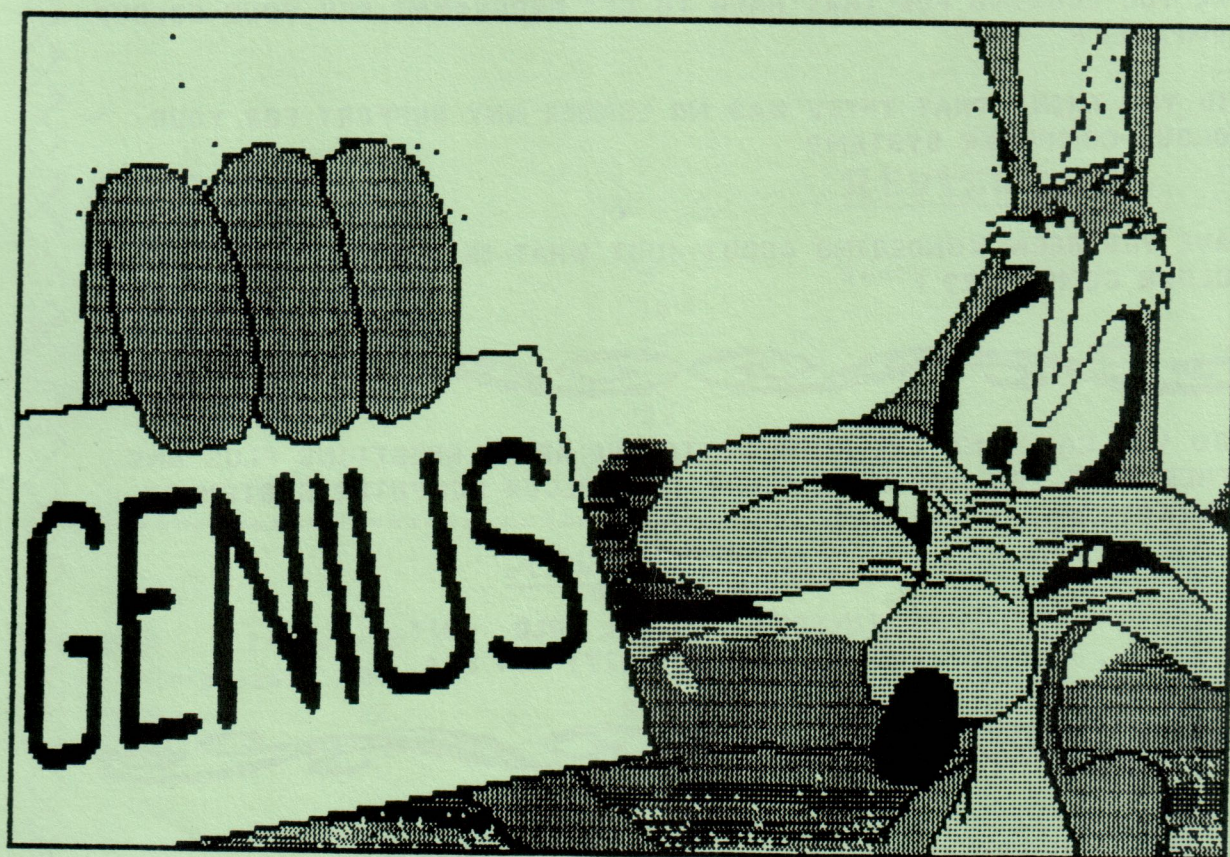


Vol 3 Issue 4

Jul/Aug 95

COCO - LINK

THE COLOUR COMPUTER MAGAZINE



THIS ISSUE

Prisoner (CoCo 3)

ASCII Code

Budget Programme

Reviews


Operating system 9

Disk Manager

REMCOMS Sale

Product Adds

Back to Basics



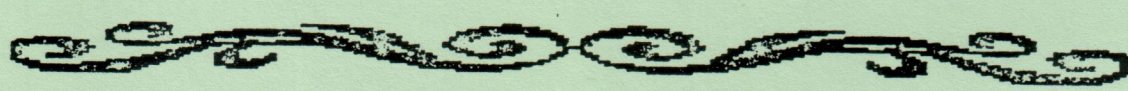
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REMIN COMPUTER SOFTWARE

ARE YOU LOOKING FOR THAT HARD TO GET PROGRAMME FOR YOUR COLOUR COMPUTER?

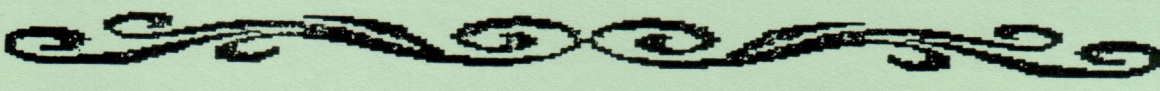
DID YOU THINK THAT THERE WAS NO LONGER ANY SUPPORT FOR YOUR COLOUR COMPUTER SYSTEM?

HAVE YOU BEEN WONDERING ABOUT JUST WHAT IS AVAILABLE FOR THE COLOUR COMPUTER?




NOW YOU CAN FIND THE ANSWERS TO THE ABOVE QUESTIONS PLUS ANY OTHER THAT YOU MAY HAVE ABOUT THE COLOUR COMPUTER SYSTEM BY CONTACTING:

REMCOMS
P.O. BOX 787
THURINGOWA CENTRAL QLD 4817
PHONE/FAX/BBS: (077) 734 884



WE ARE ALSO THE AUSTRALIAN AGENTS FOR ALL THE COMPANIES ADVERTISED IN THIS MAGAZINE.



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Remins Ramblings

The time has come!!!!

Yes after three years of CoCo-Link being produced by Ros and myself and a further 4 years by Robbie, thats SEVEN years, it has become obvious to us that this magazine now must fold.

WHY? Well the answer is quite simple, Ros and I simply do not have the time to produce the magazine every two months completely from scratch with no assistance from you the readers. We have on numerous occasions asked for your assistance by way of submissions, be they articles, letters, requests for help, one-liners, small programmes, large programmes, OS-9, Basic or ML, we have received from you practically nothing.

We have received some material from a very small percentage of subscribers and to all of you we say thank you but trying to find a minimum of 90% of the material for each magazine has taken it's toll on both of us and our family.

Therefore this issue, No 4 of Vol 3, will be the third last CoCo-Link produced by Ros and I, there will only be numbers 5 and 6 to go from Vol 3 and then that is it. This will be the case unless one of two things happen;

1)- We receive a vast influx of material for the magazine, or

2)- Someone would like to take over the production completely.

In the case of No 1 above, this would have to be a substantial amount of material, not just half a dozen pieces over the next few months and in the case of No 2, if someone is prepared to take over then I suggest you have a long talk with either Ros or myself. By taking over the production of the magazine you will loose all your weekends, be continuously bombarded with phone calls instead of printable material and have the frustration of being continuously under a deadline.

Along with the folding of CoCo-Link, REMCOMS will also fold as of the 1st August 1995. Ros and I again run this CoCo supporting venture on the weekends and at night after work however the tax mans requirments for substantiation etc coupled with the lack of sales makes it a non-viable proposition.

We have purchased thousands of dollars worth of software and hardware in order to support the CoCo community, in fact we have shelves that are more stocked than Tandy was in the hey day of the CoCo however our sales have in no way compensated for these purchases.

In fact the tax man has indicated that the stock we have MUST move or we are up for a small fortune. To this end we have decided to have a sale, the details of which you will find elsewhere in this magazine.

Ros and I will still be members of the CoCo community and will assist anyone who needs help on a one-on-one basis but REMCOMS as a business will fold.

To be totally honest with you there are two main reasons apart from the tax man that REMCOMS is folding;

1)- A reluctance of companies in the USA and Canada to send

promised products; and

2)- A reluctance on your part to actually pay for those products that we have, ie a number of you would rather 'pirate' a copy off a mate than pay the measely price of \$50 for an original.

So there you have it, two pieces of information that you can either do something about or continue as you are thereby losing all remaining support for your computing system. You have less than six months to decide which way you will jump.

((((()))

MINI RS232 PORT

The Mini is CoNects low cost replacement for the Tandy Deluxe RS232 Pak. It is completely compatible with existing software and therefore is the port of choice for disk basic users. Users of more esoteric OS-9 drivers, such as the serial mouse package, will also find this unit a 'drop in' replacement.

The 'Mini' is so named because of it's size - it is housed in a ROMPak game case! Modem connection is made by a female DB25 connector on the top. This unit requires a 12V source, either the Multipak or external supply connected through a mini plug on the units side.

PRICE:

Mini RS232\$85

Power Supply.....\$15
(Y cable systems)

((((()))

-----COMPETITION RESULTS-----

Well folks here are the results of the competition that we told you about in the first issue this year. As you know the competition was designed to give every cocoist a bit of encouragement to do more than just turn their computer on and play with it. It was designed to allow the newest novice to the most accomplished programmer to reap some small reward for their accomplishments.

This time the competition had four categories with three prizes in each category, they were;

- (1) Educational;
- (2) Applications/Utilities;
- (3) Graphics; and
- (4) Games.

The response to the competition was indicative of your desire to learn about the CoCo, to help out other cocoists and as such was very hard to judge. However in line with your overwhelming responses, the winners are:

- (1) Educational - Fred Remin (no other submissions);
- (2) Applications/Utilities - Fred Remin (no other submissions);
- (3) Graphics - Fred Remin (no other submissions); and
- (4) Games - Fred Remin (no other submissions).

Am I being sarcastic? You bloody well bet I am, the response to the competition was indicative of *YOUR* support in keeping this magazine going, absolutley bloody *NIL*.

ENOUGH IS ENOUGH, unless there is a massive response in the form of submissions or articles for this magazine in the next six months, then *YOUR* CoCo supporting magazine will *FOLD*.

Ros and I will still be available to those of you who wish to maintain contact and receive assistance on a "one-on-one" basis, however after three years of pleading to you for support and receiving absolutely nothing, we have decided that our time can be better spent on ourselves and those of you who are GENUINELY interested, as opposed to those who wish only to take and give nothing in return.

YOU HAVE LESS THAN SIX MONTHS TO CONSIDER YOUR OPTIONS, HELP US TO HELP YOU OR ALL ASSISTANCE CEASES!!!

REMCOMS

REMCOMS COMPUTER SOFTWARE

FROM RICK'S ENTERPRISE:

CFDM DISKS - SINGLE ISSUE FOR \$9	3 ISSUES FOR \$25	6 ISSUES FOR \$45
UNBELIEVABLE OFFER NO #1 \$55	UNBELIEVABLE OFFER NO #2 \$55	
UNBELIEVABLE OFFER NO #3 \$40	UNBELIEVABLE OFFER NO #4 \$85 (the lot) or \$25 per set	

FROM FARNA SYSTEMS:

COCO FAMILY RECORDER \$40	OMEGA FILE \$40
LITTLE BLACK BOOK \$20	VTO (VIDEO DATABASE) \$20
OS9 INVOICE/INVENTORY \$40	KEEP TRAK \$40
TANDY'S LITTLE WONDER \$25	OS9 QUICK REFERENCE GUIDE \$12

FROM ALPHA SOFTWARE:

COCO MAX 111 \$50	MAX-10 \$50
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COLOUR PRINTER DRIVERS \$20	PRINTER TOOL KIT \$20
MAX FONTS for CM3 (4 disks) \$40	

AUSTRALIAN PRODUCED SOFTWARE:

CROSS-ROADS \$20	MIND GAMES \$20
DIGITECH \$35	XENION \$30
RUPERT RYTHM \$20	SPACE INVADERS \$20
DONUT DILEMMA \$20	CYBER CLASH \$30

FROM MICROCOM TECHNOLOGIES:

500 PEEKS, POKES & EXECs \$25	300 PEEKS, POKES & EXECs \$25
SUPPLEMENT TO ABOVE \$15	(For the COCO3)
UTILITY ROUTINES \$20	MEMORY MASTER \$20
WORD POWER 3.3 \$55	CALENDER MAKER \$25
SCREEN DUMP \$25	HOME BILL ORGANISER \$25
VCR ORGANISER \$25	TAPE/DISK TRANSFER \$25
COMPUTERISED CHEQUE BOOK \$25	TW - 80 \$12
AUTOTERM \$50	
KULTI EDIT \$12	

FROM JMT ENTERPRISES:

OPTIMIZE SET 1 \$45	OPTIMIZE SET 2 \$35
OPTIMIZE SET 1 AND 2 \$60	

WE ARE ALSO AGENTS FOR MOST USA COMPANIES, INCLUDING SUB-ETHA, DAYTON ASSOCIATES AND BURKE & BURKE. WE CAN ALSO OBTAIN SOFTWARE AND HARDWARE FROM OTHER AGENCIES IN THE STATES, CALL FOR INFORMATION.

WHEN ORDERING PRODUCTS WHICH MUST BE OBTAINED FROM THE USA, PLEASE ALLOW A MINIMUM OF 21 DAYS FOR DELIVERY.

TO ORDER RING: (077) 734 884 OR WRITE TO:

REMCOMS

PO BOX 787

THURINGOWA CENTRAL QLD 4817

(LEAVE MESSAGE ON ANSWERING MACHINE IF OFFICE UNATTENDED)

IN MELBOURNE:

JOHN IKIN

42 SPRUCE OVE

ROWVILLE 3178

(03) 759-6253

(LEAVE MESSAGE ON ANSWERING MACHINE IF OFFICE UNATTENDED)

POSTAGE IS \$5 FOR SOFTWARE AND ACTUAL CHARGES FOR HARDWARE / BOOKS AND MAGAZINES. DUE TO THE UNCERTAINTY OF THE AUSTRALIAN DOLLAR PRICES FOR GOODS BOUGHT FROM OVERSEAS MAY VARY. THIS APPLIES ONLY TO GOODS WE HAVE TO ORDER, NOT FOR WHAT WE HAVE ALREADY IN STOCK.



Balance is a yearly cash flow/budget programme allowing for a maximum of 190 entries and was written for a CoCo3 with 512K and 1 or more disk drives.

After inputting a starting balance, debit and credit entries (from existing records - ie, cheque butts and pay slips etc) can then be entered to suit but to a maximum of 190 entries (date in the configuration dd/mm).

Details (up to 8 alph numeric characters), debit, credit the latter two to be entered as whole numbers only, including the opening balance. After each data entry a new balance is affected from the previous balance which can be viewed on the screen or on hard copy. When all data has been entered for the year (or period to suit), a final balance or cash at bank is produced, completing the budget.

Any questions about this programme may be directed to David Roache in Sydney;

Phone (02) 44 6550.

30 REM YEARLY BALANCE
32 REM
22 REM SUBROUTINES USED
24 REM 1000 CREATE FILE
25 REM 2000 SET RECORDS TO NULL
26
28 REM 3000 MODIFY FILE
29 REM 6000 DISPLAY DATA
30 REM 7000 TYPE IN RECORDS
32 REM 8000 INPUT FROM DISC
34 REM 9000 OUTPUT TO DISC

```

36 REM 3500 FILE ADDITIONS
38 REM 4000 FILE DELETIONS
39 REM 4500 FILE CHANGES
40 REM
42 REM PROMPT VARIABLES
44 REM I X Z
50 REM
52 REM VARIABLES AND TABLES
54 REM TEMPORARY PERMANENT
56 REM DD$ D$DATE
58 REM EE$ E$DETAILS
60 REM DT A DEBIT
62 REM CT D CREDIT
70 REM Y$ INVERSE DATE MM/DD
72 REM INTEGER VARIABLES
74 REM N NUMBER OF FILE RECORDS
76 REM NR MAX NUMBER OF RECORDS
78 REM S FILE POSITION
79 REM RC RECORD CHANGE FLAG
80 REM
82 REM FOR...NEXT CONTROL
  VARIABLES
84 REM B,C,I,L,P,S,W
90 REM
200 CLEAR$000
210 LET NR=190
230 DIM D$(NR)
240 DIM E$(NR)
250 DIM A$(NR)
255 DIM A$(NR)
260 DIM D(NR)
270 DIM Y$(NR)
600 REM DISPLAY MAIN MENU
610 CLS
615 PRINT
620 PRINT TAB(9);"YEARLY BALANCE"
630 PRINT TAB(11);"MAIN MENU"
640 PRINT
650 PRINT TAB(3);"1";TAB(9);
  "CREATE A NEW YEARLY"
660 PRINT TAB(9);"BALANCE"
670 PRINT TAB(3);"2";TAB(9);
  "MODIFY,DELETE,ADD,OR"
685 PRINT TAB(9);"WRITE TO
  DISC,CHANGE"
686 PRINT TAB(9);"OPENINGBALANCE"
687 PRINT TAB(9);"BUBBLESORT,WHAT
  IF"
690 PRINT TAB(3);"3";TAB(9)
  "DISPLAY THE BALANCE"
710 PRINT TAB(3);"4";TAB(9);
  "PRINT THE BALANCE"
715 PRINT TAB(3);"5";TAB(9);"END
  THE PROGRAM"
720 PRINT:PRINT"ENTER NUMBER OF
  YOUR CHOICE";
730 INPUT Z
740 IF Z<1 OR Z>5 THEN GOTO 820
750 IF Z=1 THEN GOSUB 1000
760 IF Z=2 THEN GOSUB 3000
770 IF Z=3 THEN GOSUB 6000
780 IF Z=4 THEN GOSUB 10500
785 IF Z=5 THEN 800
790 GOTO 610
800 CLS:STOP
820 PRINT"INVALID SELECTION"
830 FOR W=1 TO 800:NEXT W
840 GOTO 620
1000 REM CREATE FILE SUBROUTINE
1010 CLS
1015 PRINT
1020 PRINT TAB(6);"CREATE A NEW
  YEARLY"
1030 PRINT TAB(10);"FILE MENU"
1040 PRINT TAB(6);"A AND B WILL
  ERASE"
1050 PRINT TAB(9);"DATA IN RAM"
1060 PRINT
1130 PRINTTAB(4);"A";TAB(8);
  "ENTER NEW DATA"
1150 PRINTTAB(4);"B";TAB(8);
  "INPUT DATA FROM DISC"
1170 PRINT TAB(4);"C";TAB(8);
  "RETURN TO MAIN MENU."
1180 PRINT:PRINT"ENTER LETTER OF
  YOUR CHOICE";
1190 INPUT Z$
1200 IF NOT(Z$="A" OR Z$="B" OR
  Z$="C")THEN GOTO 1240
1210 IF Z$="A" THEN GOTO 1400
1220 IF Z$="B" THEN GOTO 1300
1230 RETURN
1240 PRINT Z$;"IS AN INVALID
  SELECTION"
1250 PRINT"PRESS RETURN TO TRY
  AGAIN";
1260 INPUT Z$
1270 GOTO 1010
1300 REM DISC INPUT OF DATA
1310 REM CLEAR OUT OLD DATA
1320 IF N>0 THEN GOSUB 2000
1330 REM INPUT DISC DATA
1340 GOSUB 8000
1350 GOTO 1230
1400 REM INPUT NEW DATA
1410 IF N>0 THEN GOSUB 2000
1420 LET N=0
1425 INPUT"ENTER OPENING
  BALANCE";CB
1430 FOR L=1 TO NR
1440 CLS
1450 GOSUB 7000
1460 PRINT"ANYMORE(Y/N)";
1470 INPUT Z$
1480 IF Z$="N" THEN LET L=NR
1490 NEXT L
1520 GOTO 1230
2000 REM SET FILE RECORDS TO NULL
  AND 0
2010 FOR I=1 TO NR

```



```

2020 LET D$(1)="
2025 LET Y$(1)="
2030 LET E$(1)="
2040 LET A(1)=0
2050 LET D(1)=0
2070 NEXT I
2080 RETURN
3000 REM MODIFY FILE SUBROUTINE
3010 CLS:PRINT
3020 PRINT TAB(8);"YEARLY
BALANCE"
3025 PRINT TAB(8);"MODIFICATIONS"
3028 PRINT
3040 PRINT TAB(3);"A";TAB(9);
"ADD NEW DATA"
3070 PRINT TAB(3);"B";TAB(9);
"REMOVE OLD DATA"
3090 PRINT TAB(3);"C";TAB(9);
"CHANGE OLD DATA"
3110 PRINT TAB(3);"D";TAB(9);
"RECORD ON DISC"
3115 PRINT TAB(3);"E";TAB(9);
"BUBBLE SORT"
3118 PRINT TAB(3);"F";TAB(9);
"WHAT IF"
3118 PRINT TAB(3);"G";TAB(9);
"CHANGE OPENING BALANCE"
3119 PRINT TAB(3);"H";TAB(9);
"RETURN TO MAIN MENU"
3120 PRINT:PRINT "ENTER LETTER OF
YOUR CHOICE";
3130 INPUT Z$
3140 LET RC=N
3160 IF Z$="A" OR Z$="B" OR Z$="C"
OR Z$="D" OR Z$="E" OR Z$="F" OR
Z$="G" OR Z$="H" THEN 3210
3170 PRINT Z$;"IS AN INVALID
SELECTION"
3180 PRINT:"PRESS RETURN TO TRY
AGAIN";
3190 INPUT Z$
3200 GOTO 3010
3210 IF Z$="A" THEN GOSUB 3500
3220 IF Z$="B" THEN GOSUB 4000
3230 IF Z$="C" THEN GOSUB 4500
3235 IF Z$="D" THEN GOSUB 9000
3237 IF Z$="E" THEN GOSUB 9500
3238 IF Z$="F" THEN GOSUB 9800
3239 IF Z$="G" THEN GOSUB 8600
3240 RETURN
3500 REM ADDITIONS SUBROUTINE
3510 CLS
3520 PRINT:"ROOM IS LEFT FOR"
;NR-N;"MORE ENTRIES"
3530 IF NR-N>0 THEN 3600
3540 PRINT:"YEARLY BALANCE FULL"
3550 PRINT:"PRESS RETURN TO
CONTINUE";
3560 INPUT Z$
3570 GOTO 3850

```

```

3600 GOSUB 7000
3610 PRINT:"ANYMORE?(Y/N)";
3620 INPUT Z$
3630 IF Z$="N" THEN 3680
3640 GOTO 3510
3680 RETURN
4000 REM DELETIONS SUBROUTINE
4010 CLS
4020 PRINT:"ENTER DATE";
4030 INPUT DD$
4050 PRINT:"ENTER DETAILS";
4060 INPUT EE$
4070 FOR S=1 TO N
4080 IF D$(S)=DD$ AND E$(S)=EE$
THEN 4170
4090 NEXT S
4110 CLS
4120 PRINT:"NO ENTRY FOR";DD$
;"DETAILS";EE$
4140 GOTO 4270
4170 REM PURGING MONTHLY FILE
4180 FOR I=S TO N
4190 LET D$(I)=D$(I+1)
4195 LET Y$(I)=Y$(I+1)
4200 LET E$(I)=E$(I+1)
4210 LET A(I)=A(I+1)
4220 LET D(I)=D(I+1)
4240 NEXT I
4250 LET N=N-1
4270 PRINT:"ANYMORE?(Y/N)";
4280 INPUT Z$
4290 IF Z$="N" THEN 4340
4300 GOTO 4000
4340 RETURN
4500 REM CHANGES SUBROUTINE
4510 CLS
4520 PRINT:"ENTER DATE";
4530 INPUT DD$
4550 PRINT:"ENTER DETAILS";
4560 INPUT EE$
4580 FOR S=1 TO N
4590 IF D$(S)=DD$ AND E$(S)=EE$
THEN 4660
4595 NEXT S
4620 CLS
4630 PRINT:"NO ENTRY FOR";DD$
;"DETAILS";EE$
4650 GOTO 5050
4660 CLS
4670 PRINT:"THIS IS THE ENTRY:"
4680 PRINT:"RECORD NUMBER";S
4690 PRINT:"DATE:";D$(S)
4700 PRINT:"DETAILS:";E$(S)
4710 PRINT:"DEBIT:";A(S)
4720 PRINT:"CREDIT:";D(S)
4730 PRINT:PRINT
4740 PRINT TAB(4);"1";TAB(8);
"CHANGE DATE"
4750 PRINT TAB(4);"2";TAB(8);
"CHANGE DETAILS"

```

```

4760 PRINT TAB(4);"3";TAB(8);
"CHANGE DEBIT"
4770 PRINT TAB(4);"4";TAB(8);
"CHANGE CREDIT"
4790 PRINT:"ENTER CHOICE(1-4)";
4800 INPUT I$
4810 IF NOT(I$<"1" AND I$>"4")
THEN 4840
4820 PRINT:" I$ IS AN INVALID
SELECTION"
4825 PRINT:"PRESS RETURN TO ENTER
AGAIN";
4830 INPUT Z$
4835 GOTO 4860
4840 IF I$<"1" THEN 4880
4850 PRINT:"ENTER NEW DATE";
4860 INPUT D$(S)
4865 LET Y$(S)=RIGHT$(D$(S),2)
+MID$(D$(S),3,1)+LEFT$(D$(S),2)
4870 GOTO 5020
4880 IF I$<"2" THEN 4920
4890 PRINT:"ENTER NEW DETAILS";
4900 INPUT E$(S)
4910 GOTO 5020
4920 IF I$<"3" THEN 4960
4930 PRINT:"ENTER NEW DEBIT";
4940 INPUT A(S)
4950 GOTO 5020
4960 PRINT:"ENTER NEW CREDIT";
4980 INPUT D(S)
5020 PRINT:"ANY MORE CHANGES TO
RECORD(Y/N)";
5030 INPUT Z$
5035 CLS
5040 IF Z$="N" THEN 5050
5045 GOTO 4860
5050 PRINT:"ANY OTHER RECORDS TO
CHANGE(Y/N)";
5060 INPUT Z$
5070 IF Z$="Y" THEN 4510
5120 RETURN
6000 REM DISPLAY SUBROUTINE
6010 CLS
6020 LET DR=1
6040 GOSUB 11000
6050 FOR P=1 TO N
6060 LET CB=CB+D(P)-A(P)
6070 HPRINT(2,Y),D$(P):HPRINT
(16,Y),E$(P):HPRINT(40,Y)
,A(P):HPRINT(52,Y),D(P)
:HPRINT(66,Y),CB
6080 LET Y=Y+1
6085 IF Y>22 THEN GOSUB 11000
6090 NEXT P
6100 LET Q$=""
6110 LET Q$=INKEY$:IF Q$=""
THEN 6110
6120 FOR R=1 TO N
6130 LET CB=CB-D(R)+A(R)
6140 NEXT R

```



```

6145 HSCREEN0
6147 SCREEN 0,1
6150 RETURN
7000 REM TYPE IN RECORDS
SUBROUTINE
7010 PRINT:PRINT TAB(5);"NEW DATA
INPUT"
7020 PRINT:PRINT"ENTER DATE";
7030 INPUT DD$
7100 PRINT"ENTER DETAILS";
7110 INPUT EE$
7120 PRINT"ENTER DEBIT";
7130 INPUT DT
7140 PRINT"ENTER CREDIT";
7150 INPUT CT
7180 PRINT"PRESS RETURN IF
CORRECT"
7185 PRINT TAB(10);"-IF NOT TYPE
N";
7190 INPUT Z$
7200 IF Z$="N" THEN GOTO 7000
7210 LET N=N+1
7220 LET D$(N)=DD$
7225 LET Y$(N)=RIGHT$(D$(N),2)
+MID$(D$(N),3,1)+LEFT$(D$(N),2)
7230 LET E$(N)=EE$
7240 LET A(N)=DT
7250 LET D(N)=CT
7270 RETURN
8000 REM INPUT DATA FROM DISC
8002 N=0
8003 CLS
8004 DIR
8006 INPUT"IS THE FILE ON THIS
DISC(Y/N)";Z$
8008 IF Z$="N" THEN 8500
8010 CLS
8390 OPEN"1",#1,"BALANCE"
8400 INPUT #1,CB
8410 PRINT CB
8420 IF EOF(1)=-1 THEN 8490
8430 INPUT#1,D$(N+1),Y$(N+1),
E$(N+1),A(N+1),D(N+1)
8440 PRINT D$(N+1);Y$(N+1),
E$(N+1);A(N+1);D(N+1)
8450 N=N+1
8460 GOTO 8420
8490 CLOSE #1
8492 LET Q$=""
8494 LET Q$=INKEY$:IF Q$=""
THEN 8494
8500 RETURN
8500 REM CHANGE OPENING BALANCE
8510 CLS
8520 INPUT"DO YOU WANT TO CHANGE
THE OPENING BALANCE Y/N";Z$
8530 IF Z$="N" THEN 8650
8540 INPUT"ENTER NEW BALANCE";CB
8550 RETURN
9000 REM RECORD ON DISC

```

```

9005 INPUT"DO YOU WANT TO RECORD
TO DISC(Y/N)";Z$
9020 IF Z$="N" THEN 9495
9030 PRINT"PRESS RETURN TO
CONTINUE"
9040 INPUT Z$
9041 CLS
9043 DIR
9045 INPUT"IS THIS THE CORRECT
DISC(Y/N)";Z$
9047 IF Z$="N" THEN 9495
9050 CLS
9267 INPUT"DO YOU WANT TO KILL
THE OLD BALANCE(Y/N)";Z$
9268 IF Z$="N" THEN 9444
9270 PRINT"KILLING BALANCE"
9275 KILL"BALANCE/DAT"
9280 GOTO 9444
9444 OPEN"0",#1,"BALANCE"
9480 WRITE #1,CB
9482 FOR I=1 TO N
9484 WRITE#1,D$(I),Y$(I),
E$(I),A(I),D(I)
9486 NEXT I
9490 CLOSE #1
9492 PRINT"OUTPUT TO DISC
COMPLETED"
9493 PRINT"PRESS ENTER TO RETURN
TO MAIN MENU";
9494 INPUT Z$
9495 RETURN
9500 REM BUBBLE SORT
9505 PRINT:PRINTTAB(10);
"SORTING"
9510 IF N=1 THEN 9720
9520 FOR P=1 TO N-1
9530 FOR C=1 TO N-P
9540 IF Y$(C)>Y$(C+1) THEN 9670
9550 LET W$=D$(C)
9560 LET D$(C)=D$(C+1)
9570 LET D$(C+1)=W$
9572 LET W$=Y$(C)
9574 LET Y$(C)=Y$(C+1)
9576 LET Y$(C+1)=W$
9580 LET W$=E$(C)
9590 LET E$(C)=E$(C+1)
9600 LET E$(C+1)=W$
9610 LET W$=A(C)
9620 LET A(C)=A(C+1)
9630 LET A(C+1)=W$
9640 LET W$=D(C)
9650 LET D(C)=D(C+1)
9660 LET D(C+1)=W$
9670 NEXT C
9680 NEXT P
9690 PRINT TAB(10)"FINISHED
SORTING"
9700 PRINT:PRINT"PRESS RETURN FOR
MAIN MENU"
9710 INPUT Z$

```

```

9720 RETURN
9800 REM WHAT IF SCENARIO
9810 CLS
9815 PRINT TAB(3);"WHAT IF ALL
EXPENSES"
9817 PRINT TAB(3);"WERE TO
INCREASE"
9820 INPUT"ENTER INCREASE AS
100%";W1
9830 FOR S=1 TO N
9840 LET A(S)=A(S)*W1/100
9850 LET A$(S)=STR$(A(S))
9860 LET L=LEN(A$(S))
9870 FOR G=1 TO L
9880 IF MID$(A$(S),G,1)=". "
THEN 9900
9890 NEXT G
9895 GOTO 9940
9900 LET X$=RIGHT$(A$(S),L-G+1)
9910 LET W$=LEFT$(A$(S),G-1)
9915 LET X=VAL(X$)
9920 LET W=VAL(W$)
9925 LET Y=W+X
9930 IF X<.5 THEN LET A(S)=Y-X
ELSE IF X>.5 THEN LET
A(S)=Y-X+1 ELSE IF X=.5 AND W1>100
THEN LET A(S)=Y-X+1 ELSE IF X=.5
AND W1<100 THEN LET A(S)=Y
9940 NEXT S
9945 CLS
9947 LET DR=1
9950 GOSUB 11000
9970 FOR P=1 TO N
9980 LET CB=CB+D(P)-A(P)
9990 HPRINT(2,Y),D$(P):HPRINT(16
,Y),E$(P):HPRINT(40,Y),A(P):
HPRINT(52,Y),D(P):HPRINT(66,Y),CB
9991 LET Y=Y+1
9992 IF Y>22 THEN GOSUB 11000
9993 NEXT P
9994 LET Y=0
9995 LET Q$=""
10000 LET Q$=INKEY$:IF Q$=""
THEN 10000
10001 FOR V=1 TO N
10002 LET CB=CB+A(V)-D(V)
10003 NEXT V
10005 FOR S=1 TO N
10010 LET A(S)=A(S)*100/W1
10015 LET A$(S)=STR$(A(S))
10020 LET L=LEN(A$(S))
10025 FOR G=1 TO L
10030 IF MID$(A$(S),G,1)=". "
THEN 10040
10035 NEXT G
10037 GOTO 10080
10040 LET W$=LEFT$(A$(S),G-1)
10045 LET X$=RIGHT$(A$(S),L-G+1)
10050 LET W=VAL(W$)
10055 LET X=VAL(X$)

```

```

10060 LET Y=W+X
10070 IF X<.5 THEN LET A(S)=Y-X
ELSE IF X>.5 THEN LET A(S)=Y-X+1
10080 NEXT S
10085 HSCREEN0
10090 SCREEN 0,1
10150 RETURN
10500 REM PRINT THE BALANCE
10510 CLS
10520 INPUT"DO YOU WANT TO PRINT
THE BALANCE(Y/N)";Z$
10530 IF Z$="N" THEN 10600
10540 PRINT"TO CONTINUE, PRESS
ENTER"
10550 INPUT Z$
10560 PRINT#-2,CHR$(27);CHR$(31);
"DATE";TAB(10);"DETAILS";
TAB(30);"DEBIT";TAB(45);
"CREDIT";TAB(60);"BALANCE"
10565 PRINT#-2,CHR$(27);CHR$(31)
;TAB(60);CB
10568 PRINT#-2
10570 FOR L=1 TO N
10575 LET CB=CB+D(L)-A(L)
10580 PRINT#-2,CHR$(27);CHR$(31)
;D$(L);TAB(10);E$(L);TAB(30)
;A(L);TAB(45);D(L);TAB(60);CB
10585 NEXT L
10586 PRINT#-2,"X";CHR$(13)
10587 FOR T=1 TO N
10590 LET CB=CB+A(T)-D(T)
10595 NEXT T
10600 RETURN
11000 REM SCREEN DISPLAY
11005 IF DR=0 THEN 11010
11007 PRINT:PRINT TAB(3);"PRESS
ANY KEY TO CONTINUE"
11010 LET Q$=""
11020 LET Q$=INKEY$:IF Q$=""
THEN 11020
11030 HSCREEN 4
11040 PALETTE 1,63
11050 PALETTE 0,15
11060 HDRAW"BM1,191;U190;R639;
D190;L639
11070 HDRAW"BM100,191;U190
11090 HDRAW"BM300,191;U190
11100 HDRAW"BM400,191;U190
11120 HDRAW"BM500,191;U190
11145 HPRINT(2,1),"DATE":
HPRINT(16,1),"DETAILS":
HPRINT(41,1),"DEBIT":
HPRINT(53,1),"CREDIT":
HPRINT(67,1),"BALANCE"
11147 LET Y=2
11149 LET DR=0
11150 RETURN

```

 -----SALE-----

As stated in Remin's Ramblings, REMCONS is having a sale to clear our stock before the taxman slugs us for billions of dollars.

The sale will be a first in best dressed type of sale, everything on the shelf must go and is drastically reduced.

In order to move this stock we have grouped our products at set prices.

1. All CoCo 1 & 2 tapes \$2.00
2. All CoCo 3 tapes \$2.50
3. All CoCo 1 & 2 ROMPAKS \$5.00
4. All CoCo 3 ROMPAKS \$10
5. Tandy jstcks (set of 2) \$5
6. Tandy deluxe jstcks \$10
7. Books CoCo 1 & 2 \$2.00
8. Books CoCo 3 \$2.50
9. USA Rainbow magazines \$1.00
10. AUST magazines \$0.50
11. All CoCo 1 & 2 disks \$5.00
12. All CoCo 3 disks \$10
13. All OS-9 (CoCo 3) \$10
14. Tape decks \$10
15. Bare Drives (40/80) \$10
16. Hi-Res jstck interface \$10
17. Hard drives (secondhand) \$20
18. CoCo 1 \$10
19. CoCo 2 \$20
20. CM-8 RGB colour monitors \$100
21. Tandy speech paks \$10

22. 3 1/2" Drive (floppie) \$10

23. Disto controllers \$50

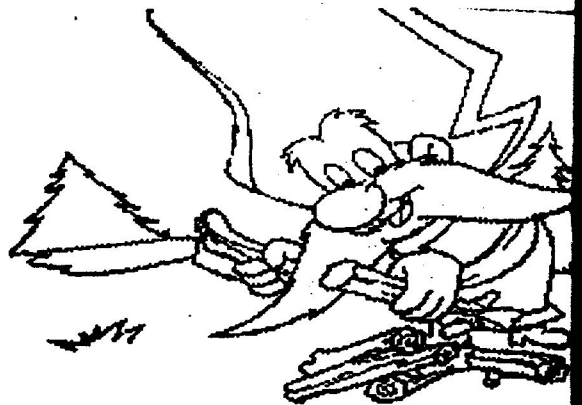
24. RSDOS controllers \$40

We have a multitude of spare parts including cables and chips, give us a ring on these, nothing will be over \$10.

All purchases do not include postage, this must be added according to the medium used and the weight of the purchase, ie airmail is more expensive than road etc.

All these products will be on sale to you the cocoist for a period of 30 days. If anyone is interested, you can buy the company lock stock and barrel, simply give me a call and we can negotiate.

August 01 1995 is the day I speak to my accountant with a view of folding the company, all remaining stock will then be in his hands and obviously will attract higher prices or be donated to a charity.



REMCOMS

OPTIMIZE SETS



From JWT Enterprise comes the optimize sets 1 and 2.

These utilities are primarily for use on a hard drive under OS-9 but can also be used on an ordinary disk system. They defragment your files and float directories in order to optimize or speed up the operation of your system.

Optimize Set 1:

This set includes:

OPTIMIZE;

This utility actually modifies any disk or hard disk in order to speed disk accesses.

INQ;

This utility will allow you to determine the extent of fragmentation on your disk.

PRICE: \$45 + \$5 p+p

Optimize Set 2:

This set includes:

DIRCHECK;

The DIRCHECK utility allows you to check the integrity of the directory structure on any device or portion of a device.

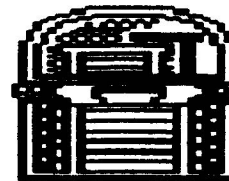
DAMCHECK;

The DAMCHECK utility compares the disk allocation map with the current file structure on the disk to make sure that all files in the file structure are properly logged in the disk allocation map.

PRICE: \$35 + \$5 p+p

Buy both for \$60 + \$5 p+p

DIGITECH



Digitech Pro is an Australian produced software/hardware sound digitising system for the CoCo III.

With Digitech Pro you can connect your CoCo to any sound source including CD's, tape's, radio etc. The sound that you select and then digitise may be incorporated into your own basic programme.

Digitech Pro requires a cable for this connection which can be made by you (instructions are included) or we can supply a cable.

This software/hardware combination is VERY user friendly, in fact you will be digitising your own sounds within minutes.

Requires CoCo III with 512K + cable.

PRICE: \$35 + \$5 p+p

To order either of these products contact:

REMCOMS

100 Whitsunday Dve

KIRWAN QLD 4817

Phone & Fax: (077) 734 884

Diskmanager

DISKMAN PROGRAMME

I developed this programme while looking for some other use for a joystick or mouse other than playing games. No doubt this programme can be improved upon I have used only the very basic DIR and print DIR routines just to give an idea what can be done, more sophisticated ones could be used such as listing DIR in multiple columns. I have found that a mouse is much easier to use with this programme than a joystick.

A sort routine was not included although it appears as one of the options on the menu.

```

10 '*****
20 '* DISK MANAGER PROGRAMME *
30 '***** BY B.D. GALL *****
40 '***** 30-04-94 *****
50 '*****
60 CLS
80 PRINT STRING$(32,"*")
90 PRINT@37,"DISK MANAGER
PROGRAMME"
100 PRINT@64,STRING$(32,"*")
110 PRINT@128,"POSITION MARKER ON
NUMBER OF THE OPTION YOU WISH TO
USE & SELECT USING LEFT BUTTON"
120 PRINT@353,"PRESS RIGHT BUTTON
TO CONTINUE"
130 IF BUTTON(1)=1 THEN GOTO 150
140 GOTO 130
150 CLS@:GOSUB780
160 PRINT@33,"1";:PRINT@35,
"DRIVE0";
170 PRINT@97,"2";:PRINT@99,
"DRIVE2";
180 PRINT@161,"3";:PRINT@163,
"DRIVE1";

```

```

190 PRINT@225,"4";:PRINT@227,
"DRIVE3";
200 PRINT@289,"5";:PRINT@291,
"DIR";
210 PRINT@178,"8";:PRINT@180,
"FREE";
220 PRINT@50,"6";:PRINT@52,
"MEMORY FREE";
230 PRINT@114,"7";:PRINT@116,
"PRINT DIR";
240 PRINT@242,"9";:PRINT@244,
"SORT DISK";
250 PRINT@306,"10";:PRINT@309,
"QUIT";
260 PRINT@416,"USE LEFT BUTTON TO
SELECT OPTION";
270 H=JOYSTK(0):V=JOYSTK(1)
280 IF V>24 THEN V=24
290 SET(H,V,5)
300 FOR T=1 TO40:NEXT
310 RESET(H,V)
320 IF H>0 AND V>0 AND H<5 AND
V<5 AND BUTTON(0)=1 THEN
DRIVE0:Z=0 :GOSUB780
:GOSUB1280:GOTO160: 'SET DRIVE 0
330 IF H>0 AND V>0 AND H<5 AND
V<9 AND BUTTON(0)=1 THEN:DRIVE2
:Z=2:GOSUB780:GOSUB1280:GOTO160
:'SET DRIVE 2
340 IF H>0 AND V>8 AND H<5 AND
V<13 AND BUTTON(0)=1 THEN:DRIVE1
:Z=1 :GOSUB780:GOSUB1280:GOTO160
:'SELECT DRIVE 1
350 IF H>0 AND V>12 AND H<5 AND
V<17 AND BUTTON(0)=1 THEN:DRIVE3
:Z=3:GOSUB780:GOSUB1280:GOTO160
:'SELECT DRIVE 3
360 IF H>0 AND V>16 AND H<5 AND
V< 21 AND BUTTON(0)=1 THEN
GOSUB1280: GOTO 810:' SELECT DIR
370 IF H>34 AND V>8 AND H<39 AND
V<13 AND BUTTON(0)=1 THEN
GOSUB1280: GOTO 430:'SELECT FREE
DISK SPACE
380 IF H>34 AND V>0 AND H<39 AND
V<5 AND BUTTON(0)=1 THEN
GOSUB1280:GOTO 470:'SELECT FREE
MEMORY
390 IF H>34 AND V>4 AND H<39 AND
V<9 AND BUTTON(0)=1THEN
GOSUB1280: GOTO 700:'SELECT PRINT
DIRECTORY
400 IF H>34 AND V>12 AND H<39 AND
V<17 AND BUTTON(0)=1 THEN
GOSUB1280: GOTO 1080:'SELECT SORT
410 IF H>34 AND V>16 AND H<40 AND
V<21 AND BUTTON(0)=1 THEN
GOSUB1280: CLS:END:'SELECT QUIT
420 GOTO 160
425 '**** FREE

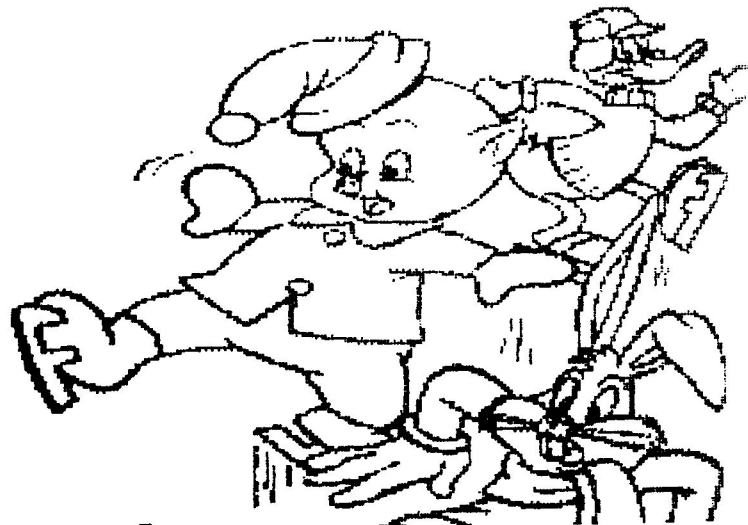
```



```

430 CLS:PRINT@97,"FREE SPACE ON
DISK IN DRIVE";Z:PRINT@129,
"IS";FREE(Z);"GRANULES";
440 PRINT@450,"PRESS RIGHT BUTTON
FOR MENU";
450 IF BUTTON(1)=1 THEN 150
460 GOTO450
470 CLS:PRINT@100,"FREE MEMORY="
:PRINT @ 113,MEM
480 PRINT@450,"PRESS RIGHT BUTTON
FOR MENU"
490 IF BUTTON(1)=1 THEN 150
500 GOTO 490
700 CLS
710 PRINT@449,"PRINTING DIRECTORY
FOR DRIVE";Z
720 POKE150,1:POKE111,254:DIRZ
730 PRINT#-2:PRINT#-2,FREE(Z)
"GRANULES FREE
740 CLS
750 PRINT@450,"PRESS RIGHT BUTTON
FOR MENU
760 IF BUTTON (1)=1 THEN 150
770 GOTO 760
780 PRINT@448," DRIVE";Z"IS
CURRENTLY SELECTED ";
790 RETURN
800 '**** DIR ROUTINE
810 CLS:PRINT@450,"LOADING DRIVE"
;Z
815 FOR T=1 TO 1000:NEXT
820 CLS:DIR
830 FOR I=1 TO 9
835 PRINT:PRINT@455,FREE(Z)
"GRANULES FREE
990 GOTO 1040
1000 IF BUTTON(1)=1THEN
CLEAR1000: GOTO 150
1010 GOTO 1000
1020 IF BUTTON(0)=1 THEN RETURN
1030 GOTO 1020
1040 PRINT@482,"PRESS RIGHT
BUTTON FOR MENU"
1050 IF BUTTON(1)=1 THEN GOTO 150
1060 GOTO 1050
1070 '****SORT ROUTINE
1080 CLS:PRINT" ENTER YOR OWN
SORT ROUTINE HERE"
1090 PRINT@450,"PRESS RIGHT
BUTTON FOR MENU"
1260 IF BUTTON(1)=1 THEN GOTO 150
1270 GOTO 1260
1280 SOUND200,4:RETURN

```



MICROCOM TECHNOLOGIES, Inc

THE FOLLOWING IS A LIST OF BOOKS AND SOFTWARE STILL AVAILABLE FOR THE COCO3 FROM MICROCOM TECHNOLOGIES, Inc.

BOOKS:-

500 POKES, PEEKS & EXECS	25.00
SUPPLEMENT TO 500 POKES	15.00
300 POKES, PEEKS & EXECS FOR COCO3	25.00
UTILITY ROUTINES VOL 1	20.00

UNIT COST:-

SOFTWARE:-

WORD POWER 3.3	55.00
CALANDER MAKER)	
SCREEN DUMP)	
SUPER TAPE/DISK TRANSFER)	25.00 EACH
VCR TAPE ORGANIZER)	
HOME BILL MANAGER)	
COMPUTERIZED CHECQUEBOOK)	

BASIC WINDOWS PROGRAMME	20.00
DISK UTILITY 2.1	20.00
FILE TRANSFER UTILITY MULTIVUE VERSION	25.00
MULTI EDIT	12.00
TW-80	12.00
VIP WRITER III	50.00
AUTOTERM	35.00
COCO *OS-9 RAMDISK	20.00
MULTIPROGRAMMING OS-9 OPERATING SYSTEM	35.00
MEWMORY MASTER	20.00
WILD & MV (DIRECTORY ASSISTANT FOR OS-9)	20.00
COLOUR DEMON SEED	20.00

XT-ROM	25.00
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POSTAGE TO BE CONFIRMED WHEN PLACING ORDER. PLEASE ALLOW MINIMUM OF 21 DAYS FOR POSTAGE FROM THE USA.

IF THERE IS ANYTHING HERE YOU ARE INTERESTED IN PLEASE CONTACT US ON 077-734 884 (FAX/PHONE).

Prisoner (CoCo 3)

As promised in the last issue we have now included the CoCo3 version of George McIntock's PRISONER programme. Again this is one that you budding programmers can have a bit of a look at and dissect to find out how it is all done, you can then use George's routines in your own creations.

```
10 'PRISON.BAS TO TRY
PRISONERWITH DRAG AND DROP TYPE
LOGIC
20 CLEAR 1000
30 DIM B(1,12,10), L(1,3,4), Q(2,
6), OF(4, 1), OG(10), HB(10)
40 DIM H(148,1), HT(16):HBUFF1,
72: HBUFF 2,72:HBUFF 16,512:
HBUFF 17,512
50 HBUFF 3,512: HBUFF 4,
1024:HBUFF 5,1024:HBUFF 6,
2048:HBUFF 7,512
60 HBUFF 8,128: HBUFF 9,
256:HBUFF 10,256: HBUFF 11,
512:HBUFF 12,128
70 GOSUB 3010: JL=16: GOSUB
1240:GOSUB 1900: GOSUB 2070
80 JL=17: GOSUB 1240
90 C9 = 0: R9 = 0: H = L(F,
C9,R9): GOSUB 1270
100 'MAIN CONTROL LOOP
110 A$ = INKEY$: IF PEEK(343)
=191 THEN T = 5: GOTO 190
120 IF PEEK(344) = 191 THEN T =6:
GOTO 190
130 IF PEEK(341) = 191 THEN T =7:
GOTO 190
140 IF PEEK(342)=191 THEN IF JK
=0 THEN JK=1 ELSE JK=0
150 IF A$ = "" THEN 110
160 IF A$ = "Q" THEN HSCREEN
0:POKE 44708,9: STOP
170 IF A$ = " " THEN GOSUB 230
180 T = INSTR(K$, A$): IF T =
0 THEN 110
190 GOSUB 1340
```

```
200 ON T GOSUB 410, 490, 530,570,
610, 830, 1010
210 GOTO 110
220 'DRAG & DROP BITS
230 IF DG > 1 THEN 300 'DRAGGING
240 IF H > 10 THEN SOUND S1,
S2:GOTO 440
250 'IS PICK UP
260 IF B(F, H, 0) = 0 AND B(F,
H,9) = 0 THEN SOUND S1, S2:
GOTO440
270 DG = 2: G = H: GOSUB 1340
280 GOTO 440
290 'TRY TO DROP
300 IF H > 10 THEN 340
310 YC = H: DG = 1: H = G: G = G+
1: GOSUB 1340' TURN OFF G
320 H = YC: G = G - 1: GOTO 280
'MAKE THIS IT
330 'IS A DROP
340 YC = H: H = G: G = G +
1:GOSUB 1340: H = YC: G = G - 1
350 JL=16: GOSUB 1240
360 GOSUB 1420: GOSUB 1900:
GOSUB2070
370 JL=17: GOSUB 1240
380 G = 0: DG = 1
390 GOTO 440
400 'LEFT ARROW
410 C9 = C9 - 1: IF C9 < 0 THENC9
= 0: GOTO 440
420 IF H = L(F, C9, R9) THEN 410
430 'COMMON EXIT
440 H = L(F, C9, R9)
450 C9 = B(F, H, COL): R9 =
B(F,H, ROW)
460 GOSUB 1270
470 RETURN
480 'RIGHT ARROW
490 C9 = C9 + 1: IF C9 > 3 THENC9
= 3: GOTO 440
500 IF H = L(F, C9, R9) THEN 490
510 GOTO 440
520 'UP ARROW
530 R9 = R9 - 1: IF R9 < 0 THENR9
= 0: GOTO 440
540 IF H = L(F, C9, R9) THEN 530
550 GOTO 440
560 'DOWN ARROW
570 R9 = R9 + 1: IF R9 > 4 THENR9
= 4: GOTO 440
580 IF H = L(F, C9, R9) THEN 570
590 GOTO 440
600 'TOGGLE CHEAT SCREEN
610 IF CT > 0 THEN 870
620 X1 = Q(2, CX) - 4: Y1 =
Q(2,RX) - 4: CT = 1
630 X2 = X1 + 4 * Q(2, W) + 8:
Y2= Y1 + 5 * Q(2, W) + 8
640 HLINE (X1, Y1)-(X2,
```

```
Y2),PRESET, BF
650 GOTO 440
660 'RESTORE SCREEN
670 X1 = Q(2, CX): Y1 = Q(2, RX)
680 X2 = X1 + 4 * Q(2, W): Y2 =Y1
+ 5 * Q(2, W)
690 HLINE (X1 - 4, Y1 -
4)-(X2,Y1), PSET, BF
700 HLINE (X1 - 4, Y1 - 4)-(X1,Y2
+ 4), PSET, BF
710 HLINE (X2, Y1 - 4)-(X2 + 4,Y2
+ 4), PSET, BF
720 HLINE (X1 - 4, Y2)-(X2 + 4,Y2
+ 4), PSET, BF
730 P = 2: FOR X = 1 TO 12
740 X1 = Q(P, CX) + B(1, X,
Q(P,C1)) * Q(P, W)
750 Y1 = Q(P, RX) + B(1, X,
Q(P,R1)) * Q(P, W)
760 X2 = Q(P, CX) + (B(1, X,
Q(P,C1)) + B(1, X, WIDE)) * Q(P,
W) -1
770 Y2 = Q(P, RX) + (B(1, X,
Q(P,R1)) + B(1, X, DEEP)) * Q(P,
W) -1
780 T1 = HB(B(1, X, ATYPE) +
Q(P,BN))
790 HPUT (X1, Y1) - (X2, Y2),
T1,PSET
800 NEXT X: P = 0: CT = 0
810 GOTO 440
820 'NEXT CHEAT MOVE
830 IF CT > 0 THEN SOUND S1,
S2:GOTO 440 'TOGGLE OFF
840 JL=16:GOSUB 1240
850 IF C9 < 16 THEN 950
860 HPRINT (25, 16), "AT
CORRECTEND"
870 HPRINT (25, 17), "PRESSENTER"
880 SOUND S1, S2
890 '
900 IF INKEY$ = "" THEN 900
910 HLINE (170, 100)-(319,
191),PRESET, BF
920 CT = 1: GOSUB 610: CT = 0
930 GOTO 970
940 '
950 F = 1: P = 2
960 GOSUB 2550
970 F = 0: P = 0: G = 0
980 JL=17:GOSUB 1240
990 GOTO 440
1000 'SELECT ALTERNATIVE GAME
1010 SX = 1: YC = CT: CT = 0: C9=
0: GOSUB 610'REMOVE CHEATSCREEN
1020 HPRINT (25, 14),
"UP/DOWNKEYS"
1030 HPRINT (25, 15),
"CHANGEGAME"
1040 HPRINT (25, 17), "ENTER ORY"
```

```

1050 HPRINT (25, 18),
"SELECTGAME"
1060 HPRINT (25, 20), "GAME "
1070 HLINE(240,160)-(272,168),
PRESET,BF: T= STR$(SX): HPRINT
(30, 20), T$
1080 JL=16:GOSUB 1240: GOSUB2920:
JL=17:GOSUB 1240
1090 '
1100 A$ = INKEY$: IF A$ = ""
THEN1100
1110 IF A$ = CHR$(13) OR A$ =
"Y" THEN 1180
1120 T = INSTR(K$, A$)
1130 IF T < 3 OR T > 4 THEN 1100
1140 IF T = 3 THEN SX = SX - 1:IF
SX < 0 THEN SX = 10
1150 IF T = 4 THEN SX = SX + 1:IF
SX > 10 THEN SX = 0
1160 GOTO 1070
1170 'AFTER SELECTED
1180 HLINE (170, 100)-(319,
191),PRESET, BF
1190 CT = YC: IF SX > 0 THEN CT
=1
1200 IF CT = 0 THEN CT = 1:
GOSUB610: CT = 0
1210 GOSUB 1900: GOSUB 2070
1220 GOTO 440
1230 'HOURGLASS *****
1240 HPUT (170, 8) - (201,
39),JL, PSET
1250 RETURN
1260 'SET CURSOR PIECE NUMBER INH
*****
1270 T1 = B(F, H, ATYPE)
1280 X1 = Q(P, CX) + B(F, H,
COL)* Q(P, W) + OF(T1, 0)
1290 Y1 = Q(P, RX) + B(F, H,
ROW)* Q(P, W) + OF(T1, 1)
1300 X2 = X1 + 11: Y2 = Y1 + 11
1310 HPUT (X1, Y1) - (X2, Y2),DG,
PSET
1320 RETURN
1330 ' SETPIECE PIECE NUMBER INH
*****
1340 X1 = Q(P, CX) + B(0, H,
Q(P,C1)) * Q(P, W)
1350 Y1 = Q(P, RX) + B(0, H,
Q(P,R1)) * Q(P, W)
1360 X2 = Q(P, CX) + (B(0, H,Q(P,
C1)) + B(0, H, WIDE)) * Q(P,W) -
1
1370 Y2 = Q(P, RX) + (B(0, H,Q(P,
R1)) + B(0, H, DEEP)) * Q(P,W) -
1
1380 T1 = HB(B(0, H, ATYPE) +Q(P,
BN))
1390 IF G <> H THEN HPUT

```

```

(X1,Y1)-(X2, Y2), T1, PSET ELSE
HPUT(X1, Y1)-(X2, Y2), T1, PRESET
1400 RETURN
1410 ' MOVE.BLOCKS:
*****
1420 IF H = 11 THEN DR = B(F,
G,8): IF B(F, G, 0) <> 11
THENSOUND S1, S2: RETURN
1430 IF H = 12 THEN DR = B(F,
G,10): IF B(F, G, 9) <> 12
THENSOUND S1, S2: RETURN
1440 T = B(F, G, 1): B(F, G, 1)
=B(F, H, 1): B(F, H, 1) = T 'SWAP
1450 T = B(F, G, 2): B(F, G, 2)
=B(F, H, 2): B(F, H, 2) = T
1460 IF B(F, G, 3) = 0 THEN
18101470 PA = ABS(G = 10)
1480 ON DR GOTO 1500, 1530,
1550,1590, 1620, 1670, 1720,
17701490 'a 2 x 1 to right
1500 B(F, G, COL) = B(F, G, COL)-
1
1510 GOTO 1810
1520 'a 2 x 1 to left
1530 B(F, H, COL) = B(F, H, COL)+
1
1540 GOTO 1810
1550 'a 1 x 2 down
1560 B(F, G, ROW) = B(F, G, ROW)-
1
1570 GOTO 1810
1580 'a 1 x 2 up
1590 B(F, H, ROW) = B(F, H, ROW)+
1
1600 GOTO 1810
1610 'a 1 x 2 to right
1620 B(F, G, ROW) = MR: B(F,
G,COL) = B(F, G, COL) - PA
1630 B(F, 11, COL) = MC - 1 -
PA:B(F, 12, COL) = MC - 1 - PA
1640 B(F, 11, ROW) = MR: B(F,
12,ROW) = MR + 1
1650 GOTO 1810
1660 'a 1 x 2 to left
1670 B(F, G, ROW) = MR
1680 B(F, 11, COL) = MC + 1 +
PA:B(F, 12, COL) = MC + 1 + PA
1690 B(F, 11, ROW) = MR: B(F,
12,ROW) = MR + 1
1700 GOTO 1810
1710 'a 2 x 1 down
1720 B(F, G, ROW) = B(F, G, ROW)-
PA: B(F, G, COL) = MC
1730 B(F, 11, ROW) = MR - 1 -
PA:B(F, 12, ROW) = MR - 1 - PA
1740 B(F, 11, COL) = MC: B(F,
12,COL) = MC + 1
1750 GOTO 1810
1760 'a 2 x 1 up
1770 B(F, G, COL) = MC 'makesure

```

```

1780 B(F, 11, ROW) = MR + 1 +
PA:B(F, 12, ROW) = MR + 1 + PA:
1790 B(F, 11, COL) = MC: B(F,
12,COL) = MC + 1
1800 'RESTORE SCREEN
1810 X = G: GOSUB 1900
1820 X = 11: GOSUB 1900: X =
12:GOSUB 1900
1830 IF B(0, 10, 1) = B(0, 10,
6)AND B(0, 10, 2) = B(0, 10,
7)THEN 1850 ELSE RETURN
1840 '
1850 HLINE (170, 100)-(319,
191),PRESET, BF
1860 HPRINT (23,
16),"CONGRATULATIONS"
1870 HPRINT (25, 17), "YOU GOT IT"
1880 RETURN
1890 '
1900 X1 = Q(P, CX) + B(F, X,
Q(P,C1)) * Q(P, W)
1910 Y1 = Q(P, RX) + B(F, X,
Q(P,R1)) * Q(P, W)
1920 X2 = Q(P, CX) + (B(F, X,Q(P,
C1)) + B(F, X, WIDE)) * Q(P,W) -
1
1930 Y2 = Q(P, RX) + (B(F, X,Q(P,
R1)) + B(F, X, DEEP)) * Q(P,W) -
1
1940 T1 = HB(B(F, X, ATYPE) +Q(P,
BN))
1950 HPUT (X1, Y1) - (X2, Y2),T1,
PSET
1960 RETURN
1970 'SETUP L ARRAY '
*****
1980 FOR X = 1 TO 12
1990 TC = B(F, X, COL): TR =
B(F,X, ROW): T = B(F, X, ATYPE)
2000 L(F, TC, TR) = X
2010 IF T = 1 OR T = 3 THEN
L(F,TC, TR + 1) = X
2020 IF T = 2 OR T = 3 THEN
L(F,TC + 1, TR) = X
2030 IF T = 3 THEN L(F, TC + 1,TR
+ 1) = X
2040 NEXT X
2050 RETURN
2060 'SETUP DRAG FLAGS
*****
2070 FOR X = 1 TO 10: B(F, X, 0)=
0: B(F, X, 9) = 0: NEXT X
2080 D = 0: MC = B(F, 11, COL):MR
= B(F, 11, ROW)
2090 QC = B(F, 12, COL): QR =B(F,
12, ROW)
2100 IF (MC = QC AND ABS(MR -
QR)= 1) THEN D = 1 'TOGETHER

```



```

UP/DOWN
2110 IF (MR = QR AND ABS(MC -
QC) = 1) THEN D = 2 'TOGETHER
LEFT/RIGHT
2120 IF QC < MC THEN MC = QC 'GET
MIN
2130 IF QR < MR THEN MR = QR
2140 K = 1: FOR T = 11 TO 12 'Do
Columns
2150 FOR X = B(F, T, COL) - 1
TOB(F, T, COL) + 1 STEP 2
2160 IF X < 0 OR X > 3 THEN 2200
2170 T1 = L(F, X, B(F, T,
ROW)):T2 = B(F, T1, 3)'Obj # &
Type
2180 IF T2 = 0 OR T2 = 2
THENGOSUB 2510
2190 '
2200 K = 2: NEXT X: K = 1: NEXT T
2210 K = 3: FOR T = 11 TO 12 'Do
Rows
2220 FOR Y = B(F, T, ROW) - 1
TOB(F, T, ROW) + 1 STEP 2
2230 IF Y < 0 OR Y > 4 THEN 2270
2240 T1 = L(F, B(F, T, COL),
Y):T2 = B(F, T1, 3)'Obj # & Type
2250 IF T2 = 0 OR T2 = 1
THENGOSUB 2510
2260 '2180:
2270 K = 4: NEXT Y: K = 3: NEXT T
2280 IF D = 0 THEN RETURN
2290 IF D = 2 THEN 2410
2300 'are up/down together
2310 K = 5: FOR X = MC - 1 TO MC+
1 STEP 2
2320 IF X < 0 OR X > 3 THEN 2380
2330 T1 = L(F, X, MR) 'Object #
2340 IF T1 <> L(F, X, MR + 1) THEN
2380
2350 T = 11: GOSUB 2510
2360 T = 12: GOSUB 2510
2370 ' 2290:
2380 K = 6: NEXT X
2390 RETURN
2400 'are left/right together
2410 K = 7: FOR Y = MR - 1 TO MR+
1 STEP 2
2420 IF Y < 0 OR Y > 4 THEN 2480
2430 T1 = L(F, MC, Y)
2440 IF T1 <> L(F, MC + 1, Y) THEN
2480
2450 T = 11: GOSUB 2510
2460 T = 12: GOSUB 2510
2470 ' 2390:
2480 K = 8: NEXT Y
2490 RETURN
2500 ' SET TO DRAG 2420:
'*****
****
2510 IF T = 11 THEN B(F, T1, 0)

```

```

=T: B(F, T1, 0) = K
2520 IF T = 12 THEN B(F, T1, 9)
=T: B(F, T1, 10) = K
2530 RETURN
2540 'NEXT SET CHEAT MOVES
2550 FOR SY = MT(CM) + 1 TO
MT(CM+ 1)
2560 G = M(SY, 0): TX =
M(SY, 1)'Obj# & Direction
2570 H = -1: T1 = B(F, G, COL):T2
= B(F, G, ROW): K = B(F, G, ATYPE)
2580 IF K = 0 THEN X1 = 1: Y1 = 1
2590 IF K = 1 THEN X1 = 1: Y1 = 2
2600 IF K = 2 THEN X1 = 2: Y1 = 1
2610 IF K = 3 THEN X1 = 2: Y1 = 2
2620 ON TX GOTO 2640, 2760,
2700, 2820
2630 'Going up
2640 IF B(F, 11, ROW) = T2 - 1 AND
B(F, 11, COL) = T1 THEN H = 11: Q
= 12
2650 IF B(F, 12, ROW) = T2 - 1 AND
B(F, 12, COL) = T1 THEN H = 12: Q
= 11
2660 B(F, G, ROW) = T2 - 1:
B(F, H, ROW) = T2 + Y1 - 1
2670 IF K = 2 OR K = 3 THEN
B(F, Q, ROW) = T2 + Y1 - 1
2680 GOTO 2680
2690 'Going down
2700 IF B(F, 11, ROW) = T2 +
Y1 AND B(F, 11, COL) = T1 THEN H
= 11: Q = 12
2710 IF B(F, 12, ROW) = T2 +
Y1 AND B(F, 12, COL) = T1 THEN H
= 12: Q = 11
2720 B(F, G, ROW) = T2 + 1:
B(F, H, ROW) = T2
2730 IF K = 2 OR K = 3 THEN
B(F, Q, ROW) = T2
2740 GOTO 2680
2750 'Going right
2760 IF B(F, 11, COL) = T1 +
X1 AND B(F, 11, ROW) = T2 THEN H
= 11: Q = 12
2770 IF B(F, 12, COL) = T1 +
X1 AND B(F, 12, ROW) = T2 THEN H
= 12: Q = 11
2780 B(F, G, COL) = T1 + 1:
B(F, H, COL) = T1
2790 IF K = 1 OR K = 3 THEN
B(F, Q, COL) = T1
2800 GOTO 2680
2810 'Going left
2820 IF B(F, 11, COL) = T1 - 1 AND
B(F, 11, ROW) = T2 THEN H = 11: Q
= 12
2830 IF B(F, 12, COL) = T1 - 1 AND
B(F, 12, ROW) = T2 THEN H = 12: Q
= 11

```

```

2840 B(F, G, COL) = T1 - 1:
B(F, H, COL) = T1 + X1 - 1
2850 IF K = 1 OR K = 3 THEN
B(F, Q, COL) = T1 + X1 - 1
2860 IF JK > 0 THEN GOSUB 1810
2870 NEXT SY
2880 IF JK = 0 THEN FOR X = 1 TO
12: GOSUB 1900: NEXT X
2890 CM = CM + 1: F = 0
2900 RETURN
2910 '
DISPLAYGAME'*****
*****
2920 IF SX = 0 THEN T = 1:
GOSUB 3320: GOTO 2970
2930 T = 1: FOR X = 1 TO 12: FOR Y
= 1 TO 7
2940 B(0, X, Y)
=VAL(MID$(OG$(SX), T, 1))
2950 T = T + 1: NEXT Y: T = T + 1:
NEXT X
2960 ' 2870:
2970 CT = 1: GOSUB 4020
2980 RETURN
2990 'SETUP
'*****
*****
3000 'GAME 0
3010 DATA
1,3,0,1,1,3,3,2,3,0,1,1,3,4,
1,4,0,1,1,0,2,2,4,0,1,1,1,2
3020 DATA
0,3,1,2,1,0,0,3,3,1,2,1,1,0,
0,0,1,2,1,2,0,3,0,1,2,1,3,0
3030 DATA
1,2,2,1,2,2,2,1,0,3,2,2,1,3,
0,2,4,1,1,0,3,3,2,4,1,1,0,4
3040 'CHEAT DATA
3050
DATA0,10,16,24,35,37,42,63,71,80,
95,98,110,118,131,140,148
3060 DATA 9,2, 1,1, 1,4, 3,1,3,1,
5,2, 1,3, 1,3, 3,4, 3,3,9,4, 9,4,
2,1, 2,2, 4,1, 4,1
3070 DATA 5,2, 1,2, 3,3, 9,3,4,4,
4,4, 2,4, 2,4, 6,1, 5,1,1,2, 1,2,
3,2, 3,2, 9,3, 4,3,2,4, 5,4, 6,4
3080 DATA 8,3, 8,3, 10,2,
5,1,5,1, 6,4, 8,4, 1,1, 1,1,
3,2,3,1, 9,2, 9,2, 4,3, 4,2
3090 DATA 2,3, 2,3, 6,4, 8,4,1,4,
3,1, 9,1, 4,2, 4,2, 2,2,2,2, 8,3,
6,3
3100 DATA 1,4, 1,4, 3,4, 3,4,9,1,
4,1, 2,2, 8,2, 3,3, 3,3,5,3, 5,3,
7,2, 1,1, 1,1, 6,1, 6,1
3110 DATA 3,4, 5,3, 7,3, 1,2,8,1,
3,1, 3,1, 5,4, 7,3, 7,3,3,2, 3,1,
6,3, 1,4, 3,1, 7,1,7,1, 8,
3120 DATA 2,4, 4,3, 9,3,

```

```

10,3,3,2, 3,2, 1,2, 1,2, 7,1,
6,1,5,1, 8,1, 2,4, 2,4, 4,4,
4,4,9,3, 10,3, 3,3, 1,2
3130 DATA 7,2, 8,1, 8,1,
10,4,3,3, 3,3, 1,3, 1,3, 7,2,
8,2,6,2, 5,1, 5,1
3140 DATA 10,4, 1,4, 3,1,
9,1,4,2, 4,2, 2,2, 2,2, 10,3,
1,4,1,4, 3,4, 3,4, 9,1, 4,1,
2,2,10,2
3150 'OTHER GAMES
3160 OG*(1)="1101124-2101134-
1401100-2401101-0012110-
3012120-0312103-3312113-
1021202-1232222-0241130-3241131-"
3170 OG*(2)="2001102-3001103-
0401104-1401114-0021200-0121220-
0221201-0321221-3112132-2332212-2
141124-2241134-"
3180 OG*(3)="0201120-1201130-
2201124-3201134-0312100-
1312110-2312103-3312113-
0021221-2032222-0141102-1141112-"
3190 OG*(4)="0001123-0301124-
3001133-3101134-1021200-
1121201-0421202-012103-1212113-
2332220-2241122-3241132-"
3200 OG*(5)="2001102-3001103-
2401112-3401113-2121220-
2221221-2321204-0312100-1312110-0
032223-0241122-1241132-"
3210 OG*(6)="2001123-3001133-
2101124-3101134-2221202-2321203-
2421204-0312100-1312110-0032220-
0241122-1241132-"
3220 OG*(7)="0001103-0101104-
3001130-3101131-0312100-1312113-
2312123-3312133-1221212-1032210-
0241102-3241132-"
3230 OG*(8)="3001100-3101101-
3201102-2201100-12110-
1012120-2012130-0321223-0421224-2
332203-0241122-1241132-"
3240 OG*(9)="0001100-1001101-
2001130-3001131-1121212-0321223-
0421224-0112103-3112113-2332210-
1241102-2241132-"
3250 OG*(10)="1001110-2001120-
1101111-2101121-0012100-3012130-
0212132-0421204-21224-1232212-
3241102-3341103-"
3260 'OTHER BITS
3270 DATA 16,16,32,1,2,1,240,16,
16,6,7,6,100,100,16,1,2,6
3280 DATA 8,8, 8,24, 24,8,
24,24,8,8
3290 DATA 3, 4, 5, 6, 7, 8, 9,10,
11, 12
3300 'Left Right Up Down
3310 DATA 8, 9, 94, 10

```

```

3314 GOSUB 4200: POKE &HFFD9,0
3320 RESTORE
3330 FOR X = 1 TO 12: FOR Y = 1 TO
7
3340 READ B(0, X, Y): B(1, X, Y)=
B(0, X, Y)
3350 NEXT Y, X
3360 MS = 0: FOR X = 0 TO 16:READ
MT(X): NEXT X'STEPS
3370 FOR X = 1 TO 140: FOR Y =
0 TO 1: READ M(X, Y): NEXT Y,
X'CHEAT DATA
3380 IF T > 0 THEN RETURN
'FORRESTORE
3390 FOR X = 0 TO 2: FOR Y = 1
TO 8
3400 READ Q(X, Y): NEXT Y, X
3410 FOR X = 0 TO 4: FOR Y = 0
TO 1
3420 READ OF(X, Y): NEXT Y, X
3430 FOR X = 1 TO 10: READ A
3440 HB(X) = A: NEXT X
3450 K$ = "": FOR X = 1 TO 4:READ
A: K$ = K$ + CHR$(A): NEXT X
3460 C(0) = 0: C(1) = 2: C(2) = 2:
C(3) = 3: C(4) = 1 'PIECES
3470 CB = 8: CE = 5: J1 = 4: J2
=7
3480 COL = 1: ROW = 2: ATYPE =
3:WIDE = 5: DEEP = 4
3490 CX = 1: RX = 2: W = 3: C1
=4: R1 = 5: BN = 6
3500 HSCREEN 2: HCLS 7: S1 =
128:S2 = 6
3510 HCLS : HCOLOR J1, J2:
HLINE(0, 0)-(11, 11), PRESET, BF
3520 HLINE (4, 0)-(7, 11),
PSET,BF: HLINE (0, 4)-(11, 7),
PSET,BF
3530 HGET (0, 0)-(11, 11), 1
'NORMAL CURSOR3540 HCLS : HLINE
(0, 0)-(11,11), PRESET, BF
3550 HCIRCLE (6, 6), J1,
CB:HPAINT (6, 6), J1, CB
3560 HGET (0, 0)-(11, 11), 2
'DRAG CURSOR
3570 HCOLOR 4,CB: HCLS: HLINE
(0,0)-(31, 31), PRESET, BF
3580 HGET (0, 0)-(31, 31), 17
'CLEAR
3590 HCOLOR 4,0: HCLS:
HLINE(0,0)-(31,31),PRESET,BF
3600 FOR Y=0 TO
15:HLINE(Y,Y)-(31-Y,Y),PSET: NEXT
Y
3610 FOR Y=16 TO
31:HLINE(31-Y,Y)-(Y,Y),PSET: NEXT
Y
3620 HGET(0,0)-(31,31),
16'HOURLASS

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```

3630 T = 15: T1 = 47: X = 31: X1=
63: T2 = 4
3640 FOR Y = 1 TO 6 STEP 5
3650 HCLS: HCOLOR C(0), CB
3660 HLINE (0, 0)-(X, X),
PSET,BF: HLINE (0, 0)-(X, X),
PRESET,B
3670 HCIRCLE (T, T), T2,
CB:HPAINT (T, T), CB, CB
3680 HGET (0, 0)-(X, X), HB(Y +0)
'1 X 1
3690 HCLS : HCOLOR C(1), CB
3700 HLINE (0, 0)-(X, X1),
PSET,BF: HLINE (0, 0)-(X, X1),
PRESET,B
3710 HCIRCLE (T, T), T2,
CB:HPAINT (T, T), CB, CB
3720 HCIRCLE (T, T1), T2,
CB:HPAINT (T, T1), CB, CB
3730 HGET (0, 0)-(X, X1), HB(Y
+1) '1 X 2
3740 HCLS : HCOLOR C(2), CB
3750 HLINE (0, 0)-(X1, X),
PSET,BF: HLINE (0, 0)-(X1, X),
PRESET,B
3760 HCIRCLE (T, T), T2,
CB:HPAINT (T, T), CB, CB
3770 HCIRCLE (T1, T), T2,
CB:HPAINT (T1, T), CB, CB
3780 HGET (0, 0)-(X1, X), HB(Y
+2) '2 X 1
3790 HCLS : HCOLOR C(3), CB
3800 HLINE (0, 0)-(X1, X1),
PSET,BF: HLINE (0, 0)-(X1,
X1),PRESET, B
3810 HCIRCLE (T, T), T2,
CB:HPAINT (T, T), CB, CB
3820 HCIRCLE (T, T1), T2,
CB:HPAINT (T, T1), CB, CB
3830 HCIRCLE (T1, T), T2,
CB:HPAINT (T1, T), CB, CB
3840 HCIRCLE (T1, T1), T2,
CB:HPAINT (T1, T1), CB, CB
3850 HGET (0, 0)-(X1, X1), HB(Y
+3) '2 X 2
3860 HCLS : HCOLOR C(4), CB
3870 HLINE (0, 0)-(X, X),
PSET,BF: HLINE (0, 0)-(X, X),
PRESET,B
3880 HGET (0, 0)-(X, X), HB(Y +4)
'1 X 1 SPACE
3890 T = 7: T1 = 23: X = 15: X1
=31: T2 = 2
3900 NEXT Y
3910 HCLS
3920 FOR P = 0 TO 2
3930 X1 = Q(P, CX): Y1 = Q(P, RX)
3940 X2 = X1 + 4 * Q(P, W) - 1:Y2
= Y1 + 5 * Q(P, W) - 1
3950 HCOLOR CE, CB

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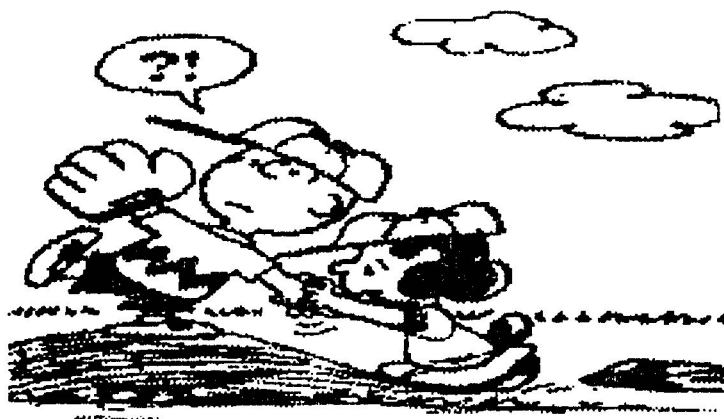
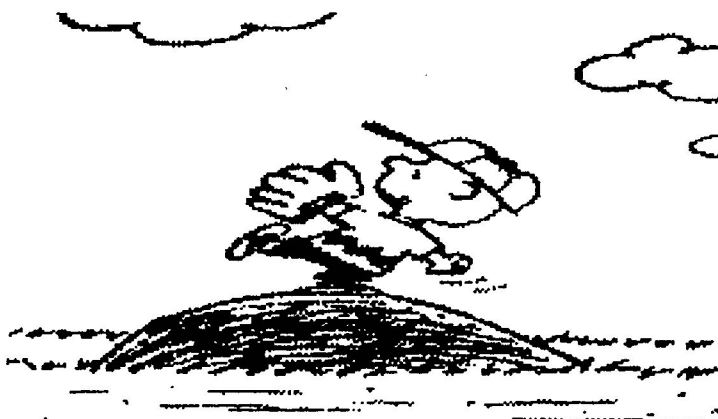
3960 HLINE (X1 - 4, Y1 -
41)-(X2,Y1), PSET, BF
3970 HLINE (X1 - 4, Y1 -
41)-(X1,Y2 + 4), PSET, BF
3980 HLINE (X2, Y1 - 4)-(X2 +
4,Y2 + 4), PSET, BF
3990 HLINE (X1 - 4, Y2)-(X2 +
4,Y2 + 4), PSET, BF
4000 NEXT P
4010 ' 3810:
4020 IF CT = 0 THEN Y = 2 ELSE Y=
1
4030 FOR P = 0 TO Y
4040 FOR X = 1 TO 12
4050 X1 = Q(P, CX) + B(0, X,
Q(P,C1)) * Q(P, W)
4060 Y1 = Q(P, RX) + B(0, X,
Q(P,R1)) * Q(P, W)
4070 X2 = Q(P, CX) + (B(0, X,Q(P,
C1)) + B(0, X, WIDE)) * Q(P,W) -
1
4080 Y2 = Q(P, RX) + (B(0, X,Q(P,
R1)) + B(0, X, DEEP)) * Q(P,W) -
1
4090 T1 = HB(B(0, X, ATYPE) +Q(P,
BN))
4100 HPUT (X1, Y1)-(X2, Y2),
T1,PSET
4110 NEXT X, P
4120 '
4130 P = 0: CT = 0: MC = 0:DG =1:
F=0
4140 RETURN
4200 T=PEEK(&HE7):IF T=0 THEN
WIDTH 40:T=1
4210 IF T=1 THEN A$="" ELSE
A$=STRING$(16,32)
4220 CLS:PRINT A$;"GAME OF
PRISONER - FOR COCO 3"
4230 PRINT:PRINT A$;"YOU MOVE THE
PIECES TO GET THEM
INTO":PRINTA$;"POSITION SHOWN AT
TOP RIGHT OF SCREEN"
4240 PRINT:PRINT A$;"KEYS DO
FOLLOWING"
4250 PRINT:PRINT A$;"ARROW KEYS
MOVE CURSOR"
4260 PRINT A$;"SPACE BAR -TOGGLES
MOVE. IE"
4270 PRINT A$;" - SELECTS PIECE
TO MOVE; AND"
4280 PRINT A$;" - PUTS PIECE AT
NEW POSITION"
4290 PRINT A$;"F1 - TOGGLES CHEAT
DISPLAY"
4300 PRINT A$;"F2 - SHOWS NEXT
CHEAT POSITION"
4310 PRINT A$;"CTL - TOGGLES HOW
CHEAT MOVES SHOWN"
4320 PRINT A$;"ALT - SELECT

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ALTERNATIVE GAME"
4330 PRINT:PRINT A$;"MOVES CAN
ONLY BE MADE WHEN CURSOR SEEN"
4340 PRINT A$;"HOUR GLASS SHOWN
DURING EXTENDED DELAYS"
4350 PRINT:INPUT "PRESS ENTER TO
CONTINUE";X
4360 CLS:LOCATE12,12:PRINT
"SETTING UP"
4370 T=0:RETURN

```



Max-10

THE DAZZLING WORD PROCESSOR

You probably already have a word processor, and you probably wish it had these features:

- ▶ Fully menu driven (CoCo Max style) with point and click marking of text. You don't need the arrow keys!
- ▶ True WYSIWYG (What You See Is What You Get) including variable size fonts, styles (bold, italics, etc.) and graphics.
- ▶ Can print multiple columns on a page.
- ▶ Not limited by printer capabilities: fonts up to 24 points (1/3") high, superscripts, small print, etc.
- ▶ Fully integrated spelling checker (incredibly fast), no need to exit program to check spelling.
- ▶ Graphics can be imported from just about anything (CoCo Max; MGE; BASIC; even Macintosh pictures from a BBS) and resized to fit your document.
- ▶ Full screen preview including graphics.

Max-10 has all these unique features, plus all the features you are used to in your current word processor. Even with all this, you don't give up anything. Max-10 is easier to use, more intuitive, faster and more powerful than anything else. It's not just a word processor, it's a desktop publisher.



Max-10:

Max-10 requires a CoCo 3, at least 1 disk, & joystick or mouse
Printer drivers included: IBM/Epson and compatibles: DMP
105, DMP106, DMP130: CGP220 (B&W); Gemini/Star



Some of the many features of Max-10:

- Blinding speed - printing in multiple columns - online dictionary
- spell checking - graphics can be mixed with text - full justification
- of proportionally sized characters - bold, italic, underline
- superscript and subscript type styles - superb file support, just point and click - "Undo" lets you correct mistakes - easy to use, no commands to remember - any graphics program can be used
- pictures can be shrunk or stretched to fit - right and left alignment
- centering - variable line spacing - page numbering - current page number displayed on the screen - variable tab stops - left and right margins - tabs and margins can vary in the same document
- cut and paste text and graphics anywhere in the file - page break shows on the screen - pull down menus are quick and simple to use
- lightning fast access to any point in the document with the scroll box - twenty fonts (styles and sizes), more available - any number of character sizes and styles can be mixed on the same line - up to more than 120 characters per line, depending on font size, style and letters - headers and footers, even with graphics - file compatibility with other word processors - right, left, bottom and top margins
- word wrap - set starting page - type ahead - key repeat - key click - scroll up and down - ASCII file output for compatibility
- disk directory - kill files - block cut, copy and move - global search and replace - paragraph indent - clipboard - merge
- show file (on disk) - free memory display - page count
- paragraph count - word count - graphics can be resized and moved - multiple fonts - error recovery - true lowercase - 512K memory support (all features work with 128K too) - complete point and click cursor control - moving, clearing and changing blocks of text is ridiculously easy, just point and click at each end of the text block - onscreen ruler - preview file before loading - search and replace - disk is not copy protected - more than 35 pages of text

CoCo Max III and Max-10 Perfect Together

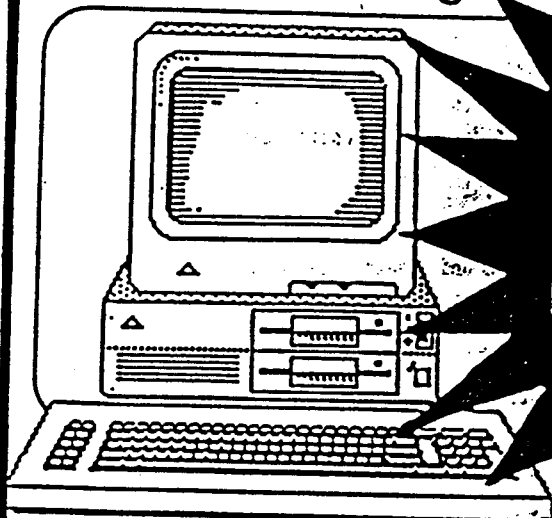
You do not need CoCo Max III to insert and print graphics in Max-10. Max-10 works with any graphics creation program, and you can also use graphics downloaded from bulletin boards.

Similarly, you do not need Max-10 to create graphics with text in CoCo Max III. There are tremendous lettering capabilities in CoCo Max III, with its many fonts, styles, and sizes.

Together Max-10 and CoCo Max III are an unbeatable combination. This desktop publishing system is better than anything you've ever seen on a CoCo. We are so confident that you will use, and enjoy using the two software packages, that we offer an unconditional money back guarantee. Stop wasting your time and effort using inferior or obsolete products. Move up to the new generation of CoCo software now.

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 "floppie" 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.



The above software is available in Australia through REMCOMS

RICK'S COMPUTER ENTERPRISE

PRICES:

1 issue = \$9.00
3 issues = \$25.00
6 issues = \$45.00

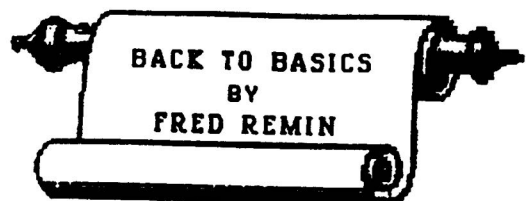


ASCODE PROGRAMME - This programme shows the BASIC ASCII character codes as used on the COCO III low resolution screen.

```

10 '*****
20 '*** ASCII TABLES ***
30 '*** BY B.D. GALL ***
40 '*** 25 MARCH 1994 **
50 '*****
60 CLS
70 PRINT@1, STRING$(30,"*")
80 PRINT@32," * ASCII TABLE
DEMOPROGRAMME *
90 PRINT@65,STRING$(30,"*")
100 GOSUB 280
110 F=33:L=56:GOSUB220
120 F=57:L=79:GOSUB220
130 F=80:L=99:GOSUB220
140 F=100:L=123:GOSUB240
150 F=124:L=147:GOSUB240
160 F=148:L=171:GOSUB240
170 F=172:L=195:GOSUB240
180 F=196:L=219:GOSUB240
190 F=220:L=243:GOSUB240
200 F=244:L=255:GOSUB240
210 GOTO 360
220 CLS:GOSUB340:FOR C=F TO L
230 PRINT C CHR$(C)
CHR$(32)CHR$(32) CHR$(32);:GOTO
260
240 CLS:GOSUB 340:FOR C=F TO L
250 PRINT C CHR$(C)
CHR$(32)CHR$(32);
260 IF POS(0)=0 THEN PRINT
270 NEXT C
280 PRINT@458,"PRESS ENTER"
290 LINEINPUTA$
300 A$=INKEY$
310 IFA$="" THEN 320 ELSE 280
320 RETURN
330 CLS:PRINT@198,"THATS ALL
THERE IS"
340 PRINT@10,"ASCII TABLE":PRINT
350 RETURN
360 CLS:PRINT@198,"THATS ALL
THERE IS"

```



Well here I am again, sitting at the keyboard, manuals open all around me, Window Writer patiently waiting for me to put it to work. I look in the MAILIN tray to see what you want me to write about this time, what questions you want answered, which command you want me to clarify.

Nothing!!

The tray is empty, obviously no one needs any help in BASIC, by the response to my articles it seems that you all know everything there is to know about programming in BASIC and how to best utilise your CoCo.

Therefore I am no longer going to waste valuable space in this article. If anyone needs any help on a particular subject, then drop me a line or give me a call and I will help as much as I can on a one on one basis. As for the continuation of this article for 68'micros, never fear, if Frank want's me to continue for his readers then I will do so, just let Frank know what you want me to cover and I will do my best for you.

In closing let me say that despite the problems, I have really enjoyed writing this article for you, my American and Canadian CoCo friends will continue to receive it if they wish to do so. In the mean time keep on cocoining and remember, READ THE INSTRUCTIONS!!





(Reprinted by permission
'68micros)

```
2 'PETE BLACKWELL
4 '1408 1/2 MCFADDEN ST.
5 'PARIS TN 38242
6 '(901)644-2635
8 'NOV.1994
10 WIDTH40:POKE 65497,0
20 ON BRK GOTO 360
30 HBUFF 1,100:HBUFF 2,100:HBUFF
3,100
40 HSCREEN2
50 PALETTE0,1:PALETTE1,3:
PALETTE2,63
60 HDRAW"BM3,3C4FR6F2E1L8U4"
70 HDRAW"BM0,1C5FR7F3E2L9U5"
80 HGET(0,0)-(15,7),1:HLIN(0,0)
-(15,7),PRESET,BF90 FOR S=1 TO
20:HSET(RND(320),RND(191),RND
(8)):NEXT S
100 HDRAW"BM130,30;S2C7D2L3D2L2
D3R2D2L2D2L1D1H3D2H1L2U1L1U2H2
U1L2H2L2H2L2H2D2L2D2L2H2L2D2L2
U3H2U3H1U2H1U1H1R2E3ER3H3R3U3
R3H3R2H2R3D2R2D2R3G2R3G2R3D2
R2U3R3U2R2U3R2U3R3U2R3G2R3
G2R3G3R2G3R3G3R2G3R3F3R3R2R2
F3R2R2F2R1F3D2H2D3H2D3H2L2D2L2
H2D2L2H2"
120 HDRAW"BM130,30;S3C7D2L3D2L2
D3R2D2L2D2L1D1H3D2H1L2U1L1U2H2U1
L2H2L2H2L2H2D2L2D2L2H2L2D2L2
U3H2U3H1U2H1U1H1R2E3ER3H3R3
U3R3H3R2H2R3D2R2D2R3G2R3G2R3
D2R2U3R3U2R2U3R2U3R3U2R3US
R3G2R3G2R3G3R2G3R3G3R2G3R3F3R3
F2R3F3R2F2R1F3D2H2D3H2D3H2L2
D2L2H2D2L2H2"
140 HDRAW"BM130,30;S5C7D2L3D2L2
D3R2D2L2D2L1D1H3D2H1L2U1L1
U2H2U1L2H2L2H2L2H2D2L2
D2L2H2L2D2L2U3H2U3H1U2
H1U1H1R2E3ER3H3R3U3R3H3R2H2R3
D2R2D2R3G2R3G2R3D2R2U3R3U2R2U3
R2U3R3U2R3U2R3G2R3G2R3
G3R2G3R3G3R2G3R3F3R3F2R3F3R2
F2R1F3D2H2D3H2D3H2L2D2L2H2
D2L2H2"
145 HDRAW"BM130,30;S7C7D2L3
```

```
D2L2D3R2D2L2D2L1D1H3D2H1L2U1
L1U2H2U1L2H2L2H2L2H2D2L2D2
L2H2L2D2L2U3H2U3H1U2H1U1H1
R2E3ER3H3R3U3R3H3R2H2R3D2R2
D2R3G2RG2R3D2R2U3R3U2R2U3
R2U3R3U2R3U2R3G2R3G2R3G3R2
G3R3G3R2G3R3F3R3F2R3F3R2F2R1F3
D2H2D3H2D3H2L2D2L2H2 D2L2H2"
147 HPAINT(126,29),4,7:HPAINT
(120,24),7,7:HPAINT(127,27),3,7:
HPAINT(110,25),1,7:HPAINT(88,25)
,3,7
148 HPAINT(120,34),5,7:HPAINT
(110,38),7,7:HPAINT(134,26),9,7
149 HDRAW"BM145,54;C7L2U2L1H2
L1D2L2U1H2D1L1U1H1L2H2L1D2"
:HPAINT(143,50),3,7:HDRAW"
BM95,15;C7D2R1D2 L2D1R1D1R1
D2F2D1L1D1":HPAINT(94,18),0,7
150 HDRAW"BM216,23;C6E3;BM216
,23;F3;BM216,23;G3;BM216,23
;H3;BM216,23;L3;BM216,23;R3;
BM216,23;U3;BM216,23;D3":
HCIRCLE(216,23),2,4
151 HCIRCLE(110,25),2,5:HDRAW
"BM110,25;C5E1;BM110,25;F1
;BM110,25;G1;BM110,25;H1"
:HCIRCLE(115,15),2,7
:HDRAW"BM115,15;C7E2;BM115,15;F2
;BM115,15;G2;BM115,15
;H2;BM115,15;L2R4;BM115,15;U2D4"
152 HDRAW"BM120,165;C4E2;BM120,
165;G2;BM120,165;F2;BM120,165;H2;
BM120,165;U2;BM120,165;D2;BM120,
165;L2;B120,165;R2":HCIRCLE(120,
165),2,1
160 HCIRCLE(70,85),25,1:HPAINT(72
,83),1,1
170 HCIRCLE(71,85),24,7,1,.75,.22
:HCIRCLE(69,85),24,7,1,.75,.22:
HCIRCLE(70,85),24,7,1,.75,.23
180 HCIRCLE(58,80),3,8,1:HPAINT
(59,79),8,8
190 HCIRCLE(160,96),30,1:HPAINT
(160,96),6,1
200 HCIRCLE(159,96),29,7,1,.75,
.24:HCIRCLE(160,96),29,7,1,.75,
.24:HCIRCLE(161,96),29,7,1,.75,
.25
210 HCIRCLE(250,105),40,7:HPAINT
(255,102),7,7
220 HCIRCLE(251,105),38,1,1,.75,
.22
230 HDRAW"BM75,70;S4C8G4L6D2R3D3
F4D3H4H2L2H2L2F3G4D2L2D2L2H3D3
R3D2L2D3R3D3R3D2R3D2R2D1R4U4E4
D3R2D2R3U4R2R2U2R2H5D3L2U3L1U3
R2U2R3U2E2H2L2H2UH1"
240 HPAINT(70,75),8,8
250 HDRAW"BM157,70;C8G2L3G2L3
```




My apologies to those who were waiting for the final half of the memory management tutorial I'd planned for last month - it vanished into the great hard drive crash of 94. Since it's certain to be a while before that text is readable again, this month is a quick summary of what's freshest on my mind - hard drive installation and backup.

Cobbler:-

MODULES is a collection of files with names like ddd0_40s.dd (default device = d0 = 40trk dbisided.device descriptor) which have to be collected into a single, simple file the 'bootstrap' loader can handle, the job we call 'making a boot'.

Cobbler appears to provide a way out of the hassle of maintaining bootlists and deciphering cryptic filenames. It's both handy and a fair pun (as geeks go) but cobbler was only intended as a fast snapshot of existing boots or trivial mods of them. After five or six cobblers you have a boot that will be difficult to create if it's ever lost. Backing up a step means digging around for a 2 year old ex-boot... you get my drift.

Of course, you probably thought of all this and carefully save a copy of each modified module... in /dd/SYS/MODULES where you can't get if the hard drive explodes:-) In my case, the need to restore the drive was a result of yet another blown 6309 halt line (and corresponding blown fuse). Nice to find the old

wind_1st6809.io file tucked away with descriptors and stuff.

In the beginning there were:-

Disk Drives:

OS-9 names disk drives and disk drive like devices as floppies /d#, hard drives /h#, or ramdisks /r#. These logical names connect to drive descriptors using the same name, merged into 'os9boot'.

These descriptor modules then call the driver assigned to each device type with the fine info, and all of the above consult the manager RBF to actually make a decision.

Floppy Drives:

Each floppy drive has a descriptor, which calls (for Tandy type controllers) the cc3disk driver. Almost everyone uses a modified cc3disk which can adapt to disk basic and MS-DOS formatted disks. Tandy supplied most obvious descriptors in SYS/BOOTMAKER/MODULES and most modified drivers use these Tandy style descriptors. At least two will be merged in boot, (plus default drive) these may need to be replaced or modified. For configurations not included (like 80trk /d0) an existing descriptor maybe modified 'on the fly' using dmode, and then saved to MODULES. Remember a /dd copy if floppy based.

Hard Drives:

Are very similar to floppies in basic structure, since they share RBF.mn. The basic division between CoCo hard drives probably lies in how the drive configuration is stored. SASI (Disto original) or MFM/RLI (Burke & Burke) store drive info in an internal table. The original OS-9 format can follow this, so after making a descriptor, initialising the drive is exactly like initialising a floppy.

SCSI drives record vital information on the drive itself during format - (KenTon or Disto option) which makes preformatted drives real easy to install. Mounting an old hard drive is reduced to plugging it in vs having to premodify descriptors to match a long lost data table. Roll yer own usually means a disk basic utility programme to add scsi data sectors after a formatting device, which means you DO need the table.

Hard Drive flavours -- Tandy and Disto -- share the name cchdisk, while Bourke & Bourke supplied a real collection, all named bbSOMETHING. (how well it spells BBFHDISK indicates it's capability, thus size - from level one tiny to who want's to format a floppy anyway?). Each drive has a descriptor, similar to the floppy module, and how they are created varies by vendor.

Tandy included descriptors for all of their hard drive systems in the 'Development System' MODULES dir, along with their cc3hdisk (crc = \$FCC2DB). Other systems require knowledge of at least the number of cylinders and heads - additional info is desirable. Unless this is a reprint, find a floppy DOCS/HARDWARE/TABLES which includes most typical drives (all Seagate, some ancient, *****).

Disto provides a generic 5Meg descriptor and a custom 'dmode' (some times filenameed 'hmode') command. This boot can be cobbled, but it's still a good idea to save the new descriptor(s) to MODULES (see floppy text above) for later use. One feature of the Disto driver not available from dmode - the multipak slot to be used - is byte \$15 (set with ded to \$80 + slot#-1).

Bourke & Bourke supplied a 'ddmaker' utility to create custom descriptors, which are

ezgen (ezgen typically comes on any B&B disk) into a boot. While the B&B only supported two drives, a completely separate controller can be added to add two more. The process also adds an independent copy of bb#disk driver for the second controller (except Nitro9), with suitable descriptors.

The Final Wrinkle:

To this structure, add the 'default device'. This is simply one of the above descriptors (any kind of drive), with the logical name changed to /dd, which means one piece of hardware ends up with two descriptors so two logical names. Any programme that has to store an internal file (say, high score) or access a SYS file, knows where you keep this sort of stuff automatically, by asking for the default device. In the bootlist, it's usually placed right under the corresponding driver - which takes a little extra time using utilities like ezgen (which have to open and close space instead of just replace), but later ident -s will then show what sort of boot it is.

* The default device is one of those neat ideas that didn't require a major opsys change to implement, but it is a recent invention. Older software was often coded to look for a specific drive, which means programmes written for floppies wouldn't transport to hard drives. Use Ded to search these programmes for the strings D0 and D1 (they will usually be readable ASCII even in the executable), and change these to DD. One example, ComputerWare's old basic compiler - many expensive apps like payroll packages were written and sold. In all cases, editing eight characters moved the entire package to a CoCo3 hard drive.

CoCo OS-9 itself 'features' this sort of hardcoding - both in cc3go and init. There is one

minor difference to look out for. OS-9 kind of throws a curve here, in that the last character in a string has a high bit set. To change, use hex mode and check your work in the ascii window (ie - entering 44 c4 shows "DD").

What you should do about it:

We've discussed crash boots before. Excellent plan (ed: Rick mentioned this recently when his hard drive crashed... he wasn't exactly prepared!). From the top, REMOVE the hard drive /dd, then add a floppy /dd in it's spot under cc3disk. Check that the cc3go (root dir) and init (in os9boot) have been changed to dd and no h0, since only the dd name will follow your changes automatically.

To this boot you'll need at least a minimal CHDS dir with shell and grdrv. I'd suggest adding the disk utilities, including your hard drive restore programme - and a Gen util along with SYS/MODULES. This will use so much room, this 360K is useless for normal purposes but it's perfect when the drive fades away.

From this base a 'real' hard drive boot is easy. Clobber a new disk and copy cc3go to it. Then edit os9boot, rip out the floppy /dd, move down below #hdisk, insert hard /dd. These two files are the entire boot disk!

The next time the operating system needs to be modified, boot with the copy of the 'crash' boot, and modify/test that first.

If it does blow up and garbage a directory, it will probably hit /dd--- just another floppy. Provisional modules under test can be left in floppy SYS/MODULES until they've been proven useful .. or left on the (abandoned) floppy as a record of WHY you gave up last time. With an added benefit the main modules directory never has any untested pieces in it to be used

accidentally at some later date.

Simple changes may not require this particular dance -- for example inserting /h1 is such a trivial task (after practice) there's little need to test. At least save a copy of the new descriptor to the 'crash' MODULES dir for future repairs.

The Disk:

First a digression. As this column has matured, the number of utilities and other programmes discussed has expanded. Long time readers may remember my original intent to stick pretty close to what was commonly available. Limiting ourselves to only Tandy release didn't work out to well, so 'disk of the month' was started as an alternative source for the fantastic programmes coco users have contributed to the community.

Now the scene is changing, as new subscribers (and even new users) start looking for the same programmes. Add reprints and folks who want multiple sets and DOM is getting cumbersome. So the old ones have been grouped into logical sets - we've even added a few app disks (which arrive ready to run, not dearc). Write or email CoNect for the full list. With more to offer, we need a multiset deal - I'll try \$5.00 the first set plus \$3.00 per additional, per order.

Back to the task at hand - pulling this CoCo back together required several pd and shareware utilities, now collected on the 'SysAd' package.

What they are, and why I need them:

DED is probably the most popular disk editor for Lvl2, allowing ascii and hexadecimal input. Anything modpatch can do in ram (with ensuing cobblers, saves, etc), can be done directly to os9boot, the disk file - saving a

worth the \$25. Give it a look. Besides speed, a nice feature is the ability to extract single files from an archive (or maybe your MODULES dir:-). Some online releases had a doc problem - if you tried before and couldn't get it working, try "files -e ! stream -bv /d!".

DMODE allows you to change floppy descriptors on the fly - you can temporarily 'borrow' another systems boot and at least reach your floppies quickly, even when the borrowed boot is one of Tandy's 35 specials. (Distro sasi users pull the same trick on the hard drive).

IPATCH & MAKPATCH are the standard way to distribute mods for copyrighted code. Makpatch is used to compare two files and the differences (stored as an .ipc file) can be fed to ipatch later. Obviously when installing others patches, it's useful at home... I have 2 or 3 versions of some programmes, but usually only use one. Rather than keep all three online, makpatch created patch files to modify the (already modified) version I usually use into the others. This sounds a little goofy, but it's faster to recreate the programme than dig around the back room for the archive when I need an old version.

LABEL is one of those simple
utils that you can't imagine
being left out. It changes the
disk name recorded at format (you
used blank, didn't you) into
something meaningful.

MEGAREAD isn't for the weak of heart. There's nothing wrong with the utility itself - it reports how long your hard drive takes to transfer one megabyte and does it well. Improving the figure usually requires reformatting with a different interleave and other tricks, which is where the condolences come in.

SAVE is an obvious choice.

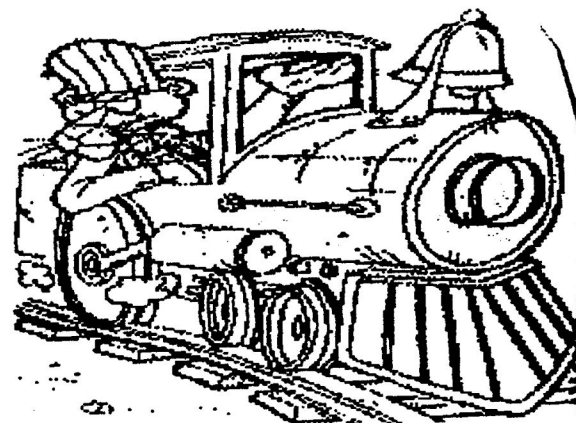
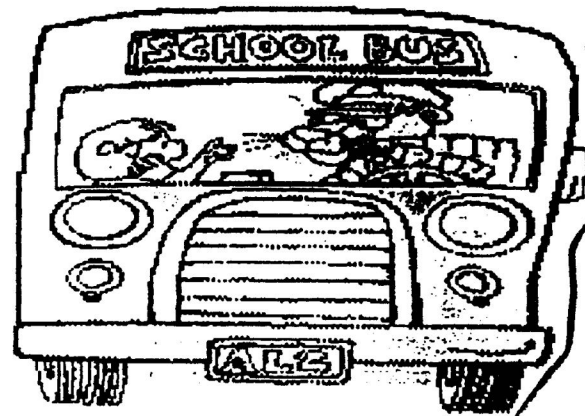
Stream -- first, it's NOT free, it's shareware. (Bruce Isted, \$25). Second, it's definitely

VFY is a little difficult to describe - just think of it as a header editor. You can modify everything from ram requests to the edition number given, without resorting to manually tweaking bytes. And it verifies:-)

In the interest of completeness, a few other 'system administration utilities from other sets - iconedit, pc/rsdos, undelete and possibly others are on the CoNect disk.

VRN was to be on the last DOM, now it's here. This driver supports the sort of RAM swaps and 'virtual irq' used by programmes like Kings Quest and Flight Simulator. It's most pedestrian application is running two programmes under a more or less normal boot (for those with a meg or better).

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AUSTRALIAN OS-9 USERGROUP
PUBLIC DOMAIN LIBRARY

21 Virgo Street
INALA. Qld. 4077
Australia.

INTRODUCTION

Welcome to the Australian OS-9 Usergroup Public Domain Library!

WHERE I AM:

My address you'll see at the top of the page.
My phone number is:

(07) 2787209

Please only call me between the hours of 10:00 AM and 9:00 PM.

Also, I can be reached by FAX on:

(07) 3728325

Please mark your FAX: ATTENTION: Bob Devries

WHAT I HAVE:

Currently in the PD Library I have a large quantity of OS-9/6809, OS-9/68000, OS9000, and RSDOS software. The list is made up of:

- OS-9 Community Network Library files
approx 23MB
- Australian OS-9 Usergroup archives
12 disks (80 trk CoCo OS-9)
- OS-9 Usergroup (USA) disks
11 disks (80 trk CoCo OS-9)
- The OS-9 Project (TOP - OS-9/68000)
15 disks (80 trk CoCo OS-9)
- OS-9 listserver files from Princeton
Size unknown at this stage
- COCO listserver files from princeton
Size unknown at this stage

Also, I will make available the file lists from the Internet sites, wuarchive, and chestnut.

There are, of course, many duplications in the libraries, except for the TOP library, which is somewhat unique. In the OCN library, there are 322 RSDOS programmes of various types, mostly BASIC, but some picture files (Pmode 4), some MUSICA files, and others.

GETTING FILE LISTS

You can get lists of the files in the PD Library, by sending me up to four OS-9 formatted blank disks. On them I will put text files which will list the file names, and in some cases, a short description. These can be read with the OS-9 'list' command, or 'more' (which I can supply), or they can be loaded into a word processor. Listing them to a printer would work, too, however, the list is very long, so be prepared!

WHAT DOES IT COST:

I will supply the text files FREE, except for return postage!

After that, I will charge \$2.00 PER DISK, plus return postage. You supply the disk(s), formatted on your computer.

Quantity discounts are available, please ask.

DISK FORMATS:

I can read and write the following formats:

COCO OS-9

80 track double or single sided, 5.25" or 3.5"
40 track double or single sided, 5.25"
35 track single or double sided, 5.25"

OS-9/68000

Currently any Microware supported 3.5" format, but only double density, I can't do high-density disks.

COCO RSDOS

35 track double or single sided, 5.25"

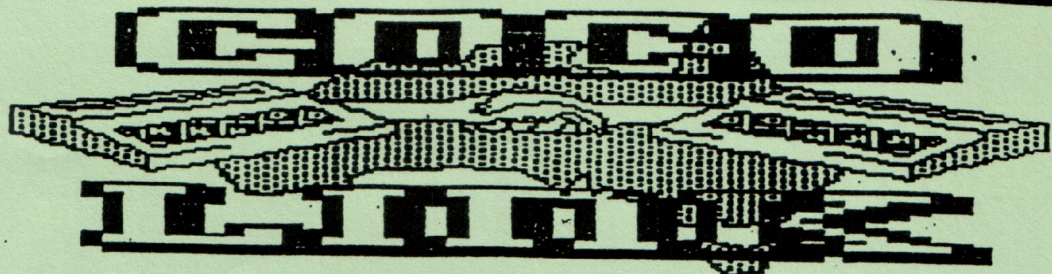
Other disk formats MAY be available, please ask me.

CONCLUSION:

Membership of this PD Library is NOT restricted to members of the Australian OS-9 Usergroup, so show this letter to fellow OS-9 and CoCo users.

This is your best opportunity to get OS-9 and RSDOS PD software. Put some new life into your computer! Get some PD programmes today!

Regards, Bob Devries
Australian OS-9 Usergroup
PD Library



Name	Street	Town/State/PC	Phone No
Alway Peter	P.O. Box 821	Boronia Park/NSW 2111	02 816 2130
Barker Bob	P.O. Box 223	Glenfield/NSW 2167	
Bentzen Gordon	8 Odin St	Sunnybank/QLD 4109	07 344 3881
Blazewski Stan		Mordiallic/VIC	03 560 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
Brady Gaye	Mocatta's Corner M/S 501	Dalby/QLD 4405	076 696 241
Cameron William	2/22 Warren St	St Lucia/QLD 4067	07 371 4736
Colls Jason	46/21 Usher Ave	Labrador/QLD 4215	(015 594 627) OR 075 325 639
Cooper Len & Shirley	223 Elswick St	Leichardt/NSW 2040	
Cosier W.F	32 Argyll St	Coffs Harbour/NSW 2450	066 524 056
Cuningham 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	07 278 7269
Donges Geoff	P.O. Box 326	Kippax/ACT 2615	06 254 9354
Eadsforth Jim	P.O. Box 329	Goolwa/SA 5214	
Edwards Peter	40 Davison St	Kitcham/VIC 3132	03 873 5249
Elphick Graham	26 Birch St	St Mary's/NSW 2760	02 623 6141
Gall Brian	P.O. Box 131	Cooranbong/NSW 2265	049 772 178
Hester Joseph	49 Truscott Rd	Koe/VIC 3825	051 271 158
Holder Garry	229 Esplanade	Seaford/SA 5161	08 386 1139
Hutchinson Simon	10 Ascot Court	Rt Dandenong/VIC 3175	03 790 0967
Ikin John	42 Spruce Dve	Foxville/VIC 3178	03 759 6253
Johnson Fraser	35 Robson Ave	Gorokan/NSW 2263	043 923 298
Kenny Bob	3/14 Bellingen Rd	Coffs Harbour/NSW 2450	066 51 2265
Lidgard Ron	17 Acacia St	Thornlands/QLD 4164	07 286 2776
McGrath John	93 Lemon Guns Dve	Tamworth/NSW 2340	067 618 071
McLintock George	7 Logan St	Karrabundah/ACT 2604	06 295 6590
McNabb John	P.O. Box 131	Boronia/VIC 3155	03 758 9608
Morgan Peter	4/30 Willmington St	Yooloovin/QLD 4630	
Morris John	30/45 Lawrence Hargrave Rd	Warwick Farm/NSW 2170	02 822 4678
Munro Ron	91 Blackburn Rd	Elizabeth E/SA 5112	08 252 2616
Murrells Alan	5 Goulburn Ave	Corio/VIC 3214	052 75 3065
Quinn Stephen	2/7 Park St	Orange/NSW	063 62 4748
Rae Desmond	P.O. Box 2076	Mt Isa/QLD 4825	077 43 3486
Remin Fred	P.O. Box 787	Thuringowa Central/QLD 4817	077 734 684
Remin Fred (The older one)	3/1 Franklin St	East Doncaster/VIC	03 842 8545
Rosch Raymond	5 Euphrates Pl	Kearns/NSW 2558	02 820 7228
Schmidt Richard	5A Stephens Ave	Torrens ville/SA 5031	08 354 0951
Steman John	P.O. Box 680	Windsor/NSW 2756	
Stephen Val	1 Mabel St	Camberwell/VIC 3124	03 830 5668
Vagg Johanna	9 Belah St	Forbes/NSW 2871	068 52 2943
Wagnitz Ken	2 Depino Ave	Eden Hills/SA	08 277 1404
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 in the above information to me for inclusion in the magazine.

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 detail 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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