



## Just say, "no," to high priced software!

Recently, I went through an entire Rainbow magazine, and averaged all the prices of advertised software. After entering a total of 199 products, I came up with an average of \$42.68. (Actually the number was 42.67660048.)

As you can tell, software for the CoCo is not by any means inexpensive! When I entered N\*Johnson Software's prices, the average fell to \$42.17. Considering that there were 202 entries, N\*Johnson Software's low prices made a large gash in the average price of software.

After entering a total of 199 products, I came up with an average of \$42.68...

Why is N\*Johnson Software so inexpensive? Perhaps that question is better stated, "Why are the other companies' software so expensive?"

According to the Rainbow, CoCo users buy just over 7 products per year as a direct result of advertising.<sup>1</sup> That means last year, you may have spent as much as \$298.76 on

software. Granted, many people spend less, and likewise, many people spend more, but the point is, software can be very expensive.

That is the very reason that N\*Johnson Software has such low prices. We program our own software so that we don't have to pay royalties or salary. That cuts our costs dramatically. We also handle distribution and advertising. These things keep our overhead low so that we can charge less than those monster companies. □

## "Shipping and Handling"

That is something N\*Johnson Software only charges for disk replacement, and upgrades to our existing software. We never charge shipping and handling on orders. Why? At the absolute most, it can cost \$1.50 to mail a disk. The mailers cost us about \$0.39 each, and it can cost around \$0.98 to mail 1 disk. For more than one disk, and with more documents, it can cost more to mail software, but the cost rarely exceeds \$1.50. If the big companies don't get you with their high prices, they'll get you on shipping.

We don't mind paying the shipping for you. It's like our way of saying, "thank you for ordering."

# A simple BASIC program

Here's a simple BASIC program that shows you how many sectors have no data written on them:

```

5 CLEAR 2048
10 CLS:INPUT"DRIVE NUMBER";D
20 FOR X=0 TO 34:FOR Y=1 TO 18
30 DSKI$ D,X,Y,A$,B$
40 IF A$=STRING$(128,255) AND
   B$=STRING$(128,255) THEN F=F+1
50 NEXT Y,X
60 PRINT"FREE SECTOR COUNT:"F
70 B=F*256
80 PRINT"BYTE COUNT:"B
90 R=FREE(D)
100 PRINT"FREE SPACE:"R
110 IF R>B THEN PRINT"(FILES HAVE BEEN
   KILLED)"
120 END

```

•

Type in the program and RUN it. Enter the drive number you wish to check, and press enter. The drive you selected will run, and produce a result or the free sector count, byte count, and actual free space. Sometimes free space exceeds the byte count when files have been killed. •

## N\*Johnson Software Stock:

We are no longer shipping N\*Banner 1.12.

That leaves the available stock to HIDESCRN 1.0, and UTIL DISK.

### HideScrn 1.0

This is a really great utility! If you have a 256 or 512K CoCo 3, and like to manipulate graphics, you'll enjoy HideScrn 1.0. It seems that the 480k in BASIC is really wasted doesn't it? Now you can use that extra memory in BASIC for something useful. HideScrn uses USR functions from BASIC to hide and recall HSCREEN 1, 2, 3, and 4

screens in memory. It takes about one second to hide or recall a screen at normal speed. Believe it or not, USR calls are not hard at all. The following lines of code can be used to hide a screen starting at block 32:

```

DEFUSR=&HE00
DEFUSR1=&HF00
A=USR(32)

```

Then, to recall that screen:

```
A=USR1(32)
```

See how simple it is? It's even faster than storing the screen on a ramdisk! Includes a graphics demo. Only 1 granule to spare on the disk!

Hidescrn 1.0.....\$7.95

### Util Disk

(See review in July, 1991 Rainbow)

"...There are times when you would trade a pound of flesh for a special utility..."

Well, I might not have put it quite like that, but for the price, UTIL disk sure is a bargain! One disk contains 26 utilities, for the CoCo 1, 2, and 3. There has been some confusion as to which programs work on which systems; here is an explanation: All of the programs that concern disk drives and data storage require DECB 1.1 or 2.1. The other programs require a CoCo 3. With this package, you can compress data for storage, turn on monochrome video, speed up your disk drives, make your 32 column screen display real lowercase, use all 40 tracks with your drives, get a width 64 screen, fix CoCo 3 bugs, and even store 57 8k BASIC programs in memory at once! There are 8 programs that will work on a CoCo 2 (with DECB 1.1), and 18 that require a CoCo 3. And just look at the price:.....\$7.95•

## Editor's notes:

When I decided to give our bulletins a new look, I was tempted to use a Macintosh, but then I thought, "what does the Mac have that the CoCo doesn't have?" Nothing really. Granted, the fonts have a higher density than the ones on this word processor, but the CoCo can handle the job just as well as the Mac could. So I decided to stick with the CoCo. After all, it has been my constant companion since 1981.

Last month's bulletin, I'll admit, was of somewhat poor quality. Max-10 can check spelling, but not punctuation and grammar. Anyway, this bulletin, and the ones that follow will be of a more informative nature than the ones that preceded it. For example, in this edition, you'll find a BASIC utility for checking free sectors on a disk, as well as some interesting statistics on the front page.

We are no longer shipping  $\Pi$ \*Banner 1.12; I won't say why.

I hope to meet some of you at the CoCoFest this year...

"Long Live the CoCo!"

## ORDER FORM

TO ORDER: FILL OUT ORDER FORM, ENCLOSE CHECK OR MONEY ORDER FOR THE TOTAL AMOUNT, AND SEND TO:  
N+JOHNSON SOFTWARE  
5830A REINKE DR.  
CRESTVIEW, FL 32536-8913

THANK YOU FOR ORDERING!

QUANTITY	DESCRIPTION-----	PRICE EACH	ITEM TOTAL

SUBTOTAL \_\_\_\_\_  
FL RES. ADD 6.5% SALES TAX \_\_\_\_\_  
TOTAL \_\_\_\_\_

## Credits:

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! Source: Rainbow July 1989 Advertising rate card.

Rainbow TM Falsoft inc.

CoCoFest is a division of DNM corp.

Mac and Macintosh TM Apple Computer Corp.

Max-10 TM Colorware.

BASIC TM Microsoft Corp.

This month's programming hint: To list an ASCII BASIC program on the screen as it loads, enter:

```
POKE 359,57:POKE 65479,0:POKE 65480,0:POKE 65481,0:SCREEN0
```

And then LOAD or RUN the program. Do not use this if the ASCII program executes a machine language program- the pokes may cause it to not work properly.