CLYDE AND RUTH GO TO ATLANTA

Clyde Gano

Southern hospitality is not dead! It was alive and well in Atlanta last week. The Atlanta computer Society hosted their 4th Annual CoCofest Saturday and Sunday October 2 and October 3. From the time we arrived Friday evening until we left Sunday morning the club members we met, together with the exhibitors, did everything in their power to make our visit enjoyable.

Ruth, my wife, and I arrived in Atlanta Friday afternoon so I visited the show area Friday evening while the vendors were setting up. I looked up Alan Dages, a club member with whom I had corresponded, and even though he was very busy, he took time to show me around, introduce me to several vendors and answer some of my questions.

The show hours were 10:00 A.M. to 5:00 P.M. Saturday and 10:00 A.M. to 3:00 P.M. Sunday.

Twenty vendors took part plus two booths operated by the Atlanta club and the Glenside Color Computer Club from the Chicago area.

Several dealers from Canada displayed their wares. OS9 programs were abundant throughout the show. Two or more dealers offered used software as well as new and used hardware. I met a young man from Ft. Washington, PA who made the trip to demonstrate an electronic Bible and concordance. A Texas based vendor showed numerous utilities and programs.

I am purposely avoiding detailed product descriptions so that I do not slight anyone. But, as far as I could see, there was something for every CoCo enthusiast at the show. Nine seminars were scheduled, among them were three covering OS9, one C programming, and one for G-windows and OSK.

The Atlanta club ran prize drawings every hour of the show and also at show's end gave seven grand prizes which included a hard drive, a complete CoCo III system and a printer. (Lucky Clyde won an hourly prize, a renewal to my Glenside Computer Club membership and a T-shirt)

I thoroughly enjoyed the show. Perhaps I missed the crowded aisles and the bustle of the Rainbow Fests just a little, but at Atlanta I experienced the opportunity to leisurely examine each booth and to take time to chat with some of my peers.

I neglected to determine from what distances the visitors came but I did speak to one young man who flew from New York to support his favorite computer.

The Atlanta Computer Society has a membership of about fifty individuals. The group deserves much praise for having put together an interesting, informative and successful CoCofest. We all realize that Tandy's Little Wonder does not have the following it used to have but we are delighted to know that there are still pockets of influence to which we can turn to for help. THANK YOU, ATLANTA!

The Library Car   Alan J. Wagner, Sr.

Welcome to the Library Car. This month as promised, we will be discussing the "Hello, World!" program in detail. Those of you who came to the meeting in September and saw the demo, consider this as a refresher and written documentation of what I talked about then. Those of you who might be more advanced, bear with us. We will catch up to you soon. In C, there is no GOSUB as in BASIC. What C does have is even more useful. When a routine could be written as a subroutine, it is written as a function. A function is a program that given the proper inputs, could operate on its own from the command line. Giving some functions all the needed inputs makes this impractical in their case, but thinking of a function as a small separate program being called from within a larger program is a valid way of visualizing a function. Functions usually have names. For the most part, you can call a function anything you'd like. The only restrictions are those applied by the system you are on and you shouldn't use names already used in the compiler's library. The ANSI library consists of certain required functions with reserved names. If you should happen to use one of the reserved names, the only thing that would happen is you'd find one most recently declared within the current block of statements would be selected by the compiler and the other(s) would not be able to be accessed. There is one reserved function name that is required in every program. That is the name main. The main function is where execution of the program begins. In our little program, we find main followed by an open and close parenthesis with nothing in between. This is the K&R form of a function that requires no variables be passed to it. In ANSI C, the word void would appear between the parentheses. Void tells an ANSI compiler to watch out for any attempts to pass illegal variables to this function. On the next line we see an opening curly brace. This marks the beginning of the actual executable code. The last thing in the program is the matching closing curly brace. Curly braces are used to mark the beginning and end of program blocks. One such block is the beginning and end of a function. These blocks follow certain rules and we will cover them as they arise. One of the more common errors is not having matching braces. There are programing assist programs that do nothing but count opening curly braces and try to match them to closing curly braces. One such program that does much more than count opening and closing braces is a UNIX program called LINT. I am not sure how it got the name, but I suspect it has some analogy to picking lint from clothing. Next we find a function call to the standard library function printf. Note the parentheses around the string we wanted to print. These are part of the function call and contain the information we are passing to the function being called, in this case, printf. As you may recall from the discussion above the main function did not have anything inside its parentheses as it was not expecting any information to be passed to it. If we were to look at the printf function, we would see some interesting variables enclosed in its parentheses. Unfortunately, this is not easy to do as the library functions are partially compiled and are different for each implementation. Again, we can discuss this further in some later installment.

The printf function is a rather complex function. Those of you who have tangled with the print using command of RSDOS will find some of the information sort of familiar. That is not to say that the commands work exactly the same, but a certain family resemblance may be apparent. One place where they deviate is that in RSDOS extended

disk drives for unbelievably low prices.

The club didn't make a pile of money but the members had a bit of fun and also succeeded in putting a lot of items back into circulation again.

The club netted $52.35 from the donated items and the library periodicals and books plus $5.00 from Jason's sale.

Our thanks to Chet Belsky, Radio Shack dealer, for donating $175.00 worth of new games and light controllers; to Art Spengler for the paper and labels; to Eric Rhyder who, after having undergone surgery the day before, came from Lehighton to bring us the library material for the sale; and to all the other members for their donations and participation.

NOTE- I have a gray CoCo I, Extended Basic, 64K with a CoCo III keyboard and guaranteed to work. I will give it to any club member for a minimum of $10 donation to the club.
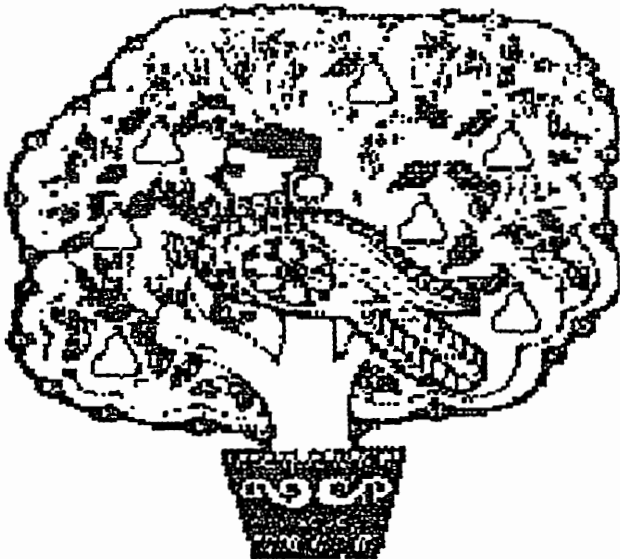
EDITORIAL CHANGE AT THE 6809 EXPRESS
## By H. Peter Unks

Reinhold Radke has been editor of THE 6809 EXPRESS for much longer than I have had the privilege of belonging to The Penn-Jersey Color Computer Club. The excellence of his work for the club in this and other areas is evident to everyone. Now personal commitments require him to give up what was a labor of love. I am sure I speak for all PJCCC members past and present when I say thanks to Reinhold for a wonderful job. I will do my best to maintain the high standards which you have set (pending my election at the next meeting).

I hope all members of the club will submit material for THE 6809 EXPRESS. Please do so on disk in ASCII. That saves gobs of time. Obviously photos or drawings must be hardcopy. Give me your words in ASCII.

CREDITS

Graphics in this issue are from ART-DELI produced by Specialty Projects.

Layout, word processing, logos, and other graphics were done with CoCo-Max III and Max-10 by Colorware.
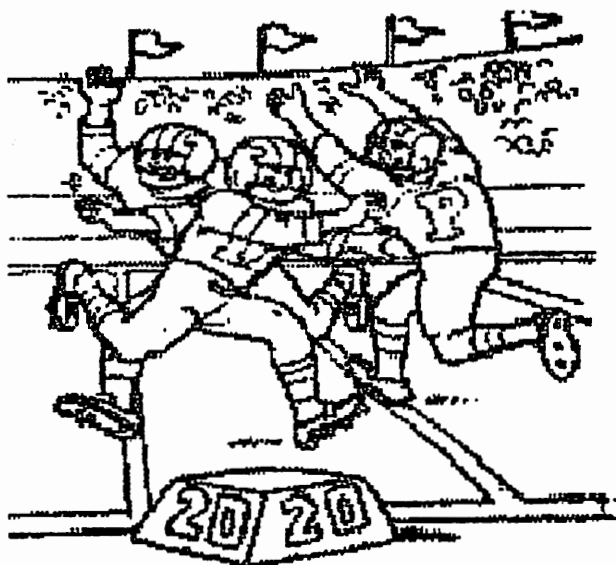
GFL FOOTBALL
A REVIEW BY RICK HENGEVELD

I first wrote a review of GFL FOOTBALL in May. However, I didn't submit the article because I felt that the review was too negative and maybe I wasn't giving GFL a fair shake. So I tabled both the review and the program for a while. After a period of time passed I again pulled out GFL for some testing.

Again a big disappointment! GFL is an attempt to provide CoCo'ers with a football simulation game, something I was eagerly awaiting.

GFL is a single player game (my first complaint), Human vs. Computer. Unfortunately the computer is not a very worthy opponent. I was able to win the second game I ever played 63 to 3, and the 3 points the computer scored were a gift. So much for the challenge!

The graphics on GFL are not up to the standards that we've come to expect from the CoCo III. I have to wonder what was on the programmer's mind when he programmed the GFL players to carry the pigskin in their mouths! GFL comes from Tandy on a ROMpac for about $30.00. All in all I have to rate GFL FOOTBALL as a D.U.D.

THE PJCCC AUCTION
by Clyde Gano

It was "Bargain Night" at the October meeting of the club. About sixteen members attended the Second Annual Auction Night and judging from the comments during and after the meeting it was indeed a success.

President Roni DeGarmo ably handled the job of auctioneer while two of the younger members acted as runners. After warming up by selling quantities of old computer periodicals, Roni went on to sell a number of programming books, adventure books, game books and the like. Roni then sold computer paper, labels, rom packs, and other CoCo goodies.

It was a "Buyer's Night" with most individual pieces selling for prices from 10 cents to $1.00.

Following Roni, Jason Walters, auctioneering for himself, sold a large quantity of used hardware including an early CoCo and some

The
6809
EXPRESS
official publication of the
Penn-Jersey Color Computer Club

H. Peter Unks, Editor

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Eric Rhyder
PJCCC

FIRST CLASS MAIL

```
/* lower limit of temperature table
*/ upper = 300;
/* upper limit
*/ step = 20;
/* step size
*/ fahr = lower;
while (fahr <= upper) {
celsius = (5.0/9.0) * (fahr-32.0);
printf("%3.0f %6.1f\n", fahr, celsius);
fahr = fahr + step;     } }
```

As you may notice, this is similar to the original program in many respects. Among the changes, fahr and celsius are now declared as being of type float. The next item that you may have noticed is that we were able to express the formula in a more "normal" way, ie., five ninths times the quantity Fahrenheit temperature minus thirty two. Notice that the five ninths is expressed as 5.0/9.0. The decimals and zeroes are required to let the compiler know that we desire floating point arithmetic in this case. Since without the added decimal points and zeroes, the constants are of integer values, the compiler would have assumed integer arithmetic, which would cause the result to be truncated to zero and all the answers to be zero in the table. Notice, if you will, the assignment "fahr = lower;" and the test "while (fahr <= upper)". In both of these cases, we have a floating point variable and an integer variable. In situations such as this, the integer is converted to a floating point number first and then the calculation is made. In the part of the formula that reads, "(fahr-32.0)", we could have left the decimal and the zero off the constant and the formula would have worked the same, ie., the constant would have been assumed as integer and then because fahr is a floating point variable, the constant would have been converted to floating point before the calculation. With the addition of the decimal and the zero, however, we avoid the overhead of the conversion and emphasize the floating point nature of the calculation to the human readers of the program.

The next change that was made is in the printf() statement. Notice that the %d's have been change to %f's. This tells printf() to expect floating point variables. In the first modification of the program, field widths were added to help straighten out the columns and make them more easily readable, but notice now a decimal and a digit were added to the field width specification. The digit to the right of the decimal point informs printf() how many digits to print to the right of the decimal when printing the floating point variable. In the case of the "%f3.0", printf() will print a field 3 digits wide with 0 digits to the right of the decimal. It will also not print a decimal point. In the case of the "%f6.1", printf() will print a field 6 digits wide and of those 6 the righthand most two will be a decimal point and a single digit representing a fractional part of the answer to the formula. It is important to note that the field width is for the entire field including any decimal or fractional part. Well that's it for this time. In the next installment, we will begin discussing the "for" statement and start getting into some preprocessor commands and how they can make a program more understandable and easier to change. Until next time, Happy Computing!

to make it out by traveling along the edges of the lot.

Not wanting to wait and see how bad it could get, I quickly got to my car and began to plan an escape route. All went well until I was almost out of the lot where some inattentive people walked into my path of travel and I had to stop. I almost gave up on ever seeing the car move again, but I determined to give it one more try. I backed the car up a foot or two and charged the little barrier that had formed when I stopped. The car gave a slight bump as it made its way over the lump. I was moving again!

With mud roostertails spewing from the rear of the car I headed for the nearest dry, hard pavement. I made it! Now I broke out the sandwiches I had brought for lunch. I didn't even want to get out to see how muddy the car was. As I drove and munched, I thought to myself how adventuresome the day had been. I hoped that Rick and the others would be able to get out of the lot as they were staying longer and would not be leaving for some time.

THE LIBRARY CAR
Alan Wagner, Sr.

This time in the Library car, we are going to modify the temperature program to make it a little more professional, faster and more accurate. First let's tackle an easy upgrade. The printout of the program isn't too nice looking as the numbers are left justified. The way most of us think with numbers is right justified. Printf() makes this easy to fix. Instead of printf("%d\t%d\d",fahr,celsius); we could printf("%3d %6d\n",fahr, celsius); This assigns a field width of 3 and 6 respectively. In addition, because we are specifying a field width, printf() automatically right justifies the field. We can negate this if desired simply by inserting a minus sign between the percent and the field width specifier. So now we've taken care of right justification.

Next we want to address accuracy. If you've ever played around with converting fahrenheit to celsius, you've probably noticed that the numbers don't work out evenly as the program would imply. If we allow for one place to the right of the decimal point, that would probably be close enough for most of what any of us are doing. This however requires a significant change in the program. All the arithmetic was done using integers. Now we must use floating point numbers. A re-write of the program using floating point numbers might look like this:

```
#include <stdio.h>
/* print Fahrenheit-Ccelsius table
for fahr = 0, 20, ..., 300; floating-point version */ main() {
float fahr, celsius;
int lower, upper, step;
lower = 0;
```

As we were directed to park in a lot that was very close to the back of the Mercer County Community College where the festival is held, Rick Hengeveld and myself elected to walk to the college from the lot rather than wait for the bus. We got about halfway across the athletic field when the heavens opened. We quickly ducked under a nearby shelter. The other part of our group that had elected to take the bus fared no better as they were still waiting for a bus when the rains came. When it let up a little, we continued our journey.

When we arrived at the ticket tent, the first bus had not yet made its appearance. Rick and I decided to wait in the tent for the others to arrive. By the time they got there, some five to ten minutes after Rick and I, the rain had let up a little more. We divided up into groups and set out in quest of our treasures. I can't speak for the others, but Rick, I and a young fellow Rick has been helping set out for the flea market section. After visiting the "outhouses" and a few booths, the rain began again in earnest. Our young fellow had not come prepared for the weather and had neither jacket nor rain gear. We headed for the shelter of the nearest booth with a covering. As we entered, the wind lifted the slack roof and dumped about a gallon of very cold water squarely down the back of our poor young man!

When the rain slacked off again, Rick and the young man set out to explore the inside displays. I returned to exploring the flea market. A short time later, I walked into a tent to see what was being offered there. Suddenly the wind gusted to the highest velocity it had been so far. The rain came down with a vengeance. Several people in the tent were holding firmly onto the supports as the wind was threatening to lift the tent and throw it into the next county. For a short while the tent supports were actually flying about an inch or so off the ground, held to this altitude by the people attached to the supports inside. Then as suddenly as it came the wind and rain went away. It actually became calm.

Later talking with Rick, he said they had been in an atrium area of the college and a sign painted on a 4x8 sheet of plywood had been launched into flight by the wind. Once the wind and rain had subsided, vendors could be seen putting the tents back together that had fared worse than the one I had been in. Some gave up on the tent idea as only shreds of the former structure remained.

The sun began to try to stick its face out and the festival began to settle down to its normal state of bustle. The "trunkload" vendors began to open their cars and the true flea market wares began to be displayed. Look as I would for Coco materials, I only found one box of joysticks and a couple of very old tape based pieces of software. I was able to find two 68b09ep chips at one table, but no Coco to put around them.

I purchased some tools and some other goodies and having depleted my allowance for this year, decided to drag my wet and hungry body back to the car for some eats. As I entered the parking lot, I immediately noticed that all was not well. There were four cars stuck up to their axles in the grassy lot now turned to a sea of mud! There was a tractor with a backhoe trying to coax one of them from the mire. I commented to a person nearby that this looked like it was going to be "fun" getting out of the lot. He said, "yeah." and pointed out that some of the more daring were still able

MINUTES OF APRIL 29,1994
Alan Wagner, Sr.

These are the minutes of the meeting of the PJCCC held on April 29, 1994. The meeting was called to order by **Rick Hengeveld** at 7:43 pm. **Clyde Gano** gave the treasurer's report and it was approved as read. There were no minutes of the March meeting as the secretary had not been in attendance and no one else took notes. There was no old business to discuss. **Richard Kravitz** announced that the meeting room has been secured for May, June, and July. A discussion of the program for the next meeting resulted in **Peter Unks** being on the hook with a demo of his newly acquired scanner. **Rick Hengeveld, Richard Kravitz** and **Clyde Gano** all announced that they would be unable to attend the May meeting. After some discussion, **Pete** said he couldn't see dragging the demo equipment to the meeting room just for himself and **Al Wagner**. He suggested that if we desperately wanted to have a meeting that I visit him at his house. It was decided that there would be no May meeting by a unanimous acclamation. **Rick Hengeveld** announced that the MSDOS version of the BBS has been on line now for one year. There have been about 1400 calls and there are about 100 users. **Steve Slagle** has uploaded over 250 Coco programs. **Rick** and **Pete** discussed the Coco Emulator for the MSDOS machines. **Pete** mentioned that he has a number of Appliance and Light controllers for the Coco. The meeting was closed at 8:12 pm.

BOOK REPORTS
Alan Wagner,Sr.

This report is a little different from that to which you have become accustomed in the Library car. Since I already had a program tutorial that had not yet been published, I thought I'd take the time to review a few books that I have read recently in preparing for the current tutorial being presented in the Library car. All but one of these are books I had mentioned at the beginning of the series on C. The second edition of **The C Programming Language** by Brian W. Kernigan and Dennis M. Ritchie published as part of the Prentice Hall Software Series is an update of the first edition to reflect the changes in the language brought on by the standards issued by ANSI (American National Standards Institute). Mr. Kernigan and Mr. Ritchie were responsible for coding the original version of C and their book's first edition was the "standard" for many years. In some circles, one can still here the original version of C referred to as K&R C. They quite humbly request that no one consider their second edition as the ANSI standard, but refer persons who would need to work with such a standard to ANSI for an up-to-date copy of the actual standard. The book is actually in the form of a tutorial in the language and much of what has appeared in this column on C so far, comes from that book. Reading and understanding the book from beginning to end would give one a very
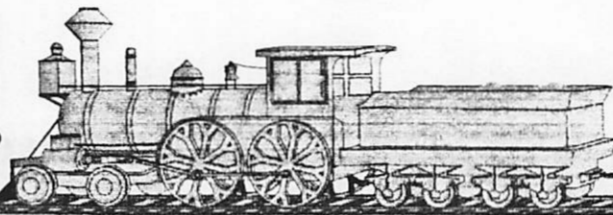
JUNE 1994

The 6809 EXPRESS

special All Al Wagner issue!

NOTICE!
THIS WILL BE YOUR LAST ISSUE IF YOUR 1994 DUES HAVE NOT BEEN PAID!

MAKE THIS ADAPTER FOR TRACTOR-FEED PRINTERS

Recently while doing a little research perusing old computer magazine to get ideas for newsletter articles, I came across a story on how to make a letterhead adapter for tractor-feed printers. It looked like a great idea and I though it might be of interest to some of our members who don't have friction feed printers.

The following abbreviated article is from the October, 1982 issue of "80-US" magazine and was written by Larry Krengel of Elmhurst, Illinois.
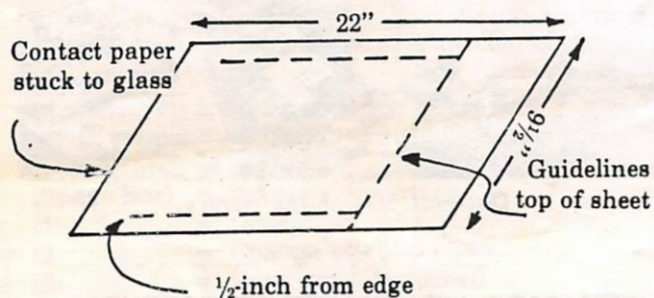
MATERIALS NEEDED:
- Two continuous sheets of tractor-feed paper
- About two-square feet of clear "Contact" paper
- One 8 1/2 by 11" sheet of paper
- The proper size hole punch
- a razor blade or sharp knife

The reason for using two sheets of the tractor feed paper is to provide enough paper for a leading edge of sufficient length to engage the sprockets. In addition, I needed a long enough tail to avoid having the printer give an out-of-paper warning.

First I cut a piece from the contact paper to fit the two sheets of tractor paper- 9 1/2 by 22 inches. I peeled the backing off and stuck it temporarily to a sheet of old glass (I could have used any shiny hard surface from which I could again peel the sheet). I drew a line across the sheet about 1/4 of the way down, and two lines perpendicular to the

first, 1/2 inch in from each side, (see Figure 1) outlined the position in which the 8 1/2 by 11-inch sheet paper would be applied.

Peeling the contact sheet only as far as needed, I the paper to the back of the contact sheet and align with my guide lines. I reapplied the contact paper to window. I now had the 8 1/2 by 11 sheet stuck under the contact sheet.

FIGURE 2
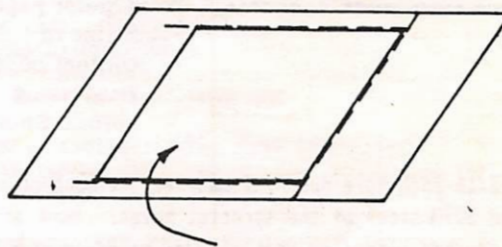
8½" x 11" sheet
now stuck to back
of contact sheet

Using the razor blade, I made a cut starting at the lower left corner of the paper (see Figure 2). I cut a giant upside down "U," leaving only a 3/4 inch border on both sides and the top of the 8 1/2 by 11 sheet. I now had a hole in the contact paper.

FIGURE 1

Contact paper stuck to glass

22"

9½"

Guidelines top of sheet

½-inch from edge

FIGURE 3

Shaded portion was removed by cutting with a razor knife.

MARY BROWN IS NEW CLUB SECRETARY

Mary Brown has volunteered to serve as secretary of Penn-Jersey Color Computer after the resignation of Sally Lanshe who was elected last November.
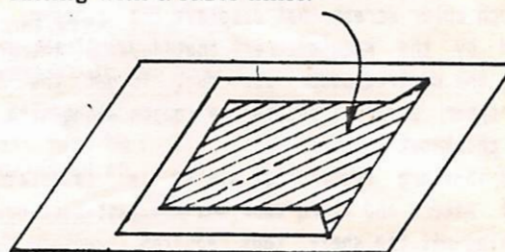
We congratulate Mary for volunteering and helping out the club. Anyone in the club is encouraged to volunteer to assist the officers or committees by offering to present lectures, promoting the club to your friends and assist the refreshment committee or cleanup committee by helping to carry in the cooler or assisting in the clean-up after the meetings.

It's because of some club members and the cleanup committee that we continue to be able to meet at NCAAC because we generally leave the rooms in better condition after we leave than they are when we arrive.

DONATIONS TO LIBRARY

Several members donated items to the club library according to Librarian Paul Eckhart. They are: Jim Mangan who donated 80-Micro for March and April 1986, Hot CoCo for February 1986, Rainbow for January and March 1986 and a Realtime Clock including hardware and the manual; Bruce Irish donated "Camel"; Tom Castronuova donated the documentation for McPaint and Larry Glable donated a "disk jacket printout" program (DIR).

Our thanks to all those who have donated in the past and are continuing to do so in order to make our library a great club library for our members.

TANDY NEWSLETTER

By Ed Juge, director of market planning
TANDY Corporation/ RADIO SHACK

EDITOR'S NOTE: The following are excerpts of the TANDY newsletter mailed to the club each month. Excerpts of interest to CoCo owners and other general items will be published under this column. Articles relating to other Tandy or Radio Shack Computers will be omitted. Anyone wishing to see the complete newsletter should check with the club library, since the librarian will now have them on file.

SOFTWARE UPGRADES

We have discussed software upgrades a couple of times in the past, but questions still come up on one aspect we haven't covered.

Tandy owners sometimes hear about a technical bulletin or software upgrade which they received no notice of, and it causes concern. It's important to realize that there are hardware and software "upgrades" which will not affect most users, and are not widely disseminated. Only those that are required or recommended for all users are published.

Say we've modified a program to work with a "Line Printer II" (most of you probably don't even remember it, but a few folks are still using them). That upgrade isn't even mentioned to anyone who doesn't call needing it. And there are equivalent examples of hardware tech bulletins which affect only people trying to do something specific and unusual.

So, you say, why not upgrade anyway, just so you'll have the "latest and greatest", absolutely current version? Well, sometimes there are trad-offs. Sometimes you lose other capabilities ... even the ability to perform that unusual function in the usual way.

The moral is, it may be better to avoid "upgrades" unless they are recommended for all users, or unless you're trying to do something special that a particular upgrade permits.

MORE ON COCO ADS...

More on the on-going question of how we position the CoCo as an entry-level machine in our advertising. (I feel like Ann Landers!) The following is excerpted for an editorial in the Glenside Color Computer Club newsletter...

"We CoCo owners and users love our machine and as president of this user group, I would like to see us continue to grow. We do not stand a chance of this if you (tandy) try to pit the CoCo up against MS-DOS systems that compete in prices."

He was referring to a recent ad in a computer magazine for a 64K CoCo, 1 drive, and DeskMate, which was very close to a dealer's price on a Tandy 1000 in the same magazine. Good point. So, as I've said, the CoCo is unique partly because of its position in the market, and partly because nothing else in its class is capable of being turned into a powerful, OS-9-based disk system with anything like the same capabilities. But... we feel initial positioning is critical to its continued success.

PUBLIC DOMAIN SOFTWARE

A reader writes... "I would like to know of there is any section in Tandy Corp. that I could contact about a Public Domain package I wrote. It is a BBS that runs off the 64K CoCo with 2 drives..."

We don't have any provisions for han dling public domain software. I'd suggest you check into one of the on-line CoCo forums such as the one on CompuServe or the one on Delphi, etc.

WHY...

"Why, after so many year of Tandy ignoring and somtimes acting hostile towards clubs, have they made such a complete turnaround?"

What you perceive as "hostility" might just have been a bad case of inadequate resources. There was never a "hostile" feeling here in Forth Worth towards clubs, and if that attitude was conveyed through stores, let me apologize. We certainly didn't want it so.

Tandy officials have always appreciated user groups, and we realize the contribution they make in user-to-user information exchange. Often they are the best of not only source of obscure information.

For many years, we responded to letters and questions, but we honestly had not the time or staff in Forth Worth to take positive steps toward actively supporting user groups. This newsletter is something we finally have the time to do, although I admit to some evening and week-end keyboard pounding. It's being done with a very slim staff, but with input from our product managers and others, all of whom have supported it fully.

So, it's not a turnaround in attitude, but rather a turnaround in resources which allows it. I'm pleased you're pleased with the current effort.

IBM ANNOUNCES NEW "CHIP"

The I.B.M. Corporation last month announced that it had succeeded in developing a single computer chip that incorporates most of the essential functions of its mainframe computers.

The new chip, a 32-bit microprocessor that I.B.M. called a "mainframe-on-a-chip," was discussed in a paper presented at the International Solid State Circuits Conference in California in February. Micro-370 as the chip is called is still experimental but if it were used in products it would allow I.B.M. to develop desktop micro-computers that could run programs written for its much larger mainframe computers.

I.B.M. already has a micro-computer, the PC 370, that can run mainframe programs, but is uses a combination of Motorola chips, an arrangement that is not as efficient as using a single specially designed chip. I.B.M. would not say if they will use the chip in its products. The chip measures about 1 c entimeter by 1 centimeter and has about 93,000 transistors according to I.B.M.
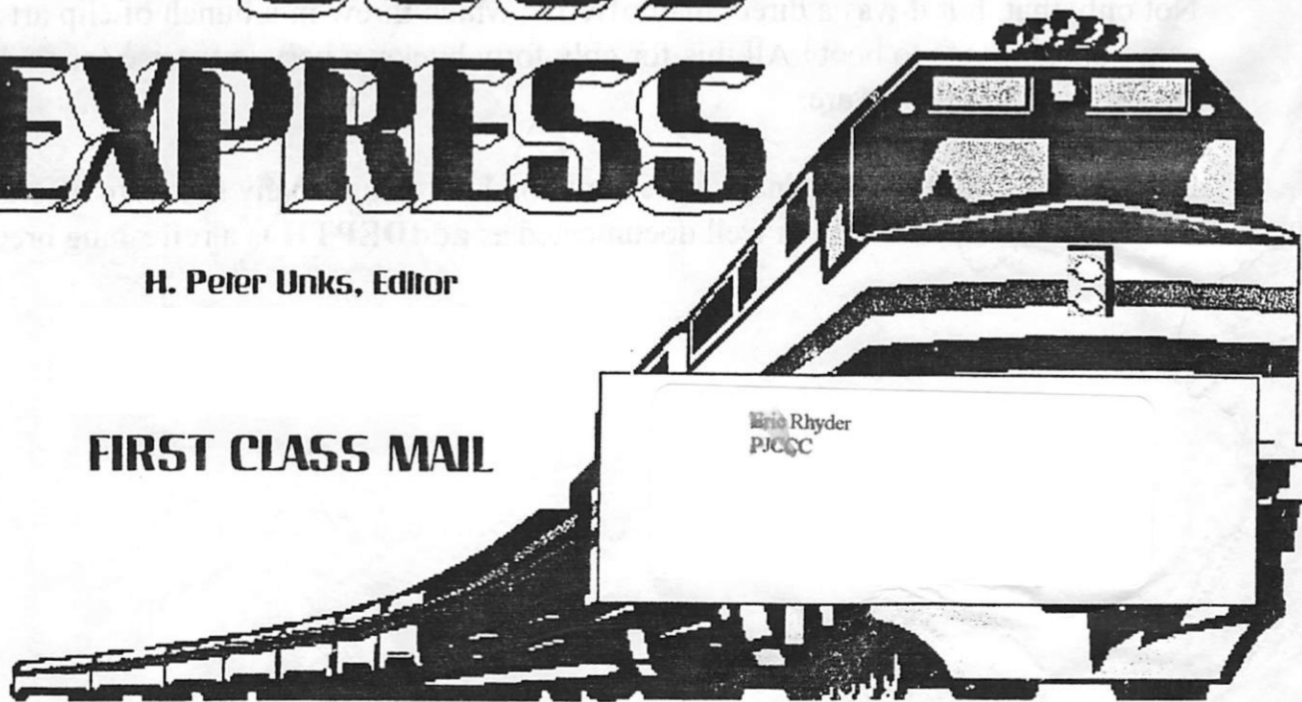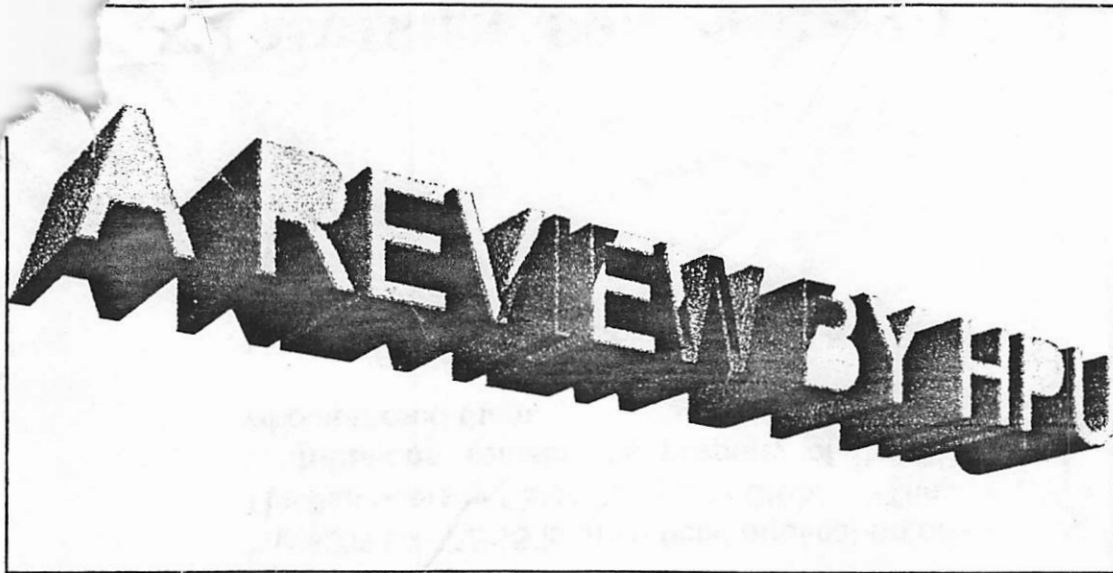
NEXT MEETING IS THIS FRIDAY 7 P.M.

The 6809 EXPRESS

H. Peter Unks, Editor

FIRST CLASS MAIL

Eric Rhyder
PJCCC

A REVIEW BY HP

Every now and then I come across a really neat piece of software. This is one of those times. The product is **addDEPTH** from Ray Dream. The above graphic is a sample of the kind of thing this dandy program does *automatically*. I hope the black and white rendition you get turns out as well as the original color print.

All I had to do was type a few words of ordinary text, the kind you are reading now. The program does the rest by following directions I selected from a series of illustrated menues. That's all there is to it! Is that great or what?!

Not only that, but it was a direct mail offering which threw in a bunch of clip art and some other things to boot. All this for only forty bucks, a very low price for such an easy-to-use bit of software.
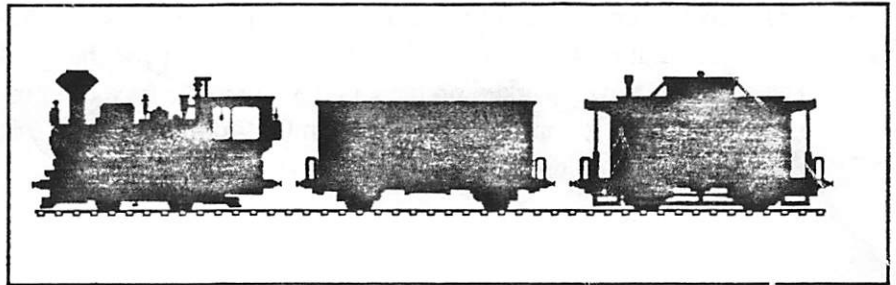
In a day when full day seminars are offered on how to use many software offerings, something as effective and as well documented as **addDEPTH** is a refreshing breeze!

Clyde has always gone above and beyond the call of duty for the membership. He has also donated a lot of time and equipment to getting others more unfortunate the himself started in computing. Truly the PJCCC has become a better organization through his work and input into both our club and each of our lives. We all hope to continue to see Clyde at as many upcoming meetings as he can make. There will always be a chair for Clyde Gano at any PJCCC meeting.

THE LIBRARY CAR
ALAN WAGNER, SR.

Welcome once again to the Library car of the 6809 Express. As promised, this time we will be discussing the "for" statement and some preprocessing commands. The "for" statement is similar in operation to the "for" in BASIC. One sets up a variable to be a counter, checks to see if the variable has reached some preset value before executing the loop, and then changes the variable each time through the loop. The changes in the variable can be by incrementing, decrementing, or modifying the variable in some formula. BASIC usually uses one of the first two. The physical way in which the loop is constructed is very different All three of the "for" statements function occur on one line in C. Assuming "x" to have been previously declared, the following could be a "for" statement used as a time delay. It would do nothing but loop around on itself very fast.

for(x=0;x<=1000;++x);

Notice how the statement is constructed. The line begins with the reserved word "for" to announce what operation is to be done. Next we find a parenthetical section. This section is divided into three portions separated by semicolons. First we find "x=0". This is where the initial value of our variable "x" is set, in this case, to zero. The variable could have been set to any number within the range of the variable type chosen for the counter. Next we encounter the checking portion of the statement. Here "x" is compared to 1000. This could be any kind of comparison that results in a true or false outcome to trigger the exit from the loop. As long as the outcome is true, the loop executes again. The next section is where the statement increments "x". Again, this could decrement "x" by putting a – in place of the ++ or this could be some complex formula that calculates the new value of "x". This "for" statement is a null loop. That is, it doesn't have any statements that it executes outside of itself. To allow "for" to do bigger and better things the construct can be modified as follows:

off, waiting a few moments and then re-establishing power. The result is if such a momentary power outage goes unnoticed in his household, the system is down until someone happens to notice its inactivity. We discussed Uninteruptable Power Supplies, but the problem is the expense involved. A soon to occur change in the physical layout of the Hengeveld's household layout should bring the BBS system together with Rick's other computers and this should make for quicker recognition of BBS problems.

At this time Rick called for a motion to close the meeting. Al Wagner made a motion to close the meeting and Steve Slagle seconded the motion. The meeting was closed at 7:45pm.

The random access that followed was interesting and varied as always. After the discussion, Peter Unks gave a very interesting demonstration of two pieces of software for the Coco 3. The first was a replacement disk based software from Hawksoft for the old Plug-n-Power controller cartridge. The cartridge never worked on the Coco 3 due to the type of graphics used. Pete was as entertaining as always. The second software was an OS9 database that is now apparently orphanware. It was a very interesting demonstration.

OUR LEADER SPEAKS!
RICK HENGEVELD, PRES.

The June PJCCC meeting was quite interesting. H. Peter Unks demonstrated his color sheet feed scanner, quite an interesting gadget! Feed in a sheet of text, a photo, whatever you like and bingo it's digitized and up on your screen. From there you can do just about anything with the image. The possibilities are endless!

While the meeting had it's usual amount of fun and frivolity, there was a sad note. I must reluctantly announce Clyde Gano's resignation as Treasurer of the club. Clyde has been in ill health for some time and now he's requested a rest from his treasurer's duties. Eric Rhyder has now assumed those duties. It seems Clyde has been around since the very beginnings of the club, of course I've accused him of being around at the beginning if time! (Big Smile!)

for Windows by Sandia Software, Design Your Own Railroad by Abracadata, EasyCAD2
by Evolution Computing and TrackWright by B.L. Programming. AutoSketch and
EasyCAD2 are not model railroad specific and as such do not come with a library of standard track
components for designing a model railroad. This makes them a little harder to use for this
purpose as you must first create the track components you intend to use. But, like most things
there is a flip side to this coin. By having to create your own components, you can create them any
way you want. Each manufacturer of model railroading equipment makes their product a little
different from the next guy. They all fall into a certain range of compatibility, but there are
differences. By creating your own CAD components, you can make them match the
particular brand of equipment you intend to use.

On the other side of the coin are CadRail 5.0, Design Your Own Railroad, and TrackWright. Each
of these was designed with the model railroader in mind. CadRail, as I understand it, is a
restrained version of a full sized CAD that has been given the components library for model
railroaders. CadRail not only allows one to view the layout from a bird's eye view, but also allows
one to view the layout in 3-D more or less from the side. As you "lay" the track you can specify
altitude. These notes on height are then translated into the 3-D view. Some scenery can be
inserted as well allowing one to have a preview of what the finished layout will look like.

Design Your Own Railroad allows for the bird's eye view, but in addition to this it allows
scenery, cargo, railroad cars and depots. Having all this in place, it allows you to run the layout
in a simulation of the operation of the finished layout. This is the ultimate in apartment sized
layouts! Abracadata also has another piece of software that allows you to take the layout
you just designed and become a scale sized engineer in the model locomotive cab. You make
up your train, run it to its destination and then break it up just as you would if you were really
working for the railroad but still on the layout you designed.

TrackWright is one of those CADs mentioned earlier that was written because the author
couldn't find what he wanted in another existing piece of software. It has many of the features
already mentioned above. In addition, it is among the least expensive of the programs at $40.00
plus shipping.

That covers the CAD programs mentioned in the MODEL RAILROADER magazine article.
There are many more programs designed with the railroad enthusiast in mind. These range
from inventory programs to keep track of your locomotives, cars, and other models (for insurance
and inheritance reasons) to games and programs to generate "paperwork" for your model
railroad to simulate real life operations. There are even a couple of hardware/software products
that could allow you to fully automate your layout, if that is what you wanted to do.

Another interesting use of computers, mentioned in MODEL RAILROADER, is in photo
manipulation. Even though I personally think it was bordering on cheating, the winner of this
year's model railroading photo contest used his computer to enhance his photo. To quote the
magazine:
  "Moving to his computer, Arthur" (R. Cominio) "transferred that
  image" (the picture of the trains) "to Kodak CD-ROM along with a

photo of a stormy sky and one of himself. He combined the images using Aldus Photostyler software, adding highlights including headlight and class lights, steam, smoke, firebox glow, and the image of himself in the fireman's window. He exposed the resulting image on 35mm daylight film."

When I read how Arthur R. Cominio had manipulated his photo, I couldn't help but think of how this sounded like something our Peter Unks would be into.

What programs are there available for your "other" hobby? How have you used your computer in your "other" hobby? Does anyone's computer out there besides Pete, Rick and mine have the capabilities to write an article for the EXPRESS? I'm sure the answer to that last one is a resounding "YES"! Let's test that theory and hear from the rest of you and how you are using your computers.

THE LIBRARY CAR TOO By Al Wagner

Welcome once again to the PJCCC EXPRESS Library Car. In this session we'll sort of pick up where we were the last time. Since then, I've tripped over a couple of articles and heard something on the radio that may interest you.

First lets talk about what I heard. Maybe you've heard it, too. There's been an advertisement on KYW out of Philadelphia, PA that caught my attention because it was about Internet access. To show you how effective the ad was, I can't remember the name of the company whose ad it was but I remember that it was an office scene. One of the participants has just gotten himself a promotion and one of them who had not is asking how he did it. The ad goes on to tell how this fellow got lots of good information off the Internet using the XYZ Internet Access Provider's software and access gateway. This gave him the knowledge to be able to get his promotion. Then a woman enters the scene and relates how she too, was able to get a promotion using the information gathered from the Internet using XYZ. The poor fellow that has not gotten a promotion, states how he too, will now be using XYZ to get all this helpful information.

The importance of all this is not the company being advertised (which is probably why I can't remember the name), but the fact that the service is being advertised at all! I for one can't remember ever hearing a similar service being advertised before. Yes, they may have been advertised in computer magazines and other computer buff targeted places, but this was as just a regular advertiser for the news that KYW broadcasts on a continuous basis. After twenty some years since Radio Shack came out with their first over the counter home computer, the personal computer has become so commonplace that not just having one and knowing how to use it, but having access to The Internet is a prerequisite to getting a promotion, if one believes the ad. I'm excited (like you couldn't tell) about this. To me it means that computers aren't just for some kind of nerd anymore, but are for common folk. Both of us knew this all along, but

Minutes of the October Meeting

This is the secretary's report for the meeting held October 24, 1993. The meeting was called to order by Rick Hengeveld at 7:30pm. Clyde Gano was asked to read the treasurer's report. The report was accepted as read. There was nothing to report from the Library. The minutes were read by Al Wagner and accepted as read. Rick Hengeveld gave the BBS report. The new BBS has been on line 175 days and handled 300 E-mail messages. A brief question and answer session ensued on BBS access. Rick stated he would be writing an article for the EXPRESS to explain many of the questions in writing so the members could refer to them when attempting to logon to the BBS.

NEW BUSINESS

Richard Kravitz asked that the names of new members and visitors be published. It was pointed out to him that this was happening as part of the secretary's report. A report on the new visitor we had to the club will be found at the end of this report. Richard also mentioned that it was getting to be time for him to renew our meeting room and asked for preferences. The preferences expressed were for room 191 first and then room 113. It was confirmed that the next meeting will be held on November 26, 1993, the day after Thanksgiving. Peter Unks is on the hook for the demonstration, possibly an MM/1 word processor. Since this was to be the last meeting of the year where all the regular attendees would be in attendance, the question of the rate of the dues for next year and the election of officers was brought up. After a brief discussion, Mary Brown made a motion to carry the current board for another year. Steve Slagle seconded the motion which then carried unanimously. A discussion followed as to whether the dues were at an appropriate rate. It was decided that the current rate of $15.00 would remain. Clyde Gano made a motion to close the meeting and Mary Brown seconded it at shortly after 8:00pm.

A new visitor was with us for the meeting. His name is Paul VanOsten. He is from Quakertown and has interests in IBM style machines at work and a Mac at home. Discussing his experience at the meeting, he said his visit was most enjoyable and informative. He said he would be visiting again as job and other responsibilities permitted.

Alan J. Wagner, Sr.
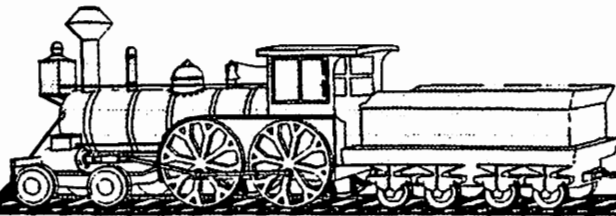
FEBRUARY 1994

The 6809 EXPRESS

OFFICIAL PUBLICATION
OF THE PENN-JERSEY
COLOR COMPUTER CLUB

CONTENTS

Next is the signed integer. An integer is assumed signed unless specifically called as unsigned. It typically is a two byte or 16 bit variable. A signed 16 bit integer can have a value from -32768 to 32767, but may not include any fractional part. That is, an integer may hold only whole numbers. If the integer is specifically called as unsigned, it may hold numbers from 0 to 65,535. Some systems have modifiers that can be applied to type integer such that it may hold values, as unsigned, as high as 4,294,967,295! To know the values of which your system is capable, you must check your manual.

A float type variable can contain a decimal or fractional part. A float number is typically a 32 bit quantity. It is expressed in scientific notation and if it is a 32 bit quantity, with a range from 10 to the negative 38th power to 10 to the positive 38th power. The number of significant digits can vary from 2 to 16, but is usually 6.

A double is, as the name implies, a variable that is double the size of a float. It is a floating point number in that it can have a decimal or fractional part. It may have double the significant digits as well as double the range.

Void is a valueless variable. You may ask of what use is a variable that has no value? A function must be declared as being of some data type and whether or not it takes arguments when it is declared in ANSI C. This allows ANSI compilers to keep watch over the program during compiling to make sure that you as the programer don't ask for a value to be returned from a function that shouldn't be returning one or that you don't try to pass a value to a function that shouldn't get one. If a function is not to return any value or if it is not to take any argument values, how would you declare it?

we are going to store in that variable. This allows the compiler to allocate an appropriate sized chunk of memory to hold the data. Each of the different types may use a different amount of memory. I say "may", because each compiler on each different type of computer is free to represent the data in memory almost anyway the designer of the compiler sees fit. Some types may in fact use the same amount of memory. As an example, the compiler I use on my Coco 3 uses 1 byte for char, 2 bytes for int, 4 bytes for float, and 8 bytes for double. (void was not yet being used when my compiler was written. An ANSI preprocessor handles changing it to something my compiler can handle.) In addition to the above my compiler also has two more non-basic variable types. They are: unsigned integer using 2 bytes and long integer using 4 bytes. Don't worry about what each does for the moment. I mention them only to illustrate that there are two integer types that use 2 bytes and one integer type that uses 4 bytes as does the float type. It is important to keep in mind that once a variable is declared as a specific type, we should not attempt to store/retrieve an incorrect type in/from it. If one would do so without first taking special precautions, some very strange and unexpected results can be obtained.

Let's look at each of the basic types in turn. The char type stores characters such as would be expected to be printed on a printer or the monitor. Because char is usually a one byte variable, on most systems there can be 256 different symbols stored in them. The first 128 of them are defined by the ASCII character set, if that code is used by your system. (Most do use the ASCII set but not all. Check in the docs for your system to see what it uses.) With some compilers the type char can also be used to store whole numbers from zero to 255. For reasons of portability this should be avoided.

program. Do NOT assume they will be zero. You may run the program several times and the variables just happen to find a location that was zero and it works perfectly. Then just as you think you have this program running flawlessly and call in a friend to see how great it is, it crashes. Thus, proving Murphy's Law is alive and well and operates perfectly on C variables not properly initialized.

Next we come upon a new statement in C, the while conditional loop. The command while is followed by a condition to be met stated within the parentheses. In this case, that fahr is to be less than or equal to upper. If this condition is met, then the body of the while loop is executed. The body of the while loop can be one or more statements enclosed in braces, as in the temperature conversion program, or a single statement without braces, as in the following fragment.

```
while (x <= y)
   x = x + 2;
```

Before we go any further let's stop for a moment and discuss style. No, not which type of jeans are in this year or which tie you should wear with that new suit, but program entry style. Note how in the programs we have looked at so far there are portions of them that are indented. This is to show us humans which parts go together with what other parts. For instance, everything in the body of the while loop is indented between the braces that define its ends. This allows one to see at a glance what goes with the while. These indentations don't mean anything to the compiler and are ignored by it, but make life much easier on us humans. That having been said, let's carry on.

Those of you who remember the conversion formula from Fahrenheit

However, be cautioned, comments can be a two edged sword. If you open a comment and then don't close it properly, you could comment out the rest of your program. If suddenly part of your program seems to have disappeared, check to see that all comments have been opened and closed correctly. For instance, if your program had a fragment like this:

```
lower = 0;     /* lower limit of temperature table
upper = 300;      upper limit
step  = 20;       step size */
```

The upper = 300 and step = 20 have become part of the comment and would not compile. This could cause the program to give a wrong result. The proper way to comment is shown in the original program above.

The lines "int fahr, celsius;" and "int lower, upper, step;" are declarations. A declaration announces the properties of a variable and must occur before a variable is used. The declarations usually occur at the beginning of the function in which they are used. "Special effects" can be obtained by declaring a variable elsewhere, but let's not confuse the issue just yet.

Now we actually get into manipulating some of our variables. The next four lines contain assignment statements. "lower" is set equal to zero, "upper" is set equal to 300, "step" is set equal to 20 and "fahr" is set equal to "lower" which makes it equal zero. These statements are important in C as the compiler does not assign any particular value to a variable, only a memory location. There could be anything left over in that location from the last program that was assigned there. After being declared, ALL C variables must be initialized to the value you need them to have going into the

program-"Elite Calc" and a disk drive (again with the help
of a good price from a club member, the proprietor of "Owl
Ware").

very gradually

It is evident that I have ~~slowly~~ upgraded my unit
both with hardware and software. Later this month, at
Princeton, I will be looking for a good database program
to record our church capital equipment. Getting that
inventory on disc is my Fall rainy day project.

It hasn't been altogether "All work and no play"
because recent adventure games in "Rainbow" have intrigued
me and I confess I spend quite a few hours looking for
lost treasures.

Noticeably, I've said nothing about graphics but I
intend that to be my next computer hurdle and hopefully by
reviewing my Radio Shack manuals and reading my back
issues of "Rainbow" I'll soon be getting somewhere. Wish
me, "Luck"!!

"WHAT's A COMPUTER FOR?"
by CLYDE GANO

"What do you do with your computer besides play games?" is the question most often put to me during the course of a week. My short reply is, "Lot's of things!" and I seldom get the chance to give the expanded version of the answer which goes something like this-

I retired from "formal" work five years ago and at that time a chance remark of mine regretting that I had not had much exposure to computer use prompted our son and daughter-in-law to give me a 4K Color Computer, tape recorder, joy sticks and a couple of games.

Up to that time our household had only black and white T.V.s so I added a 12 inch portable color set. I carefully studied and worked with Radio Shack's "Getting Started With Color Basic" and took a six session Radio Shack course on Basic which was quite helpful.

I soon learned that 4000 bytes of memory were not even enough to scratch the surface of the capabilities of my new toy so I again went to Radio Shack for a 16K conversion which included Extended Basic. Now I seemed to be getting somewhere and, since I have a great interest in our church family, I bought a DMP 100 printer and I laboriously copied and modified a mailing list program from a TRS 80 magazine in order to print 200 mailing labels each month for our church news letter. Recently, I used the same program to organize our home phone index.

One of my best "early-on" investments was "Rainbow" and soon after "Rainbow on Tape".

I next purchased an inexpensive word processing program through a "Rainbow" ad and discovered how easy it is to use a computer as a typewriter.

In the Spring of last year my brother-in-law introduced me to Jerry Behler, who along with Tony Cappellini and a few others was busily engaged in organizing our, then new, Penn-Jersey Color Computer Club. I have never regretted that meeting for one moment. The fellowship and assistance I have received from the club is almost priceless. And just imagine, in a little over a year our club has grown from about six members to forty-five families!! Incidently, it was a club project which enabled me to have 64K chips installed at a terrific price.

As church treasurer, I needed an easier way to keep track of budgeted expenditures so at the last "Rainbowfest" in New Brunswick I bought a spreadsheet

THE PENN - JERSEY
COLOR COMPUTER CLUB

Dear Color Computer enthusiast,

Thank you for your interest in our club. I am enclosir
club and an application form. Either mail in your applica'
meeting. If you are undecided, stop in at a meeting, visitors are we.__

Here is a brief rundown on the club:

1. We are a non-profit organization.
2. Members must own either a Radio Shack Color Computer or the RCA TDP-100 system.
3. Our present membership is over 45 members strong and growing.
4. The club was started in January 1983.
5. Members' backgrounds include business, educational, technical, students, and people
   just interested in computing.
6. Current members age vary from 12 to 60+ years, both male and female.
7. Yearly dues are $12.00 per family, and is prorated by $1 per month from January.
8. Club meetings are held on the last Friday of the month, 7 PM till 11 PM. In June &
   July they are held on the last Thursday of the month.
9. The meetings are held at Northampton County Area Community College, Bethlehem, PA,
   room BE-217.
10. The club does not promote, engage in, or condone software piracy and that it
    operates in conformance with all copyright laws.
11. All meetings are of special interest to Color Computer owners. Our meetings are
    limited to just the Color Computer.

The goals of the club are:

A. To expand the members' knowledge of computers through communications with other
   members.
B. Establish a software and information library.
C. Demonstrations by members and outside vendors on hardware and software.
D. To aid members with programming wherever possible.
E. To form special interest groups (SIG) for the beginner and advanced computerist.

By maintaining these goals, we can be better informed of the "Computer Revolution",
educating ourselves and children, and protecting our investment.

Thanks again,

Publicity- PJCCC

PENN-JERSEY COLOR
COMPUTER CLUB

The Official Publication of The

6809
EXPRESS

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6809
EXPRESS

The Official Publication of The

PENN-JERSEY COLOR
COMPUTER CLUB

H. Peter Unks, Editor

Eric   Rhyder

FIRST CLASS MAIL

Bob van der Poel Software is pleased to announce that their VED text editor is now available for the OS-9/68000 operating system. Following the tradition established by VED for OS9/6809 this editor has been designed for a number of editing functions including both text and programs.

VED will operate on any computer running the OS-9/68000 operating system. It uses TERMCAP functions to make it compatible with most terminals. Nearly all of VED's internal settings (macro definitions, key-bindings, editing modes, etc.) can be modified from an initialization file which is automatically read each time the editor is used.

VED's editing mode options include insert or overstrike modes, automatic indenting, automatic numbering, wordwrap on or off, etc. Standard functions like search, find/replace, block move/copy/delete, word and line delete are completely supported with countless variants and options. A complete set of "undo" functions make it easy to correct mistakes.

At every step in designing this powerful editor we have considered the usually conflicting goals of ease-of-use, speed, power and flexibilty. We're pleased with the results! For example, if you start VED with a filename included on the command line that file will be the one edited; but if you can't remember exactly the way to spell it (or maybe just feel a bit lazy) VED will scan the current directory, sort the entries and display them on your terminal's screen--then you can pick the file to edit with the arrow keys. And then we couldn't decide just how some commands should function. For example, should the delete to end of line command remove the carriage return? We've left that CR in for now, but it is simple to set an option in your initialization file (or dynamically while editing) so that it is deleted. Two examples--once you start using VED you'll be able to let your friends know of lots more.

VED also has a built-in text formatter. This formatter supports a sub-set of VPRINT commands. Included in the command set are margin settings, headers and footers, justification modes, and embedded commands for various printer fonts (italic, underline, double wide, etc.). An interactive preview mode makes it easy to see what the final document will look like when printed.

Even though many users will just start to use VED without giving the manual as much as a glance, we have developed a complete, detailed and indexed reference guide for this powerful program. And if it is just too much of a hassle to open the manual, VED has a built-in help function which can be customized by the user.

For our friends who have already been using VED/6809 we have a generous upgrade offer--please write or call for details.

To order VED please send us your check or money order (sorry, no credit cards) for $39.95 plus $3.00 shipping and handling.

Bob van der Poel Software

PO Box 57		PO Box 355
Wynndel, B.C	or	Porthill, ID
Canada V0B 2N0		USA 83853-0355

Telephone 604-866-5772

BASIC, when one wanted a print statement to stay on the same line, one had to add a ";" to get it not to do a cr lf. With printf, it stays on the same line unless you tell it to advance to a new line. The newline character is \n. A backslash can precede any of several characters to create visual representations of non-printable characters. For example \f=form feed, \t=horizontal tab, \\=the backslash itself. There are others and some are implementation dependant. I suggest you look them up in the documentation for your compiler. I will use only those that are standard to K&R and ANSI.

The result of the above is that our program could be rewritten as follows and still print out the same.

```c
#include <stdio.h>
main()
{
    printf("Hello,");
    printf(" world!");
    printf("\n");
}
```

The inclusion of the third line of printf causes a newline to be created, but the print out should look the same as before. An interesting experiment is to create a program that tries various letters after a backslash and see/hear what happens. I see some of you are saying,"But look! He put a ';' after each line. I thought he said we didn't need that?" The ";" in this case is not to cause the printf statement to stay on the same line, but to signal the end of a statement to the compiler. Another common mistake is to forget a ";". Doing so usually causes the compiler to loose track of the statements, get out of sync, and give a laundry list of errors, all because one ";" was forgotten. One thing we did sort of blow right by is the "#include <stdio.h>" statement. In the standard input output header is the instructions to the compiler as to how to handle input and output. The "#include" statement instructs the preprocessor to include the stdio.h file in the program file it hands to the compiler, just as if you had typed it into the program file yourself. Once we get into the preprocessor a little more, you'll find that you can write such header files yourself when you find that you have to keep typing in the same header information over and over again. By putting it in a header file, you can include it by simply having your header file available with the header files provided with the compiler and calling it like we did the stdio.h file. This concludes our trip through our first program. If by now you have gotten your compiler to successfully compile this program, you've covered a lot of ground. Next time we'll get into another short program that is just a little more complex. Until then, happy computing.

STAY AT C WITH ALAN IN FUTURE ISSUES!

We've Come A Long Way , Baby!

Let's see was it '85 or '86 when I first started computing?
The first system I played with was a Coco with all of 4K of memory, no
drive, data cassette only and a TV for a monitor. As some may remember
this also didn't allow for anything better than block graphics. Back
then MS-DOS machines were not much better off. 64K with a 160K data
drive and a monochrome monitor were the standard issue systems.
Transfering data via modem was accomplished at the blistering pace of
300 baud. Well, better than the 110 baud rate that proceeded that!
We've come a long way since then.

I was reminded of just how far last week, when my neighbor came to me
with an old XT system that he was given. Seems he needed quite a bit
of software installed on the system. As I looked the system over I saw
a 360K floppy drive as the main input device. 360K isn't much when
your looking at 10 megs of data transfer! The problem was solved by
linking his system and mine with a null modem adapter and then
transferring the files via procomm at 19.2K baud. This allowed all
that data to transfer in an hour or so with both machines being
unattended. And transferring all that data in that amount of time is
just what reminded of how much things have changed.

First back in the old days ten megs of data was tantamount to a main
frame! However can you imagine transferring that data at 300 baud?
Does that phrase "There goes the weekend" sound about right? Gone are
the days of Data Cassettes (Thank God!) and disk storage has become
highly reliable. 160K is out and floppys of 1.2 & 1.44 megs storage
are the current standard while Floptical disks provide 20 megs on a 3
1/2 in. disk. Monochrome monitors are now almost impossible to find as
unlimited color Super VGA monitors are now standard. The 4K Coco
system has been replaced with systems that come with a minimum of 2
megs of memory. Hard drives were once considered a luxury, now these
to are a must have, and there have been huge improvements in their
reliability, size and speed. For instance I have a 20 Meg drive circa
1985 that is almost the size of a set of Coco drives and weighs in at
approximately 15 lbs. Today a 300 meg drive is a little bigger than a
pack of cigarettes and weighs less then a pound!

Add it up, increased storage, memory, speed and graphics. All at a
lower cost than the old systems we used, even lower when you allow for
inflation over the years! Looking over today's systems it's easy to
say that we are in great position to pick up some real bargains!

As a side note to Coco users, we've been discussing a lot about MS-DOS
systems at our monthly meetings. Some have expressed interest in
obtaining one of these systems, a word of caution. Since I currently
run several systems at my home, I'm in a fairly good position to rate
the performance of these systems. So word of encouragement to Coco
users. While I've seen nothing in the Coco arsenal that can compete
with a 386 MS-DOS system, A Coco 3 with 512 K will easily outperform
all but the very fastest XT systems and in most cases with better
sound and graphics. If your considering making a switch, keep this

OLD BUSINESS:
There are still disks for sale. **Clyde** demonstrated the disk-o-tier. The club will order a dozen and sell them for $4 or $5.

NEW BUSINESS:
Clyde will place an order for disk cases and ribbons. There will be an auction in October. We hope to have an early newsletter and make phone calls to build up attendance. A car pool was set up for Rainbowfest. We will check on a listing in Rainbow at Rainbowfest. Notify **Reinhold** if you have something to sell at the auction. The club receives 10%.

The meeting was adjourned and **Rick Hengeveld** gave a demonstration on the club database.

MINUTES OF OCTOBER 27, 1989 MEETING

President **Roni DeGarmo** opened the meeting with a welcome to members, old and new. The reading of the minutes was postponed until the next newsletter or next meeting. The Treasurer's report was accepted as read. **Clyde** reported that the disk-o-tiers he ordered are no longer available and he received the club check back from the company.

OLD BUSINESS:
There are about fifty disks left for sale at fifty cents each. The club also has three file boxes left at $4.00 each. The materials ordered from MEI by **Clyde** were given out to the happy recipients. Reports were given on the October Rainbowfest. An enjoyable time was had by all in attendance. **Cray Augsburg** and **Tony**

Olive were contacted concerning publicity for our club and others like us. The Phillipsburg Mall show plans are still in process.

NEW BUSINESS:
Peter Unks will help with the club newsletter. All article should be sent to him on disk, if possible. The Christmas Party will be held in December and members will bring the refreshments. Nominations are now open for the new officers. Elections will take place at the November meeting. The following members have been nominated:

President	Rick Hengeveld
Vice-President	Arthur Spengler
Secretary	Ilene Spengler
Treasurer	Clyde Gano
Librarian	Bruce Navarre
Editor	Peter Unks
Publicity	Roni DeGarmo

The meeting was adjourned and the club auction was run by the auctioneer, **Roni DeGarmo**.

Submitted by:
Mary A. Brown
Secretary

6-8-10-9 EXPRESS

The Official Publication of The
PENN-JERSEY COLOR COMPUTER CLUB

November   1989

MINUTES

MINUTES OF AUGUST 25, 1989 MEETING

The meeting was opened by the Secretary. The guests were welcomed. After an explanation, the minutes were accepted as read. **Clyde** read the Treasurer's Report and it was accepted.

OLD BUSINESS:
There are no labels left for sale but there are some disks available for fifty cents each. The possibility of ordering Disk-O-Tiers will be discussed in the fall.

NEW BUSINESS:

Dick Kravitz reported that he renewed the room contract for the club. We will meet the Friday after Thanksgiving and the Friday after Christmas. The auction will take place in October. Send any announcements of things for sale to **Reinhold** for publication in the newsletter.

The club database program is complete. It will be a public domain disk in the club library. Bring a blank formatted disk if you wish to copy it. Also bring in any programs you have written and/or modified for the "show and tell" meeting.

The meeting was adjourned and an entertaining and interesting program which made the use of speech programs was given by **Peter Unks**.

MINUTES OF SEPT. 30, 1989 MEETING

President **Roni DeGarmo** opened the meeting with a welcome to members and guests. The minutes and the Treasurer's Report were also accepted as read. The Librarian reported that there are fifty-three public domain disks in the club library donated by **Jim Mangan**. Interest in a Phillipsburg Mall show was determined and this possibility will be checked.

PENN-JERSEY COLOR COMPUTER CLUB
LIBRARY INVENTORY -- 1988

Daniel Zacharias : Librarian (215) 681-4562

MAGAZINES

"The Rainbow" - July 1981 thru April 1987 (except May, November of 1983; March, April, May, November, December of 1984; July, August, October, November, December of 1985; January, March, November and December of 1986)

"Color Computer News" - January 1982 (#5) thru August 1983 (#23) (except May/June 1982 #9)

"Hot CoCo" - Have June 1983 thru March 1985, February 1986 (except September 1983; March, May, June, and September 1984)

"Color Computer Magazine" - March 1983 thru October 1984

"TRS-80 Microcomputer News" - October 1979 thru June 1984 (except May 1980, October and November 1981, January 1982, December 1983, February 1984) and the Reprints Issue, which includes the first issue to December 1980)

"Color Micro Journal" - September 1983 thru February 1985 (except March, April, and May 1984, and October 1983)

"Color Computer Weekly" - Week #7 (February 18, 1983) thru Week #42 (October 21, 1983)

"Undercolor" - December 10, 1984 to June 30, 1985

"80 Micro" - March, April and June 1986

"Computer Shopper" - March 1987

"Dynamic Color News" - May 1986; February, March, and September of 1987

NEWSLETTERS

"6809 Express" - August 1983 thru June 1988 (except June, July, September, November 1985; June and December 1986; June and December of 1987; January, March, April and May of 1988)

"Color Chronicle" - Volume 2 Number 11

"Tandy Users Group" - April and May of 1986

NEWSPAPER CLIPPINGS

"Computer Clubs" (2) - The Morning Call, Tuesday, January 3, 1984

"Beyond Space Invaders" - The Easton Express, Sunday, November 9, 1986

BOOKS

Easy-to-Understand Guide to Home Computers by Forrest Mims III

101 Color Computer Programming Tips and Tricks by Ron Clark

55 More Color Computer Programs by Ron Clark

The Color Computer Songbook by Ron Clark

Color Computer Secrets Revealed by Dick n' Data

Spreadsheeting on the TRS-80 Color Computer by Harry Anbarlian

Introducing Your Color Computer

2 Getting Started with Extended Color Basic (3)

Getting Started with Color Basic

OS-9 Commands

OS-9 Program Development

OS-9 Technical Information

TRS-80 Color Computer Assembly Language Programming by William Barden Jr.

Color Computer Graphics by William Barden Jr.

TRS-80 Color Computer Graphics by Don Inman (2)

EDTASM+ - Color Computer Editor Assembler with Zbug (2)

Business programs for TRS-80 model I/III by Charles Sternberg

222 basic computer programs for home, school and office by Don Roberts

Creating Adventure games on your computer

Tim Hartnells Giant book of computer games

Tim Hartnells second giant book of computer games

Videotex with romback

Micro Adventure No. 2 - Jungle Quest

Mastering the 68000 Microprocessor

6809 Assembly Language Programming by Lance Leventhal

TRS-80 Level 2 BASIC

CompuServe User's Guide

CoCo 3 Secrets Revealed

CASSETTES

Utility Tape
  Hexdump
  Hancode Logo PM-1 Flashing P-J

Lottery - Daily Number

Penn-Jersey CoCo Club Tape #1 - Demo (Graphics)

Prime Numbers

"Color Computer Newsmagazine" - September 1981 (#1) thru August 1983 (#23)

"Color Computer Newsmagazine" Sampler Volume 1

"TRC Magazine" - November 1981 (#1-1) thru December 1982 (#2-2) (except May, September and October 1982)

Chromasettes: Have February, March, May, June, October, December of 1982; January, March, May, June, July, August, September, November, December of 1983; January, February and March of 1984

Programmer's Program (BASIC training)

CoCo Cassette # 20 and # 22
Color Computer Ears Demo
Pyramid
Katerpillar
Ghost Gobbler
Snowglow
Trapfall
Light Pen Programs
Zaxxon (2)
Family (Genealogy program)
Camel
Color Grading (Gradebook) - Hexdump Utility
Calixto Island
Shenanigans
Sea Quest
Tut's Tomb
Black Sanctum
Cubix
Images II
Doodle Bug w/documentation
Madness and The Minotaur w/documentation
Hi-Res Screen Print Utilities

ROMPACKS

Spectaculator
Pinball w/documentation
Megabug
EDTASM+ w/documentation

OTHER

eight sets of binary dice
Peeks, Pokes, and Executes (3)
PJ-CCC Constitution (4)
Lomig Catalog for 1987
Wico Red Ball joystick
Public Domain Software Company Library List (3)
PJ-CCC Posters

OLD DISKS

Whitesmith Color Gallery of Pictures
Whitesmith Picture Disk #13 - Graphicom II Demo
Color and More Color Computer Applications w/documentation
The Warrior and the Wizard
Penn Jersey Software Database
PJCCC Club Disk #1
Penn Jersey Hardware Database
Wordmaster Word Processor w/documentation
Calixto Island
Astro-blast
Berserk
Zaksund
The Nibbler
SDOS Utilities - EDTASM for SDOS w/documentation
Chessd w/documentation
Managing Information Storage and Retrieval (MISAR)
  w/ documentation by Wayne Moodie
MTerm w/documentation - Rolladex - Z (Backup Program)

McPaint w/documentation
Club Utility Disk #1 - DOSclear and DIR (Disk Jacket
  program)
Rocky's Boots
Dazzleterm
Color Car
Morocco Gran Prix
Coco Greeting Card Designer w/documentation
Disks of all the cassettes in the library
Micro Illustrator w/documentation
CoCo Gallery Graphics from Rainbow
Jacket Directory w/documentation
Banner 2
Rtty Programs
Greg - E - Term
512k Memory Test for CoCo 3 w/documentation

PUBLIC DOMAIN DISKS

PD1 BASIC Games
PD2 BASIC Games
PD3 Binary Games
PD4 Simulations and Adventures
PD5 Utilities
PD6 Spell and Fix
PD7 Terminal Programs
PD8 Super Forth
PD9 Orchestra 90
PD10 Musica Utilities
PD11 Music Files 3
PD12 Music Files 4
PD13 Graphicom Picture Disk
PD14 Graphicom Picture Disk
PD15 Graphicom Picture Disk
PD16 Picture Disk
PD17 McPaint
PD18 Picture Files
PD19 OS9 Utilities
PD20 OS9 Adventures
PD21 Utilities
PD22 Simple Games
PD23 Personal Management
PD24 BASIC Games
PD25 Communication Utility
PD26 Communication and Game Disk
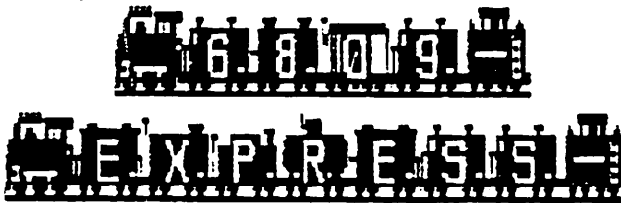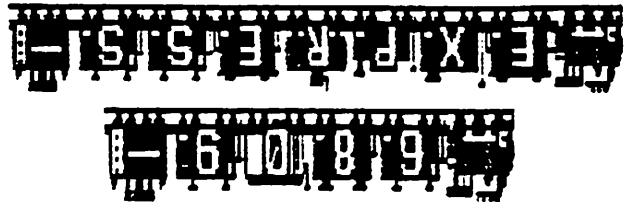PD27 Utility Disk

FREEWARE AND SHAREWARE DISKS

Graphics Disk
Senddisk (Terminal Program)
Send3 (Senddisk for CoCo 3)
Greg-E-Term
Jewish
Boot (CoCo 3 Patches for Games)
Cards
Register Demo
Raceday
Font Generating Utility for McPaint

    c. Supply news media with releases as requested.
Sec.6-- Responsibilities of Newsletter Editor are:
    a. Publish and distribute monthly newsletter.
    b. Handle all advertisements from vendors for newsletter.
        c.   Provide a BBS version of newsletter to BBS operator, if

available.
Sec.7-- Responsibilities of Librarian are:
    a. Storeage of all books, magazines, and software.
    b. Inventory of all library materials.
    c. Distribution and collection of materials at monthly meeting.
    d. Provide replacement at meeting if unable to attend..
Sec.8-- Responsibilities of Executive Committee are:
    a. Settle any disputes or disagreements by a majority vote.
    b. Request a yearly audit of the treasury or as needed.

ARTICLE VII

Deleted

ARTICLE VIII

Dissolution

If for any reason the organization is disolved, all outstanding bills will be paid and any remaining assets will be divided equally among the current members in good standing.

ARTICLE IX

Amendments

Amendments to this constitution will be made provided that all of the following sections are met:
Sec.1-- A written notice is given to a member of the executive committee.
Sec.2-- A notice placed in the club newsletter prior to the meeting it is to be voted on.
Sec.3-- Amendments must be voted on at a regularly scheduled monthly meeting.
Sec.4-- A majority vote by registered members present at the monthly meeting.

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