All About PILOT

The Programming Language for Computer-Aided Instruction

Produced by:
Brian Wiser & Bill Martens
**About the Authors**

**Gregory Yob**

Gregory Yob was an American computer game designer and the author of a single published computer game, *Hunt the Wumpus* in 1975. Wumpus was based on the games, Hurdle, Snark and Mugwump, all of which were 10x10 grid type games for mainframe computers. Instead of the standard type grid game, Yob designed Lupus in a dodecahedron type grid. This was based on his experiences with the shape in his childhood experiences in kite building.

He was also author of several versions of PILOT and has participated in the definition of the language. He also coordinated the PILOT Information Exchange, a national user's group for PILOT during the height of the 8-bit personal computer era of the 1980s.

His other areas of interest included high technology implementation within the home, Computer Aided Instruction in education, computer games and working with neighborhood computer centers to further the educational software availability and usability.

Yob was originally from Eugene Oregon, but resided in Palo Alto and Santa Cruz, California for most of his adult life. In 2005, he died at the age of 60 in Scottsdale, Arizona. In an interesting turn of events, his head is cryogenically frozen at The Alcor Life Extension Foundation.

**Dr. Mike R. Smith**

Dr. Mike R. Smith was a school teacher in the Calgary area of Canada and a proponent of Computer Aided Instruction in the 1970s and 1980s. He wrote tutorials, utilities and complete programming systems in the area of CAI including his version of PILOT included in this book, the "Pilot to BASIC" interpreter.

His disk of utilities and tutorials were used in numerous school systems around the world by teachers and students alike. Smith is a professor of Electrical and Computer Engineering at the University of Calgary and was nominated in 2017 for the prestigious NSERC Price for Science Promotion and has been the recipient of many awards from universities around Canada.

**David Mundie**

David Mundie is a member of the Carnegie Mellon University Software Institute's CSIRT Development team in Pittsburg, Pennsylvania. He currently works in the realm of systems information integrity, working on malware analysis, insider threats and the elimination of security threats across the Internet. An avid author in the security realm, he has written hundreds of papers outlining various threats and the remedy for said threats as well as papers on Intellectual Property theft and prevention of insider attacks.

He has worked at Texas Instruments, Western Digital and other companies writing compilers, doing engineering testing and improving the systems upon which these application systems run.

Mundie was the author of a number of versions of PILOT, primarily focusing on the Apple, Atari and Commodore computer systems.
Ted Perry

Ted Perry was a psychiatrist for the San Juan Unified School District in Sacramento, California. He wrote a number of educational articles over the years and retired in 2012. His interest in special education led him to pushing the computer aided instruction programs into being in California, with the help of the director of the Berkeley School of the Deaf also taking part in his push to get California schools into the computer age. Ted had a brief glimpse of fame in the computing realm again in 2013 when his secondhand Apple-1 computer #01-0025 from the famed Byte Shop, or #18 on the Apple-1 Owners list, was auctioned at Christies Auction house.

Earl L. Keyser

Earl L. Keyser was a university professor and early adopter of the Pilot programming language for use in the educational environment. He worked for Technology and Information Educational Services cooperative (TIES), an educational software collaborative operated by Minneapolis Metro Area Schools.

Earl wrote a number of versions for varying platforms including E-Z Pilot for the Apple II, published by A.P.P.L.E. in 1983. Earl created E-Z Pilot in Applesoft BASIC to bring both textual and graphical programming to the lessons which Pilot is famous for. The final release of E-Z Pilot contained herein is one of the earliest fully-integrated programming environments which was produced outside of the mainstream programming language realm and was created specifically for A.P.P.L.E.

He licensed the ApexText graphical character generator system for E-Z Pilot. ApexText was created by Tim Cimbura of Apex Software, and easily displayed lowercase, color fonts, and graphic images on all Apple II computers.

Earl enjoyed showcasing his skills as an amateur magician, working on puzzles, playing games, watching movies, and attending plays. His contributions to computing still resound mightily in the retro computing realm.

Charlie Kellner

Eliot S. Elfner

John A. Starkweather

Paul F. Merrill

R. Reed Hardy

William D. Hedges
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Membership in A.P.P.L.E.

Apple Pugetsound Program Library Exchange (A.P.P.L.E.) was one of the first official Apple User Groups in the United States. Founded in February 1978 by Val J. Golding, A.P.P.L.E. grew to almost 50,000 members by 1985. Since many of our members have been Apple users since the first computers were produced, we have one of the most knowledgeable groups in the world that has contributed content to our magazines and website.

The base level membership is only $27.95 per year and is always due on the month you pay. Higher levels of membership are considered donation levels – the service provided is the same, but you get the satisfaction of knowing that your membership is helping to bring more software and other resources online. To join, please visit www.callapple.org and click the “Subscribe” button on the right side of the page. If you’re already a member – thank you – please click the “Login” button and enjoy the extra menu contents.

A.P.P.L.E. supports users of all Apple computers and devices, both vintage systems like the Apple II and Macintosh and modern platforms like iOS. Through the “Users Helping Users” concept, our group provides a great resource for information, hardware, software, and documentation for Apple products.

Member Benefits

- *Call-A.P.P.L.E.* magazine – new PDF issues, usually around 50 pages, full color, with lots of photos, technical articles, reviews, and interviews with legends of the industry. Members can Login to read them.


- Access to the A.P.P.L.E. Members-only menu items.

- Apple User Group Discounts – Receive discounts on purchases of software, hardware, magazines, and other Apple-related items with the exclusive official Users Group discounts provided by many manufacturers.

- A.P.P.L.E. Software Library – A user-generated software library available to members at little or no cost. We also make new software available to our members for beta testing and review when available.

- Occasional raffles for software licenses available only to our members.

- Access to several legacy A.P.P.L.E.-produced Books and Floppy anthologies.

- Apple Inc. News – Available only to official Apple User Groups and provided directly from Apple Computer Inc on a periodic basis.

- And many more items coming to the A.P.P.L.E. website as we receive them.