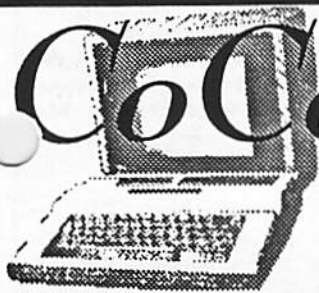


CoCo ~ 123



A GLENSIDE PUBLICATION SINCE
1985

VOLUME XII, NUMBER VIII

OCTOBER / NOVEMBER
1992 ISSUE

Glenside Color Computer Club

From the President's Platen

by Tony Podraza

A hhhhhh, October! When our thoughts turn to glorious sunsets, chilling night air, colorful deciduous plumage, large orange pumpkins ripening between harvested rows of corn and Linus Van Pelt waiting expectantly for the Great Pumpkin to arrive in the middle of the night at the very pumpkin patch in which he is sitting. Alas, will he be disappointed, again? Probably. But, with any luck, you won't be. By the time you read this, we (and there isn't any mouse), Carl, Paul, Dave, Joel, Chris, Brian, Gene and myself will have returned from the third Atlanta Co-CoFest. I hope to have a full report of the events and new products that we will see there for you in the next issue. From what I have heard so far, interest on the behalf of the venders has been very encouraging. But that's next month.

Recently, I've had occasion to do some re-evaluating of the ways in which I spend my time. Typically, I'm up between 6:00 & 6:30 AM, off to work and in the office somewhere around 8:00. I'm back on the road home by, oh, anywhere between 5:00 and 7:00 PM and home 45-65 minutes after that, depending on traffic. After grabbing a byte to eat, I have been reclusing myself down in my corner, sitting at the keyboard, checking out the BBS, or doing something related to club business. Sometimes I just have a little fun (Star Trek games are good for that); sometimes I just don't know what to do. And then there are times when I'm on the phone...but that's club/computer business, isn't it? By the time that I get away from the keys, the time is often past 11:30pm...and I have to drag myself away to the stairs and up to bed. Not much time for the family, is there?

The fact is, there are

times I think that this avocation tries to make prisoners out of us. Beware....the monster is hiding in every CoCo. I can see myself sitting back in the chair, my silver flecked deep blue raiment loosely draped over my shoulders and flowing over the seat to the floor. There is an owl perched on my shoulder. From my fingertips, a tightly-focused beam of personal aura energy is drawn into the computer, against my will. The power of the entity that is draining my aura has me in such a tight grasp that I fear that I may have to call upon the gallant knight in the shining armor to come charging to my aid on his galloping white steed and separate me from this malevolent entity that has me so tightly in its grasp. As I contemplate casting the incantation that will invoke the presence of this champion of men-at-arms from the acrid mists of the land of ROM, a small sprite appears behind me and whispers something in my ear. I am so deep in thought and struggling to extract myself from the present situation that I barely notice that the solution to the dilemma is in the bit of information that this gnomish elf has freely imparted to my memory. I telepathically offer him (it?) thanks and reach over the possessed machine to the left rear corner of the case and TURN IT OFF! I have WON!

If you think that you recognized the inspiration for that Halloween story, short as it was, write to me in care of the return address on the front of this newsletter and tell me where you think it came from. Tell me a little about yourself and interests, too. The, ummmmmmm, lessee, how about seventh letter that is postmarked between the 12th and 20th of November, 1992 wins the prize of a 10-pack of a major manufacturer name brand of 5.25" floppy disks and to be delivered by UPS to their home by December 1, 1992.

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CoCo-1,2,3 Information

The Glenside Color Computer Club of Illinois is a not-for-profit organization whose members share an interest in the Tandy Color Computer®. The CoCo-1,2,3 is the official newsletter of the Glenside Color Computer Club. The Glenside Color Computer Club of Illinois has no affiliation with Radio Shack® and/or the Tandy Corporation®. The opinions expressed by the authors of articles contained within this newsletter do not necessarily reflect the opinions of the Editor, the Executive Officers or the actual Club membership.

We are committed to publishing a minimum of four issues and a maximum of twelve issues per calendar year. For an annual fee of \$12.00 you can become a GCCC member with full membership privileges. Persons wishing to receive the CoCo-1,2,3 newsletter without full membership privileges may receive this newsletter for an annual fee of \$14.00. Send your dues to:

GEORGE SCHNEEWEISS
2801 S KILBOURN AVE
CHICAGO IL 60623-4213

Here is the list of 1992 Executive Officers and how to contact them. The club has four strong SIGS, Tandy Color Computer 1, 2, 3 and OS-9. If you have questions concerning these computers or OS-9 call one of the officers. Area code C=312, S=708.

POSITION	NAME	PHONE	PRIMARY FUNCTION
President	Tony Podraza	5428-3576	The buck stops here...
Vice-President	Carl Boll	C735-6087	Meeting Planning, etc.
Vice-President	Gene Brooks	S897-9023	
Secretary	Howard Luckey	S747-0117	Records and Reporting
Treasurer	Geo Schneeweiss	C376-0126	Dues and Purchasing
Editor	David Barnes	S587-9820	Newsletter coordinator
VP Telecom	David Barnes	S587-9820	Club BBS SysOp
Printer	Dennis Devitt	S629-2016	Newsletter Exchange
Advertising	Bob Swoger	S576-8068	Newsletter Ads

CoCo-1,2,3 CONTRIBUTIONS

If you would like to contribute an article to the newsletter, upload a file to the Glenside CoCoRama BBS with an extension of '.NEWS'. If you have an AD for the newsletter UPLOAD a file with the extension of '.ADS'. If you have NEWS to POST about your group, please use the message base. These files are gathered by the BBS computer and downloaded to the Editor. If you need help contact the SYSOP by E-MAIL, mail, in person, or by phone:

DAVE BARNES
P.O. Box 281
LAKE VILLA, IL 60046

It is preferred that you call: VOICE 708/587-9820 or BBS 708/587-9837
On DELPHI - DAVIDBARNES On CIS - 73357,1324

Articles for the CoCo-1,2,3 will also be accepted on diskette in ASCII form and UNFORMATTED only in the following formats:

RS-DOS 5 1/4"-35 SSDD/DSDD 5 1/4"-40 SSDD/DSDD
OS-9 5 1/4"-35 SSDD/DSDD 5 1/4"-40 SSDD/DSDD 3.5"-SSDD/DSDD
MS-DOS 5 1/4"-40 SSDD/DSDD 3.5"-SSDD/DSDD 5 1/4"-1.2 Meg

Submission deadlines for the CoCo-1,2,3 are two weeks prior to each monthly meeting. Articles submitted after the deadline will appear in the next issue.

CoCo-1,2,3 NEWSLETTER EXCHANGE

The Glenside Color Computer Club of Illinois is pleased to exchange newsletters with other Color Computer user groups at no charge. Send your newsletter to:

DENNIS DEVITT
21 W 144 CANARY ROAD
LOMBARD, IL 60148

If you desire to reprint any articles that appear here, please provide credit to the author and this newsletter.

We encourage your user group to copy this newsletter and distribute it at your regular meetings to your members free of any charge as we believe that this will encourage better meeting attendance. If you are a user group that feels as we do, please let us know in your newsletter so that we might do this for our members and keep our attendance up.

GLENSIDE CLUB MEETINGS

The Glenside Color Computer Club meets on the second Thursday of each month, from 7:30 - 9:30 PM, at the Glendale Heights Public Library. Further info can be obtained from Tony Podraza at home 708-428-3576.

FUTURE MEETING DATES:

November 12
December 10

A social get-together always occurs afterward at the Springdale Restaurant.

CONTRIBUTORS TO THIS ISSUE

• Tony Podraza • Howard Luckey
• Mark Farrell • Joel Mathew Hegberg
• Alfredo Santos • David Barnes

EDITOR:

David Barnes

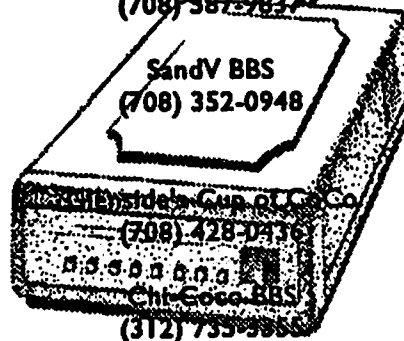
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Glenside CoCoRama BBS
(708) 587-9837



These are YOUR club BBS's... Please support them !!!

From The President's Platen

Continued From Page 1

HEY!!!! Let's make two prize categories!!! One for The te of Illinois (they have an unfair advantage over the rest of the embers) and one for the rest of you. That should make it fairer.

Have any of you tried the Hitachi HD63B09E upgrade? Whose system patches are you using? Have you had any interesting side effects? Have you noticed any real improvements to the system operation? If so, what are they? How much did you pay for the upgrade? What are the chips costing and through who? Speaking of chips, Fox Electronics in California has 256 x 1 static RAM available for \$.70 a chip. Specify long pin solder/socket pulls and ask for Tim Merkle when you call. Tell him that you are affiliated with Glenside Color Computer Club and mention me or Marty Goodman, a fellow member, to confirm your special price. Ask him what else he may have available if you're looking for special chips, or just common replacement items. He might be able to help. CHIPS AHOY!!!

Humph! Not as much good gossip and tips as I would like to have had for you this month. But, I hope the rest of the CoCo-123 will be more interesting. You can help in making it so. Read page two regarding submissions. This is Your club and the CoCo-123 is YOUR mouthpiece, too, not just mine. We all want to know what you are doing and finding out about your systems.

Keep your eyes peeled for the November issue of The Rainbow for a question and answer article regarding Glenside and the CoCo Community. I hope that I've represented you well. If not, let me know. I'll send in some corrections, additions, or tractions. Whether they'll get printed or not, who can tell? But the effort to echo the sentiments of the Club will be continued. Till next time, I bid you Peace.

August Meeting Review

By Howard Luckey

The meeting opened at 7:36 PM. The first order of business was for each of us to make a quick introduction of ourselves.

Announcements and discussions included:

Group One Electronics of California has a make your own deal program. Call 818-993-4575, ask for Brian and let him know you are from the Glenside Club.

The June/July issue of the newsletter was available. Info about problems getting it out are in this issue and Tony said something about losing the data base of addresses and other club info. He thanked Mark Farrell for his help in restoring a lot of the data and Joel Hegberg for having a recent copy of the data.

A copy of a Computer Direct catalog was offered for members to check prices.

Larry Miller presented a list of Tandy software for the CoCo that is still available either in some stores or through the Tandy order service. Thank you Larry.

Burke and Burke has ported the pac game Thexder to run under OS-9 like he did with Cirrus chess. He has also release his book about the 6309 upgrade chip for the CoCo. Eddie Kuns mentioned that the assembler is also available.

Cray Augsburg, managing editor of The Rainbow, sent a set of written questions to the club through our president for the purpose of conducting an interview about the club, the CoCo, The

Rainbow, the future of the computer, etc. There was a copy of the questions and Tony's responses to pass around. There may be an article about our club in a future issue of the magazine.

Tom Schaeffges, chairman of the picnic committee, announced the final plans for the club picnic on Saturday August 29, 1992 from 1 PM to ??? at the home of Bob Swoger. Bob drew a map on the chalk board showing how to get to his place. Attendees should bring something to drink (ice will be provided), tableware, lawn chair(s), and a dish to pass.

The club will provide meat, buns, and a grill. Please plan to come. There will be a flea market type table set up for people who want to sell items.

Scott Montgomery asked about the discount arrangement that we are suppose to have with Inmac, the computer supply company. Our president said that our contact had left the company. We may have to recontact the company. Scott also asked about the inventory of the equipment and software the club had bought. The hardware was on the table but nothing was said about the software.

CoCoPro! has announced that their newsletter, CoCo Press, will no longer be the same as in the past. The company will still sell new items of hardware and software, but if an individual has items they want to sell CoCoPro! will no longer buy them but CoCo Press will offer them a chance to put ads in the publication (I don't know about cost.). Somebody mentioned that there will be exceptions for hard drives, floppy drives, and bulk quantities of an item.

The latest issue, complimentary to the club, of "The OS9 Underground" was set out for members to pass around.

An important discussion related to the announcement by the Atlanta Computer Society (ACS) of the third annual Atlanta CoCoFest. The Fest is to be fully sponsored by ACS and is set for October 3 and 4, 1992 at a Holiday inn. Admission is \$5.00 for both days and booths or tables will be available for \$25.00 (deadline Sept. 18). The question was should our club sponsor a table. Carl Boll thinks we should especially if we purport to be a national or even an international club. A show of hands indicated that possibly four to six members might go. Bob Swoger made a motion that if Carl goes and enough other members go to help out that the club would sponsor a table. After discussion the motion passed. Later Carl made a motion, seconded by Paul Jerkatis, that the club pay the \$5.00 fee for a member if they help man the booth and they are not with another vendor. After discussion the motion passed. Probably most potential attendees would like more information about vendors, seminars, etc., before committing to go.

Someone presented a copy of the "OS-9 Quick Reference Guide" from FARNAS Systems (912-328-7859). The book lists the commands that come with OS-9 and some of the ones that have been added over the years by some of the OS-9 super stars. It gives the syntax and the flags that can be used with each command. The book includes error codes, screen codes, etc. It is authored by F. G. Swygert and proofed by Rick Ulland and costs \$7.95 plus \$1.50 for S and H. You can also purchase a disk that has the extra commands on it for \$5.00 or \$2.50 with the book. The book is very small and compact making it handy to have next to your computer instead of the bulky manual.

One more item was a catalog from California Digital, Inc., 17700 Figueroa St., Gardena, CA 90248, 800-421-5041. They are offering a computer from the past the Dragon Computer that was a clone of the CoCo1. The price is \$39.00.

August Meeting Review

Continued From Page 3

THE DEMO

This evening we had a demo given by Tom Kowalski. His program, in RSBASIC, is a chore chart that he uses at home to keep track of the chores done by his son. Tom said he found the start of his program in the Novices Niche in The Rainbow but it didn't do enough for him so he began to add to the program. He said it was a challenge for him because he hadn't programmed before. He built the program a block at a time and had some help from a friend at work who knew something about programming.

At the start of the program it asks for data such as name, week, month, number of chores (eight maximum) and once that is done you input the name of the chore, its money value until the number of chores are exhausted. At this time you can get a print out of the data and Tom proceeded to do this. His program puts out a mighty nice looking chart that includes the data and totals. One reason for the nice looking print out is that Tom has a new Epson 24 pin dot matrix printer that he is very happy about. The printer has some on board fonts and you can buy a small rom pak type module that can be used to add other fonts.

The program is well designed. It gives an error message if you enter too many chores, it lets you know if the printer is off line, lets you set the baud rate before printing, and asks if you want to print another chart. Tom says he is going to give the program to the club and asked what kind of documentation he should have. Some of the suggestions presented were: assume a new user that doesn't know much about computers, indicate on the screen that something is going on because sometimes a new user enters a command and it appears that nothing is happening and might stop the program, keep the document short.

All in all Tom gave a very good demo. We thank you, Tom, and wish you future success in you programming.

A final item before meeting at the restaurant was a question about the status of the club's non-profit incorporation. We have the forms and they have been signed by some of the officer but more needs to be done to find out what it would mean to the club to take this step. Some members mention that doing this could be more trouble than its worth because of the extra careful record keeping that might be required by the state. More later.

September Meeting Review

By Howard Luckey

I am taking a college course for a few months and I am going to be late for meetings. This month Miles Westbrook is helping me by taking notes until I arrive. Thank you Miles.

The meeting opened at 7:45 PM and we did around of introducing ourselves.

Announcements and Discussions Included:

The August/September issue of the CoCo-123 was available on the back table. Copies will be sent to members not present.

Discussed the Atlanta CoCoFest to be held on October 3 and 4, 1992. There will be seminars. Confirmed speakers so far are Paul Ward from Interactive Media Systems, and Chris Burke from

Great Stuff for your OS-9 System

We've been in the software business for over 10 years—and we've developed lots of excellent software over that time. We don't have room in this space to tell you everthing, but we'd love to send you our catalogue listing all of our products. Great stuff like our *Ved* text editor, *Vprint* text formatter, *Cribbage*, *Magazine Index System*, *Ultra Label Maker*, *Vmail*, and more.

So you only get what you need, please specify OS-9 or OS9/68000!

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Burke and Burke. Tony suggested that the club could hold a seminar of some kind which might include a mock meeting of the Glenside Club to show how our club functions. There was a question about hotel reservations and travel plans. Carl proposed that all those planning to go should meet outside of the meeting room during the break so as to work out plans. The ticket price is \$5.00 which covers both days, and the club will pick up that fee for any member who will help out at the booth.

There is a new publication being put out by CoCoPro! called UpTime. The price is \$16.00 per year. (There is also an ad in the October issue of The Rainbow for a new newsletter called UpTime. Probably the same publication.)

There was a picnic report. Twenty-three people attended, the weather was very nice, there was plenty of food. There were some members from the local Sinclair Club attending partly to check out the MM/1 as possible new platform for that computer. To help out Paul Jerkatis had his MM/1 set up and working.

Under old business George Schneeweiss gave the treasurer's report. The president requested that during club meetings when club business was being done, such as Question & Answer, that the rest of us should respect what others are doing and saying and pay attention to them and to keep conversations among ourselves until a break in the meeting.

Next month is nomination time again. We need people to run for President, Vice-President, Secretary, and Treasurer. Any successful club needs members willing to step forward and help out, all the work should not be done by a small number of people. If you would like to run for one of the offices please submit your name. The elections will be held the following month.

CONTINUED ON PAGE 5

September Meeting Review

Continued From Page 4

THE DEMO

We were fortunate to have Mike Knudsen to talk and display his program *UltimusE/K*. *UltimusE* is to writing sheet music as a word processor is to writing a letter. Mike started writing the program in 1986 for the CoCo2 and offered it to the public as shareware, and around 1989 started selling a commercial version. Since then he has continued to develop the program and the version demoed is the one used with the new computers using OSK (This is what the K stands for in *UltimusE/K*).

For this demo Mike brought his MM/1 to show us the latest version. He told us he has added some new features. He proceeded to load the program and one thing that was noticeable was the speed in which it loaded compared to the CoCo. As part of the show he had a Yamaha and an amplifier hooked up. He showed us how to get a listing of music files displayed on the screen and how to choose one using the mouse (most features are mouse driven). To start he selected and played "Back in the USSR" and began to show some of the features. For example there is a scroll bar that shows how far you are into the score. He showed how you could get started on a new piece of music, how to select notes from the tool box and place them on the staff, how if you put notes with different times over each other the program will make the necessary adjustments. He showed the debug mode used to check your work for mistakes, how to move through the score, how the program can show the screens of music as the tune is playing, etc. He played the end of a piece of music to show how you could do repeat and have the music diminish in volume each time the segment is repeated. He told us that many musicians don't know how to do this and have the sound technician do it for them. He mentioned that *UltimusE* in contrast to most other music editors uses overwrite mode instead of insert. This is some of the capabilities of the program and if I knew more about music I could probably tell more about it.

Thank you Mike for helping the club with this fine demo.

October Meeting Review

By Howard Luckey

I came late to the meeting and this month we have the services of Ms. Edwards to take the minutes until I get there. She has done a fine job. The first part of this report is taken almost word for word from her work. Thank you!

The meeting opened at 7:45PM with the Chair presenting an offer from Farna Systems of their OS-9 quick reference guide and disk of OS-9 patches for \$8.00 instead of the usual \$11.00.

Other items related to the Atlanta CoCoFest: programs of the third Fest were passed out, offered a catalog of *UltiMusE* libraries for the *UltiMusE-III* and the *UltiMusE/K* software packages including the Beatles, the Who and Led Zeppelin selections available for \$9.95 each. The club picked up 32 names at the Fest including renewals and new members at our booth manned predominantly by Brian Schubring (Thank you Brian.), passed literature from Frank Hogg Labs touting his new Kix/30 computer, also a list of Blackhawk Enterprises's public domain software library was available, and members present who attended the Fest

told about their experience and all seemed to have enjoyed themselves.

Discussed ideas for bring the CoCo community together by contacting other user groups nation wide and forming a national database of CoCo users and/or printing monthly ads from other user groups.

An important event for this meeting was the nomination of officers for the coming year. At 8:33PM the president called the meeting to order for nominations. The first nominations were for president and four people were nominated. Two of them declined and two accepted: Tony Podraza (incumbent) and Carl Boll. Next the nominations were opened for vice-president, two positions. The nominees are: Gene Brooks (incumbent), Ken Gideon, Chris Hawks, Eddie Kuns, Brian Schubring, Carl Boll (incumbent), and Tony Podraza. Then nominations for treasurer were opened, four were nominated, one declined, the others were: George Schneeweiss (incumbent), Bob Bruhl, and Mike Knudsen. Lastly the nominations for secretary were opened, two were nominated and one declined, the other was Howard Luckey (incumbent). We have a nice slate of officers, let's have as many people as possible attend the next meeting for the elections.

Jean Edwards mentioned that she is having her CoCo3 repaired and would like to get another one or at least get a loaner. Carl Boll said that he had a loaner for her to use. He also mentioned that if any member needs repairs to their CoCo's that they consider bringing them to a meeting before taking them to a Tandy repair center.

We discussed the possibility of the club making batch purchase of the 6309 chip so as to offer an attractive price to the membership. If the chips are bought in quantities of 25-99 the price is \$7.50 per chip.

THE DEMOS

Tom Schaeffges did a demo of the accounting program he has written in RS-Basic for his snow plowing business. With his program he can bring up a menu and from it he can access and edit customer records, get billing information, record snow information, exit of course, and generate statements. As part of the package Tom added an editor to be able, for example, to edit the records mentioned above, to edit contracts, etc. The program uses two disk drives one for the program and one for the data. Tom started the program and put it through its paces showing the various things mentioned above. Someone suggested that Tom offer the program to the club newsletter, perhaps a person could break out parts of it for their own use. Thank you Tom for your contribution to the meeting.

Next Tony did a demo of two programs written by John Strong. The first one Hprint Font Editor. The program offers a menu from which you can: save, load, access font utilities, select a character to work on from a display along the bottom of the screen, edit the character, and store it. Tony did a quick edit on the space character and made a Pak man type character, and then wrote a small basic program with help from the audience to display the character.

The second one was Soviet Bloc: Super Tetris-style game from Eversoft Games, Ltd. for \$19.95. Tony ran the game for a few moments and never made one row. Thank you Tony for having these programs available to help with the meeting.

Shortly we retired to the restaurant for the meeting after the meeting.

CoCo III Graphics to burn your GIME

Revelation!

Revelation is an operating system enhancement which allows you to take all of the following under MS-DOS:

- 75 Macro Key
- Disk Access of 2000
- 640 x 320 and 320 x 240 graphics
- 25 x 25 and 40 x 25 text
- One-Step loading of Font and also processor modes
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Now, Revelation is not compatible with AEM.

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Miners, pushers, shishers, Goblins, Serpent Women and God populate this adventure story.

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nearly two maps of computerized graphics. Fast graphic representation of this beautiful adventure complete with world test interactive normally present only in dedicated test-environments enabling to create a magical universe and entirely unlike the Los Angeles State of 1982.

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Digitized sound and the best playing-card graphics of any program for the CoCo III make this an absolute must-have for any graphics or gaming enthusiast. The dealer actually talks to you during the game.

000
Club Prices
All prices reflect club discounts:
Revelation \$12.00
Slake Freeman L.M.L.M. \$22.00
BlackJack III \$12.00
I also accept better purchase of software and hardware make me an offer!

To Order:

Send Check or Money Order to:
Robert Hoffmann
2001 Oak Park Way
Glenview, IL 60045

Letters To The CoCo~123

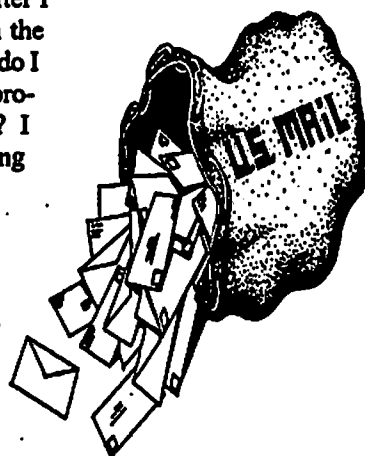
Sirs, I have a problem. After I load OS-9 Level 2 and fill in the date, etc. it says "OK". How do I load another OS-9 dependent program. (CoCoPRO! solitaire)? I have a 2-disk drive. Thanking you in advance.

John Francis, Sr.

Well, John, typically, with a backup of your original Co-CoPRO! disk in drive 1, and your boot/cmds disk in drive 0, you should be able to "load /d1/(you fill in the rest of the pathlist, I don't know what directories lead to the program you want). Once the program is in memory, type in it's name and away you go.

Of course, you should read the instructions that came with the program to get a complete idea of what is needed, but the above just might get you started.

If anyone else has a more complete set of instructions for John regarding the specific program he mentioned, please send the info to him direct at 1201 Daniels Ave., Catonsville Manor, Baltimore, MD; 21207; or send it to the CoCo~123 for publication in the next issue. Thanks.



Tech-Tip

Subject: Scratched keyboard flex cable

Do you have any keyboards that don't work due to a scratched circuit trace on the flexible printed circuit board. Do you know what the cost of a new keyboard is? How about \$22.00 to \$25.00 minimum. How would you like to salvage that keyboard. It can be done for about \$10.00. How? you say. Listen up. At almost any auto parts store, you can pick up a small bottle of a rear window defogger repair kit. These are typically comprised of a small bottle of powered copper in an ethyl acetate media. The directions indicate that it takes 20 minutes to set up and 24 hours for a full cure. Just drop a bit of paint on the scratched line that is causing the problem and let it setup & cure. Within 24 hours, you should have a working keyboard, again.

The repair kit that I picked up is made by Loctite and is P/N 15067. Check out the supply stores in your area and find out what product is available to you. A little preparedness just might save you a lot of headache.

Personals

Personal to George Levka:

No, George, it's polish.

Announcing
Icon Basic09

The next programming language for OS-9!

Icon Basic09 is a graphical user interface (GUI) to Basic09, which will make programming easier than ever! Icon Basic09 takes an innovative approach by using graphic representations, or icons, to represent statements and keywords for writing Basic09 programs and procedures. Instead of constantly typing while writing a program, the user can simply point & click to choose the desired statement!

Icon Basic09 can also be very useful in studying procedures and programs written by others to learn how they operate. The package contains a full set of icons...or, you may edit or create icons using the included icon editor. Icon Basic09 requires a CoCo-3 with at least 256K, mouse or joystick, and OS-9 v 2.

\$20

Dual hi-res joystick adapter (RSColorware)	\$40
Hi & Lo-res joystick adapter	\$27
HAWKsoft keyboard extension cable	\$25
Demination ("Risk"-like wargame)	\$18
MyDOS full-featured DOS extension	\$15

Hawksoft
PO Box 7112
Evanston, IL 60121-7112
(708) 743-3084 even & ends

US and CDN S&H always included. Terms: MO, check, or COD.

Keeping The Dream Alive (Part 2)

By Mark Farrell

Editor's note: In the June/July issue of CoCo~123, we presented the first installment of Mark Farrell's personal computer memoirs. We hope that you will find as much enjoyment as we did as we continue to peek into his memory while he is...

KEEPING THE DREAM ALIVE! (Part 2)

I purchased my first computer ever on October 26, 1985, and life was never to be the same! My wife became a Computer Widow whilst I tried to seduce my COCO 2 into reliable cassette loads. I am certain without a doubt that we all learned a very important lesson in our "Cassette Days":

"The User giveth, and the cassette drive throweth it away!"

I solved ALL my cassette problems by using only High Grade audio cassettes, and by setting the speed of the cassette capstan motor with a 1Khz reference standard tape and a frequency counter at work. (Fringe benefits ya know!) I also used an oscilloscope to set the head position for both symmetry of the waveform and maximum output from the tape head.

I solved ALL THE REST of my cassette problems by purchasing an FD501 Single Sided/Double Density Floppy Drive System GRIN>. The addition of the floppy drive was the beginning of the real adventure into the workings of this "little computer". When I purchased the FD501, I also bought OS-9 Level I. Shortly after this purchase, I found myself wondering why I had bought OS-9. I heard my dilemma described like this:

"What you have is the most powerful 'non-licensed' operating system that a home computer can run (correct for the time). In order to make it behave properly, you must first learn the commands."

Let me paint a picture of my pride and joy (no laughing):

Tandy COCO-2 with 64K of memory
Montgomery Ward 12" B/W TV (1971 vintage...YUCK!)
FD501
Cassette
DC 300 baud modem

Today, you could probably purchase this system for about \$75.00 with the cassette being the most expensive item! (How ironic!) From here it gets more bizarre...

A friend of mine had purchased two IBM-PC (pre-XT) computers that came with one full height, single sided floppy drive each. After he upgraded to two full height DSDD drives, I think he used these for bookends or doorstops. Hey, they were free, and now I could backups without swapping disks over and over and (you know how it goes), it also made the 'C' compiler and the Pascal compiler much more tolerable to use.

There it was, "The System"! What more could one want?

CONTINUED ON PAGE 8

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— See our earlier ads, and reviews in July 1987 and October 1989.
— Randoms (available on request) for product descriptions.

Keeping The Dream Alive

Continued From Page 7

WHAT MORE COULD ONE WANT

Remember, this is the COCO-2 we are talking about! Many of us had systems that rated along with ancient cities or artifacts.

Our systems being built-up from the discarded pieces of systems that were advancing as fast as the hardware market would allow. It's a fair bet that many of us obtained our first DSDD floppy drive as a result of someone we knew upgrading to a hard drive system or perhaps a 720k 3.5" system. What we could not use directly, we adapted, hacked and redesigned it until it did work.

We sometimes even prayed:

"Lord, please don't let the good smoke out!" (I know I did!)

I would not be surprised to find that someone had adapted an old IBM CGA monitor to work on a COCO-2!

Everything was scavenged. Old keyboards, power supplies, chips, data cables, monitors, hard drives and printers were the things we all wanted, but could seldom afford. The hard drive thing was almost funny. There were people with every imaginable (and some not) combination of hard drive and interface adaptors. One guy in Canada (let me see if I can remember this correctly) had two 540 Meg ESDI drives with a SCSI to ESDI adaptor board, running with a Disto Super Controller II. There was the KenTon TRUE SCSI interface that would let you hook TWO computers to the same SCSI drive. We thought the DISTO 4-IN 1 would replace the MPI, (That's a Multi-Pak Interface) just to clear up some space... but it was just another victim of One-Upmanship, when the new kid on the block (that's a joke Bruce) produced his Eliminator package, we thought we had seen it all!

I've gotten WAY ahead of myself here, back to the program.

The COCO-2 was the target of many upgrades and modifications. From the simple addition of a video output signal to a 256K byte add on board called "The Banker" (The Banker let you do neat stuff like run FOUR RS-DOS programs at the same time). People put their computers in PC cases to try and get rid of the bench-top-mess while others tried to go portable and battery powered. Extra ports was the thing for some folks and some installed more than one. Some people were so proud of their system after they installed the hardware mod for "TRUE UPPER/lower" case.

WHY?

The question was asked...WHY would you spend so much time and effort on this computer when you could probably have purchased an IBM 80286 system for about the same money???

Because then we would be stuck with a system that did not multi-task and would not run 80386 software. (As I type this I am thinking about the fact that I am going to install the 6309 upgrade and probably be somewhat guilty of the same sort of "weird duck" software problem.)

But again, why?

Why do some folks still drive Volkswagen Beetles (not a cheap prospect these days)?

Because we are free to make a choice, and hold on to what has worked for us. When IBM upgraded to the ipax286 (80286), there

were very few problems with software designed for the 8086/8088 machines running properly. The greatest problems were with games that depended on the full "power" or the 8086/8088. These had the nasty habit of running

about 6 to 14 times faster than they should. The cure was simple on a machine built for a single-user/single-tasking environment. All they did was run a timing loop to see how fast the machine ran and use this data to delay the systems output and reactions with "do-nothing" delay loops.

But I digress...(again)!

I am not trying to make this into an all out attack on IBM and their petty endeavors at enslaving the business world. The general public proved on their own to be too smart for this kind of er..., thing.

So, what kept the COCO-1,2,3 users in the market place for so very long...?

THE DREAM!

I want all of you to think for a moment, way back when you had your very first inkling you were going to invest in a computer system to make something either easier or more entertaining in your life. What was the thing that made up your mind?

COCO - Scorecard

Number these things in the order of most important - 1 is the highest.

☐ Entertainment - Games, BBSing, Art, Music, Astronomy, RTTY, etc.

☐ Education - Basic stuff for kids, Algebra, Calculus, etc.

☐ Status - "Well, everybody else is getting one. Why not me?!!!"

☐ Home accounting - "Honey? How much is in the checkbook? <groan>"

☐ Business - Work "Take this report home and GET IT DONE FAST!!!"

☐ Business - Personal "Hey, I can tell the boss to stuff it now!"

☐ Software development (on a COCO??? YUP!)

☐ Relaxation/Distracton - See next choice.

☐ Self Abuse - See previous choice.

☐ _____

Now, take a close look at what you entered and reflect on this for a moment...are the choices you made still consistent with your needs for a home computer system? Have your needs grown beyond the capacity of your system as it stands? Will simple upgrades or enhancements bring your system up to par? If you can answer YES to these questions, then you probably do not need to worry about a different kind of computer. On the other hand, if improving your system will not meet your needs, you may be looking at a significant investment over the next couple of years...(ouch).

What's next?

This is as good a place to stop as any, and better than some, for it tells us that there is, indeed, more to come. Watch the mail bag for the next issue of CoCo-123 and join in while we are KEEPING THE DREAM ALIVE!

Forking With OS-9

By Joel Mathew Hegberg

Making your BASIC/09 Programs Mouseable!

Over the past couple of years, a few people have asked me how to use the mouse under BASIC09. Unfortunately, the GFX2 module does not provide any mouse-reading capabilities to make the task trivial. To read the mouse you must use OS-9 system calls, which can be a little confusing to the average OS-9 BASIC09 programmer. This article probably will not make any sense to a non- or novice-programmer, but I believe an average BASIC09 programmer will be able to understand.

To read in mouse data, the `ISGetStt` (GetStat) system call is used along with the `_GS_Mouse` call (which is incorrectly labeled `_SS_Mouse` on page 8-123 of the Technical Reference manual). When this call is used, a 32-byte mouse data packet is sent to your program for examination.

Here are some important offsets inside the mouse data packet (numbers in decimal):

Offset Size Data Contained

0	1	pt_valid... 0 if user is in a different window.
8	1	pt_cbsa... 1 if mouse button A is pressed.
9	1	pt_cbsb... 1 if mouse button B is pressed.
24	2	pt_acx... Mouse's X-position.
26	2	pt_acy... Mouse's Y-position.

When using "syscall" (for information, see pg 11-166 in the BASIC09 manual) and the `_GS_Mouse` windowing function, you must load the X-register with the address of the area you have reserved for the mouse data packet to be loaded into, which must be (at least) 32 bytes in length. Additionally, (looking at pg 8-123 in the Technical Reference manual) register A needs the path number, B needs to be \$89 (the `_GS_Mouse` function code), and Y is the "port select". This sounds a lot more complex than it really is. The path number should be 1, which refers to the current window a program is running in, and "port select" should always be 0, for automatic selection, since you do not know if the user has their mouse in the left or right joystick port. To get the address of your reserved area, use the `ADDR` function (pg 11-6 in the BASIC09 manual). Here's how to set-up what I've just tried to explain:

```
TYPE registers=cc,a,b,dp:byte; x,y,u:integer \ (* for "syscall" *)
DIM regs:registers \ (* for "syscall" *)
DIM callcode:byte \ (* for "syscall" *)
DIM mouse_data:string[32] \ (* 32-byte area where I want my
mouse data to go *)
DIM valid,mouse_x,mouse_y,button_A,button_B:integer \ (*
For next example... *)
regs.a=0
regs.b=$89
regs.x=ADDR(mouse_data)
regs.y=0
callcode=$8D \ (* $8D is the ISGetStt code *)
run syscall(callcode,regs)
```

There, not too difficult. After that is run, "mouse_data" will contain the mouse data packet given to you by OS-9 (isn't that nice of OS-9). Now, all you need to do is PEEK at the contents of "mouse_data" and you can extract all the information you need from the packet.

Glancing again at pg 8-123 in the Technical Reference manual, you can see that upon exit, register X still contains the data storage area address that we gave it before we ran "syscall". So, to get the mouse's X- and Y-positions, button, and pt_valid information, you could use:

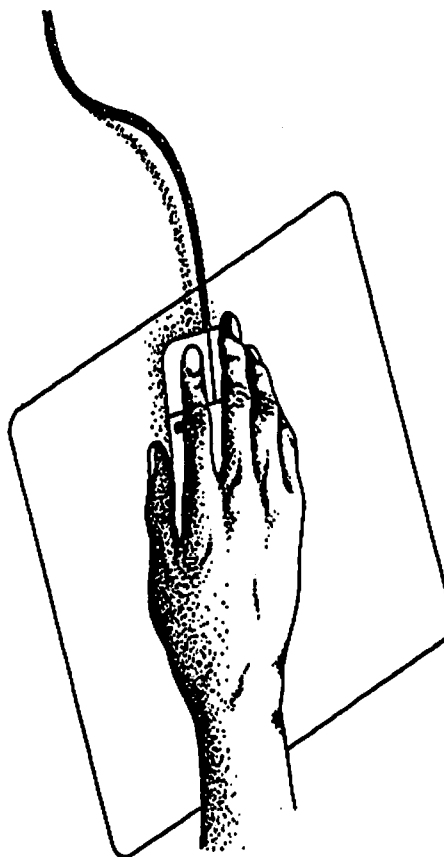
```
valid=PEEK(regs.x)
button_A=PEEK(regs.x+8)
button_B=PEEK(regs.x+9)
mouse_x=PEEK(regs.x+24)*256+PEEK(regs.x+25)
mouse_y=PEEK(regs.x+26)*256+PEEK(regs.x+27)
print "Mouse data; valid: ";valid; " cbsa: ";button_A; "
cbsb: ";button_B;
print " X: ";mouse_x; " Y: ";mouse_y
```

Again, not so bad. Realize that this program will not display the mouse pointer on screen, only mouse information.

The best way to learn, in my opinion, is through example, so I'm including a program listing that will show how you can also check for keypresses as well as mouse button clicks without pausing program operation. It is also important not to waste CPU time by going to sleep if the user has moved to a different window (which is when pt_valid is 0). The sleep technique is also shown in the program listing. (Note: All of the page numbers given in the program listing are in the Technical Reference manual.)

This program must be run from a graphics screen. To create the proper screen, use the command:

```
WCREATE /Wx -s=8 0 0 40 24 0 4 2
SHELL i=/Wx&
```



Forking With OS-9

Continued From Page 9

where x is replaced with the window number you wish to create. Use the CLEAR key to find the newly created window and run the program from there. This will give you a 40-column (320-pixel) graphics screen. Routine 10000 merely updates the mouse pointer on the screen (and loads in the mouse data packet into "mouse_data"). Routine 15000 (which calls routine 10000 to update the mouse, and get the mouse data packet) simply waits until the mouse button is not being pressed and the user is in the current window. Routine 20000 will update the mouse pointer, check for a mouse click, check for a keypress, and sleep if the user leaves to a different window. Comments are included in the source code to help explain what's going on each step of the way.

PROCEDURE MouseTest

```
TYPE registers=cc,a,b,dp:byte; x,y,u:integer
dim regs:registers
dim callcode:byte
dim mouse_x,mouse_y:integer
dim mouse_data:string[32]
dim keypress$:string[1]
gosub 5000
10 gosub 15000 \(* Make sure mouse button is not pressed *)
gosub 20000 \(* Wait until mouse button or key is pressed *)
run gfx2("CURXY",0,20)
run gfx2("EREOLINE")
if keypress$="" then
  print "Mouse click at X:";mouse_x;" Y:";mouse_y;
else
  print "Keypress: ";keypress$;
endif
goto 10
5000 REM Turn mouse cursor on.
run gfx2("GCSET",5ca,1)
return
10000 REM Update mouse position on screen.
regs.a=1 \(* Path number 1, which is the current window. *)
regs.b=$89 \(* Code $89 is the SS.Mouse function, pg 8-123 *)
regs.x=addr(mouse_data) \(* Load the mouse information into
mouse_data *)
regs.y=0 \(* Automatic port selection *)
callcode=$8D \(* $8D is the I$GetStt callcode, pg 8-54 *)
run syscall(callcode,regs) \(* Go out and get the mouse informa-
tion *)
mouse_x=peek(regs.x+24)*256+peek(regs.x+25) \(* Get mouse's
X-position *)
mouse_y=peek(regs.x+26)*256+peek(regs.x+27) \(* Get mouse's
Y-position *)
run gfx2("PUTGC",(mouse_x)/2,mouse_y) \(* Move the mouse
to new location *)
REM Note in the line above that the x-coor is divided by 2. This
is only if
REM you are on a 320-pixel (40 column) graphics screen. If you
are on a
REM 640-pixel (80 column) graphics screen, get rid of the "/2".
```

REM Unfortunately, CoCo-3 Windows does not scale the positioning of the

REM graphics cursor, so the programmer must take care of that.

return

15000 REM Wait until mouse button is released and user is in current window.

gosub 10000 \(* Update mouse position and load in mouse data into mouse_data *)

if peek(regs.x+8) <> 0 then 15000 \(* Mouse button is pressed, so wait *)

if peek(regs.x)=0 then 15000 \(* User is in another window, so wait *)

return

20000 REM Wait until user clicks mouse button or presses a key.

REM Upon exit, if keypress\$="" then the mouse button was pressed, and mouse

REM coordinates are in mouse_x and mouse_y.

REM If keypress\$ <> "" then a key was pressed, and is stored in keypress\$.

keypress\$="" \(* Clear out keypress\$ *)

20010 gosub 10000 \(* Update mouse and load mouse data packet. *)

if peek(regs.x)=0 then \(* The user is in a different window... *) callcode=\$0A \(* so go to sleep! Don't waste CPU time! \$0A is F\$Sleep code, pg 8-35 *)

regs.x=60 \(* Sleep for 60 ticks, which is about 1 second *)

run syscall(callcode,regs) \(* Go to sleep *)

goto 20000 \(* Ok, awake again, go back and see if user has returned. *)

endif

if peek(regs.x+8) <> 0 then \(* Mouse button was pressed. *)

return \(* Exit back to main program. *)

endif

regs.a=0 \(* path #0, keyboard input. *)

regs.b=1 \(* Code 1 is SS.RDY function to see if keyboard data is waiting, pg 8-113 *)

callcode=\$8D \(* \$8D is I\$GetStt code, pg 8-54 *)

run syscall(callcode,regs) \(* Go and check if there is any keyboard data waiting. *)

if regs.b <> \$F6 then \(* There is data waiting! *)

callcode=\$89 \(* \$89 is I\$Read code, to read data from a device. *)

regs.a=0 \(* Path #0, keyboard input. *)

regs.y=1 \(* Read only 1 byte/keypress. *)

regs.x=addr(keypress\$) \(* Load the data into keypress\$ *)

run syscall(callcode,regs) \(* Go and read the keyboard data *)

return \(* Exit back to main program. *)

endif

goto 20010 \(* No keypress or mouse click, so go back and try again. *)

If you have any questions or comments, you can contact me on Delphi

as JOELHEGBERG, on GENie as J.HEGBERG, and on the Internet as

"joelhegberg@delphi.com".

In Memory Of...

It is with no small emptiness of heart that I must inform all of you that on Friday, October 16, 1992, Glenside member and staunch supporter, Fred Havranc passed away.

It has been said that death is that state of being in which existence continues in the minds of others.

Celebrate Fred's life, those of you who know him. Cherish his memory.

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Continued From Page 11

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History Of The CoCo

By Alfredo Santos

*This is the second in the series of articles presented by
Alfredo Santos. These files were originally downloaded from
Delphi and are reprinted with the author's permission.*

THE SECOND YEAR (July '81 - June '82)

Following its 1980 debut, the machine bumped along with
virtually no Radio Shack support. The next 12 months, however,
would witness the biggest outpouring of Color Computer support
to date. This period produced a flood of upgrades, modifications,
hardware, software, and most of all, information.

In July of 1981, the Color Computer's first anniversary roared
in like a lion. I celebrated by upgrading to Extended Basic, buying
the Direct Connect Modem I, signing up with Compuserve, buying
an LP VII, and ordering SUPER "COLOR" WRITER from
NELSON SOFTWARE, and the EXATRON disk system.

A word of sympathy here for anyone who, like myself, ordered
Nelson's word processor.

The seven month period after placing my order was filled with
nothing but A G G R A V A T I O N! Suffice it to say that, by January
of 1982, the software was still nothing more than an ad on the pages
of a few magazines.

Another ad appearing that July was for the EXATRON disk
system. "32K PLUS DISKS \$298.00", read the ad. I immediately
called the toll-free number and my name was placed on a list,
behind 24 other users. After a month and a half of waiting, and
countless phone calls of inquiry, it finally arrives. The following
day it is ready for a return trip back to Exatron's Sunnyvale plant.
The amount of generated RFI made the screen unreadable.

Steve Odneal, at about this same time, was having a little bit
better luck. With a home-built disk system hooked up to his 32K
machine and 8K of RAM on the disk controller board, Steve
completes the first ever conversion of the FLEX operating system
for the Color Computer.

While MARK DATA rushes to convert their adventure games
to run on the Color Computer, IMB (Illustrated Memory Banks)
releases its first offering. Although written in Basic, METEOR
STORM was the first software to take advantage of our machine's
graphics capabilities. Thanks Fred Scerbo!

History Of The CoCo

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July also witnessed the introduction of the first educational software from MICRO-LEARNINGWARE, and STRAWBERRY SOFTWARE, plus the first detailed instructions on performing the 32K "piggyback" upgrade. By the time CCN's July/August issue arrived on your doorstep, two more Color Computer publications had sprung to life.

GET A CLOAD OF THIS...

The first ever, cassette based Color Computer magazine, was DAVE LAGERQUIST's CHROMASSETTE MAGAZINE. Instant software on a monthly basis for a mere \$3.50 an issue was quite a deal!

The "magazine's" first issue contained 5 Basic programs and a very moving "cover". Very impressive!! In addition, all tapes are accompanied by a 5 or 6 page news letter explaining the programs. The news letter also features tips, the latest rumors (Radio Shack disks soon?), and some of the editor's own "colorful" insights, which brings me to the second publication inaugurated in July.

Whoever wrote the words, "From small acorns, large oak trees do grow" was, undoubtedly, referring to LONNIE FALK and the RAINBOW.

The Rainbow's first issue was all of two pages in length (both sides, of course) and you could tell immediately by the typeset (LP VII), that no expense was spared in putting together this latest collection of Color Computer information. The debut issue was photocopied at the corner drug store and after the first 25 copies sold out (\$1.00 each), another trip to the drugstore was needed for an additional 10 copies.

Containing the usual assortment of Color Computer articles, comments, tips, and program listings, the Rainbow became "legit" by the third issue with its first ads from The Micro Works and from JARB SOFTWARE. Thanks Lonnie!

Although initially set up for the Model I & III, by July, Bob Rosen's BBS was crawling with Color Computer information left by WAYNE DAY, SYD KAHN, "Barefoot" JOHN GRIFFEN, CAL RASMUSEN, KENT MEYERS, LEE BLITCH, and many other "gurus" including JORGE MIR.

Radio Shack's cassette based Videotex, because it was the first (and only) terminal program for the Color Computer at this time, was used exclusively by anyone calling Bob's BBS with a Color Computer. Videotex, a very limited piece of software, stored incoming information in a "buffer" but, downloading, saving to tape, or printing out the buffer was not supported. When off-line, the only thing you could do with the buffer was look at it and, to make matters even worse, the only way to exit Videotex and return to Basic was to shut off the machine.

Thanks to the efforts of Jorge Mir, information started showing up on the BBS, about a Videotex modification allowing an exit to Basic by pressing the reset button, thereby preserving the text buffer. The download capability is not too far away.

ASSEMBLY LANGUAGE SPOKEN HERE

The SDS80C from The Micro Works was the Color Computer's

first editor/assembler. Although marketed in August, it had been a reality since June.

I should mention that, Cer-Comp of Las Vegas, in a letter dated June 1, stated the availability of their editor/assembler which, in fact, may have been the first. If so, I stand corrected but, The Micro Works did get theirs to market first.

Other notable releases in August included Mark Data's first two adventure games CALIXTO ISLAND, and BLACK SANC-TUM, Tallgrass Technologies' disk system, and 64K RAM adapter board, and THE FACTS, a Color Computer technical manual from Spectral Associates.

BARRY THOMPSON, Tandy's Product Line Manager, in his column for Radio Shack's TRS-80 MICROCOMPUTER NEWS, replied to MARK GRANGER's "PCLEAR 0" inquiry with this explanation: "...THERE IS NO WAY TO RELEASE THAT LAST PAGE OF GRAPHIC MEMORY....". Had Mr. Thompson read the RAINBOW's second issue, he not only would have found out about the PCLEAR 0 trick but, he would have heard from a "very high placed source" that a Radio Shack disk system would be out within 2 months along with a 32K upgrade. Hadn't we heard those stories before?

September is a time to return back to school. A time for learning, and learn we did. We learned from Radio Shack that, the much rumored 32K upgrade is finally a reality. Although not mentioned, the upgrade includes both the new E-board and 1.1 Basic ROM. You discover that the first Color Computer word processor, C.C. WRITER, is available from TRANSFORMATION TECHNOLOGIES. You are taught by C.J. ROSLUND's that, the PCLEAR "bug" can be fixed with a simple "REVERSE REFERENCE", and your homework assignment is to read CLAY ABRAMS' documentation for another Color Computer first, his RTTY/CW communications software! The September/October issue of CCN also debuts a column which quickly becomes one of the most popular: COMMENT CORNER. Written by Andrew Phelps, author of The Micro Works' CBUG, 80C Disassembler, and SDS80C, each column takes an in-depth look at one of the Color Basic ROM routines. Thanks again Andy!

A first this month from Computerware, is the Color Computer's first alternate language: PASCAL. Computerware also starts marketing MAGICUBE (a Rubick's Cube game), and COLOR DATA ORGANIZER.

Steve Odneal's FLEX had, by this time, been converted to operate on the newly released Exatron system and, it worked like a "champ". According to Steve, the Exatron expansion board was the key, as it allowed the ROMs to be turned off and RAM turned on. Steve, while converting FLEX for the Radio Shack DOS, doubts the system will be capable of switching ROM to RAM. Steve would surely have gotten an "F" for his speculation that the Exatron disk system would be the "standard" disk system for the Color Computer, possibly surpassing even Radio Shack's.

The month for trick or treating, October, saw the first details about the Radio Shack disk system, the debut of Bob Nay's COLOR COMPUTER USERS NOTES in 68 MICRO, plus the release of AARDVARK-80's first 7 games.

Another October treat was Dennis Kitsz's article detailing a modification that will deliver "true" lower-case, instead of those unsightly inverse characters. This was the first lower-case board for the Color Computer, and is also available in kit form from MSB ELECTRONICS. Thanks Dennis!

History Of The CoCo

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Marketing began on **SOFT SECTOR MARKETING's MASTER CONTROL**, the first single key entry utility. If you ordered immediately you were told "...some problems have cropped up and we'll be a few weeks late in delivering it...". Not again!!!

Jorge Mir's article appeared, describing how Videotex can be modified to return to Basic upon reset, thereby giving the Color Computer its first BBS download capability.

Although there were a few bulletin boards which supported the Color Computer, **THE ARK**, to my knowledge, was the first to actually run on a Color Computer. "Barefoot" John Griffen, the sysop, operated the BBS from his houseboat in Portland, OR. Callers include **STEVE DEN BESTE**, **SHAWN JIPP**, **Bob Rosen**, and **ED MARCH**.

Mike Wolf marketed his Color Computer disk controller around this time but, unless you had either inquired or ordered his **WOLFBUG** monitor, chances are you didn't hear about it because, the controller was marketed through direct mail. With a price tag of around \$350.00, the unit included an 80 column card, real time clock, and parallel printer port. In a phone interview, Mike told me that a Michigan Computer Club was responsible for the sale of about 10 pieces.

The name, **TRS-80**, stands for Tandy Radio Shack, the 80 is a result of the Z-80 cpu in Tandy's first computer, the Model I.

Because our machine uses a 6809 cpu, it should have been called either a **TRS-68** or a **TRS-09** Color Computer but, what's in a name? Some, nicknamed it the **TRS-80CC**, other the **TRS-80C**, still others the **80C** but it was Dave Lagerquist, in October's **Chromasette**, who first used the name **COCO**. This innocent enough action set of a "name calling" debate lasted for several months through-out the ever growing "CoCo" community.

Some things in the November winds included a tip to reduce internal heat produced by the 32K "piggyback" upgrades by painting the inside of the CoCo's top cover flat black, and a rumor that Radio Shack is using half-good 64K chips in its 32K upgrade, and an interesting article about CoCo's being used to control Mr. Walt Bolden's solar heated home in Washington state. The computers were set up by **HOME COMPUTER SYSTEMS INC.** of Seattle, WA. November also brings the first review of the Exatron disk system, the **PROGRAMMERS INSTITUTE's** tape magazine, **TRC** but, still no Super "Color" Writer.

Nelson Software may have been dragging its feet but, not **COGNITEC**. Within a couple of months of its November release, **TELEWRITER**, was the talk of the CoCo community. Telewriter was the first "world-class" word processor. To this day, Telewriter (for the price) is my personal favorite! Thanks Howard!

Although it was possible to do primitive Videotex downloading, **COLORCOM/E** from Eigen Systems was light years ahead. It supported online/offline scrolling, cassette file transfer, automatic or manual data capturing, off-line print-outs, and selectable **RS232** options. When **MARK DAVID SAVER's** **Colorcom/E** was ready for shipping, he mailed flyers to those who had responded to his "put your Basic program on a ROM" ad (June'81). **Bob Rosen**, upon receiving his flyer, immediately phones Mark. **Colorcom/E** becomes the first major software sold by Bob's **Connection-80** BBS. The rest, as they say, is history.... for both, Bob and **Colorcom/E**. Thanks Mark!

December saw, not only the release of Computerware's **PAC ATTACK** (the first of many **PAC-MAN** clones) but, a review of the Tallgrass disk system, to my knowledge, the only disk system which ran on a 4K CoCo! As 1981 drew to a close, reviews and comparisons were being made between the new Radio Shack disk system and the Exatron system. The consensus of opinion seems to be that Exatron's single density format is its biggest drawback.

With third-party support growing dramatically, and even Radio Shack waking up, the CoCo's future seemed secure but, into each life, a little rain must fall...

THE COLOR COMPUTER IS DEAD!

Now, when most of us hear rumors, we usually consider the source. The more reliable the source, the more accurate the "information" is likely to be. Although it had been rumored for a while that Tandy was dropping the Color Computer, the rumor takes on special significance when, in January, it appears in Wayne Green's 80 **MICRO** editorial. Say it ain't so Wayne!

Since the beginning, critics had always pointed to the CoCo keyboard and snickered. A Dennis Kitz article put a stop to all that by replacing the "chiclets" keyboard with a Model I keyboard. What will he do next?

Bob Rosen started his company, **CONNECTION-80** (named after his BBS) in January and his first advertised CoCo product was: **COLORCOM/E**. Although Eigen ran his own separate ads, Bob's BBS probably accounted for a majority of initial sales. With every BBS sign-on being accompanied by a little "commercial", word spread very quickly, as the popularity of both **Colorcom/E** and the BBS grew and grew. Truly, a marriage made in computer heaven.

1982 marks the start of **CCN** being published monthly. It also witnesses the debut of **DSL's** **ML RABBIT**, **SUGAR SOFTWARE's** **SILLY SYNTAX**, **MARTIN CONSULTING's** **SMART TERM**, **MOSES ENGINEERING's** **LIGHT PEN**, **TOM MIX's** **MOON LANDER**, and Frank Hogg's **CCFORTH**.

In February, resumes were being accepted for sysop of a **COLOR SIG** which would soon be starting up on **Compuserve**, while in New England, the CoCo was being used at the University of Vermont.

Other events taking place at this time include the disk version of Telewriter undergoing final testing, **STEVE BLYN** (soon to start **COMPUTER ISLAND**) markets his first educational software, and violently negative reaction to Wayne Green's editorial starts surfacing. Wayne sure didn't make too many friends last month.

CCN's February issue, in my opinion, was the best issue of any Color Computer magazine ever published! The issue was special for several reasons. If you were looking for a method of transferring your tape files to disk there was **TPTDSK** from **JACK L. AKER**, Tony DiStefano's article on running machine language programs from disk, and C.J. Roslund's article on disabling the **BREAK** key but, what really makes this issue worth its weight in gold appears on page 23...

32K RAM FOR FREE!!!

by Frank Hogg

After Radio Shack's 32K upgrade became available, rumor

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History Of The CoCo

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dit that the "32K" chips used are, in fact, half-bad (good?) 64K chips. Frank Hogg's article details the steps required to enable your Radio Shack 32K CoCo (not "piggyback" 32K) to go into the "all RAM" mode, thereby giving the CoCo an effective 64K of RAM.

Frank speculates (correctly) that, although very early 32K Radio Shack upgrades may have contained the half-bad 64K chips, most 32K upgraded CoCo's contain prime 64K chips. Radio Shack's 32K upgrade also includes the E-board and 1.1 Basic ROM. Although Frank Hogg didn't perform (or even make available) the first 64K upgrade, his article did bring to the CoCo community the information required to "double" the computer's effective memory and, in so doing, created a base for his FLEX operating system. Thanks Frank!

In March, KRAFT's new joystick (available within 2 months), TYPE-N-TALK from VOTRAX, and GEORGE ASSOCIATES' Z-80 based CP/M interface, were three new CoCo products previewed at the WEST COAST COMPUTER FAIR in San Francisco.

DATA-COMP debuts their FLEX operating system by marketing Steve Odneal's conversion which, at the time, utilized the Exatron disk system.

In an attempt to pacify software reviewers who have been waiting for the long overdue Super "Color" Writer, Nelson ships their SUPER "COLOR" TERMINAL.

Magazine articles at this time include Shawn McClenahan's detailed instruction on various 64K upgrades, a non-Kitz hardware project for those of us who are tired of constantly switching the modem and printer cables from the back of the CoCo, and Frank Hogg's article on moving ROM to RAM in your "new" 64K CoCo.

Perhaps in light of February's information flood, both CoCo publications seemed to have a lack-luster March issue. If I hear about the double-speed poke one more time, I'm going to scream!!!!!!

With 2 FLEX operating systems available for the CoCo, MICROWARE starts looking into the possibility of OS-9. Meanwhile, DALE PUCKETT's article "FLEX COMES TO THE COLOR COMPUTER" along with the first installation of Frank Hogg's column "64K KORNER" appears in the April issue of CCN, marking their increased FLEX coverage.

Clay Abrams' article, "AMATEUR RADIO AND THE TRS-80 COLOR", deals with the reception of SSTV pictures. Wonderful information for ham operators but, it seemed like all the useful utility listings I'd come to expect from CCN were starting to disappear.

The RAINBOW, which by April had grown to 52 pages, contains the first part of DENNIS LEWANDOWSKI's column called THE ASSEMBLY CORNER, plus RAINBOW ON TAPE.

Telewriter's disk version is being marketed by this time along with several other new CoCo products, such as HUMBUG, a machine language monitor program from Star-Kits, various software from PRICKLY-PEAR SOFTWARE, AUTO RUN from Jgar Software, the first hi-res screen utility THE SOLUTION from SNAKE MOUNTAIN SOFTWARE, and NANOS' reference card.

Wayne Green must have freaked out when, in May, Tandy

opened a 100,000 square foot plant in Ft. Worth to build Color Computers. Also at this time, several New Jersey schools started using the machine. Seems like everywhere Wayne Green looks, there are CoCo's! (dying of neglect, no doubt)

CCN celebrates its first year anniversary with apologies from Bill Sias about the "double" issue but, said it was needed to get back on schedule. While still a source of valuable information, the number of good articles and programs seemed to be declining.

Some CoCo firsts in May, included an EPROM burner from COMPUTER ACCESSORIES, DISK DOCTOR from SUPERIOR GRAPHICS, SPELL 'N FIX from Star-Kits, and from Aardvark, the first BASIC COMPILER. SPECTRUM PROJECTS also debuts as Bob Rosen drops the name Connection-80. Dennis Kitz is no stranger to CoCo owners but, exactly, who is he? Where does he come from? What is he really like? The brief biography, DEVINE DEMENTIA by MICHAEL NADEAU, appears in 80 MICRO and answers these, and other questions. It was fun reading.

FINALLY!!! a review of the long-awaited Super "Color" Writer from Nelson Software.

The first national CoCo users group was inaugurated in June when Compuserve starts its Color Computer SIG with a membership of 52 and WAYNE DAY as sysop.

80 Micro runs an interesting biography about Bob Rosen and his Connection-80 BBS. Thanks for the plug, Bob!

Newly introduced CoCo support includes MICRO TECHNICAL PRODUCTS' LCA-47 lowercase kit (the first kit featuring switch selectable inverse screen), and the RAINBOW SEAL OF CERTIFICATION. Started by RAINBOW magazine, certification insures that the product does, in fact, exist.

JOHN WALCO's 3 part article on picking winning NFL teams with the CoCo began but, unfortunately there would be no winners that year because the NFL went on strike.

Was it my imagination or, were both Color Computer magazines getting stale? Due, perhaps, to the sudden abundance of CoCo information in the second year, both appeared to be getting a bit flat?

Just a quick reminder... Elections for the Glenside Club officers will be held during the November meeting. Please try to attend and vote!



From the Editor's Desk

Due to limited space in this issue, Dave's article will appear in the next issue of the CoCo~123!

Location:

Glenside Public Library
25 W. Fullerton Avenue
Glendale Heights, IL. 60172

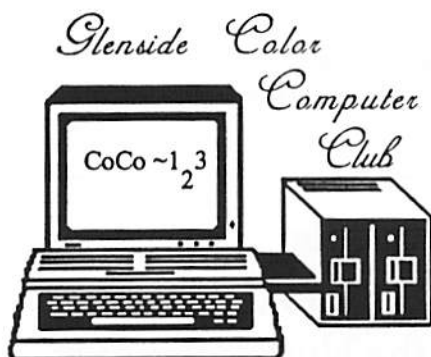
Directions:

Fullerton avenue is about 1 mile North of North Avenue (Route 64). The library is located West of Bloomindale Road in Glendale Heights. Bloomingdale Road is aproximately 2 miles West of Route 53 (or I-355).

Glenside Color Computer Club

Next Meeting Date...

November 12



119 ADOBE CIRCLE
CARPENTERSVILLE, IL. 60110

