AUSTRALIAN OS9 NEWSLETTER

sides 'No. of cylinders' (in decimal) :Interleave value: (in decimal) @FREE Syntax: Free [devname] Usage : Displays number of free sectors on a device @GFX Syntax: RUN GFX(<funct><args>) Usage : Graphics interface package for BASIC09 to do compatible VDG graphics commands @GFX2 Syntax: RUN GFX2([path]<funct><args>) Usage : Graphics interface package for BASIC09 to handle ax: none Usage : graphics/ window on-line help to topics @IDENT ormation from OS = use single lin xecution directory device @INKE utine to input a bort to the pro nk to a memory ments of text files @LOAD Syntax: Load <pathname> [...] Usage : Loads modules into memory @MAKDIR Syntax: Makdir <pathname> Usage : Creates a new directory file @MDIR Syntax: Mdir [e] Usage : Displays the present memory module directory Opts : e = print extended module directory @MERGE Syntax: Merge <path> ndard output @MFREE Synt RAM memory @MODPATCH a module in memory from warnings -c = compare modul name = link to module C o e V = verify module M = ma Montype [opt] Usage : Set mo monitor m = monochrome m sage : Creates and links an OS OCS Syntax: Procs [e] Usage m Opts : e = display all proc Prints the current data directory path @PXD Syntax: Pxd Usage : Prints the current execution directory path @RENAME Syntax: Rename <filename> <new filename> Usage : Gives the file or directory a new name @RUNB Syntax: Runb <i-code module> Usage : BASIC09 run time package @SETIME Syntax: Setime [yy/mm TPR Syntax: s to num @ reter @TMODE Syntax: Tmode [pathname] [params] Usage : Displays or changes the operating parameters of the terminal @TUNEPORT Tuneport <t1 or /p> [value] Adjust the baud value for the serial port @UNLINK Syntax: Unlink <modname> Usage : Unlinks module(s) from memory @WCREATE Syntax:

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Volume 6 May 1992 Number 4

AUSTRALIAN OS9 NEWSLETTER
Newsletter of the National OS9 User Group
Volume 6 Number 4

EDITOR : Gordon Bentzen
SUBEDITOR : Bob Devries
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LIBRARIAN : Jean-Pierre Jacquet
SUPPORT : Brisbane OS9 Level 2 Users Group.

What's new in the world of OS9? As per usual, plenty!!

This month we offer a slight departure from what has become our standard offering. In order to try to keep all interested, we present a couple of listings for you to type in. These come from Boisy Pitre in the USA, a guy who is prolific in the amount of material that he submits to the COCO Internet discussion group. Thank you Boisy for these contributions. The C source code should be of interest to all those of you who have been following Bob Devries C tutorial series.

We have managed to obtain a Pascal tutorial series, similar to the C series, however, as Pascal does not appear as popular a language as some of the others we have decided not to publish this series. Instead, we will make it available as an archive and include it as part of our public domain library. If you are interested, drop a line to Jean-Pierre, but remember the usual copying conditions apply.

On the software front, we have a demonstration version of a commercial utility named Kwikgen. Kwikgen is a utility which can be used to alter, and maintain your OS9Boot files. It is much more user friendly than OS9Gen, and is claimed to be faster than Burke & Burke's EZGen. All in all it seems to be worth a look.

This demonstration version does all of the things that the commercially released version does, with the exception of the fact that it will not save the finished boot file. The demonstration version is available from our library, and will also be posted on Galaxy Gateway BBS (Fidonet 3:640/316).

The US Users Group appears to be undergoing a rebirth, after some years of inactivity. Preliminary information available suggests that a slightly different approach from the previous UG will be adopted, however some of the old office bearers are still involved. This should add some continuity to their activities. It is good to see names like Kevin Darling and Carl Kreider still involved.

The reincarnation of the US Group, together with the OCN group, as well as our own Users Group, shows the depth of popularity of, and the commitment by the users to, OS9. These developments can only help to ensure the continued development of our favourite operating system.

On the down side, the Rainbow Magazine appears to be in its death throes. The format of the magazine has been altered, and it is now published in the tabloid (newspaper) format. It appears though, that no one in Australia has actually seen it in this form, as the Australian distributor is having some difficulties in procuring the copies from the USA. Add that to the fact that Lonnie Falk, the editor of Rainbow, in his latest editorial, as reported on the OS9 Echo of Fido, the Internet discussion group, and DELPHI, has encouraged subscribers to change their subscriptions to PCM, a sister magazine devoted to the IBM-PC, and you get the distinct feeling of imminent death.

C'est la vie. Vale Rainbow.

Among the articles you will also find some material submitted by Don Berrie showing you how, in C, to duplicate paths to allow keyboard input to and console output from remotely opened paths. Articles on hardware fixes for those of you who are lucky enough to have MM/1's. Yes there are at least two MM/1's in Australia, and others are waiting for their orders to be filled!!

How about OS9 running as a subprocess under Microsoft's Windows 3!! That should be of interest. Peter Tutelaars from the Netherlands has provided this insight into what's happening on the European scene.

All in all, we think that there is something to keep everyone occupied and amused, contained in this month's newsletter. If you find nothing of interest, please let us know what you would like. Remember, this newsletter is supposed to be a community effort.

As always, if you care to submit an article for publication, you are most welcome to do so. Your efforts will surely be appreciated. In the meantime, keep on OS9ing.

Cheers - Gordon

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SEND

Another neat utility for you OS-9/6809 guys:

It's SEND. SEND works like UNIX's KILL, in that you can send various signals to various processes. The syntax is very versatile.. The syntax is:

Send [-signal] procID [...] [-signal] [procID] [...]

If no signal is specified, the default signal sent is 0 (non-interceptable kill). You can mix and match various signals and process numbers on the command line. To send signal 0 to processes 3 and 5, and signal 3 to processes 12 and 18, type:

Send -0 3 5 -3 12 18

Note: If you kill a nonexistent process, send will merely print an error, and finish the command line (pretty smart huh?)

Enjoy guys!
Boisy

```
************************************************************
* Send - Sends a signal to a process
*
* By: Boisy G. Pitre
*     Southern Station, Box 8455
*     Hattiesburg, MS  39406-8455
*     Internet:  bgpitre@seabass.st.usm.edu
*
* Usage:  Send [-signal] procID [...] [-signal] [procID] [...]
*
*         Where signal# is a decimal number from 0-255 and procID is the
*         process' ID number (obtainable by the PROCS command).  The
*         default signal is 0 if none is specified.  Different signals
*         can be sent to different processes on the same command line:
*
*               Send -3 45 55 -1 12 4 -0 5 6
*
*         ...sends signal 3 to processes 45 and 55, signal 1 to processes
*         12 and 4, and signal 0 to processes 5 and 6.
*
*         If a process cannot be killed for whatever reason, an error will
*         be printed, and parsing of the line will continue.
*
*         Standard Signals:
*                              0 - Kill (non-interceptable)
*                              1 - Wake up a sleeping process
*                              2 - Keyboard terminate
*                              3 - Keyboard interrupt
*                              4 - Window change
*                         128-255 - User defined
*
* For a detailed explanation on signals, see the OS-9 Level II Operating
* System Manual's "Technical Reference" section, page 2-15.
*

         nam     Send
         ttl     Signaler utility


         ifpl
         use     /dd/defs/defsfile.dd
         endc
```

```
        mod     Size, Name, Prgrm+Objct, Reent+1, Start, Finish

Name    fcs     /Send/
Ed      fcb     $02

XPlace  rmb     1
Signal  rmb     1                       Holds current signal
stack   rmb     200
params  rmb     200
Finish  equ     .

Start   decb                            Check for no params
        beq     Help                    If not, show help
        clr     Signal                  else clear signal (assume signal 0)

Parse   lda     ,x+                     get char
        cmpa    #'-                     dash?
        beq     GetSig                  yeah, get signal no
        cmpa    #$20                    space?
        beq     Parse                   yeah, get next char
        cmpa    #$0d                    eol?
        beq     Done                    yeah, exit

KillIt  leax    -1,x                    backup on char.. must be a pid
        bsr     Str2Byte                convert to byte
        tfr     b,a                     put B (pid) in A
        ldb     Signal                  load B with current signal
        os9     F$Send                  and send it to the process
        bcc     Parse
        os9     F$Perr                  else print the error
        bra     Parse                   and continue parsing

Done    clrb                            clear, no error
Error   os9     F$Exit                  exit

GetSig  bsr     Str2Byte                convert to byte
        stb     Signal                  save the new signal
        bra     Parse                   and resume parsing

*****************************************
* Str2Byte - Converts an ASCII string to a single byte
*
* Entry: X - Address of first char in string
*
* Done:  B - Converted byte
*        X - Last number in string + 1
*

Str2Byte  clrb
cnvloop   lda   ,x+
          cmpa  #'9
          bhi   cnvdone
          suba  #'0
          blo   cnvdone
          pshs  a
          lda   #10
          mul
```

```
          addb   ,s+
          bra    cnvloop
cnvdone   leax   -1,x
          rts

Help      leax   HelpMsg,pcr
          lda    #2
          ldy    #200
          os9    I$WritLn
          bcs    Error
          bra    Done

HelpMsg   fcc    /Usage:  Send [-signal] procID [...]/
          fcb    $0d

          emod
Size      equ    *
          end
```

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deUnixification of text files
or removing those pesky linefeeds
by James Jones - Microware

The following is a highly special purpose program that I use to switch EOL from LF to CR when I've snarfed Nuxi text files over to OS-9. NOTE: we're talking updating the files *in place*. This is a Good Thing if that's what you want, because it minimizes flailing about with deleting and renaming and avoids a (perhaps trivial) amount of fragmentation of the disk, but it's a Bad Thing if that's *not* what you want, in which case copy first, then crlf.

It should have a -? option, but I never got around to putting one in. (Yup, this is Yet Another Trivial Utility--but it seemed that people could use it.)

James Jones

```
/*
 * crlf -- a bulk-mode LF->CR translator for RBF files
 *
 * Hack to use two paths courtesy Peter Dibble; it is best in any case
 * to read/write multiples of a sector, but given the use of the two
 * paths, it is probably even more important because of record locking.
 */

#include <stdio.h>
#include <modes.h>

main(argc, argv)
int             argc;
char    *argv[];
{
        int             i;
        int             inpath, outpath;

        for (i = 1; i < argc; i++) {
                if ((inpath = open(argv[i], S_IREAD)) == -1
                        (outpath = open(argv[i], S_IWRITE)) == -1)
                        fprintf(stderr, "crlf: can't open %s\n", argv[i]);
                else
```

```
                DoCRLF(inpath, outpath);
        if (inpath != -1)
                close(inpath);
        if (outpath != -1)
                close(outpath);
    }
}

#define HUNKSIZE        (10 * 1024)

char    Hunk[HUNKSIZE];

DoCRLF(inpath, outpath)
register int            inpath;
register int            outpath;
{
    register char   *HScan;
    register int    Qty;

    while ((Qty = read(inpath, Hunk, HUNKSIZE)) > 0) {
        for (HScan = &Hunk[Qty]; --HScan >= Hunk; ) {
            if (*HScan == '\l')
                *HScan = '\n';
        }
        write(outpath, Hunk, Qty);
    }
}
```

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DUPing paths in OS9 C
an example by Don Berrie

[Editor's note: this piece of code was sent to the InterNET message base by Don Berrie to explain how to use commands which expect to have the standard in, out and error as paths 0, 1 and 2, from your C programme.]

Earlier, I posted some code to show the dup() function on CoCo OS9.

The following code is an example of actually how, to allow keyboard input and output to a process running in a previously opened window, which was selected by the Select(pathno) call, and then return control to the original paths.

```
/*
 * wpath1 is a path number pointing to a window opened, and *
 * selected previously, and is defined as a global variable *
 *                                                          *
 * filename contains a string representing a file to edit   *
 * in this example, also assumed to be global               *
 */

edit()
{
   int i;
   char pn[3];
   char temp[32];
   char keypress[2];

/* Clear any waiting input  */
```

```
   while (_gs_rdy(wpath1) != -1) read(wpath1,keypress,1);

   for (i=0;i(=2;i++) pn[i] = dup(i); /* Dup stdin, out & err and save     */
   for (i=0;i(=2;i++) close(i);       /* Close stdin, out & err           */
   for (i=0;i(=2;i++) dup(wpath1);    /* Dup window paths to 1,2 & 3      */
   tempath = wpath1;                  /* Save original pathno just in case */

   strcat(strcpy(temp,"edit "),filename);
   system(temp);                      /* Fork Editor to window            */

   for (i=0;i(=2;i++)
   {
      close(i);                       /* Close temp (duplicated paths)    */
      dup(pn[i]);                     /* Dup saved stdin, out & err       */
      close(pn[i]);                   /* and close                        */
   }
   wpath1 = tempath;                  /* just in case our glob var changed */
}

/* End of routine */
```

Hope this is of some help.

Cheers - Don Berrie

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MM/1 Expansion Information

Tim Kientzle

Below is what I've collected so far about hooking things up to the MM/1. I'll be able to add more once I get my I/O board (sigh), but I am actively soliciting contributions. The purpose is to rectify two very large shortcomings in IMS's Users Manual that is supplied with the MM/1: lists of specific hardware that is known to work with the MM/1, and detailed information that is needed to use such hardware (including pinouts, jumper explanations, etc.). Since so many seem to be buying MM/1's "bare" and then adding their own keyboards, monitors, hard disks, etc, there seems to be a real need for such info (especially as experience proves that "industry standard" is essentially meaningless).

I'd appreciate any information that anyone could add, especially about the following:

1) The fix for using Northgate keyboards (Ed?).
2) Jumper descriptions and connector pinouts that aren't in the MM/1 Users manual. (Phil? What was P12 again?)
3) Other monitors, keyboards, and harddrives.

I am specifically collecting this information for use with the MM/1, but if people also know such information about the TC70 or other computers, I'll try to incorporate it in some fashion.

- Tim Kientzle

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Miscellaneous MM/1 Expansion Information
Edited by Tim Kientzle

(Feel free to distribute this.)

The purpose of this is to collect together some information that was left out of IMS' manuals. Specifically, it should eventually include detailed pinouts and jumper descriptions, as well as a list of a variety of hardware that is _known_ to work, with detailed information about how to connect such hardware to the MM/1.

==========

MM/1 Serial Port pinouts:

Ports	/t0	/t1	/t2	/t3	/t4	
1 = DCD	x		x	x	x	Lines 6 and 9 are N/C on all ports.
2 = Rx	x	x	x	x	x	/t0 is a DB9 on the motherboard
3 = Tx	x	x	x	x	x	/t1 is a paddle board which mounts on
4 = DTR	x		x	x	x	a 6-pin header on the motherboard
5 = Gnd	x	x	x	x	x	/t2 (/ms) is on the I/O board
7 = RTS				x	x	/t3 and /t4 are paddle boards which
8 = CTS				x	x	mount on headers on the I/O board

==========

Video connector:

1	2	3	4	5	6	7	8	9
Gnd	Gnd	Red	Grn	Blu	N/C	Snd	Hor	Vert

Analog video, Separate TTL sync, composite sync on each video line.
Sound 1v p-p
Video scan rates: 60 hz vertical, 15.75 khz/31.5 khz horizontal.
(31.5 khz horizontal scan is not supported by current software.)

Jumper P8 controls Sync: Left open, both sync signals are negative.
Jumper pins 1-2 for positive VSync and 3-4 for positive HSync.

CONNECTING VARIOUS MONITORS TO THE MM/1

MAGNAVOX 1CM135

Cable: Use the DB9-to-DB9 cable supplied with the monitor.
Monitor settings: Analog/TTL should be pushed In (for Analog)

CVBS/RGB should be Out (for RGB video)
CVBS/LCA Doesn't matter for MM/1 (Set IN for composite if you want to also connect a CoCo.)
Adjust the horizontal/vertical size and vertical shift controls to center and size the picture.

MM/1 settings: Jumper P8 doesn't matter.
Overall picture: Good.
Interlace flicker: Annoying after a few minutes use.
Picture Size: Overscan modes lose some around the edges, and require adjusting the monitor.
Other notes: The 'green screen' switch on the front helps clear up some displays. Also, it is possible to have another video source (such as a Color Computer) connected to the Composite
Video input and switch between the two with a single switch (which is unfortunately on the back).

TANDY CM8

Cable: Connect male DB9 to male 10-pin header pin-for-pin, (i.e. pin 1 to pin 1, pin 2 to pin 2, etc.). Be careful about IDC (crimp-on) connectors; you'll have to re-arrange the wires if you use them.
Monitor settings: None.
MM/1 Settings:
Overall Picture:
Interlace Flicker:
Picture Size:
Other Notes: Has a built-in speaker.

NEC MULTISYNC 3D

Cable: Adapter needs to be made from DB9 Male (for connecting to MM/1) to either compact 15-pin female (for connecting directly to the captive cable) or DB9 female (for connecting through the supplied adapter).

MM/1	Compact DB15	DB9
2 (Grnd)	10	9
3 (Red)	1	1
4 (Grn)	2	2
5 (Blue)	3	3

Monitor Switches: Color and Mode switches don't matter. Adjust the horizontal/vertical size and horizontal/vertical position controls to center and size the picture.
MM/1 settings: Jumper P8 doesn't matter.
Overall picture: Good.
Interlace flicker: Annoying after a few minutes use.
Picture Size: Can be adjusted using front-panel controls.
The monitor stores two different sets of picture sizes, one for each setting of the "Mode" switch. This can come in useful, for example, if you use a mixture of overscan and non-overscan screens.
Other notes: The monitor also produces a crisp display by simply using the supplied 15-pin to 9-pin adapter. If you do this, you will only get 8 colors, though, since the monitor assumes the video output is TTL. You'll also want to set the Color switch to 8, which forces the monitor to ignore the Intensity line and results in a slightly brighter picture. Using the adapter described above, which makes the MM/1 video look like a Macintosh to the monitor, results in a good analog picture.
When hooked up in Macintosh mode as above, I have had some problems with the monitor overheating and blanking after extended use. No such problems appear with the supplied adapter in TTL mode, though.

(I've heard of the following monitors being used with the MM/1, but know no details about hooking them up. If anyone can contribute information about these or other monitors, I'd be happy to add it to my list.)

SONY KV1311CR

MITSUBISHI DIAMONDSCAN (model no.??)

NEC MULTISYNC

KEYBOARDS KNOWN TO WORK

I would like to start collecting a list of _specific_ keyboards (not just manufacturers names, please include model numbers as well) that are known to work with the MM/1. If they require some kind of fix like Ed Gow's fix for Northgate keyboards, please specify. If they require switch settings to work, please also specify. (For example, my Keytronics keyboard needed a DIP switch moved to put it into XT mode.)

I'd like to also include details on the Northgate keyboard fix that Ed Gow came up with.

HARD DRIVES KNOWN TO WORK

Ditto for hard drives. If you are _using_ a hard drive with an MM/1, I'd like to know the Manufacturer and Model number, capacity, dmode settings (i.e. cyls, sides, etc.), and a brief comment about it. If you're using it with some kind of adapter card, please specify what adapter, and any necessary adapter settings.

OTHER HARDWARE.

Any other specific hardware that people have had experience with.

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A lesson in rationalization
by Boise G Pitre

At least for the OS-9 Level II C compiler, the shortest code isn't always the shortest program size:

```
/* This program demonstrates how
 * a CHAR is used i.e. if it evaluates
 * to an address or what..
*/

#include <stdio.h>

main()
{
    char *a="Andy Mandy";

    while (*a) {
        printf("%s\n",a);
        a++;
    }
}
```

The ident for this module once compiled is:

```
Header for:  char
Module size: $09EF    #2543
Module CRC:  $80095C (Good)
Hdr parity:  $CE
Exec. off:   $001B    #27
Data Size:   $053A    #1338
Edition:     $01      #1
Ty/La At/Rv: $11 $81
Prog mod, 6809 obj, re-en, R/O
```

Now consider this code:

```
/* This program demonstrates
 * how a CHAR is used i.e. if it evaluates
 * to an address or what..
 */

#include <stdio.h>

main()
{
     char *a="Andy Mandy";

     while (*a)
          printf("%s\n",a++);
}
```

The code looks smaller, but in actuallity, the size of the object file has increased by 1 byte!

```
Header for:  char
Module size: $09F0    #2544
Module CRC:  $016C39 (Good)
Hdr parity:  $D1
Exec. off:   $001B    #27
Data Size:   $053A    #1338
Edition:     $01      #1
Ty/La At/Rv: $11 $81
Prog mod, 6809 obj, re-en, R/O
```

I know its just 1 byte, but it would seem to me that the size would _decrease_ instead of increase!

Side Note: I'm really falling in love with this langauge!

Boisy

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OS9 for Windows 3.0
or going portable...

Peter Tutelaers

I just got back from my first day at 'het instrument '92' where I saw Inducom showing this product which was developed by Syntel, a company from the UK.

So what is OS9 for Windows 3.0?? The package consists of a co-processor board (68000) with up to 4 Megabyte of dual-ported ram. This board is small enough to fit portables as well. Making it the first?? portable OS9 system. The software included is OS9 Professional (C-compiler) along with a Windows 3.0 package allowing you to simulate terminals in Windows 3.0 'windows'. So you can have multiple windows under Windows 3.0 each running a different OS9 task.

The PC and OS9 system both run concurrently (using the DP-ram). The OS9 system uses the PC's hard-disk, even for its own files (so there's no need to partition the drive). Using this 'technique' you could use WP51 (just kidding of course ;-) to edit an OS9 C program and then compile that file in an OS9 window. Pretty amazing it is. Too bad I was in a hurry (caused by a strike of train-personnel) so I couldn't really play with it extensively but I do intend to do so tomorrow. If I find out more about this new product I'll let you know. BTW, the pice is nice as well. You get the whole package for 545 pounds (UK) (around a $1000 (US)). This includes a board with 0.5 or 1 Meg of ram (the salesperson I spoke to wasn't sure, so he made a deal with me that if I ordered one I got the 1 Meg version for that price). Anyhow, for more information you'd best write to:

Syntel
Victoria Works
Queens Mill Road
Huddersfield, HD1 3PG
Tel: +44 484 535101/2/3
(can't find a fax-number in their newsletter).

This was probably the best product shown. Other nice things were two indpendently written XWindow packages (not from MW) some nice networking stuff as well as Syntel's (again) new EGOS package on their, also new, HGM graphics card. Sure, the box-demos ran a bit faster than on my MM/1 (just a tidy bit that is :-)

Peter Tutelaers
os9peter@comsat.hacktic.nl

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More on OS9 for Windows 3

Peter Tutelaers

I spent some more time playing (though because of the number of people interested, for not as long as I had hoped to) with Syntel's new product. The salespeople of Inducom had only had the system for just a short period

of time so they couldn't tell all about it either. I do have some new facts, however:

I, thought that OS9/68000 would be using the MsDos file-structure. Wrong. It seems to build one large (MsDos) file for use for itself. Therefore, you can use all legal Os9 pathnames without being limited to the MsDos 8 chars. This however, means you'll have to 'copy' files from the MsDos to OS9 partition. So if you'd used an MsDos editor to write a program, it would have to be copied into the OS9-file before compiling. However, this could be done in a batch-file you'd want to use for compiling anyhow.

The OS9-desktop (from which the different 'terminal-windows' run) has a couple of items built in as well. One of these allows for easy transfer between MSDos and Os9 by using Window 3.0's dialogue boxes. It also uses buttons which instantly pop-out any (command)string you'd like to use. Terminal-emulation is done kinda like GWindows. Your window is just a part of the 'full-screen' terminal. This works very well with GWindows so I guess it'll do the same with this.

I have no idea whether or not OS9 applications can use any special Windows 3.0 features. I guess Syntel will be working on this if not yet provided (it didn't seem that way). Should be real neat. So your best way to get more info is to write to Syntel, you'd even have a chance to win a pocket color LCD-tv as well. I also got their FAX-number, it's +44 484 519 363

Yesterday, I also got in touch with some Mizar people. Their European sales manager mentioned he'd be willing to provide us with some neat software. At that time he started talking on modules to read CD-ROM, WORM, rewriteable optical disks and the like. Don't know if these were the programs he was reffering to for uploading to the public. Anyhow, I'll still have to write him so we'll see what happens (he appeared to be real generous)..

Also what I didn't mention last time: CompControl's XWindow version allows for multiple screens (monitors) to be used to generate one large screen. That seemed pretty neat as well.

Another nice program they had was Control Calc. A spreadsheet which allows you to use (analog and digital) in- and outputs instead of normal fields. The program can be used to build complex control-systems with ease. Just a matter of building the proper spreadsheet. The Mizar person also showed me a GWindows version of the program which even did very nice graphing on the data, all realtime.

One more rumor the guy mentioned was that MicroWare is working on a DOS-shell for OS9000. Don't know if that's true but could be a real boost for OS9000...

Peter Tutelaers
os9peter@comsat.hacktic.nl

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CoCo III Dhrystone rating

Russell E. Hoffman, II

For those interested folks, I compiled the C dhrystone benchmark on my CoCo III and tined the results. You'll all be happy to know the CoCo manages a whopping 210 dhrystones per second. How do you take this result? Well, correct me if I'm wrong, but an original IBM PC got around 150 or so. The exciting part is that the new 68040-based OS9/68000 boxes run around 26,000 dhrystones/second. That's nearly 124 times faster!

Also, I used the stock ccl compiler and had to cut back some of the options in the compile (for example, no structure assignments, and so forth) So, a better compiler will give higher numbers.

Finally, anybody that says there isn't a sufficient software base for OSK obviously wasn't around last week when I backed up my hard drive. I thought I'd never stop shoving floppies in! I've got 24 MB of stuff on my hard drive. Considering that most of that is executable code, and that most of the stuff I have is PD software that I _USE_ on a day-to-day basis, I'd say that's pretty impressive.

Now, if only I could save up the money for some of the non-PD stuff I'd like to get my hands on (Like MW ISP, for example) ... Hmm...

Russell Hoffman

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CoCo-Link

CoCo-Link is an excellent magazine to help you with the RSDOS side of the Colour Computer. It is a bi-monthly magazine published by Mr. Robbie Dalzell. Send your subscriptions to:

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Announcing the Upcoming
OS-9 USERS GROUP
"Dedicated to Excellence in OS-9 Computing"

The OS-9 Users Group is the professional organization that has represented dedication to excellence in OS-9 computing for almost a decade. Although it has been revived with a new officiate, new ideas, and new approaches, the committment to OS-9 is still paramount.

That committment is reflected in bringing our members such noted services as the OS-9 Users Group Library and the MOTD newsletter. The OS-9 Users Group offers a diverse array of knowledge on the OS-9 operating system with support extending from OS-9/6809 to OSK, to Microware's amazing OS-9000.

The membership drive will begin very soon, and information will be mailed in the upcoming weeks to major information services and networks (Delphi, Compuserve, Internet, Fido, etc.) concerning application information and membership.

Thank you for your time. We look forward to serving you.

Boisy G. Pitre, President	Carl Kreider, Vice-President
Scott McGee, Secretary/Treasurer/Editor	Stephen Seneker, Librarian
Kevin Darling, Technical Advisor	

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Floptical Drives!!???
by Arvin Carl Robert Haywood

A while back, there was a discussion about the new floptical drives. Yesterday I got a ad in the mail that had a 21Meg floptical drive for $500 from Personal Computing Tools(USA) (1-800-767-6728). The drive is SCSI and can also read 720K and 1.44M floppy disk. They had the 21 Meg disk for $24 each.

The specs. on the drive are:

Data Reliability	< 1 unrecoverable error per 1e12 bits
Avg. Seek Time	80 ms
Disk Transfer Time	1.6 Mb/sec
Formatted Capacity	20.8 Meg
R/W Heads	2 ea.
Drive Dimensions	25.4mm h x 100mm w x 150mm d

They say that both 3M and Hitachi/Maxell are producing the disk.

I am really hooked on this drives. Since it can read both DD and HD disk it is the only drive one would need in a system. The 21 Meg disk would be prefect for backing up hard drives. But the price seems a bit steep right now. Does anyone else know of a source for the drive or disk that has a better price?

Carl

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