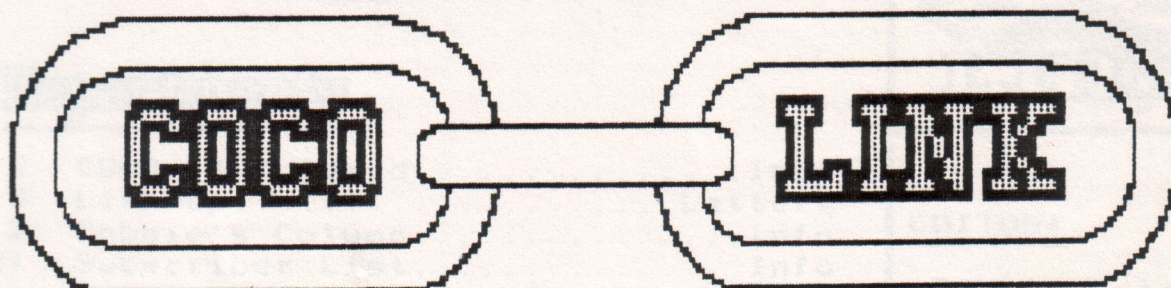


Dec/Jan 1992/3

VOL 5. NO.6



The Color Computer Magazine



Featuring:

Mini Adventure Maker
Address Book
Coco-Fest Review
COCO-LINK Award

• NEHALEH • 115 SEVER • FALLOU • 1151 & DE •
• BUDGET • 1151 • 1151 • 1151 • 1151 •
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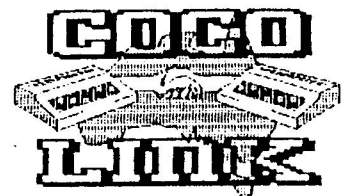
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FIRST THE GOOD NEWS!

It is now definite that COCO-LINK will continue after this issue. Isn't that good news!

FRED REMIN with the help of his good wife have decided to carry on the good work and keep you informed of all that is happening in the Coco world.

PLEASE support them as you have supported me through the years.

IN THE BEGINNING

I was asked recently how it came about that I started COCO-LINK magazine.

Many of you will remember that we originally had a break down of the US Rainbow as the only Australian input into the Coco scene. This was started by Greg

who did an enormous amount of work to get the Color Computer started in Australia.

This he did with no visible support from TANDY. Greg brought the first non-Tandy US software into Australia, which TANDY was reluctant to do, through the friendships he made with the American producers.

At this time, the back end of 1981, I had formed the Noarlunga Color Computer Club and through its auspices had many phone conversations with Greg. Boy, could he get grumpy! Still his untimely death was a sad blow to the growing Coco Community.

The next person to take up the reins was Graham Morphet. He took over the Australian Rainbow and eventually changed it into a fully Australian Magazine which he called AUSTRALIAN COCO MAGAZINE. Graham's input helped to keep the Coco community growing, however, at the peak, when TANDY was already beginning to back off from the Coco and push it's Compatibles, forces conspired to put Graham in a financially untenable position and reluctantly COCO MAGAZINE came to an end.

At this stage I was turning out a magazine for the Noarlunga Color Computer Club called the BULLETIN and felt that if no-one was going to make a move to fill the gap, I would have a go. I decided to call the

magazine COCO-LINK in the hope that the name would help to hold the floundering Coco community together. I also decided that the magazine would be a purely hobby project which I felt would last about 2 years at the most. As usual, my estimate was way off line.

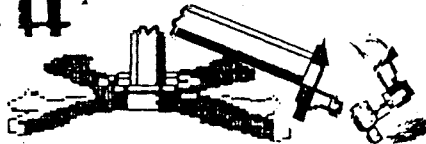
It was pretty difficult getting subscribers at first as there was nowhere to advertise our presence and it was just not feasible to advertise in any of the glossies. Using the network of friends and clubs which I had contact with, the numbers slowly built up from a starting point of 20, which was the NCCC membership at that time, to a maximum of 255. An additional problem that came about was that, shortly after starting the magazine, TANDY, in their wisdom, decided to ditch the Coco. As everybody and their dog knew about this, it put a bit of pressure on me to try and get our numbers up as fast as possible.

The rest, as they say, is now history. We have had a good run together and for it I thank you all.

Now it would seem that Fred Remin has decided to carry

on the good work and will keep COCO-LINK alive for some time more. I hope you will all give him the support and backup that you have given us, and that COCO-LINK will go on forever. Further details of this transition can be found elsewhere in this magazine.

Robbie's Column



COCO-LINK PUBLIC DOMAIN LIBRARY

Since the inception of the COCO-LINK Public Domain Library I have found that it has been a popular means of letting Coco users spread their work around. This has been appreciated by the many users who have used the service.

With this in mind, as forecast previously, it is my intention that the PD Library will continue to function as it has in the past.

Disk cost will continue to be \$5.00 including P&P. The main difference will be that all cheques/money orders should be made payable to:

R.Dalzell
31 Medland Cres.
Pt. Noarlunga Sth.
S.A. 5167

Although the service will continue to be called the COCO-LINK PUBLIC DOMAIN LIBRARY I will be closing off the COCO-LINK account so as to prevent any mix up with the new COCO-LINK administration

Arrangements have been made with COCO-LINK to continue advertising the new public domain disks so as patrons of the service will be kept informed of new additions to the library.

I will be producing a fully detailed list of all disks in the near future and will announce this through COCO-LINK at the appropriate time. It will be available for the cost of a stamped addressed envelope.

I hope that readers will continue to send their work to me for inclusion in future disks. In the past the biggest percentage of material in the library has been written by readers of COCO-LINK. I would like to see it continue that way.

DOPS!!!

In our last issue of COCO-LINK an article appeared called "Just a five minute job." under the byline of Fred Remin. This should have read JOHN McNABB. I would like to apologise for any inconvenience this may have caused to either John or Fred.

COCO-FEST

Well, the COCO-FEST in Melbourne turned out to be a great success with many Cocoists turning out to enjoy the weekend which was packed with interest and fun. Fred Resin has written a review of the event which can be found in the pages of this magazine.

CLUB NEWS 1

As you may read in the letters pages, the Peninsula Colour Computer Club will be ten years old this year. Ten years is a long time in the life of a club and to still be going strong after all this time says a lot for the commitment of the organisers and the members.

Here at COCO-LINK we would like to extend our sincere wishes on this auspicious year and wish you all the best for the next ten years.

CLUB NEWS 2

Raymond Rosch is interested in forming a Coco Club in Cambelltown, Sydney. The meetings would be held monthly in the Cambelltown Library. Evening and time to be decided. Anyone interested can contact Raymond on (02) 820 7228.

IN THE END

Well, This is the last COCO-LINK that Garry and I will produce. We've had a good time over the last few years turning out this magazine and hoping that you people out there were getting some useful information and fun from it. It's now time for us to move on to new pastures and let someone else take up the reins.

This is obviously the time to thank all those people who have contributed to COCO-LINK over its lifespan. I would love to mention everyone of you by name but this would take up too much room in this our last magazine and it would be a shame to maybe miss one individual.

So let it be said that we truly thank each and every one of you for the articles, programmes, hints and letters you have sent us.

We also would like to thank all those who have subscribed to the magazine. Without you we could not have existed.

I hope that you will all give your full support to the continuation of COCO-LINK and, help to is keep our solid little Coco Community together for as long as possible.

This Community spirit which has pervaded the Coco Community for so long has put me in contact with many people who, although I have never met them in the flesh, I like to consider as friends. You know, Rick Cooper in the US had the right idea when he named his disk magazine the "COCO FRIENDS DISK MAGAZINE".

Mentioning the above, I am glad to see that quite a few of you have become subscribers to this media.

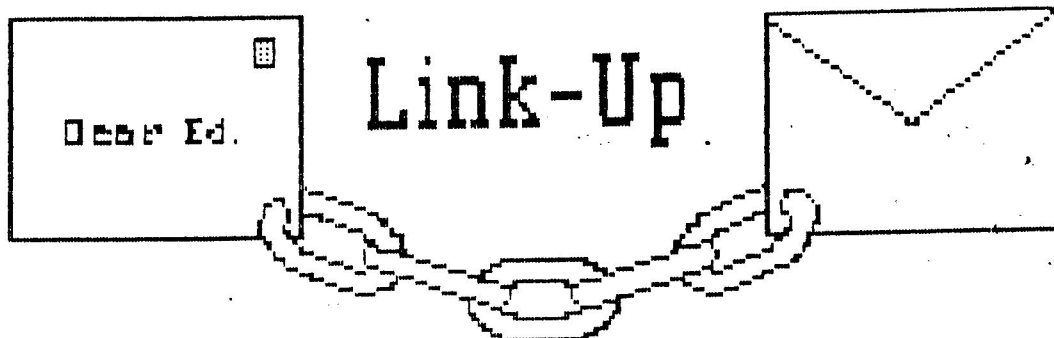
On behalf of Garry and myself I would like to wish you all the best in the future and add that our address hasn't changed. We would still like to hear from you occasionally.

SEASONS GREETINGS

Garry and I would like to extend our fondest greetings to you all for this coming festive season. We wish all a Very Merry Christmas and the Happiest of New Years.

Please take care when driving during this festive season and the following year.

*Best Wishes
Robbie*



Dear Ed.

Could you please clear up the matter of the article "Just a five minute job." which appeared in the last issue on page 15. This article was written by me and sent in by me, so why did it get credited to Fred Remin. After the scars and loss of blood writing it you can imagine how I felt when I saw it with Fred's name on it.

Another thing is to inform you that the Peninsula Colour Computer Club is ten years old this year and still going strong. We have our own BBS dedicated to Coco Software. The number to ring is 03 580 4605 between 2130 and 0700.

Please keep me informed of any more PD Software that you get in the future.

Again, thank you for your work and effort in bringing us COCO-LINK magazine.

John McNabb, Boronia, Vic.

My appologies are multiple for the sad error I made in crediting your article to another. I do know how you feel and the only other thing I can say is that I can promise that it won't happen again.

You will be pleased to see that not only will COCO-LINK continue into the future but that I personally will continue to run the PD Software Library. ED.

Dear Ed.

It is a sad thing that the CoCo Link is going to stop. I as co-Editor of a CoCo news letter called The CoCo Byte Count, know how hard it is to gather information for publication. I found it disappointing that no-one submitted material, only one other person offered to help.

I have found the CoCo to be a great little machine and I have learned so much from it, yet I still do not know all.

I was a member of the Nepean CoCo Club for quite a few years and hardly missed a meet until I had to attend Tech on the same evenings as the meetings. The next thing I heard about the Club is that the President resigned, the club had moved, and a lot of people sold out. I received a call from the new president explaining what happened to the Club and that he would call me again when a new

meeting place was selected; seven months later I'm still waiting for his call.

If we are serious about keeping the CoCo alive, we have to strive together, and stick together: the CoCo isn't an INTERTAN version of the Commodore 64; it's a real computer. You can still buy heaps of software for it (just write to A.P.D. you'll get an 8 page catalogue of some of their software) even CAD packages! The only way I can see the CoCo surviving is if we form one big CoCo correspondence Club with one person in a district as the hub for all of the other members (or something like this); then these hub members send the other hub members what their members comments, views and suggestions are. I too feel like the man in the window (Vol 5 No5), but let's not give up that easily.

While going through some old Coco gear I found two peices of information which someone could find useful.

Firstly, how would you like to run your Coco with a NEC Multisync Monitor? Here is the pin conversions. Please note that I haven't tried this out so am not definite on how well it works.

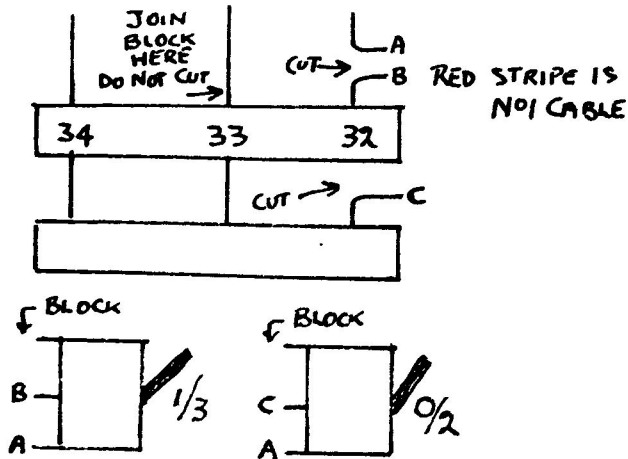
Coco3	NEC M/s
1 GRD.....	9 Brown & Red
2 GRD	
3 Red	1 Orange
4 Green	2 Yellow
5 Blue	3 Green
6 N/C	
7 Sound	
8 H/Sync	4 L.Grey
9 V/Sync	5 White
10 N/C	

Like I stated above, I do not know any more than this, so if it doesn't work I can't help further.

Second, I have installed what I cal a Flippy Switch on to my Coco. It tricks your Coco into thinking that drive 3 is drive 1 and drive 2 is drive 0. Be careful with the ribbon cable when soldering, it breaks easily and it took me a while to get it working.

Following is what little drawing is needed to do the job:-

P.T.O.:



Also POKE55455,65 and POKE55456,66 will let you run double sided drives with a single sided DOS.

If anyone wishes to write to me, please do; I've sent my personal details sheet to Robbie for inclusion in the CoCo Link list. I cannot guarantee that you will get a response immediately (this letter is two months overdue); but you will get one.

Last, and definitely not least, thank you all who contributed to the CoCo link, you have definitely done a great service for the CoCo community. Thank you the CoCo Link team, for without you we would not be receiving such a great magazine. It's great to see names like Johanna Vagg and George McLintock to name a few, who I know through other magazines, since I first bought my CoCo back in 1984. It's hard to believe that I've had the CoCo so long, and that other people have stuck by it for so long: thank you.

And to all die hard CoCoists, keep on CoCoing, because the CoCo can still do most of the things that the big boys can do; and some things better.

Thank you very much Robbie for taking the time to read through this letter, it is a shame that the CoCo Link must end, please pass on my sincere thanks to all.

R. Rosch. KEARNS, NSW.

Thank you for the kind words and sentiments. As I have said before we love it. It is always nice to know that you are appreciated.

Thank you for the tips. I am sure that someone somewhere will find a use for them.

Also while the thanks are being handed out, I think a big thank you should go to Garry for patiently typing out all these long hand-written letters we have received through the years.

Dear Ed.

We see from the last COCO-LINK that you have someone in mind to carry on the magazine. I do hope so as it does make you feel as though you are not alone when you use a Coco Computer.

You may be interested to know that I.C.S. (International Correspondence School) is using the Coco 3 for their people to learn lessons on computers. I was quite amazed when my son wrote to ICS regarding their computer courses and the information that they sent showed that they used Coco 3's. I'll send you a photocopy if you like.

Thank you once more for all the help you have given us.

Shirley & Len Cooper Leichhardt NSW

I have been aware for some time that ICS use Cocos in their computer courses. It just shows that some companies have a bit more sense than Tandy.

I hope you both keep well. Don't forget my address in the future, I will still be here and will still enjoy hearing from you. ED.

PS. That last sentence goes for all of you.

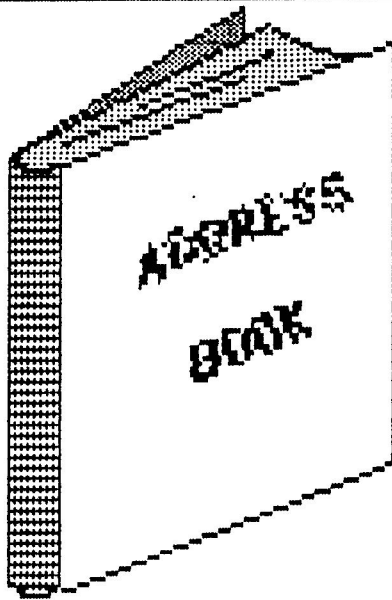


ROBBIE

AS SOON AS THE RUSH IS OVER, I'M GOING TO HAVE A NERVOUS BREAKDOWN.

I WORKED FOR IT; I OWE IT TO MYSELF; AND NOBODY IS GOING TO DEPRIVE ME OF IT.

Application



Address Book

By Graham Bye

ADDRESS BOOK is a modified version of a Tape Program Published in the FEBRUARY 1987 EDITION of the AUSTRALIAN COCO MAGAZINE written by WAYNE KELY.

This disk version runs under EXTENDED ADOS-3

This utility simulates a computerized address book. The features of the program allow for :-

1. Create New Records.
2. Read Records From Disk.
3. Send Files To Printer.
4. List Name and Phone NO to Printer.
5. Sort File.
6. Edit and Delete.
7. Exit Address Book.

The information you must include in the files is as follows:-

1. Name.
2. Address.
3. City.
4. Post Code.
5. Sex.
6. Birth Date.

Incorporated in the program is a password routine that allows the user to input the correct password to gain access to the main program, just change what P\$ equals in line 190

To run the program just type -- RUN"AD" -- enter follow on screen instructions to enter your " password " This password must be in lowercase letters unless you change it to suit yourself.

Once the password has been entered the MAIN MENU will appear.

MENU OPTIONS

- (1) CREATE NEW RECORDS
- (2) READ RECORDS FROM DISK
- (3) SEND FILES TO PRINTER
- (4) LIST NAME AND PHONE NO
- (5) SORT FILE
- (6) EDIT AND DELETE
- (7) EXIT ADDRESS BOOK

CHOOSE OPTION

OPTION NUMBER (1-7)

(1) CREATE NEW RECORDS
screen shows the following:-

COCO ADDRESS BOOK, NEW FILES
PRESS ANY KEY TO CONT.

screen shows

NAME -----
ADDRESS -----
CITY -----
POST CODE ----
PHONE No -----
SEX --
BIRTH DATE -----

when all information has been entered it asks

IS THIS CORRECT (Y/N)
IF YES

IT ASKS DO YOU WANT TO QUIT (Y/N)
 IF YES TAKES YOU BACK TO MAIN MENU
 IF NO IT RETURNS YOU TO THE INPUT SCREEN

(2) READ RECORDS FROM DISK
 TO VIEW YOUR RECORDS

(3) SEND FILES TO PRINTER
 asks if printer is ready (Y/N)
 when finished.
 says FILE PRINTED
 REPRINT OR MENU [PRESS R OR M]

(4) LIST NAME AND PHONE No
 asks if printer is ready (Y/N)
 if Y is pressed says OPENING DATA FILE NOW
 when finished
 says FILE PRINTED
 REPRINT OR MENU [PRESS R OR M]

(5) SORT FILE
 says OPENING DISK FILE NOW SORTING
 LOADING FILES NOW
 PLEASE WAIT-----
 FILE SORTED NOW SAVING FILE

(6) EDIT AND DELETE FILE
 says OPENING FILE NOW
 use ARROW KEYS UP and DOWN
 THIS IS RECORD No 1

E=EDIT D=DELETE X=EXIT *note:- TO USE EDIT and
 DELETE COMMANDS
 YOU MUST USE UPPER CASE LETTERS

TO ACTUALLY EDIT YOU SHOULD CHANGE BACK TO LOWERCASE
 LETTERS

EDITING FILE
 TO EDIT USE ARROW KEY'S TO MOVE CURSOR TO LETTER OR
 NUMBER TO BE EDITED
 PRESS [SPACE BAR] TO DELETE THEN PRESS THE [ENTER] KEY

F1 = SAVE FILE F2 = EXIT
 when F1 key is pressed
 " FILE SAVED " FLASHES ON SCREEN
 to exit EDIT MODE press F2 key

to enter DELETE MODE press D key
 to delete file use D key

to exit EDIT and DELETE mode press X key this will take
 you back to MENU

(7) EXIT ADDRESS BOOK
 when 7 key is pressed
 screen asks you EXIT OPTION (Y/N)
 use lowercase
 y to EXIT TO BASIC
 n to MAIN MENU

```

10 WIDTH32
20 PRINT"*****"
*****
30 PRINT"**      COCO ADDRESS BOOK
**
40 PRINT"**      WRITTEN BY WAYNE KE
LY **
50 PRINT"**      AUGUST 1985
**
60 PRINT"**      MODIFIED BY
**
70 PRINT"**      J.SHEEN & G.BYE
**
75 PRINT"**      For The
**
80 PRINT"**      128k coco 3
**
85 PRINT"**      DISK SYSTEM
**
90 PRINT"** running under EXT AD
OS-3 **
100 PRINT"**      MARCH 1992
**
130 PRINT"**
**
140 PRINT"*****"
*****
150 FOR Z=1 TO 600:NEXT Z
160 WIDTH40
170 CLEAR 4000
180 DIM F$(150,8)
190 CLS3:LOCATE5,0:ATTR5,4,B:PRI
NT"enter password":ATTR5,2:LOCAT
E19,0:LOCATE20,0:LOCATE21,0:LOCA
TE22,0:LOCATE23,0:LOCATE24,0:LOC
ATE25,0:LOCATE26,0:LOCATE27,0:LO
CATE28,0:LOCATE29,0:LOCATE30,0:L
OCATE31,0:LOCATE32,0:LOCATE33,0:
LOCATE34,0:LOCATE35,0
200 LOCATE36,0:LOCATE37,0:LOCATE
38,0:LOCATE39,0
210 LOCATE2,2:INPUT P$
220 IF P$="jeff" GOTO 260
230 PRINT:PRINT:PRINT"YOUR ACCES
S PASSWORD IS NOT VALID"
240 PRINT:PRINT"PROGRAM IS NOW T
ERMINATED":GOTO1410
250 'GOTO 1320
260 WIDTH32:CLS:PRINT@7,"coco ad
dress book"
270 PRINT@41,"MENU OPTIONS"
280 PRINT@68,"(1) CREATE NEW REC
ORDS"
290 PRINT@100,"(2) READ RECORDS
FROM DISK"
300 PRINT@132,"(3) SEND FILES TO
PRINTER"
310 PRINT@164,"(4) LIST NAME AND
PHONE NO"

```

```

320 PRINT@196,"(5) SORT FILE"
330 PRINT@228,"(6) EDIT & DELETE
"
340 PRINT@260,"(7) EXIT ADDRESS
BOOK"
350 PRINT@360,"CHOOSE OPTION"
360 PRINT@392,"OPTION NO (1-7)"
370 K$=INKEY$: IF K$="" THEN 370
380 O=VAL(K$): IF O>7 AND O<1 THE
N 360
390 ON O GOTO 440,780,1080,1080,
1590,2020,1380
400 GOTO 260
410 '-----
-----
420 '----- CREATING NEW FILES --
-----
430 '-----
-----
440 CLS
450 PRINT"COCO ADDRESS BOOK, NEW
FILES"
460 PRINT"PRESS ANY KEY TO CONT"
470 K$=INKEY$: IF K$="" THEN 470
480 PRINT"OPENING DATA FILE NOW"
490 GOSUB 1960
500 '
510 R=1
520 IF LOF(1)=0 OR R=LOF(1) THEN
580
530 R=R+1:GET#1,R
540 ' IF MID$(Z1$,1,5)=" " TH
EN PLAY"AAA"
550 IF MID$(Z1$,1,5)<>" " THE
N 520
560 '
570 '
580 CLS:PRINT"FILE OPEN. ENTER N
EW DATA"
590 GOSUB 2330
600 PRINT:PRINT"IS THE ABOVE COR
RECT (Y/N)";
610 K$=INKEY$: IF K$="" THEN 610
620 IF K$="n" THEN 580
630 IF K$="y" THEN 640 ELSE 630
640 LSET Z1$=N$:LSET Z2$=AD$
650 LSET Z3$=A1$:LSET Z4$=A2$
660 LSET Z5$=PH$:LSET Z6$=MF$
670 LSET Z7$=BI$
680 IF LOF(1)=R THEN R=R+1
690 PUT#1,R
700 PRINT"DO YOU WANT TO QUIT (Y
/N)"
710 K$=INKEY$: IF K$="" THEN 710
720 IF K$="n" THEN 580
730 CLOSE#1
740 GOTO 250
750 '-----
-----

```

```

760 '----- LOAD FILES FROM DISK
-----
770 '-----
-----
780 CLS:PRINT"COCO ADDRESS BOOK,
READ FILES"
790 PRINT:PRINT"PRESS ANY KEY TO
CONT"
800 K$=INKEY$: IF K$="" THEN 800
810 PRINT"OPENING DATA FILE NOW"
820 GOSUB 1960
830 '
840 R=LOF(1):PRINT" THERE AR
E";R;"RECORDS ON FILE"
850 R1=1
860 CLS:PRINT@192,"THIS IS RECOR
D";R1
870 GET#1,R1
880 N$=Z1$:AD$=Z2$:A1$=Z3$:A2$=Z
4$:PH$=Z5$:MF$=Z6$:BI$=Z7$
890 ' IF MID$(N$,1,5)=" " THE
N 990
900 PRINT@256,"NAME ";N$
910 PRINT" ADDRESS ";AD$
920 PRINT" CITY ";A1$
930 PRINT" POSTCODE ";A2$
940 PRINT" PHONE No ";PH$
950 PRINT" SEX ";MF$
960 PRINT" BIRTH DATE ";BI$
970 PRINT@480,,:PRINTCHR$(94)"=B
ACK DOWN=FORWARD ";
980 PRINT"P=PRINT RECORD E=END"
990 K$=INKEY$: IF K$="" THEN 990
1000 IF K$="p" THEN GOSUB 1450
1010 IF K$="e" THEN CLOSE#1:GOTO
260
1020 IF K$=CHR$(94) THEN R1=R1-1
1030 IF K$=CHR$(10) THEN R1=R1+1
1040 IF R1>R THEN R1=1
1050 IF R1<1 THEN R1=R
1060 GOTO 860
1070 CLOSE#1
1080 '-----
---
1090 '-- SEND FILES TO PRINTER -
---
1100 '-----
---
1110 WIDTH32:CLS:PRINT@34,"IS PR
INTER READY (Y/N)"
1120 K$=INKEY$: IF K$<>"y" THEN 1
120
1130 PRINT@66,"OPENING DATA FILE
NOW"
1140 GOSUB 1960
1150 '
1160 FOR R=1 TO LOF(1)
1170 GET#1,R

```



```

1180 N$=Z1$:AD$=Z2$:A1$=Z3$:A2$=
Z4$:PH$=Z5$:MF$=Z6$:BI$=Z7$
1190 IF O=4 GOTO 1330
1200 PRINT#-2,"          NAME:- ";
N$
1210 PRINT#-2,"          ADDRESS:-
";AD$
1220 PRINT#-2,"          CITY:- ";
A1$;"          POSTCODE:- ";A2$
1230 PRINT#-2,"          PHONE No:
- ";PH$
1240 PRINT#-2,"          SEX:- ";M
F$;"          BIRTH DATE:- ";BI$
1250 PRINT#-2:PRINT#-2
1260 NEXT R
1270 CLOSE#1
1280 PRINT@130,"FILE PRINTED"
1290 PRINT@162,"REPRINT OR MENU"
1300 K$=INKEY$:IF K$="" THEN 130
0
1310 IF K$="m" GOTO 260
1320 IF K$="r" GOTO 1110 ELSE 13
00
1330 '-----
---
1340 '-- LIST NAME AND PHONE ---
---
1350 '-----
---
1360 PRINT#-2,"          NAME:- "
;N$;"          PHONE:- ";PH$
1370 GOTO 1260
1380 CLS:PRINT@42,"EXIT OPTION"
1390 PRINT:PRINT:PRINT"ARE YOU S
URE (Y/N)":INPUT YN$:IF YN$="y"
THEN GOTO 1410
1400 IF YN$="n" THEN GOTO 260
1410 POKE113,0:EXEC40999
1420 '-----
-
1430 '--- PRINT TO PRINTER ----
-
1440 '-----
-
1450 CLS:WIDTH32
1460 PRINT@34,"IS PRINTER READY
(Y/N)"
1470 K$=INKEY$:IF K$="" THEN 147
0
1480 IF K$<>"y" THEN 1450
1490 'PUT ANY PRINTER CODES HERE
1500 PRINT#-2,"COCO ADDRESS BOO
K FILE No";R1
1510 PRINT#-2:PRINT#-2
1520 PRINT#-2,"          NAME:- ";N$
1530 PRINT#-2,"          ADDRESS:- ";A
D$
1540 PRINT#-2,"          CITY:- ";A1$;
"          POSTCODE:- ";A2$
1550 PRINT#-2,"          PHONE No:- ";
PH$
1560 PRINT#-2,"          SEX:- ";MF$"
          BIRTH DATE:- ";BI$
1570 PRINT#-2:PRINT#-2
1580 RETURN
1590 '-----
1600 '---- SORT FILE -----
1610 '-----
1620 CLS:PRINT@32,"NOW OPENING D
ISK FILE 5 SORTING"
1630 GOSUB 1960
1640 PRINT@96,"LOADING FILES NOW
"
1645 PRINT@128,"PLEASE WAIT ----
-----"
1650 FOR R=1 TO LOF(1)
1660 GET#1,R
1670 F$(R,1)=Z1$:F$(R,2)=Z2$
1680 F$(R,3)=Z3$:F$(R,4)=Z4$
1690 F$(R,5)=Z5$:F$(R,6)=Z6$
1700 F$(R,7)=Z7$
1710 FOR X=1 TO LEN(F$(R,1))
1720 IF MID$(F$(R,1),X,1)<>" " T
HEN NEXT X
1730 XL=X:X=LEN(F$(R,1))+1
1740 F$(R,8)=MID$(F$(R,1),XL+1,L
EN(F$(R,1)))
1750 NEXT R
1760 FOR X=1 TO LOF(1)-1
1770 FOR Y=X+1 TO LOF(1)
1780 IF F$(X,8)<F$(Y,8) THEN 185
0
1790 SN$=F$(X,8):F$(X,8)=F$(Y,8)
:F$(Y,8)=SN$
1800 N$=F$(X,1):F$(X,1)=F$(Y,1):
F$(Y,1)=N$
1810 AD$=F$(X,2):F$(X,2)=F$(Y,2)
:F$(Y,2)=AD$
1820 A1$=F$(X,3):F$(X,3)=F$(Y,3)
:F$(Y,3)=A1$
1830 A2$=F$(X,4):F$(X,4)=F$(Y,4)
:F$(Y,4)=A2$
1840 PN$=F$(X,5):F$(X,5)=F$(Y,5)
:F$(Y,5)=PN$
1850 NEXT Y,X
1860 PRINT@160,"FILE SORTED. NO
W SAVING FILE"
1870 FOR R=1 TO LOF(1)
1880 LSET Z1$=F$(R,1):LSET Z2$=F
$(R,2)
1890 LSET Z3$=F$(R,3):LSET Z4$=F
$(R,4)
1900 LSET Z5$=F$(R,5):LSET Z6$=F
$(R,6)
1910 LSET Z7$=F$(R,7)
1920 PUT#1,R
1930 NEXT R
1940 CLOSE#1

```

```

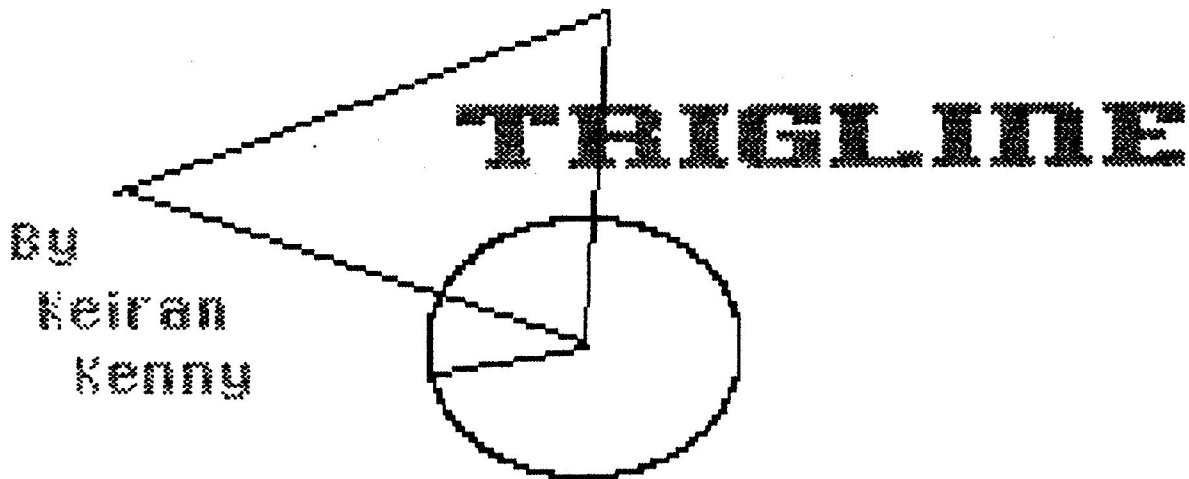
1950 GOTO 260
1960 '-----
1970 '----- OPEN DISK FILE -----
1980 '-----
1990 OPEN"D", #1, "ADDRESS/DAT", 73
2000 FIELD#1, 20ASZ1$, 20ASZ2$, 10A
SZ3$, 4ASZ4$, 10ASZ5$, 1ASZ6$, 8ASZ7
$
2010 RETURN
2020 '-----
2030 '-----EDIT & DELIT FILE ---
2040 '-----
2050 WIDTH32:CLS
2060 PRINT"EDIT & DELITE FILES"
2070 PRINT@96, "OPENING FILE NOW"
2080 GOSUB 1960:R=1
2090 GET#1,R
2100 N$=Z1$:AD$=Z2$:A1$=Z3$:A2$=
Z4$:PH$=Z5$:MF$=Z6$:BI$=Z7$
2110 ' IF MID$(N$,1,5)=" " TH
EN R=R+1:GOTO 2040
2120 PRINT@96, "THIS IS RECORD NO
.";R:PRINT
2130 PRINTN$:PRINTAD$:PRINTA1$:P
RINTA2$:PRINTPH$
2140 PRINTMF$:PRINTBI$
2150 PRINT:PRINT"E=EDIT D=DELI
TE X=EXIT"
2160 K$=INKEY$:IF K$="" THEN 216
0
2170 IF K$=CHR$(94) THEN R=R-1
2180 IF K$=CHR$(10) THEN R=R+1
2190 IF LOF(1)<R THEN R=1
2200 IF R<1 THEN R=LOF(1)
2210 IF K$="E" THEN GOSUB 2510
2220 IF K$="D" THEN N$=" ":G
OSUB 2250
2230 IF K$="X" THEN CLOSE#1:GOTO
260
2240 GOTO 2090
2250 '
2260 AD$="":A1$="":A2$="":PH$="
2270 MF$="":BI$="
2280 LSET Z1$=N$:LSET Z2$=AD$
2290 LSET Z3$=A1$:LSET Z4$=A2$
2300 LSET Z5$=PH$:LSET Z6$=MF$
2310 LSET Z7$=BI$
2320 PUT#1,R:RETURN
2330 '-----
2340 '---DISPLAY FILE 4 INPUT---
2350 '-----
2360 PRINT@256, "NAME -----
-----"
2370 PRINT@288, "ADDRESS -----
-----"
2380 PRINT@320, "CITY -----"
2390 PRINT@352, "POSTCODE 0000"
2400 PRINT@384, "PHONE NO. 000000
0000"

```

```

2410 PRINT@416, "SEX -"
2420 PRINT@448, "BIRTH DATE 00/00
/00"
2430 PRINT@261, ;:LINE INPUT N$
2440 PRINT@296, ;:LINE INPUT AD$
2450 PRINT@325, ;:LINE INPUT A1$
2460 PRINT@361, ;:LINE INPUT A2$
2470 PRINT@394, ;:LINE INPUT PH$
2480 PRINT@420, ;:LINE INPUT MF$
2490 PRINT@459, ;:LINE INPUT BI$
2500 RETURN
2510 '-----
2520 ' EDIT
2530 '-----
2540 WIDTH40
2550 X=5:Y=3
2560 LOCATE10,0:PRINT"EDITING FI
LE"
2570 R$(1)=N$:R$(2)=AD$:R$(3)=A1
$:R$(4)=A2$:R$(5)=PH$:R$(6)=MF$:
R$(7)=BI$
2580 FOR T=3 TO 15 STEP2
2590 LOCATEX,T:PRINT R$((T-1)/2)
2600 NEXT T
2610 IF X>38 OR X<1 THEN X=1
2620 IF Y>22 OR Y<1 THEN Y=1
2630 LOCATE5,Y:PRINT R$((Y-1)/2)
2640 LOCATEX,Y:PRINT;
2650 K$=INKEY$:IF K$="" THEN 265
0
2660 X1=X:Y1=Y
2670 LOCATE5,20:PRINT"F1 = SAVE
FILE F2 = EXIT"
2680 IF K$=CHR$(10) THEN Y=Y+2:G
OTO 2610
2690 IF K$=CHR$(94) THEN Y=Y-2:G
OTO 2610
2700 IF K$=CHR$(9) THEN X=X+1:GO
TO 2610
2710 IF K$=CHR$(8) THEN X=X-1:GO
TO 2610
2720 IF K$=CHR$(226) THEN GOTO 2
790
2730 IF K$=CHR$(4) THEN CLOSE#1:
GOTO 2050
2740 '
2750 IF K$(<> CHR$(13)) THEN NN$=N
N$+K$:GOTO 2610
2760 L=LEN(NN$):MID$(R$((Y-1)/2)
,((X+1)-L)-4,L)=NN$:NN$="":GOTO2
610
2770 STOP
2780 WIDTH32:RETURN
2790 '
2800 LOCATE5,21:PRINT"FILE SAVED
"
2810 LSET Z1$=R$(1):LSET Z2$=R$(
2)
2820 LSET Z3$=R$(3):LSET Z4$=R$(

```

Even if you have no knowledge of the subject, you can use a simple trigonometry statement to draw lines of any length and at any angle on the graphic screen.

At the first menu screen you can press L or C to choose lines or circles. More about the (C)IRCLE option later, so press L to draw lines. Enter the line length (LL), maximum 95 to fit the vertical space available, and then the angle (AN), maximum 360 degrees.

The equation in line 90 then converts your angle in degrees (AN) to an angle in radians (Z). One radian equals 57.29577951 degrees.

Line 110 then draws your line from the screen center (128,96) to a point on the screen. The horizontal coordinate is fixed by the statement $128+LL*\cos(Z)$ and the vertical statement by the statement $96-LL*\sin(Z)$. I don't want to turn this article into a trigonometry lesson, so I would suggest that you note the whole LINE statement in line 110 for future use in your own programs.

Try various angles and you will see that as the angle increases, the distance of the horizontal coordinate from the horizontal origin point of your line (128) decreases while the distance of the vertical coordinate from the vertical origin point (96) increases. To illustrate this, both distances will be shown as stippled lines.

You have, in effect, drawn a triangle with your line as hypotenuse and base angle AN. So now, delete lines 120 to 150, or disable them with REM markers ('), and insert the following lines:

```
125 LINE-(128+LL*COS(Z),96),PSET
127 LINE-(128,96),PSET
```

When you have drawn enough lines or triangles, press C for the (C)IRCLE option. The object of this option is to let you see that you can use your line statement to create still more effects on the screen - in this case, divide a circle (pie) into any number of equal slices (SL).

As prompted in line 190, enter the number of slices you want. Line 200 divides 360 by SL to establish the angle in degrees for each slice AN). The loop in lines 230 to 270 then draws the required number of lines to slice your pie. You can enter any number of slices up to 360.

For a little variety, delete the REM marker (') from the beginning of line 260 and change line 230 to read:

```
230 FORA=AN TO360STEPAN
```

Line 250 draws a line and line 260 erases (PRESETs) it as soon as it is drawn. This will give you the effect of a pointer rotating anti-clockwise. For clockwise rotation, change line 230 to read:

```
230 FORA=360TO AN STEP-AN
```

There are, of course, other ways of setting lines at various angles but I discovered this method long ago and I have stuck to it ever since. I hope you will find it as useful and as reliable as I have.

```
0 'TRIGLINE' COPYRIGHT 1991
  KEIRAN KENNY, SYDNEY
```

```
10 CLS
20 PRINT@224,"(L)INES OR (C)IRCL
ES"
30 K$=INKEY$:IFK$<>"L"ANDK$<>"C"
THEN30
```

Continued on page 20

Coco 2&3

Game/Utility

Mini Adventure Maker

By Tom Lehane



THIS PROGRAM WILL GENERATE A READY TO RUN BASIC PROGRAM FROM VERY SIMPLE AND BASIC INPUT FROM THE USER. THE PROGRAM IS LIMITED IN IT'S TYPE OF STRUCTURE BEING MAINLY A MAZE TYPE ADVENTURE MAKER WHERE YOU ENTER N.S.E.W. FOR THE DIRECTIONS TO TRAVEL. YOU CAN ADD OTHER INPUTS AFTER THE PROGRAM HAS BEEN COMPILED AND SAVED. (RE-LOAD AND ADD THE INPUTS)

THE MINI ADVENTURE MAKER HAS A CHOICE OF 24 LOCATIONS OR ROOMS TO MOVE TO AND FROM. FIRST YOU NEED A STORY FOR YOUR MAZE ADVENTURE. YOU COULD USE ONE FROM THE VERY POPULAR, "CHOOSE YOUR OWN ADVENTURE SERIES" LIKE -: " THE CAVE OF TIME": " DEADWOOD CITY" " HOUSE OF DANGER": " MYSTERY OF THE MAYA": AND MANY MORE. REMEMBER ALL THE STORIES ARE COPYRIGHT AND CAN ONLY BE USED FOR YOUR ENTERTAINMENT. ONCE YOU HAVE YOUR STORY LINE, MAKE A GRID OF 26 BOXS. NUMBER EACH BOX FROM 1 TO 24. BOX 25 AND BOX 26 ARE RESERVED FOR USE BY MINI ADVENTURE MAKER. FOLLOW THE ON SCREEN PROMPTS UNTIL YOU GET TO THE INPUT OF DESCRIBING THE ROOMS OR AREA. THE WALLS OF EACH BOX

WILL REPRESENT NORTH, SOUTH, EAST & WEST. NOW DRAW AN ARROW TO REPRESENT THE DIRECTION OF TRAVEL. "N.S.E.W."

REMEMBER IF YOU GO EAST FROM ONE ROOM, TO RETURN TO THE LAST ROOM THE PLAYER WILL HAVE TO GO WEST.

YOU CAN START YOUR ADVENTURE FROM ANY ROOM OR NUMBER BOX. THE MINI ADVENTURE MAKER WILL PROMPT FOR THE ROOM DESCRIPTION THEN, AFTER PRESSING ENTER, YOU MOVE TO THE DIRECTION PROMPTS. THE TRAVEL PROMPT WILL LIST "ROOM NORTH: ROOM SOUTH: ROOM EAST: ROOM WEST": ENTER THE NUMBER BOX ON EACH PROMPT THAT DIRECTION WILL TAKE YOU.

JUST PRESS ENTER FOR A BLANK WALL.

ENTER A 25 WHEN THE PLAYER WILL LOSE AND THE GAME ENDS.

REMEMBER IF THE PLAYER ENTERS A ROOM AND THE DOOR SHUTS BEHIND HIM. JUST PRESS ENTER ON THE NEXT TRAVEL PROMPT. THAT NORMALLY ALLOWS HIM TO TRAVEL BACK. IF THE PLAYER CAN'T GO THAT WAY, THEN JUST PRESS ENTER. IF THE PLAYER FALLS INTO A PIT AND THE GAME ENDS, ENTER

THE ROOM NUMBER 25.

BOX OR ROOM 25 IS RESERVED FOR 'YOU FAILED YOUR MISSION' AND THE GAME ENDS."

BOX OR ROOM 26 IS RESERVED FOR THE COMMENT -: 'YOU CAN'T GO THAT WAY '

THIS IS AUTOMATICALLY ENTERED FROM THE TRAVEL PROMPT WHEN YOU PRESS ENTER WITHOUT A ROOM NUMBER."

YOU CAN TWIST BACK AND FORTH AROUND THE ROOMS.
MAKE SURE THE PUZZLE IS SOLOVEABLE.":

AS AN ADDED FEATURE YOU COULD HAVE THE ADVENTURER REACH A ROOM FULL OF TREASURE. THEN HAVE HIM FIND HIS WAY OUT OF THE MAZE WITH THE TREASURE.

YOU DO THIS THIS AFTER COMPILING YOUR GAME.

RELOAD YOUR ADVENTURE AND AT THE END OF THE JOURNEY AT ONE OF THE (REM) STATEMENTS -: RETYPE THE LINE NUMBER IF FLAG = 1 THEN PRINT "YOU HAVE WON: END":

THEN IN THE TREASURE ROOM RETYPE THE (REM) STATEMENT:
FLAG = 1 PRINT "YOU HAVE THE TREASURE NOW GET OUT OF THE CAVE."

AT THE END OF ENTERING ALL YOUR STORY LINE THE PROGRAM PROMPTS FOR A ----:

GAME SCREEN TITLE AND PROGRAMMER'S NAME FOLLOWED BY A SHORT DESCRIPTION ABOUT THE ADVENTURE THE PLAYER IS ABOUT TO START."

EXAMPLE:

SECRET ISLAND - BY J. SMITH"

THE ISLAND HAS SO FAR HELD IT'S SECRET. MANY HAVE TRIED TO TRAVEL THIS STRANGE LAND OF ADVENTURE.

=====

ENJOY USING MINI ADV MAKER
TOM LEHANE

```

10 REM *****
20 REM *MINI ADVENTURE MAKER*
30 REM BY TOM LEHANE (C) 1988
40 REM *****
50 REM
60 CLEAR5000
70 DIM PG$(300), T(R,D)
80 CLS
90 PRINTSTRING$(32,236);
100 S$="MINI ADVENTURE MAKER"
110 GOSUB 160:S$="BY TOM LEHANE"
120 GOSUB 160
130 PRINTSTRING$(32,227)
140 INPUTX
150 GOTO 260
160 S=LEN(S$):PRINT TAB(INT(16-S/2))S$:RETURN
170 PRINTSTRING$(32,131);:RETURN
180 PRINTSTRING$(32,140);:RETURN
190 CLS3:FORWP=384 TO 96STEP-32
200 PRINT@WP,"":NEXT WP
210 RETURN
220 PG=PG+1
230 LN=LN+1:L$=STR$(LN)
240 PG$(PG)=L$+W$
250 RETURN
260 GOSUB 190:GOSUB170:S$="HOW M
ANY ROOMS ARE":GOSUB 160
270 S$="IN YOUR ADVENTURE?":GOSU
B 160
280 PRINT:S$="MAXIMUM IS 24":GOS
UB160:GOSUB180
290 S$="ENTER ROOM NUMBER":GOSUB
160
300 INPUT"---->";N
310 IF N<=0 OR N>24 THEN 260
320 N$=STR$(N)
330 W$=" CLEAR500:DIM T(""+N$+"",4
)+"":GOSUB 260":GOSUB 220

```

```

340 W$="FOR R=1 TO"+N$:GOSUB 220
350 W$="FOR D=1 TO 4":GOSUB 220
360 W$="READ T(R,D):NEXTD:NEXTR"
:GOSUB 220
370 '
380 GOSUB 190
390 S$="ENTER A ROOM NUMBER":GOS
UB 160
400 S$="THAT YOUR ADVENTURE":GOS
UB 160
410 S$="WILL START":GOSUB 160
420 GOSUB 180
430 INPUT"ROOM";R
440 GOSUB 170
450 FOR Z=1 TO R
460 READ Q
465 NEXT Z
470 W$="GOSUB"+STR$(Q)+"":GOTO14"
480 GOSUB 220
490 RESTORE
500 '
510 '
520 FOR Z=1 TO N
530 READ Q
540 X$=STR$(Q):IF Z=N THEN 580
550 Q$=Q$+X$+"",
560 NEXT Z
570 GOTO 590
580 Q$=Q$+STR$(Q)
590 W$="ON T(R,D)GOSUB"+Q$
600 GOSUB 220
610 GOSUB 190
620 S$="ENTER ROOM NUMBER"
630 GOSUB 160:S$="ADVENTURE WILL
FINISH":GOSUB 160:GOSUB 170
640 S$="THIS IS FOR A WIN ":GOSU
B 160
650 GOSUB 170:INPUT"--->";F
660 W$="IF T(R,D)="+STR$(F)+"THE

```

```

N 200":GOSUB 220
665 W$="IF T(R,D)=25 THEN 205":G
OSUB 220
670 W$="FORX=1 TO 32:PRINT"+CHR$(
34)+"-"+CHR$(34)+";:NEXTX"
680 GOSUB 220
690 W$="INPUT"+CHR$(34)+"WHICH W
AY TO MOVE"+CHR$(34)+";M$"
700 GOSUB 220
710 W$="IF M$="+CHR$(34)+CHR$(34
)+"THEN 15":GOSUB 220
720 W$="D=INSTR("+CHR$(34)+"NSEW
"+CHR$(34)+";M$)"
730 GOSUB 220
740 W$="IF T(R,D)=26 THEN 250"
750 GOSUB 220
760 W$="IF D=0 OR D>4 THEN 16"
770 GOSUB 220
780 W$="GOTO 6":GOSUB 220
790 W$="PRINT"+CHR$(34)+"ENTER A
DIRECTION (N S E W):"+CHR$(34)+
":GOTO 9":GOSUB 220
800 '
810 W$="REM START OF ROOMS":GOSU
B 220
820 FOR Z=1 TO N
830 CLS 4:S$="ENTER DESCRIPTION
OF":GOSUB 160
840 PRINT TAB(8)"ROOM NUMBER : "Z
850 PRINT TAB(8)STRING$(16,156)
860 S$="TYPE IN GREEN AREA ONLY"
870 GOSUB 160
880 FOR WP=256 TO 160 STEP-32
890 PRINT@WP,"":NEXTWP
900 W$="REM ROOM #"+STR$(Z)
910 GOSUB 220
920 PRINT@352,"PRESS enter ONLY
ON COMPLETION","OF TEXT."
930 PRINT@160,"":LINEINPUT A$
940 W$="PRINT"+CHR$(34)+A$
950 GOSUB 220
960 GOSUB 190
970 PRINT@42,"TRAVEL DATA";
975 PRINT@135,"enter ( 25 ) when
":S$="player will loose":GOSUB16
0
976 GOSUB 180
980 INPUT"ROOM NORTH";DN
990 IF DN=0 THEN DN=26
1000 INPUT"ROOM SOUTH";DS
1010 IF DS=0 THEN DS=26
1020 INPUT"ROOM EAST";DE
1030 IF DE=0 THEN DE=26
1040 INPUT"ROOM WEST";DW
1050 IF DW=0 THEN DW=26
1060 W$="DATA"+STR$(DN)+";"+STR$(
DS)+";"+STR$(DE)+";"+STR$(DW)
1070 GOSUB 220
1080 W$="REM SPECIAL":GOSUB 220
1090 W$="REM COMMAND":GOSUB 220
1100 W$="R="+STR$(Z)+":RETURN"
1110 GOSUB 220
1120 NEXT Z
1130 REM display screen
1140 FOR Z=1 TO PG
1150 X=X+1:IF X=14 THEN GOSUB154
0
1160 PRINTPG$(Z)
1170 NEXT Z
1180 GOSUB 1540
1190 CLS:PRINT"WOULD YOU LIKE AN
OTHER LISTING"
1200 INPUT ZZ$
1210 IF LEFT$(ZZ$,1)="Y" THEN 11
40
1220 W$="200 PRINT"+CHR$(34)+"TH
E GAME IS OVER"+CHR$(34)+":END"
1230 PG$(Z+1)=W$
1240 W$="205 PRINT"+CHR$(34)+"YO
U HAVE LOST THIS TIME"+CHR$(34)+
":END"
1245 PG$(Z+2)=W$
1250 W$="250 PRINT"+CHR$(34)+"TH
ERE IS NO EXIT THAT WAY"+CHR$(34
)+":GOTO 9"
1260 PG$(Z+3)=W$:PRINT PG$(Z+1),
PG$(Z+2)
1270 GOSUB 190:S$="ENTER TITLE &
STORY LINE":GOSUB 160
1280 S$="PRESS ENTER ONLY ON COM
PLETION":GOSUB 160
1290 S$="TYPE IN GREEN AREA ONLY
":GOSUB 160:GOSUB 170
1300 LINEINPUTA$
1310 W$="260 CLS:PRINT"+CHR$(34)
+A$++CHR$(34)+":INPUT"+CHR$(34)+
"PRESS ENTER"+CHR$(34)+";ZZ$:CLS
:RETURN"
1320 PG$(Z+4)=W$:PRINTPG$(Z+4)
1330 DATA 19,25,31,37,43,49,55
1340 DATA 61,67,73,79,85,91,97
1350 DATA 103,109,115,121,127
1360 DATA 133,139,145,151,157,16
3
1370 GOSUB 190
1380 S$="PREPARE TO SAVE GAME"
1390 GOSUB 160:GOSUB 170
1400 INPUT"(1=SAVE TO DISK) (2=T
APE)";DV
1410 IF DV=1 THENDV=1 ELSE DV=-1
1420 GOSUB 170:INPUT"FILENAME";F
$
1430 IF DV=1 THEN F$=LEFT$(F$,8)
+ "/"BAS"
1440 OPEN"O",#DV,F$
1450 FOR Z=1 TO PG+5
1460 PRINT#DV,PG$(Z)
1470 NEXT Z

```

Continued on page 18

COCO - Link Award

This is to certify that

-----Garry Holder-----

is commended for meritorious
service to the
Color Computer Community of Australia

PRESENTED BY COCO-LINK MAGAZINE

December 1992

Robbie Sabell

EDITORS

COCO-LINK AWARD 1992

This will be the last COCO-LINK award presented from this Adelaide production of the magazine. I do not know whether this Award will continue into the future but I sincerely hope it does. It gives us a chance to do something for the stalwart few who are still giving their all for the Coco.

This year I decided to make the decision on the recipient of this award on my own. Usually the honours are shared by Garry and myself. We look through a list of names we compile over the year and then make our decision. This list to date comprises of Johanna Vagg, Keiran Kenny, George McIntock and the OS9 user Group.....all very deserving recipients.

As I said, I have made the decision on my own this year. Mainly because I am sure Garry would not have agreed to nominating himself. Yes, this year I nominate GARRY HOLDER for the COCO-LINK AWARD for contributing to the Coco community beyond the call of duty.

Garry has been my accomplice assistant from the early days of COCO-LINK.

Before that he was involved in the Noarlunga Color Computer Club, all the time working to keep the Coco at the forefront.

From his wheelchair Garry is the one who retypes all those long letters that you have sent us over the years. His is the printer which prints out the articles and programmes for your enjoyment. Garry is the sounding board for all the good (and not so good) ideas I have come up with over this period.

I honestly could not have managed on my own or accomplished the small success that we did. Without Garry, COCO-LINK would probably not exist and without COCO-LINK I feel sure the Coco community would not be as strong as it is today.

I am sure you will all feel as pleased as I will when I present him with the above certificate and a cheque for \$100.00.

CONGRATULATIONS Garry. you deserve it!

Robbie Sabell



TOWARDS

By Keiran Kenny

Better

BASIC

Part 23

More on Animation

You can speed up the animation in Tom Lehane's wing-flapping bird program (CoCo-Link, Aug/SEP) by using a "speed" GET-PUT: left and upper-left coordinate a multiple of eight; right and lower-right coordinates one less than a multiple of eight. To apply a speed GET-PUT and have the bird fly across the screen, make the following changes to Tom's listing.

```
60 DIMB(576),C(576),E(576)
70 PMODE4:PCLS1:COLOR2
75 GET(0,0)-(47,47),E
100 LINE(A-4,B)-(C-4,D),PSET
400 GET(104,72)-(151,119),B
410 PMODE4:PCLS1:COLOR2
420 FORZ=1TO26
440 LINE(A-4,B)-(C-4,D),PSET
730 GET(104,72)-(151,119),C
740 PCLS1:SCREEN1,1
750 X1=0:X2=47
760 PUT(X1,72)-(X2,119),B
770 FORZ=1TO100:NEXT
780 PUT(X1,72)-(X2,119),E
790 PUT(X1,72)-(X2,119),C
800 FORZ=1TO100:NEXT
810 PUT(X1,72)-(X2,119),E
820 X1=X1+16:X2=X2+16
830 IFX1>208THENPCLS1:GOTO750
840 GOTO760
```

Deleting the SCREEN statements in lines 70 and 740 allows you to draw "behind the scenes".

Line 60 dimensions enough space for three 48 x 48

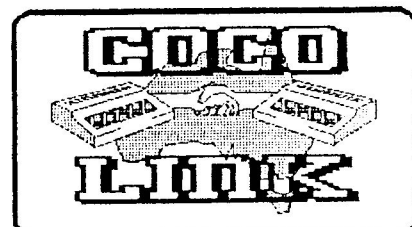
rectangles. Line 75 stores a 48 x 48 blank area of the screen, labelled E, for use as an eraser.

In lines 100 and 440, the image is moved left four pixels so that it begins at horizontal 104 (a multiple of eight). The GET statements in lines 400 and 730 are amended accordingly. In this context, the G and PSET options on GET and PUT statements can be dispensed with.

The PUT statements in lines 750 to 840 PUT the image in flaps-up position at horizontal coordinate 0, erase it, PUT it in flaps-down position, erase it, and move it 16 pixels to the right. Line 830 effectively repositions the image at the left of the screen.

Finally, delete line 540 or close it off with a REM marker. This line draws part of the bird's undercarriage that was visible through the wing in flaps-down position. Attention to little details like this can serve to make animation much more convincing.

Try reducing the value 100 in lines 770 and 800. If you make it much smaller, you will get an image that, for the eye, seems to display the wings in both positions at once. You could also reduce the value 16 in line 820 to 8 to slow down the movement across the screen, or increase it to 32 (always multiples of eight!), to speed it up.



Running a BBS

By Fred Remin

Has anyone out there in the world of the CoCo ever thought of or considered running a BBS?

If you have, then my ramblings in the next few paragraphs will either completely turn you off the idea or get you to at least consider it again if not actually do it.

To begin with, I was introduced (cajoled, tricked, conned) into the world of computing and, more to the point, the world of the CoCo way back in 1985. My son (he who has cost me a veritable fortune) came home one day from school and uttered that soul destroying sentence in the form of a question, "Dad, (with that innocent puppy look in the eye) can I have a computer, if I do well in school will you buy me one"?

Like any parent who has yet to learn about the capabilities of our youth, (or should I say deviousness) I made a smug statement, something like, "OK, if you get all A's on your next report I will buy one for you". YOU FOOL FRED. Out came the report, with all A's, and I am caught in my own smug utterance and am now looking for a computer.

Well to cut a short story long, I ended up with a CoCo 2 with, are you ready for it?, 16K OF MEMORY, do you still remember those days? I was hooked, next came 64K, then a printer, then a disk drive, then a CoCo3 and then a modem.

Each addition to MY computer took me further and further into the world of computing, but that modem actually opened up a new world. I could now talk to all manner of people from all walks of life with the same interest as me. Information was now at my finger tips in real time as I was at my keyboard, (with eyes hanging out, the misses bitching and the kids telling me to go to bed at only 3:30am) no longer did I have to wait for this or that magazine to come out or someone to wake up so I could call them with out them hanging up on me (beside it was only 4:00am).

A few years down the track and the thought hit me, why don't I start my own BBS. Some of my justifications to myself were, I have got over 200 disks full of information and games, I've learnt a lot over the years so why not pass that on, there are heaps of Cocoists out

there hungry for support maybe I can keep some of them interested.

My first impression of a BBS were as simplistic as a new born babe, all I needed was a modem with auto answer and Hayes compatability, a BBS program and a disk drive. I could see myself sitting in front of my beloved CoCo answering questions from my compatriots in the CoCo world, sending and receiving messages in all manner of subjects and by doing so broadening my knowledge of the computer.

So, with the sparkling eyes and naivety of the novice I set out on my quest to start a BBS, first \$200 for a 2400 baud hayes compatible modem, then a BBS program (written in basic so I could adapt it), and then, and then, two weeks of frustration because the bloody thing would not work. A small fortune in phone calls to the originator of the program in Queensland only to find that the program had several lines missing, he could not get a replacement and my knowledge was not as great as I first thought so I could not get it going.

Out went the call for help. To the rescue comes Stan, remember Stan, he is the one with the beard and massive amount of knowledge, besides he runs a BBS so should know all about it shouldn't he. Another program, one in fact that we knew was operational because Stan used to use it for the PCCCBBS. However!!! more knowledge was gained as we both tried to get the damn thing running. It would answer a call then switch immediately back to answer mode with out receiving any information through the line just to describe some of the problems encountered.

We (or should I say he) figured out that the problem was probably in the area of the driver in the program and the modem. Brilliant, but how do you configure a 1990 hayes compatible modem to work with a 1984 driver so that the joystick will put the program in either 300 or 1200 baud mode depending on the callers baud rate? Well, the manager of TELECOM has taken an extended holiday with the proceeds of our phone calls to try to get it to work, but it still will not work!!!

After all this have I given up? NO WAY, knowledge comes from experience both good and bad, and no one ever learnt

about computers by merely buying a program that simply gets you to push buttons, (except for IBM users that is). So I had a look around and found another BBS program which runs under OS9. Now it must be remembered that my total knowledge about OS9 consisted of typing in DOS and entering the date, if that didn't work then it was back to disk basic. After a small fortune in phone calls, the loss of three million strands of hair and numerous late nights at the keyboard, I finally had success.

EUREKA!!!!, and so was born Fred's BBS running on a CoCo3 512K, two 40trk double sided drives, a Supramodem 2400 and an RS232 communications pak. At last thought I, now I can sit back, relax and wait for the phone calls to come in. Not so you naive fool. Now came the part that I suppose I was warned about but had too many stars in my eyes to see. Maintenance of the board is an ongoing job, the message base needs to be continuously checked, not only to make sure it is not over flowing but also to make sure there are no offending messages. Maintenance on the user base is ongoing, verifying new users and giving appropriate user access, monitoring the user time limits and a host of other little things.

Did I mention time? Well, one day only contains 38 hours. Take away sleep (when you get some that is), work, meals, watching the news and MASH and saying g'day to the wife and kids then by the time you turn around it is 7pm. Now I sit down at my trusty keyboard, fire up the BBS and spend about half an hour doing all those little maintenance tasks, before you know it it is almost 8pm. The BBS starts at 9pm and goes through to 6am, that leaves me just on 1 hr to write those letters to the Editor of CoCoLink, Rainbow, a host of companies in the States, Tandy (bitching about their lack of support), customers with problems with their CoCo, TELECOM about my oversized phone bill and those instructions and lesson plans for work.

The wife want's to get at the recipe program, the kids want to play a game, the dog just chewed up my slipper, my foot was in the slipper, the budgie just escaped from its cage, there's that program I have been working on, there is some one at the door who want's to buy some software, it's now 5 to 9 and TELECOM want some money on the phone bill.

At 9pm I fire up the BBS, put a bandage on my foot, kick the dog, break my other foot, shoot the budgie off the curtain rod, throw the kids out the door, chase the customer up the street because I gave him the wrong disk, put in some earplugs so I don't hear the wife whinging, look at the program I have been working on then put it back in the drawer, draft a letter to Rainbow by hand, put the lesson plans back in the brief case, unfinished, and consider a cold beer. Just as I am about to take my first slug of ice cold beer, the user on the BBS want's to talk to the sysop, I drop the beer in fright, on the dog, the dog runs through the house, breaks the lamp, my kids are returned by the police and charged for

loitering, my wife goes to bed crying, it was her favourite lamp, the user types "sorry wrong button" and immediately logs off and the boss is at the door asking about those lesson plans.

Yes you could say that my time on the computer has been drastically reduced, however there is the weekend, but that is another story. Would I give the BBS away? No way, even with all the problems and constraints on my computing time it has all been worth while. I have learnt heaps, I have helped people and my family really does love me.

In conclusion, for all you budding BBSers out there, give it some thought, the road to running a BBS is a rocky one, but also one which can be very rewarding both in the gaining of knowledge and character development (my wife reckons my vocabulary would now make a sea captain wince).

See you on the phone lines.

END

MINI ADVENTURE

Continued from page 14

```

1480 CLOSE#DV
1490 GOSUB 190:S$="DO YOU WANT A
NY COPY":GOSUB160:S$="(Y=YES)":G
OSUB160
1500 Y$=INKEY$:IF Y$=""THEN1500
1510 IF Y$="Y" THEN 1370
1520 GOSUB 190:S$="IF YOU MADE A
N ERROR":GOSUB160
1530 S$="THEN TYPE GOTO 1370":GO
SUB 160:END
1540 INPUT"e=EDIT enter=CONTINUE
";ZZ$
1550 IF ZZ$="E" THEN 1570
1560 X=0:RETURN
1570 INPUT"enter LINE NUMBER TO
EDIT";E
1580 GOSUB170:PRINTPG$(E):GOSUB
180
1590 S$="RETYPE THE LINE"
1600 GOSUB 160:GOSUB170
1610 LINEINPUTE$
1620 PG$(E)=E$
1630 X=0:RETURN

```

END

Raylinex

A Flashing Ray Drawing Board

By Keiran Kenny

This program is a short, simplified emulation of Tom Lehane's RAYLINE programs that will be known to many CoCo users in Australia.

Choose option 2 on the first screen and you have a flashing cursor at the center of the PMODE4 graphic screen. Depress an arrow key to move the cursor to wherever you want to start your first line. Press B to BEGIN drawing and a flashing line will move in the chosen direction. Depress a horizontal and vertical arrow together for diagonal movement.

You can vary the angle and direction of a ray by juggling the arrow keys. For a curved line, use short swings of the ray and short lines.

When the flashing line is long enough, press E to mark its END. You can then press A to ACCEPT the line. The cursor is then at the line's end, and you can press B to begin a new line from that point or move the cursor elsewhere. Press R to REJECT the line and the cursor returns to its previous position.

Press S at any time to SAVE your picture. Enter a filename and your picture will be saved as a data file containing the values of the last X and Y coordinates and then as a binary file containing the picture. This ends the program.

To recover your picture, run the program, select option 1, and enter the filename. After the picture is loaded, the cursor is at the end of the last line drawn. Move the cursor or press B to continue drawing from that point.

If you have a disk drive plugged in, all saves/loads are to/from disk, otherwise to/from tape. Line 40 establishes the values DV=1 or DV=-1 accordingly.

You can abort a drawing or end the program at any time from the graphic screen by pressing CLEAR. This restores operating speed to normal.

The high speed poke operates except when you are actually saving or loading. Line 50 establishes the values SP and SL according to whether you are using a CoCo 3 or an earlier CoCo.

The cursor will flash black on white or white on black to ensure visibility at all times. Existing lines in your picture will not be damaged if you move the cursor or sweep a flashing ray across them.

Only picture files drawn and saved using this program can be loaded using option 1 above. But if you simply want to view a picture, you can use a simple PMODE4 viewer program as below:

```

10 CLS:INPUT"LOAD PIXNAME":PX$
20 PMODE4,1:COLOR0,5:PCLS:SCREEN1,1
30 (C)LOADMPX$
40 EXEC44539
50 GOTO10

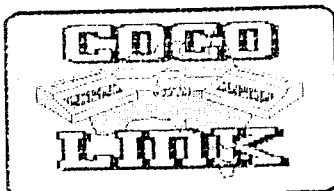
0 'RAYLINEX' BY KEIRAN KENNY
  WITH ACKNOWLEDGEMENTS TO TOM
  LEHANE
10 GOTO500
20 FORPG=1TO4:PCOPYPG TOPG+4:NEX
T:RETURN
30 FORPG=5TO8:PCOPYPG TOPG-4:NEX
T:RETURN
40 IFPEEK(&H15F)=196THENDV=1ELSE
DV=-1
50 IFPEEK(&HFFFE)*256+PEEK(&HFFF
F)=&H8C1B THENSP=65497:SL=65496E
LSESP=65495:SL=65494
60 CLS:PRINT@128,"YOU CAN:"
70 PRINT@194,"1. LOAD A PICTURE
SAVED",TAB(5)"WITH THIS PROGRAM"
80 PRINT@290,"2. DRAW A NEW PICT
URE"
90 K$=INKEY$:IFK$<>"1"ANDK$<>"2"
THEN90
100 IFK$="1"THEN110ELSE180
110 PRINT@352,"";:INPUT"LOAD PIX
NAME:";PX$
120 PMODE4,1:COLOR0,5:PCLS:SCREE
N1,1
130 POKESL,0:OPEN"I",#DV,PX$

```

```

140 INPUT#DV,X,Y
150 CLOSE#DV
160 IFDV=1THENLOADMPX$:GOTO200
170 CLOADMPX$:GOTO200
180 PMODE4,1:COLOR0,5:PCLS:SCREE
N1,1
190 X=128:Y=96:H1=X:V1=Y
200 POKESP,0
210 IFPEEK(341)=247THENY=Y-1
220 IFPEEK(342)=247THENY=Y+1
230 IFPEEK(343)=247THENX=X-1
240 IFPEEK(344)=247THENX=X+1
250 IFY<0THENY=0
260 IFY>191THENY=191
270 IFX<0THENX=0
280 IFX>255THENX=255
290 IFPEEK(135)=66THENB=1:H1=X:V
1=Y:GOTO350
300 IFB THEN350
310 IFPEEK(135)=83THEN410
320 BG=PPOINT(X,Y):IFBG=0THENCL=
5ELSECL=0
330 PSET(X,Y,CL):FORDL=1TO100:NE
XT:IFPEEK(135)=12THEN490ELSEPSET
(X,Y,BG)
340 GOTO210
350 GOSUB20:LINE(H1,V1)-(X,Y),PS
ET:FORDL=1TO30:IFPEEK(135)=69THE
N360ELSENEXT:LINE(H1,V1)-(X,Y),P
RESET:GOSUB30:IFPEEK(135)=12THEN
490ELSE210
360 POKE135,0:B=0:H2=X:V2=Y:LINE
(H1,V1)-(H2,V2),PSET:X=H2:Y=V2
370 K$=INKEY$:IFK$<>"A"ANDK$<>"R
"THEN370
380 IFK$="A"THENX=H2:Y=V2
390 IFK$="R"THENGOSUB30:X=H1:Y=V
1
400 GOTO210
410 POKESL,0:CLS
420 PRINT@224,"";:INPUT"SAVE PIX
NAME:";PX$
430 OPEN"O",DV,PX$
440 SCREEN1,1
450 PRINT#DV,X,Y
460 CLOSE#DV
470 IFDV=1THENSAAVEMPX$,3584,9727
,40999:GOTO490
480 CSAVEMPX$,1536,7679,40999
490 POKESL,0:CLS:END
500 PCLEAR8:GOTO40

```



TRIGLINE Continued

```

40 IFK$="C"THEN180
50 CLS:PRINT@224,"";:INPUT"LINE:
LENGTH (MAX. 95)-";LL
60 IFLL<0ORLL>95THENCLS:GOTO50
70 PRINT@256,"";:INPUT"ENTER ANG
LE (0 - 360):";AN
80 IFAN<0ORAN>360THENPRINT@256:G
OTO70
90 Z=AN/57.29577951
100 PMODE4,1:COLOR0,5:PCLS:SCREE
N1,1
110 LINE(128,96)-(128+LL*COS(Z),
96-LL*SIN(Z)),PSET
120 IF128+LL*COS(Z)<128THENST=-3
ELSEST=3
130 FORX=128TO128+LL*COS(Z)STEPS
T:PSET(X,96):NEXT
140 IF96-LL*SIN(Z)<96THENST=-2EL
SEST=2
150 FORY=96TO96-LL*SIN(Z)STEPST:
PSET(128+LL*COS(Z),Y):NEXT
160 K$=INKEY$:IFK$<>"L"ANDK$<>"C
"THEN160
170 IFK$="L"THEN50
180 CLS
190 PRINT@224,"";:INPUT"CIRCLE:
# OF SLICES-";SL
200 AN=360/SL
210 PMODE4,1:COLOR0,5:PCLS:SCREE
N1,1
220 CIRCLE(128,96),95
230 FORA=0TO360STEPAN
240 Z=A/57.29577951
250 LINE(128,96)-(128+95*COS(Z),
96-95*SIN(Z)),PSET
260 'LINE(128,96)-(128+95*COS(Z)
,96-95*SIN(Z)),PRESET:NEXT:GOTO2
30
270 NEXT
280 K$=INKEY$:IFK$<>"C"ANDK$<>"L
"THEN280
290 IFK$="C"THEN180ELSE50
END

```

ADDRESS Continued

```

4)
2830 LSET Z5$=R$(5):LSET Z6$=R$(
6)
2840 LSET Z7$=R$(7)
2850 PUT#1,R
2860 FOR X=1 TO 80:NEXT X:LOCATE
5,22:PRINT"
2870 GOTO 2650
END

```

COCOIST CONTACT LIST

Subscriber List

Nov. 3, 1992

Page 1

Name	Street	Town/Stat/Pc	Telephone	Coco	Hd/Dsk/Cas	Interest	Other
Alway Peter	PO Box B21	Boronia Prk. NSW 2111	02 816 2130				
Barker Bob	PO Box 711	Liverpool NSW 2170		3	D/C		
Bentzen Gordon	8 Odin St	Sunnybank Qld 4109	07-344-3881	3	H/D	OS9	T/Comms OS9 U/6
Blazejewski Stan		Mordialloc Vic	03-580-4605	1,3,IBM	D	Electronic	Trail biking
Boardman William	10 Eltham Ave	Pt.Lincoln SA 5606	086-82-2385	3,IBM	D	Graph,MIDI	SW Radio
Bye Graham	9 Airlie Bank Rd	Norwell Vic 3840	051-34-5954	3	D/C	General	OS9,Programming
Cameron William	2/22 Warren St	St.Lucia Qld 4067	07-371-4736	3	D	Utilities	BASIC
Colls Jason	16 Clavus St	Geelong Vic 3214	052-75-5450	1 & 3	D	Applicats	Games Programm
Cooper Len & Shirley	223 Elswick St.	Leichhardt NSW 2040			Dsk	General	
Cosier W.F	32 Argyll St.	Coffs Harbr NSW 2450	066 524 056	2/3 IBM		General	
Cunningham Eric	7 Nuthatch St.	Inala, Qld 4077	07 372 2980	3	Dsk/Cass	OS9	Music
Dalzell Robbie	31 Nedland Cres.	Pt Noarlunga SA 5167	08 386 1647	2,3,IBM	Dsk/Cass	MIDI	Everything
Devries Bob	21 Virgo St	Inala Qld 4077	07-372-7816	3	H/D	OS9 L2	C Programing
Donges Geoff	PO Box 326	Kippax ACT 2615	06-254-9354	3	D	General	
Eadsforth Jim	PO Box 329	Goolwa SA 5214		3	Dsk/Cass	Quiz Prgs	Video Transfer
Edwards Peter	40 Davison St	Mitcham Vic 3132	03-873-5249			OS9	
Elphick Graham	26 Birch St	St.Mary's NSW 2760	02-623-8141	3	D	Graphics	DT Publishing
Gall Brian	PO Box 131	Cooranbong NSW 2265	049 772 178	3	Dsk	Education	OS9,Ham Radio
Holder Garry	229 Esplanade	Seaford SA 5161	08 386 1139	3	Dsk	Coast Gard	General
Hutchinson Simon P	10 Ascot Court	Nth.Dandenong Vic 3175		2,3	D/C	Graphics	Games,W/proc
Ikin J	42 Spruce Drive	Rowville Vic 3178	03-759-6253	3	H/D/C	Hardware	OS9,Computing
Johns Harold Rex				3,IBM	D	Radio	Graphics,W/Proc
Johnson Fraser	35 Robson Ave.	Gorokan NSW 2263	043 923 298	3	Dsk/Cass	OS9 L2	Term. emulation
Kenny Bob	3/14 Bellingon Rd	Coffs Harbour NSW 2450	066-51-2205	2,3	D/C	Woodwork	Computing
Lidgard Ron	17 Acacia St.	Thornlands Qld 4164					
McGrath John	93 Lemon Gums Dr.	Tamworth NSW 2340	067 618 071	3	Dsk	OS9	Games
McLintock George	7 Logan St	Narrabundah ACT 2604	06-295-6590	3,IBM			
McNabb John	PO Box 109	Boronia Vic 3155	03 758 9008	2 & 3	Hd/Dsk/Cas		
Morgan Peter		Cooyar. Qld 4402	076 926 248	2,3	Dsk/Cas	Graphics	Games
Munro Ron	91 Blackburn Rd	Elizabeth E. SA 5112	08-255-0405	2,3	D/C	Simulation	Education,games
Murrells Alan	5 Goulburn Ave	Corio Vic 3214	052-75-3065	3	D/C	Golf	Computing
Quinn Stephen		Orange NSW	063-62-0519	3	D	Games	W/Processing
Rae Desmond	PO Box 2076	Mt Isa Qld 4825	077-43-3486	2,3	D	Graphics	Sound,Music
Remin Fred	14 Wellington Rd.	Clayton Vic 3168	03 544 5557	2/3	Dsk	Helping	Programming
Rosch Raymond	5 Euphrates Pl.	Kearns. NSW 2558	02 820 7228	2,3	Dsk/Cas	Computing	Aircraft
Schmidt Richard	5a Stephens Ave	Torrensville SA 5031	08-354-0951	3,IBM	D	Programing	Music
Stewan John	PO Box 680	Windsor NSW 2755		2,3	Hd/Dsk/Cas	Hardware	OS9
Stephen Dr. Val T	1 Mabel St	Camberwell Vic 3124		3	D/C	OS9	Games,Utilities
Stevens Darren	16 Hewitt St.	Colac Vic. 3250	052 311 795	2,3,IBM	Hd/Dsk/Cas	Programing	Electronics
Thompson Sam	18 Taylor St.	Biggera Wtrs. Qld 4216		3,IBM	Dsk/Cass	Electronic	Computing
Vagg Johanna	9 Belah St	Forbes NSW 2871	068-52-2943	3,IBM	D	General	
Williams Arthur	67 High St.	Harrington NSW 2427	065-56-1517	3 & IBM	D	Graphics	IBM

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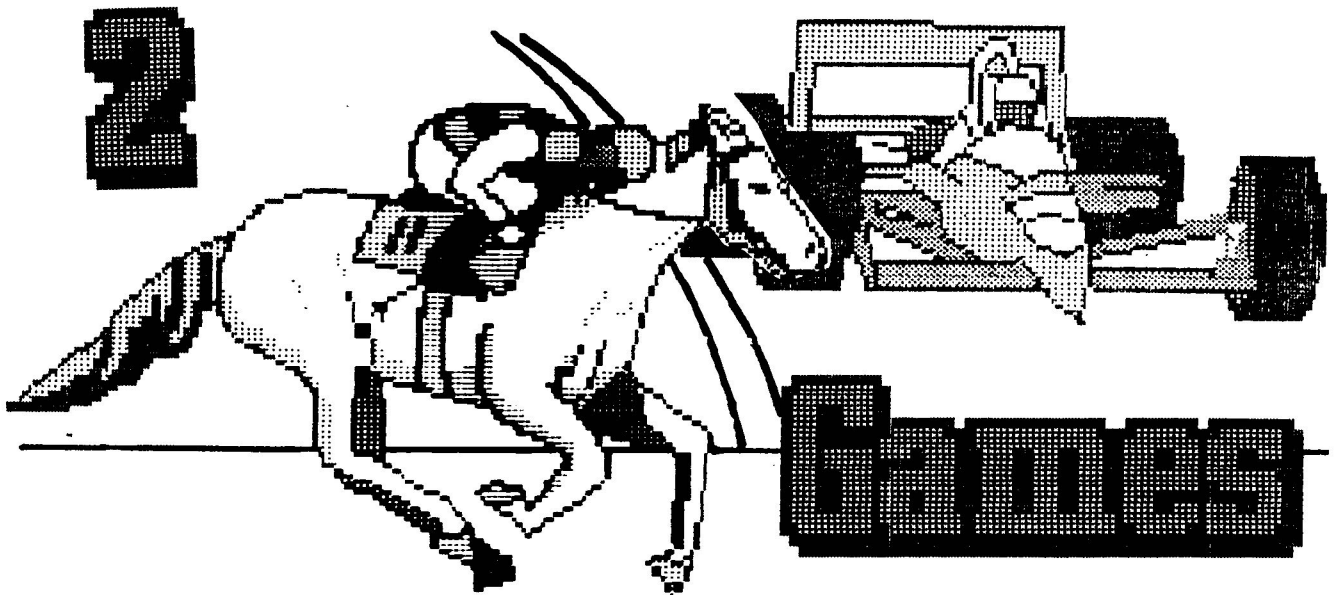
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By Raymond Berney

Here are two Basic games, one for drag car enthusiasts and the other for the horse racing fraternity.

DRAG is a text game where you fill in your requirements for a good Drag car. The programme asks all the right questions.

When the information is all entered, your car is pitted against the one designed by the programme. This is shown in time and distance over a 1 mile track in one second intervals.

HORSE RACE is animated on the text screen in block graphics. There are seven horses to choose from. You pick your fancy and have a bet on it from the stake given to you by the programme. Once you have done this "They are off!"

This is another facet and method of animation. Although fairly primitive, it is one of the building blocks of knowledge needed to understand the full play of computer graphics and animation.

It is also good fun to play!

```
1 DIM B(2),C(2),E(2),M(2),P(2),Q
  (2),S(2),W(2),X(2),Y(2):PI=4*ATN
  (1):FL=1320
2 CLS:PRINT@43,"DRAG RACE"
3 PRINT,," YOU'RE GOING TO RACE
  AGAINST",," MY DRAGSTER. YOU WILL
  BE ASKED",," TO DESIGN YOUR OWN
  MACHINE",," SPECIFYING HORSEPOWE
```

```
R, REAR-"," END RATIO, TIRE WIDT
H IN",," INCHES & TIRE DIAMETER I
N",," INCHES.":PRINT@481,"HIT ANY
KEY TO CONTINUE.":
```

```
4 EXEC44539:CLS
```

```
5 CLS:PRINT" I AM CAR #1"
```

```
6 P(1)=600:E(1)=5.9:W(1)=22:D(1)
  =3.9
```

```
7 PRINT@320," YOU ARE CAR #2":IN
  PUT" HORSEPOWER.":P(2):INPUT" RE
  AR-END RATIO.":E(2):INPUT" TIRE
  WIDTH (INCHES).":W(2):INPUT" TIR
  E DIAMETER (INCHES).":D(2):D(2)=
  D(2)/12
```

```
8 K1=500:K2=1.6:K3=2:K4=6E-4:K5=
  6E-5:K6=.2:K7=4:K8=1.5E-4:S=.681
  81818
```

```
9 Q(1)=0:Q(2)=0:S(1)=0:S(2)=0:X(
  1)=0:X(2)=0
```

```
10 FORJ=1TO2
```

```
11 M(J)=(K1+K2*P(J)+K3*W(J)*D(J)
  +K7*D(J)^2)/32.2
```

```
12 C(J)=K4*M(J)^(2/3)+K8*W(J)*D(
  J)
```

```
13 B(J)=15+28*W(J)*D(J)/((W(J)+6
  )*(D(J)+1))
```

```
14 Y(J)=3.7-3.3E-3*P(J)
```

```
15 NEXTJ
```

```
16 GOSUB51
```

```

17 FORT=1TO999
18 FORJ=1TO2
19 R=60*S(J)*E(J)/(PI*D(J))
20 L0=(P(J)/42.5)*(50+7.8E-3*(R/
Y(J))-4E-10*(R/Y(J))^3)
21 L1=P(J)*(K5*R+K6)
22 L2=E(J)*(L0-L1)
23 F=2*L2/D(J)
24 IFF>M(J)*B(J) THEN30
25 IFQ(J)<>0 THEN28
26 PRINT" CAR #";J;"STOPS BURNIN
G RUBBER."
27 Q(J)=1
28 A=(F-C(J)*S(J)^2)/M(J)
29 GOTO31
30 A=B(J)-C(J)*S(J)^2/M(J)
31 S(J)=S(J)+A
32 X(J)=X(J)+S(J)
33 NEXTJ
34 IFX(1)<FL ORX(2)<FL THEN48
35 IFX(1)>X(2) THEN42
36 T3=(X(2)-FL)/S(2)
37 T=T+.01-T3
38 X(2)=FL
39 X(1)=X(1)-S(1)*T3
40 GOSUB51
41 PRINT" CAR #2 IS THE WINNER!"
:END
42 T3=(X(1)-FL)/S(1)
43 T=T+.01-T3
44 X(1)=FL
45 X(2)=X(2)-S(2)*T3
46 GOSUB51
47 PRINT" CAR #1 IS THE WINNER!"
:END
48 GOSUB51
49 NEXTT
50 END
51 PRINT@0,USING"TIME:##.#### SE
CONDS";T:PRINT@32,USING"CAR 1 SP
EED: ###.### MPH";S(1)*S:PRINT@6
4,USING"CAR 1 DISTANCE: ####.##
FEET";X(1):PRINT@96,USING"CAR 2
SPEED: ###.### MPH";S(2)*S:PRINT
@128,USING"CAR 2 DISTANCE: ####.
## FEET";X(2)
52 RETURN

```

END

GAME 2

```

1 CLS:PRINT@11,"HORSE RACE":DIM
A$(8),A(8),B(8),C(8):TM=100
2 FORI=1TO8:READ A$(I):A(I)=142+
(16*(I-1)):B(I)=0:C(I)=RND(99):P
RINT@32+(I*32),I;TAB(4);A$(I);TA
B(21);C(I);"TO 1":NEXTI
3 PRINT@384,"YOU HAVE $";TM;"TO
SPEND.":PRINT@416,"PICK YOUR HOR
SE TO WIN";:INPUT P:IFP<1 ORP>8
THEN3
4 PRINT@416,"AND HOW MUCH ARE YO
U GOING TO BET ON ";A$(P);:INP
UT B:IFB>TM THEN4
5 TM=TM-B:CLS0:FORQ=0TO63:SET(Q,
5,5):SET(Q,22,5):NEXTQ:POKE1408,
83:POKE1439,70:PRINT@0,"YOU PICK
ED ";A$(P);" TO WIN."
6 FORI=1TO8:POKE1088+I*32,A(I):P
OKE1089+I*32,A(I):NEXTI
7 T=RND(8):B(T)=B(T)+1:POKE1088+
T*32+B(T),A(T):POKE1089+T*32+B(T
),A(T):POKE1087+T*32+B(T),128
8 FORJ=1TO8:IFB(J)=30 THEN9 ELSE
NEXTJ:GOTO7
9 PRINT@64,;:L=7
10 S=0:FORI=1TOL:IFB(I)>=B(I+1)
THEN12
11 B$=A$(I):A$(I)=A$(I+1):A$(I+1
)=B$:A=B(I):B(I)=B(I+1):B(I+1)=A
:S=1:L=I
12 NEXTI
13 IFS=1 THEN10
14 PRINT"ORDER OF FINISH":FORI=1
TO8:PRINT I;A$(I):NEXTI:PRINT
15 IFP=J THENPRINT" YOU WIN!":T
M=TM+B*(J):PRINT"YOU WON $";B*(
J):PRINT"TOTAL:$";TM:END ELSEPR
INT"YOU LOST. YOU HAVE $";TM
16 DATA GREENHORN,YELLOWBILL,BLU
EBEARD,REDNECKER,WHITE STREAK,CY
AN-NIDE,MAGENTA MAGIC,ORANGE EAT
ER

```

END

Please make use of the enclosed COCO-LINK subscription form. In this way you will help get your new publisher off to a good start. Subscribe early!

Robbie

Coco 3

Graphics

```

5 *****
*   COTTAGE IN THE HILLS   *
*   BY ARTHUR WILLIAMS    *
*   HARRINGTON NOV.1990   *
*****

```

```

10 POKE65497,0:HCOLOR3
15 ON BRK GOTO 390
20 HSCREEN2:HCLS5:RGB
25 PALETTE0,2:PALETTE2,4:PALETTE
4,0:PALETTE6,3:PALETTE11,62:PALE
TTE13,20:PALETTE14,3:PALETTE15,4
9
30 '*** DRAW ROOF ***
35 HDRAW"BM10,100R110D15BU15BD15
L110U15BD2R110BD11L110"
40 '*** PAINT ROOF ***
45 HPAINT(16,108),15,3
50 '*** FRAME OF BUILDING ***
55 HDRAW"BM10,100BD15BR5D25R100U
25BD25D5L100U5"
60 '*** DRAW LEFT WINDOW ***
65 HDRAW"BM30,120R20D10L20U10BR1
0D10BU5L10"
70 '*** DRAW DOOR ***
75 HDRAW"BM60,120R10D20BL10U20BD
10BR20D1R10L1"
80 'DRAW RIGHT WINDOW ***
85 HDRAW"BM80,120R30D15L30U15BR8
D15BU7L8"
90 '*** PAINT HOUSE ***
95 HPAINT(22,120),14,3
100 '*** PAINT LEFT WINDOW ***
105 HPAINT(32,122),1,3:HPAINT(32
,127),1,3:HPAINT(42,127),1,3
110 '*** PAINT DOOR ***
115 HPAINT(62,122),2,3
120 '*** PAINT RIGHT WINDOW ***
125 HPAINT(82,122),1,3:HPAINT(82
,129),1,3:HPAINT(90,129),1,3
130 '* PAINT RIDGE AND GUTTER *
135 HPAINT(13,101),9,3:HPAINT(13
,114),9,3
140 '*** PAINT FOUNDATIONS ***
145 HPAINT(27,142),11,3
150 '*** DRAW TOP HILL LINE ***
155 HDRAW"BM0,100E40RDRDRDRF12E2
0F50R12F12R40E10R10E15F12R20E40F
RF4F4FR4F7"
160 'DRAW BOTTOM LINE OF HILLS
170 HDRAW"BM0,140R2E1RERERERERE
RBR100E2F5R4ERERFRFRFRFE2R3E4R12
E8R2ER10F2R4E2R5F5F5R3F2R20F9R10
ERERERFRFRFRFRFR12F1R4R30ERERERERE

```

```

R4"
175 '*** PAINT HILLS ***
180 HPAINT(1,110),0,3:HPAINT(150
,130),0,3
185 '*** ROAD GUTTERS ***
190 HDRAW"BM0,160R319":HDRAW"BM0
,180R319"
195 '*** PAINT ROAD ***
200 HPAINT(3,165),15,3
205 '*** PAINT GRASS ***
210 HPAINT(1,142),13,3:HPAINT(1,
185),13,3
220 '*** DRAW POND ***
225 HCIRCLE(190,145),35,3,.2
230 '*** PAINT POND ***
235 HPAINT(190,148),6,3
240 '*** SUN ***
245 HCIRCLE(150,20),10,3
250 '*** PAINT SUN ***
255 HPAINT(150,20),1,3
260 '*** DRAW LETTER BOX ***
265 HDRAW"BM100,150C3R6D5L6U5BD5
R2D4R2U4"
270 ' PAINT LETTER BOX ***
275 HPAINT(101,151),12,3
280 '*** DRAW CAR ***
285 HCIRCLE(150,174),3 'WHEEL
290 HCIRCLE(170,174),3 'WHEEL
295 HDRAW"BM144,172R32U2H1U1L9H4
L15G3L2G2D2R2F1BU4R23BL12U4"
300 '*** PAINT WHEELS ***
305 HPAINT(150,174),4,3:HPAINT(1
70,174),4,3
310 '*** PAINT CAR BODY ***
320 HPAINT(150,170),3,3:HPAINT(1
55,165),1,3:HPAINT(150,165),1,3
325 '*** PLANE PROGRAM ***
330 HBUFF 1,71:HBUFF2,71
335 '*** DRAW PLANE ***
340 HDRAW"BM3,32C7F3R6F2E1L8U4"
345 HGET(0,32)-(15,39),1
350 HLINE(0,32)-(15,40),PRESET,B
F:HPAINT(0,32),5,5
355 HGET(0,32)-(15,39),2
360 FOR X=0 TO 304 STEP 2
365 HPUT(X,32)-(X+15,39),1
370 PLAY"L25001G"
375 HPUT(X,32)-(X+15,39),2
380 NEXT X
385 GOTO 360
390 RGB:POKE65496,0:END

```

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COCO-FEST 1992

A Review by Fred Remin

The COCOFEST was conducted in Melbourne over the weekend 24/25 October 92 commencing at 9am on Saturday. Considering the supposed death of the COCO the attendance over the weekend was very gratifying, with approximately 70 - 80 people attending over the two days. There were users from Brisbane, Sydney, Melbourne and country areas of Victoria.

At one stage over the weekend there were 16 COCO 1, 2 and 3's displaying a variety of software and hardware plus Australia's full compliment of MM/1's (both of them).

After a brief opening address by myself there was a lecture/demonstration of the availability of software and hardware for the CoCo. Three main points came from this lecture. Firstly, we the CoCo users to a certain extent were to blame for the non availability of a great deal of software, in particular, due to some fairly rampant pirating in the early years of the CoCo, this made it a non viable proposition for programmers to produce software for which they received little or no return. Secondly, there were now available a number of sources for software and hardware, these included, bulletin boards like PCCBS etc, user groups like the National OS9 user group, the trading post and now my efforts with REMCOMS, which can obtain all software and hardware from the States. Thirdly, and I believe more importantly it was stressed that we the users were the most logical and important source of new software, because we know what we want and how to produce it. It was stressed that Australians can produce software as good as, if not better than the Americans, therefore we need to get off our backsides and do so, instead of complaining that there is no new software, it is expensive and is all written by Americans for Americans. This point was graphically bought home by the demonstration of a game of Tic-Tac-Toe written entirely in basic by David Hendrie, everyone was amazed at the professional finish to the game. I have agreed to market David's excellent creation both here and in the States. David has also produced a sound digitizer which is the best that I for one have seen, this will also be marketed by REMCOMS both here and in the States.

Ted Beamish of Gungadin software has also produced a package he calls mind games, this is a combination of a number of favourite games on one disk and incorporates a Ram drive for speed and ease of use. Ted's creation is available through REMCOMS for \$20.

Stan Blazejewski conducted an informal question and answer seminar on basic programing which went quite well and answered a number of questions for those who were

having problems in this area.

On Saturday afternoon I conducted an open forum during which a number of questions on all manner of subjects received some spirited discussion and sound advice from all present, in particular Bob Devries from the National OS9 User Group whose obvious enjoyment and knowledge of the CoCo cleared the fog in the minds of a number of people.

On Sunday there were lectures on hints and tips with wordprocessors and a variety of uses for them by John Ikin. I am sure that again the fog of the mind was cleared for a number of people by this lecture. John also gave a lecture on some hardware availability and hacking which again was interesting and gave a number of us food for thought, with some possible projects coming up as a result.

Also on Sunday Andrew Donaldson gave us an insight into OS9 and then followed this up with a very informative look at the MM/1 and its capabilities. It was particularly interesting to see the two MM/1's stripped down to show us the layout and workings of this amazing machine.

In between the lectures on both days there was a plethora of information of all kinds available for perusal. The digiscan from Nicholas Marantis was on display and produced some interesting space creatures on Stan's CoCo 3. I believe that this digiscan is the best available for the CoCo and if you are into graphics of any kind, you need to get one of these. Bob Devries showed off some of the capabilities of ULTIMUSE, this music reverberated around the hall accompanied by numerous renditions of "GOOD MORNING VIETNAM", a choked off Tarzan and a herd of trumpeting elephants, all these sounds were produced on the CoCo either on a CM9 monitor or TV set. My wife hates me already as a result.

On the refreshments side there was the tantalizing scent of the BBQ and of course a few brown ales and softdrinks from the Sergeants Mess.

Overall it was an extremely informative and successful weekend and I would like to thank all those who helped out and turned up to make it the success that it was. I think we will have to have another one next year because after this weekend I firmly believe that the COCO LIVES and will continue to do so for a long time yet.

FRED REMIN

PUBLIC domain SOFTWARE

We have two Public Domain disks for you this month. A bit of fun and games for the Xmas period. The first is a floppy disk jam packed on both sides with music to cheer your holiday season and show you some of the nice sounds that the Coco can make.

The second disk is full of games for the kids (young and old) to play during the school holidays.

PD 061 MUSIC PACK 1

=====

Here is a disk full of music for those who would like to hear their Coco do more than just make single note sounds. This disk was supplied to the PD Library by Johanna Vagg and she has been kind enough to include some instructions to make using the disk a lot easier. Here are the said instructions:

These programs are machine language programs and work on any CoCo with disk drive. ORCH does not appear to work from any drive except DRIVE0. I think MUSBOX also works from tape but I am not prepared to test it!

ORCH music sounds great! You don't have to learn that strange looking language to enjoy it. The disk comes with 25 music files, which can be easily loaded and enjoyed. I have discovered a few things which may be of interest. If you use the G NAME to load the files, they will be automatically SCORED and played. The default options will be used. If you do not want these options, ie 4 Voice and Normal speed, you should change them first. So, for those who do not want to do anything more than listen to the music, here are the easy instructions:

```
LOADM"ORCH
EXEC
Press any key
type:
S 5FT
when cursor returns; type
G MASH (or other filename)
```

The file will be loaded and scored for you. This takes a little while. The S is for Score; 5 for 5 voice; F for Fast play; and T for TV. You could have used 4 for 4 Voice; N for Normal (speed) and S for Stereo (if you have stereo...) Using FAST does not make the music faster, but better. If you don't want to listen to the complete

tune, you can press BREAK, and load another file. If you use G, it will be scored with the same options as the previous file.

You can get a directory on screen by typing D and pressing ENTER.

When I got the disk some years ago, there was one file, TOCCATA, which had a SYNTAX ERROR. I have fixed this. If you already have the disk with the theproblem file you could try this:

When it comes up SYNTAX ERROR, Type E (and ENTER) for EDIT. Then press CLEAR and A about 30 times to append some of the rubbish on to the one line, then delete that line with CLEAR D. Repeat this about 5 times, until all the rubbish is gone. This might not work. Sometimes it does, most times it didn't, for me (when I tried to revisit the scene of the crime!)

WATERMUS didn't have an ERROR as such, but it didn't sound right to me. The high notes were very much off key. I changed it to make it sound better. I went through and deleted various 'U7's and 'UE's, which transpose the music up 1 octave and 2 octaves respectively.

Full instructions (and my short ones) for ORCH are on the disk and I have added PRNTASCI from CoCoLink's public domain disks for those who do not have a word processor.

Have you heard of MUSICA? MUSBOX is MUSICA... now 'shareware' (but with no obligation to register). It comes with a long file called MANUAL... (I have added PRNTASCI). It also has some music files with it, including VINCENT which was my one big effort with this program. I am not a musician and I have used music programs mainly to listen to files produced by others.

Okay... short instructions for those who want only to listen:

```
LOADM"MUSBOX
EXEC
any key
L
VINCENT (or other filename)
P (to PLAY)
```

Or use AUTOBOX - a slightly modified form of my AUTOMUSE.

written to listen to COCOCOMPOSER and MUSIC+ files.

When I was preparing this disk and testing the programs I ran into a problem but I have fixed it. AUTOMUSE used to play BIN music files, it now plays BUS files which are just renamed BIN music files. Before I made the change, the program tried to play MUSBOX.BIN and PLAY.BIN.

AUTOBOX, AUTOMUSE and some music files are included on the disk.

Johanna Vagg.

(All in all a bargain for those of you who like music. ED.)

PD 018 GAMES PACK 4

=====

This disk is jam packed with BASIC and BIN games to keep you interested and amused for quite some time.

The titles on the disk are:

Backgamn	Battship	Bugs
Chicken	Dir	Golf
Gremlin	Lazer	Names
Peg	Python	Raceway
Robots	Sp*rocks	Squash
Taipan	Utopian	Zerog

These games are all user friendly and can be purchased for \$5.00 each from:

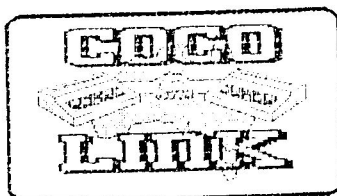
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Please make all cheques or M/Orders payable to R.Dalzell.

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NOTE: Future new disks will be advertised in the new COCO-LINK.



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=====

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A compendium of games consisting of a two sided floppy disk containing 41 programmes

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NUDE	

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2 sides full of Cocomax pictures.

DISK 043 RASCAN DEMO

=====

Showing what the Rascan Digitiser can do. With it's own picture scanner.

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=====

A collection of screen dumps for Coco 2 & 3 with full documentation.

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=====

Side 1 contains a programme for making borders plus including a selection of designs.
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NEW ISSUES

=====

DISK 061 MUSIC PACK 1

=====

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=====

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