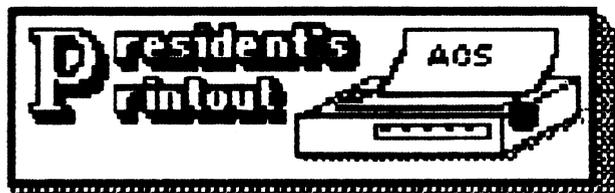

THE ATLANTA COMPUTER SOCIETY

Presents

COCO-NUTS

ISSUE 15

JUNE 1996



Hey, guess what! It's getting close to election time again. I have picked L.E. Padgett and Tom Kocourek as the nominating committee. The two of them are to report their recommendations at the June meeting. At that meeting we will also take nominations from the floor. All persons nominated will be placed on the ballot for elections to be held at the July meeting.

With that out of the way we must move on to other things....I am sad to report that due to a lack of adequate manpower we will be unable to hold another CoCoFest this fall. I personally don't know what I am going to do next September when I am usually gearing up for CoCoFest time. If anyone out there who reads this newsletter has lots of time and ambition, please feel free to

volunteer to organize a fest! I understand that several other individuals are trying to organize CoCoFests in other parts of the country. I wish them luck and offer them assistance if they need it.

Now on to brighter things, our executive committee has agreed that we will have a picnic this year, on July 13th. It will be at Stone Mountain Park, the club will reimburse members for the entrance fees. In fact, I will take it on my own to say that if you bring kids, the club will even pay for their water park entrance!

All food will be taken care of by the club and there will be plenty of prizes! Everyone should be a winner at this picnic! You don't need to bring any food or even take it home with you. Just bring yourself, some suntan lotion, bug repellent if you need it, and maybe a chair if you don't want to sit on wooden benches.

Of course there should be little need to sit down since we plan on

having lots of activities for everyone. We might even have a swimsuit contest (for men over 40!). (I'm excluding myself from that one, I think my waist is under 40".....).



The ACS general meeting for the month of May was brought to order at 7:06 by president Al Dages. The first order of business was any old business. The first item was brought up by club Secretary Ken Fish. During the general meeting for April, I was volunteered to head up the 7th Annual Atlanta CoCofest. As unfortunate as it is, I don't have the time to head this up. As many of you know, I am running a photography business. This is a full time endeavor and as the seasons change I am getting busier. I regret that no-one else is willing to run the fest and that I can not, but there it is. There will be NO Atlanta Fest this year! That is unless one of the members volunteers to head it up, and at this late of a date, I don't think it is feasible.

The next order of business Al brought up was the two new text files in the OS9 area of the BBS. These are Allen Huffman's fest reports featuring the 95 Atlanta fest and the 96 Chicago fest. Both are well written, with lots of info about the

ests and Allen's experiences going to both. Al made copies to distribute at the meeting for those who either don't have modems, or are not calling our board.

The next order of business was to appoint a nominating committee to make nominations for the upcoming elections in July. The committee will present recommendations for officers at the June general meeting. The committee will be composed of L.E. Padgett with help from Truman Little.

Under New business, Tom Kocourik made mention of a project that he and a friend are working on. This project will be to make a cassette backup for the CoCo. According to Tom, using regular audio tapes, he has devised a way of backing up our hard drives at approximately 6 megs per 60 minute audio tape. Tom and Gene Chambers are working on this and have figured out programming and so forth to make this a reality. Good Luck Tom, this is a worthwhile project that should get the support of all the club members.

Tom also mentioned and described another project he is working on. He is trying to make an interface to allow the the CoCo to use the modem cards available for the MS-DOS computers. This would allow the CoCo to use speeds of 14.4 or higher just by putting a card into the multi-pack. This would eliminate the need for the RS-232 pack or the external modems we now have to use.

Carl England was not in attendance at this meeting and there was no program for the meeting. The meeting was adjourned at 7:56 pm.

As an added side piece, I want to let you all in on what was discussed at the officer's meeting on June 11. We discussed the fact that there was not going to be a fest this year and what if anything the officers were going to do about it. We still want to have some kind of get together, so Al Dages suggested that we make the club picnic this year into something special. We are making arrangements to have the club picnic at Stone Mountain this year. Since we always have some trouble co-ordinating the food for the picnic, and we are not going to have the outlay for the fest, we decided to have the club spring for everything this year! The club will supply ALL the food and drinks, as well as pay everyone's way into Stone Mountain Park! Save your receipt from when you come in and the club will reimburse the cost. At \$6.00 a carload we can afford that! We also will be having prizes to give away and then the laser show to watch at the end of the day. We have chosen to have this on July 13th, so most people will be back from their July 4th activities and this is still before the Olympics start on the 19th of July. I hope to see all of our members there!

'Til Later

Adventure Survivors
Bimonthly Newsletter: Adventure Reviews, Maps, Solutions, and other articles!
MEMBERSHIP: U.S. mail addresses ---- \$ 6
SBH FEES: All addresses. One Item -- \$ 2
Each additional Item/order, ADD ---- \$ 1
MAXIMUM SBH for each ORDER ----- \$6
GRAPHIC ADVENTURES
By Bill Cleveland: CoCo 3, RGB/CMP.
POWER STONES OF AAD \$10
Includes 6 pages of Preliminary Info, and the **NEW LIFE** program.
POWER STONES OF AAD II (2 sides), \$15
By Scott Settembre: All CoCos, CMP/TV
TOMB OF TIEN and **MR. COREY** (These are Copy-Protected), each \$ 7
HONOR GUEST, Arcade/Adventure, CoCo 3, Joystick, RGB/CMP..... \$10
TEXT ADVENTURES
By Norm Shelton: Disk Vers., All CoCos.
ADVANCED ADVENTURE COMBO .. \$10
ATLANTIS KINGDOM OF BASHAN ALCATRAZ
MEDIUM ADVENTURE COMBO ... \$10
4 MILE ISLAND ESPIONAGE ISLE CUBE ADV.
By Glen & Bret Dahlgren, disk, NO save.
CASTLE OF THE CREATOR
FREE text adv. with a combo order!
ALL prices are for ACS Members ONLY!
CALL or write: (770) 497-9461
L.E. Padgett, 24 Perthshire Drive,
Peachtree City, GA 30269-1421

ACS
Club Picnic
Stone Mountain Park
July 13th
C'mon Out!



Greetings Coco Folks!

I received some interesting news from Mr. L.E. Pagett of Adventure Survivors about Radio Shack Unlimited, Radio Shack's newly named parts ordering system.

He told me they still have copies of some titles I was looking for, so I took my tucus to the local 'Shack to see what's up.

I was surprised to find so many things still available, mostly software.

Anyone who has been to a Fest or bought out someone else's system will probably have most of these titles. However, quite a few of them were viewed as extinct.

The 40+ titles include the Intocom games, Sierra games, Epyx games, and rompac/cassette based stuff. For OS-9 is the Editor/Assembler, screen print, Profile, Basic09 and C stuff.

Also I found the four pin din cable for the serial port and a few printer cartridges available.

All of this is special order so you give the nice man behind the counter who keeps saying "A what computer?" the slip of paper you copy the cat. numbers onto. After asking you for the umpteenth time for your name and address, he can tell right away if they have what you order in stock. It'll be a six week wait, and you get a phone

number on the receipt to call to track where your order is, which can be shipped to your house or buisness.

So, if you find yourself in Coco desolation, you might give Radio Shack Unlimited a try.



File Review:

by Terry Dodson

Lyra-3...(pre-release version 0.1)1988
Music editor/Composer

Author: Lester Hands

Lyra version 3 is an OS9 version of the music composition program for the Color Computer. It requires OS9 level 2 and at least 128K of memory. The program provides an intuitive, easily used graphics interface to compose music and then play it through a MIDI equipped synthesizer.

Lyra-3 is supplied in the "PAK" format. Once you have extracted all the files, you need to set the execution bit on the file attributes:

```
attr e lyra
attr e buffer.dat
attr e music.dat
```

Copy the following files to your

execution directory:

lyra
buffer.dat
music.dat

Load Lyra from a VDG screen (32 column low resolution screen). If you specify a -m parameter, then you can use a mouse plugged into the right joystick port.

lyra * keyboard only input
lyra -m * mouse and keyboard input

The cursor (either a note or black diamond) can be moved around on the screen by pressing the cursor keys or moving the mouse about (if the mouse was selected).

To operate the pulldown menus:

MOUSE: move the cursor to the top of the screen directly below the desired menu; select an item by moving the mouse down until the item is highlighted and then press the "fire" button.

KEYBOARD: press the <ALT> key plus the first letter of the desired menu; select an item by either pressing the first letter of the desired item or by moving the highlight with the cursor keys and then pressing <ENTER>.

I've enjoyed playing around with Lyra-3 but find some .lyr songs not the right Lyra-3 format, so until I can determine the correct format for the songs, we can still call up the score screen and mouse/joystick our

songs into Lyra-3 from sheet music.

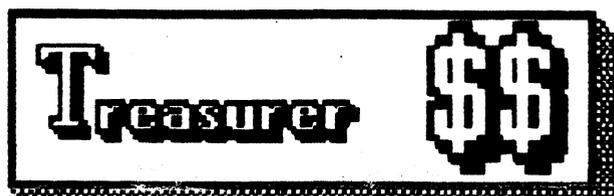
This file can be found on the ACS BBS (404)-836-2991 300-28.8 bps. 8-n-1 in the 05-9 misc. section.

Have Fun!!!!!!!!!!!!!!!!!!!!!!

T.D.

Compuserve (id 70135,430) or by mail:

Lester Hands
Hamlet Route
Box 1261
Seaside, OR 97138
June 21, 1988.



Treasurer's report

1/1/96	\$3,264.07
Expenses	169.72
Deposits	15.00
2/1/96	\$3,120.11
Expenses	58.60
Deposits	00.00
3/1/96	\$3,061.51
Expenses	124.79
Deposits	27.00
4/1/96	\$2,963.72
Expenses	24.82
Deposits	15.00
5/1/96	\$2,953.90

5/21/96 Earl R. Keller Treasurer



Cass2-R cassette tape driver for OS-9 Level 2

by Thomas Kocourek, May 1996

INTRO

A friend of mine, Gene Chambers, brought to my attention the existence of 'cass.asm, cr.asm, and cassreadme'. These fine programs formed the basis of a OS9 Level 1 driver/descriptor for reading cassette tapes. However, one could not write tapes. Gene asked me what I thought about creating a tape backup for OS9. Thus began my journey with `cass2`.

DESCRIPTION

`Cass2` was derived from `cass.asm` (why reinvent the wheel?). `Cass2` supports the following:

- 1) Read & Write tape files
- 2) standard speed and high speed
- 3) new `getstat/setstat` calls
- 4) verify tapes

ADDITIONAL INFORMATION

1 - the original `cass.asm` would only read tapes, `Cass2` builds on that by adding the necessary routines to write tape files.

2 - The standard speed for RSDOS mode is 1200/2400 Hertz tones which gives an average throughput of 1800bps. `Cass2` builds on that by adding a high speed mode. The new tones are 4800/9600. These new frequencies will quadruple the average throughput to 7200bps.

3 - How to get control of these new features? Answer - add `getstat` & `setstat` calls. A quick scan of the OS9 Level2 technical manual showed the first 152 stat calls were used. So, I've set the stat calls to start at 192 (or \$C0). This addition also solves a secondary problem. `Cass2` and `cass.asm` are SCF devices. SCF will not pass on file names. (it's not supposed to!) So, we `get/set` that important piece of info via a stat call.

4 - One of the problems with using tape is how to determine the integrity of the media. `Cass2` supports the write track call, `SS.WTRK`. This call along with it's counter-part, `SS.CASVer`, will enable the user to verify the tape media.

TECHNICAL

SS.WTRK

(Function code \$04) Formats tape

Entry Conditions:

- A =path number
- B =\$04
- U =track number (is ignored)
- X =address of track buffer (is ignored)

Exit conditions:

CC =Carry set on error
B =error code (if any)

Additional Information:

'setstat' only, Driver will start writing a special file to the tape. This file format is as follows:

1 sync block

SS.Size * of data blocks (of 256 bytes)

At 1200/2400, each block occupies about 1.3 sec of tape. At 4800/9600, each block occupies about .32 seconds of tape.

SS.Size

(Function code \$02) sets/gets file size for tape file

Entry conditions:

A =path number
B =\$02
X =most significant 16 bits of file size
Y =least significant 16 bits of file size

Exit conditions:

CC =Carry set on error
B =error code (if any)

Additional Information:

During verify operation, SS.Size sets the number of blocks to read/write to tape. During normal operation, set number of bytes to write to tape.

SS.Cname

(Function code \$C0) sets/gets 059 file name to/from tape file

Entry conditions:

A =path number
B =\$C0
X =address of name string (terminated with EOR char)

Exit conditions:

CC =Carry set on error
B =error code (if any)

Additional Information:

During 'getstat', X should point to an empty buffer of sufficient size to hold the name plus EOR. During 'setstat', X should point to a buffer holding the EOR terminated name string. Cass2 checks the length of the name string. If the name exceeds 8 characters, Cass2 automatically uses an extended name mode.

SS.Cmode

(Function code \$C1) gets/sets mode of operation

Reserved for future use

SS.Cspeed

(Function code \$C2) gets/sets speed of operation

Entry conditions:

A =path number
B =\$C2
X =speed of operation

Exit conditions:

CC =Carry set on error
B =error code (if any)

Additional Information:

During 'getstat', X will be set to -1(\$FFFF) if standard speed, and 0 if high speed. During 'setstat', X= non-zero sets standard speed, and X=0 sets high speed.

SS.Cscan

(Function code \$C3) gets/sets scan mode during read

Entry conditions:

A =path number
B = \$C3
X =scan flag

Exit conditions:

CC =Carry set on error
B =error code (if any)

Additional Information:

During 'getstat', X will be set to 0 for normal operation, and -1(\$FFFF) if in scan mode. During 'setstat', X=0 sets mode to normal reads. X= non-zero sets scan name blocks only. The idea behind this mode is to allow a user program to take an inventory of the files on a tape. At the end of the tape, a "DEVICE NOT READY" (246 or \$F6) error will be issued.

SS.Cmatch

(Function code \$C4) read tape in scan mode until name matches or

until function times out.

Entry conditions:

A =path number
B = \$C4
X =address of name to match (EOR terminated)

Exit conditions:

CC =Carry set on error
B =error code if any

Additional Information:

Used only in 'setstat', the name is copied into the matching buffer. On the first read entry, Cass2 will start in scan mode attempting to match with a file name. If successful, Cass2 continues reading tape file and completes the read operation. A timer is also started. Should Cass2 be unable to match (i.e. reaches end of tape), a 'DEVICE NOT FOUND' error (246 or \$F6) will be issued.

SS.Cver

(Function code \$C5) Reads a SS.WTRK file to verify a tape

Entry conditions:

A =path number
B = \$C5
X =address of bad track data table

Exit conditions:

CC =Carry set on error
B =error code (if any)

Additional Information:

During 'setstat', The driver will setup for a track read. The X register points to a buffer big enough to hold bitmap of tape. During the verify read, the driver writes a bitmap to this buffer. This bitmap is the same as the one used on RBF devices. A set bit is a good block, a cleared bit indicates a bad spot on the tape. During 'getstat', the counter of blocks are OR'd and stored into the X register. When finished, X = 0.

DEFAULTS

Cass2 uses high speed read/write. A timer is used on all read operations. Do not space your files farther apart than 5 sec. Else a DEVICE NOT READY (246 or \$F6) error will be issued. This action is to prevent the driver from hanging OS9 since interrupts are turned off during block I/O.

HOW TO

Read tape file:

- 1) Open a path to /cr (read mode)
- 2) Enable cassette player to read tape, use motor pause
- 3) Read only one character from /cr. CASS2 will read tape name block.
- 4) Do getstat call SS.Cname and retrieve file name.
- 5) Open disk file to dump data into.
- 6) read from /cr and write to file until an EOF error occurs
- 7) close path to /cr

- 8) close disk file

Write tape file:

- 1) Open a path to /cr (write mode)
- 2) Open disk file to store on tape
- 3) Do setstat call SS.Cname and set file name
- 4) Do getstat call SS.Size to disk file and retrieve size
- 5) Do setstat call SS.Size to /cr and set file size
- 6) Do setstat call SS.Cspeed to /cr to set speed to write
- 7) Set cassette recorder to write a tape file (in a blank spot); use motor pause.
- 8) read from disk file and write to /cr until EOF error occurs
- 9) close disk file
- 10) close path to /cr

Scan file names on tape:

- 1) Open a path to /cr (read mode)
- 2) Do setstat call SS.Cscan to set scan mode
- 3) Enable cassette player to read tape, use motor pause
- 4) Read only one character from /cr. CASS2 will read tape name block.
- 5) Do getstat call SS.Cname and retrieve file name.
- 6) Open disk file to dump data into.
- 7) Read one character from /cr to skip rest of tape file.
- 8) Write file name to disk file