THE GLENSIDE COLOR COMPUTER CLUB

Newsletter '85

GREETINGS!!!

Well will you look at this, the second wave of Newsletter '85! Since this is only our second official Newsletter, I believe that a contest is in order, "NAME THE NEWSLETTER." We will except any and all suggestions for the official publication name either by phone or at the next club meeting. After we are in receipt of more then one suggestion, the club will select the winning name. First prize (and only prize) will receive a box of 10 DISKS. OK, the challenge is out, now it's up to you to respond!

LAST MEETING IN REVIEW

Boy, does it seem to you that with each meeting comes a great product presentation? For all of you that missed our last meeting, missed out BIG. Ken Johnson gave us a full and detailed presentation on a new Video Digetizer (I think that is how you spell it). The Hardware/Software system will capture a Video image from either a Video Camera or a VCR/Bata recorder. The system that Ken showed us, interfaces with GRAPHICOM I. As a matter of fact, GRAPHICOM I comes with. Once again, on behalf of the club, THANKS KEN. For Ken that was two months in a row for product presentation (Feb. meeting being WORDPAC).

APRIL MEETING PRESENTATION

For the April meeting we have something of a special treat. The boys from the Wood Dale Club will be showing off the Hard Disk Drive for the CoCo. This drive uses the operating system, OS-9 and along with the drive presentation, they will be showing the benefits of using OS-9 as an operating system. I am sure all will want to be in attendance for this presentation.

TIB-BITS

In with this Newsletter you will find what has been called the most complete list of all of the PEEKS for the CoCo. If by chance you know of any we forgot, please let us know. With a little luck, in the next Newsletter '85, a listing of all the POKES for the CoCo will be published.

CLOSING NOTES

Remember, some of you owe dues for this year. I trust it is just an oversight and not a reflection of the club. Your dues (regardless of how low they are) help support the different programs and projects we want to do i.e., the second annual Glenside Color Computer Club CoCo-Fest that is planned for the meeting following the Chicago Rainbow Fest. The Chicago Rainbow-Fest will be on May 17, 18, 19 at the Hyatt Regency, Woodfield. Well talk at the next meeting, April 11th.

NOTICE: Did you hear that IBM will be dropping ALL production of their PC Jr? Software design and Hardware repairs will continue for the next 5 years per federal law, however, IBM sighted that retail sales could not support production. If memory serves me right, I believe the save statement was used for Adem! Having played with the PC Jr., I felt that it was a very good computer. Very over-priced, but still a solid system. I'm sorry to see IBM closing the door on the PC Jr., because, due to this system, we CoCo owners received third party software/hardware design & equipment that was cloned from the PC Jr., i.e. COCO MAX, DYNACALC, ROM PAC/DISK DRIVE MULTI-PAC HOOK UP, ETC. We can only hope that would-be PC Jr. buyers will take a good look at the CoCo. Dollar for dollar, the CoCo is still the best deal in town!!!

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COMMAND: PEEK(182)
RESULTS: Returns present PMODE number
REM: Returns 0 if graphics is not used

COMMAND: PEEK(275)
RESULTS: Timer value

COMMAND: PEEK(55)+PEEK(56)
RESULTS: Gives ASCII code of last variable used
REM: Put PRINT CHR$ in front of the command
           to get the string value of the last
           variable.

COMMAND: PEEK(25)*256+PEEK(26)
RESULTS: Start address of a BASIC program

COMMAND: PEEK(31)*256+PEEK(32)
RESULTS: End address of a BASIC program

COMMAND: PEEK(39)*256+PEEK(40)
RESULTS: Shows place of protected memory

COMMAND: PEEK(41)*256+PEEK(42)
RESULTS: Returns the statement number at which
           continuation is to begin after break

COMMAND: PEEK(116)*256+PEEK(117)
RESULTS: Maximum memory pointer

COMMAND: PEEK(126)*256+PEEK(127)-1
RESULTS: Finds end address of a ML program

COMMAND: PEEK(487)*256+PEEK(488)
RESULTS: Finds start address of a ML program

COMMAND: PEEK(157)*256+PEEK(158)
RESULTS: Finds the EXEC address of a tape loaded
           ML program
REM: Only works with a tape loaded ML program

COMMAND: PEEK(485)*256+PEEK(486)
RESULTS: Finds the EXEC address of a Disk loaded
           ML prorgam
REM: Only works with a Disk loaded ML program

COMMAND: CHR$ (PEEK(466)+PEEK(467)+PEEK(468)+
           PEEK(469)+PEEK(470)+PEEK(471)+PEEK
           (427)+PEEK(473))
RESULTS: Returns filename requested

COMMAND: PEEK(106)
RESULTS: Returns current comma column width
REM: Can only be used from machine code

COMMAND: PEEK(188)
RESULTS: Returns a 14 if a disk system else
          returns a 6
REM: Can be very useful when using data files

COMMAND: PEEK(193)
RESULTS: Returns 8 if you are using COLORSET 1
          and 0 if you are using COLORSET 0

COMMAND: PEEK(186)*256+PEEK(187)
RESULTS: Returns start of current hi-res screen

COMMAND: PEEK(183)*256+PEEK(184)
RESULTS: Returns end of current hi-res screen

COMMAND: PEEK(203)*256+PEEK(204)
RESULTS: Returns the circle X center co. in
          PMODE 4
REM: Multiply the number by 2 for the circle
          X co. in PMODE 0-3

COMMAND: PEEK(205)*256+PEEK(206)
RESULTS: Returns circle Y center co. in PMODE
          2-4
REM: Multiply the results by 2 for the circle
          Y co. in PMODE 0 & 1

COMMAND: PEEK(207)*256+PEEK(208)
RESULTS: Returns circle radius of a circle in
          PMODE 4
REM: Multiply the number by 2 for the circle
          radius in PMODE 0-3

COMMAND: PEEK(232)
RESULTS: Returns the draw angle (0-3)

COMMAND: PEEK(233)
RESULTS: Returns the draw scale number (1-62)

COMMAND: PEEK(338)
RESULTS: Contains keyboard rollover bits
          @,H,P,X,O,8,ENTER
REM: Value of bits =254,253,251,247,239,223,
          191. If NO key is pressed the value of
          location = 255

COMMAND: PEEK(339)
RESULTS: Returns keyboard rollover bits
          A,I,Q,Y,1,9,CLEAR
REM: SEE PEEK(338) For bit values

COMMAND: CHR$ (PEEK(474)+PEEK(475)+PEEK(476)+
             PEEK(477)+PEEK(477)+PEEK(478)+PEEK
             (479)+PEEK(480)+PEEK(481))
RESULTS: Returns cassette file name last loaded
             in string form
REM: Each character of the filename is
             represented by the peeks ranging from
             474 to 481

COMMAND: PEEK(129)
RESULTS: Use if I/O error encountered during a
             cassette tape load. 1 = tape fault;
             2 = memory error.

COMMAND: PEEK(136)*256+PEEK(137)
RESULTS: Shows cursor position in the text
             screen

COMMAND: PEEK(235)
RESULTS: Returns disk drive number

COMMAND: PEEK(236)
RESULTS: Returns disk track number

COMMAND: PEEK(237)
RESULTS: Returns present sector number

COMMAND: PEEK(240)
RESULTS: Returns Disk I/O error codes

COMMAND: PEEK(274)*256+PEEK(275)
RESULTS: Returns value of timer
REM: POKE 274,0 and POKE 275,0 to make
             TIMER = 0

COMMAND: PEEK(282)
RESULTS: 255=uppercase mode. 0=lowercase mode

COMMAND: PEEK(104)*256+PEEK(105)
RESULTS: Returns current statement number

COMMAND: PEEK(49)*256+PEEK(50)
RESULTS: Returns current data line number

COMMAND: PEEK(52)*256+PEEK(53)
RESULTS: Returns the next data byte for a READ
             command

COMMAND: PEEK(222)+1
RESULTS: Returns current octave

COMMAND: PEEK(225)
RESULTS: Returns current note length
REM: Note length = 255-1

COMMAND: PEEK(226)
RESULTS: Returns current tempo
REM: TEMPO = 255-1

COMMAND: PEEK(340)
RESULTS: Returns keyboard rollover bits
            B,J,R,Z,2,:,BREAK
REM: SEE PEEK(338)

COMMAND: PEEK(341)
RESULTS: Returns keyboard rollover bits
            C,K,S,UP ARROW,3,;
REM: SEE PEEK(338)

COMMAND: PEEK(342)
RESULTS: Returns keyboard rollover bits
            D,L,T,DOWN ARROW,4,COMMA
REM: SEE PEEK(338)

COMMADN: PEEK(343)
RESULTS: Returns keyboard rollover bits
            E,M,U,LEFT ARROW,5,-
REM: SEE PEEK(338)

COMMAND: PEEK(344)
RESULTS: Returns keyboard rollover bits
            F,N,V,RIGHT ARROW,6,PERIOD
REM: SEE PEEK(338)

COMMAND: PEEK(345)
RESULTS: Returns keyboard rollover bits
            G,O,W,SPACE,7,/,SHIFT
REM: SEE PEEK(388)

COMMAND: PEEK(65280)
RESULTS: Reads the fire button position
REM: Left joystk = 253 or 125, Right joystk =
            254 or 126 if fire button is pressed,
            255 if no button is pressed and 257 if
            both are pressed.

COMMAND: PEEK(65313)
RESULTS: Returns a even number if you have DISK
            BASIC Ver 1.0

COMMAND: PEEK(65314)
RESULTS: Returns a even number if you have DISK
            BASIC Ver 1.1

COMMAND: PEEK(65352)
RESULTS: Returns disk status
REM: If I/O error then this location contains
            a value of 32

COMMAND: PEEK(65353)
RESULTS: Returns disk track number

COMMAND: PEEK(65354)
RESULTS: Returns the disk sector number

COMMAND: A = PEEK(54314):POKE65314,(A AND 7):
           POKE 65476,0:POKE 65474,0:POKE 65472,0
RESULTS: Sets semigraphics 4 mode
REM: Semi graphics 4 mode is 32*16 pixels
           long.

COMMAND: A = PEEK(65314):POKE 65314, (A AND 7)+8+
           N:POKE65476,0:POKE 65474,0:POKE 65472,0
RESULTS: Set semigraphic 6 mode
REM: N is the color set 1 or 0. Set N to 16
           for set 1 and set N to 0 for set 0.
           Set 1 is colors green, yellow, blue and
           red. Set 2 is colors buff, cyan, megenda
           and orange. Use memory locations
           between 1024 and 1536 to set pixels.