OS-9 Newsletter

"TOWER FEST" in Port Orchard

by Rodger Alexander

On Sunday, October 20th, Donald Zimmerman organized a "Tower Fest" in Port Orchard. CoCo enthusiast who intended to put their CoCo's into PC cases were invited to attend. Craig DuBois and myself were the represented "experts". The idea was to install (assembly line fashion) several CoCo's into PC cases in a 5 hour period, and we almost succeeded.

Assembly instructions and parts list were mailed out in advance so everyone was prepared with all that was needed. Participants included John Schliep and Randy from the Mt. Rainier CoCo Club in Tacoma, Donald Zimmerman, Gene Elliot, and Terry Laraway from the Port O'CoCo Club in Port Orchard and Donald Zongker from the Seattle 68xxxMUG. I assumed everyone would have a tower case and since all tower's are basically the same (I thought), we should have had no problems.

I passed out the article from the April *OS - 9 Newsletter* describing three methods of installation. However, only Donald Zimmerman's equipment fit his case as described in the article.

Donald Zongker had a small horizontal case and the older, wider multi-pak, while Randy had a standard tower but needed to install a Disto Super Controller II and a 4-in-1 board and no multi-pak. John had an extra wide tower case but the power supply was located in the bottom of the case.

The first step for everyone was to attach power cables to their computer boards and their multi-paks (See August OS-9 Newsletter). We checked all connections and ran powered-up voltage test on all of the boards before we installed them in their cases.

Randy's was the easiest. (See Figure 1.) He wanted to mount his CoCo motherboard on the back mounting panel in a position that would allow him access to all of his jacks and switches. In this way he would not have to modify or destroy any part of his CoCo and would always have the option to return his CoCo to it's original state. Randy bolted the CoCo to the PC back panel and then we attached the Controller and the 4-in-1 board to the CoCo mother board via double sided tape. Worked great! Terry Laraway supplied the KEL-AM "Y-Cable" connectors and custom fit Randy with a connecting cable between the CoCo and the Controller. Since Randy did not want to mount any cable connectors on his tower case, he was done and went home early.

John Shliep's installation was also fairly straight forward. (See Figure 2.) The location of his power supply denied us the expected location of the circuit boards, but due to the width of the case we were able to mount the motherboard on the back mounting panel in a vertical position descending behind the power supply and then attach

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the multi-pak (back to back) to the mother-board using double sided tape. A "Y-Cable" connector provided the connection between the two boards. The case was 8 inches wide and provided plenty of room to plug in the I/O boards (Controller, RS-232 PAK, etc.) horizontally across the back of the case. We had some soldering problems with John's installation and thanks to my mature vision (need glasses badly), I managed to destroy the 8 volt regulator that supplies voltage to the audio circuits on the CoCo. John had to leave before the final check outs were complete so we will assume that his installation is not yet finished.

Donald Zongker's situation was the most challenging. (See Figure 3.) It took us two hours just to decide if it could be done or not. It took another two hours just to modify his older multi-pak to a fraction of the size of even the newer version. Donald's case had six 5-1/4 inch drive bays. If he was willing to give up the 6th drive bay on the bottom, closest to the installation, it was possible to squeeze his system into the case on edge. The mother board and the multi-pak are combined back to back with double sided tape and connected with a "Y-Cable". The large capacitor on the motherboard had to be removed in order to mount the circuit boards as close to the side of the case as possible. The installation was so tight that it is impossible to remove and I/O boards once the computer is installed in the case. The entire assembly has to be removed from the case to pull out or plug in any I/O boards. The RS-232 PAK actually fits between the disk drives. The Disk Controller and his Burke & Burke controller fit under the fifth disk drive.

We finally called it a day at 8 p.m. We had started at 1 p.m. Donald Zongker's installation was not yet mounted but tested out OK. Donald Zimmerman had no problem with his installation, but did not complete his monitor cable. Everyone seemed happy with the progress of their installation and confident that they could finish up what was left to complete the job.

As a final note, Donald Zongker is coming up to Bellingham so that we can finish up his unusual installation and present it to the Seattle 68xxxMUG meeting on November 5th. Also, I'll be bringing down some 8 volt regulators to the Seattle meeting to replace the one I broke on John Schliep's CoCo.

I hope the diagrams included here might provide further alternatives and incentive to your future installation plans. If you have any questions, please feel free to call either Craig DuBois (206-398-1834) or Rodger Alexander (206-734-5806).
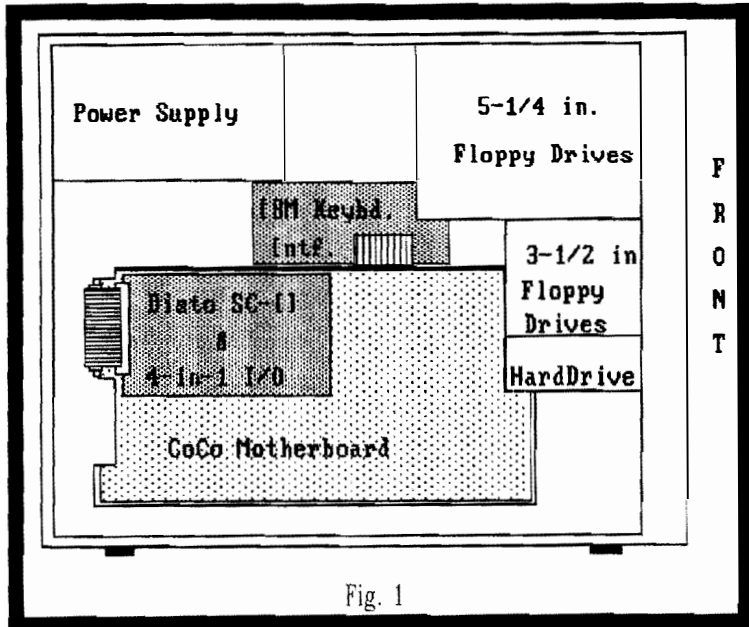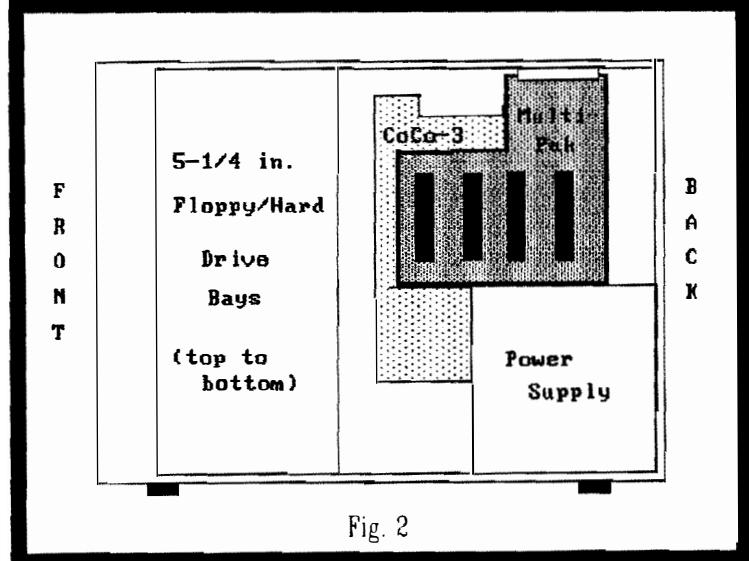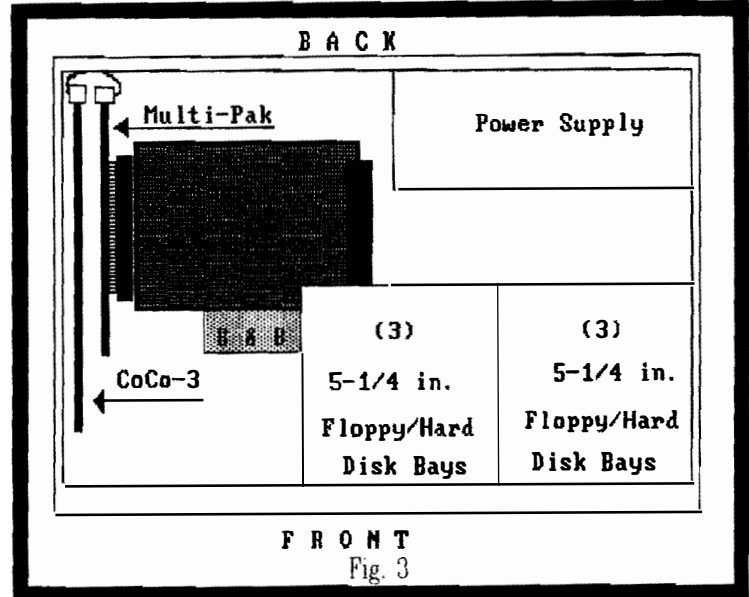

Fig. 1

Fig. 2

Fig. 3

LATEST – GREATEST UPGRADES FOR OS-9

Comprehensive listing by Mark Farrell

Last month's Newsletter featured an article by Kevin Darling detailing the development
Upgrade that was never released by Tandy or Microware. Kevin also mentioned that most of the upgrade files were available as patches or part of recently released applications. This edited article by Mark Farrell appears to be a natural and immediate follow-up, and is presented with that purpose in mind.

This is intended to be used as a guide for those folks who are wondering just what revisions/repairs/ modifications have been made to various parts of OS9 and the standard set of utilities. Also, there have been patches to some of the applications that were sold by TANDY that make them able to function under OS9 Level-2.

The patch files CRC are given so you can check if this is the one you have now! In all cases, the CRC is AFTER the patch(es) have been installed.

SYSTEM FILES:
- CLOCK –   Found in ELIMSW.AR from Bruce Istead (OS9UGVP) on DELPHI and other BBS's.   CRC = 3870A9

This, most current patch to the standard clock module, changes the number of ticks per slice from six to two. This causes the system to "multi-task" three times as fast. This is the single best system patch I have installed as it allows me to work in other windows as I download files without causing too many errors. It also reduces the number of lost characters when viewing files or menus on BBS systems. It also seems to make my system run smoother. I have ALL NO-HALT hardware and I could still "feel" the change!

NOTE: This is not for DISTO RTC users. Also, Burke&Burke RTC users that have patched their CLOCK module to read from the RTC directly will not be able to do this until a new patch is developed.

- CC3GO –   Found in CC3GO.(AR or PAK) by Roger A. Krupski ((HARD-WAREHACK) RGB Computer Systems) CRC = 8E7E34

This gives Shell Plus users the option of using a parameter file to define startup paths and gives back 256 bytes of wasted system memory. I like this one myself!
NOTE: DO YOURSELF AND ANYONE ELSE YOU NEED HELP FROM A BIG FAVOR...GET SHELLPLUS version 2.1. I can't begin to tell you what you are missing!!! There is also a two byte patch for the version 2.1 Shell.

- OS9P3 –   Found in OS9P3.(AR, PAK, or ARC) by Peter E. Durham (PEDXING)   CRC = 3B3304

This lets your system print error messages that are readable by regular humanoids that don't like to pick up "THE BOOK" every time there is an error. This has its good and bad points. It can make your life a little easier but, it makes your system run a little slower. It uses 320 bytes of your system memory.

- OS9P4 –   Found in OS9P4.(AR, PAK or ARC) by Ron Lamardo CIS (75706,336)   CRC = 306F76

This adds a new system call to your os9 kernel. If you are a programmer, and you want to get a register dump as your program runs, then this is for you. Special care must be taken because if you don't have OS9P3 then you must patch OS9P4 to look like OS9P3. It uses 471 bytes of your system memory.

- SCF –   Found in several

places: Patch files for GSHELL, SHELLPLUS, and in their own files – SCFEDKD.AR and SCFED2.AR by Kevin Darling (KDARLING)   CRC = C1BAB0

Arrow keys now have the following functions for each window descriptor that you change (per the docs).
left	: move left within line
right	: move right / redisplay chars
shift-left	: to beginning of line
shift-right	: to end (like old ctrl-A)
ctrl-left	: close up line
ctrl-right	: open up line
ctrl-up	: stay in place, show rest of line
<enter>	: take up to <enter>

Shift-right instead of ctrl-A will take a little getting used to, but well worth it ! I could not (it's been proven!) function on a system without this patch!

- GRFDRV –   Found in FSTGRFDRV .(AR, PAK, or ARC) by Kevin Darling and Ron Lamardo   CRC = 3887D3

There is only one thing that I can say about this patch: GET IT!!! It has been said that certain graphics functions were written very poorly. This may or may not have been the case. This will make SOME graphics functions run as much as 10-20 times faster. Sorry, after this patch, you can only have 25 rows on TEXT screens.

- WINDINT –   Found in MV2PAT.(AR, PAK, or ARC) by Kent Meyers CRC = 744DB8

Windint had a lot of little bugs and this patch fixes them. Some of these would crash (partialy or totaly) the system or just do some strange things especialy with Multi-Vue. Sorry about the lack of info, the patch does work quite well.

- CC3IO –   Found in MV2PAT.(AR,

PAK, or ARC) by Kent Meyers CRC = 14BA44

This is the second (but includes the first) patch to CC3IO. This fixes several problems. First Patch found in GSHELL.(AR, PAK, or ARC):
1. Default to montype RGB upon initialization
2. Fixes a palette register problem
3. Auto-kill a condemmed process
4. Enable using the mouse button to un-pause a screen

Second Patch found in MV2PAT.(AR, PAK, or ARC): (Includes fixes 1 - 4 from above.)
5. Prevents CC3IO from "eating" a few chars after receiving an ESC <$1B>.

- CC3IO - Found in SMOUSE.(AR, PAK, or ARC).

No you are not seeing ddoouub-bllee! This is an interesting set of system files that allow you to use either a Microsoft(tm) or Logitech(tm) serial mouse with your computer! This is a very interesting concept because "way way back" it was said "It will never happen". CC3IO is the file that needs to be fixed to allow for this to work. By Bruce Istead.

- ACIAPAK - Found in ACIA.PAT by Jim Reed. CRC = 2D7DBE

This patch increases the size of the system buffers for receive and transmit data. This all but fixes the problem of lost characters with the RS232 port (see CLOCK as these both work very well together).

- CC3DISK - Found in CC3DISK.AR CRC = F85D2B

For use with the original R/S and all direct replacement Floppy Inter-faces. (Halt type). This new floppy driver allows a smoother responding system. I have installed this on one other system and noticed that it "ALMOST" behaved like my no-halt!?!?!? (Remember I said ALMOST)

- CCHDSASI - CCHDSCSI - CC3DISK((SCII) No-Halt) - Found in AR files of the same names on DELPHI by Ken Scales (KSCALES)

These patches improve the relia-bility and operation of the drivers written for the DISTO SASI/SCSI/ FLOPPY system. Cuts down on lost chatacters when using the RS232 port. ALL of these are patches for the ORIGINAL release DISTO software.

UTILITY FILES:
- ATTR - There is a new wildcard version on DELPHI by Zack Sessions (ZACKSESSIONS).

- COPY - Several new versions exist for COPY with different options. The one I use is found in OSKUTILS.(AR, PAK, or ARC). CRC = 5CC9BD is my favorite by K. Lindsay Options:
 -s = single drive copy
 -r = auto rewrite
 -v = verify file integrity
 -x = uses current execution dir for the source
 -? = help

- DEBUG - There is a patch for the Level-1 debug to allow limited use under Level-2. Beware of this one as it can cause trouble. You are much better trying to find a Devel-opment System as this has a new DEBUG as well as other Level-2 pro-grams.

- DIR - Several new versions exist for DIR with different options. The one I use is found in OSKUTILS.(AR, C2A917 is my favorite.
Several options are:
 -s=list sorted dir
 -u=unformatted listing
 -w=write sorted directory (great)

- DUMP - DUMP is originaly a Level-1 util that works under Level-2. There is a patch to make it use the "wide" format allways. DUMP also comes with the Development System.

- ECHO - Several new ECHO modules exist. Some have limited special functions that mimic DIS-PLAY. This allows you to imbed control cahracters into text

- FREE - There is a Public Domain version that gives the space left in bytes instead of sectors.

- FSTAT - This comes with Multi-Vue, but there is a smaller faster version that comes with various GSHELL patches.

- LOGIN - LOGIN is originaly from Level-1 util that will work,if patched, under Level-2. However, it will not use the correct USER ID from the password file. Everybody is user 0 and there is NO file security. The LOGIN from the Development Kit works properly.

- MAKDIR - PD version of MAKDIR. Found in MAKDIR.(AR, PAK, or ARC) by Zack Sessions (ZACKSESSIONS). CRC = 02B2E6

- MFREE - There is a patch for MFREE to make it able to work with the DISTO 1Meg upgrade.

- PROC - Found in Util2 or Util3.(AR, PAK, or ARC) by Kevin Dar-ling.
This is a new replacement module for PROCS that produces a different batch of data. I use both.

- RMA - There is a patch that fixes a minor listing bug.

- SETIME - There is a patch to allow date entry as mm/dd/yy.

- SHELL - The new SHELL is called SHELLPLUS v2.1.
There are WAY too many reasons for getting this new SHELL to list here. Do yourself a BIG favor and get it NOW. Read the DOCS file and get your colored markers out to highlite your favorite new SHELL functions. NOTE: ShellPlus v2.1 is the result of MANY personal efforts. As you use it, remember the names Ron Lamardo, Kent Meyers, Kevin Darling, Pete Lyall, and any other of the great cooks that stired the pot. This shell makes OS9 come ALIVE!
- TSMON - TSMON was originaly

an OS9 Level-1 program.

There is a new version that comes in the Development System package. There are also several Public Domain versions.

- AR - For maintaining 'AR' type files. Data compression on text or ULTIMUSE3 files is very good.

- CP - Very nice utility that lets you Move/link/Unlink/ Copy files on your system. I use this one alot! By Jamie Wilmoth (KNOT1).

- DATAMOD - Converts ShellScript files into memory modules. A VERY neat idea for you two floppy users with 512Kb of mem!

- DEARC - For maintianing 'ARC' type files. Data compression is better than any others on a whole. Will DEARC IBM 'ARC' and 'SEARC' files also.

- DED - The best OS9 disk maintenance util I have seen. Good for file patching, and updating single byte stuff in your OS9BOOT. By Roger Krupski (HARDWAREHACK).

- DIRM - Like 'MDIR E' but gives the correct block offsets.

- DMEM - Lets you dump directly from memory using either a process id number or block number.

- DMODE - Allows you to change disk drive parameters in memory. There are several versions in the Public Domain. The one I use has a simple two line printout. There is one that prints three lines of info. The third asks you questions...DELETE THIS ONE!

- FILES - Found in HDKIT.(AR, PAK, or ARC) by Pete Lyall. This is a very handy utility all by itself. You can use it to find files, sizes of backups in floppy disks of ALL formats!

- GPMAP - Neat utility that shows you what is in your GET/PUT buffers.

Might explain where some of your memory goes!

- HDKIT - This is not for the meek. But if you are brave and have your witts about you (steady hand and all) this is a very good system for doing a file-by-file backup with many options. If you don't have a hard drive backup utility, get this one.

- IPATCH - You need this one. Many of the patches you find will be in IPATCH format (i.e. patchfile.ipc). This is a very good system (see MAKPATCH below) for maintaining software versions. By Bob Santy.

- MAKPATCH - If you write software, then you should have this file allong with IPATCH. Allows you to make patch files that can upgrade existing versions with little pain. The resulting patch file is smaller (most of the time) and is faster to UP/DOWN load. Also by Bob Santy.

- MMAP - Yet another Kevin Darling utility! This lets you see your whole memory in terms of used, occupied, and free blocks.

- OS9ARC - The BEST archive utility in terms of actual compression for groups of files. You MUST have DEARC to un-ARC your files. Not as functional as PAK but worth it. One problem that has me kinda botherd and irked... Whoever ported this from IBM should have installed an option to indicate OS9 filename length. It currently uses the IBM TEN character limit. (grumble, groan, &+'&+&''#$).

- PAK - This is the best all around file cruncher. It has all the options to keep everybody happy. It is self contained and fairly fast. Considering 'AR' can't compress BINARY files (executable programs) and 'OS9ARC' chops off characters of the filenames, this is the best.

- PMAP - Another Kevin Darling utility. This shows you the state of each process in terms of the memory blocks in use.

- PURGE - This is found in OSKUTILS.(AR, PAK, or ARC) by K. Lindsay. A PROMPTED delete utility. Just type PURGE and answer Y/N to each filename as it prompts you.

- QTIP - Yet another disk zapper. This one features a fancier screen format than DED but I still use DED. The newest version is v3.1. by Frans Lichtenberg.

- SDIR - A LARGE utility that has several nice features. You can use a template (wildcards) to find a file on a drive. By Zack Sessions (ZACKSESSIONS).

- SMAP - Yet another Kevin Darling utility. This lets you see the page-by-page (page=256 bytes) usage of your SYSTEM memory.

- STRIPEM - Removes all nonprintable characters including extra newlines. Can be used as a filter.

- UNFRAG - Allows FILE unfragmenting only. It can do a report, repair or both. It can also do subdirectories. Works pretty fast. From Bob van der Poel.

- UNZIP - This utility 'un-zips' IBM 'ZIP' format files. Beware, IBM has more than one 'ZIP' format and they are NOT compatable.

- VU - This is a Vaugn Cato application. Vu allows you to view a file line or page at-a-time. It also uses a screen "wider" than 80 characters so you may see how it might look when printed. VU supports a

function (pseudo-function) like the IBM screen print. You may search for words and several other functions. Most of you know Vaugn's work from OSTERM and VIEWGIF.

- WAIT -   Blanks your screen while you take a break. This is not an automatic screen-saver program! You must run WAIT.

- WDIR -   This utility allows you to produce a listing of ACTIVE windows. The information returned has been very helpful to me: window name, type, offset, start (TLHC) and size, cwarea (TLHC) and size, block number, and palette information. From Jim McDowell (JMLSOFT).

- XPRES -   This is a Mark W. Farrell utility. (ME) This utility can replace: DISPLAY, ECHO, PROMPT, WCREATE. and much more. It is not a small utility but for what it can do, I don't think of it as a memory hog either!. You can do the following basic commands with it: Artwork, Bell, Cursor, Delete, Font, Getput, Overlay, Palette, Repeat(text), Sounds, Window, and eXecute. I have tried to make XPres as automatic as possible. It was written in MW 'C' so it can be updated (has been updated!). I have chosen to use the IPATCH utility to provide updates. The newest version is XPres v2.1. This is an IPATCH to version v1.0.

- VIEW -   View is a utility that can view more picture file formats than I was aware existed! The newest version is v4.1 and was written in RMA for speed and size. The FASTEST viewer I have used for all formats. It will currently display: 640, ART, BIN, CLP, CM3, GIF, GIFBW, BWGIF, GBW, IMG, MAC, MCP, MAX, MGE, P00, P10, P20, P30, P40, P01, P11, P21, P31, P41, PIX, PIX128, PIX256, PUB, RAT, RLE, ST, STP, VEF, VF2 - VF9 (flicker). From Tim Kientzel (TIMKIENTZEL)/ Tim Koonce (TIMKOONCE).

- VIEWGIF -   This is a Vaugh Cato utility. It displays approx 138 colors of GIF 256 color VGA pics. It is the best GIF viewer to date for color. It lacks the raw speed of VIEW v4.1 but the results speak for themselves!

EDITOR'S NOTE: SMAP, SDIR, MMAP, DMEM, DIRM, PROC are all available combined in one file called UTIL3 by Kevin Darling.

APPLICATION FILES:
DYNACALC - There are at least four patches to Dynacalc. The first I am aware of is the printer linefeed patch. The second was a patch for using on /DD. The third patch allows you to use DYNACALC on a graphics screen with small (6x8) fonts to get a wider screen. The fourth is a patch for the correct number of printed lines. /DD patch from Tony Schountz (TONYSCHOUNTZ). Lines/Per/Page patch from Raymond Mayeux.

- GSHELL -   Found in GSHELL.AR, GSHELLPA.AR, GSHELL124a.AR. (You need all three files.)
   GSHELL is a whole new program. The current release is v1.24a. GSHELL has been improved for speed and reliability. There have been some "cosmetic" improvments also: Trashcan, add Help on DIR-BAR <?>. There is a patch for the Fast Grfdrv that did not make a new version. This lets Multi-Vue (GSHELL) take advantage of the Fast system patch. Also, there are new utils and fonts to go with GSHELL. It has been made much more attractive. From Kent Meyers and many others.

- TSEDIT -   Although TSEDIT has been my favorite editor, it sometimes falls short on memory (just as it did tonight and I had to finish with SCRED). TSEDIT was designed after the UNIX(tm) editor: 'VI'. The newest patch also renames TSEDIT to 'VI'. Watch-out for this one if you have Kings Quest III. (one of the system memory modules is named 'VI' (oops)). There are patches to take care of this problem, or you can use EZGEN (or whatever) to change the editor name to 'VIE'. I used EZGEN to RENAME 'VI' to 'VIE'. Now my updated TSEDIT is called 'VIE'. From Rick Adams (RICADAMS).

PROGRAMER FILES:
- AGFX.L -   This is a linkable graphics support library for the RMA assembler. It is not 100% complete, but it is a good start. By Zack Sessions.

- ALIB.L -   This is a linkable function support library for the RMA assembler. It gives you many 'instant' functions that only 'C' programmers have had access to. Many functions are just the kind of routines you wished someone else would code for you (<he,he> this time they did!). By Bob van der Poel.

- CC2 -   This is the new replacement for CC1 from Microware(tm). It uses pipes to manage a smother (esp floppy users!) and less disk-intensive compilation for the OS9 'C' compiler. There are two versions of 'CC2' out there. The compact replacement is from Rick Adams and was written in 'C'. I use this one now. The other is one of my programs that gives you on line help and checks for errors in the command line like: mismatched options, bad extensions, etc. This was geared more for the novice programmer but does generate the same output as the other...except: You can do concurrent compilations! Yes, on the COCO this can actualy slow the compiler down. I just thought it would be kinda neat to see it work.

- CGFX.L -   I think this is one of the best things that could happen to the MW-OS9 'C' programming system. This is what lets you design Multi-Vue-like programs with little or no pain! This 'C' library is the basic toolkit you need to develop very professional software. It comes from Mike Sweet (DOGECOLT on DELPHI). Thanks Mike!!! I belive he is up to v6.? (yes that is SIX QUESTION)...READ, READ, READ the docs. Get the colored markers out for this one too so you can try out your favorite new 'C' functions!

- CLIB.L - This is the new main library for 'C'. It was created by Karl Krieder on CIS and uploaded to DEL-PHI (thank you whoever)! The main features consist of: Faster functions due to hand assembly instead of compiled 'C'. Compatability with OSK 'C' programs (new functions added). Smaller functions due to hand assembly instead of compiled 'C'. If you are without this or CLIBT.L then "You are NOT working on all thrusters!"

- CLIBT.L - This is the new main library for 'C'. It was created by Karl Krieder on CIS and uploaded to DEL-PHI (thank you whoever)! The main features are the same as the above CLIB.L, but...The functions are a little larger. The functions are a degree faster. And there are now transcen-dental-math functions! If you are without this or CLIB.L then "You are NOT working on all thrusters!"

- CSTART.R - This is supposed to be a fix to prevent the linker from generating a program that grabs to much (more than nessessary).

- DEVSYS - Some programs work, and some don't. This one seems to earn its own way! The program provides a small/fast way to inte-grate your favorite compiler/editor/test window into a working pleasent enviroment! From Christopher Hyde.

- GFX2 - This is the new GFX2 module from Kevin Darling. It adds some new calls for Basic09 to use in window management and mouse sig-nal generation and capture. There is a patch for this that fixes a bug in the fill comand.

- HEADER - This is an 'AR' or 'PAK' file of header files to be used with Karl Krieders new CLIB.L/CLIBT.L. Make the most of someone elses efforts and get this. It can save you hours of work!

Mark is available on Delphi under the username of XLIONX. Also on Pinball Haven RiBBS (708) 428-8445

Computer Clubs
Rules to Success
by Donald Zimmerman

We started with just two people interested in our computer. From there a viable and fun group has formed. We found out that there must be two driving force to create a group. One is for the focus of the group; the other is for perpetuating the group. The focus of our group is our beloved Color Computer. Need we say more? Well, yes. Because each of us has a particular interest for or with our CoCo. We want to upgrade it, expand our library of software, learn a language, get great trades or prices on that next piece for our system, or even get our first system. I guess that it's just human nature to draw people together to help us get what we want.

This quality also will destroy a group almost as soon as it begins to come together. As soon as others sense that they are being used for our end. We have an agenda that denies the wants and needs of others. And yet all of these wants are valid IN THEIR PLACE. Who doesn't want to advance their knowledge and system.

The second focus is the key for survival and the path to success for a group. That is to focus on sustaining the group. Giving before taking. Reaching out to and for others. The rest of this article is the list of ideas we have tried here in Port Orchard over the last three years in assisting our group in its growth and strength. Not surprisingly, when each us gives for the betterment of the group and the assistance of the other individuals, we somehow get much more than we ever dreamed! In our quest to give life to the Port O'CoCo cause we started by thinking where to meet. Should it be at someone's home? No, it should be a night out for everyone and a special time for all. That's also why we asked for each person to bring a snack, a cup, and a $1. We provided the drink (an investment of under $2 per meeting for a gallon of pre-mixed punch), but not the cups. The snacks are for unstructured chat times and for creating bonds between strangers. We humans always feel better when eating! And the location was a bank meeting room for the first 2 1/2 years. (Now we've brought the snack and the meeting closer together by meeting AT a Grocery Store!) The dollar was to help sustain the group.

As far as getting the word out we began by contacting each Radio Shack Store to let the manager know of the time and place of our meeting. This has to be an ongoing effort because managers change so frequently at various RS locations. It also can slowly overcome the indifference or resistance a given manager may have. The focus should be that we are helping him get those CoCo questions from his customers answered for him. We are helping him, not asking anything of him.

In conjunction with personally talking with the small group of managers we took the time to contact the local newspapers. The more local the better. They are usually happy to print a beginning article about the formation of a group and then to list in their Calendar of Events the monthly meetings. When you have a topic or a guest speaker that makes the information that much more interesting even to non-CoCo people. They just might drop in just to see what's going on. When you talk to them the first time ask about their lead time. If anything else, you don't want to create EXTRA work for them. So if their deadline is a Monday the week before the meeting, plan to have your information in their hands the Friday before that Monday. When someone appreciates you taking their life into account they will do more for

you -- i.e. a better place in the calendar or maybe a follow-up article 6 or 12 months down the road.

At the first meetings we gathered everyone's address and phone number. This was done during the time we each introduced ourselves and outlined what we had in our system and what we use it for and what we want from the group and our equipment. This list was then used for a phone reminder list a few days before each meeting. This was very important when something or someone special was coming up or when, in our case, we moved to a new location.

As the group grew and the "old guard" began to tire of doing it all. We turned the news releases and the phone calling over to a responsible person who enjoys talking on the phone and contacting the media. In return for the couple of long distance calls she makes we ask her NOT to contribute to our club's $1 per meeting collection. All of this has been a real emotional growth for me. It meant letting go of some of the control and glory. I have been over rewarded by seeing another CoCo user grow while I focus on other ideas for the group.

You never know where a frustrated CoCo user is going to come from. So we have tried lots of things. The most successful has been putting an announcement for the group in the Puget Sound Computer User. This free publication is circulated all over the place. Our club announcement is free and has brought us more response than ALL OTHER announcements COMBINED. The address is User Group Editor, Puget Sound Computer User, 3530 Begley Ave N, Seattle WA 98103. It may take 6-8 weeks for your announcement to appear, but it's well worth the wait. Be sure to include a phone number AND a mailing address. We get calls and mail all the time!

Again on the free side there is our local cable company's electronic ad channel. These are computer graphics promoting products and services in the area. Our system is willing to put on the list of various computer type user groups and contact phone numbers. We need to call them ever now and then to thank them and to remind them to put it back on when they clean out old screens. By the way there is a positive correlation between those who have cable and those who have a computer

Using the same information about all the user groups in our county we have printed up a quarter page list of clubs, meeting times, and contact persons. We have run off about 500 copies of these lists (125 full sheets cut in quarters). They have been placed at the various Chambers of Commerce in the county and given to the local Welcome Wagon business. They, in turn, give this list to each new family moving into the area. They have received very positive feedback. The back side of the sheet list several of the local BBSs. We have asked the other clubs in the area to chip in $5 to cover expenses. Some do, some don't. But we are doing it as a service anyway.

Someone in the group will be into communications i.e. BBSs. Get that person to find all the BBSs in your area and log onto each one to find out what they are all about. Most of them will be willing to help you post a message about the meetings. They will be even friendlier when you have a topic that is useful across machines or even universally usable on all machines. We are currently offering tutorials on C. The C language can be use with just about any machine. So we could draw in people from the Mac or IBM world at least for a few meetings!

This month we are adding radio exposure. The local radio stations announce club meeting times. Of course, there is no cost to us. We just have to make the effort to use them. We will be contacting them next week to give them ample lead time before our meeting this month.

On a larger scale, we have written to Rainbow Magazine to list our meeting place, contact phone, and mailing address. More than adding to our numbers, such citing give us credibility. Since software developers read these lists, we also get some information or samples in the mail.

We have tried a newsletter. It was well received, but too costly in postage for our little budget. The phoning reminds everyone of the meeting and costs almost nothing. We tried postcards and found the costs outweighed the effectiveness. Again, that personal touch does so much more!

Some of the don'ts we have discovered or learned from others: 1. Don't cancel a meeting. Unless hell freezes over, hold that meeting.
2. Don't move around the meeting location. We moved once and that particular meeting had one couple looking for us who had come from CALIFORNIA. They finally tracked down our new location and showed up! At the same meeting a guy had traveled by ferry, bus and foot for almost 100 miles to attend the meeting. You never know when such committed people are going to show up and you can't get the word to everyone if you switch locations or cancel. We will be using our current location for a long time. By doing so you build TRADITION and for the individual you build HABIT.
3. Don't structure the meeting so tightly that there is no life or spontaneity in it. Drop part of the program if something more exciting seems to develop. We did just that last month. Things were going unplanned but great so we dropped one of the presentations. No one seemed to notice, they were having too good a time!
4. Don't let the primadonas dominate each meeting. Yes, they have a contribution to make and you will lose them if they can't participate, but their participation should be restrained so they don't lord over or chill out the others. Consciously work at finding the middle ground where just about everyone appreciates their contribution. Using time limits or using friendship to tell them that everyone wants to participate as much as they do can help the situation.

5. Don't forget the ABSOLUTE beginner. We have had two people come into the group who were at square one. By having things for them as well as the OS-9 info has keep them involved. They, many times, can become more excited than the "old masters" of the CoCo!

6. Don't pass up the chance for even BRIEF presentations from the shyest person in your group. They have some great ideas in spite of their personality and given the chance they will really open up and contribute!

7. Don't be afraid to pass on the leadership to others. Remember the group is there for the group, not because of you.

8. Don't be surprised if the group dies out. There is no reason for the group to last forever. And the day will come when this social group will no longer have a social function. Recognize that and be willing to accept it when it comes. Remember the good times and move on in your life.

*Donald Zimmerman is President of
the Port O'CoCo Club in Port Orchard*

Classifieds: CoCo Stuff For Sale

COCO HARDWARE:

512K CoCo-3	Multipak
CM-8 Monitor	20Meg Hard Dr.
Burke&Burke Intface	2-SingleSided Drives
TRS-80 Printer VII	Ser/Parallel Intface
Hi-Res Interface Deluxe	Joystick
Speech Sound Pak	Power Strip
CoCo Mouse	

COCO SOFTWARE:

DynaCalc	Phantomgraph
T/S Spell	Deluxe Icon Ed.
TRSCOPY	OS9 C Compiler
Foxware C Lib.	OS9 Lev.II Dev Sys
OS9 Lev.II Op.Sys	OS9 Level I
Data Master	Multi-Menu
FBU	The Zapper
B&B FileSysRepack	Multi-Vue
Thexder	Sub Battle
Flight Simulator-2	Rogue
Koronis Rift	Rescue on Factalus
Micro Illustrator	Disk Program Package
Packer	

COCO MISCELLANEOUS:

Programming Books, OS9 Books, Misc.Floppy Disk, 60 issues of "The Rainbow"

**COMPLETE PACKAGE FOR $999 (45% OF ORIGINAL PRICE)
FREE DELIVERY**

Contact:

Dave Spencer
P.O. Box 331
Bridgeport, WA 98813
(509) 686-7551 (after 5 p.m.)

Bernie's

"BIT_BUCKET"

"I GOT MY MM/1" and Sent IT Back!

Bernie was not able to get his article in time to be included in this issue but he did call me several times durng the past week. The first time, October 22, was to tell me with great pride, that his MM/1, which he ordered in February, finally had arrived. However, he was a little disappointed that the I/O board (3 Megs of ram and the hard drive SCSI interface) was not included in the shipment. Also not included was the OS-9/68K Manuals from Microware. Then there was the questionable instruction manual on how to assemble the MM/1 Kit. Oh well, with Bernie's electronic-computer experience, he should have no problem figurng it all out.....

The next evening, October 23, Bernie's voice definetly had a negative tone. Did I say negative? How about really TICKED OFF! The computer didn't work! This instructions were contradictive! The illustrations were incorrect! The circuit board lacked any labels or pin-out identification on the jacks and connectors! And all this after 8 months of waiting!!!!!

How about either fix it and return it with proper instructions, manuals, etc., within 30 days, OR return the purchase price! BERNIE IS ONE VERY UNHAPPY CAMPER.

-- Rodger Alexander --

VDG Games from Multi-Vue
by Kevin Darling

Here's a simple way to get games that use the VDG screen to execute from Multi-Vue on your hard drive.

First, create a directory to store your game files. (See directory listings below.)

Second, put a shell script in your main CMDS directory that is called by the AIF to start a VDG screen and the program, if you're using shell+.

Here's my hard disk layout for SUB BATTLE:

dir /dd/games/sub:

```
CMDS          fonts.dat      missions.dat   substats.dat
status.dat    sub6           stitle.pic     radar.dat
mission.txt   shipmap2.dat   convoys.dat    sintbl.dat
hiscore.dat   diesel.dat     control1.cmp   usamap.cmp
sub.dat       germap.cmp
```

dir /dd/games/sub/cmds:

```
sub           sub1           sub2           sub3
sub4          sub5
```

list /dd/cmds/subbattle:

```
echo Starting Sub Battle in Window 15
xmode /w15 type=1;display c >/w15
chd /dd/games
chx /dd/games/sub/cmds;ex sub <>>>/w15
```

Don't even use stuff off side one of the SUB disk. Use the SUB file off side 2, etc.

```
OS-9 LEVEL TWO VR.2.0
COPYRIGHT 1986
MICROWARE SYSTEMS
LICENSED TO TANDY
ALL RIGHTS RESERVED

YY/MM/DD HH:MM:SS
Time?
91/06/22 09:01:00
OS9:█
```

NW CoCoFest Cups $6
CONTACT DONALD ZIMMERMAN at 871-6535
"HURRY"...LESS THAN 15 CUPS LEFT....

Route 68 Bridge
New 68K Mag. on Disk

I love the Color Computer. Watching support for this machine dwindle is particularly painful for me. There are, however, many realities that we must face in life and this is one of them. The fuel that powers a computer is its software. The development of new Color Computer 3 software (and availability and support for old) is reaching its end. The time appears right to move on to a platform that represents the least significant change from the old and yet brings with it a promise of solid growth in the future. This is the time to cross the BRIDGE.

The ROUTE 68 BRIDGE is a digital magazine intended to ease the transition from the 6800 based computers to the more powerful 68000 line. There will be a strong focus on multi-tasking/user operating systems such as OS9/K, UNIX, Coherent and others. There is a great deal of confusion surrounding these machines and these areas of confusion will be addressed. Software reviews, hardware reviews, new product announcements, dealer ads and classified sections will be offered. A section dealing with the special needs of users will be presented. Editorials and tutorials will round out each issue.

What makes this magazine different is that it is available to modem users. Subscribers will be given an id #, password and user name that will enable them to download each issue as it is available. A short (5-8 minute) call is all it takes. The call connects you to a no nonsense telecommunication service that quickly sends you the magazine. You then view each issue on your favorite word processor or print it out to hard copy. Program listings will be included in each issue.

Because we save money on publishing a paperless magazine free of mailing costs (and help the environment at the same time) we can offer you a six issue subscription (1 year) for $10.00.

Our first issue will be available in early December, 1991. To come aboard on the first issue send in your order by November 1, 1991 to:

G-SYSTEMS
P.O. Box 126
Beacon Falls, Ct. 06403-0126

Wanted-Submissions:
  Authors/Article writers. Send your name/address/ phone, background, equipment owned/used and area of interest. Please note that while it isn't much, we do pay for submissions. This is your chance to gain some fame and contribute to a worthwhile cause: the new 68K

Club Activities

Bellingham OS9 Users Forum- Longview/Kelso CoCo Club
Mt. Rainier CoCo Club - Port O'Coco Club - Seattle 68xxxMug

Mt. Rainier CoCo Club

The regular October meeting of the Mt. Rainier CoCo Club met at the Parkland/Spanaway Library on 138th in Tacoma. A General discussion of upcoming upgrade seminar on October 20th at Port Orchard was discussed. Also discussions on CoCo Problems. There was no programing language presentation. Next month hopefully there will be a couple of CoCo's in PC cases to show off!

Meetings are held the 2nd Monday of each month from 7 to 9 p.m. at the Parkland/Spanaway Library. All are welcome.

Port O'CoCo Club

The Port O' CoCo meeting continues to grow and diversify. First, Sunday we had a "Tower Fest." As reported elsewhere in this issue, Rodger and Craig, worked his magic in making the CoCo look like a VERY POWERFUL machine by getting all the bits and pieces into an impressive tower. The very next day many more people showed up for our usual meeting. With a group of 16 it was the first piece of business to make the rounds and introduce ourselves, what we have in equipment, and what we use our machine for. There were the usual number of "Oh, I want to talk to your later!" from around the room.

The intros out of the way we moved onto our banner project. Gene Elliott and his wife, Val, have been working on the design and medium for the big project. He showed us three progressively better designs. There were a couple more suggestions and they will continue to work on the banner hopefully having it for our November meeting or for the December Swap Meet in Kent at the latest.

Our major presentation was by Allan Johnson. He had enlightened the group in Tacoma a couple months ago on VIP Library. He is more polished and very enthusiastic about the program. There were lots of questions and comparisons. Some of the people had the program and didn't even know some of the features he demonstrated. Allan's presentation was followed by a breaking into groups. The largest group was around an impromptu demonstration of Max-10 by Mark King. Mark has been using it for several years and can make the program really sing!

It was great to see people all the way from Seattle coming to our meeting and the degree of excitement and involvement by the whole group. We will be having our next meeting on the 3rd Monday in November. The topic will be graphics for the holidays! There will also be lots of time for discussion.
– Donald Zimmerman –

Seattle 68xxxMUG

The Seattle 68xxxMUG meets at Gugenheim Hall on the U of W campus the first Tuesday of each month. The October meeting featured Scott Honaker's third installment on Basic09.

Prior to Scott's presentation, Rodger Alexander passed out copies of T. Warren's article on modifying the Hi-Res Joy Stick Interface from the September Newsletter.

An announcement about the up coming "Tower Seminar" (Installing a CoCo in a PC Case) on the 20th was followed by a short discussion and a gathering of names and addresses of those wanting to be included. Those interested will be mailed more information when all of the details and logistics are worked out.

Scott began his session by handing out a 7 page prepared document describing the Basic09 Procedures necessary to write an "ideal" database program. Scott also included with the hand out a 5-1/4 inch disk that contained the "Main" Procedure, the "View" Procedure, the "CreateDB" Procedure, and the "AddRec" Procedure.

The hand-out outlined the parameters of the missing procedures. Based on those parameters, it would be the responsibility of the members present to choose one or more of the missing procedures and write them out in Basic09 based on each individual's experience and knowledge of Basic09 programming. What a motivatational gimmick!

A very in depth discussion followed. Everyone wanted to make sure they understood all that was involved so that they would be successful when it came time to write "THEIR" procedure. Or maybe they were just looking for the easiest and/or shortest procedure.

When it came time to ask for volunteers, every procedure was taken by at least one member. Some procedures were taken by two or three people. Scott offered a prize ???????? to the most sophisticated or efficient or best looking program (procedure).

NOTE: The Basic09 Tutorial (PART TWO) compiled from Scott's presentations at the 68xxxMUG meetings will be included in next month's Newsletter.

Longview/Kelso Club
No report available

Bellingham OS9 Users Forum
No report available

Washington State BBS List

FAR POINT BBS – Seattle
RiBBS (Fido NET)
(206) 285-8335

COLUMBIA HTS. BBS – Longvie/Kelso
RiBBS (Fido NET)
(206) 425-5804

DATA WAREHOUSE BBS – Spokane
RiBBS (Fido NET)
(509) 325-6787

BARBEQUED RIBBS – Bellingham
PCBOARD (PC-NET)
(206) 676-5787 Conference #5

OS-9 TACOMA BBS – Tacoma
RiBBS (Fido NET)
(206) 577-8857

COCO EXPRESS BBS – Anacortes
RiBBS (Fido NET)
(206) 293-1057

Bellingham OS-9 Users Group
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Tutorial
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ColorComputer3
$2

Written by
Scott Honaker & Rodger Alexander
Mail $2 + $1 shipping fee to:
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