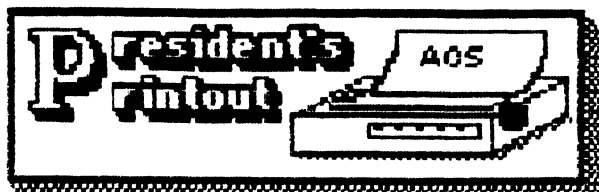

THE HAWAIIAN COMPUTER SOCIETY

Presenting

COCO-NUTS

ISSUE 19

October 1986



Late in September the club received a donation of two old Zenith laptop computers and an Epson printer. At our Executive meeting early in September we could not reach a decision as to what to do with this equipment. The very next day I intercepted a message from Brother Jeremy saying that he had need of the power supply and parts for one of the very laptops we had! It seems that Br. Jeremy had several of the "Supersport 286" computers that he was trying to resurrect by swapping parts. I offered our 286 laptop to Br. Jeremy and he offered a fair price, plus shipping. With an offer like that I contacted the officers of the club and a few interested club members and asked their opinion as to whether we should sell at that price. The answer was almost

unanimous for selling. I packaged and shipped the computer while Br. Jeremy sent a check to cover the sale and the cost of shipping. At this point we were both happy, we helped a friend in need and the club gained a little money.

At the October club meeting the sale was announced and we voted to give the second laptop to our Treasurer so that financial records could be entered directly into a data base right at our meetings. Russ Keller will find suitable software to use and have the unit ready for use at the November meeting. In addition, we voted to donate the Epson Printer to the treasurer since Russ's printer is not doing too well. Now Russ can keep the records and print them out right at the meetings if he wants to!

We discussed the Club picnic and since everyone enjoyed it so much we voted to do it again next year, on the first Saturday in October.

Since I won the case of printer paper at the picnic and I had an

almost full case of older paper (not laser perf.), I donated it to the club and it was given to the treasurer so that he could print out the club records. It seems that everything worked out well!



Greetings, Cocofolks.

This month finds another small change in Coco-Nuts.

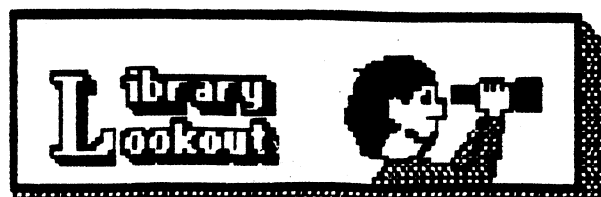
Due to the increasing number of zip code extensions, I turned to a mail merging label maker for the address labels this month. It allowed me to get a little fancy schmancy. Let me know what you think.

Also this month I've began a rather comprehensive study on different word processors.

As you know, Coco-Nuts is completely assembled on my trusty Coco. The workhorse printer is a DMP-133. Though I may be blinded by pride at what my little machine can do, I do see as others have pointed out, that the final print needs to be better.

Suggestions for improvement have included trying different printer drivers, ergo, different wp and text formatter programs.

So, keep an eye on the printed word and we'll see what we can come up with.



Good Times

By Terry Dodson

Well here we are yet another year almost gone by. It would seem that there isn't much to do with it being November already. The time REALLY flew by this year.

Well one good thing about 1996, I'll remember the ACS's club picnic.

The picnic was not outstanding by itself but the people who attended were. I had a great time seeing and talking with everyone. There were CoCo conversations, Atlanta Braves discussions, technical tips, games and more. The heavy traffic getting to the picnic was not bad considering the friendship I went for.

This is DEFINATELY a picnic worth repeating. There were some who couldn't make it there, and to them I say, come and join us NEXT YEAR frinds, we missed you.

T.D.



Happy Thanksgiving!!!

MIX-UP REVIEW

By Terry Dodson

THIS IS AN EXTREMELY
SIMPLE GAME TO PLAY:

How easy is it to play? Simple. You already know how - you just don't realize it yet. Almost everybody has played a game of this sort using a special deck of cards with pictures on them. If the deck has 52 picture cards, then there are 26 different 'pairs' in the deck. You spread the cards face down in front of you and take turns turning any two cards face-up to see if their pictures match. If they do, you get to keep the cards and take another turn. If they don't match, it's the next player's turn. This game works the same way, except that there are 70 cards and each card is worth a different amount, so making some matches will help you more than others.

ONE LITTLE NOTE: In order to make things a little more difficult, half of the picture sets are mirror images of the other sets. Mirrored pictures won't match their visual opposites. Be aware that - in some cases - the differences are very small. So look carefully at

what is presented when a card is turned over.

This seems like pretty standard stuff. But it's standard stuff done VERY nicely. Plus, even if it isn't something totally new in the gaming world, it's still a very addicting and challenging game nevertheless. I'll try not to bore you with a lengthy analysis of gaming philosophy, but let me just forward two reasons that suggest the value of such a seemingly simple game. One: As the game progresses, the difficulty of the game decreases - rather like solving a crossword puzzle (we all know how addicting they can be). Children (and adults) derive a sense of accomplishment out of completing this sort of a game. Two: By allowing the computer to be one of the 'players' (max human players = 5, max computer players = 1), rivalry between children tends (as I have observed) to be converted into cooperation since the human players may cooperate to vanquish the 'superior' computer foe.

STARTING THE GAME:

You will need a Color Computer with 512k running under OS-9 Level II to play this game. A mouse or joystick is also needed (preferably a mouse) - unless you can be satisfied using


the 'keyboard mouse' (hit CTRL-CLEARR to activate it).

Finally, you must have stdfonts and stdptrs merged to a window (use command, "merge /dd/SYS/stdfonts:merge /dd/SYS/stdptrs", before playing the game).

Once you have de-ar'd this archive, set the execution bit of the "mixup" file (i.e "attr mixup e pe"). Place the mixup file (object code) in your CMDS directory. Put the file called "pic.mix" in the SYS directory of your drive that is known as '/dd'. Then make a nice print-out of this text file on your printer and say, "why did I make a print-out for such a simple game?".

What do you do next? You guessed it. Enter the command "mixup" at your keyboard and things will start rolling. The rest is natural, just place the arrow on the card you wish to select and click the mouse button and continue until the game wraps up.

***** ENJOY YOURSELF *****



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