 42 Getting The Most From Your PET Cassette Deck
- 48 The Mysterious & Unpredictable RND Pt. 3

- 54 A CAI Program Called LINEAR EQUATION
- 92 Keyprint Revisited
- 96 Learning About Garbage Collection
- 102 PET Machine Language Graphics
- 112 Disk File Recovery Program
- 124 PET Exec Hello
- 130 A Flexible Input Subroutine
- 132 Universal Tape Append for PET/CBM

April

- 26 Commodore VIC-20: A First Look
- 34 How To Be A VIC Expert
- 46 The Mysterious & Unpredictable RND Pt. 4
- 52 Micros With The Handicapped
- 56 Matrix Row Operations
- 117 Partition and Load
- 122 Relative File Mechanics
- 126 COPLOT
- 130 ROM Expansion For The Commodore PET
- 136 Working With BASIC 4.0
- 138 Papermate Word Processor
- 142 Dissecting C. W. Moser's ASSM/TED 1.0
- 144 PET File I/O and Machine Language
- 146 How To Get Started In Machine Code And Not Go Crazy With A Routine For Two Joysticks
- 152 Machine Language: The Wonderful Wedge

May

- 22 The Mysterious & Unpredictable RND Pt. 5
- 30 Land Of The Lost — Cassette Filing System
- 46 EPIDEMIC
- 58 Naming Compounds
- 96 A Fast Visible Memory Dump
- 112 Getting To The Machine Language Program
- 116 A Thirteen Line BASIC Delete
- 118 Calculated Bar Graph Routines On The PET
- 120 The Revised PET/CBM Personal Computer Guide
- 124 Un-Compactor
- 126 Using The Hardware Interrupt Vector On The PET
- 128 PET As An IEEE-488 Logic Analyser
- 130 Running 40 Column Programs On A 8032

June

- 4 RAM/ROMs—A New Style Of Memory?
- 22 Mapping & Modifying Unknown Machine Language

- 52 Ideal-Gas Law
- 94 Relocation of BASIC Programs On The PET
- 98 Memory Partition Of BASIC Workspace
- 100 Machine Language Code For Appending Disk Files
- 102 Quadra-PET: Multitasking On Your PET
- 106 PET/CBM Disk Formats
- 110 Interfacing With The User of Your PET Programs
- 116 Keeping Tabs On Your Printer
- 120 Assembler In BASIC For The PET
- 128 Uncrashing
- 130 Notes On The PET SAVE Command
- 131 Optimized Data System PH-001 2114 RAM Adapter
- 132 Discovering Tape File Names
- 132 Petbug
- 133 Machine Language Utility Pac

July

- 142 Saving ML Programs on PET Tape Headers
- 146 Commodore ROM Systems: Terminology
- 150 SCREENER:4 Screen Utility Routines
- 155 Machine Language: Comparison Shopping
- 156 Using TAB, SPC and LEN

August

- 30 Minimize Code And Maximize Speed
- 50 Add A Programmable Sound Generator
- 105 The CBM "Fat 40" — Boon Or Bane?
- 109 Digital Arrayment
- 120 Keyword
- 124 CBM/PET Loading, Chaining, and Overlaying
- 128 Converting PET BASIC Programs To ASCII Files

August — Home & Educational Computing

- 4 Exploring The Rainbow Machine
- 9 VIC As A Super Calculator
- 11 Custom Characters For The VIC
- 16 The Confusing Quote

September

- 30 The Column Calculator
- 36 PET, Atari, Apple: On Speaking Terms
- 103 The Unwedge-Tape Append And Renumber
- 108 STP-488 A Smart Terminal Program
- 118 4.0 Garbage Collection: A Small Bug

- 120 Using The Monitor On The PET
- 122 Odds And Ends: Relative Files on BASIC 3.0
- 124 2040 Disk Program Listing
- 128 All About LOADING PET Cassettes
- 134 Graph Plotting Routine
- 136 Linelist

October

- 28 VIC-20 News
- 30 Various VIC Memory Locations
- 30 Update Floating Color, Floating Screen
- 48 More Machine Language For Beginners
- 62 Undeletable Lines
- 126 Practical PET Printing Primer
- 132 A Fat Forty Bug
- 138 Train Your PET To Run VIC Programs
- 140 Converting To Fat-40
- 143 High Resolution Bar Graphs For The PET
- 146 Waking Up The PET Screen
- 149 Interfacing A BSR X-10 AC Remote Control System
- 156 Using Non-Pin-Feed Forms in Tractor Printer
- 159 Why You Should Use PEEK(155) Instead of GET

November

- 26 A Flower Sale Program
- 28 SuperPET's Super Software
- 38 SuperPET: A Preview
- 54 Bits, Bytes and Basic Boole
- 136 POWER
- 142 The PET Speaks
- 145 Machine Language: Monitoring Progress
- 147 Directory For 3.0
- 148 Inversion Partitioning
- 151 A Personal News Service
- 155 FOR/NEXT GOSUB/RETURN, And The Stack

December

- 38 Subscript Heap Sort
- 54 Maze Generator
- 130 A Look At SuperPET
- 134 SUPERMON
- 142 PET To PET Communication Over The User Port
- 150 Replacing The INPUT# Command
- 154 Typing Foreign Language Text With The CBM Printer
- 158 Three Reviews: Superchip, Spacemaker, Sort
- 160 Machine Language: Jumbo Numbers
- 163 File Recovery
- 166 Looney Line Numbers
- 168 Mine Maze
- 172 COMAL: Another Language