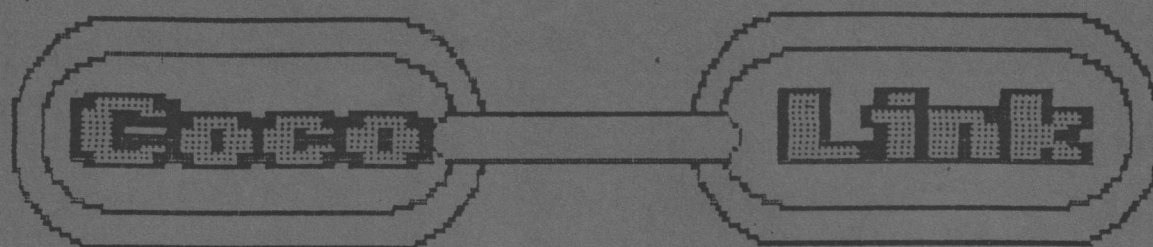


October 1989

Vol 2. No.5



The Magazine  
of the Coco Users Network

**Punter's  
Special**

A pixelated illustration of a horse and jockey in mid-gallop, facing right. The horse is light-colored with a dark mane and tail, and the jockey is wearing a striped shirt and a helmet.

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**The All Australian Magazine**

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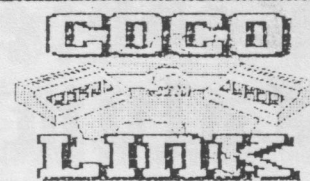
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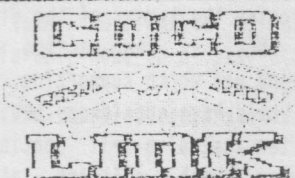
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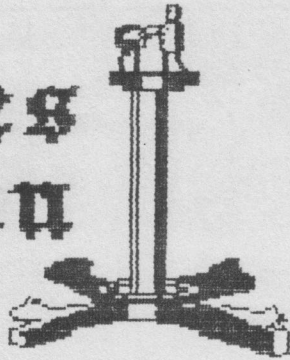


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# Robbie's Column



## THE COCO HAS BEEN DISCONTINUED!

That's right. It's official! The Color Computer 3 has been discontinued by Intertan Australia. We have gone the way of Europe and Canada. The following is a synopsis of a telephone conversation with Mr. W. Egert, Merchandising Manager, Mt. Druitt. This is not a word for word verbatim account of the conversation but covers the salient points.

"QUESTION:..Has the Coco 3 been discontinued by Intertan Australia?

ANSWER:....Yes. The reasons for this are that the price of MS DOS machines has dropped to the point that production costs of the Coco 3 have caught up, making it a non-viable business proposition.

QUESTION:..How many Coco machines have been sold in Australia since it's introduction?

ANSWER:....Tandy do not release figures of units sold.

QUESTION:..Why not?

ANSWER:....It's Tandy policy.

QUESTION:..Why didn't Intertan Australia assist COCO-LINK Magazine by distributing their advert to Tandy stores as requested several times?

ANSWER:....Intertan Australia knew in advance that the Coco 3 was to be discontinued and felt that COCO-LINK might compromise the timing of the discontinuance. They did not feel that, as the machine was to be discontinued, the magazine was worth supporting. If the Coco 3 had continued they would have considered the request.

Intertan Australia will continue to support the Color Computer with software etc. through Tandy stores throughout Australia."

So there you have it! We are now on our own. The level of Tandy support will obviously drop below what we are used to, and when I consider that statement closely, I wonder if it will make much difference.

I do not feel that Intertan Australia have ever full-heartedly supported the Color Computer. The Coco 3 was introduced practically under a veil of secrecy and was expected to compete with Commodores and Amigas etc. with no advertising and at a non-competitive price. I personally, only found out about their availability through a phone call from a friend and enthusiast in Sydney.

I would have liked to have had some idea of how many Coco's were sold over the years. It would have been a help in gauging the size of the market COCO-LINK is aiming at, but even this information is unavailable.

I have always found Tandy products to be of the highest quality (although sometimes overpriced) and do not understand the hesitancy in disclosing this sort of information.

I have taken for granted from the reply to the last question that the COCO-LINK advert will not be appearing in Tandy stores. This could have held out some hope to those people who have, in good faith, bought a Coco 3 over the last 6 months or so and will now find that, as far as Tandy is concerned, the machine is obsolete.

I have written several times over the last 8 or 9 months requesting Intertan to distribute our COCO-LINK advert to Tandy stores throughout Australia so that Coco users could get to know of our existence. We have shown our commitment to the Tandy Color Computer over the years and had hoped for a reciprocal reception. This argument fell on deaf ears as the reply above indicates. In fact, no one even had the good manners to reply to my letters. The only correspondence from Mt Druitt since the inception of this magazine being the letter from Mr. Egert (June 1989..Vol2. No.3) which had nothing to do with our request. So much for support.

Being a discontinued item on the Tandy catalogue does not mean the end of the world or even the end of the best product that Tandy has ever produced. (Anyone can turn out an IBM clone. Almost everyone does). All this means is that we will have to pull together to keep the Coco Community intact.

Here at COCO-LINK we will do our part by continuing to do our best to keep you interested in the best little machine in the country.

You, the reader, can do your part by getting as many Coco users as possible to subscribe to COCO-LINK. There are a lot of Coco owners out there looking for help and guidance. Please help us to help them.

Thank you.

\*\*\*\*\*

## LINKING TO COCO-LINK

It is with regret that I announce the passing of yet another Coco club. The Elizabeth (SA) Computer Club has ceased to exist. This comes as a surprise because this club was a thriving, well attended club. The reasons for it's demise are not clear but at this time we cannot afford to lose such organisations. I hope someone will take up the reins and continue with the good work.

In view of the Tandy decision to discontinue the Coco, maybe the idea put forward by Nickolas Marentes in the



last issue of COCO-LINK should be put in to practice. That is, that clubs should consolidate through one medium like COCO-LINK. This way we will be able to transfer our ideas and knowledge into the future.

I would like to illustrate how this could be achieved through the example of the Noarlunga Color Computer Club. This club, which has functioned for about seven and a half years, had an annual membership fee of \$12.00. This was to cover the cost of the club magazine (The Bulletin) and other odds and sods such as postage etc.

Last year, when I decided to start COCO-LINK in the wake of Softgold's demise, the club decided that all members would subscribe to the magazine and use it as the means of communication. The club is now free for all who wish to attend. The club still meets once a month to exchange information and mull over each other's problems.

COCO-LINK's Noticeboard page is used to announce dates and venues of club meets. This page is open for all clubs to make use of. It surprises me how little use it gets.

So there you have a scenario for consolidating the Coco community for the years to come. Try it on your club members and see how it fits. I would like to see some discussion on the matter. So let us here your views.

\*\*\*\*\*

#### COCO-LINK AND CLUBS

It is one of the aims of COCO-LINK to try and bridge the gap between one club and another. We try to direct subscribers who are not affiliated to a club to their nearest organisation. We provide a page in the magazine for the use of clubs to communicate with their members. We do all this in an effort to ensure that new and old users will have a continuation of free flowing information. To do all this, COCO-LINK has to continue to be a viable entity.

This close relationship with clubs does cause one problem. As COCO-LINK works from a small subscriber base, to keep the magazine financially viable and improve it to the standard that everyone wishes, we need to increase our subscriber numbers.

While we accept subscriptions from clubs for club library purposes, we DO expect individual members to become subscribers. It would only take 10 clubs handing round the magazine to 10 members each for the magazine to have lost 100 subscribers. A small magazine like COCO-LINK could NOT survive for long under these conditions.

I appeal to anyone out there reading this magazine who has not subscribed, to do so NOW so as to ensure that COCO-LINK will be able to continue into the years ahead.

\*\*\*\*\*

#### BULLETIN BOARDS

Another way for Coco Users to communicate is to use the many Bulletin Boards (BBS) to be found around the country.

Many boards have a good selection of Coco software which can be downloaded. All you require is a modem and a telephone. Maybe in a future issue we will run an article on Modems and their uses for those of you who have not moved into the communications field.

Many boards have mail services and can access other BBSs interstate. Some have an annual fee while others are free. The best way to find out is to go on to the board as a visitor and look around. Most boards will give you instructions on how to become a member.

Here is a short list of South Australian BBSs which cater for Color Computer Users.

COMPUTER CONNECTION	08 384 7316 (AH)
ALF (AMIGA)	08 266 3055
SA COUNTRY CBCS	085 22 4434
TAN 80	08 386 0932 (AH)
ADELAIDE AMUG	08 370 5775 (AH)

If you have a written list of BBSs in your state or city, please send it to us for publication.

\*\*\*\*\*

#### VIATEL

VIATEL can also be used as a means of communication for those with a 1200/75 Baud modem.

For Viatel subscribers, it is possible to contact me by leaving a message on the system. My number is 838616470.

I check the board at least twice per week.

\*\*\*\*\*

#### COCO-LINK ADVERT

We have enclosed a copy of the COCO-LINK advert with each copy of this magazine. We hope that you will find a prominent place in your local supermarket or shopping centre to hang it up. Preferably next to a Tandy store.

\*\*\*\*\*

#### EFFICIENCY

The Webster Dictionary defines efficiency as "the proportion of energy or work produced to that put in."

Garry and I have decided to try to put a bit more efficiency into COCO-LINK to eradicate the problem of duplicating the same work.

To this end, in future, Garry will handle all general correspondence and I will handle submissions and advertising.

\*\*\*\*\*

#### NEW DEADLINE DATE

Due to the increase in subscribers and therefore the increase in the amount of mail we receive, we have had to change the deadline date for letters and advertisements to the 1st of the month previous to publication. This will

take the pressure off the last mad rush to get your magazine out in time.

\*\*\*\*\*

#### PUNTERS' SPECIAL ISSUE

This edition of COCO-LINK is especially for those gamblers amongst you.

The initial part of WINNERS appearing in this magazine is a prologue to a fully detailed functional horse handicapping system similar to that used by the large Horse Racing Data Banks (needless to say in a smaller scale).

This programme, for serious punters, will be spread over several parts to accommodate the many different modules and DATA which will have to be stored.

I hope it will eventually help some of you racing enthusiasts to get amongst the WINNERS.

COMPUTER TOTE is a fully integrated application programme with built-in tote betting facilities and on screen races. A must for club fund raising.

The size of this programme precludes including listings in the magazine so this programme will become our third Public domain disk. Read full details inside.

TOTEBET is the original programme on which the above was based. This early version does not have on screen races but does allow the cassette user to get into the act.

We also have an educational programme for the littlies and a utility to stop the rolling screen on VIP Coco 3 programmes.

All this plus our regular features.

\*\*\*\*\*

#### COMPETITIONS

This is your last chance to enter our two competitions. Entries close on 1st November, so get to it!!!

Full details can be found elsewhere in this magazine.

\*\*\*\*\*

*Keep Hacking.*

*Robbie*

## 40 Track Disk Drive

By

Grahame Pollock

In Australian Coco magazine, July 1988, Lindsay Bradford presented a programme to provide a 40 track disk. This means an extra 10 granules!!

There are a couple of points I would like to make:-

- 1) That programme will only work if the Coco 2 is in ALL RAM Mode. For this reason I have combined it with an ALL RAM mode programme.
- 2) You cannot use the usual copy programmes to copy a 40 track disk to make a new 40 track disk. BACKUP(0) will work, but it is slow, so I altered a fast copy programme "SUPERDUP" so that it will copy 40 to 40.
- 3) to convert a 35 track disk to a 40 track disk, you could use the following procedure:-
  - Put my disk into the drive and RUN"B".
  - Select SUPDUP40
  - Copy the 35 track disk.
  - Cold start.
  - RUN"35TO40" and then put the new disk into the drive.
  - RUN"B" to go into 40 track mode.
  - Press BREAK and SAVE"B" onto the new disk.
  - You now have a working 40 track disk.
- 4) If you write to a 40 track disk while you are in 35 track mode, then you may convert it back to a 35 track disk. For this reason I have changed the "OK" prompt to a "40". You CAN load and RUN any programme on a 40 track disk while in 35 track mode, but make sure the "40" prompt is there before you save anything!
- 5) My 40 track disk has the following programmes on it:-
  - "B".....Sets ALL RAM, 40 track, 6ms stepping, changes the "OK" prompt to "40" and programme selector.
  - "SUPDUP40"....40 track fast copier.
  - "35to40".....to alter track 17.

Only "35TO40" is really mine. The others are altered public domain.

If you want a copy of my 40 track disk, just send me a blank disk with return postage. You might also want to send an extra blank disk for me to keep but that is not necessary. What IS necessary is the return postage.

G. Pollock  
24 Kent St.  
Minto  
NSW 2566



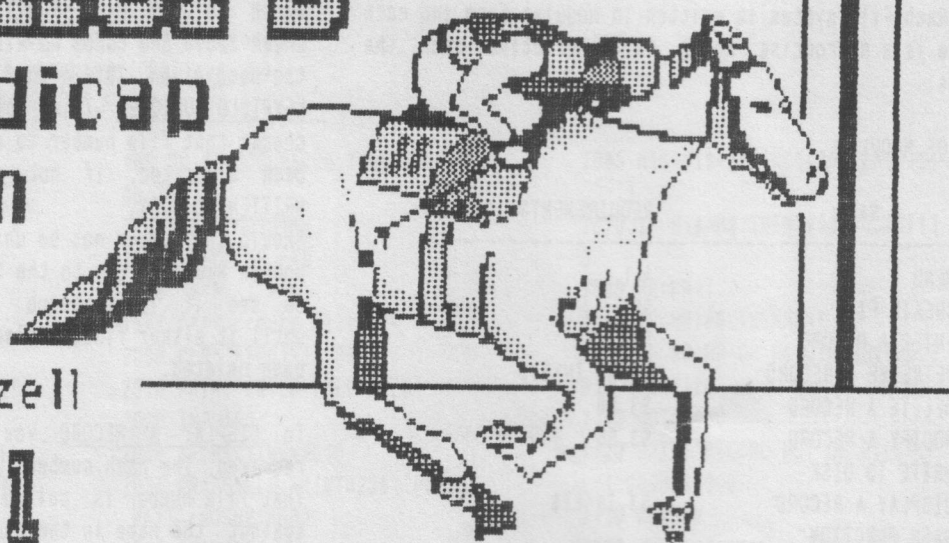
# WINNERS

## A Handicap System

By

Robbie Dalzell

## Part 1



This is the first part of a series of articles which will eventuate in you, the reader, having a fully comprehensive horse handicapping system.

The system requires access to two (2) disk drives or a double sided drive under BDOS or similar. That is, the DOS can access the two sides of the drive as sides 0 and 2. The programme is written in BASIC and will be fully REMED to help comprehension.

WINNERS is a horse handicapping system for the serious punter. It utilises many of the parameters necessary to truly handicap a horse. This includes past performance, jockeys ability, barrier position, distance, form and condition. The user will build his own database from the information he gleens from newspapers and other sources. There is a fair amount of work involved in upkeeping the data on whatever number of horses you keep on file. This programme calls for considerable personal involvement and, in some cases, personal judgement. As this series progresses you will see the considerable amount of data which is gathered on each horse on file to give it a rating. The programme saves each horse's ratings for it's last 8 races. To get the best results you must enter the data on every race the horse runs but some allowances have been made to cover times when this is not followed to the letter. Obviously, the more horses you have on file (and you can have up to 2000 on a normal 35 track disk), the more time you will need to spend to keep your records up to date. I have run a maximum of 500 horses on file and only bet on Adelaide Metropolitan races. This meant that I did not get the full details on all the

horses but it was enough to run the tests required on the programme. The test was run over a period of 12 months and in that time all of the bugs were removed (I hope).

There are two schools of thought on the best way to handicap horses. The first is the weight system where everything is transposed to weight in kilograms and is added or subtracted to the official handicap weight.

The second is based on the times a horse runs each race over a certain distance. This coupled with other factors is used to calculate what time the horse should cover the distance in a particular race.

I chose the first system for this programme.

In deciding to start this project I first had to find a filing system which could access any one of up to 2000 horses instantly by name. After much brain searching and many trips to the local library, I found reference to a system called a Hash File. (Why it is called this, I do not know). With the meagre information at my command I wrote a filing system which is the basis of the WINNERS programme filing system.

The Hash File programme originally appeared in the Noarlunga Color Computer Club BULLETIN. I feel that it must appear here once again as it is the core of what follows.

The Hash File programme shown in listing 1 can be used as a stand alone programme. The following short description of the programme will make it easier to follow the file handling in the WINNERS programme.

A Hash File is a form of direct access disk file. Where it differs from most normal files is in its approach to numbering each file.

The Hash File converts a name into an individual number and this number becomes the record number. Thereafter, whenever a name is required, it automatically converts it to a number.

The Hash File system is written in modular form and each module is a subroutine which is interactive with the others.

#### LIST OF MODULES

No.	NAME	REQUIREMENTS
0	MENU	ALL
1	CREATE FILE	S9
2	ENTER A RECORD	S10
3	RETRIEVE A RECORD	S8,S7,INKEY\$
4	DELETE A RECORD	S3,S6
5	MODIFY A RECORD	S3,S6
6	WRITE TO DISK	
7	DISPLAY A RECORD	S3,INKEY\$
8	HASH FUNCTION	
9	CALCULATE HIGHEST PRIME	
10	STORE RECORD	S8,S11,S6,INKEY\$
11	CHECK KEYFIELD UNIQUE	

The initial criteria for a hash file are:

- 1) the size you require your file to be plus about 20%. This gives room to place any collisions (where two names calculate the same file number) without unduly slowing down the system.
- 2) The highest prime number in your file size. This is used in working out a number from the name that you input.

Here is a full explanation of how each individually unique number is found, line by line:

17000 H is a dummy variable

17010 K is the ASCII number of the first letter of the name ^2

17020 Starts a loop the length of the name.

17030 Adds together the ASCII number of each succeeding letter in the name multiplied by the first number calculated (K).

17040 Ends loop.

17050 Finds integer (K) of total (H) divided by the prime number (PR): Final result (HR) is calculated by finding the integer of  $H - K * PR$ .

17060 Is a safety check to protect the system.

This system makes it difficult to have many names with similar hash numbers. (These are called collisions).

The first thing to do is to create a file. This is done from the main menu where it asks the size of the proposed

file. It then goes to #9 where it calculates the highest prime number for use in the hash calculation. The file size and prime number are saved in record number 1. A dummy record is stored in the file corresponding to the file size number.

When you input the name and data to be saved Module #10 is accessed to store the record. This in turn accesses #8 which is the HASH FUNCTION. This uses the calculation shown above and comes up with a number to correspond to the name given. This number is passed to #11 which CHECKS KEYFIELD UNIQUE. This takes the number calculated and checks that file number to see if the number has already been allocated. If not it moves on to #6 where it is WRITTEN TO DISK.

Should the number not be unique (ie There is a collision) Module #10 adds one to the hash number and again checks to see if it is unique. It will continue this process until it either finds a blank file or a file which has been deleted.

To DISPLAY A RECORD you input the name of the record required. The hash number is then calculated.

That file number is pulled and the name is compared against the name in the record requested. If they agree then this record is printed to screen.

Should they not agree then one is added to the hash number and this file is pulled and compared. This will continue until a comparison is made or an empty file space is encountered.

On an empty file space the programme will report that the record requested is "not on file".

Deleting a record first retrieves the record then a check is made to make sure that this is the correct record. If so, the name is changed to an asterisk (\*) and written to disk via #6.

The reason for using the asterisk is that, when retrieving a record which has been in a collision and ended up on the other side of a file to be deleted, the programme does not find an empty space where a record once existed and give a "not on file".

So there we have it! A Hash Filing system. This is the core of the WINNERS handicapping system.

Listing 1 is the listing of the Hash file. This programme is used throughout WINNERS. It is split up into the particular parts which are necessary in each module. The method of entering all the required details will be explained in part 2 of this series called YESTERDAYS RACES.

Winners is run from a central Menu and accesses the disk to retrieve each module. The major parts of the programme displayed in the menu are:

- 1 CREATE A NEW FILE
- 2 HORSES
- 3 JOCKEYS



4 YESTERDAYS RACES  
5 TOMORROWS RACES

To help get the ball rolling listing 2 gives you the menu. This Menu uses a routine called Quickmenu which resides from lines 50 to 130. This is the menu system used throughout the WINNERS programme. The routine can be used in any programme and it is not a bad idea to save it for future use. I use it all the time.

This Main Menu is the centre of a web which will entangle you into many nights of keyboard bashing. Believe me,

this is a very big programme which will allow you to rate not only the horses but the jockeys who ride them. You will have the details of particular tracks and ratings for the starting gates of these tracks at various distances.

There are so many facets of the programme that I think it is best we explain them as we come to them.

END

```
10 GOTO100
20 OPEN"D",#1,"HASH:2",30
21 FIELD#1,5 AS F$,5 AS PR$,20 A
  S H$
22 RETURN
49 *** menu routine ***
50 ZJ=0:ZK=0:ZL=0:ZN=1
51 GOSUB64:CLS:ZP=INT((32-LEN(ZT
  $))/2)
52 PRINT:PRINTTAB(ZP)ZT$:PRINTTA
  B(ZP)STRING$(LEN(ZT$),CHR$(128))
53 IF INSTR(ZD$,"/")=0THENRETURN
54 GOSUB64:ZK=ZK+1
55 IFLEN(ZT$)>ZL THENZL=LEN(ZT$)
56 ZT$(ZK)=ZT$:IFZQ<>0THENZL=LEN
  (ZT$)
57 ZM=INT((27-ZL)/2):ZG$=STRING$
  (ZM," ")
58 IFZK<>ZY THEN54
59 FORZX=1TO(10-ZK)/2:PRINT:NEXT
60 FORZX=1TOZK:PRINTZG$:ZX"- ";Z
  T$(ZX):NEXT
61 PRINT@419,"":INPUT"CHOOSE SE
  LECTION NUMBER";ZI
62 IFZI<1 OR ZI>ZK THENSOUND100,
  2:GOTO61
63 PRINT@143,STRING$(15," "):RE
  TURN
64 ZQ=INSTR(MID$(ZD$,ZN),"/")
65 IFZQ=0THENZT$=MID$(ZD$,ZN):GO
  TO67
66 ZT$=MID$(ZD$,ZN,ZQ-1):ZN=ZN+Z
  Q
67 RETURN
100 ZD$="FIRST MENU/CREATE NEW F
  ILE/ACCESS EXISTING FILE/EXIT PR
  OGRAM":ZY=3:GOSUB50
110 ON ZI GOSUB2000,150,250
120 GOTO100
150 ZD$="ACCESS MENU/ENTER A REC
  ORD/DISPLAY A RECORD/DELETE A RE
  CORD/MODIFY A FIELD/EXIT PROGRAM
  ME":ZY=5:GOSUB50
```

```
160 ON ZI GOSUB6000,7000,8000,90
  00,250
170 CLOSE:GOTO150
250 CLS:CLOSE:END
1998 '*** s1 ***
1999 '*** create file ***
2000 CLS:'REQUIRES S9
2010 PRINT"ENTER FILE SIZE"
2020 INPUTFS
2030 IF FS<1THEN2010
2031 PR=FS:CLS:PRINT@235,"PLEASE
  WAIT":GOSUB18000
2032 GOSUB20
2037 LSETF$=MKN$(FS):LSETPR$=MKN
  $(PR)
2038 PUT#1,1
2040 LSETH$=CHR$(94)+STRING$(19,
  " ")
2050 PUT#1,FS
2080 CLS:PRINT@235,"FILE CREATED
  ":FORK=1TO500:NEXT
2090 CLOSE:RETURN
5997 '*** s2 ***
5998 '*** enter a record ***
5999 'REQUIRES:- S10
6000 CLS:GOSUB20
6010 GET#1,1
6020 FS=CVN(F$):PR=CVN(PR$)
6040 INPUT"NAME ";H1$
6070 CLS
6080 PRINT"STORING RECORD ON DIS
  C"
6090 GOSUB19000
6100 RETURN
6997 '*** s3 ***
6998 '*** retrieve a record ***
6999 'REQUIRES:- S8,S7,INKEY$
7000 GOSUB20
7010 GET#1,1
7015 FS=CVN(F$):PR=CVN(PR$)
7020 CLS:INPUT"NAME ";H1$
7030 CLS:PRINT"RETRIEVING RECORD
  "
7040 GOSUB17000:RR=HR
7060 GET#1,RR
7063 IFH$=CHR$(94)+STRING$(19,"
  ") THEN7080
```

```
7065 H1$=H1$+STRING$(20-LEN(H1$)
  , " ")
7070 IF H1$=H$ THEN14000:GOTO713
  0
7080 RR=RR+1
7090 IF RR>FS THENRR=1
7100 IF RR=HR OR H$=STRING$(20,2
  55) THEN7120
7110 GOTO7060
7120 PRINT"RECORD NOT ON FILE":F
  L=1:GOSUB15000
7130 RETURN
7997 '*** s4 ***
7998 '*** delete record ***
7999 'REQUIRES:- S3,S6
8000 GOSUB7000:PRINT
8020 PRINT"DELETE THIS RECORD? (
  Y/N)"
8030 I$=INKEY$:IFI$="N"THEN8110
8040 IFI$="Y"THEN8070ELSE8030
8070 H1$=CHR$(94)+STRING$(19," "
  )
8100 GOSUB11000
8110 RETURN
8997 '*** s5 ***
8998 '*** modify a record ***
8999 'REQUIRES:- S3,S6
10998 '*** s6 ***
10999 '*** write record to disc
  ***
11000 LSETH$=H1$
11010 PUT#1,RR
11020 RETURN
13997 '*** s7 ***
13998 '*** display a record ***
13999 'REQUIRES:- INKEY$
14000 CLS
14010 PRINT"DISPLAY RECORD NUMBE
  R":RR
14020 PRINT:PRINT
14030 PRINTH$
14040 GOSUB15000
14070 RETURN
15000 I$=INKEY$:IFI$=""THEN15000
  ELSERETURN
16998 '*** s8 ***
16999 '*** hash function ***
```

```

17000 H=0
17010 K=ASC(LEFT$(H1$,1))^2
17020 FORN=1TOLN(H1$)
17030 H=H+ASC(MID$(H1$,N,1))*K
17040 NEXT
17050 K=INT(H/PR):HR=INT(H-K*PR)

```

```

17060 IFHR=0THENHR=1
17070 RETURN
17998 '*** s9 ***
17999 '*** calculate highest pri
me ***

```

```

18000 IFPR<=3THEN18070
18010 PR=PR-1
18020 DR=1
18030 DR=DR+1
18040 K=PR/DR
18050 IF K>INT(K) THEN18030

```

```

18060 IF DR<=K THEN18010
18070 GOSUB20
18080 LSETF$=MKN$(FS):LSETPR$=MK
N$(PR)
18090 PUT#1,1
18100 LSETH$="XXX"
18110 PUT#1,FS
18120 CLOSE:RETURN
18997 '*** s10 ***
18998 '*** store record ***
18999 'REQUIRES:- S8,S11,S6,INKE
Y$
19000 GOSUB17000:RR=HR
19010 GOSUB20000:IFTR=0THENGOSUB
11000:GOTO19100
19020 IFTR=-1THENPRINT"REJECTED
: KEY FIELD NOT UNIQUE":GOSUB150
00

```

```

19030 RR=RR+1
19040 IFRR>FS THEN RR=1
19050 IFRR=HR THENPRINT"REJECTED
: FILE FULL":GOSUB15000:GOTO191
00
19090 GOTO19010
19100 RETURN
19998 '*** s11 ***
19999 '*** check keyfield unique
***
20000 GET#1,RR
20030 TR=1
20040 IF H$=CHR$(94)+STRING$(19,
" ") OR H$=STRING$(20,255) THEN
R=0ELSETR=-1
20060 RETURN

```

```

1 GOTO100
2 '*****
3 '* WINNERS *
4 '*****
5 '* MODULE 1 *
6 '* MAIN MENU *
7 ' *****
8 '* BY *
9 '* ROBBIE DALZELL *
10 '*****
50 J=0:K=0:L=0:N=1
51 GOSUB64:CLS:P=INT((32-LEN(T$)
)/2)
52 PRINT:PRINTTAB(P)T$:PRINTTAB(
P)STRING$(LEN(T$),CHR$(128))
53 IF INSTR(D$,"/")=0THENRETURN

```

```

54 GOSUB64:K=K+1
55 IFLEN(T$)>L THENL=LEN(T$)
56 T$(K)=T$:IFQ<>0THENL=LEN(T$)
57 M=INT((27-L)/2):G$=STRING$(M,
" ")
58 IFK<>Y THEN54
59 FORX=1TO(10-K)/2:PRINT:NEXT
60 FORX=1TOK:PRINTG$:X"- ";T$(X)
:NEXT
61 PRINT#419,"":INPUT"CHOOSE SE
LECTION NUMBER";I
62 IFI<1 OR I>K THENSOUND100,2:G
OTO61
63 PRINT#143,STRING$(15," "):RE
TURN
64 Q=INSTR(MID$(D$,N),"/")

```

```

65 IFQ=0THENT$=MID$(D$,N):GOTO67
66 T$=MID$(D$,N,Q-1):N=N+Q
67 RETURN
100 D$="MAIN MENU/JOCKEYS/HORSES
/YESTERDAYS RACES/TOMORROWS RACE
S"
110 Y=4
120 GOSUB50
130 ON I GOTO200,300,400,500
200 RUN"MOD3"
300 RUN"MOD5"
400 RUN"MOD2"
500 RUN"MOD4"

```

**Give the Nomination form  
opposite to your COCO User  
friends and do them the best  
turn you have ever done.  
They will thank you for it.**

**DO IT NOW!!!**



RENEWAL

9

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COCO 3

☐

DISK

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OTHER

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MODEM MODEL

## DO YOU PROGRAMME?

BASIC

☐

ASSEMBLY

☐

OS9 LEVEL 1

☐

C

☐

BASIC 09

☐

OS9 LEVEL 2

☐

PASCA

☐

FORTRAN

☐

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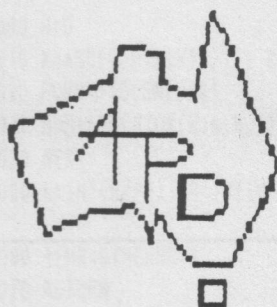
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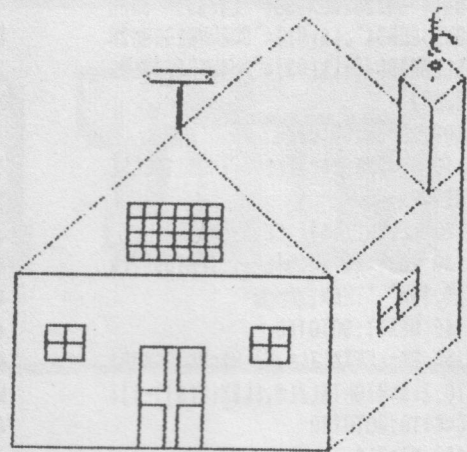
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# Coco's Home

By Kieran Kenny



This program will take a young child on a tour around the letters on the keyboard. Given a prompt to type a random letter, the child has to find it and type it. Some adult guidance may be necessary at first. If the right letter is typed, a part of a house is drawn in the right half of the graphic screen. A letter typed correctly will not be repeated but an incorrectly typed letter will be repeated (not necessarily immediately). It takes twenty-six correctly-typed letters to draw the house.

The strings for the DRAW commands are in the twenty-six DATA lines, 1000-1250. When the right key is hit, a DATA statement is read and drawn in line 360. If you wish, you could substitute your own picture for my house. But keep your picture within the horizontal limits 112-255.

The prompts and the RIGHT/WRONG results are drawn on the left of the screen one under the other until there are nine on the screen. The area (112x24) dimensioned in the GET statement in line 280, labelled A, is then moved down the left of the screen by subroutine 210 to erase the text, and the next prompt appears at the top of the

screen. This is a "speed" GET-PUT: the left-hand and upper coordinates are a multiple of eight and the right-hand and lower coordinates are one less than a multiple of eight. In this case a PSET option is not needed.

The character set, lines 30-90, includes strings for the most used math and punctuation signs. The string for each character is labelled L\$ plus its ASCII (CHR\$) number in brackets so it should be easy to find if you have to correct typing errors. If you want to use the character set in your own programmes, set your horizontal coordinate, B, and vertical, C, and put your text into a string labelled ZL\$ followed by GOSUB120. The character set will give you up to 38 characters per line - with wraparound if the text in your program line exceeds 38 characters. The value, LL=38, is established in line 100, but this value is varied in line 450 to prevent the text from intruding into the picture area.

Use of the hi-speed poke is optional and I think you may find that the action is fast enough without it.

```
0 'COCOHOME' COPYRIGHT 1989
  KEIRAN KENNY
  2/45 CREMORNE ROAD
  CREMORNE NSW 2090
1 'SHAREWARE DONATION $1 WELCOME
2 'DELETE THE (') FROM LINE 5
  FOR THE HI-SPEED POKE (COCO 3
  USE POKE65497,0; POKE65496,0
  IN LINE 490).
5 'POKE65495,0
10 CLS: CLEAR500: GOTO510
20 DIM L$(90), LT(90), A(67)
29 'A - Z
30 L$(65) = "U4E2F2D2NL4D2": L$(66)
  = "U6R3FDG3L3FDG3L3BR": L$(67) = "BR
  3NEL2HU4ER2FBD5": L$(68) = "U6R2F2D
  2G2NL2BR2": L$(69) = "NR4U3NR3U3R4B
```

```
D6": L$(70) = "U3NR3U3R4BD6": L$(71)
  = "BR3EU2NL2GL2HU4ER2FBD5": L$(72)
  = "U3NR4U3BR4D6"
40 L$(73) = "BRR2LU6NLRBD6BR": L$(74)
  = "BRHUBU4BR4D5GNL3BR": L$(75) = "
  U6D3RNE3F3": L$(76) = "NU6R4": L$(77)
  = "U6F2E2D6": L$(78) = "U6F4U4D6": L
  $(79) = "BRHU4ER2FD4GNL2BR": L$(80)
  = "U6R3FDG3L3BRBD3": L$(81) = "BRHU4
  ER2FD3G2NLBU2F2"
50 L$(82) = "U6R3FDGL3RF3": L$(83) =
  "BRNHR2EH4ER2FBD5": L$(84) = "BR2U6
  L2R4BD6": L$(85) = "BRHU5BR4D5GNL2B
  R": L$(86) = "BU6D4F2E2U4BD6": L$(87)
  = "NU6E2F2NU6": L$(88) = "UE4UBL4DF
  4D": L$(89) = "BU6DF2ND3E2U4BD6": L$(
  90) = "BU6R4DG4DR4"
59 '0 - 9
```

```
60 L$(48) = "BRHU4ER2FBGNG2BED4GNL
  2BR": L$(49) = "R4L2U6NG2BR2BD6": L$(
  50) = "BU5ER2FDGL2GD2R4": L$(51) = "
  BU5ER2FDG3L2FDGL2NHBR3": L$(52) = "
  BR3U6G3R4BD3": L$(53) = "BRNHR2EU2H
  L3U2R4BD6"
70 L$(54) = "BUU3NE2BD3FR2EUHL2GBD
  2BR4": L$(55) = "BU5UR4DG4DBR4": L$(
  56) = "BRHUR2EUHL2GDFR2FDG3L2BR":
  L$(57) = "BRNHR2EU4HL2GDFR3BD3"
79 'Signs & Punctuation
80 L$(32) = "BR": L$(33) = "UBU2U3BD6
  ": L$(36) = "BUR3EHL2HERNUND5R2BD5"
  : L$(37) = "BU5UBR4BDNG4BD4D": L$(39)
  = "BRBU4U2BD6": L$(40) = "BR2H2U2E2
  BD6": L$(41) = "E2U2H2BD6BR2": L$(43)
  = "BU3R2ND2NU2R2BD3": L$(44) = "BRN
  GNU"
```

```

90 L$(45)="BU2BR2R2BR2BD2":L$(46)
)="BRNUBR2":L$(47)="UE4UBD6":L$(
58)="BRUBU2UBR3BD4":L$(59)="BR2N
GUBU2UBD4":L$(61)="BU2BR2R2BR2B
LL2BR3BD4":L$(63)="BU4UER2FDGLBD
2DBR2"
100 LL=38:GOTO270
110 K$=INKEY$:IFK$=""THEN110ELSE
RETURN
120 IFLEN(ZL$)<=LL THEN160
130 FORT=LL TO1STEP-1:IFMID$(ZL$
,T,1)=" THEN150
140 NEXTT:GOTO160
150 P$=LEFT$(ZL$,T):W$=P$:GOSUB1
70:ZL$=RIGHT$(ZL$, (LEN(ZL$))-T):
C=C+10:GOTO120
160 W$=ZL$
170 DRAW"BM"+STR$(B)+","+STR$(C)

180 FORZB=1TOLEN(W$):DRAWL$(ASC(
MID$(W$,ZB,1)))+ "BR3":NEXT:RETUR
N
190 V=VAL(NM$)
200 RETURN
210 Y=0:Y1=23
220 FORE=1TO10
230 PUT(0,Y)-(111,Y1),A
240 Y=Y+24:Y1=Y1+24
250 NEXT
260 RETURN
270 PHODE4,1:COLOR0,5:PCLS:SCREE
N1,1
280 GET(0,0)-(111,23),A
290 C=0
300 FORX=65TO90:LT(X)=X:NEXT
310 FORT=65TO90
320 R=64+RND(26)
330 IFC=180THENC=0:FORD=1TO500:N
EXT:GOSUB210
340 IFLT(R)=0THEN320

```

```

350 B=0:C=C+10:ZL$="TYPE LETTER
":GOSUB120:DRAWL$(R):B=LEN(ZL$)*
7+3:ZL$="-":GOSUB120:GOSUB110:B=
B+10:ZL$=K$:GOSUB120
360 B=0:C=C+10:IFK$=CHR$(R)THENA
N$="RIGHT!":READH$:DRAWH$
370 IFK$<>CHR$(R)THENAN$="WRONG!
":T=T-1
380 ZL$=AN$:GOSUB120
390 IFK$<>CHR$(R)THEN410
400 LT(R)=0
410 NEXT
420 H=245:V=50
430 FORR=1TO6:CIRCLE(H,V),R,,1,R
ND(0),RND(0):V=V-4:H=H+1:NEXT
440 FORD=1TO500:NEXT:GOSUB210
450 B=0:C=60:LL=16:ZL$="THANKS F
OR DRAWING COCO'S HOME FOR HIM "
+N$+. IT SURE IS AN IMPRESSIVE
RESIDENCE!":GOSUB120
460 C=C+20:ZL$="WOULD YOU LIKE T
O DRAW THE HOUSE AGAIN? Y/N":GOS
UB120
470 GOSUB110
480-IFK$="Y"THENRESTORE:GOTO270
490 IFK$="N"THENCCLS:POKE65494,0:
END
500 GOTO470
510 CLS:PRINT@40,"<<<COCO'S HOME
>>>
520 PRINT:PRINT" BY KEIRAN KENNY
, SYDNEY, 1988"
530 PRINT:PRINT"I WILL ASK YOU T
O FIND AND TYPE LETTERS ON THE K
EYBOARD. EACH LETTER YOU FIND
AND TYPE COR- RECTLY WILL DRAW
A PART OF THE HOUSE THAT COCO
LIVES IN. BUT"
540 PRINT"TO BEGIN, FIND THE LET
TERS OF YOUR FIRST NAME AND TY

```

```

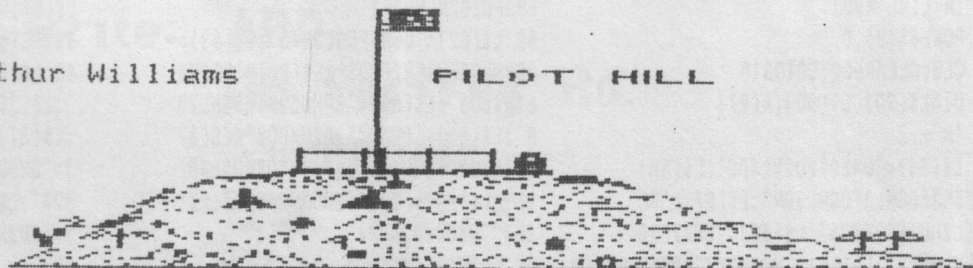
PE THEM (MAX. 14 LETTERS). THE
N PRESS <ENTER>."
550 PRINT@453,"";:LINEINPUTN$
560 IFLEN(N$)>14THENPRINT@448:GO
TO550
570 GOTO20
1000 DATA "BM115,180NR100"
1010 DATA "BM115,180U60"
1020 DATA "BM215,120D60"
1030 DATA "BM215,120L100"
1040 DATA "BM115,120E50"
1050 DATA "BM165,70F50"
1060 DATA "BM155,180U35"
1070 DATA "BM155,145R20"
1080 DATA "BM175,145D35"
1090 DATA "BM155,165R8D15"
1100 DATA "BM155,160R8U15"
1110 DATA "BM175,165L8D15"
1120 DATA "BM175,160L8U15"
1130 DATA "BM165,70E40"
1140 DATA "BM205,30F50"
1150 DATA "BM255,80NG40"
1160 DATA "BM255,80D60"
1170 DATA "BM255,140G40"
1180 DATA "BM125,150U12R6ND12R6D
6NL12D6L12"
1190 DATA "BM190,150U12R6ND12R6D
6NL12D6L12"
1200 DATA "BM230,140U12E6ND12E6D
6NG12D6G12"
1210 DATA "BM150,115U20R30D20L30
"
1220 DATA "BM150,110R30U5L30U5R3
OU5L30"
1230 DATA "BM155,115U20R5D20R5U2
OR5D20R5U20"
1240 DATA "BM255,80C5NH20CONU30G
10NU30H10U30NF10E10F10G10"
1250 DATA "BM165,70U15RU2L10H2E2
R20G2F2L10D2NLD15"

```

Pilot Hill is at the mouth of the Manning River, NSW, where stands the coastal village of Harrington. On Pilot Hill years ago stood the Pilot's cottage, a flagpole and a cemetery. Now the cemetery is the only historical part of Pilot Hill.

GRAPHICS by Arthur Williams

PILOT HILL





# Hints and Tips

## ULTRA-BRIEF UTILITIES

\*\*\*\*\*

By Val Stephen

How often do you want to use a SLOW LISTING and have forgotten the POKE numbers; or else have an orange screen for titles etc.?

How often do we need some extra memory when we get the OM error?

Well, here is a simple answer you can put all together on one disk/tape!

These ultra short programmes can be added to by copying the shorts below along with other POKES and PEEKS and have them all ready for action. We do not even have to look up the numbers.

For example: LOAD/CLOAD "SLOWLIST" (ENTER) RUN and you get "OK". Then LIST and SLOWLIST slowlists itself. Hey Presto!!!

```
10 REM**** SLOWLIST ****
20 POKE 359,19:POKE 360,19:POKE 361,57
30 PLAY"P1"
40 NEW
```

```
10 REM**** EXT MEM ****
20 POKE 25,14:POKE 3584,0
30 NEW
```

```
10 REM**** +ORANGE ****
20 POKE 359,57
30 SCREEN 0,1
40 NEW
```

```
10 REM**** -ORANGE ****
20 POKE 359,126
30 SCREEN 0,1
40 NEW
```

## DOS DIFFERENCES

\*\*\*\*\*

By Joseph Hester

I have found on a number of different occasions that there were programs that I had trouble with owing to the types of listings in the magazines. At the moment we are writing a group program, I had given a member a copy, and a little over an hour later he rang me to say that he had trouble with the listing; on careful examination I found that using a CoCo3 with Tandy Dos 2.0 and the member using a CoCo2 with Tandy Dos 2.1, we had two different printouts.

After experimenting with 6 different Dos's I found that there is quite a number of differences, these only seemed to occur with the added commands which are unique to the CoCo3 such as HSCREEN, HCIRCLE, ETC.

Programmers should take note that when they save a program and send it to COCO-LINK for publication, they should consider the people who have to type in the program. At the end of your listing insert REM statements to notify people what type and version DOS you are using.

Below you will find a quick reference guide for 6 different dos's.

I have included only 26 of the 127 basic tokens which are in the CoCo3 quick reference guide. By running the different Dos's, then loading the token program into your machine there has been some changes, this only appears to happen to the tokens that are unique to the CoCo3. These are the ones which appear below.

( You can get over some of the problems when using BDOS or GDOS by making a small BOOT programme consisting of:

```
10 POKE&H13E,0:POKE&H143,0
20 END
```

Your DOS will automatically read this and you will then be able to access the Hi-res screens....Ed.)

R/S DOS      TRS DOS      J & M      TRS6V1.0      SPEC      B-DOS  
 \*\*\*\*\*

ATTR	!	!	!	!	ATTR
HBUF	!	!	!	AUTO	GREEN
HCIRCLE	!	!	!	PPOKE	BAUD
HCLS	!	..	!	NORMAL	AUTO
HCOLOR	!	RAM	!	WAIT	SWAP
HDRAW	!	!	!	FLEX	HDRAW
HGET	!	!	!	RATE	PDIR
HLINE	!	!	!	PPEEK	OSCRN
HPAINT	!	!	!	LMOVE	ERROR
HPRINT	!	!	!	MEMO	UPR
HPUT	!	!	!	TRACKS	UNNEW
HRESET	!	!	!	EXIT	HRESET
HSCREEN	!	RATE	!	HDIR	SLO
HSET	!	!	!	HRES	HSET
HSTAT	!	!	!	FLIP	HSTAT
LOCATE	!	!	!	FKEY	LOCATE
LPOKE	!	FLEX	!	INVERT	EXC
ON BRK GOTO	ON ! GOTO	ON ! GOTO	ON ! GOTO	ON BREAK GOTO	ON WAIT GOTO
ON ERR GOTO	ON ! GOTO	ON ! GOTO	ON ! GOTO	ON HELP GOTO	ONLWR GOTO
PALETTE CMP RGB	!!!	!!!	!!!	LCOPY ECHO OLD	FST CMP RGB
WIDTH	!	DOS	!	ERROR	PPOKE
BUTTON	!	!	!	!	ERL
ERLIN	!	!	!	!	PPEEK
ERNO	!	!	!	!	CODE\$
HPOINT	!	!	!	!	ERR
LPEEK	!	!	!	!	DATE\$

# WANTED

Are you interested in having your program marketed in the USA and Australia? Nickolas Marentes has been appointed the exclusive Australasian agent for Game Point Software in the USA. Game Point Software are VERY keen to market good, commercial quality entertainment software for any of the CoCo machines.

"But is my software good enough?" you say.

If you can take your software to a user group, demonstrate it and walk away leaving them impressed, then your software could stand a chance. You'll get nowhere without trying. We are primarily interested in machine language software but if it's good enough in BASIC or OS-9, we'll still give it a go. If you know of someone else who has programming talent, then pass the message on. Do yourself and the rest of the CoCo community a favour!

Let's give that software what it deserves and let's say...

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Submit your demo disk with your name and address clearly marked to:

Nickolas Marentes, P.O. Box 551, Garden City, QLD 4122.



# Competitions

## Short Story Competition

### RULES:

- 1) Story to have a theme which in some way involves computers or advanced electronics.
- 2) To be of length..... 1500 to 3000 words.
- 3) Submission must be submitted by 1st November 1989.
- 4) The judges decision will be final. No correspondence will be entered into.
- 5) Competition is open to financial subscribers only.
- 6) Staff or family of COCO-LINK are ineligible to take part in competition.

### METHOD OF SUBMISSION

Submissions will be accepted on tape or disk accompanied by a hard copy. Disk/tapes should be recorded in ASCII format.

### JUDGING

The Competition will be judged by Marianne Glenton, novelist and teacher of advanced writing at TAFE colleges.

## Elevators Competition

### RULES

- 1) All code other than that supplied must be the work of the person(s) submitting the programme
- 2) Submissions must be recieved by 1st November 1989.
- 3) The judges decision will be final and no correspondence will be entered into.
- 4) Only financial subscribers to COCO-LINK are eligible to enter the competition.
- 5) Staff and family of COCO-LINK are ineligible to enter the competition.

### METHOD OF SUBMISSION

Submissions will be accepted on tape or disk for either Coco 1.2 or 3. Please submit at least one ASCII copy and one binary copy. Any accompanying text should be saved in ASCII format and be accompanied by a hard copy.

### JUDGING

Judging will be carried out by the staff of COCO-LINK magazine. Submissions will be judged on a number of criteria including imagination.

## Elevator platforms

This competition is for programmers. The scene is set....All you have to do is complete the programme to your own personal design and ideas.

The following listing sets up three elevators on the screen. The elevators move up and down the screen at different speeds. Your problem is to add the code which gives it a purpose. The only restriction to what can be done with the elevators is your imagination.

### ELEVATORS

```
50 DIMA(13,4),B(13,4),C(13,4),D(
13,4)
999 'DRAW ELEVATORS
1000 PMODE3:PCLS:SCREEN1,0
1010 PCLS:COLOR6,0
1020 X=40:Y=20
1030 LINE(X,Y)-(X+16,Y+111),PSET
,B
1040 X=120:LINE(X,Y)-(X+16,Y+111
),PSET,B
1050 X=200:LINE(X,Y)-(X+16,Y+111
),PSET,B
1099 'DRAW AND GET PLATFORMS
1100 GET(42,139)-(55,135),D
1110 COLOR0,0:LINE(42,129)-(55,1
25),PSET,BF:GET(42,129)-(55,125)
,A
1120 COLOR3,0:LINE(122,129)-(135
,125),PSET,BF:GET(122,129)-(135,
125),B
1130 COLOR2,0:LINE(202,129)-(215
,125),PSET,BF:GET(202,129)-(215,
125),C
1998 'PLATFORM MOVEMENT
1999 'PLATFORM A
2000 X=42:Y1=122:X2=202:Y=125:Y1
=125:Y2=125:A=0:A1=0:A2=0:P=0
2020 PUT(X,Y)-(X+13,Y+4),D,PSET
2030 Y3=Y:GOSUB5000:Y=Y3
2055 PUT(X,Y)-(X+13,Y+4),A,PSET
2999 'PLATFORM P
```

Continued on page 18

# Coco 3 V.I.P. Programmes

## Picture Rolling Problem

### Fix By Kevin Gowan

The revamped VIP Library programs for use with the CoCo3 has a problem with the T.V./Monitor screen 'rolling' due to the programs instructing the Video Mode Register within the GIME chip to assume 60 Hertz power working (American standard) instead of 50 Hz for Australian conditions. This means you frantically grab for the 'Vertical Hold' control on your display device to 'lock' the picture in a steady state.

Some T.V. sets don't provide a manual Vertical Hold control, and even if they do, and you can prevent the picture from 'rolling', you are asking your set to work near its limit. Some T.V.'s give a poorer quality picture as a result of this 'de-tuning' action.

I personally don't like to have to adjust my set because of a software anomaly, and when I purchased my VIP Integrated Library disk from Computer Hut Software, I set about to correct the problem by altering the appropriate instructions stored on the disk to work at 50 Hz and not 60 Hz.

The latest VIP Integrated Library disk contains three VIP programs that have been adapted to use the CoCo3's internal 80 column screen display (namely VIP Writer III Version 2.0, VIP Calc III Version 1.0, and VIP Database III Version 1.0), and on the reverse side of the disk, you will find a configuration program for VIP Writer III called CONFIGW3/BAS.

The BASIC program titled CONFIGW3/BAS allows the user to customise the VIP Writer III program. One of the options is to allow Monochrome/Colour working when using either a monochrome monitor or a Colour T.V. set. This feature toggles bit position 4 of an 8 bit word using address FF98 (the same address where the 50/60 Hz toggle sits - using bit position 3). By listing the BASIC configuration program, I found that Byte number 203 on Track 11, Sector 3 on the disk is used to store the 8 bit word used within the VIP Writer III program to toggle the Mono/Color option (\$03 for Mono, or \$13 for Color). If this

byte is logically ORed with \$08 (bit position 3 for 50 Hz), the result is \$0B (Mono) or \$1B (Color).

So, the FIX for VIP Writer III Version 2.0 on the disk is to alter Track 11, Sector 15, Byte 203 from \$03 to \$0B. In like manner, the Fix for VIP Calc III Version 1.0 is to alter Track 7, Sector 3, Byte 6 from \$03 to \$0B, and in like manner, the FIX for VIP Database III Version 1.0 is to alter Track 23, Sector 8, Byte 77 from \$03 to \$0B.

Once these three bytes have been altered, the BASIC program CONFIGW3/BAS also needs two lines altered in order to be compatible with the new 50 Hz version of VIP Integrated Library disk. These alterations are contained in the attached program.

10 'COCO3 VIP 60-50HZ FIX

BY KEVIN GOWAN.

20 CLEAR2000

30 CLS:PRINT " THIS PROGRAM WILL  
ALTER SOME DATA ON THE 'VIP  
INTEGRATED LIBRARY' DISK WHI  
CH CONTAINS THESE COCO3 VIP P  
ROGRAMS:--"

40 PRINT " VIP WRITER III (VERSIO  
N 2.0) VIP CALC III (VERSION  
1.0) VIP DATABASE III (VERS  
ION 1.0)"

50 PRINT:PRINT " THE ALTERATION W  
ILL CONVERT THE PROGRAMS TO WORK  
AT 50 HERTZ INSTEAD OF 60 HZ  
(NO MORE ADJUSTING THE VE  
RTICAL HOLD CONTROL ON YOUR  
T.V. - MONITOR)"

60 PRINT " TO ALTER YOUR DISK,  
PLACE IT IN DRIVE 0 AND PRESS  
<ENTER>.";

70 Q\$=INKEY\$:IF Q\$<>CHR\$(13) THEN 7  
0

80 DSKI\$0,11,15,A\$,B\$

90 DSKI\$0,7,3,C\$,D\$

100 DSKI\$0,23,8,E\$,F\$

110 X=ASC(MID\$(B\$,76,1))



```

120 Y=ASC(MID$(C$,7,1))
130 Z=ASC(MID$(E$,78,1))
140 IF MID$(B$,77,2)="DR" AND
X=3 AND Y=3 AND Z=3 THEN 150
ELSE 300
150 CLS:PRINT:PRINT"DO YOU WISH
TO HAVE THE CONTENTS OF THIS DISK
ALTERED TO CONVERT FROM 60 HZ W
ORKING TO 50 HZ IN ORDER TO PRE
VENT ADJUSTMENT OF THE 'VERTICA
L HOLD' ON YOUR T.V. OR MONITOR E
VERY TIME YOU USE THIS DISK?
(Y/N)"
160 Q$=INKEY$:IF Q$="" THEN 160
170 IF Q$="N" THEN 310
180 IF Q$="Y" THEN 190 ELSE 150
190 B$=LEFT$(B$,75)+CHR$(11)+RIG
HT$(B$,52)
200 C$=LEFT$(C$,6)+CHR$(11)+RIGH
T$(C$,121)
210 E$=LEFT$(E$,77)+CHR$(11)+RIG
HT$(E$,50)
220 DSKO$0,11,15,A$,B$
230 DSKO$0,7,3,C$,D$
240 DSKO$0,23,8,E$,F$
250 CLS:PRINT:PRINT:PRINT:PRINT"
YOUR DISK HAS NOW BEEN ALTERED.
":FOR J=1 TO 1000:NEXT J
260 PRINT"IN ORDER FOR YOUR 'CON
FIGURATION PROGRAM' (CONFIGW3/BAS
) FOUND ON THE REAR OF YOUR VIP D
ISK, TO BE COMPATIBLE WITH YOUR 5
0 HERTZ VERSION OF 'VIP LIBRAR
Y', YOU NEED TO ALTER TWO LINE
S:-"
270 PRINT"IN LINE 185, CHANGE
'IFMC=3' TO 'IFMC=11'"
280 PRINT"IN LINE 455, CHANGE 'I
F MC=3 THEN MC=19:POKE&HFF98,19EL
SE MC=3: POKE&HFF98,3' TO READ
LIKE :- IF MC=11 THEN MC=27:POK
E&HFF98,27 ELSE MC=11:POKE&HFF98,
11
290 END
300 CLS:PRINT" DISK CONTENTS ARE
INCOMPATIBLE":PRINT:PRINT" YOU
DO NOT HAVE AN ORIGINAL AND UN-M
ODIFIED COPY OF THE DISK TITL
ED 'VIP INTEGRATED LIBRARY':PRI
NT
310 PRINT:PRINT" THE DISK HAS N
OT BEEN ALTERED BY THIS
PROGRAM."
```

I must also point out, that there was an earlier version of VIP Integrated Library which contained VIP Writer III - Version 1.0 (i.e. VIP Calc and VIP Database hadn't been upgraded for CoCo3 working at that time).

This Version 1.0 of VIP Writer III didn't have a configuration program to allow you to customise the

parameters as does the latest version 2.0.

But, in like manner, the 60 Hz screen rolling problem was evident with this version as well, and in like manner, a FIX is available. Track 11, Sector 10, Byte 104 is the culprit, once again is \$03 when it should be \$0B to suit the Australian situation.

The following program will allow you to alter the disk containing VIP Writer III - Version 1.0 to cure the problem.

```

10 '50 HERTZ WORKING CONVERSION
FOR 'VIP INTEGRATED LIBRARY'
CONTAINING 'VIP WRITER III -
VERSION 1.0' BY KEVIN GOWAN
20 CLEAR1000
30 CLS:PRINT" PLEASE INSERT 'VIP
INTEGRATED LIBRARY' DISK WHIC
H CONTAINS 'VIP WRITER III -
VERSION 1.0' INTO DRIVE 0, AND
PRESS <ENTER>"
35 Q$=INKEY$:IF Q$<>CHR$(13) THEN
35
40 DSKI$0,11,10,A$,B$
50 IF ASC(MID$(A$,104,1))=3 THEN 6
0 ELSE 100
60 A$=LEFT$(A$,103)+CHR$(11)+RIG
HT$(A$,24)
70 DSKO$0,11,10,A$,B$
80 CLS:PRINT" THE DISK CONTENTS
OF TRACK 11, SECTOR 10, BYTE 10
3 IS NOW $0B FOR 50 HZ WORK
ING INSTEAD OF $03 (60 HZ).
90 END
100 CLS:PRINT" THIS VERSION IS N
OT COMPATIBLE":PRINT
110 PRINT" THE DISK CONTENTS HAV
E NOT BEEN ALTERED IN ANY WAY."
```

For those of you with a disk containing VIP Writer III - Version 2.0 ONLY (i.e. NOT a Library disk), and having the configuration program CONFIGW3/BAS on the same side as VIP Writer III, here is the FIX for you.

```

10 '50 HZ WORKING CONVERSION FOR
'VIP WRITER III-VERSION 2.0'
WITH 'CONFIGW3.BAS' PROGRAM
ON A SINGLE SIDED DISK
(NOTE: THIS IS NOT A 'VIP
LIBRARY DISK'
20 CLEAR1000
30 CLS:PRINT" PLEASE INSERT THE
DISK WITH 'VIP WRITER III-VER
SION 2.0' INTO DRIVE 0 AND P
RESS <ENTER>."
40 Q$=INKEY$:IF Q$<>CHR$(13) THEN
35
50 DSKI$0,5,12,A$,B$
60 IF ASC(MID$(B$,76,1))=3 THEN 60
ELSE 160
70 B$=LEFT$(B$,75)+CHR$(11)+RIGH
T$(B$,52)
```

```

80 DSKO$0,5,12,A$,B$
90 CLS:PRINT" THE DISK CONTENTS
OF TRACK 5, SECTOR 12, BYTE 20
3 IS NOW $0B FOR 50 HZ WORK
ING INSTEAD OF $03 (60 HZ).
100 PRINT"IN ORDER FOR YOUR 'CON
FIGURATIONPROGRAM' (CONFIGW3/BAS
) TO BE COMPATIBLE WITH YOUR 5
0 HERTZ VERSION OF 'VIP LIBRAR
Y', YOU NEED TO ALTER TWO LINE
S:--"
110 PRINT:PRINT"PRESS <ENTER> TO
CONTINUE"
120 Q$=INKEY$:IF Q$<>CHR$(13)THE
N120ELSE CLS
130 PRINT"IN LINE 185, CHANGE
'IFMC=3' TO 'IFMC=11'"
140 PRINT"IN LINE 455, CHANGE 'I
F MC=3THEN MC=19:POKE&HFF98,19EL
SE MC=3: POKE&HFF98,3' TO READ
LIKE :- IF MC=11THEN MC=27:POK
E&HFF98,27ELSE MC=11:POKE&HFF98,
11
150 END
160 CLS:PRINT" THIS VERSION IS N
OT COMPATIBLE":PRINT
170 PRINT" THE DISK CONTENTS
HAVE NOT BEEN ALTERED IN ANY
WAY."

```

You will have to make two alterations to the CONFIGW3/BAS program (lines 185 and 455) as detailed in the listing.

I hope this information is of help to those of you who find the adjustment of the vertical hold control as frustrating as I did.

Article submitted by Kevin Gowan (5 Pimelea Road, Reynella. S.A. 5161 phone 08-381 6740).

#### HOW TO SUBMIT MATERIAL TO COCO-LINK \*\*\*\*\*

PROGRAMMES: On tape or disk.

At least two copies should be on the tape/disk one of which should be saved in ASCII format.

Where possible include a description of your programme saved as below for articles.

ML PROGRAMMES:

These require Source code saved on a suitable word processor. Two copies should be made.

A working copy of the programme should be included for checking by COCO-LINK.

ARTICLES:

At least one copy saved in ASCII format plus one copy on a commercial word processor where possible, (VIP Writer etc.)

HINTS AND TIPS:

Hand written or typed is acceptable.

LETTERS TO THE EDITOR:

Hand written letters will be accepted subject to the length. Long letters should be submitted on disk in the manner above for articles.

All disks and cassettes will be returned in due course.

#### ELEVATORS

Continued from page 15

```

3000 PUT(X1,Y1)-(X1+13,Y1+4),D,P
SET
3010 Y3=Y1:GOSUB5010:Y1=Y3
3020 PUT(X1,Y1)-(X1+13,Y1+4),B,P
SET
3999 'PLATFORM C
4000 PUT(X2,Y2)-(X2+13,Y2+4),D,P
SET
4010 Y3=Y2:GOSUB5020:Y2=Y3
4020 PUT(X2,Y2)-(X2+13,Y2+4),C,P
SET
4900 GOTO2020
4999 'PLATFORM SUBROUTINES

```

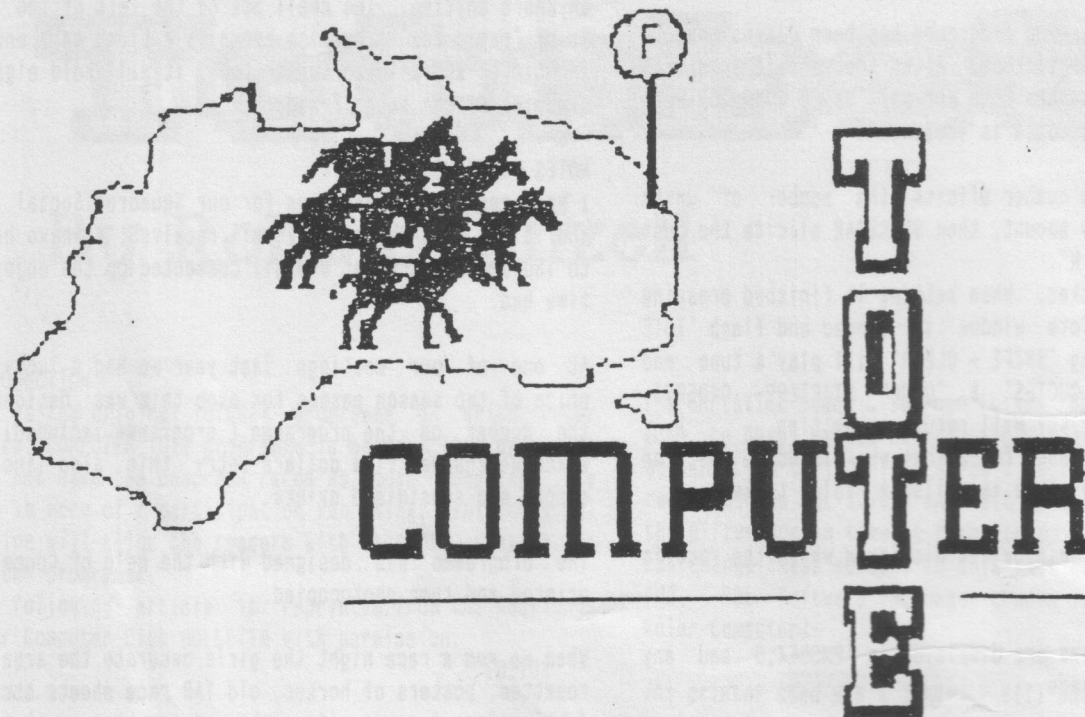
```

5000 IFA=0THENY3=Y3-4 ELSE IFA=1
THENY3=Y3+4
5001 B=A:GOSUB5050:A=B:RETURN
5010 IFA1=0THENY3=Y3-2 ELSE Y3=Y
3+2
5011 B=A1:GOSUB5050:A1=B:RETURN
5020 IFA2=0THENY3=Y3-3 ELSE IFA2
=1THENY3=Y3+3
5021 B=A2:GOSUB5050:A2=B:PETURN
5050 IFY3<24THENB=1 ELSE IFY3>12
1THENB=0
5051 RETURN

```

END





## NOTICE

Due to the length of this programme and its method of disk use etc., it has been decided that listings will not appear in COCO-LINK. Instead, COMPUTER TOTE has been added to the COCO-LINK PD LIBRARY. This disk (PD 012) can be purchased from COCO-LINK for \$5.00.

This completely integrated tote betting system with on screen races was devised for a particular club. You are free to change it to suit your particular needs and organisation.

EDITOR

I am semi-retired and have become involved in the RAAF Active Reserve of which I have been a member for the last 20 years. I am a Sergeant Photographer. Now COCO has also joined the RAAF in supporting the social club.

The following programme emanated from a programme originally written by Robbie Dalzell called TOTEBET. This programme gave me the starting point and inspired me to write the following for use at fundraising nights at our club.

## THE PROGRAMME

Computer Tote is an application which graphically will continuously update the state of bets laid on a TOTE betting system. When all bets are placed the programme will then run the race on screen.

The complete programme consists of several disk files as follows:-

## LOADER/BAS

WAIVER/BIN (PROGRAMME DISCLAIMER)  
 TOTERACE/PIT (GRAPHIC HORSES PMODE 4,5)  
 TOTE/BAS (RE-WRITE OF ORIGINAL TOTEBET)

RACE 1/BIN )

RACE 2/BIN )

RACE 3/BIN )

RACE 4/BIN )

RACE 5/BIN )

RACE 6/BIN )

RACE 7/BIN )

RACE 8/BIN )

CLOSER/BIN )

THESE ARE THE COMMERCIAL SCREENS  
 LOADED AFTER EACH RACE.

DISPLAYS SCREEN TOTE CLOSED

Line 10 is for COCO III users and as I have a 512K upgrade I load the whole thing into the RAM DISK and it really hums along.

I built myself a mod for the printer which holds the cash register roll and that works real beaut too.

## NOTES:

The Loader loads the WAIVER disclaimer.

Inkey will then load TOTERACE/PIT the actual race and RACE 1/BIN (commercial screen). If printer not on screen flashes. It takes a while for the programme to organise itself but be patient. The printer then prints a ticket header and date then ticket number.

It then cuts to a commercial screen and title if no inkey will display the field and if no bet is entered will

return to commercial until it receives an inkey  
Pressing "P" when field displayed will toggle Tote window prices.

One further point. The programme has been dimensioned to accept up to 300 tickets. After that a fail safe will automatically close the tote and say "UNDER COCO CONTROL" then run race so no data is lost.

Entering the horse number elicits the number of units which can be any amount, then SPACEBAR elicits the cost and correct "Y or N".

"Y" prints the ticket. When betting is finished pressing "Z" will open Tote window if closed and flash "TOTE CLOSING". Pressing "SHIFT + CLEAR" will play a tune and display "FINAL QUOTES" & "UNDER STARTERS- ORDERS". Pressing any other key will return to betting.

The "9" key can be used for anyone who wishes to bet on the complete field. This is called a Field ticket.

The final quote window is displayed while the race is being organised.

Eight graphic horses are displayed in PMODE4,5 and any inkey will start race.

When a horse touches the finishing line a tone is sounded and a large graphic number is displayed. This is the number of the winning horse

Any inkey will display the result screen plus print out as follows:-

```
RACE (number)
HORSE(number)
HORSE NAME
DIV. PER UNIT $.....
```

```
TICKETS SOLD (number)
TTL UNITS (No) $.....
TTL PAYOUT $.....
SOC CLUB % $.....
```

This is then followed by the winning ticket numbers and there respective payout such as:-

```
TICKET 1 $6.90
TICKET 4 $9.20
```

The programme is now fully accounting and makes for a pretty foolproof operation.

Further inkey will return to a commercial which also displays race details and results, then another screen is loaded to advertise if no inkey is pressed for a while. There is a screen for each race and a "closer" screen saying tote closed.

The programme is set to take out 20% for the social club but this can be changed to suit your preference.

The four characters at the top next to the XXXX beer sign is me and my three mates known as "The Committee of Four" due to being able to normally arrange refreshments anywhere anytime. The small box on the left of the four is my "magic box" otherwise known as a bluey esky encased in timber and painted copper tone, it will hold eighteen stubbies of the amber fluid.

#### NOTES FOR CLUBS

I have run regular meetings for our Squadron Social Club and it has been exceedingly well received. We have had up to 150 members present who all commented on the enjoyable time had.

At one of our meetings last year we had a lucky door prize of two season passes for expo this was decided by the number on the programme, (programme included), for which we charged five dollars entry this also included supper and subsidised drinks.

The programme was designed with the help of Cocomax II printed and then photocopied.

When we run a race night the girls decorate the area with rosettes, posters of horses, old TAB race sheets etc and I have four large monitors chained together so that they can sit at tables and have drinks etc.

We have also had prizes for the best dressed male and female, boy have we had some way out fashions.

#### ADDENDUM

As I did not want a lot of heavy keyboard work on my beautiful CocoIII I had a spare keyboard and built a case for it and Bob Devries did a mod for me and put a socket on the side so COCO is safe and I can also override the system. This in turn is linked to a small monitor which then chains to the four large ones.

I would love to convert it now to run on the COCO III HSCREEN and make use of all the colours.....maybe one day.

I have considered putting it through a video projector and screening on a wall or screen.

#### FOOD FOR THOUGHT

Maybe we could travel the country running the COCOTOTE and buy out Tandy with the proceeds.

Any enquiries regarding this programme should be directed

to: Peter Hughes  
54 Princeton St.  
Kenmore  
Qld. 4069.



# TOTEBET

By Robbie Dalzell

## INTRODUCTION

This is the original TOTEBET programme on which Peter Hughes' COMPUTER TOTE programme is based. This programme does not have the onscreen races as does Computer Tote but is more of a participation fun thing. This original version will allow the readers with cassette systems to use the programme.

The following article is reprinted from the Noarlunga Color Computer Club BULLETIN with permission.

EDITOR

Christies Beach Football Club of which I am a member run a Melbourne and an Adelaide cup Preview. These are fun nights to raise funds for the club. Amongst the fun things we do is to run Wacky races with the use of wooden hobby horses. This is played on a board marked out on the clubroom floor. Two giant soft dice are thrown, one for the amount of spaces moved and the other for the horse's number. Bets are placed on the horses before the start of the race. A TAB type tote system is used.

In the past this was done by hand and tickets were written out. I decided that things would work a lot better and faster if I could come up with a programme to do all the things necessary. The following listing is an updated version of the programme that was used at our last Preview with great success.

## THE PROGRAMME

The programme is straight forward and takes the horses names from DATA statements which you fill in with the names of your own preference. Betting slips are printed as each punter's bet is completed.

The payout figure is updated after each bet, keeping the punters interest alive. A "Z" is required to close the betting.

When this is done the payout figures for each horse is updated to the nearest ten cents and displayed on the screen. When the race has been won the organisers can display the winner and payout figure by entering the winning horse number when requested.

The Christies Beach Club logo (Lines 5000 to 5040 and 6000 to 6040) was saved to graphic page 1 by the routine on lines 100 to 110. This saved a redraw each time it was required. The RDL advert was left as a redraw. This shows the difference in time it takes to do it either way. You can change these screens to suit your own purposes. (NB. RDL Software no longer trades in software for the Color Computer).

The printer used was a Tandy LP VIII but should work with most printers. The printer codes on lines 2000, 8030 and 8040 may have to be changed to suit your particular printer.

## HOW TO USE THE PROGRAMME

- 1) CLOAD:RUN Logo will alternate with RDL advert.
- 2) Press <SPACEBAR> to access first race.
- 3) Bets are entered:-

HORSE No. ?

UNITS ?

On "BET OK" press <SPACEBAR>

Enter next bet or

- 4) If punter has finished, press <ENTER> and betting ticket will be printed out and tote figures will be updated.
- 5) If an entry error has been made, press "N" on "BET OK" and enter correct bet.
- 6) When race is ready to start press "Z" to return to the "BETTING CLOSED" sign. After a few seconds payout figures to the nearest ten cents will be displayed.
- 7) To display winner, press <ENTER> and then press "W". Enter number of winning horse on request and <ENTER>. A printout of total units and approximate total payout and club percentage will be printed. The winning payout per unit will then flash on screen. Payouts are made on winner only.
- 8) Pressing <SPACEBAR> will bring up Logo etc.
- 9) Return to step 2 to continue with the next race. Six races are included in this programme.

Should you require any further information regarding this programme or the method of organising the game, please feel free to get in touch with me through COCO-LINK.

```

1 ' *****
2 ' * TOTE BET V2.1 *
3 ' * BY *
4 ' * ROBBIE *
5 ' * DALZELL *
6 ' * C.1985 *
7 ' *****
10 CLS: CLEAR200,16292: PCLEAR4:X=
  &H0400:B=1:GOTO80
20 A$=INKEY$:IFA$=""THEN20
30 IFA$=CHR$(13)THENGOSUB2000:GO
  SUB3000
40 IFA$="Z"THENI=1:GOSUB8000
45 RETURN
50 A$=INKEY$
60 IFA$=CHR$(32)THEN70
62 IFA$="N"THENB=B-1:TU=TU-U(B):
  GOTO70
65 GOTO50
70 PRINT@427,STRING$(3,239);:PRI
  NT@459,STRING$(3,239);:PRINT@492
  ,STRING$(7,239);:RETURN
75 A$=INKEY$:IFA$<>CHR$(13)THEN7
  5ELSEPO=0:RETURN
80 DIMS(56)
90 GOSUB5000
100 FORX=16293TO16305:READA$:A=V
  AL("&H"+A$):POKEX,A:NEXT
110 DEFUSR1=16293
120 GOSUB7900
1000 R=R+1:IFR=9THENEND
1010 FORX=0TO6:READN$(X):NEXT
1020 CLS7
1030 PRINT"RACE "R;:PRINT@16,N$(
  0):PRINTSTRING$(32,185)
1040 PRINT@64,"HORSE";:PRINT@85,
  "PAY-OUT"
1050 PRINT@128,"1 "N$(1);:PRINT@
  160,"2 "N$(2);:PRINT@192,"3 "N$(
  3);:PRINT@224,"4 "N$(4);:PRINT@2
  56,"5 "N$(5);:PRINT@288,"6 "N$(6
  );:PRINT@320,STRING$(32,169)
1055 IFPO=1THEN3050
1059 ' ***BETS***
1060 PRINT@352,"RACE "R;
1070 PRINT@416,"HORSE NO. ";:GOS
  UB20
1080 IFI=1THEN1000
1090 HS(B)=VAL(A$):IFHS(B)<1 OR
  HS(B)>7THENSOUND100,2:GOTO1060
1100 PRINT@427,HS(B);:PRINT@448,
  "UNITS ";:GOSUB20
1110 U(B)=VAL(A$):IFA$>CHR$(57)T
  HEN1100
1115 IFU(B)=0THENU(B)=10
1120 PRINT@459,U(B);:FORX=1TO200
  :NEXT
1130 SOUND200,2:PRINT@492,"bet o

```

```

k?";:GOSUB50
1135 IFHS(B)=7THENTU=TU+U(B)*6:B
  =B+1:T=1:GOTO1060
1140 TU=TU+U(B)
1150 B=B+1:GOTO1060
1999 ' ***BETTING SLIPS***
2000 PRINT#-2,CHR$(27);CHR$(14);
  "RACE "R
2005 FORL=1TO B-1
2007 IFT=1THENGOSUB2080:GOTO2050

2010 PRINT#-2,STRING$(7,"*")
2020 PRINT#-2,"HORSE "HS(L)
2030 PRINT#-2,"UNITS "U(L)
2040 PRINT#-2:NEXT
2050 FORX=1TO17:PRINT#-2:NEXT
2070 RETURN
2080 PRINT#-2,STRING$(7,"*"):PRI
  NT#-2,"THE FIELD":PRINT#-2,"UNIT
  S "U(B-1):RETURN
2999 ' ***UPDATE TOTE***
3000 FORL=1TOB-1:H=HS(L)
3005 ON H GOSUB 3080,3090,3100,3
  110,3120,3130,3140
3010 PU=TU-TU/5
3020 FORX=1TO6:IFH(X)=0THENP(X)=
  0:GOTO3040
3030 P=PU/H(X):P(X)=P*.5
3035 IFP(X)>9.99THENP(X)=9.99
3040 NEXT:NEXT
3050 PRINT@149,CHR$(239);:PRINTU
  SING"$.##";P(1);:PRINT@181,CHR$
  (239);:PRINTUSING"$.##";P(2);:P
  RINT@213,CHR$(239);:PRINTUSING"$
  $.##";P(3);:PRINT@245,CHR$(239);
  :PRINTUSING"$.##";P(4);:PRINT@2
  77,CHR$(239);:PRINTUSING"$.##";
  P(5);:PRINT@309,CHR$(239);
3060 PRINT@309,CHR$(239);:PRINTU
  SING"$.##";P(6);
3065 IFPO=1THENGOSUB75
3070 B=1:T=0:RETURN
3080 H(1)=H(1)+U(L):RETURN
3090 H(2)=H(2)+U(L):RETURN
3100 H(3)=H(3)+U(L):RETURN
3110 H(4)=H(4)+U(L):RETURN
3120 H(5)=H(5)+U(L):RETURN
3130 H(6)=H(6)+U(L):RETURN
3140 FORX=1TO6:H(X)=H(X)+U(B-1):
  NEXT:RETURN
4999 ' ***BETTING CLOSED***
5000 CLS:PRINT@8,"christies cup
  ":FORN=1TO14:PRINTSTRING$(10,191
  );:PRINTSTRING$(12,207);:PRINTST
  RING$(10,128);:NEXT
5010 PRINT@488,"betting closed
  ";
5020 Z=110:ZZ=Z

```

```

5030 FORN=1TO4:FORP=1TO11:READS:
  PRINT@Z,CHR$(S);:Z=Z+32:NEXT:Z=Z
  Z+1:ZZ=Z:NEXT
5040 X=X+&H200:Y=&H0400:FORQ=X T
  O X+512:POKEQ,PEEK(Y):Y=Y+1:NEXT
  :RETURN
5500 CLS:F=0:FL=600:FORN=0TO31:P
  RINT@N,CHR$(249);:PRINT@N+160,CH
  R$(249);:PRINT@N+224,CHR$(249);:
  PRINT@N+352,CHR$(249);:NEXT
5510 FORN=480TO510:PRINT@N,CHR$(
  249);:NEXT:POKE1535,249
5520 FORN=32TO448STEP32:PRINT@N,
  CHR$(249);:PRINT@N+31,CHR$(249);
  :NEXT
5530 PRINT@35,"THIS PROGRAMME WA
  S WRITTEN";:PRINT@79,"BY";:PRINT
  @105,"ROBBIE DALZELL";:PRINT@142
  ,"FOR";:PRINT@194,"RDL COLOR COM
  PUTER SOFTWARE";:PRINT@261,"SUPP
  LIERS OF SOFTWARE";:PRINT@302,"F
  OR";:PRINT@325,"TANDY COLOR COMP
  UTERS";
5540 PRINT@386,"CONTACT:- R.DALZ
  ELL";
5550 PRINT@420,"31 NEDLAND CRES.
  ";:PRINT@452,"PT.NOARLUNGA STH.
  SA 5167";
5560 GOTO10000
5570 'data
5999 ' ***RDL ADVERT***
6000 DATA206,198,207,203,207,207
  ,200,207,202,202,199
6010 DATA 204,204,204,204,202,19
  3,207,201,207,207,207
6020 DATA 205,201,207,199,204,19
  7,193,202,202,202,207
6030 DATA 207,207,207,207,204,20
  1,205,207,207,205,207
6040 DATA B7,FF,C7,B7,FF,C9,B7,F
  F,CA,B7,FF,CC,39
6050 DATA DARTS HANDICAP,GEORGIE
  PORGY ,BULLSEYE ,YOUNG L
  AD ,HOWSYOURFATHER ,LASS OF
  LEARY ,BENNETTS BOY
6060 DATA CRICKET STAKES,BAGGY P
  ANTS ,CHARMENS DELIGHT ,DOD
  O ,OLD MAN MID
  ,HENDO'S PLEASURE ,ROLLINS LASS
6070 DATA FOOTY CUP DIV 1,LOVE A
  PPLE ,OUR HEFF ,SHOCKER
  ,ALPHABET ,BINGO BONGO ,RUSTY
  NAIL
6080 DATA FOOTY CUP DIV 2,KELLY'
  S IDOL ,INUNGRY ,BOB'S
  PLEASURE ,IRON KNOB ,ZIPPER
  NIPPER ,BABY FACE

```



```

6090 DATA FILLY STAKES,OUR SHAR
      ,MARY BELLE ,FLOESPO ,THE M
OUTH ,BILLYWILLY ,MAPAPPLE
6100 DATA COLT STAKES,THE DOC
      ,MAXIES BOY ,WELLYTON ,THE ME
SS ,SQUASH KID ,OLD GRUMP
6110 DATA BINGO HANDICAP,HAROLDS
      NITE ,OLD MAN RIVER ,D
O-RAH-ME ,IRISH LUCK
      ,SAMMY BOY ,SAVE YOU
R LIGHTER
6120 DATA GRAND NATIONAL,LARRY'S
      PINT ,DARCYDO ,JOGERAL
D ,MINIRON ,FRANKLY
      TIME ,BOB THE BEEFER
7900 M=USR1(0):F=1:FL=2000:GOSUB
10000
8000 M=USR1(0):FORX=1TO3000:NEXT

8010 GOSUB10500:GOSUB9000
8029 ' ***TOTALS PAYOUT***

```

```

8030 PRINT#-2,CHR$(27);CHR$(14);
      "RACE "R:PRINT#-2,STRING$(6,"*")

8040 PRINT#-2,CHR$(27);CHR$(15);
      "TTL UNITS "TU::PRINT#-2,USING"$
      ###.##";TU*.5:PRINT#-2,CHR$(15);
      "TTL PAYOUT ";;PRINT#-2,USING"
      $###.##";PU*.5:PRINT#-2,CHR$(14)
      ;"CLUB 20% ";;PRINT#-2,USING
      "$###.##";(TU-PU)*.5
8050 TU=0:PU=0
8060 GOTO9030
8999 ' ***WINNER PAYOUT***
9000 CLS6:PRINT#45,"WINNER";
9010 PRINT#99,"HORSE NO. ";
      INPUTW$:W=VAL(W$):PRINT#110," "
      N$(W);
9020 PRINT#262,"* PAYOUT PER UNI
      T *";PRINT#294,STRING$(19,"$");

9025 RETURN

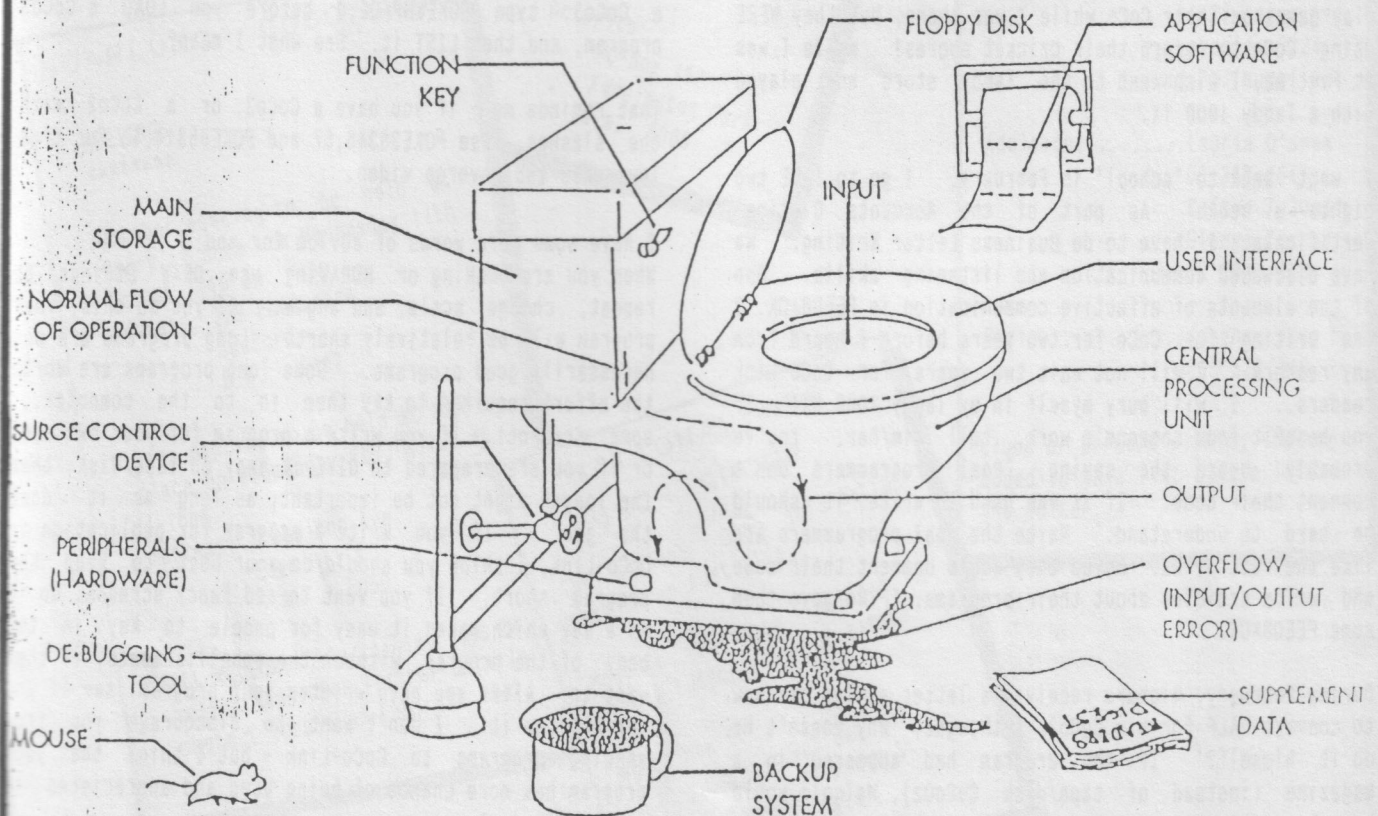
```

```

9030 FORX=1TO32000
9040 A$=INKEY$:IFA$=CHR$(32)THEN
9060
9050 PRINT#364," ";;PRINTUSING"$
      ##.##";P(W);PRINT#371," ";;FORY
      =1TO150:NEXT:PRINT#364,STRING$(8
      , " ");FORY=1TO150:NEXT:NEXT
9060 I=0:X=0:FORX=1TO6:H(X)=0:WE
      XT
9070 FL=2000:F=1:M=USR1(0)
10000 FORX=1TOFL
10010 A$=INKEY$
10020 IFA$=CHR$(32)THEN1000
10030 IFA$=""THENNEXT
10040 IFF=1THEN5500ELSE9070
10499 ' ***FINAL PAYOUTS***
10500 PO=1:FORX=1TO6:P(X)=INT(P(
      X)*10+.5)/10:NEXT
10510 CLS0:GOTO1030

```

## Understanding Computer Technology





# Better BASIC Part 6

During January 1989, I went to Eastern Creek - in the outer Western Suburbs of Sydney - to visit my parents for a week. Was I running away from my responsibilities? No, I took 3 of them - Michelle(14), Richard(12) and Katy(4) - with me! I wasn't even running away from computers. I visited the Bell family in Figtree near Wollongong. The Bells have a CoCo2. Stephen and Greg (9 and 7) didn't play games on their CoCo while I was there, but they WERE using CoCo to record their cricket scores! While I was at Figtree, I also went to the Tandy store and played with a Tandy 1000 TX.

I went back to 'school' in February. I go to TAFE two nights a week. As part of the Accounts Clerical Certificate, I have to do Business Letter Writing. We have discussed communication and listening skills. One of the elements of effective communication is FEEDBACK. I was writing for CoCo for two years before I heard from any readers. I will not wait two years for CoCo-Link readers.. I will bury myself in my Tandy 1000 HX! If you benefit from someone's work, tell him/her. You've probably heard the saying, "Real programmers don't comment their code. If it was hard to write, it should be hard to understand." Maybe the real programmers are like the rest of us. maybe they would comment their code and write articles about their programs, IF we gave them some FEEDBACK.

During February, Richard received a letter asking him how to convert 3ALF for his CoCo2. I thought, 'Why doesn't he do it himself?' If the program had appeared in a magazine (instead of tape/disk CoCoOz), Malcolm would have been able to make the necessary changes. You see,

the program contained lots of HLINEs, HCIRCLEs and HPAINTs. If he had deleted the H's.. he'd have been at least half way there. If you have a CoCo2 (or CoCo1), then you will know that when you LOAD a CoCo3 program into a CoCo2, you will not see the CoCo3 words when you LIST. ALL of them will be converted to exclamation marks, and you would have to guess what they were. If you have a CoCo3, type POKE&HFFDE,0 before you LOAD a CoCo3 program, and then LIST it. See what I mean?

That reminds me - if you have a CoCo3, or a CoCo2 with the slashes, use POKE38345,57 and POKE65314,48 for true lowercase and reverse video.

I have some more words of advice for you:

When you are DRAWing or HDRAWing use DRAW Strings to repeat, change scale, and angle. If you do this, your program will be relatively short. Long programs are not necessarily good programs. Some long programs are worth the effort required to key them in to the computer... some are not! If you write a program for your own use, or if you are prepared to GIVE it away on tape/disk, then the length might not be important, as long as it 'does the job'.. If you write a program for publication in CoCo-Link, I think you should do your best to keep the program short. If you want to add fancy screens, do it in a way which makes it easy for people to key in the body of the program, without the embellishments, if they want to. After you have written your program, see if you can shorten it. I don't want to discourage you from sending programs to CoCo-Link - but I think that your program has more chance of being used and appreciated if it is efficient.

\*\*\* END \*\*\*



# Club Noticeboard

## GENERAL NOTICE

This page is provided free for the use of clubs to let people know who, what, and where you are and to let them know what you are doing.  
Please send your notices for the following two months no later than the 14th of the month previous to publication.

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## CLUB CONTACTS

Noarlunga.....Robbie Dalzell  
08 386 1647  
Garry Holder  
08 386 1139

OS9 User Group....Bob Devries  
07 372 7816

Moe User Group....Joseph Hester  
051 277 817  
Ian Taffs  
051 275 751

Geelong.....David Collen  
c/ 23 Anzac Ave  
Leopold. 3224  
(No Ph. supplied)

Adelaide.....Laurie O'shea  
08 363 2647  
(after 7.30pm)  
Glenys Ferres  
08 332 4246

Basic.....Johanna Vagg  
068 522 943

Clubs or persons wishing to be added to this list please inform the editor.

## NOARLUNGA COCO CLUB

### MEETINGS \*\*\*\*\*

October meeting to be held at Garry's home on Wednesday 11th Oct at 7.15 pm.  
Address: 229 Esplanade  
Seaford  
S.A. 5167

Nov. meeting to be held at Ken's place on Wednesday 8th Nov. at 7.15pm.  
Address: 2 Depindo Ave.  
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S.A. 5050

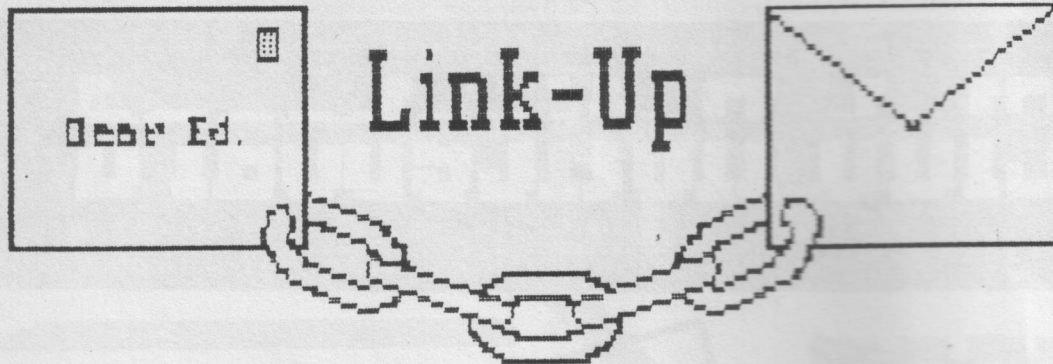
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Dear Ed.

It was good to see that CoCo-Link is certainly growing when I received issue 4. You are rapidly catching up to what Australian CoCo and Rainbow once were, I must stress that you must aim at not being just a program listing magazine. I know it is difficult to find articles and that you have a day job as well, but as I see it, as more and more CoCo users abandon their CoCo's in favour of IBM, Amiga or Atari, then all we will be left with are the dedicated CoCo users. These generally are past the "lotto program" stage, to coin a very popular "Graham Morphett insult" and are more interested in solid data. You must try to fish out news and gossip and print it. It always amazes me of the number of user group newsletters that really never gave out any news, just program listings that no-one read. The most interesting column in the now defunct Australian CoCo was the clubroom section; at least this let people know what was going on in the CoCo world, (even if most of it was baloney from Graham), anyhow, I'm sure you've heard this all before and I'm sure you are well aware of it.

Nickolas Marentes. QLD.

Nickolas Marentes felt that this question deserved to be seen in these pages along with the answer.

Q... Is there any way to modify the CoCo3 to output to UHF channel 36 instead of VHF 1/2. I am trying to reduce interference from the ABC's Channel 2 on my television monitor.

Yes there is! I haven't actually tried any of the following mods but believe that they will do the trick. The first and easiest method is to purchase a UHF Down Converter; Tandy has one of these (Cat # 15-9650). The only problem is the cost \$89.95! The other method is to add in a UHF modulator (as used in Commodore 64's and the older Vic-20's) in place of the existing VHF modulator.

You may be able to have both operating simultaneously if there is enough signal, or you may be able to connect it externally, tapping the composite video and audio signals from the jacks on the rear of the CoCo3. You would also need a source of 12 volts to power the modulator from.

Personally I would just save up for a proper RGB monitor and be done with TV interference forever.

Nickolas Marentes. QLD.

Dear Ed.

In his letter (August '89) Nickolas Marentes suggested that Australian programmers could try the American market. My level of programming is not such that I would consider trying the American software houses, but I have had a few programs in Rainbow and hope that the following tips might be of help to anyone who wants to try the American market at whatever level.

Firstly, you have to do things their way: thus COLOR and not COLOUR, DISK and not DISC, for example. And, if your program includes measurements, remember that the United States have not yet gone metric, so use miles, feet and inches; pounds and ounces; pints quarts and gallons. And note that the US gallon is 0.83 of the old imperial gallon. GAS(OLINE), and not PETROL, is cheap in the US, but not quite as cheap as it may seem to be.

Read carefully and learn from the sort of texts that accompany programs published in American magazines. One point you may note is that, in American English, "that", rather than "which", is used to introduce an adjectival clause. But, otherwise, stick to plain English and do not try to imitate some of the colloquial expressions favoured by US authors. Colloquialisms are easy to pick up, but difficult to use properly.

The publishers of the "Aussie Connection" referred to in the August issue might well have enhanced the sales prospects of their disks if they had vetted them first to make sure that they conformed to US expectations.

Most magazines include instructions for submitting programs. Follow them carefully and, especially, do not submit more than one program on a disk or tape. Any freelance journalist will tell you that editors very often do not take the trouble to read submissions that do not conform to their house rules.

Keiran Kenny, Cremorne, NSW.

Dear Ed.

I have a FD-502 disk drive and have only just discovered that you can use it as a double sided disk: are there any other commands other than DSKIN12, BACKUP02 & DIR?? as you can probably tell I have been making flippies of my disks to backup on the other side.

I have not been computing for long so I'm sorry if I sound naive; I have only had my disk drive a few months.

Geoff Donges. ACT.

Continued on page 28



# Chain Reaction

## The Review Column

Coco Max III is used to produce 90% of the graphics and titles in this magazine. I find it to be a very user friendly programme.

Unlike Coco Max II this programme is entirely on disk. This means that there is no need for multipak or Y cables. The programme is not protected and instructions are given for backing up your disk in the normal fashion. There is a configuration programme with the disk which allows you to configure the programme to suit your particular printer. Once this has been done it is incorporated into the backup disk which you will use for all your work.

Coco Max III comes with a hardware Hi-res attachment for joystick or mouse and is much better than the one supplied by TANDY. This one is a direct connection to the joystick port whereas the Tandy Hi-res unit uses both the joystick and cassette ports.

The documentation which comes with the programme is adequate but not really outstanding. It is written clearly and explains the various functions of the programme. I did feel that some sort of tutorial exercise would have helped to make it a bit easier to get into the more detailed functions of the programme.

Using the programme is a breeze. The main drawing area has icons for the different functions down the left hand side of the screen. Like all the functions in this programme these are all point and click affairs.

Along the top of the screen are pull down menus. These cover file systems, editing, options, colours, fonts, font size and font type.

16 colours can be used in each picture. The 16 colour palette is shown across the bottom of the screen. These colours can be changed to suit your picture by using the colour pull down menu and selecting to change the palette.

Pictures are drawn full screen size but as you have all the icons etc. round the screen, part of it is hidden. You have to shift the picture around using the shift (hand) icon.

Pictures can also be drawn double size, ie twice screen size. You indicate this preference from the files menu. These pictures can be viewed in their entirety using the scroll or show page options from the options menu.

The usual drawing tools are there to make it simple to draw lines, squares, circles, boxes, cubes, arcs and all sorts of other things. I could not possibly go into all the various functions without using reams of paper. Suffice it to say that the operation of the various functions is very easy and the drawing capabilities of this programme are only limited by your imagination.

All pictures can be sent to the printer. Pictures are printed in 5 shades ranging from black through 3 shades of grey to white. This is where the colour selection on your palette strip is important. The 5 shades are distributed over the 16 palette colours. By using the change colour option in the Colour menu you can place the colours you wish to use in the positions which will give you the printout shades you require.

Pictures can be printed in normal size or double size. This works out to about full page width. There is also a double strike option which gives you a nice dark, sharp picture.

With a bit of practice you will be able to turn out some masterpieces, save them to disk for later viewing and print them for wall hanging.

But hang on! That's not all you can do with this programme. It has colour changing properties which allow you to cycle chosen colours at various speeds. You can, for instance, draw a beautiful animated sunset or sunrise using this feature.

The animation feature is an extension of the above and can be used to simulate moving pictures. I have not used this feature to date but I am sure that it will function as the book describes it.

When your picture is saved to disk, all these features are saved with it.

There are several utility routines supplied on the master disk which allow you to use your drawing in any programme you write. This can really soup up some of your graphic games.

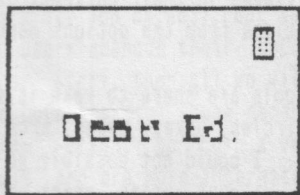
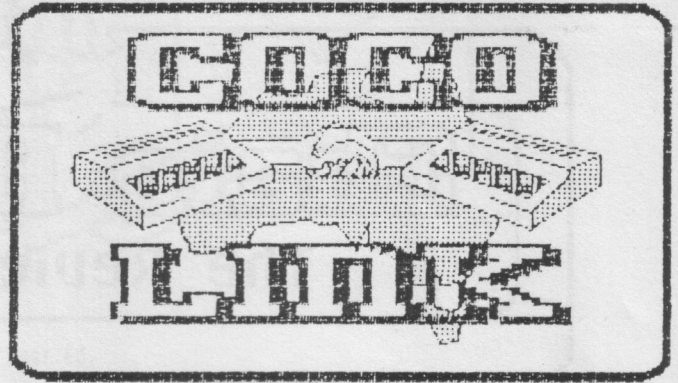
There is also a utility to change COCO MAX II pictures to COCO MAX III format.

I do not think that I need add that I am wrapped in this programme. It is equal to anything I have seen for other computers and not nearly as expensive.

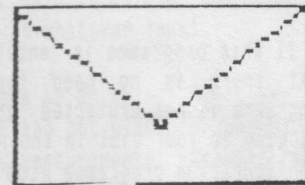
For anyone interested in computer art or illustrating magazines etc., I do not think you can go past this programme. At ~~\$(500.00)~~ believe me, it is money well spent. This programme is capable of giving you thousands of hours of enjoyment.

I wholeheartedly recommend it.

(COCO MAX III is available from advertisers in this magazine at the approximate cost of \$130.00.)



## Link-Up



Continued from page 26

Dear Ed,

Just a few lines to say thank you for the back issues of CoCo-Link and the Noarlunga Color Computer Club Bulletin. It's a pity that the wonderful program library in the Bulletin is no longer available (as I see from Vol 2, No2 CoCo-Link). I think if the owners of those programs could be persuaded to have them re-released in the now nation wide CoCo-Link, it would be of great benefit to a large number of CoCo users.

I learned a lot of good things from those back issues, they are a world full of information. Also if any of the following Bulletin numbers are still out there, could someone supply me a photo copy of them if possible. I am quite willing to pay for them, (No 1,2,3,4,6,10,22) once again thanking you very much.

Rodger Cosier. NSW.

Dear Ed,

I guess that you appreciate that your HINTS AND TIPS on saving a BASIC programme as a ML programme (No.8 in August magazine) will not work if you change the PCLEAR pages or FILES space. It will only work if it loads back into the same memory space.

This hint needs further processing to allow it to be generally true.

George Mc Lintock

Dear Ed,

The program DECIMAL, on PD disk .001 was obviously written 'before disk'. If you run DECIMAL you will be in the dark. I suspected the orange screen POKE 359,13 I tried to list the program but saw only 36480 on the screen.

I started again I LOADED DECIMAL, I LISTed it, I saw the no list POKE 383,158 in line0, I deleted it, then I saw GOSUB13999, I LISTed from line 13999 on and found that line 14010 was the SLOW LIST, SLOW PRINT POKE... for TAPE. It is not for disk, nothing appears on the screen with this POKE, POKE359,60)

Line 14200 has POKE359,13 line 9000 has POKE 359,13 and there is POKE 359,60 in line 9500 I have not gone further, The POKE 359,13 is definitely a no-no for disk users, it needs to be deleted from the program; for now it will remain one of my 'must dos'.

Johanna Vagg. Forbes. NSW

Dear Johanna,

Yes, you are right. The programme was written for cassette and should have been changed before going on to PD 001.

All appearances of POKES 383,158....359,60....359,13....359,126 should be removed.

The master has now been altered to suit and all those who had already purchased before debugging have recieved a copy of the disk version of the programme.

Ed.

Thank you for passing on this information. George.

END



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