

The Color Computer Preservation Society

CoCoPS: C/O Rick's Computer Enterprises P.O. Box 276 Liberty KY 42539

Volume 1, Number 3



IN THIS ISSUE

Introduction - Where do we stand?	Page 1
Featured Article - Interview with Nickolas Marentes	Page 2
CoCo Product News - A few things to spend your money on!	Page 3
CoCo on the Internet - Some of the many great Color Computer related web pages.	Page 3
CoCo Clubs and Support Organizations - How to contact and join them.	Page 3
Subscription Information - How to sign up (if you haven't already done so, that is).	Page 4
The Future of the CoCoPS - Find out what's in store for future issues.	Page 4
Comments and Suggestions - Let us know what YOU would like to see.	Page 4
Upcoming CoCoFests - The where's and when's of future CoCoist gathering.	Page 4

Dedication

This issue of the CoCoPS is dedicate to the memory of Al Dages, long time CoCo supporter. Al passed away on September 17th, 1998, and he will be greatly missed. Anyone who ever got a chance to meet him at any of the CoCoFests or at the Atlanta Computer Society club meetings will understand what a very special man we have lost.

INTRODUCTION

Welcome to issue number three! A quick announcement then we'll get on with the normal newsletter content. Those with world wide web access be sure to drop by our all new web domain at <http://www.cocops.org>. Scott Griepentrog continues to host the site as well as offering great rates for others wanting to get their own personal or business web sites. Drop by at <http://www.stgnet.com> and drop Scott a thank you!

FEATURED ARTICLE

Interview with the interviewer

Interview with Australian CoCo programmer, Nickolas Marentes. During the 80's, Nick had many of his games sold through Australian Radio Shack stores and later distributed by various vendors in The Rainbow magazine. His most recent offering was the excellent Pac-Man Tribute. Lately, though, he has been pursuing former CoCo greats for interviews which he publishes on his web site (and in the world of 68' micros). Contact information for Nick may be found in COCO PRODUCT NEWS section elsewhere in this newsletter.

Q: First, just who is Nickolas Marentes and how did you become a CoCo guy?

A: I started my journey into computers at the local Radio Shack store. Every day after school, I would drop in to the store to play with the 4K TRS-80 Model 1 computer, complete with Level 1 BASIC, wow! After many hours of programming and learning all about BASIC, I eventually convinced my parents to buy me my very own TRS-80 Model 1 with Level 2 BASIC and 16K of RAM. It's amazing how much mileage one can get using the line "it will help me with my homework"!



Al Dages (left) having a great time with friends at a CoCo fest.



Waiting for a computer to boot OS-9 at a CoCo fest.

Eventually I learned Z-80 assembly language and after writing 6 commercial level games for it, I decided it was time to move on to a color system. I looked at several machines, each with its advantages and disadvantages. In the end I settled on the CoCo, firstly because I was familiar with the Radio Shack systems and secondly because there were plenty of Radio Shack stores around me.

Q: You recently made a splash on the CoCo Internet scene by contacting various ex-CoCo folks for interviews. What prompted you to do this?

A: I loved programming assembly language games for the CoCo. I took it as an art form and while I don't see myself as a grand master artist there were several games from other programmers that I enjoyed looking at. I never was much into actually playing them, preferring to look at the audio visual quality and creativity. Living here in Australia so far from where the real CoCo game programming action was, I always had a desire to be able to talk to some of the artists that created many of the great games I admired. When the Internet came along, I had finally found the ultimate means of locating and communicating with these people, finally allowing me the opportunity to ask many of the questions I had always wanted to ask...albeit over 10 years later!

I also felt that much of the CoCo's history was going to slide away and be forgotten. Very few people knew the names behind some of the CoCo's greatest programming achievements. I wanted to at least do my bit to preserve some of this history so that it is more than just a faded memory in us "old timers" minds.

Q: Who all have you contacted? How did you get in touch with them and who has been the hardest to track down?

A: So far I have interviewed John Kowalski, Glen Dahlgren, Greg Zumwalt, Dale Lear, Rick Adams, Chet Simpson, Eric Crichlow, Jeremy Spiller and Alan DeKok. Currently in the pipeline is Steve Hartford, Mark Randall and Gerry Humphrey. The hardest to track down was Jeremy Spiller, programmer for the two most fantastic CoCo3 arcade games ever written, Zenix and Crystal City. Thanks

to the valiant efforts of another fellow CoCo'ist, Larry Greenfield, I was able to get an interview. It's this friendly support that drives the CoCo community!

Q: Who else is on your list? Have there been some you've wanted to get in touch with, but couldn't find?

There are plenty. I'd love to do an interview with the programmer of "The King" and what I consider to be the best programmed CoCo1/2 game, "Sailor Man". I would also like to talk to the programmers for "Lunar Rover Patrol" and "Tutankham". The programmer behind all the IntraColor games is another.

COCO PRODUCT NEWS

Mike Knudsen has updated the popular UltiMusE MIDI sequencer for both the CoCo and MM/1. The latest version, 9.11.1, can be downloaded for FREE from the Internet by visiting: os9archive.rtsi.com. This update brings minor bug fixes as well as a new keyboard input feature allowing faster input of sheet music. If you never checked out UltiMusE (which is an OS-9 Level 2 program) due to its cost when it was a commercial product, perhaps now is a great time to do so since the product is fully shareware (though donations are most certainly encouraged!). Who says CoCo authors have stopped working on products?

Allen Huffman launched a 192 page book version of his seven years of Fest reports entitled *CoCoFest Chronicles*. The book is fully typeset and includes slightly edited and updated versions of Fest reports from the 1990-1995 AtlantaFest, 1992-1997 ChicagoFest, 1997 PennsylvaniaFest, as well as the 1993 IowaFest. Extra bonus material includes behind the scenes information, a history of CoCo music by Mike Knudsen, and Fest commentaries by Tony Podraza, Carl Boll, Terry Simons, Ron Bull, Ken Fish, James Jones, Brother Jeremy, Tim Johns, and more. The price is \$24.95 (which includes shipping). Pick up one of the remaining copies by sending a check to: Allen Huffman, P.O. Box 22031, Des Moines, IA 50325-9401.

Nick Marentes has released an anthology disk containing Nuetroid II, Donut Dilemma, Rupert Rhythm, Space Intruders, and Cosmic Ambush (\$7). Also, his arcade quality Pac-Man tribute (\$20) is still available. Contact the U.S. distributor, Jim Davis, at P.O. Box 1704, Nixa, MO 65714 (gearboxed@geocities.com) or see Nick's web site listed elsewhere in this issue.

Roger Taylor, of The Projector-3 (\$35) graphics viewer fame, has announced a new product, this time for OS-9, called VOX. He is also looking for folks to take over some of his other projects. Visit his web site (listed elsewhere in this issue), or write P.O. Box 847, Magnolia, AR 71754-0847 for more details.

Mark Marlette continues to work on new CoCo hardware such as his SCSI interface (which will support ZIP and JAZ drives), AT keyboard adapter, memory upgrades, and new CPU Pro-Tector designed to buffer and protect your 6309 upgraded CoCo. Details can be found at his

web site at <http://www.isd.net/mmarlett/cloud9.html> or by e-mail (mmarlett@isd.net).

If you have a product you would like featured here, please let us know! Please make an effort to spend money with the few remaining CoCo software authors to ensure new products happen.



A little CoCo jam at a CoCo fest.

COCO ON THE INTERNET

Last issue we featured various CoCo related web sites (which can still be found at the CoCoPS web site). This time we begin highlighting a few vendors offering products on the 'net.

Taylor Graphics

<http://www.geocities.com/SiliconValley/Network/8004/>

Roger Taylor created The Projector-3 for a 6309 equipped CoCo 3. This is by far the most impressive graphics rendering package ever released for the CoCo. Not only can it view tons of formats, its modular design will allow future decompression engines to be added to allow new image types. His web site details how to get a FREE 6309 upgrade (by purchasing TP-3) and he also maintains The CoCoNut Directory which features a listing of CoCo users around the globe including e-mail and postal addresses as well as web site links.

Roger still gets plenty of use out of his CoCo, but employs an inexpensive WebTV PLUS box to surf the Internet — where do you really want to go today?

Nick Marentes' Color Computer Workshop

<http://www.launch.net.au/~nickm/coco/>

Nick had several of his games distributed by Tandy in his homeland of Australia. Today, he continues to bring out an occasional new CoCo game or product. His site contains downloadable versions of many of his classic games, as well as a new interview section with past CoCo

programmers such as John "SockMaster" Kowalski and Glen "Sundog" Dalhlgren.

For a listing of other CoCo related Internet sites, visit the CoCoPS domain at <http://www.cocops.org>.

COCO CLUBS AND SUPPORT ORGANIZATIONS

NEW: West Coast CoCo Gathering

10020-A Main St. Suite #116, Bellevue, WA. 9804

Contact: Jim Cox (jimc@amc.com or miba51@nwindlink.com)

NOTES: Jim wants to get some sort of West Coast gathering going.

UPDATED: CoCo Friends Disk Magazine c/o Jim Davis P.O. Box 1704, Nixa, MO 65714.

WEB: <http://www.voicenet.com/~swyss/cfdm.html>

Cost: \$30.00 for 4 issues (each at least two double sided CoCo disks and the hard copy printed companion) or \$20.00 for the same via e-mail in CoCo emulator .DSK format.

Contact: Jim Davis (gearboxed@geocities.com) 417-725-8481

NOTES: Jim recently took over as editor.

Adventure Survivors

(Great gaming newsletter with GREAT CoCo News).

24 Perthshire Drive, Peachtree City, GA 30269.

Cost: about \$7/year. Contacts: Nan and L.E. Padgett

NOTES: These two fine folks are also a great source for Beanie Babies.

Glenside CoCo Club (sponsor of Chicago CoCoFest),
CoCo-123 newsletter.

31 South Edgewood Avenue, Lombard IL 60148.

BBS: Glenside CoCoRama BBS - 847-587-9837

BBS: SandV BBS - 630-352-0948

BBS: Glenside's Cup of CoCo - 847-428-0436

BBS: Chi-CoCo BBS - 312-735-3355

BBS: Glenside East - 847-632-5558

Cost: \$15 for January - December membership (and Fest admission discounts!)

Contacts: Brian Goers (bgoers@ais.net), Tony Podraza (tonypodraza@juno.com).

NOTES: Glenside is about to ship the new CoCo IDE hard drive interface, and may bring out AT keyboard interfaces as their next project. Contact them for details. Brian is the new club president this year, since Mike Knudsen moved to Maine

UPDATED: The world of '68 micros, CoCo/OS-9/etc. mini-magazine.

273 Peach Orchard Rd., Statesboro, GA 30458

Cost: \$22 U.S., \$28 Canada, \$48 over seas

Contact: Stephen Disney (disneys@hotmail.com)

NOTES: Frank has turned the publication over to Stephen Disney.

If you know of other clubs or publications that should be listed here, please let us know!

SUBSCRIPTION INFORMATION

Send \$5 (U.S.) for four issues per year (predicted), quarterly, to: P.O. Box 276, Liberty KY 42539. Make checks/money orders out to "CoCoPS". The CoCoPS newsletter gives continued thanks Rick Cooper for handling subscriptions and providing printing/mailing services.

THE FUTURE OF THE CoCoPS

Other than occasional e-mail from the cocops@stg.net mailing list, very little feedback has been received about the direction CoCoPS is heading. Please take a moment to drop us your comments with what you'd like to see, or with anything else you'd like to convey to the members.

COMMENTS AND SUGGESTIONS?

We welcome all suggestions and comments on what you'd like to see in future issues of CoCoPS, as well as what we can do to make this newsletter more enjoyable.

Please contact us using one of the following:

Mail: CoCoPS
c/o Rick's Computer Enterprises
P.O. Box 276
Liberty KY 42539

E-Mail: cocops@stg.net
(forwarded to all involved)

On the web: www.cocops.org



Find all type of CoCo stuff at a Fest near you!

UPCOMING FESTS

What? The Eighth Annual "Last" Chicago CoCoFEST!
When? Saturday and Sunday, May 1 & 2, 1999
Where? Holiday Inn of Elgin (Same great location as past years.)
345 W. River Road
Elgin, IL
Directions? A city block from I-90 and IL-31.
Reservations? (847) 695-5000 (Ask for the "Glenside" or "CoCoFest" rate.)
Cost? \$10 whole show, children 10 and under free.
Contact? Tony Podraza (tonypodraza@juno.com)
(847) 428-3576 (voice)
(847) 428-0436 (Glenside's Cup of CoCo BBS)

What? PennFest '99
When? Saturday and Sunday, August 21 & 22, 1999
Where? Holiday Inn
1406 Beers School Road
Carapolis, PA 15106 (near Pittsburgh)
Reservations? (800) 333-4835
Cost? \$5/day, \$15 Family Pass
Contact? Ron Bull (ronbull@aol.com)
(717) 834-4314
<http://bullsbarn.stg.net>