

AUSTRALIAN OS9 NEWSLETTER

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Newsletter of the National OS9 User Group
Volume 7 Number 6

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Boy! doesn't time fly when you are having fun, or when you have a lot of work to do. It seems only yesterday that we were putting together the last newsletter and I had some news about the CoCoFest held in Chicago USA early May.

I was indeed very lucky to have the opportunity to meet so many interesting people in Chicago and to make some new friends. Arrangements were made to exchange information and newsletters with a couple of the U.S. groups, and since our last newsletter we have received the Apr-May issue of "MOID", the newsletter of the U.S. OS-9 Users Group and also the May-Jun issue of "CoCol23", the publication of the Glenside Color Computer Club, Illinois.

MOID Article

A MOID article by Chris Perrault deals with two things. The first is an old thought revived, encouragement to upgraded OS-9 Level II to version 3.0. The second is to form a Level II Standards Committee. Chris correctly points out that Level II has matured since its release with many module patches, rewrites and general hacks which have resulted in a system which has really begun to let its true potential shine. All this however has the result that many different systems are in use with possible incompatibility and confusion to users and programmers. Chris goes on to suggest that a version 3.0 could be made from the original issue system with agreed standard patches etc. The end result would be a Level II version 3.0 OS-9 system which was a known quantity and which would perform predictably with any programme or utility.

So what are your thoughts? Should such a Version 3.0 upgrade be attempted? And if so, how are the "standards" to be selected? A standards committee??

We would be happy to pass on your thoughts and input.

Glenside CoCol23 Artilce

As one might expect, the May-June issue of this newsletter included a detailed CoCoFest report. In this report by Allen Huffman he praised the "International OS9 Consortium Discussion" which was organized by Peter Tutelaers, EUROS-9. I must confirm that this session was very well attended and a lot of interest shown in the concept of a

"cooperation" in the exchange of information between the OS9 usergroups around the world.

I have just read a message which Peter left on Delphi for me dated June 15th. Ooops! sorry about that Peter :-). Anyway, like myself, Peter has obviously been busy since Chicago and things are now starting to move again.

I would be very grateful for any ideas or suggestions from our members which would support the exchange of OS-9 information between usergroups around the world. I would in turn pass your suggestions along to Peter Tutelaers in the Netherlands.

One of the very first questions to be addressed is that of; by what means is the data to be transferred? How is the material to be controlled? Who is responsible? Where does the "Cooperation" fit with existing usergroups and networks, such as the OCN (OS9 Community Network) which widely uses the Fido network for messages etc?

We really need to answer only a few questions, How? Where? When? and Why? - that should cover it.

FAILED TEST

Now I must admit to having failed the test. What am I on about? Well I received a letter today from the president of the U.S. OS-9 Usergroup in which he expressed his disappointment at the lack of response from his attempt to initiate an exchange of news articles between user groups.

Jim DeStafeno mailed some of his newsletter articles on disk to Japan, Netherlands, Germany, Switzerland and Australia (c/o myself) late in May.

Some five weeks later, apparently NO replies. O.K. so I have failed the test, sorry Jim, I will fix.

We shouldn't have to rely on people like Jim to keep pushing things along, so I will do my bit.

I know that each of you can contribute something in the way of information, ideas, or questions. Please send these to us now!

Until next time, Cheers, Gordon.

Get Next Window
a programme from our PD archive

'Getnrw' is a subroutine which is to be used with Ron Lammardo's 'shell+', v2.1. 'Shell+' is available in the database here. 'Getnrw' is a subroutine which retrieves the name of the next available window and puts it into a 'shell+' subvariable.

I have my system set up to open two or three windows on startup. I like to run larger programs from shell scripts - especially those which diddle palette colors. The script opens a window, starts the application, and closes the window when the application is done. This way, my original windows remain available while the application is running, and their colors don't get changed to some oddball combination. I keep the scripts in my execution directory with the executed attribute set.

Before 'shell+' and 'getnrw', the limitation to this scheme was that each application had to be hardcoded to a specific window. If the '/w' wildcard window name were used in the script, the shell had no way of knowing which window was actually used, making it difficult to get rid of it, or to manipulate output to it from the script.

The format for 'getnrw' is:

```
getnrw n
```

where n is an integer, 0 - 9. 'Getnrw' will get the name of the next available window and store it in 'shell+' subvariable n. It can then be accessed by 'shell+' by using "%n". (See 'shell+' documentation for details of this.) A bad value of n will just do nothing, without any error report. If another window is unavailable, a #221 error gets passed back to 'shell+', which will report it.

As an example, here is the script file I use to run wizpro.

```
* script file to execute wizpro in next window
getnrw 0
unlink getnrw
wcreate %%0 -s=1 0 0 40 24 2 4 4
merge /dd/sys/stdfonts
prompt Autolog file ([enter] = none) —
var.1
display 02 2d 2c 05 20 1b 21 </1 > %%0
echo Starting Wizpro >%%0
cx /dd/com/pro/cmds
(wizpro %1 <>>%%0;deiniz %%0)&
```

The only potential problem here is if another process were to grab off the window inbetween the

'getnrw' call and the 'wcreate' call — an unlikely possibility. If this were to happen, no damage would be done anyway — the 'wcreate' call would just result in an error and abort the script.

Enjoy, and if any questions, ask.

Dennis Skala

CIS: 73177,2365

Delphi: DENNYSKALA

Here's the source code (in Assembler for a change!)

```
*****
*
* getnrw - gets the name of the
*         next available window
*         into a shellplus subvariable
*
* Use:  getnrw n — where n= 0 to 9
*         is the subvar into
*         which the name is to be put
*
* No error is returned for a bad
* parameter, and no action is taken.
* System Call errors are passed back
* to shellplus.
*
*
* Copyright 1989 by Dennis Skala
* All rights reserved. May be freely
* distributed so long as this notice
* is left intact.
*
*****
```

```
nam getnrw
ifpl
use /dd/defs/os9defs
endc
```

```
shellsub set $50
rev      set 1
attr     set reent+rev
type     set shellsub+objct

mod len,name,type,attr,start,0
name     fcs /getnrw/
fcb rev
win      fcc "/w"
fcb $0d cr

start    equ *
```

```

s1      lda ,x+ get char
        cmpa #' leading space is OK
        beq s1
        pshs a save char for now
s2      lda ,x+ must not be another char before
<cr>
        cmpa #' space is OK
        beq s2
        cmpa #$0d must be <cr> here
        beq t1
        puls a clean stack
        bra errout and exit without error

t1      puls a retrieve character
        suba #$30 ASCII to number
        bmi errout invalid entry
        cmpa #/
        bhi errout invalid entry

        ldb #81
        mul calculate offset to variable area
        leax d,u
        lda #'/
        sta ,x+ name starts with /
        tfr x,y save the pointer for later
        lda #write.
        leax win,pc
        os9 i$open open path to next available

window
        bcc w1
c1      leay -1,y if error
        lda #$0d clear the entry
        sta ,y
        bra errout and exit without error

w1      ldb #ss.devnm
        tfr y,x point to subvar
        os9 i$getstt get the name
        bcc r1
        os9 i$close if error
        bra c1
r1      os9 i$close close the path
        bcs c1 if error
r2      lda ,y+ read the name
        bpl r2 if not at end
        leay -1,y last char position
        anda #%01111111 strip off hi bit
        sta ,y+ replace it
        lda #$0d
        sta ,y end with a <cr>

errout  rts no action on error
        emod
len     equ *
        end
    
```

oooooooooooo0000000000oooooooooooo

Floppy to Hard to Floppy Backup Utility

FHF (Floppy to Hard to Floppy disk) Backup Utility

This utility was written because I hate to waste my time swapping floppy disks during a single drive Backup. Since I have a hard drive as well as a floppy drive, I decided to write a utility that writes the source floppy disk's entire contents to a hard disk file, prompts to swap in a formatted destination floppy disk, and writes the hard disk file out to the destination floppy disk.

By turning off the verify during the destination disk write and performing a verify pass afterward I was able to reduce the entire back up time to less than 7 minutes for a 720K disk on my system. Your time will vary depending on the speed of your hard and floppy disk I/O and the size of the floppy disk.

This program requires the 'SysCall' subroutine which comes with Basic09 in the Color Computer 3's Level 2 OS-9 package. The 'SysCall' subroutine must be in your current execution (CMDS) directory, or in

memory. If you do not have the 'SysCall' subroutine, it is possible to edit the Basic09 source and remove the two lines that reference 'SysCall'. Save the edited source and then make a new packed version of FHF in your current execution (CMDS) directory. If you want to maintain the highest possible back up speed, you should manually turn off the write verify before running the modified FHF program. You should turn the write verify back on after the modified FHF program is finished.

Here are the instructions to get FHF ready to run:

- 1) Extract the packed Basic09 'Fhf' module from 'fhf.ar'.
- 2) Copy 'Fhf' to your current execution (CMDS) directory.
- 3) Copy 'RunB' to your current execution (CMDS) directory if it's not already there.
- 4) Copy 'SysCall' to your current execution (CMDS) directory if it's not already there.

Here are the instructions to run FHF:

- 1) Type 'Fhf' and press [ENTER].
- 2) FHF will ask you for the source/destination drive. Type in the floppy drive name (you must include the slash) and press [ENTER].
- 3) FHF will ask you for the temporary storage drive. Type in the hard drive name (you must include the slash) and press [ENTER].
- 4) FHF will print out the information you just gave, and ask you if it's correct. If the information is correct, type 'Y' or 'y' and press [ENTER]. If the information is incorrect, type 'N' or 'n' and press [ENTER]. If you wish to quit, type 'Q' or 'q' and press [ENTER].
- 5) If the information is correct, FHF will ask you to insert the destination disk into the floppy drive and press [ENTER] when ready. Once you do this, FHF checks the destination disk for size and ID.
- 6) FHF then asks you to insert the source disk into

- the floppy drive and press [ENTER] when ready. Once you have done this, FHF checks the source disk's size. If the source and destination disks are not the same size, FHF will abort.
- 7) FHF copies the entire source disk to a temporary file on the hard drive. When that is done, FHF will ask you to insert the destination disk into the floppy drive and press [ENTER] when ready. If the destination disk is not the same as before, FHF will prompt you again.
- 8) Once FHF has copied the temporary hard disk file to the destination disk, it will delete the temporary file and verify the destination disk write. Any verify errors encountered will be reported to the standard error path.

I hope you find this utility useful! Bruce Isted CIS 76625,2273

Here's the sourcecode in Basic09:

PROCEDURE FHF

(* FHF (Floppy to Hard to Floppy disk) Backup Utility *)
 (* written by Bruce Isted CIS 76625,2273. *)
 (* Released to the Public Domain 87/08/02 *)
 (* for non-commercial use only. *)

```

BASE 0
DIM callcode,fd_path,hd_path,options(32),size_bytes(3):BYTE
DIM disk_id(2):INTEGERR
DIM chunk_total,count,dest_size,error_count,src_size:REAL
DIM answer:STRING[1]
DIM fd_nam,hd_nam:STRING
DIM sector:STRING[256]
DIM chunk:STRING[8192]
TYPE registers=cc,a,b,dp:BYTE; x,y,u:INTEGERR
DIM regs:registers
error_count:=0
REPEAT
PRINT
INPUT "Source/destination drive? (EG: /D0) ",fd_nam
INPUT "Temporary storage drive? (EG: /H0) ",hd_nam
PRINT
PRINT "Source/destination drive is "; fd_nam; "."
PRINT "Temporary storage drive is "; hd_nam; "."
INPUT "Is this correct? (Y/N/Q) ",answer
PRINT
UNTIL SUBSIR(answer,"YyQq")<>0
IF SUBSIR(answer,"Qq")<>0 THEN
PRINT
END
ENDIF
PRINT "Insert destination disk into "; fd_nam;
INPUT " and press [ENTER] when ready. ",answer
OPEN #fd_path,fd_nam+"@" :READ
GET #fd_path,size_bytes
SEEK #fd_path,14.
    
```

```

GET #fd_path,disk_id(0)
dest_size:=size_bytes(0)*65536.+size_bytes(1)*256.+size_bytes(2)
CLOSE #fd_path
PRINT "Insert source disk into "; fd_nam;
INPUT " and press [ENTER] when ready. ",answer
OPEN #fd_path,fd_nam+"@":READ
GET #fd_path,size_bytes
src_size:=size_bytes(0)*65536.+size_bytes(1)*256.+size_bytes(2)
IF src_size<>dest_size THEN
PRINT
PRINT "FHF aborted: source and destination disks don't match."
PRINT
END
ENDIF
CREATE #hd_path,hd_nam+fd_nam+".temp":UPDATE
SEEK #fd_path,.0
chunk_total:=INT(src_size/(SIZE(chunk)/256))
FOR count=1 TO chunk_total
GET #fd_path,chunk
PUT #hd_path,chunk
NEXT count
WHILE NOT(EOF(#fd_path)) DO
GET #fd_path,sector
PUT #hd_path,sector
ENDWHILE
CLOSE #fd_path
REPEAT
PRINT
PRINT "Insert destination disk into "; fd_nam;
INPUT " and press [ENTER] when ready. ",answer
PRINT
OPEN #fd_path,fd_nam+"@":READ
GET #fd_path,size_bytes
SEEK #fd_path,l4.
GET #fd_path,disk_id(1)
CLOSE #fd_path
src_size:=size_bytes(0)*65536.+size_bytes(1)*256.+size_bytes(2)
UNTIL dest_size=src_size AND disk_id(0)=disk_id(1)
OPEN #fd_path,fd_nam+"@":UPDATE
callcode:=$8D
regs.a:=fd_path
regs.b:=$00
regs.x:=ADDR(options)
RUN syscall(callcode,regs)
options(8):=1
callcode:=$8E
regs.a:=fd_path
regs.b:=$00
regs.x:=ADDR(options)
RUN syscall(callcode,regs)
SEEK #hd_path,.0
FOR count=1 TO chunk_total
GET #hd_path,chunk
PUT #fd_path,chunk
NEXT count
WHILE NOT(EOF(#hd_path)) DO
GET #hd_path,sector

```

```

PUT #fd_path,sector
ENDWHILE
CLOSE #hd_path
DELETE hd_nam+fd_nam+".temp"
PRINT "Sectors copied: "; src_size
PRINT "Verify pass... please wait."
ON ERROR GOTO 1000
SEEK #fd_path,.0
FOR count=0 TO src_size-1
GET #fd_path,sector
100
NEXT count
CLOSE #fd_path
PRINT "Verify errors: "; error_count
PRINT
END
1000 PRINT #2,"Error #"; ERR; " at sector "; count
error_count:=error_count+1
GOTO 100

```

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A Fern in C

You may remember, quite some time ago, we printed a screen. He used a mathematical routine to plot the few programmes written by Mr. Ted Martin, of which points on the fern pattern. Well, here it is again, one was a programme to draw a fern on a graphics only this time in C.

/*

```

PROGRAM TO GENERATE THREE DIMENSIONAL ITERATED
FUNCTION SYSTEMS. Printed in Fractal Programming
in C written by Roger T. Stevens, M&T Publishing
Inc. Ported to the Color Computer by Marty Criswell

```

*/

```

#include <stdio.h> /* this header is in the DEFS dir */
#include <math.h> /* this header with the kreiderlib.l */
#include <os9.h> /* this header is in the DEFS dir */
#include <bufs.h> /* this header is on multivue disk */
#include <wind.h> /* this header is on multivue disk */
#include <lowio.h> /* for this file see our PD library */

```

```

int LINEWIDTH,OPERATOR,XCENTER,YCENTER,ANGLE;
long PATTERN;
int adapt,mode;
int j, k, index, xscale,yscale,xoffset,yoffset,pr,p[4],pk[4];
int hues[8] = {2,10,11,14};
unsigned i;
float a[4],b[4],c[4],d[4],e[4],f[4],g[4],h[4],m[4],n[4],q[4],r[4],
ca,cb,cg,sa,sb,sg,x,y,z,newx,newy,alpha[4] = {30,45,15,95},
beta[4] = {115,105,70,40},gamma[4]={25,70,20,-30};
float rad_per_degree=0.0174533;

```

```

int path=STDOUT;
char ch;

main()

{
DPEnd(path);
DWSet(path,7,0,0,80,24,2,1,1); /* window set up */
CurOff(path);
Palette(path,0,36);
Palette(path,2,7);
Palette(path,1,0);
Select(path);
a[0] = 0; a[1] = .83; a[2] = .22; a[3] = -.22; /* fractal parameters */
b[0] = 0; b[1] = 0; b[2] = -.23; b[3] = .23;
c[0] = 0; c[1] = 0; c[2] = 0; c[3] = 0;
d[0] = 0; d[1] = 0; d[2] = .24; d[3] = .24;
e[0] = .18; e[1] = .86; e[2] = .22; e[3] = .22;
f[0] = 0; f[1] = .1; f[2] = 0; f[3] = 0;
g[0] = 0; g[1] = 0; g[2] = 0; g[3] = 0;
h[0] = 0; h[1] = -.12; h[2] = 0; h[3] = 0;
m[0] = 0; m[1] = .84; m[2] = .32; m[3] = .32;
n[0] = 0; n[1] = 0; n[2] = 0; n[3] = 0;
q[0] = 0; q[1] = 1.62; q[2] = .82; q[3] = .82;
r[0] = 0; r[1] = 0; r[2] = 0; r[3] = 0;
p[0] = 328; p[1] = 27879 ; p[2] = 30173; p[3] = 32767;
xscale = 40;
yscale = 33;
xoffset = 60;
yoffset = -125;
for (index=0; index<4; index++)
{
ca = cos(alpha[index]*0.0174533);
cb = cos(beta[index]*0.0174533);
cg = cos(gamma[index]*0.0174533);
sa = sin(alpha[index]*0.0174533);
sb = sin(beta[index]*0.0174533);
sg = sin(gamma[index]*0.0174533);
index=1 index=3 ? FColor(path,0): FColor(path,2);
image_draw();
}
fscanf(STDIN,"%c",&ch); /* changed 'scanf' to 'fscanf' here. ED */
DPEnd(path); /* reset window */
DWSet(path,2,0,0,80,24,0,1,1);
Palette(path,0,63);
Palette(path,1,1);
}

image_draw() /* calculate the points to draw */
{

int px,py;
float vx,vy;

x = 0;
y = 0;
z = 0;

```



```

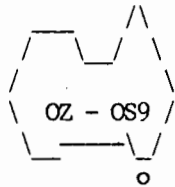
for (i=1; i<=10000; i++)
{
  j = rand();
  k = (j < p[0]) ? 0 : ((j < p[1]) ? 1 : ((j < p[2]) ? 2 : 3));
  newx = (a[k]* x + b[k] * y + c[k] * z + n[k]);
  newy = (d[k] * x + e[k] * y + f[k] * z + q[k]);
  z = g[k] * x + h[k] * y + m[k] * z + r[k];
  x = newx;
  y = newy;
  vx = x*ca + y*cb + z*cg;
  px = vx*xscale + xoffset;
  vy = x*sa + y*sb + z*sg;
  py = (vy*yyscale + yoffset);
  if ((px>=-320) && (px<320)&& (py>=-192) && (py<192)){
    plots (px,py,hues[index]);
  }
}
}

plots(x, y, color)          /* put the point on the screen */
{
#define convert(x,y)  {x = (x + 319);  y = (88 - ((93*y) >> 7));}

Select(path);
convert(x,y);
Point(path,x,y);
}

```

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The National OS9 Usergroup
 (07)-200-9870
 300/1200/2400 baud.
 20:00 to 22:30 HRS. (AEST)
 (8N1)

Co-ordinator: Bob Devries (07)-278-7209
 Sysop: Rod Holden

This is (RiBBS).... A Tandy Cocom Based BBS program.
 This BBS is accessible to Usergroup Members ONLY!
 Feel free to look around , and test out the options.

OS9 for Ever !!!!

Hi, this is your Sysop once again letting you know what type of software is available. Here is the document on a programme called Lotto for all you people who need some help in selecting which numbers to

cross off.

LOTTO OS9 LOTTO

NAME

Lotto - humorous lottery number picking game

SYNOPSIS

Lotto [-options]

DESCRIPTION

Lotto is a lotto number selection game. It is done in a somewhat satirical fashion somewhere between evangelism and random selection.

The '-t' option sets the top of the number range for selection. The default is 49.

The '-b' option sets the bottom of the number range for selection. The default is 1.

The '-n' option sets the number of numbers to be selected. The default is 6.

The '-a' option sets the number of 'real people testimonials' you wish to hear from previous lotto winners.

The '-?' and '-h' options both provide brief help messages.

EXAMPLES

Lotto

Plays lotto with defaults

Lotto -t99 -n7 -a3

Plays lotto with a top number of 99, picks 7 numbers, and gives 3 testimonials.

SEE ALSO

Psychic (This program is available also.)

Message Menu Area

Just a short note to let users know that when and if you decide to leave a message for other users, please use the Local message menu because the other message menus are for when we connect to outside BBS's. All you have to do is follow the prompts and you will be able to leave your message or messages.

If any user is running a BBS, could you please send me your details I will make up a list and place it on the OZ-OS9 BBS, remember, users only. See you in the bit stream, Happy CoCoing.

Sysop
Rod Holden

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