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\*Commodore 64 User Group: Tips, Pokes, Peeks and Jokes C. Yrulegui\*  
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As part of the 64 user group this publication will be made available to all members. It will originally appear in this form and perhaps later will be made part of a newsletter. Forms will be distributed for submission of any tips or programming hints that you would like to share with the other members.

When using the pet emulator from tape: load and RUN the emulator. Then load and run your pet program. You can then save the compiled program which will eliminate the need of loading the emulator first. (Gary Scott)

When using the pet emulator from disk: first use the 64 wedge. Then load the pet emulator but DO NOT run. Then load and run your pet program. Again you can save the compiled version to disk. (Gary Scott)

You can check to see if the 64 wedge is in place by typing in SYS52224. (Gary Scott)

To use the Vic-modem with the 64 type in the program in the Vic-modem book and delete line 400. The tape program supplied WILL NOT WORK! (Scott)

To make all keys of the 64 repeating keys use Poke 650,128. To restore normal operation Poke 650,0. (Scott)

If you find it necessary to boot your 64, and the keyboard is not disabled, you can warm boot by SYS64738. This will save wear and tear on the on-off switch and the power supply. (Chuck Yrulegui)

The Pet version of Hidden Maze (Dec. Compute) will run on the 64 with one small modification. In line 640 change 32768 to 1023. That's all there is to it. (Chuck Yrulegui)

When trying to use a Tab function with a Print # statement you must use a special format.

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Example: 100 Print # Tab(x)           No!  
         100 Print # x,""; tab(x)    Yes!
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The same applies to a Spc (x). (Commodore Sig-Compuserve)

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That's it for this month please submit any and all tips or hints that you may have.