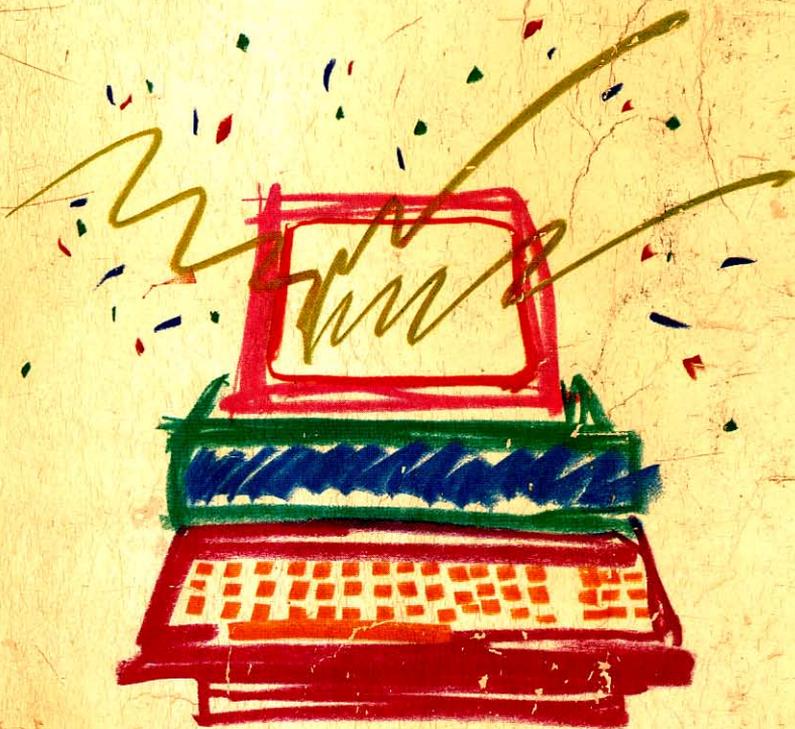


# PET<sup>TM</sup>/CBM<sup>TM</sup> PERSONAL COMPUTER GUIDE SECOND EDITION



**Adam Osborne · Carroll S. Donahue**

**PET/CBM  
Personal  
Computer  
Guide**

# **PET/CBM Personal Computer Guide**

**Adam Osborne  
Carroll S. Donahue**

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## Preface

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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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