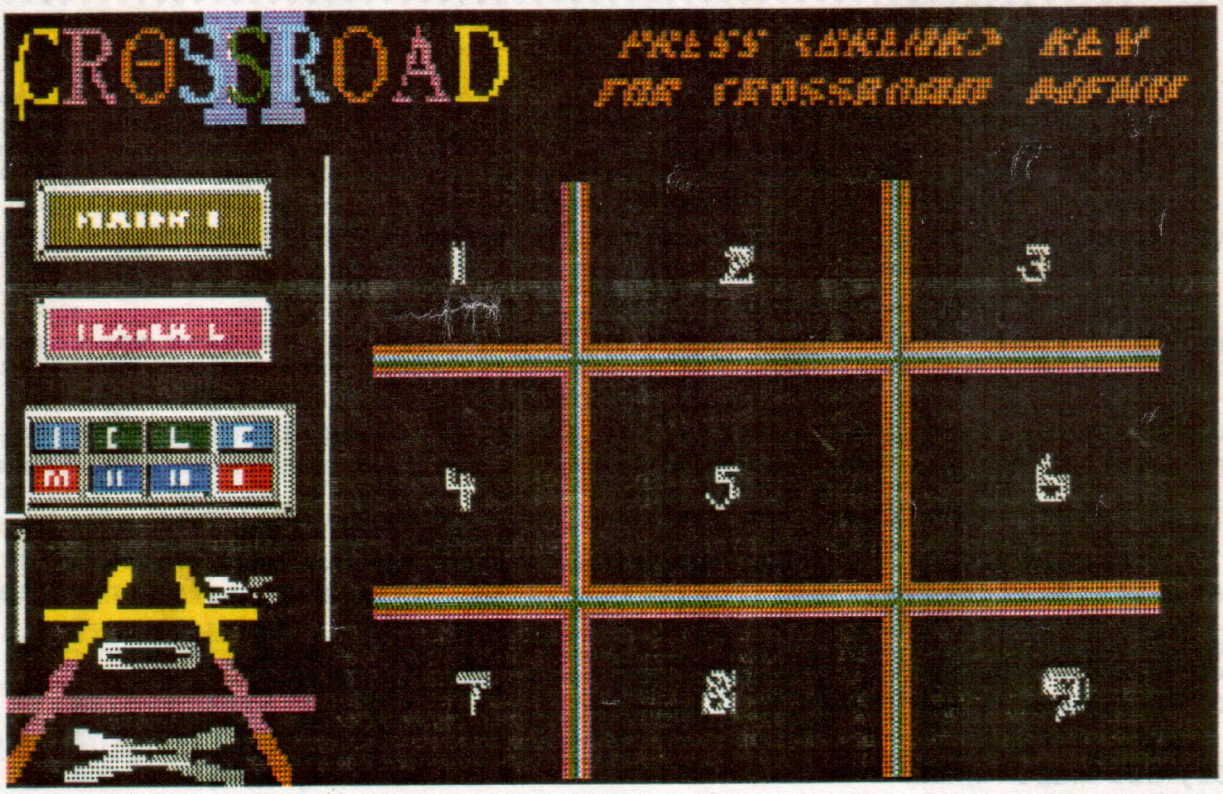
Jan/Feb 93 Vol 1. No 1

COCO LINK

The Color Computer Magazine



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AND LOTS MORE

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AND LOTS MORE

****

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****

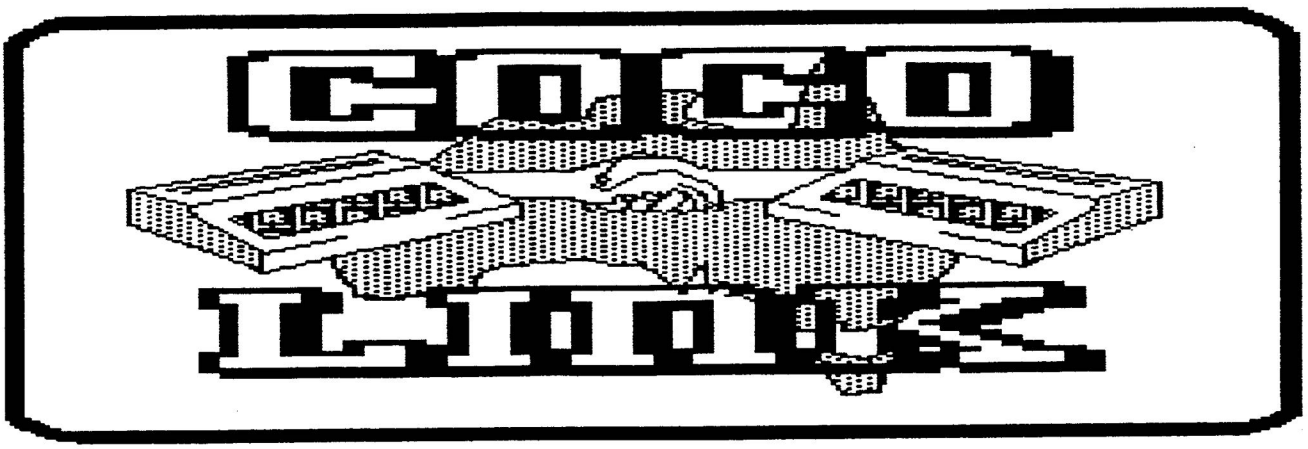
TAPES ARE STILL AVAILABLE FOR COCO 1 & 2.

DISK DRIVES ARE ALSO AVAILABLE, CALL FOR A PRICE (DEPENDENT ON YOUR CONFIGURATION)

SUBSCRIPTIONS FOR THE RAINBOW ARE ALSO AVAILABLE, INCLUDING RAINBOW ON DISK.

SOME PRODUCTS ARE SUBJECT TO CONTINUING AVAILABILITY FROM USA.

IF YOU DO NOT SEE WHAT YOU WANT ON THIS LIST THEN GIVE US A CALL, WE CAN SUPPLY SOFTWARE AND HARDWARE FROM MOST VENDORS IN THE USA AND AUSTRALIA.



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Remins Ramblings

Well, here it is, the very first CoCo-Link magazine produced on my trusty CoCo and the first of what I hope will be many more over the years to come.

KUDOS:
****

Before I go any further let me take this opportunity to publicly thank Robbie Dalzell and Garry Holder for their tireless efforts over the last four years in keeping the CoCo users of Australia together. I have no doubt that a lot of us would have given the game away and gone to one of those (yuk) other machines if it had not been for their efforts. For your contribution to our community Robbie and Garry, I think I can speak for all of us, we most sincerely thank you.

NOW WHAT:
****

This magazine will continue to be a publication designed for the CoCo users, to keep us informed, to help us grow and to enhance our enjoyment of what I believe is the most versatile computer to ever hit the market. This the first issue, you may find a little lean in the program department, that is because you have not sent me any to date, (well in time to put them in the magazine anyway), but it is chocker full of information on all manner of subjects that I hope will be of interest to all of you.

The Soap Box:
****

Here is where I get to let you know what I need to keep this magazine going strong. The very first thing I need is your programs. It does not matter that the creation you have designed, in your eyes, is not as good as some you have seen. Every program needs somewhere to start and by sending it to me it can be critically looked at by other users just like you and if everyone of them send in those little enhancements then it can grow to something that even you did not think it was capable of. To put this in perspective let me tell you about the very first program I submitted to a magazine, (it was called CoCo at the time), I thought it was simple and in the same league as some that had been submitted by kids young enough for me to be their grandfather. But, it was printed and it was enhanced, and it grew into a useful application program.

So send them in, I will print them in the magazine, and hopefully someone else will pay you the ultimate compliment by using your idea to produce something that we have all been waiting for.

What else do I need from you, well apart from the money for a subscription, anything to do with the CoCo. Letters to the editor, requests for help, reviews on that program that you think is great, that score on whatever game that you are proud of, information about the user group you have started, hints and tips for other users, bitches about the content of this magazine or it's layout and the list goes on.

THIS MAGAZINE WILL SURVIVE FOR AS LONG AS YOU THE USERS SUPPORT IT!!!

Dear Ed. Link-Up

Dear Ed,
I would like to be amongst the first to congratulate you on your decision to carry on COCO-LINK where I left off. I, more than most, realise the workload you have taken on. There will be stress and times when you wish you had never taken it on in the first place but to counteract that there is the satisfaction and, as I found, the enjoyment of helping to keep the Coco alive and well. I think over the years we have all done well and I am sure your efforts will help to keep us all on track.

I hope all the previous subscribers to COCO-LINK will support your efforts wholeheartedly. To show our commitment and faith in your abilities, Garry and I, as previous publishers of COCO-LINK, would like to be the first of the many to subscribe to COCO-LINK 1993.
I hereby enclose our cheque for $36.00.
Thank you and good luck for the coming year.
Robbie Dalzell .

I thank you for your vote of confidence Robbie, I just hope I do as well as you have done. ED

Dear Mr Remin,

Here is my subscription to COCO-LINK. I am also enclosing a disk of some of my drawings. They are not perfect, as lot of drawings I have seen, but I am still trying. They were done without a drawing program, just line commands. I am 50 years old and suffering stress related ilness and agrophobia, I use my CoCo as a therapeutic tool. I used to be in the Army also, during Vietnam and worked at 2 Camp Hospital at Ingleburn, where I was for a number of years. Good luck with CoCo-Link.
Graham Elphick.

Good old Ingleburn, I remember it well back in 70 when I first joined. I am pleased to see that the coco can be used for something other than playing games, I hope it does help you. Your programs appear later in this magazine and I thank you for them. ED

Dear Fred,
Great news that you intend to keep the magazine going, and hope that it doesn't prove too much of a burden. Don't know how anyone can do it for the price and should that need to be increased it's still well worth it. I'm not doing a lot with my computer, but it's helpful to know the network still exists.
Al Robbins.

I hope to be able to keep the price of CoCo-Link at $18 per year for as long as possible Al, if I am forced to increase the price rest assured it will not be overnight and I will consult all subscribers before doing so. ED.

Up Yonder by Frank Swygert

THE FOX

News From "Up Yonder".....
(If Australia is "down under", the USA must be "up yonder"!)

Just a few months ago, just weeks before the October '92 CoCofest in Australia AND the Atlanta, Georgia (USA) CoCofest here, Fred Remin told me he would be taking over publication of a CoCo magazine in Australia. I told him I would be willing to write a column reporting on news items from the US, an offer he graciously accepted!

Now where do I start? Let Fred know what you want to hear about most, and he can forward that information to me. I will post the addresses for mentioned companies at the end of the column. All prices are in US dollars, not Australian! (I will do the conversion as required. Fred)

Once The Rainbow was reprinted in Australia. It may be entering its last few years here. The publisher went to a tabloid format back in March '92. It started out with 32 pages, then dropped to 28, 24 and is now at 20. The size is about that of "Globe". The subscription rate has been maintained at $31/year, and the advertising rates have also remained high. The last ad I ran (October '92) was 1/4 page and cost me $285. The circulation has dropped from around 8,000 to little over 4,000 in the last year. One reason is the outrageous ad rates. It appears that Lonnie Falk at Falsoft intends to let The Rainbow die of neglect. Those who take Rainbow keep supporting it! It won't die as long as support continues. And write Mr. Falk a letter about those high ad rates (they are running small companies away from Rainbow!). There is no reason such a small newspaper could not be published for the subscription rate alone!

A high note... there are TWO NEW CoCo publications! The first is UpTime, an 8 1/2"x11" newsletter printed by JWT Enterprises. The last one (Dec '92) is 12 pages, and looks great! This is mainly an advertising newsletter, not a full magazine. It is obviously printed with a laser printer and good desk top publishing software. There are eight advertisers in this issue. Yearly subscription is $15+$7 airmail. JWT also publishes Nine-Times, and OS-9 magazine on disk. It is $34.95+$8 airmail. The second is OS-9 Underground. This is a nice little 5 1/2"x8 1/2" 54 page magazine. It covers both OS-9 and OSK (OS-9 for 68xxx based machines). There were 17 advertisers in the August issue. Price is $27 surface, $48 air. Ads in these publications range from

Up Yonder by Frank Swygert

THE FOX

$25-$55 for a FULL PAGE. Rainbow should be more, maybe $200 for a full page would be acceptable...

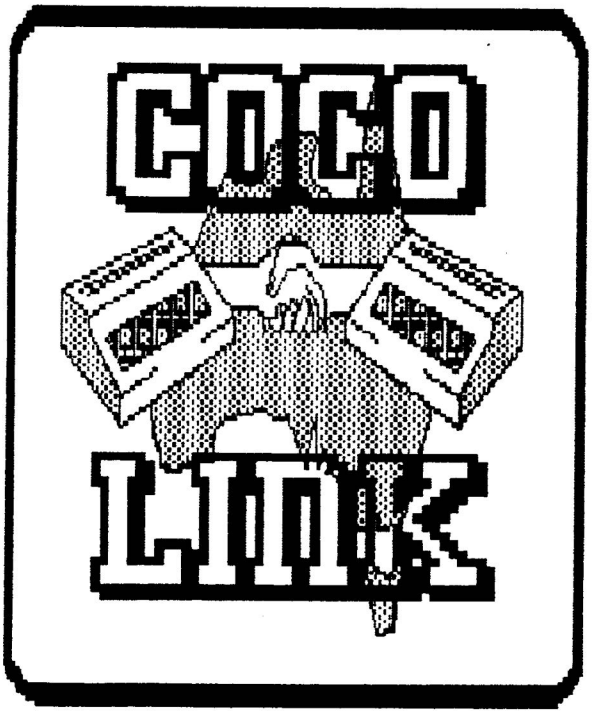
There has been much interest in some of the 68xxx based machines. Will get info of them to you later if desired. There has also been much ado about the Hitachi 6309. Two companies, Gale Force and Burke&Burke, have OS-9 patches for it. These software enhancements add at least 20% to the speed of OS-9 under ALL software. Gale Force is Canadian and sells NITROS9 kits for $49.50, software for $34.50. B&B sells PowerBoost kits for $29.95 (kits include a 40 pin socket and HD63B09E chip). No info on overseas shipping was available. Adding another $15 should cover air mail (I'm a dealer myself!).

Oh yes, remember the Dragon.. a CoCo 1 clone? They are still available, new in the box! Price is $39 plus shipping from California Digital. They bought out the remaining stock when Tano (US distributor) folded back in '83 or '84. Have been selling them since! They only have the computers and docs, joysticks, and a few program packs.

Next time I'll tell a bit about my company and what I have in the works. Until then, let Fred know what you want to hear about! I've also sent Fred some additional info on the Hitachi 6309. Expect something from him soon!

the Desert Fox

(Any questions you may have for Frank can be sent to me by mail or on disk, disk being preferable for ease of mailing to the States and compilation of questions.
ED.)



Edgeings by Dr Val Stephen

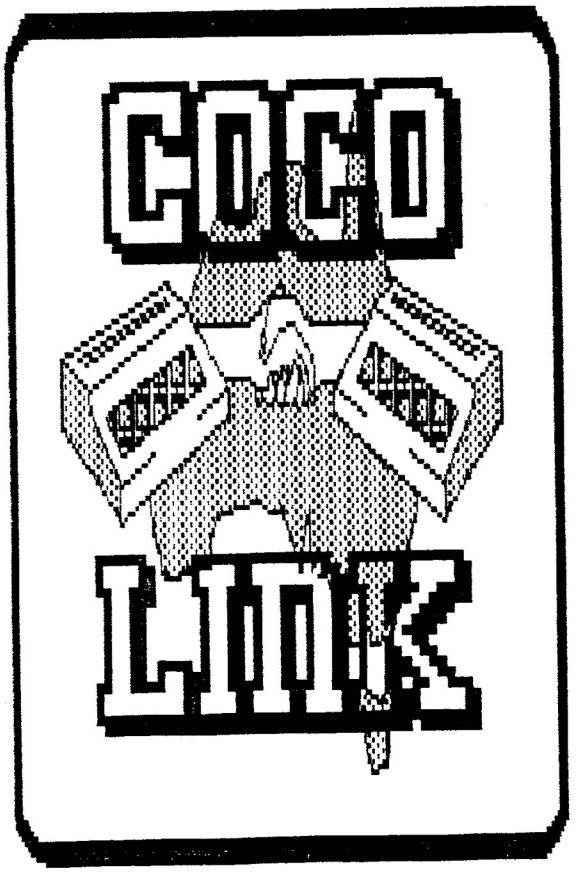
The following few shorties are submitted by Dr Val Stephen. They are very simple and easy to use but at the same time show off some of the capabilities of the CoCo in Basic. They could be a challenge to some of you would be programmers to enhance them, maybe in machine language or even OS9. If you do take up the challenge, then send me the results so that we can all benefit from them.
ED.

```
10POKE&H95C9,&H39:POKE&HFF22,&
H34
20 CLS
30 COLOR5,0
40 FORX=0TO63
50 FORY=0TO31
60 SET(X,Y,RND(8))
70 NEXTY
80 NEXTX
90 PRINT@268," TITLE";
100 GOTO100
```

```
********************************
*
5 '**EDGE2**
10CLS:POKE&H95C9,&H39:POKE&HFF
22,&H34
20FORX=0TO63:SET(X,0,8):SET(X,31,
8):NEXT
30FORY=0TO31:SET(0,Y,8):SET(63,Y,
8):NEXT
40 GOTO40
********************************
***
5 '**EDGE**
10 CLS
20FORX=0TO63:SET(X,0,8):SET(X,31,
8):NEXT
30FORY=0TO31:SET(0,Y,8):SET(63,Y,
8):NEXT
40 GOTO40
```

```
********************************
5'**EDGE4**
10CLS:POKE&H95C9,&H39:POKE&HFF
22,&H34
20 POKE359,57:POKE65314,80
30FORX=0TO63:SET(X,0,8):SET(X,31,
8):NEXT
40FORY=0TO31:SET(0,Y,8):SET(63,Y,
8):NEXT
50 GOTO50
********************************
```

```
5 '***EDGE5***
10CLS0:FORA=0TO63:SET(A,0,2):SET(
A,31,2):NEXT:FORA=0TO31:SET(0,A,2
):SET(63,A,2):NEXT:FORA=2TO61:SET
(A,2,3):SET(A,29,3):NEXT:FORA=2TO
29:SET(2,A,3):SET(61,A,3):NEXT:FOR
A=4TO59:SET(A,4,4):SET(A,27,4):NE
XT:FORA=4TO27:SET(4,A,4)
20 SET(59,A,4):NEXT
30 GOTO30
********************************
```



PUBLIC DOMAIN SOFTWARE
****

The COCO-LINK PUBLIC DOMAIN LIBRARY will continue in conjunction with COCO-LINK magazine into the future.
The only change to the format is that in future all cheques/money orders should be made payable to:

ROBERT DALZELL
31 Nedland Cres.
Pt. Noarlunga Sth.
SA 5167

As in former years I am still looking for material to put on these disks. It would be a great help if those contributing programmes to COCO-LINK magazine would continue to grant permission to include their work on PD disks.
Anyone wanting their work to appear on these disks should send it on a disk to the above address including a text file of instructions if necessary.

Two new disks appear in the PD Library this month. One is for those people who like to get more from the Coco by using utility programmes to ease the way, and the other is for the modem users.

DISK No.025 UTILITIES 5
========== ==========
Here we have a disk packed with useful utilities. These include programmes to change MSDOS text files to RSDOS format and vice versa.
There are programmes to check, clean and catalogue your disks.
Programmes to check your memory and set up a RAMdisk.
You will surely find something useful here to add to your utilities file.

DISK No.053 GETERM
========== ======
GETERM is another of the most used terminal programmes for Coco.
This disk includes the full programme plus a help file and full documentation.

The COCO-LINK PRINTDOC file has been included for ease of transfer of the document files to screen or printer.

These disks, and a full range of disks are available from the above address for $5.00 each including postage.
Send for the free catalogue.

CoCo III Tool Kit

Disk Commands

Backup, Initialize, Directory, Verify, Compare, Search, Edit, Erase, Speed Test, Step Rate Test, Gran Table Analysis & Repair

File Commands

Arcive, Copy, Kill, Rename, Erase, View, Edit, Print, Compare, Salvage, Search, Verify, Test Arcive, Un-Arcive, Xmodem Send/Rec.

Coco Tools is a comprehensive set of disk utilities, providing the most complete set of functions available for the standard R.S. DOS disk system. Comparable in scope and functionality to that of the famous utility available for MS-DOS computers "PC-TOOLS"!

Coco Tools provides fast and easy operation of standard commands like Copy, Rename, Kill, Disk Initialize and Directory thru a consistent and easy to use interface. It provides easy visual selection of files, so multiple file operations can be carried out with very few keystrokes.

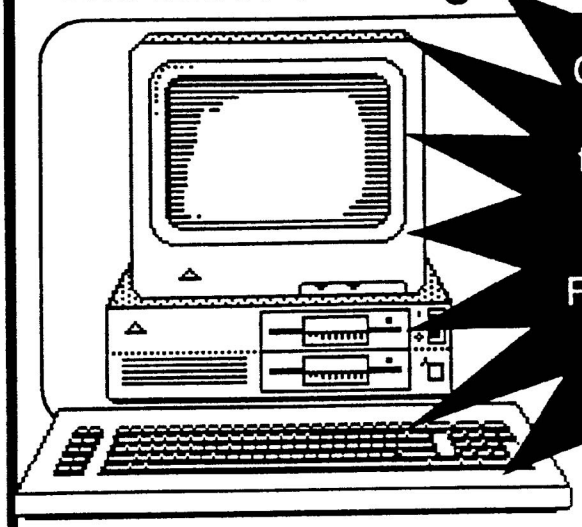
Coco Tools is also the most Comprehensive Disk Repair program available, it Automatically diagnosis and repairs file allocation errors, locates corrupt directory information and cross linked files. It provides fast and easy recovery of deleted files without the drudgery normally associated with killed file recovery. It also does lightning fast disk I/O for fast Backup and Copying at speeds you thought only higher priced computers could perform. Coco Tools has multi-file Arciving, Un-Arciving and Test Arciving functions plus the ability to extract any selected group or individual files from a compressed file with easy visual file selection. And allows customizing of display colors, printer/Serial baud rate, Drive step rates and Directory sorting preference. Coco Tools requires a 128K CoCo III, 1 Disk drive and an 80 column display $49.95

The above software is available in Australia through REMCOMS

Cer-Comp Ltd.
5566 Ricochet Avenue
Las Vegas, NV 89110
702-452-0632

COCO FRIENDS DISK MAGAZINE

"The most exciting new product for the CoCo Since....?"



COCO FRIENDS DISK MAGAZINE (CFDM) is devoted exclusively to those who still enjoy running under RS Dos. The standard system needed to use CFDM is CoCo 3, RGB monitor, at least one disk drive, and the RS Dos which came with your CoCo 3.

CFDM is a monthly disk based publication which is produced on a "flippie" disk. When you "Run" the "magazine" side of CFDM, you'll be greeted with a beautiful cover picture by CoCo Friend James Gibbons. Pressing any key takes you to the magazine's colorful Main Menu. There you'll find 14 sections which are filled with entries. Sections included are: About CFDM; About this Issue; Active CoCo; Advertisements; CoCo Friends Art Gallery; Articles of the Month; Family Tree; Forum; From the Editor; Letters to the Editor; Potpourri; Programs of the Month; Reviews; and Question & Answers.

Next you will enter a Section and find a number of entries written by our CoCo Friends from all over the world. Each issue of CFDM contains from 60 to 80 entries. Some sections contain documentation about the many programs and graphics found on the "flip-side" of CFDM.

The "flip-side" or "program" side of CFDM is filled with contributions of wonderful programs and graphics from our many CoCo Friends! Each issue has from 2 to 4 hi-res pics and from 8 to 15 never-before-seen programs.

8 to 15 never-before-seen programs

The above software is available in Australia through REMCOMS

RICK'S COMPUTER ENTERPRISE

(606) 787-5783
CODs Add $2.50
P.O. BOX 276
LIBERTY, KY. 42539

GRAPHICS BY G. ELPHICK

The following are some of Graham's graphic creations, using only the normal drawing commands of the CoCo3. Graham has sent me a disk full of these little beauties which I will include over a number of issues.
ED.

****

Plate.

```
10 HSCREEN2:PALETTERGB
20 HCOLOR8:HCLS11
50 HCIRCLE(128,96),80
60 HCIRCLE(128,96),77
70 HLINE(195,132)-(110,136),PSET
80 HLINE(192,137)-(110,141),PSET
90 HLINE(184,148)-(110,150),PSET
100 HLINE(177,154)-(110,156),PSET
110 HLINE(110,163)-(110,128),PSET
120 HLINE(110,128)-(98,128),PSET
130 HLINE(98,128)-(98,159),PSET
140 HLINE(110,163)-(98,159),PSET
150 HLINE(98,156)-(77,153),PSET
160 HLINE(98,150)-(72,148),PSET
170 HLINE(98,141)-(64,138),PSET
180 HLINE(98,136)-(61,132),PSET
190 HLINE(155,134)-(169,118),PSET
200 HLINE(169,118)-(165,61),PSET
210 HLINE(165,61)-(148,34),PSET
220 HLINE(148,34)-(160,45),PSET
230 HLINE(160,45)-(161,32),PSET
240 HLINE(161,32)-(164,50),PSET
250 HLINE(164,50)-(175,65),PSET
260 HLINE(175,65)-(186,52),PSET
270 HLINE(186,52)-(176,67),PSET
280 HLINE(176,67)-(176,87),PSET
290 HLINE(176,87)-(196,84),PSET
300 HLINE(196,84)-(181,96),PSET
310 HLINE(181,96)-(186,132),PSET
320 HLINE(167,91)-(123,91),PSET
330 HLINE(123,91)-(134,102),PSET
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380 HLINE(112,102)-(112,118),PSET
390 HLINE(112,118)-(134,118),PSET
400 HLINE(129,118)-(129,104),PSET
410 HLINE(129,104)-(125,100),PSET
420 HLINE(125,100)-(120,100),PSET
430 HLINE(120,100)-(116,104),PSET
440 HLINE(116,104)-(116,118),PSET
450 HLINE(120,100)-(124,104),PSET
460 HLINE(124,104)-(124,118),PSET
470 HLINE(129,104)-(124,104),PSET
480 HLINE(119,118)-(119,105),PSET
490 HLINE(119,105)-(122,102),PSET
500 HLINE(139,106)-(150,106),PSET
510 HLINE(156,106)-(165,106),PSET
520 HLINE(139,106)-(139,111),PSET
530 HLINE(139,111)-(150,111),PSET
540 HLINE(150,111)-(150,106),PSET
550 HLINE(156,106)-(156,111),PSET
560 HLINE(156,111)-(165,111),PSET
570 HLINE(165,111)-(165,106),PSET
580 HLINE(91,121)-(88,112),PSET
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680 HLINE(89,109)-(112,109),PSET
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1030 HLINE(255,41)-(255,0),PSET
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1050 HLINE(227,187)-(208,191),PSET
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1080 HLINE(246,166)-(255,153),PSET
1090 HLINE(255,153)-(255,191),PSET
1100 HCIRCLE(25,15),6
1110 HCIRCLE(237,15),6
1120 HCIRCLE(237,177),6
1130 HCIRCLE(20,177),6
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1139 HPAINT(227,189),0,8
1140 HPAINT(18,189),0,8
1141 HPAINT(4,176),0,8
1142 HPAINT(20,176),3,8
1143 HPAINT(107,171),3,8
1144 HPAINT(107,165),0,8
1145 HPAINT(107,152),7,8
1146 HPAINT(93,152),1,8
1147 HPAINT(93,145),0,8
1148 HPAINT(93,138),1,8
1149 HPAINT(116,138),1,8
1150 HPAINT(116,146),0,8
1151 HPAINT(116,153),1,8
1152 HPAINT(190,126),0,8
1153 HPAINT(180,126),8,8
1154 HPAINT(152,126),0,8
1155 HPAINT(152,115),1,8
1156 HPAINT(159,109),8,8
1157 HPAINT(145,109),8,8
1158 HPAINT(145,97),3,8
1159 HPAINT(124,97),1,8
1160 HPAINT(124,102),3,8
1161 HPAINT(122,106),8,8
1162 HPAINT(188,106),6,8
1163 HPAINT(103,106),6,8
1164 HPAINT(73,106),6,8
1165 HPAINT(73,87),5,8
1166 HPAINT(88,72),0,8
1167 HPAINT(132,72),5,8
1168 HPAINT(147,61),0,8
1169 HPAINT(183,82),5,8
1170 GOTO 1170
```

****

Nite&Day.

This one has some interesting sound effects and if you leave it running will change from night to day and back again.

```
10 HSCREEN2:PALETTERGB
20 HCLS11:HCOLOR8
50 HLINE(70,88)-(204,88),PSET
60 HLINE(204,88)-(207,91),PSET
70 HLINE(207,91)-(207,144),PSET
80 HLINE(70,88)-(74,92),PSET
90 HLINE(74,92)-(74,144),PSET
100 HLINE(74,144)-(123,191),PSET
110 HLINE(207,144)-(254,191),PSET
111 HLINE(0,0)-(255,0),PSET
112 HLINE(255,0)-(255,191),PSET
113 HLINE(255,191)-(0,191),PSET
114 HLINE(0,191)-(0,0),PSET
120 HLINE(203,88)-(156,75),PSET
130 HLINE(156,75)-(83,75),PSET
140 HLINE(83,75)-(70,88),PSET
150 HLINE(83,75)-(83,40),PSET
160 HLINE(83,40)-(90,33),PSET
170 HLINE(90,33)-(90,18),PSET
180 HLINE(90,18)-(61,0),PSET
190 HLINE(74,96)-(85,96),PSET
200 HLINE(85,96)-(88,128),PSET
210 HLINE(88,128)-(90,91),PSET
220 HLINE(90,91)-(101,94),PSET
230 HLINE(101,94)-(105,128),PSET
240 HLINE(105,128)-(107,92),PSET
250 HLINE(107,92)-(111,96),PSET
```

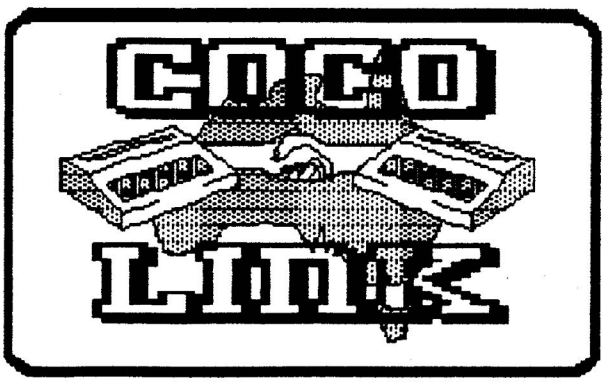
```
260 HLINE(111,96)-(121,137),PSET
270 HLINE(121,137)-(124,95),PSET
280 HLINE(125,96)-(132,96),PSET
290 HLINE(132,96)-(133,119),PSET
300 HLINE(133,119)-(135,92),PSET
310 HLINE(135,92)-(143,97),PSET
320 HLINE(143,97)-(146,133),PSET
330 HLINE(146,133)-(151,97),PSET
340 HLINE(151,97)-(161,102),PSET
350 HLINE(161,102)-(162,123),PSET
360 HLINE(162,123)-(166,97),PSET
370 HLINE(166,97)-(179,103),PSET
380 HLINE(179,103)-(181,138),PSET
390 HLINE(181,138)-(186,95),PSET
400 HLINE(186,95)-(197,103),PSET
410 HLINE(197,103)-(207,138),PSET
420 HLINE(74,144)-(140,144),PSET
430 HLINE(140,144)-(140,136),PSET
440 HLINE(140,136)-(153,139),PSET
450 HLINE(153,139)-(158,131),PSET
460 HLINE(158,131)-(163,144),PSET
470 HLINE(163,144)-(207,144),PSET
480 HLINE(140,144)-(157,156),PSET
490 HLINE(157,156)-(163,143),PSET
500 HLINE(77,147)-(104,149),PSET
510 HLINE(104,149)-(116,159),PSET
520 HLINE(116,159)-(118,149),PSET
530 HLINE(118,149)-(127,149),PSET
540 HLINE(127,149)-(140,164),PSET
550 HLINE(140,164)-(143,152),PSET
560 HLINE(143,152)-(163,171),PSET
570 HLINE(163,171)-(165,150),PSET
580 HLINE(165,150)-(186,152),PSET
590 HLINE(186,152)-(194,169),PSET
600 HLINE(194,169)-(195,150),PSET
610 HLINE(195,150)-(202,150),PSET
620 HLINE(202,150)-(216,164),PSET
630 HLINE(216,164)-(208,144),PSET
640 HLINE(83,61)-(110,58),PSET
650 HLINE(110,58)-(129,56),PSET
660 HLINE(129,56)-(152,39),PSET
670 HLINE(152,39)-(179,12),PSET
680 HLINE(179,12)-(228,8),PSET
690 HLINE(228,8)-(240,35),PSET
700 HLINE(240,35)-(255,40),PSET
710 HLINE(0,166)-(15,46),PSET
720 HLINE(15,46)-(16,21),PSET
730 HLINE(16,21)-(20,64),PSET
740 HLINE(20,64)-(45,41),PSET
750 HLINE(45,41)-(22,68),PSET
760 HLINE(22,68)-(0,181),PSET
770 HLINE(0,16)-(38,9),PSET
780 HLINE(38,9)-(65,36),PSET
790 HLINE(65,36)-(75,36),PSET
800 HLINE(75,36)-(41,101),PSET
810 HLINE(41,101)-(15,105),PSET
820 HLINE(8,105)-(0,105),PSET
830 HLINE(74,141)-(8,141),PSET
840 HLINE(74,131)-(53,128),PSET
850 HLINE(53,128)-(47,120),PSET
860 HLINE(47,120)-(21,127),PSET
870 HLINE(21,127)-(12,128),PSET
880 HLINE(5,118)-(0,118),PSET
890 HLINE(83,69)-(110,67),PSET
900 HLINE(110,67)-(112,71),PSET
910 HLINE(112,71)-(134,63),PSET
920 HLINE(134,63)-(144,63),PSET
930 HLINE(144,63)-(155,55),PSET
940 HLINE(155,55)-(169,68),PSET
950 HLINE(169,68)-(189,60),PSET
960 HLINE(189,60)-(195,73),PSET
970 HLINE(195,73)-(216,73),PSET
980 HLINE(216,73)-(228,90),PSET
990 HLINE(228,90)-(216,109),PSET
1000 HLINE(216,109)-(222,127),PSET
1010 HLINE(222,127)-(238,140),PSET
1020 HLINE(238,140)-(255,169),PSET
1030 HCIRCLE(128,17),6
1031 HPAINT(74,20),8,8
1032 HPAINT(104,20),5,8
1033 HPAINT(128,18),3,8
1034 HPAINT(183,18),6,8
1035 HPAINT(183,71),0,8
1036 HPAINT(166,83),2,8
1037 HPAINT(171,115),2,8
1038 HPAINT(156,142),7,8
1039 HPAINT(156,174),2,8
1040 HPAINT(90,174),1,8
1041 HPAINT(54,134),0,8
1042 HPAINT(3,123),0,8
1043 HPAINT(3,95),0,8
1044 PLAY"P1"
1045 FOR RPT=1 TO 2
1046
PLAY"T403L4GL8AL4BL8DDEDL4EL8GL4G
04L8EL4D03L8BBAGL4BL8AAGAL4BL8DD
EDL4EL8GL4G04L8EL4D03L8BABAL4.GL4
G"
```

```
1047 NEXT RPT
1048 FOR RPT=1 TO 2
1049
PLAY"T403L8B04L4DL8DD03B04DL4EL8
F#GF#EL4D03L8BBAGL4BL8AL4AL8B04L
4DL8DD03B04DL4EL8F#GF#EL4D03L8BA
BAL4.GL4G"
1050 NEXT RPT
1051 HPAINT(128,17),1,8
1052 HPAINT(142,17),2,8
1053 HPAINT(183,17),8,8
1054 HPAINT(73,17),8,8
1055 HPAINT(52,38),0,8
1056 HPAINT(15,75),8,8
1057 HPAINT(100,78),2,8
1058 HPAINT(188,78),0,8
1059 HPAINT(191,103),2,8
1060 HPAINT(156,142),8,8
1061 HPAINT(153,169),2,8
1062 HPAINT(81,169),8,8
1063 HPAINT(46,134),0,8
1064 HPAINT(2,128),8,8
1065 HLINE(103,45)-(103,40),PSET
1066 HLINE(100,43)-(106,43),PSET
1067 HLINE(106,39)-(102,43),PSET
1068 HLINE(102,39)-(107,44),PSET
1069 HLINE(105,14)-(105,9),PSET
1070 HLINE(101,13)-(107,13),PSET
1071 HLINE(107,10)-(103,14),PSET
1072 HLINE(103,10)-(107,14),PSET
1073 HLINE(149,25)-(149,20),PSET
1074 HLINE(145,24)-(151,24),PSET
1075 HLINE(151,21)-(153,23),PSET
1076 HLINE(148,23)-(152,19),PSET
1077
R$(1)="01T255V5AV)AV)AV25AV30AV+A
"
1078
R$(2)="01T255V5CP5V10C#P5V15CP5V2
0C#P5V25CP5V30C"
1079
R$(3)="01T255V5EP1EP1V10EP1EP1V15E
P1EP1V20EP1EP1V25EP1EP1V30E"
1080
R$(4)="02T255V5AV10A#V15BV2003CV2
5C#V30D"
1081 RR=RND(4)
1082 PLAY R$(RR):GOTO1077
1083 GOTO 1083
```

****
WARRIOR KING !!!!

A review by Val Stephen.
(* = Poor, ***** = Top Excellence.)

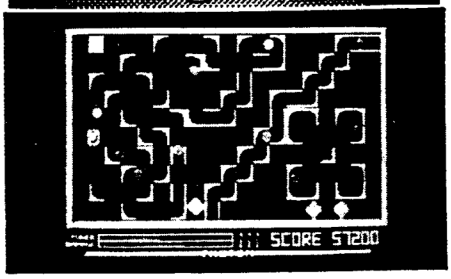
Today I had the pleasure of reviewing "WARRIOR KING" by Sundog Systems.
This is a good example of a protected disk, you simply cannot back it up! Congratulations Sundog!! It is a well produced ML Arcade game with the game on one side of a "Flippy" and the graphics on the flip side. You can copy the game but it will not execute. You cannot copy the graphics at all. I was not able to complete all the adventures, which require quite a degree of skill and co-ordination. I had a lot of fun testing this progra which I can wholeheartedly reccommend to all. The adventures are those of a Martial Arts expert in the execution of his art. It is very well documented and is user friendly, it can be used on both 128 and 512K CoCo's. Graphics quality is excellent and I found no bugs in the product.
I give it a **** recommendation.
(Available through REMCOMS)



SUNDOG SYSTEMS

PHOTON

NEW!



Energy is everything; your home world depends on it. However, someone or something is slowly siphoning it away. As your world's champion, you must climb into the experimental Power Tank to challenge this nemesis and his minions. Your key lies with the ability to teleport solid mass. Use this to manipulate and explore the endless stronghold of the enemy, and to exploit the free-floating DUPES (Dense Units of Photon Energy) to destroy the menacing Plasma Droids. Be cautious, though; those DUPES can be deadly, too! Photon, a fantastic new arcade game for your Coco3, contains spectacular 320x200 resolution, 16 color graphics, ultra-smooth 60 Hz animation, and loads of real-time music and sound effects. It will send your mind racing over endless possibilities, requiring quick decisions and reactions. Quite simply, Photon is incredibly addictive; it will deliver hours of excitement. Will you become your world's greatest hero, or just another energy slave? Req. 128K CoCo 3 and disk drive.

$34.95

GRAFEXPRESS 2.0

NEW!

GrafExpress 2.0 is a complete graphics and music programming environment. From the beginner to the accomplished professional, you can use GrafExpress to create lightning fast arcade games, graphic applications and utilities, and windowing multimedia demonstrations! The GrafExpress package includes two incredible systems. GrafExpress 16 works on all monitor types and offers support in 12 graphic resolutions (from 128x192 to 320x225). GrafExpress 256 offers 6 resolutions (from 128x192 to 160x225 on a composite monitor) in an astounding 256 colors! Ever see a CoCo do that before? Both systems include standard graphics commands (CIRCLE, FILL, etc.) that blow away the competition. For example, the BOX command peaks out at over 2 MegaPixels/second; that's 300 times faster than BASIC! 255 separate sprites of up to 100x100 pixels each are supported with window clipping and high-res pixel level collision checking. The 8-octave/4-voice music synthesizer has independent envelope, waveform, and volume controls, a 7 + KHz sampling rate, and much more. Other features include text/graphics mixing, different font sizes, fast window copying and scrolling, picture save/load, easy implementation from both BASIC and assembly language, multiple screen animation, and support for 128K/512K, double speed, and the high-res joystick interface. The package also contains support programs that are worth the purchase price of GrafExpress alone! These include an introductory demo, a picture editor, a waveform editor, and an art program that supports 256 colors! GrafExpress also comes with a 50 page manual that fully explains all of its incredible features. If you do any graphics programming or simply want to see what your little CoCo is capable of, GrafExpress is a must! Req. 128K CoCo 3 and disk drive.

$34.95

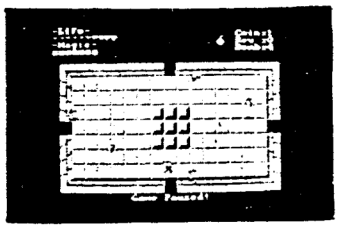
War Monger

NEW!

The world is in unrest. Power-hungry villains and evil warlords are readying their forces. It falls to you to lead your people against these armies, and only your best strategic plans can save the day. Fight the good fight in any era or locale. Play a simple game of capture the flag armed with water balloons, or climb into the cockpit of a 100 foot high armored warrier. Explore the deepest dungeons, defend your galaxy, or create your own scenarios with this incredible war game construction set/simulator. Your imagination is your only limit. You will deploy your forces with total control over hostile terrain while you scroll a graphic bird's-eye window over an immense world. War Monger has terrific 320x200 resolution, 16 color graphics and includes a tile editor to create or edit your own. Play against the computer, battle with another player, or simply watch the computer plot against itself. The enemy is everywhere. Are you ready to take on the challenge as the War Monger? Req. 128K CoCo 3 and disk drive.

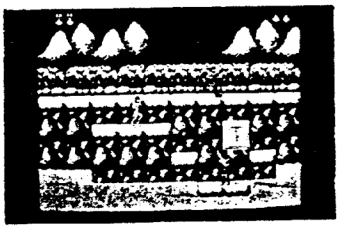
$29.95

The Quest for THELDA



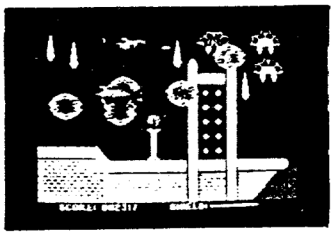
An immensely popular 128K CoCo 3 arcade/adventure. Over 500 screens of fast fantasy action and puzzle solving. Great graphics and sound effects. **$34.95.** Hint book only $4.95.

THE CONTRAS



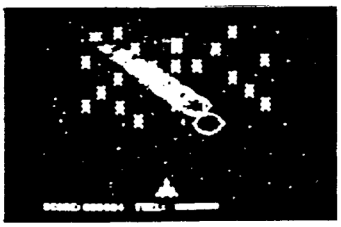
A 512K two player futuristic combat arcade game. Full screen 320x225 hardware scrolling and smooth animation. Back-ground music score and sound effects! 512K Coco3 only. **34.95.**
Shipping soon!

Crystal City



This was THE game of '91! Ultra-fast space action with hardware scrolling on a 128K CoCo 3. Wild sound effects and over 30 MegaBytes of amazing graphics! **34.95.**

ZENIX



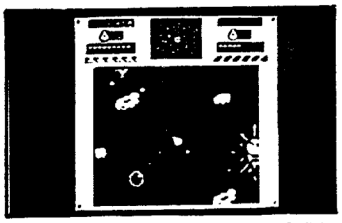
Lightning fast arcade game for the 128K CoCo 3. Terrific 320x225 graphics, back-ground music score and sound effects, and out-of-sight game play. **$29.95.**

ALSO AVAILABLE

Warrior King CoCo 3	$29.95
In Quest of the Star Lord CoCo 3	$34.95
Hint Sheet	$ 3.95
Hall of the King 1, 2 or 3 CoCo 1 - 3	$29.95 ea.
Hall of the King Trilogy	$74.95
White Fire of Eternity CoCo 1 - 3	$19.95
Dragon Blade CoCo 1 - 3	$19.95
Champion CoCo 1 - 3	$19.95
Paladin's Legacy CoCo 1 - 3	$24.95

Visa Mastercard Check Money Order and COD (USA only please) accepted. All foreign orders must be sent in US currency. Money Orders include $2.50 for shipping in USA and Canada. $5.00 Foresign. $3.00 extra for COD orders. PA residents add 6% sales tax. Dealer inquiries welcome. Authors we're looking for new software!

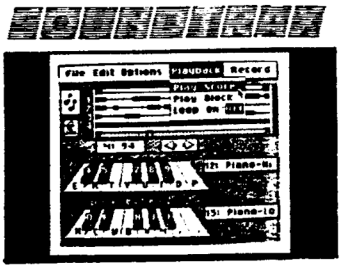
Sinistaar



Everyone loves this 512K arcade game. 3 disks packed with spectacular graphics and eerie background digital sound effects. 512K CoCo 3 only. **$34.95.**

KYUM-SAI TO BE NINJA

The best selling 128K CoCo 3 martial arts arcade game. Now available in both RS-DOS and OS-9 versions. Play the incredible combat experience you've been missing under the operating system of your choice! **$29.95.**



A polyphonic digital sound sequencing system for your 128K/512K CoCo 3 with a user-friendly point-and-click graphic editor. Create music scores with your own sounds or from the many we provide. **$34.95.**
Sample instrument disks: 6 sides of sampled sounds/instruments. Only $12.95 each or $29.95 for all three.

Sundog systems

SUNDOG SYSTEMS
P.O. Box 766 Manassas, VA 22111
703/330-8989

The above software is available in Australia through REMCOMS

COMING SOON

In this column it is my intention to keep the coco community informed of upcoming events. This will include software, hardware and what is happening with user groups and companies supporting the CoCo.

The first piece of news for those that were not at the CoCoFest or did not receive Robbies last CoCo-Link, is the support now available through the new company REMCOMS. This company can now obtain just about any software or hardware that you may require from both in the States and here in Australia. Apart from distributing the Australian produced software from Gungadin Software and David Hendrie's CROSS-ROAD program, REMCOMS is also handling the DIGITISER built by Nickolas Marentes. From the States REMCOMS is an agent for Sundog, MicroCom, Cercomp and Bourke & Bourke, the compnay is also producing under copyright, here in Australia, all the products available from Farna Systems and Rick's Enterprises, including subscriptions to Rick's Computer Friends Disk Magazine.

5 MEG OF RAM !!!

Yes, you read it correctly, 5 MEG of RAM, very shortly a plug in board to give us some real memory will be available. This product is currently undergoing final tests here in Australia and a review will be in this magazine probably in the next issue. I for one am looking forward to doing this particular review. When this product hits the streets the CoCo will most definitely be a computer system to reckon with, most probably give those other users a bit of a fright. Stay in touch for further details as they come to hand.

A SCANNER !!!

Again, yes you read it correctly, along with the 5 Meg board the SCANNER is just about a reality. This as far as I know at this stage will allow you to use a readily available commercial scanner on the CoCo. With this product, all we lazy typist will be able to check out those programs from CoCo-Link and other publications that were just to time consuming before to type in. Hopefully a review of this product will be in the next issue of CoCo-Link.

NEW SOFTWARE !!!

A number of software products are in the wind at the moment, some of these include a new game from David Hendrie and one from Darren Stephen. These should be available for review in the next month or so. I have on the way from the States a game called DESERT STORM, I am unsure of what it is like at the moment but I will have a review in the next issue. If you are working on a program that you believe is marketable then drop me a line and I will let users know about it through this column.

REVIEWS

CROSS-ROAD II.

A game of Tic-Tac-To by David Hendrie:

I take particular pleasure in presenting this review because it is on an Australian produced program. CROSS-ROAD II is a program written entirely in basic using graphics drawn with CoCo Max III and digitised sound produced by a program written by David Hendrie. I hope to be able to present a review of the digitiser in the near future.

One of the things I particularly like about this program is the onscreen prompts which negate the need for a bulky, confusing instruction manual. The one page instructions are more than adequate to have the absolute novice load and play the game immediately. As we all know, no two computers are exactly the same, therefore included in the instructions are a number of helpful hints for those "in case" situations. I believe that every program should have this facility in the instructions somewhere.

Because the game is written in basic it is a little slow in loading, but not so slow as to detract from the game, (I believe David is working on a faster version). Once loaded you are presented with a choice of playing either the computer or another player. I found that at times the computer would make a totally illogical move which allowed me to win the game, I particularly liked this computer stuff up because there is nothing worse than playing a game against a computer which is impossible to win, (thanks David).

The play against another player is quite enjoyable, enhanced more by the digitised sound effects, especially if you are the winner. Even the drawn game, which is a common occurrence with those who know the game well, does not leave you high and dry.

All things considered I believe Davis has done an excellent job with CROSS-ROAD II, I think it is a winner not only for the younger (and older) player but the programmer as well, a lot can be learned from the way David has utilised the various routines. CROSS-ROAD II is a program every cocoist should have in their library, it will keep the kids happy for hours and can be a great party game/competition.

CROSS-ROAD II is available through REMCOMS for $20 and at this price is well worth it.

MIND GAMES .

A collection of favourites from GUNGADIN SOFTWARE.

Mind Games is exactly as the name implies, a collection of your favourite mind games on one disk.

What Ted Beamish of Gungadin Software has done is incorporate a plethora of ideas from across the whole spectrum of the CoCo history to produce one useful, enjoyable set of programs on a single disk.

By incorporating a RAM DISK and 9 games, MIND GAMES gives you hours of enjoyment without the need to continuously delve into your disk box to search for another game, (one that you know is there somewhere but give up in disgust after an hour of searching).

Some of the games I particularly enjoyed were "Slideabout" and "Yahtzee". Slideabout reminded me of those little hand held games I used to play with when I was a kid, trying to slide the numbers into the correct sequence and Yahtzee has been a favourite of mine for some time. Colour Code, Follow Me, Solitaire, Line of 4, 5 Stacker, Poker Dots and Colour Disposer are the other games on the disk and all of them are oldies but goodies.

The instructions include the all important ON ERROR fix which I believe is a must for any program. The instructions are very clear and well written, my only objection being the spelling of the word "colour", it has been spelled "color", not the spelling taught in English schools.

Apart from this small objection about Americanised spelling, the product is a good one and one which will give hours of enjoyment. It is available through REMCOMS and at $20 is well worth the price.

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Age by Bonnie Stephen

This little gem comes from Bonnie Stephen. Bonnie is the grand daughter of Dr Val Stephen and has obviously been influenced into the CoCo by her grandfather. Bonnie is only 13 years old and this program is all her own work. Well done Bonnie, I hope that this little effort is the fore runner of many more to come as you learn more about the CoCo.

```
10 '***AGE GAME***
20 '*****BY*******
30 'BONNIE STEPHEN.
40 CLS
50PRINT@100,"**********************
************
60 PRINT@170,"WELCOME TO";
70 PRINT@267,"THE GAME";
80 PRINT@364,"OF AGE!";
90 PRINT@450,"BONNIE
STEPHEN,COPYRIGHT,1992."
100PRINT@500,"**********************
************"
110 FOR X=0TO500:NEXT X
120 SOUND75,5
130 SOUND75,5
140 SOUND75,10
150 SOUND100,15
160 SOUND75,5
170 SOUND 75,5
180 SOUND50,10
190 SOUND25,20
200 FOR X=0TO1000:NEXT X
210 CLS
220 PRINT"********THE GAME OF
AGE!********
230 PRINT@100,"IN THIS PROGRAME
THE COMPUT-ER WILL TELL YOU WHAT
YOUR AGE  WILL BE IN WHATEVER
AMOUNT OF   YEARS YOU WISH TO
KNOW."
240 FOR X=0TO4000:NEXT X
250 CLS
260 PRINT@262,"WHAT IS YOUR AGE?"
270 INPUTA
280 CLS
290 PRINT@200,"IN HOW MANY YEARS
AHEAD DO YOU WISH TO KNOW WHAT
YOUR   AGE WILL BE?"
300 INPUTB
310 CLS7
320 PRINT@200,"IN"B"YEARS YOU WILL
BE"A+B"YEARS OLD.";
330 FOR X=0TO 2000:NEXT X
340 GOTO250
```

****

--------- "FLASH "----------

Have you heard about the BLUE STREAK ULTIMA????

This little ripper will allow you to connect a printer to the CoCo via the parallel port. I am using it now to produce this magazine on a DMP136 colour printer. With this connection you can use any printer on the market today, as long as you have a driver for it. All the word processors I have seen to date have drivers for IBM, Epson and just about every Tandy printer ever made, so that should not be a problem. The Blue Streak Ultima is available through REMCOMS, (see the ad on the inside cover of this issue).

****

These are still available see the ad elsewhere in this magazine.

****

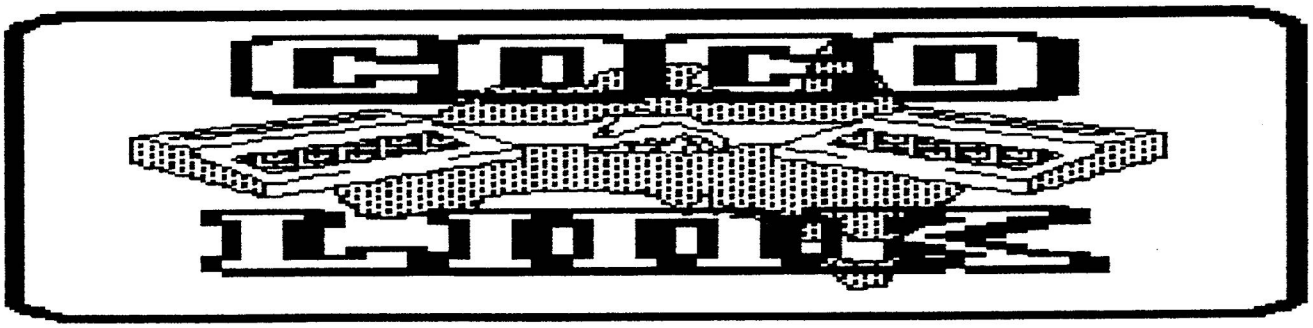
COCOIST CONTACT LIST

Name	Street	Town/Stat/PC	Phone
Alway Peter	PO Box 821	Boronia Park/NSW 2111	02 816 2130
Barker Bob	PO Box 711	Liverpool/NSW 2170	
Bentzen Gordon	8 Odin St	Sunnybank/QLD 4109	07 344 3881
Blazejwski Stan		Mordiallic/VIC	03 580 4605
Boardman William	10 Eltham Ave	Pt Lincoln/SA 5606	086 82 2385
Bye Graham	9 Airlie Bank Rd	Morwell/VIC 3840	051 34 5954
Cameron William	2/22 Warren St	St Lucia/QLD 4067	07 371 4736
Colls Jason	16 Clavus St	Geelong/VIC 3214	052 75 5450
Cooper Len&Shirley	223 Elswick St	Leichardt/NSW 2040	
Cosier W.F	32 Argyll St	Coffs Harbour/NSW 2450	066 524 056
Cunnigham Eric	7 Nuthatch St	Inala/QLD 4077	07 372 2980
Dalzell Robbie	31 Nedland Cres	Pt Noarlunga/SA 5167	08 386 1647
Devries Bob	21 Virgo St	Inala/QLD 4077	07 372 7816
Donges Geoff	PO Box 326	Kippax/ACT 2615	06 254 9354
Eadsforth Jim	PO Box 329	Goolwa/SA 5214	
Edwards Peter	40 Davison St	Litcham/VIC 3132	03 873 5249
Elphick Graham	26 Birch St	St Mary's/NSW 2760	02 623 8141
Gall Brian	PO Box 131	Cooranbong/NSW 2265	049 772 178
Holder Garry	229 Esplanade	Seaford/SA 5161	08 386 1139
Hutchinson Simon	10 Ascit Court	Nth Dandenong/VIC 3175	
Ikin J	42 Spruce Dve	Rowville/VIC 3178	03 759 6253
Johns Harold Rex			
Johnson Fraser	35 Robson Ave	Gorokan/NSW 2263	043 923 298
Kenny Bob	3/14 Bellingen Rd	Coffs Harbour/NSW 2450	066 51 2205
Lidgard Ron	17 Acacia St	Thornlands/QLD 4164	
McGrath John	93 Lemon Guns Dr	Tamworth/NSW 2340	067 618 071
McLintock George	7 Logan St	Narrabundah/ACT 2604	06 295 6590
McNabb John	PO Box 109	Boronia/VIC 3155	03 758 9008
Morgan Peter		Cooyar/QLD 4402	076 926 248
Munro Ron	91 Blackburn Rd	Elizabeth E/SA 5112	08 255 0405
Murrells Alan	5 Goulburn Ave	Corio/VIC 3214	052 75 3065
Quinn Stephen		Orange/NSW	063 62 0519
Rae Desmond	PO Box 2076	Mt Isa/QLD 4825	077 43 3486
Remin Fred	11 Corcoran Cres	Canungra/QLD 4275	075 435 821
Rosch Raymond	5 Euphrates Pl	Kearns/NSW 2558	02 820 7228
Schmidt Richard	5a Stephens Ave	Torrensville/SA 5031	08 354 0951
Steman John	PO Box 680	Windsor/NSW 2756	
Stephen Dr Val	1 Mabel St	Camberwell/VIC 3124	
Stevens Darren	16 Hewitt St	Colac/VIC 3250	052 311 795
Thompson Sam	18 Taylor St	Biggers Wtrs/QLD 4416	
Vagg Johanna	9 Belah St	Forbes/NSW 2871	068 52 2943
Williams Arthur	67 High St	Harrington/NSW 2427	065 56 1517

If you would like your name included in the above list in order to help other cocoists and to maintain contact between us, then send the above information to me for inclusion.

Do you know of the existence of a user group in your area or are you considering starting one up again? Let me know the details including the contact names and phone numbers, meeting place, times etc, and I will print it in this magazine.

REMEMBER, USER GROUPS ARE THE BACKBONE OF THE COCO COMMUNITY!



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