

THE ATLANTA COMPUTER SOCIETY

Presenting

COCO-NUTS

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Editor's
cho



ACS
ACS

Banners Anyone ???

by Terry Dodson

Banner Maker Version 2.0"

Greetings from frozen Florida!
Well, here we are *again* with all this
room! How's about some Coco-Nuts
related stuff?

-- Deadlines. I know I'm
pushing it, but the second
Saturday of the month would be
great. The final edition goes
out the following Sat. (usually),
and this would be enough time to
compile it.

-- Back Issues. Back issues of Coco-Nuts
are available. Post a message, call or
write for cost and availability.

Coco Onward

Library
Lookout



I used most of the banner.doc text to
create this review, and in running
this program (author Zack Sessions) I
was pleased with it's ease of use and
ease of installation. I believe you'll
find this program a nice addition to
your system.

Required System:

CoCo 3 128K (32K free memory
required)
OS9 Level II (may work on Level
I, but I haven't tested it)
Tandy DMP style printer

Installation:

The archive file contains the

following files:

Banner	Program Binary
banner.doc	this file
banner.hlp	help file
font.txt	Font File(s) definition
banner.c	program source
stdfnt1.h	Font Definition
Include File #1	
stdfnt2.h	Font Definition
Include File #2	
aif.ban.c40	MV AIF for 40 column display
aif.ban.c80	MV AIF for 80 column display
icon.banner	MV Icon
cvtfnt.c	source for converter program

Suggested files placement for your OS-9 system are as follows:

```
/dd/cmds/Banner
/dd/utilities/AIF.ban
(renamed from the one you select to
use)
/dd/cmds/icons/icon.banner
```

Remember to set the execution attribute for the program, ie,

```
OS9: attr /dd/cmds/banner e
```

Merge banner.hlp with
/dd/sys/helpmeg .

You only need to install the last two files (AIF and icon) if you intend to invoke the program from

MultiVue. And remember to set the execution attribute on the icon file, ie.,

```
OS9: attr /dd/cmds/icons/icon.banner
e
```

All the other files can be pigeon-holed wherever you like.

This program merely requires a text screen in which to run. It can run in any type window screen, 40 or 80 columns. It does work in a VDG type window, but be careful! If the banner message exceeds the line width, while generating the banner, when the status line displaying in the characters as the are generated reaches the end of the line, your system will lock up. So ... I recommend using a window type screen, the type being which ever looks best on your monitor/TV. There are two aif included for MultiVue access. Use the one for the size screen you want.

This program may be run either directly from the OS9 system prompt, or requested as a MultiVue Application. To run in a non-MV environment, just enter:

```
OS9: banner [opt]
```

Two options are supported which are mutually exclusive (can only specify one). One opt is ?. If it is specified, then a usage message is displayed. The other option is -c="x" where x

is an alternate character to use as the banner printing character. If this option is not specified, the asterisk (*) is used as the banner printing character.

You can design your own custom font to use with Banner Maker, but to use it, you will need the OS9 C Compiler to rebuild the program, since Version 2 of Banner Maker uses an internal font definition. Please refer to the complete "Banner.Doc" text for further instructions on creating your own fonts.

To crank up the program in MultiVue, you must select the directory which contains the AIF. When you do, the program icon will be displayed. Double click on the program icon. The program will then be started in a window described by the AIF you have chosen to use, 40 or 80 column.

After displaying an introductory message, the program asks where you want the output to go. You have two choices, either directly printed to the printer (device /p), or to a file which can be listed to the printer at a later time. Enter a P or and F (lowercase accepted) and press ENTER.

If you selected the file option, the program will then ask for an output file name.

The list of valid characters is then displayed. Even though a SPACE is not explicitly displayed as a known character, obviously a SPACE is perfectly legal.

It then asks for you to enter the message you want to "bannerize". Enter the message and press ENTER. If you selected the printer for output, make sure it is "turned on and online" before pressing ENTER at the end of your message. The output file CANNOT be listed to the screen since it contains embedded printer control codes. If you try to, you will get an error *208 (Illegal Service Request). It must be listed to a device which has a Tandy DMP compatible printer attached to it, eg,

```
OS9: list banner.lis >/p
```

After generating the banner (either directly to the printer or to a spool file) the program will then ask if you want to generate another banner. Enter an N (or n) to exit the program. Any other response will start over by asking for output destination, file or printer and go from there.

The program currently works with the Tandy DMP style printer. I tested the program on my DMP-130. To support other printers, you must have the software development tools mentioned above. Edit the source file and change the definitions at the

approaches to the project we'd probably still be in the "Thinking Stage", as was mentioned in a previous article. R.C. Smith made it as simple as he could so as to generate a positive interest in programming. And he did just that with me and Al Dages.

Al typed in each installment of R.C.'s Basic09 source listings, which were in several recent issues of **Coco-Nuts**, and made a few changes so he could record wind direction, temperature and send it to the printer or screen. I had typed in the listings too and had it working with a few changes for recording the temperature, time, and date to the screen or printer or saved to disk, but I was trying to erase something and killed my listing, my source, and the Packed file as well. I'm redoing my file now even as this article is being typed.

So look out, those of you who choose to sit idly by and only "THINK" about or "WATCH" the action taking place.

Be a "Doer" and not a "Hearer" or "Thinker" only, share in your Club's spirit and help create enthusiasm for "Using Your CoCo".....

..." JUST FOR THE FUN OF IT ".....

After all, that's why the Atlanta Computer Society was formed in the first place, just " Good Ol' CoCo Fun ".

CoCoin
Just For The
Fun Of It
*B-)+ Terry Dodson



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CLUB PROGRAM etc.

Plug Extension

by

Dan Maguire

Folks I "had" the next changes to the club program written and tested and guess what -- My /d1 crashed -- no problem since I have everything backed up on /d0. I replace /d1 with another 40-Meg drive and proceed to "dircopy /d0 to /d1 -- well guess what my /d0 crashed before the copy was completed. There went ALL of my BASIC09 source files and two (2) 30 song directories of music that was not BACKED UP. I have typed the program in from my newsletters and have it working. However, due to the low interest, I am only going to make a suggested improvement this month. First, to implement the 2nd bank you will need to poke memory location \$FF21 to operate the cassette relay on and off to control another relay to switch the joystick ports to other devices. This would give you the second bank where you could write lines 700+ for another function. (Using lines 100+ or 200+ as an example. Second, WARNING you are on your own in using or trying this !!! Poke \$FF21,56 to turn the cassette relay on Poke \$FF21,48 to turn it off. GOOD LUCK till next time.

Joystick. No, mouse. No, no, hi-res mouse. Recognize this? Plugging and unplugging joystick port stuff. Well, this is my timely contribution to the club project.

Finally I have a use for the "dead" things in my computer room. A crunched Coco, a joystick that rattles inside, another that's locked, one of five spare printer cords and an unused cassette cord.

I tired of reaching behind my machine to change plugs. Also, it's part of a repackaging gig. If nothing else, I can see what is plugged in instead of looking blankly at my digitizer when it fails me.

Cutting PC board (a Dremel or a Datco is preferred, hacksaws and x-actos are messy), soldering and some sort of continuity checker are needed for this little dandy.

Also, please keep in mind that I used a squished 'B' board (I think, like a bonehead, I forgot to look) and so your board may not look exactly like my sketch, but the ingredients are the same.

First, get the unwanted motherboard out of the case. Be aware that you'll need the four by two inch area of the back plugs, so take it easy around this area. I mention this because my sacrificed computer looked somewhat like a

catapillar munched in the center with few guts salvagable. If you're gentle you can save quite a number of things to de-solder (in a later article).

Now, looking down on the board, measure out (roughly) a four by two rectangle, with the four jacks lining up on the back side. I used a marker to make my line.

Ready? Take the cutter and carefully cut on the line. Now put the motherboard with the big chunk missing to the side, you're done with it.

Take a look at the mini board you have now. This part is very important. All solder traces from the jacks on the bottom of the board must be cut. You don't want any electrons wandering around the board. Use the cutter and gently touch each and every trace. It doesn't take much, but you do want to see some mica material between both sides of the solder run. Refer to the sketch to see where the pins for the jacks are.

On the top side of the board use flush cut dikes to snip out all the components (resistors, capacitors, everything but the jacks!) even.

This may seem like an ugly way to do it, but my original expansion found me desoldering the jacks and spending a whole lotta time rebuilding what we just did on a 'clean' board.

O.K., everything cut? Nobody cut through the board, right? O.K., set it to the side and grab your cables.

A word on joystick cables. Two button Jsticks and mice require a six pin cable, as does the hi-res interface. Don't use the cheapy black stick's cables as they are only five pin (only one fire button) if you plan on using the above devices. Of course, you can upgrade your extender as you get spares.

Determine what length you'd like. I used the shortest cable (deluxe joystick), lined the rest up to it and whacked 'em off even with the joystick case. Remember to cut on the side opposite of the plug end you want to keep.

You should now have four cables, relatively the same length, with the Coco plug on one end and a fresh cut on the other. Two joystick, one serial and one cassette cable. Right? If you lose track of which is which (they do look alike without something on the end) compare the connector with the ones in the sketch, mark 'em if it helps.

Trim the outer jacket of each cable about an inch back. Just score it and bend the cable, it'll snap on the line. The Deluxe J-stick and cassette cable will have a shield. Comb this out straight and twist the 'hair' together on one side of the wires, forming an unprotected wire of it's own. Strip the rest of the wires to about a quarter inch and using the soldering iron tin the whole schmutz.

Let's move on. Take the mini board, flip it upside down (so you're looking at the flat side with the

hacked solder joints) and set it in front of you, plugs facing your belly. This should look like the sketch, mostly. If you study the board you will see the patterns of the pins. Got it? Clean and tin each of these points.

If you are planning to use the aforementioned six pin joystick cables (highly recommended) flip the board *back* over and turn the board so the jacks are *opposite* of you. Take a gander at the sketch. See the middlemost strip of metal? That's pin six! What you have to do is cut that strip (the lower the better) and kinda bend it up. If I explained it right, pin six of the connector would slide into the jack, and the other side would end at the point that was cut and bent up. Dig? Go ahead and clean and tin that point. I'm not sure if all the boards are the same at this juncture, but when I originally did this mod I used the pin on the solder side of the board and got some funky clicks when I tested it. I rang it out with my meter to find pin six (button 2) went to ground on the board but pin 4 (button 1) did not. Doing this cut and bend thang circumvented the ground and just connected pin six on the joystick to pin six of the joystick port on Hugo (that's my Coco's name).

O.K., what we should have now is a motherboard to the side with a rectangle cut out, the rectangle itself with all possible leads to the jacks severed, and four cables lying nearby with the 4, 5 and 6 pin plugs

on one side and shiny, tinned leads on the other.

Gentlemen, grab your meters. Your cables too. What we have to figure out next is what wires go to which pins. The wires should be color coded, but as I opened a few different cables and found different colors, I thought it might be better if you explored your own stuff. Besides, this *is* a tutorial.

Here's what you do: write down the different colors of wire for each cable. Pick a cable and its corresponding color list. Take your VOM meter/continuity checker (if ya ain't got one, strip three pieces of 10 inch wire, get a flashlight and take the bulb assembly off. Turn the flashlight on. Tape one end of one piece of wire to the side prong of the light, the other to the place on the flashlight "head" that it contacts. Tape the next wire to the prong, or battery, whichever you have that touches the middle of the light bulb. Take the last piece of wire and tape it to the middle part of the lightbulb. Now use the two loose ends of wire as probes and the light will light when each end is connected to the same wire) and ring it out. Start at pin one with one lead and touch the other lead to the wires. When you get a 0 resistance or a light on that wire color that *is* pin one. Record it on your little chart. Proceed to pin two (refer to the sketch if you can't read the pin numbers in the connector), and continue this 'til all the wires of all the cables have a