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SRC Modula-3

A new release, version 1.5, of the SRC Modula-3 compiler and runtime are available now. This is the third public release of SRC Modula-3. The system was developed at the DEC Systems Research Center. It is being distributed in source form (mostly Modula-3) and is available for public ftp. You must have a C compiler to build and install the system.

The primary changes since version 1.4 are:

- many bugs are fixed
- the libraries have been reorganized and extended
- demos and games have been added
- the system was ported to:
  Apollo DN4500 running Domain/OS,
  IBM PC running AIX/PS2,
  IBM RT running IBM/4.3,
  IBM R6000 running AIX 3.1,
  HP 9000/300 running HP-UX 7.0
  in addition to the previous ports:
  VAX running Ultrix 3.1
  DECstation 3100 and 5100 running Ultrix 3.1
  SPARCstation running SunOS 4.0.3
- the installation on multiple platforms is easier
- ports are easier

SRC Modula-3 is available without signing any license agreements. If you choose to sign the commercial license, you will be able to use SRC Modula-3 commercially.

Modula-3 is a new language. The goals of its design are best encapsulated in the preface to the Modula-3 Report [1]:

The goal of Modula-3 is to be as simple and safe as it can be while meeting the needs of modern systems programmers. Instead of exploring new features, we studied the features of the Modula family of languages that have proven themselves in practice and tried to simplify them into a harmonious language. We found that most of the successful features were aimed at one of two main goals: greater robustness, and a simpler, more systematic type system.

Modula-3 descends from Mesa, Modula-2, Cedar, and Modula-2+. It also resembles its cousins Object Pascal, Oberon, and Euclid.

Modula-3 retains one of Modula-2's most successful features, the pro-
vision for explicit interfaces between modules. It adds objects and classes, exception handling, garbage collection, lightweight processes (or threads), and the isolation of unsafe features.

SRC Modula-3 includes a user manual, compiler, runtime library, core library, pretty-printer, and a few other goodies. The libraries include interfaces for X11R4, I/O streams, string functions, access to command line arguments, random numbers, and operating system access.

The compiler generates C as an intermediate language and should be fairly easy to port. Except for the garbage collector and the very lowest levels of the thread implementation, the entire system is written in Modula-3.

The system is available for anonymous ftp from 'gatekeeper.dec.com' [16.1.0.2]. The SRC Modula-3 files are in '/pub/DEC/Modula-3'.

Those files include:

<table>
<thead>
<tr>
<th>m3-1.5.tar.Z</th>
<th>the system</th>
</tr>
</thead>
<tbody>
<tr>
<td>m3-1.5.tar.Z-{01,...,12}</td>
<td>same, in pieces</td>
</tr>
</tbody>
</table>

Report.ps the revised language report
Report{1,2,3}.ps same, in pieces
Release-1.5.ps the user manual
(mPostScript) archive of mail sent to m3@src.dec.com

The compressed tar files are about 6.0Mbytes after compression. The entire system requires about 35Mbytes of disk space to build and install.

We are maintaining a mailing list of those interesting in SRC Modula-3. The list is 'm3@src.dec.com'. To be added to the list send a message to 'm3-request@src.dec.com'. We may also be reached at:

Systems Research Center
130 Lytton Avenue
Palo Alto, CA 94301

Enjoy,

Bill Kalsow and Eric Muller

References

[1] The Modula-3 Report (Revised),
L. Cardelli, J. Dohnaue, L. Glassman, M. Jordan, B. Kalsow, G. Nelson,
DEC Systems Research Center, Palo Alto, CA and Olivetti Research Center, Menlo Park, CA,
Nov 89.

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HP-UX is Hewlett-Packard's implementation of the Unix operating system.

PostScript is a registered trademark of Adobe Systems Incorporated.

The above message was posted to the Modula-3 mailing list. Anyone interested in learning more about Modula-3 may write to the Systems Research Center at the address given above and ask for the Modula-3 report. I have a copy of the version 1.5 Modula-3 compiler but it will take more effort than I am able to expend to get it running on my system. The Modula-3 language is quite well done in my opinion and I hope it gains popularity. If anyone wants to get a copy of the Modula-3 compiler but has no access to the sources listed above, you can contact me. Note that unless you have a BSD derived UNIX and a 32 bit processor system with several megabytes of memory, porting the compiler will be quite a bit of work.

Tom Catrall
MODULA-3 QUESTIONNAIRE
by Sam Harbison

Well, folks, the next year promises to be a big one for Modula-3. BYTE magazine will carry an article on Modula-3 in their November issue, and other articles, a couple of books, and possibly some new implementations are in the works.

My company, Pine Creek Software, is trying to help make Modula-3 a success. We’re working with the authors and DEC to publicize the language and to develop services and products for Modula-3 programmers and students. You can help us set priorities for the coming year by telling us how you are using Modula-3 and what we or others could do to support you. (And what you’d like to do to help.)

Please take a few minutes to edit your answers into the following questionnaire and return it to harbison@tartan.com. Don’t reply directly to the Modula-3 BBoard, since (I hope) there will be many messages. I’ll post a summary of the responses. Don’t be limited by the questions; if you want to submit an essay, go ahead.

If it’s more convenient, mail your response to

Pine Creek Software,
Suite 300, 305 S. Craig St.,
Pittsburgh, PA 15213.

If you have questions, please call me at 412-681-9811.

Thanks,
Sam Harbison

Part 1: The Modula-3 Language.
(In this section, please disregard current implementations.)

Generally speaking, how well do you like the Modula-3 language? (e.g., not at all, a little, a lot, tremendously)

->

Which features or capabilities of Modula-3 are particularly good?

->

What features (present or missing) significantly hinder your use of Modula-3? (e.g., multiple inheritance, overloading, generics, case sensitivity, garbage collection, threads)

->

What features or changes are on your “wish list” for Modula-3?

->

Modula-3 is currently described in a research report from SRC and Olivetti. Is this report sufficient to support your programming? Would you like a more detailed reference? Would you like a Modula-3 programming textbook?

->
In your opinion, what other languages compete most directly with Modula-3? How does Modula-3 stack up against them?

Do you think Modula-3 has the potential to be a major programming language of the 1990's? (If not, why not?)

Are these implementations satisfactory for your current interest in Modula-3? What do they need most?

Would these implementations support the use of Modula-3 as your principal programming language? What would they need most?

Are the libraries (I/O, OS, strings, etc.) provided with your Modula-3 implementations adequate? How would you like them enhanced or changed?

Is it important to have more general-purpose libraries, such as support for particular data structures? Which ones do you want?

Is the documentation with the implementations adequate? What improvements would you like to see?

Do you currently use the SRC implementation, the Olivetti implementation, or some other? (If you use more than one, indicate the approximate percentages and which one you like best.)

Which of the following Modula-3 implementations would you use? (You can choose more than one.)

a. An interpreter with excellent diagnostic, interactive, and debugging capabilities.

b. A fast compiler that generates "OK" code, with a debugger.

c. A slower compiler that generates highly optimized code, with a debugger.

If you are using Modula-3 for a specific project, or are working on an implementation, please tell us something about it.

->

Are you planning to produce any Modula-3 software that could be used by other Modula-3 programmers?

->

Would you be interested in writing an article on Modula-3 for the trade press or for a refereed journal or conference? If so, what subject areas interest you?

->

Would you be willing to teach a conference tutorial on Modula-3, or organize a conference discussion?

->

Are you planning to use Modula-3 in an academic course? If so: which course, where, and is there anything you need for it?

->

Would you be interested in a "Modula-3 user's group," or in receiving a regular newsletter about Modula-3 developments? If so, please include a postal address below.

->

(Postal address)

What is the single most important thing we could do to support your use of Modula-3?

->

If your job was to make Modula-3 a success, what would you do first?

->

That's it. Thanks for your time.
Dear MODUS Readers,

This letter is to provide you with current information about the Modula-2 Users' Association (MODUS).

My name is Stan Osborne. I am the new "American Administrator" for the Association. Like my predecessors I volunteered for this responsibility. It is my hope that we will be able to publish an issue of MODUS Quarterly every three months.

MODUS was formed to provide a forum for communication between all parties interested in the Modula-2 language. The primary function of MODUS is to publish the MODUS Quarterly. If my memory is correct, MODUS has also sponsored two conferences.

As many of you are already aware, MODUS has not fulfilled its primary function during the last two years. This is no longer the case. Issue #10 of the MODUS Quarterly is ready and being printed. Work has started on getting material for Issue #11. All past and present members are being notified by mail.

Within the next two years the international effort to produce the first Modula-2 standard will be completed. The MODUS Quarterly is one way for you to learn more about the standard and how it affects the future of Modula-2.

You can help with reactivating the Association by:

* submitting a membership application
* sending in letters and articles for publication
* telling other Modula-2 users about MODUS

My sincerest thanks to you in advance for your help with the above. If you have questions, comments, criticisms, or complaints about the operation of the Association, please don’t hesitate to tell me about them. I am especially interested in suggestions you might have about how any aspect of MODUS can be improved.

Sincerely,

Stan Osborne
American Administrator

P.S. This letter was included in issue #10.
Modules & Definitions: A New Publication

The following is excerpted from the inaugural issue of Modules & Definitions, a new shareware publication covering Modula-2. Included are the editor's introduction, the table of contents, and information on subscribing. It is reprinted with permission.

FIO.Open()

Welcome to the first issue of Modules & Definitions. This is a magazine designed and dedicated to users of Modula-2.

What you will find here is information about Modula-2 compilers, the Modula-2 language, reviews, programming techniques and information about interfacing with other languages. Eventually, we hope you will find ads for Modula-2 compilers, toolkits and thirdparty add-ons. What you WON'T find here is articles strictly about C, Pascal, Ada or Basic. You won't find reviews about the newest C++ compiler. You won't find ads for the latest Pascal Graphics toolkit. In short, this is a magazine for Modula-2 users, not the rest of the world. Yes, this limits our market a bit, but there are enough of the other guys around. What IS needed is something for us... the Modula-2 community.

In this issue, we start some of the regular features we hope you will come to depend on. Peter Baenziger begins his column on interfacing Modula-2 and Assembly language by explaining why you should bother with low-level programming. David Albert gives us a schematic for a $10 Analog to Digital converter, shows how to talk to it in Modula-2 and hints about things to come. Jim Singleton gives the first part of his beginners column. John Ribar opens his column on Object Oriented Programming under Modula-2 and Michael Hunt has musings about numbers, rational and otherwise. Greg Walters will be kicking off our SNEAKY TRICKS column with a module to control the DOS Print.Com utility (SNEAKY TRICKS is a monthly feature designed to offer you new and different ways of doing things under Modula-2). We will also be reviewing JPI's new version of their Modula-2 compiler.

We also start our US Modula-2 Watch column. This is an ongoing compilation of books and articles about Modula-2. The name is a bit deceiving at first glance. It really is a jab at the US programming community for the lack of acceptance of Modula-2 as a serious language. Europe reportedly has almost 95% of the colleges teaching Modula-2 as their language of choice. It's time that the US market wakes up to the fact that Modula-2 is just as capable as C and much better when it comes to maintaining software.

What does the future hold for Modules & Definitions? Well, in the next few months, we will bring you the latest information on the standards committee, using the BGI (and other) graphics system under Modula-2, using COLORIX .VMG image files in your programs, reviews of the Stony Brook, Logitech and FST compilers as well as Solid Software and JPI toolkits. In the near future, we will also have articles about using Modula-2 under UNIX, OS/2, Windows, and under other platforms.

Now that I have told you about what we have, let's talk for a moment about what we need from you. The obvious thing we need is more subscriptions. Let your friends and other programmers know about us. The other thing that we need is your ideas, code articles and announcements. You may have never thought about writing an article for a magazine before, or you may have been tempted, but never thought it would be accepted. Give it a try. Our rules are simple. If it is the subject of Modula-2, it is a candidate for this magazine. We are not opposed to including multiple pages of code or to helping you write your article if you need it. Don't think that you don't have anything to share, everyone has their own programming style and maybe YOU can teach the "old dogs" some new tricks. If you have information about new Modula-2 products, shows where Modula-2 is highlighted, conferences, etc. let us know. We will be happy to put it in.

From the whole staff of Modules & Definitions, we hope that you will find us a valuable part of your "standard library."

Greg Walters
Editor, Electronic Edition

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SUBSCRIPTION INFORMATION

Modules & Definitions is published monthly. The subscription rates are as follows:

Electronic $9.95 annually
   Download the magazine from your favorite BBS -
   This is a SHAREWARE magazine - you must pay if you use it!
Paper (Printed) $19.95 annually
Disk (with paper and electronic versions) $59.95 annually

SHIPPING (Except on Electronic Only orders):
Canadian Orders ($5) additional/annually
Other foreign orders ($12 surface, $20 airmail) annually

SUBSCRIPTION APPLICATION

Name:
Address:
City: State/Province: ZipCode:
Country: Airmail? Yes No

Circle One: Electronic Paper Paper/Disk
   Disk Size: 5.25" 3.5"
   Payment: Check Mastercard Visa
   Number: Expires:

Mail To: Modules & Definitions
   P. O. Box 7549
   York, PA 17404 USA
Or Call: 717-792-5108
Review of File Archive Formats
by Tom Cattrall

Last winter I mentioned that there was talk of writing a portable file archive utility. The P-system and some other systems have no archive utility available and this would be a chance to give users of these systems such a tool.

The essential characteristics of a file archive utility are:

- collect several files into a single archive
- compress the archive to save disk space and file transfer times
- save and restore file attributes
- be compatible with utilities available on other systems so that files can be interchanged

To the above, we might add: be written in Pascal and Modula-2 using as much as possible only easily portable language features.

Because there are already quite a few archive file formats available on a wide variety of systems, I feel that we should choose one of them rather than invent something new. This gives us access to files created on other systems, and it saves us the work of inventing something new.

The disadvantage is that the utility might not be as well suited to our needs as one we might design from scratch. This could come from a mismatch between file systems (names and file attributes won’t match). Another reason is ease of implementation. Most file archive schemes were designed and written on other systems using C and/or assembly language. As a result, some features might not be especially easy to implement in standard Pascal or Modula-2.

In spite of this, I still prefer to implement some preexisting standard. The following sections discuss some of the common archive utility file formats. The selection is based mainly on what I am familiar with as well as what is popular.

David Craig has sent a copy of a file archive format design he prepared some time back. Because of the reasons given above, I don’t favor using a new unique format. I do plan to publish it however because it is based quite a bit upon Macintosh and TIFF files. As I have no experience with either of these, I found it interesting as a source of ideas to broaden my knowledge of file systems.

In the following discussions, the file formats themselves rather than any particular implementation of the utility are what is being covered. It is important to keep in mind that the user interface has little to do with the underlying file format. We are free to implement whatever user interface we want even while following the chosen archive file format.

ARC

The ARC utility is about the oldest file archiving package still widely being used. It started out as a means for a company by the name of Systems Enhancements Associates (SEA) to distribute software on floppy disk. It provided the basics of gathering a number of files together, and of compressing them to save disk space.

Advantages

It is widely used not only on MSDOS systems but is also available on UNIX, VMS (DEC’s operating system for the VAX computers), Amiga DOS, Macintosh, and many others. If you put something into an ARC file, there is a good chance that most other computer systems will be able to read it. Because of its dominant position for so many years, there is a huge amount of material available in ARC format. For this reason alone, ARC is worth considering when deciding on a file archiving utility to implement.

Disadvantages

The ARC utility was written to run on MSDOS and its archive structure only knows about short MSDOS file names. Thus, abc.txt is OK, but abc.text isn’t. Nor is LongFileName.def. So any system that uses ARC format must map its names to the 8.3 character upper case only file name format. No file directory structure is allowed.

Compression performance is not as good as some more recent algorithms.

Over the years, the authors came up with improved compression schemes and added them to ARC’s vocabulary. Each ARC file has a coded compression type that tells the decoding utility how to go about the decompression process. This means that while the compression performance of ARC has improved over the years, any ARC utility needs to be written to support this wealth of different schemes (9 or so). This makes any coding that
much more difficult.

Availability

SEA, the authors and owners of ARC, have distributed C source code of the ARC utility. They have a very reasonable set of restrictions on using the ARC code and name. Very roughly speaking, the high points are:

• If you call it ARC, it had better be a well written and completely compatible program. If it isn’t compatible with what they call ARC, you can’t call it ARC.

• You should send them a copy of the source of any ARC utility you develop based on their source code. If you plan on making money from it, you must do so via shareware. They let you keep the first revenues (up to $100K) and they then get a 6.5% cut of everything over $100K.

• The ARC format itself is freely available for anyone to use.

SEA has been very helpful in making the ARC format available to all.

Zoo

The Zoo archive format was developed by Rahul Dhesi approximately 4 years ago. Like the others, the Zoo format allows files to be collected and compressed. Its structure also allows such extras as long file names, case sensitive file names, and file comments. The ability to handle a wider range of file names, along with its availability on many systems, makes zoo my favorite for being widely accessible and easy to implement. In fact, I already have generic Pascal code written for the compression and decompression algorithms used by Zoo.

Advantages

Simple structure with only a single relatively simple compression scheme. All files are stored either in uncompressed format, or in the single available compression scheme.

File names supported include: case sensitive, long names, directory names.

Files may have comments.

Multiple versions of files may exist in a Zoo archive.

Available on MSDOS, VMS, UNIX, MacIntosh, etc.

Disadvantages

Compression performance not as good as some newer schemes.

Availability

The Zoo format is freely available. As with ARC, the author of Zoo has distributed C source for the Zoo utility. There are some restrictions on using his source code but in general they aim to make sure that the source remains freely available, retains the copyright notices, and remains compatible with the Zoo format.

LHArc

LHArc was developed in Japan and uses a new compression scheme that is quite a bit better than ARC or Zoo. It supports longer file names. It has become the dominant file archive utility for Amigas.

Advantages

Better data compression than ARC or Zoo.

Handles long file names and directory structures.

Available on MSDOS, Amiga DOS, UNIX.

Disadvantages

The documents describing the LHArc file format and compression scheme are written in Japanese. That would certainly slow down my ability to work with it.

The compression speed is rather slow.

Availability

I’m not sure what the restrictions are on using the format. I have C source for a UNIX version of LHArc. There are around 4000+ lines of C code.

ZIP

The ZIP utility was developed by Phil Katz in 1989. It is quite fast and has very good compression. It handles long file names and directories. ZIP looks like it might be becoming the dominant file archive utility for MSDOS.

Advantages
Good compression.
Handles long file names and directories.
Has a robust file structure.

**Disadvantages**

No source to use as a guide in writing a Zip utility.
No Zip utility available for UNIX, VMS, MacIntosh.

**Availability**

A document describes the Zip file format and compression scheme. Use of the format itself is not restricted. Since there is no Zip source code to use as a model, writing a Zip utility from just the description would require extra effort to figure out the algorithms. (There are several different compression schemes that can be used in Zip files.)

**Others**

The UNIX community uses compressed tar files and tapes. Compression factors are pretty good. The code has been finely tuned by many people and the result is very fast times for compress and decompress operations. Almost all UNIX sites can handle them, and utilities exist for many other systems (including MSDOS) to use compressed tar files.

Stuffit and Packit are used by MacIntosh systems. I'm not really familiar with their characteristics or performance. Utilities on MSDOS and other systems can be used to unpackage these files but in my experience they don't always work properly.

**Summary**

As stated above, Zoo is my first choice because of its power and simplicity. It is relatively easy to implement and has good performance and is available on a large number of systems.

ARC would be my second choice because it allows access to so many existing files. The biggest disadvantage is that there are so many compression schemes to deal with.

Many of the routines written when doing the Zoo utility would be reused in doing ARC or any of the other utilities. These reused routines would include the CRC (cyclical redundancy check) routine, user and file system interfaces, and date routines.

**Benchmarks**

The following tables show the results from testing times and compression ratios for ARC, Zoo, LHarc, Zip, and UNIX Compress. I used Modula-2 source code for the text test, and 68020 object code for the binary test. These are just a sample to give an idea of where the various formats stand. Depending on the actual files being processed, times and compression ratios vary quite a bit. The relation between the different formats doesn't change by a lot though.

The times are in seconds, the sizes in bytes.

**Modula-2 Source Code**

<table>
<thead>
<tr>
<th></th>
<th>Size</th>
<th>Compress Time</th>
<th>Decompress Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Original</td>
<td>180597</td>
<td>36</td>
<td>23</td>
</tr>
<tr>
<td>ARC</td>
<td>71180</td>
<td>18</td>
<td>10</td>
</tr>
<tr>
<td>Zoo</td>
<td>68722</td>
<td>78</td>
<td>21</td>
</tr>
<tr>
<td>LHarc</td>
<td>48792</td>
<td>35</td>
<td>10</td>
</tr>
<tr>
<td>Zip</td>
<td>47497</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

**68020 Object Code**

<table>
<thead>
<tr>
<th></th>
<th>Size</th>
<th>Compress Time</th>
<th>Decompress Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Original</td>
<td>134110</td>
<td>29</td>
<td>19</td>
</tr>
<tr>
<td>ARC</td>
<td>76088</td>
<td>17</td>
<td>8</td>
</tr>
<tr>
<td>Zoo</td>
<td>73424</td>
<td>62</td>
<td>19</td>
</tr>
<tr>
<td>LHarc</td>
<td>54024</td>
<td>52</td>
<td>8</td>
</tr>
<tr>
<td>Zip</td>
<td>54163</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Compress</td>
<td>74351</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**ZOO Archive Format**

The format of zoo archives is given below. A master header starts the zoo archive and then for each member of the archive, a file header plus the file data is appended.

```
Master Header
  file 1 header
  file 1
  file 2 header
  file 2
  file n header
  file n
  EOF
```
All multiple byte numeric fields are stored in Intel byte order (low byte first).

The text string in field 1 is used to tell users that if the file is a zoo file if they should inadvertently try to view it as if it were an ascii format file. The headers are designed so that older versions of the zoo utility can decode files archived in a newer format. Any newer features will of course be ignored by the older code. The fields major and minor version needed to extract are the minimums necessary.

Several of the fields in both header types can be ignored. These include the comment fields and the file version fields. Using the pointers in the headers (field 3 in the master header, field 5 in the file header) will let you access the portions of interest: the headers and the actual data file.

To find the beginning of the first File header use the pointer in the master header (field 3). The beginning of the file data is given by field 5 in the file header.

The tag fields are used to verify that a zoo archive is OK, and as an aid to finding headers if a file is corrupted. In addition, before the start of any data file, a 5 byte "FILE_LEADER" is used to flag the start of data. The file leader is: @/#(" followed by a null.

The following hex dump is for a test zoo archive containing 2 1 line files. Since the files are so short, there is no compression.

The zoo listing of the test archive is:
The contents of the files are given below within quotes. The quote marks aren't included in the file contents.

file1.txt:  "File 1 : ABCD0123"
file2.txt:  "File 2 : ABCD0123"

Zoo has the capability to handle long filenames and to include the names of the directory paths for files. The following is an example using the same 2 files but with the full directory path names used.

The compression method is identified by a value of 1 to 9 as described in the following table:

<table>
<thead>
<tr>
<th>NAME</th>
<th>METHOD</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>STORED</td>
<td>1 Old style, no compression</td>
<td></td>
</tr>
<tr>
<td>STORED</td>
<td>2 New style, no compression</td>
<td></td>
</tr>
<tr>
<td>PACKED</td>
<td>3 Compression of repeated characters only</td>
<td></td>
</tr>
<tr>
<td>SQUEEZED</td>
<td>4 Compression of repeated characters plus Huffman Squeezing</td>
<td></td>
</tr>
<tr>
<td>CRUNCHED</td>
<td>5 Lempel-Zev packing of repeated strings (old style)</td>
<td></td>
</tr>
<tr>
<td>CRUNCHED</td>
<td>6 Lempel-Zev packing of repeated strings (new style)</td>
<td></td>
</tr>
<tr>
<td>CRUNCHED</td>
<td>7 Lempel-Zev-Welch packing with improved hash function</td>
<td></td>
</tr>
<tr>
<td>CRUNCHED</td>
<td>8 Dynamic Lempel-Zev packing with adaptive reset</td>
<td></td>
</tr>
<tr>
<td>SQUEEZED</td>
<td>9 Dynamic Lempel-Zev packing, larger hash table</td>
<td></td>
</tr>
</tbody>
</table>

The Beginning of the file header is 29 bytes after the beginning of the file header. To get to the file header of the next file, skip forward by 29 bytes for the current header, and by the compressed size of the current file (field number 5). Use 25 bytes rather than 29 bytes for the header length if the compression method is 1.
MSDOS dates are stored as a single 16 bit word in the following format:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>15..9</td>
<td>Year = 1980</td>
</tr>
<tr>
<td>8..5</td>
<td>Month</td>
</tr>
<tr>
<td>4..0</td>
<td>Day</td>
</tr>
</tbody>
</table>

MSDOS times are stored as a single 16 bit word in the following format:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>15..11</td>
<td>Hour (24 hour clock)</td>
</tr>
<tr>
<td>10..5</td>
<td>Minute</td>
</tr>
<tr>
<td>4..0</td>
<td>Second / 2</td>
</tr>
</tbody>
</table>

The format for the 2 test files in arc format is given below in a mixed character and hex format dump. There was no file compression because of the short files used.

The arc utility report for the test archive is:

<table>
<thead>
<tr>
<th>Name</th>
<th>Length</th>
<th>Storage</th>
<th>SP</th>
<th>Size now</th>
<th>Date</th>
<th>Time</th>
<th>CRC</th>
</tr>
</thead>
<tbody>
<tr>
<td>file1.txt</td>
<td>10</td>
<td>—</td>
<td>0%</td>
<td>10</td>
<td>22 Jul 90</td>
<td>312sp 7100</td>
<td></td>
</tr>
<tr>
<td>file2.txt</td>
<td>18</td>
<td>—</td>
<td>0%</td>
<td>18</td>
<td>22 Jul 90</td>
<td>312sp b005</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td>2</td>
<td>—</td>
<td>36</td>
<td></td>
<td></td>
<td></td>
<td>36</td>
</tr>
</tbody>
</table>

Pascal versions of the Zoo compress and decompress routines are given below. I translated it from Rahul Dhesi's C code. As shown, it works exactly the same as the C code and can be used to compress and decompress zoo archive or any other files.

I started translating this code on nearly a line by line basis from the C code. The result was a lot of work and quite a mess. Switching gears, I studied the C code and then used the ideas to write Pascal that did the equivalent function. But I was unable to completely forget the C code while writing Pascal. So the Pascal is still influenced quite a bit by the C code, and it wasn't a positive influence.

Now that I've been away from this for a couple of years, I can see things I'd like to change. In particular, the main loops could be structured better to remove the need for GOTO's, and to make the flow cleaner. Also, the routines to pack the variable length bit fields: WrCode in the compress routine, and RdDecode in the decompress routine, could be changed to be cleaner and faster running.

---

From the USUS Librarian
by Stephen Pickett

I recently inherited the USUS Apple IIe, and am now in a position to fill orders for the following formats: Sage, IBM (5.25 and 3.5"), Apple II, 8" single and double density. This is made possible by the weird and heterogeneous Corvus Omninet strung through my house. I even have an Atari ST hooked to it, though no Atari p-System, so if anyone can accept TOS-hosted volumes then there's no problem there either. The whole lot is nicely archived on a 150MB streamer tape and I can run copies off in minutes.

Problem is, no one called!

In an effort to make the library worth calling for, I am about to review and add a bunch of software for inclusion. As I my expertise is limited to Pascal, our brave Newsletter Editor, Tom Cattrall, will be assisting me with Modula-2.

The material under review comes from the following sources:

1. MUSUS material which has not been hitherto in the disk library. I have scavenged some interesting-looking stuff, including a utility for Apple IIe code which allows the system to do many interesting things under Version II which were previously only possible under Version IV, which has never run very well on the II.

2. Some material of my own making churned out at odd moments over the years

3. (at least promised) a program that has been used to run the totaliser at a race track, using an Apple IIe.

Please try to add to the above list. I should be able to turn out one volume per month for about a year before I run out of stuff, but your hot submissions will probably improve on my scrapings of the proverbial barrel!

Stephen Pickett, Librarian

Compuserve: 71016,1203
Phone days: (604) 439-1858
US mailing address: PO Box 1279,
Point Roberts, WA 98281-1279
PROGRAM L1compress;

LABEL l1;
CONST
maxBits = 13;
maxMax = 8192;
maxMax10 = 8202;
(checks end of compressed data)
clearCode = 256;
codeTable = 257;
firstFreeCode = 258;
checkGap = 4000;

bufferSize = 512;
inName = 'testIn';
outName = 'testOut';

TYPE
aTableIndex = 0..maxMax10;
aTableEntry = RECORD
  first, next : -1..maxMax10;
  rch    : 0..255;
END;
aStatus = (found, nextUse, firstUse);

VAR
  freeCode : 0..maxMax;
  nBits : INTEGER;
  maxCode : INTEGER;
  bitsOut : INTEGER;
  bitInterval : INTEGER;
  bytesIn, ratio : INTEGER;
  ratFlag : BOOLEAN;
  inOffset : INTEGER;
  inputLine : string[255];
  inFile : TEXT;
  outFile : FILE OF aBuffer;
  outPtr : INTEGER;
  outBytval : INTEGER;
  outBit : INTEGER;
  table : ARRAY[aTableIndex] OF aTableEntry;
  nextCh,
  prefixCode,
  byteInc, status : aStatus;

PROCEDURE PutByte(b : INTEGER);
BEGIN
  outFile(outPtr) := CHR(b);
  IF outPtr = bufferSize THEN
    BEGIN
      Put(outFile);
      outPtr := 1;
    END;
  ELSE

PROCEDURE OpenFiles;
BEGIN
  Reset(inFile, inName);
  ReadLn(inFile, inputLine);
  inOffset := 0;
  Rewrite(outFile, outName);
  outPtr := 1;
END;

PROCEDURE CloseFiles;
BEGIN
  Close(inFile);
  PutByte(outByte);
  IF outPtr > 1 THEN
    Put(outFile);
  Close(outFile, lock);
END;

PROCEDURE WriteCode (code : INTEGER);
VAR
  i : INTEGER;
BEGIN
  bitsOut := bitsOut + nbits;
  bitInterval := bitInterval - nbits;
  IF (bitInterval < 0) THEN
    ratFlag := TRUE;
  END;
  FOR i:= 1 TO nbits DO
    BEGIN
      IF ODD(code) THEN
      outByte = outByte + outBit;
      IF outBit = 128 THEN
      BEGIN
        outByte = 0;
      END;
      ELSE
        outByte = outBit + outBit;
        code := code DIV 2;
      END;
    END;
END;

PROCEDURE InitTab;
VAR
  i : INTEGER;
BEGIN
  bytesIn := 0;
  bitsOut := 0;
  ratFlag := FALSE;
  bitInterval := checkGap;
  nbits := 9;
  maxCode := 512;
  FOR i:= 0 TO maxMax + 1 DO
    BEGIN
      table[i].zCh := 0;
      table[i].first := -1;
      table[i].next := -1;
    END;
  freeCode := firstFreeCode;
END;
FUNCTION RdCh(VAR c : INTEGER) : BOOLEAN;
VAR
  count : INTEGER;
BEGIN
  bytesIn := bytesIn + 1;
  RdCh := TRUE;
  IF (inOffset > length(inputLine) ) THEN
    BEGIN
      IF eof(inFile) THEN
        RdCh := FALSE
      ELSE
        BEGIN
          ReadLn(inFile, inputLine);
          inOffset := 1;
          IF length(inputLine) > 0 THEN
            c := ORD( inputLine[inOffset] )
          ELSE
            c := 10;
          END;
        END;
    END;
  ELSE
    BEGIN
      inOffset := inOffset + 1;
      IF inOffset > length(inputLine) THEN
        c := 10
      else
        c := ORD( inputLine[inOffset] );
    END;
  END;
END;

PROCEDURE CheckRatio;
BEGIN
  bitInterval := CHECKGAP;
  bitsOut := 0;
  bytesIn := 0;
  ratFlag := FALSE;
END;

PROCEDURE AddCode (status : aStatus;
                  ch, index : INTEGER);
VAR
  t : INTEGER;
BEGIN
  IF freeCode >= maxMax THEN
    t := -1
  ELSE
    IF (status = nextUse) THEN
      table[index].next := t
    else
      (* else must be firstUse *)
      table[index].first := t;
  END;
  IF (freeCode <= maxMax) THEN
    BEGIN
      table[freeCode].first := -1;
      table[freeCode].next := -1;
      table[freeCode].ch := ch MOD 256;
      freeCode := freeCode + 1;
    END;
END;

FUNCTION LookupCode (index, ch : INTEGER;
                     VAR where : INTEGER) : aStatus;
BEGIN
  aStatus := 0;
  IF (ch = index) THEN
    IF (status = lastEntry) THEN
      aStatus := found;
    ELSE
      BEGIN
        aStatus := firstUse;
        t := 1;
      END;
    ELSE
      t := 1;
    END;
  ELSE
    BEGIN
      IF (status = lastEntry) THEN
        aStatus := found;
      ELSE
        t := 1;
      END;
  END;
END;

BEGIN
  IF freeCode >= maxMax THEN
    t := -1
  ELSE
    IF (status = nextUse) THEN
      table[index].next := t
    else
      (* else must be firstUse *)
      table[index].first := t;
  END;
  IF (freeCode <= maxMax) THEN
    BEGIN
      table[freeCode].first := -1;
      table[freeCode].next := -1;
      table[freeCode].ch := ch MOD 256;
      freeCode := freeCode + 1;
    END;
END;

BEGIN
  OpenFiles;
  outByte1 := 0;
  outBit := 1;
  InitTab;
  WrCode(clearCode);
  IF NOT RdCh(nextCh) THEN
    BEGIN
      WrCode (eofCode);
      GOTO 1;
    END;
  END;

BEGIN
  IF ratFlag THEN
    CheckRatio;
  REPEAT
    prefixCode := nextCh MOD 256;
    (* turn character to code *)
    nextCh := nextCh + 1;
    (* force to 8 bits *)
    k := nextCh;
    status := LookupCode (prefixCode, nextCh, where);
    IF (status = found) THEN
      nextCh := where;
    (* where found *)
  UNTIL status <> found;
  (* reach here with status := firstUse or nextUse *)
  AddCode (status, nextCh, where);
  WrCode (prefixCode);
  END;
  END;
nextCh := k;
IF (freeCode > maxCode) THEN
BEGIN
  " To continue using table after it is full, remove next two lines *
  WrCode (clearCode);
  InitCtab;
END
ELSE
BEGIN
  nbits := nbits + 1;
  maxCode := maxCode + maxCode;
END;
END: ( IF )
END; ( WHILE )
1: CloseFiles;
END.

program LikeCompress;
LABEL 1;
CONST
  stackSize = 4000;
  (* size of decode stack *)
  maxBits = 13;
  ( max nb code bits )
  maxMax = 8192;
  ( maxMax + 1 )
  maxMax10 = 8202;
  ( maxMax + 10 )
  clearCode = 256;
  ( code to clear table )
  eofCode = 257;
  ( marks end of compressed data )
  firstFreeCode = 258;
  ( first free code )
inSize = 512;
  (* size of input buffer * )
  outSize = 519;
  (* size of output buffer * )
inName = 'testOut';
  outName = 'testOutD';

TYPE
  aTableIndex = 0..maxMax10;
  aTableEntry = RECORD
    next : INTEGER;
    zch : INTEGER;
  END;

  anInputBuffer = PACKED ARRAY [1..inSize] OF 0..255;

VAR
  i, t : INTEGER;
  table : ARRAY[aTableIndex] OF aTableEntry;
  curCode, oldCode, inCode : INTEGER;
  freeCode, nbits, maxCode : INTEGER;
  finChar, k : INTEGER;
  inByte1 : INTEGER;
  inBit : INTEGER;
  outputOffset : INTEGER;

stackPointer : 0..stackSize;
stack : ARRAY[0..stackSize] OF INTEGER;
infile : FILE OF anInputBuffer;
outFile : TEXT;
inPtr : INTEGER;
inBuffer : anInputBuffer;

PROCEDURE OpenFiles;
BEGIN
  Reset(infile, inName);
  inPtr := inSize + 1;
  inBit := 8;
  Rewrite(outFile, outName);
END;

PROCEDURE CloseFiles;
BEGIN
  Close(infile);
  Close(outFile, LOCK);
END;

PROCEDURE Push(x : INTEGER);
BEGIN
  stack[stackPointer] := x;
  IF stackPointer <= stackSize THEN
    stackPointer := stackPointer + 1
  ELSE
    BEGIN
      WriteLn('Stack Overflow');
      GOTO 1;
    END;
  END;

FUNCTION Pop : INTEGER;
BEGIN
  IF stackPointer >= 1 THEN
    BEGIN
      stackPointer := stackPointer - 1;
      Pop := stack[stackPointer];
    END;
  ELSE
    BEGIN
      WriteLn('Stack Underflow');
      GOTO 1;
    END;
  END;

FUNCTION GetByte : INTEGER;
BEGIN
  IF inPtr > inSize THEN
    IF NOT EOF(infile) THEN
      BEGIN
        READ(infile, inBuffer);
        inPtr := 1;
      END;
    END;
  IF inPtr <= inSize THEN
    BEGIN
      GetByte := inBuffer[inPtr];
      inPtr := inPtr + 1;
    END;
BEGIN
  (LdCompress)
  nbbits := 9;
  maxCode := 512;
  freeCode := firstFreeCode;
  stackPointer := 0;
  outputOffset := 0;
OpenFiles;
InitDTab; (* initialize table *)
WHILE TRUE DO
  BEGIN
    curCode := RdCode;
    IF (curCode = eofCode) THEN
      GOTO 1;
    IF (curCode = clearCode) THEN
      BEGIN
        InitDTab;
        curCode := RdCode;
        finChar := curCode;
        k := curCode;
        oldCode := curCode;
        WdDChar(k);
      END;
    ELSE
      BEGIN
        inCode := curCode;
        IF (curCode >= freeCode) THEN (* code not in table(kaw+kaw) *)
          BEGIN
            curCode := oldCode; (* previous code becomes current *)
            Push(finChar);
          END;
        WHILE (curCode > 255) DO (* IF code, not character *)
          BEGIN
            Push(table[curCode].zCh); (* push suffix char *)
            curCode := table[curCode].next; (* \w := \w'.code *)
          END;
        finChar := curCode;
        k := finChar;
        Push(k);
        WHILE (stackPointer <> 0) DO
          Push(k); AddDCode;
        oldCode := inCode;
      END; { ELSE }
    END; { WHILE }
  END; 
END;
Board Meeting Minutes (May 9, 1990)  
By Keith R. Frederick

Minutes of the Board Meeting of USUS, Inc., held in room 1 of the MUSUS forum teleconference facility on the CompuServe Information Service May 9, 1990.

Present at the meeting were:

User ID | Name
---|---
71016,1203 | Stephen Pickett (sfbp) BoD
73760,3521 | Keith Frederick (KeithF)
70260,306 | Hays Busch (AFB)
72767,622 | Tom Cattrall (Tomc) BoD
72747,3126 | Bob Clark (BobC)
73447,2754 | Henry Baumgarten (Henry) Bod
74076,1715 | Felix Bearden (felix)
73007,173 | William Smith (Wm)

The meeting started off with Tom Cattrall asking William Smith if he wished to chair the meeting. William obliged with Stephen Pickett seconding; Henry Baumgarten, Felix Bearden, and Hays Busch agreeing.

I. Apple II and Library Disks

Tom Cattrall moved to accept Hay’s offer regarding his storing of the Apple IIe and library disks where there is reason to send them elsewhere. However, Stephen Pickett had an amendment. Since he is the new keeper of the library he thought that it would be sensible for him to be entrusted with the Apple IIe.

After some discussion regarding the details of bringing the Apple IIe across the border (into Canada) and the exact procedure needed to amend the motion, the mover (Tom Cattrall) accepted the amendment.

The Board then voted on the amended motion. All voted in favor and William stated that Hays and Stephen will arrange for the transfer of the Apple IIe.

II. Changes to the bylaws

Since Felix Bearden had not yet written the changes to the bylaws, regarding meeting attendance by the Board of Directors, he suggested that the discussion be tabled.

III. Placing an advertisement in the Journal of Pascal, Ada, and Modula-2 (JPAM)

Felix suggested a budget of $1100 for the advertisement, indicating however, that the actual quoted cost was less but he included money for doing a good “mat” for JPAM. Henry Baumgarten commented that the currently planned ad had serious deficiencies and was difficult to understand. William stated that there are three main questions:

1. Do we place an ad,
2. How much do we spend, and
3. What goes in the ad.

Also noting that the content of the ad can best be discussed offline. Felix moved to:

1. Place an ad in JPAM,
2. Budget $1100 for the ad, and
3. That Tom Cattrall and Henry approve the ad before it is placed.

Tom stated that there should be work done on the ad offline and have an ad presented in the next meeting for approval. However, now a vote to place the ad, if a satisfactory one is made, should be done.

Henry agreed but thought that the format of the advertisement could be settled while offline. Henry suggested that a vote be taken on whether the ad should be placed should be made and then the topic can be taken from there.

Stephen commented that there is no point in placing a single ad but advertising should be looked at in terms of policy and an ongoing commitment to promote USUS. Secondly, with the substantial contributions to the makeup of the board and officers, he believes that the expenses will be kept under control.

Stephen then asked for the treasurer (Bob Clark) to comment. Bob stated that he couldn’t see USUS be more frugal than it had been in the past and that currently USUS has $7,088.23 in the bank with a newsletter to pay for and the JPAM subscription costs. However, Bob mentioned that USUS has not paid for any of the JPAM subscriptions and doesn’t know how or when USUS will be billed.

William asked if an estimate on the JPAM subscription costs could be made. Felix replied that an estimate can’t be made yet as the renewals are just starting to come in. Tom Cattrall calculated that current USUS expenses seem to run about $600 per month, which implies that current funds would last roughly ten months. However, Tom noted that his figure is quite rough but probably still in the ballpark.

Bob Clark noted that he would be out of touch from mid June through mid July, so any arrangements must be made money-wise that they be handled before then.

Henry asked if there is a seconded motion on the floor. William replied yes and asked for a vote. Felix and William voted no. Bob Clark abstained. Tom Cattrall and Henry voted yes with the condition that offline discussions approve the copy before it is submitted. Stephen reminded them that an amendment must be moved. Henry agreed and Tom then suggested that the motion be removed and resubmitted in a new form to make sure the offline discussion part is included. Stephen agreed and stated that the following wording (or something close) be added to the beginning of the motion:

"WHEREAS USUS agrees that it is in the society’s best interest to promulgate itself, that a program of advertising be undertaken, to include but not necessarily be limited to the following advertisement: <advertisement text follows>. Also that all members of USUS and its board exhort one another to publish details of its activities by any means possible AT NO COST TO USUS, and that those preparing the present advertisement be required to present an ongoing publicity plan to the August Board Meeting."

Felix agreed to withdraw the original motion and resubmit it.
with Stephen's wording up to but not including "Also..." and adding that the advertisement be approved offline by Tom and Henry before it is placed.

Tom then asked if anyone had any expertise in publicity and if so could they help. Felix replied that he had a little experience and even though the return on an ad of this nature is low it does state that USUS is alive. Felix further commented that direct mailing that is being covered at no cost to USUS is a better return on investment. Stephen suggested that perhaps his wife (Cathy), being the senior account executive at the Vancouver Office of Canada's largest PR/advertising firm, could help USUS in this matter. Tom Catrall expressed interest in the offer and stated that the actual submission of the ad be held off a bit. William stated that the board is now voting on the current motion. The vote was unanimously approved.

The full motion that was passed is as follows:

"WHEREAS USUS agrees that it is in the society's best interest to promulgate itself; that a program of advertising be undertaken, to include but no necessarily be limited to the following advertisement:

a. that USUS place the ad in JPAM
b. that USUS budget $1100 for the ad
c. that the ad be approved offline by Tom Catrall and Henry before it is placed."

IV. Selection of a Board of Director Chairperson

Henry quickly nominated William Smith for the position and Felix seconded it. However, Stephen Pickett noted that this was not possible as the Chairperson cannot be a non-Board member. Stephen them asked Henry if he would serve as Chair. Henry stated though, that being "nominally retired" he intends to spend as much of the summer at his isolated cabin three miles south of the Canadian border in northeastern Minnesota and thus would hardly be the best choice for Chairperson.

Tom Catrall suggested that since USUS doesn't have a Vice President, that William Smith be elected VP, Henry the chairperson, and retain Alex as president so that there would be three chances for someone to lead meetings.

Felix and Stephen agreed. Stephen went on to say that in the short term it isn't important to determine the board chairperson. Henry stated if it is understood that he wouldn't be readily available from about mid-June to mid-September then he would agree to be chairperson. Stephen suggested that USUS only have one board meeting during the summer period because, in his opinion, not much happens in the summer and it would limit the number of meetings that Henry would miss.

Felix Bearden then nominated Henry Baumgarten with Tom Catrall and Stephen Pickett seconding. William Smith commented that he is willing to stand in for Henry to lead the meetings, like tonight, but not be a Vice President at this time. The vote for Henry to be Chair was made with all voting yes except Henry, who abstained.

V. Renting the USUS mail list

Tom Catrall stated that there has been a request to rent the USUS mail list and questioned what is the procedure for handling the request.

Henry suggested that Felix contact Hays, who probably had a definite procedure for handling the situation. Otherwise, Henry mentioned, that he favors having the staff handling the request while still keeping the board informed in case policy decisions need to be made. William Smith indicated that Henry's suggestion was the way it has been previously handled but noted that he didn't know the current price for renting the list.

Stephen Pickett asked if USUS still respected the flag on the membership forms indicating that the member didn't want his/her name to be sold. Felix replied that yes, USUS still respects that request.

William then came up with a price from 2/1/88, which was 10 cents per address plus materials and shipping. The labels would be just like the News Letter labels except, of course, some are "canceled" since some members don't want the mail.

Stephen then stated that he would support the existing procedures; indicating that there is no need for the board to interfere at this time. Tom agreed and said he would put Felix in touch the person interested in the list.

NEXT MEETING

The Board agreed to adjourn at 9:08:06 PM PST and meet again at 6:30 PM PST / 7:30 MST / 8:30 CST / 9:30 EST June 13th 1990 in Room 1 of the MUSUS conference facility.

Minutes submitted by Keith R. Frederick

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Board Meeting Minutes (June 13, 1990)

By Keith R. Frederick

Minutes of the Board Meeting of USUS, Inc., held in room 1 of the MUSUS forum teleconferencing facility on the CompuServe Information Service May 13, 1990.

Present at the meeting were:

<table>
<thead>
<tr>
<th>User ID</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>71016,1203</td>
<td>Stephen Pickett (sbp)  BoD</td>
</tr>
<tr>
<td>73760,3521</td>
<td>Keith Frederick (Keithf)</td>
</tr>
<tr>
<td>72767,622</td>
<td>Tom Catrall (TomC)  BoD</td>
</tr>
<tr>
<td>73447,2754</td>
<td>Henry Baumgarten (Henry)  BoD</td>
</tr>
<tr>
<td>74076,1715</td>
<td>Felix Bearden (felix)</td>
</tr>
<tr>
<td>73007,173</td>
<td>William Smith (Wm)</td>
</tr>
<tr>
<td>73030,2522</td>
<td>Ron Williams (RONW)</td>
</tr>
<tr>
<td>72230,1601</td>
<td>(Gary)</td>
</tr>
<tr>
<td>76702,513</td>
<td>Harry Baya(Harry)</td>
</tr>
</tbody>
</table>

The Board Meeting started at 6:32 PM PDT with Henry Baumgarten as chairperson.
I. MUSUS (in)activity and changes to the bylaws

Harry iterated a note he received from the CIS people. The note stated that MUSUS has until August to make significant changes in message volume or else they would close down the forum. However, Scott Cress of CIS did offer help to find MUSUS another home if need be. Harry pointed out that significant volume could be regarded as a steady increase from the near-zero level that MUSUS currently has.

Stephen Pickett commented that CIS is being extremely reasonable and if MUSUS can’t generate some message volume the organization will die quickly. He also mentioned that he has some ideas to generate activity based on his plans regarding the USUS software library.

Harry mentioned that he, unless someone opposes the idea, plans to bring in a Modula-2 SysOp for MUSUS. Also, he stated that he prefers “go frog” instead of “go codeport” for the new “go word” of MUSUS. Felix agreed with Harry on “go frog.”

Harry suggested to return to the MUSUS problem later and concern ourselves with the matter of attendance by directors.

Felix apologized for not having the bylaws amendment ready, indicating that he had been out of town mostly since the last meeting. Tom Cattrall moved to table the bylaws issue until the next meeting. Felix Bearden, Harry, and William Smith agreed to table. Stephen Pickett disagreed with tabling. Henry declared the issue tabled until the next meeting.

Stephen stated his disfavor with the tabling decision. Mentioning that there won’t be a meeting with a quorum until Harry gets back and if CIS has no place to put MUSUS there may be no place for a meeting. Thus USUS has to act now on almost everything or else USUS won’t be able to do anything.

Felix commented by saying that the bylaws issue requires a membership vote. Felix suggested that a special meeting be called. Otherwise the topic can be handled online. Tom Cattrall liked Felix’s suggested and asked whether a proposed bylaws change could be drafted in two weeks. There was no response other than Felix stating that he would relinquish the responsibility to any volunteers.

Stephen stated that he did not agree with the amendment. Stephen stated that USUS could survive nicely, as in the past, on twice-a-year meetings (if necessary by conference call). Furthermore he believed that any board member asked to resign because of lack of attendance would do so. Lastly, the amendment is no substitute for someone taking the time to phone a board member in question. Stephen said that he was almost a victim of the amendment without even realizing he had been elected. Noting that we wouldn’t want others to be treated as he was.

Henry responded by saying that previously the phoning idea was used without much success and that Tom’s reminder postcards appear to be more effective.

Stephen moved to replace the current topic with a motion that “enshrines in the expectations USUS has of directors, the idea of attendance at meetings.” Furthermore, he stated that removal of the bylaw change be made. Felix stated that he would try to post proposed changes next week.

Stephen went on to state that the people have been elected, not appointed to this board. Therefore it doesn’t seem reasonable for the few other individuals to have any sort of arbitrary power to remove them. Also that it is grossly unfair to the electorate and would put the board in jeopardy with its on constituents. Tom reminded everyone that it would be the members of USUS that would be the ones that decide if the board should have this power. The decision would not be a purely arbitrary one.

Henry and Tom both commented on personal experiences with other groups; both illustrating how an attendance rule can work and be fair. Felix stated that he would work out the wording for the bylaw change. Stephen indicated that there is a big difference between missing a meeting because one doesn’t want to bother with attending and missing because one cannot attend for legitimate reasons. Furthermore, the amendment must insist on a fresh election for any vacated position.

Felix reminded everyone that the motion was tabled. Henry agreed and decided to go to the next topic.

II. Advertisement in the Journal of Pascal, Ada, and Modula-2 (JPAM)

Felix started off by saying that he had not yet received the advertisement package from JPAM who promised it was on its way. Felix also stated his dissatisfaction with the current planned advertisement and that he would post another as soon as possible. Henry said he had given some comments to Felix regarding the advertisement.

Tom stated his approval of the comments made to Felix. Felix again stated he is going to post a revised copy of the advertisement.

III. USUS Library

Stephen stated that he had received the Apple IIE with only minor glitches and is in the process of gathering ideas in order to put together some more useful disks for the library. Furthermore, he also mentioned that the MUSUS library only contained recent files and wondered if older files had been purged.

Tom commented that he intended to talk about trying to get a more user friendly library submission form that would encourage public domain and/or more freely distributable submissions.

Felix told Stephen that there are no outstanding library orders and that Hays had taken care of them. Harry, commenting on Stephens statement, stated that he had only removed about seven items from the library and that the bulk of the library should be still online. Also, Harry said, that he agreed with acquiring a new submission form.

Henry asked Tom if he would draft a new submission form. Tom said he would do what he could and would work offline with Stephen Pickett on the library issue.

IV. More on MUSUS

Harry, reiterating the earlier discussion, stated that he is pursuing John Ribar as a Modula-2 SysOp and that he needs a new “go word” for the forum. Harry restated his preference for “go frog” but said he would go with “go codeport” if there was no support for “go frog.”

Tom Cattrall agreed on John Ribar as a Modula-2 SysOp and that his preferred “go” choices are: Program, or CodePort rather than frog. Stephen said he would like to see PORTABLE, PORTSOFT, GENERIC, or even STRUCTURED as codewords. Also, in regards to John Ribar, that an agreement is writ-
ten down which makes it clear to the new SysOp what the issues and terms of his relationship with USUS is.

Felix gave his support for the forum to be named "Portable Language Forum," with "go PLANFor" as the codeword. His second choice is "codeport." Harry stated that he would prefer not to have a written agreement with John Ribar, indicating that he nor William nor Eli had signed agreements with USUS. Harry also suggested that "Codeport" is the best compromise so far.

Tom Catrall agreed with Harry about not having a written agreement. Tom also said that USUS needs to upload as much useful Modula-2 and Pascal code and to publicize MUSUS in any way possible.

Henry said he would like a simple name like "PLF" for short, and "Portable Language Forum" for long. Felix suggested having an Ada section since it is keeping with the past advertisement and with JPAM.

Harry commented that CIS has offered to help MUSUS with publicity and that in the SysOp forum (on CIS) he is getting a lot of cooperation. Also, Harry mentioned that he is adding an Ada section to MUSUS. Harry then asked for final comments regarding "codeport" as being the new "go word." Stephen suggested "portcode" (the real name for poode) and Tom Catrall felt "go Pascal" and "go Modula" will be used more often but "codeport" was fine with him. CODEPORT ended up as the agreed upon name.

V. Next Meeting

Felix indicated that there would be a special meeting on June 27 and then the regular meeting on July 11. Stephen pleaded that it be one or the other but not both. Tom Catrall suggested meeting on June 27 and then in August. Stephen couldn't promise to be available in August but Felix and Henry stated their approval.

The Board agreed to adjourn at 8:40:16 PM PST and meet again at 6:30 PM PST / 7:30 MST / 8:30 CST / 9:30 EST June 27th 1990 in Room 1 of the MUSUS conference facility.

Minutes submitted by Keith R. Frederick

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Treasurer's Report
by Robert E. Clark, Treasurer

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From The Editor
by Tom Cattrall

Well, due to a lot of things coming up, this issue is about a month late. I didn't want to delay the article on file compression utilities any longer and writing it took quite a bit of my time. So, the moral is that newsletter issues will appear more promptly if plenty of material shows up in my mailbox (hint hint).

MODUS, the Modula-2 User's Society is making a comeback from a period of inactivity. See the letter on page 6. If you are interested in membership, write to the address given in the letter to get an application form. That, and the appearance of Modules & Definitions and the upcoming burst of activity with Modula-3, may be a sign that Modula-2 (and 3) are coming of age.

Status of MUSUS

MUSUS (the Compuserve forum sponsored by USUS) has been undergoing changes and problems recently. There is a chance that by the time you read this, it will have been closed down.

Over the last couple of years, users of the P-system have wandered away from MUSUS and no real effort has been made to change and attract a new user base. To put out that effort requires a lot of time and energy, something that those of us in the computer field often have in short supply.

The forum has been reorganized somewhat with new message sections, announcements, and a new name: The Portable Programming Forum. It can now be reached by any of the following:

GO PASCAL, GO MODULA, or GO CODEPORT

As I write this, we are trying to work on new ideas for making the forum a gathering place for Pascal and Modula-2 as well as UCSD P-system users. The forum could use some fresh ideas and one or more new sysops with a lot of energy to aid the current staff. If anyone reading this thinks they might have something to offer, get in touch with me or with the forum sysop, Harry Baya.

When Was Your Last File Backup?

Just last week two friends of mine reported losing all of their hard disks. On Thursday, the first person came up and said that his computer (a 286 clone) had lost touch with its hard disk and wouldn't boot. After talking with him, it sounds like there might be a chance that the problem is just that the battery that keeps the BIOS configuration has gone dead. So he was going to get another one and see if that helps. I haven't heard back yet.

The next day, I heard from a second person that has an Amiga with a hard disk. She wasn't too clear how it happened, but apparently she tried to format a floppy disk and ended up formatting her hard disk instead.

As it is for anyone that suddenly loses their hard disk, their first thought was "when was my last backup". The answer for both of them was "a long time ago".

The second reflex action upon hearing stories like this, is for anyone owning a computer system to want to drop everything and do a backup. So that a little good might come of these unfortunate stories, I'm passing them along in the hopes that others will be motivated to keep up to date backups and avoid losing a lot of data.

Submission Guidelines

Submit articles to me at the address shown on the back cover. Electronic mail is probably best, disks next best, and paper copy is last. If your article has figures or diagrams, I can use encapsulated Postscript files in any of the disk formats listed below. If you can't produce encapsulated Postscript, then paper copy is probably the only practical method for submitting graphics.

You can send E-Mail to my Compuserve ID: 72767,622, or indirectly from internet: 72767,622@compuserve.com. For disks, I can read Sage/Stride/Pinnacle formats: disks. Also, any MS-DOS 5.25 or 3.5 disks, and 3.5″ Amiga disks. If anyone wants to send Mac format disks I could probably get someone to translate them into something I can use. Whatever you send, please mark on the disk what format it is. That will save me a lot of guesswork.

Text should be plain ascii rather than a word processor file. It can have carriage returns at the end of all lines or only at the ends of paragraphs. What you send doesn't have to look pretty. I will take care of that. My spelling checker will take care of spelling errors too. If you want special formatting use the following conventions:

1. _Underline_, put an underline character at each end of the section to underline.

2. *Bold*, put a star at each end of the section to bold

3. "Italics", put a caret at each end of the section to be set in italics.

4. ??Special requests??, such as ??box next paragraph* should be surrounded with "?? ??".

USUS NewsLetter Jul / Aug 1990
USUS Membership Information

Student Membership  $ 30 / year
Regular Membership  $ 45 / year
Professional Membership  $ 100 / year

$15 special handling outside USA, Canada, and Mexico.

Write to the La Jolla address to obtain a membership form.

USUS Officers

President: Alex Kleider  71515,447
Treasurer: Bob Clark  72747,3126
Secretary: Keith Frederick  73760,3521

USUS Staff

Administrator: Felix Bearden  74076,1715
Legal Advisor: David R. Babb  72257,1162
MUSUS Sysop: Harry Baya  76702,513

USUS
P.O. BOX 1148
LA JOLLA, CA 92038

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