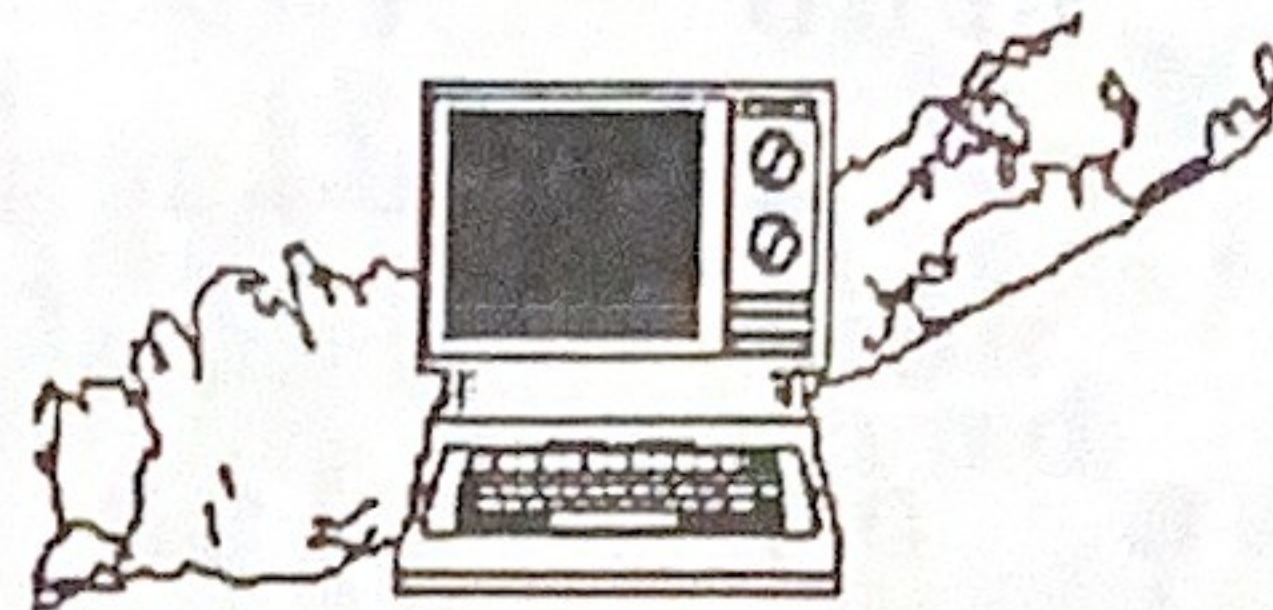


Island CoCo News

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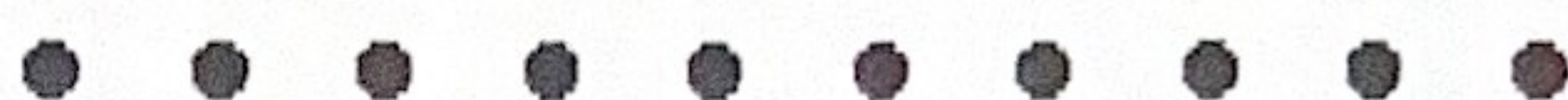


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The Island CoCo Club
Long Island, New York
* For the Tandy Color Computer *

Spring Issue
Published
Bi-Monthly

From the President
The Island CoCo Club March 1991



Well here we are, putting together the second edition of the Island CoCo Club Newsletter for 1991. Irv & Pat Pereira, our new editors, have taken on the task and are doing quite well with it. Don't forget to keep up the search and give them some things to put in it.

As we move into the new year I must say that it has been a tough winter. The economy is dragging, we get involved in a war half way around the world, and it seems like everyone has a cold or the Flu

Now, Spring is here at last. A time for things to be revived and a time for new things too. Allow yourself to be taken up by the excitement and become a part of the vitality of this season, and Get Busy !!!

We have taken a new direction with the club

meetings lately, and it's really no great surprise. We have officially opened the door for OS-9 discussions to become a regular part of our coco club meetings. OS-9 topics used to be dealt with by those interested in private talks off in the corner somewhere or out in the hall. Well this has changed. This concept is well illustrated in the new "Rainbow Magazine" format with more and more OS-9 related articles being presented each month along with all of the other regular features. Now, that is not to say that we have become an OS-9 CoCo club, but there is something going on here and if we are to continue as a group we're going to have to offer more to it's members. Except for 1 or 2 club members who often do a demo of a new game or illustrate

From the President
The Island CoCo Club March 1991



the new features in a new word processor the RsDos CoCo people have not been offering too much lately. Sadly, Tandy (or "Rat-Shack") has dumped the CoCo and there is perhaps a ripple-effect going on right down to every individual who owns one. However, it's still a lot of computer for the buck and i'll be using mine for a long time. OS-9 can be a real pain to get started with, but once you get the idea it's smooth sailing. So, come to the meetings and bring your note pads and prepare to be indoctrinated to OS-9 for a while. During the meeting in February Joe Ross went through the in's & out's of making a custom Boot disk for you system. This process can easily defeat the most ambitious person when starting up with OS-9. Joe

is an excellent speaker and made a very detailed presentation of it. Murphy's law applied itself to the situation and there were a few problems along the way but, the problem was found and by the March meeting Joe had a "hand-out" for everyone detailing the proper procedures (without the Type-O's). During the March meeting Steve Gilbert followed along the same line (Making Boot disks) however, Steve demonstrated the use of "EzGen" by Burke & Burke and how this \$19.95 utility can make the whole Boot Disk problem a simple matter.

You can expect to see more of OS-9 at the meetings but please remember that everyone has an open invitation to contribute. Think !! and Get Busy !

G. Angus

The February Minutes...

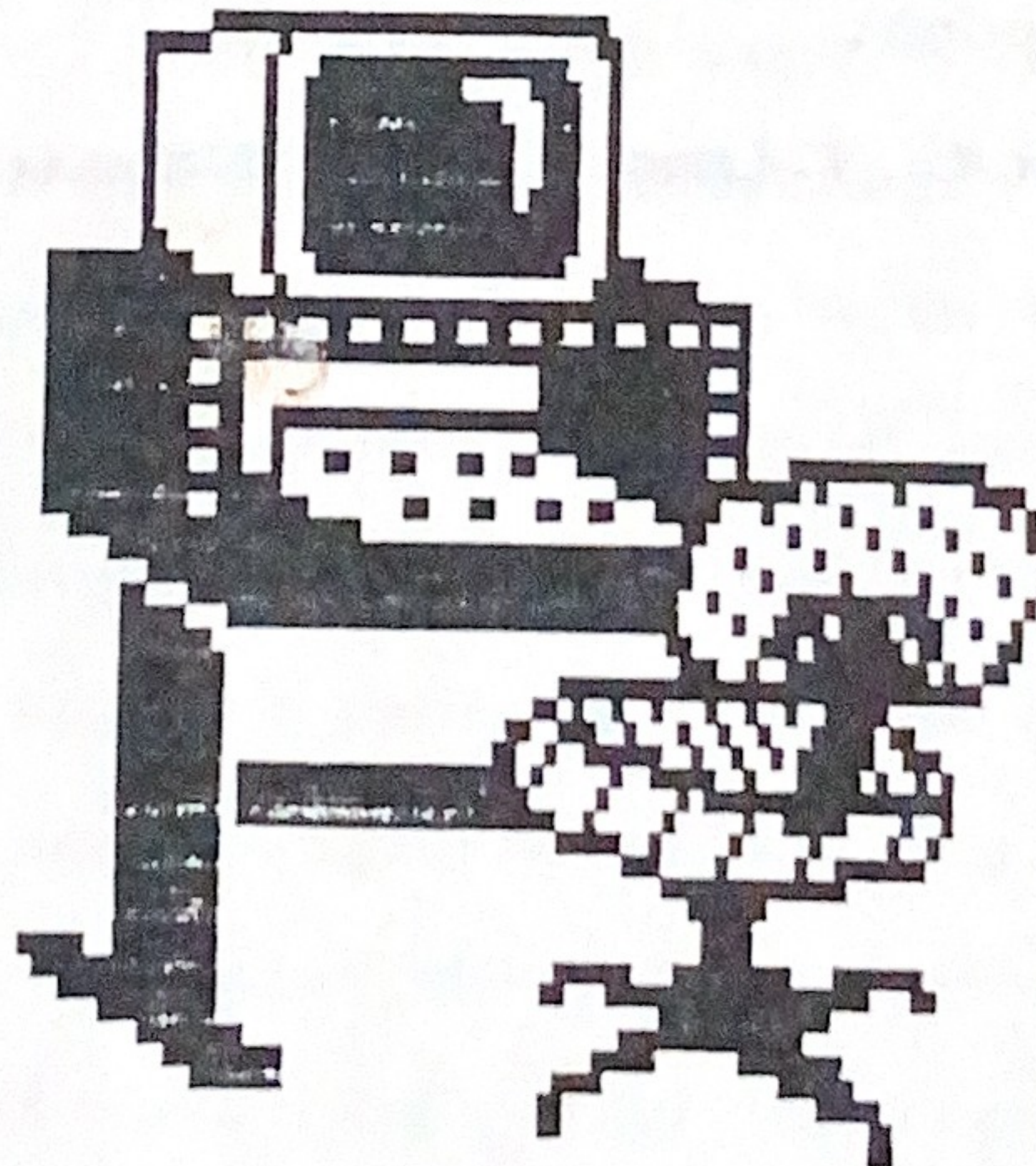
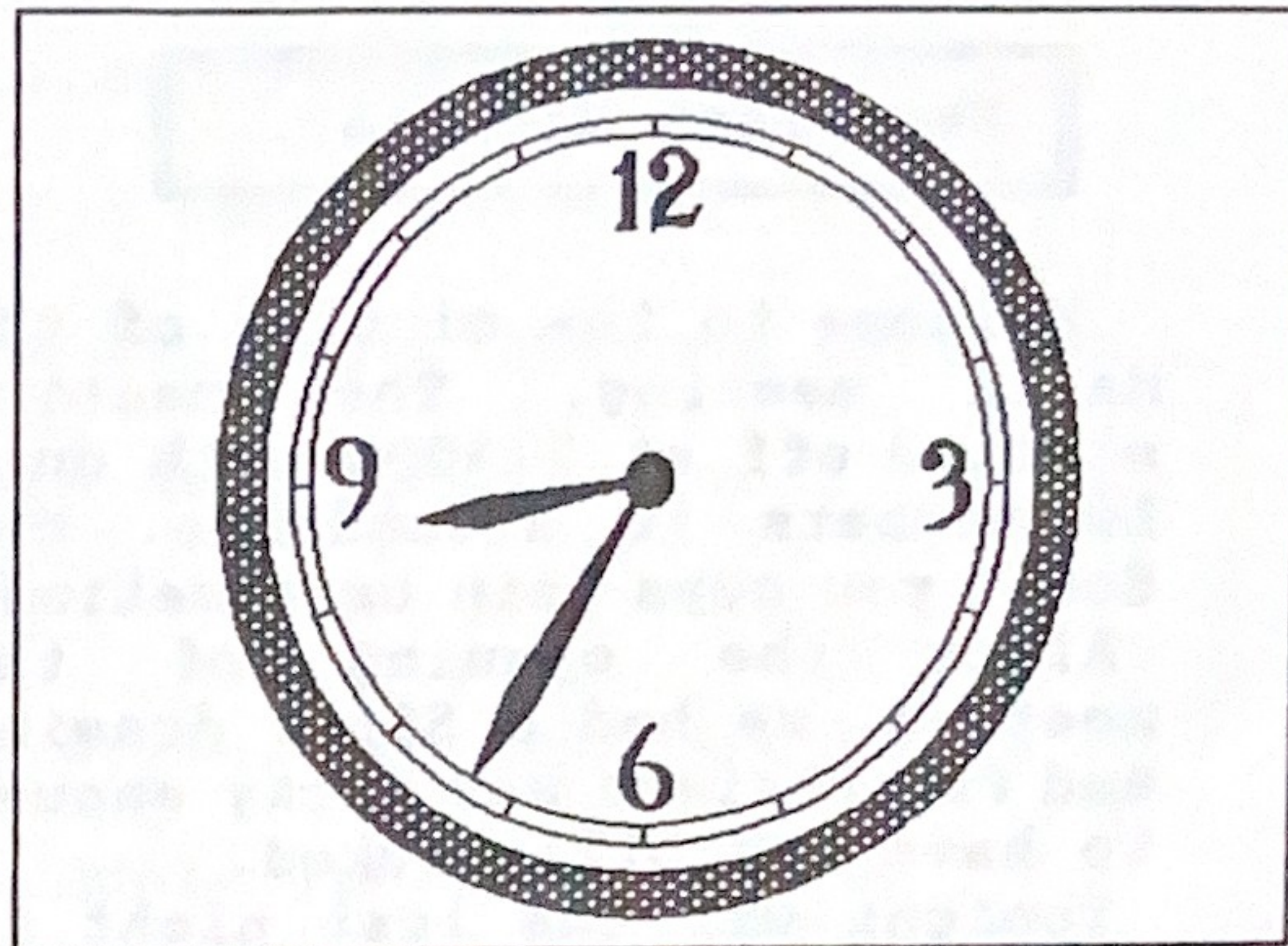
I'm afraid I have to start off this month's minutes with an apology and, Yes an *EXCUSE*. I didn't set my recorder properly at the Feb. meeting and I didn't take notes. So as a result these minutes will be quite brief. (Luckily I remember most of the important stuff.

Jerry called the meeting to order at 7:15 pm with twelve members present. Pat Periera announced that there were tickets available for the raffle. Pat then gave her financial report. Incidentally if you'd like to know the details of the Pat's reports come to the meeting, we all would love to see you, or you can ask Pat.

We then had our 50/50 drawing... and the winner is Sandy Liebsten. Sandy won \$6.50 and donated the odd fifty cents to the club (Thanks Sandy).

Joe Ross then took the floor and gave a very informative talk on creating OS9 boot disks using the tools that come with OS9. Joe promised to give Irv a summary of his talk for inclusion in the newsletter. The meeting came to an end around 9:30pm.

'Till Next Time... Steve Gilbert



The March Minutes...

Welcome to the minutes of the March meeting. The meeting started off at 7:30pm with only 10 members in attendance. Why don't you guys join us sometime.

After the opening of the meeting, we had a 50/50 drawing and Pat Periera was lucky enough to have her bill picked.

Tonight was the last night to buy raffles for the Monitor Stand. After the tickets were sold we had the drawing, William Rosenfeld won, congratulations Bill.

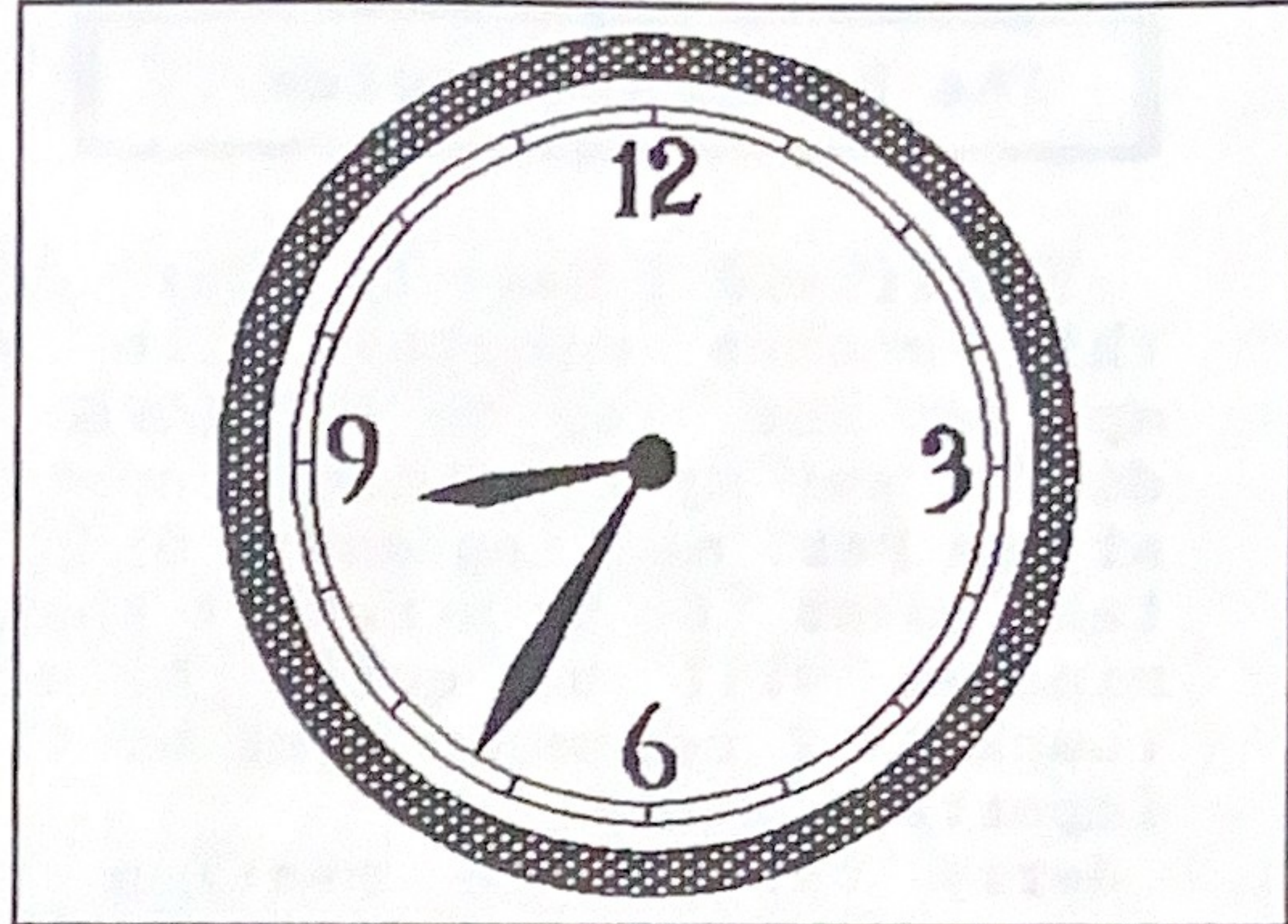
Gian Polizzi brought in some old Hot COCO and Color Computer magazines in, and is making them available to buy with the proceeds going to the club. These are really an exceptional value, at 4 for a dollar you can't go wrong, and you give your favorite COCO Club a boost too. Those old COCO magazines make great reading.

It was voted on that we order 100 disks from MEI for the library, these disks can also be purchased from the club, the cost is .35 cents each ... also a good value. We also voted to renew our subscription to Rainbow on Disk another year.

After the business was finished I did a little talk on creating OS9 boot disks using a very handy tool from Burke and Burke, called EZGEN. Then I answered questions on some OS9 issues. Jerry then gave a very good demonstration of a new twist on an old COCO game called Those Darn Marbles. Very similar to the old COCO II game from Diecom called Marble Maze. This new games sports all the COCO III goodies though.

Well

'Till Next Time ... Steve Gilbert



Rituals, Spells and Incantations
by
Robert T. Olsen

The incantations take the form of expletives when your keyboard develops "sticky" keys. The old Coco "chicklet" keys were notorious for this, and many were the magic potions (Silicon sprays et al) ill advisedly recommended as a curative or preventive talisman.

Sadly it is not only the chicklet style keys that are prone to this evil juju- All keyboards-Coco-Apple-IBM's etc can be victims of this wicked spell unless appropriate precautions are taken. The following ritual performed about once a month-(more or less frequently as experience and environment dictates) will be a VERY powerfull talisman to forstall this problem.

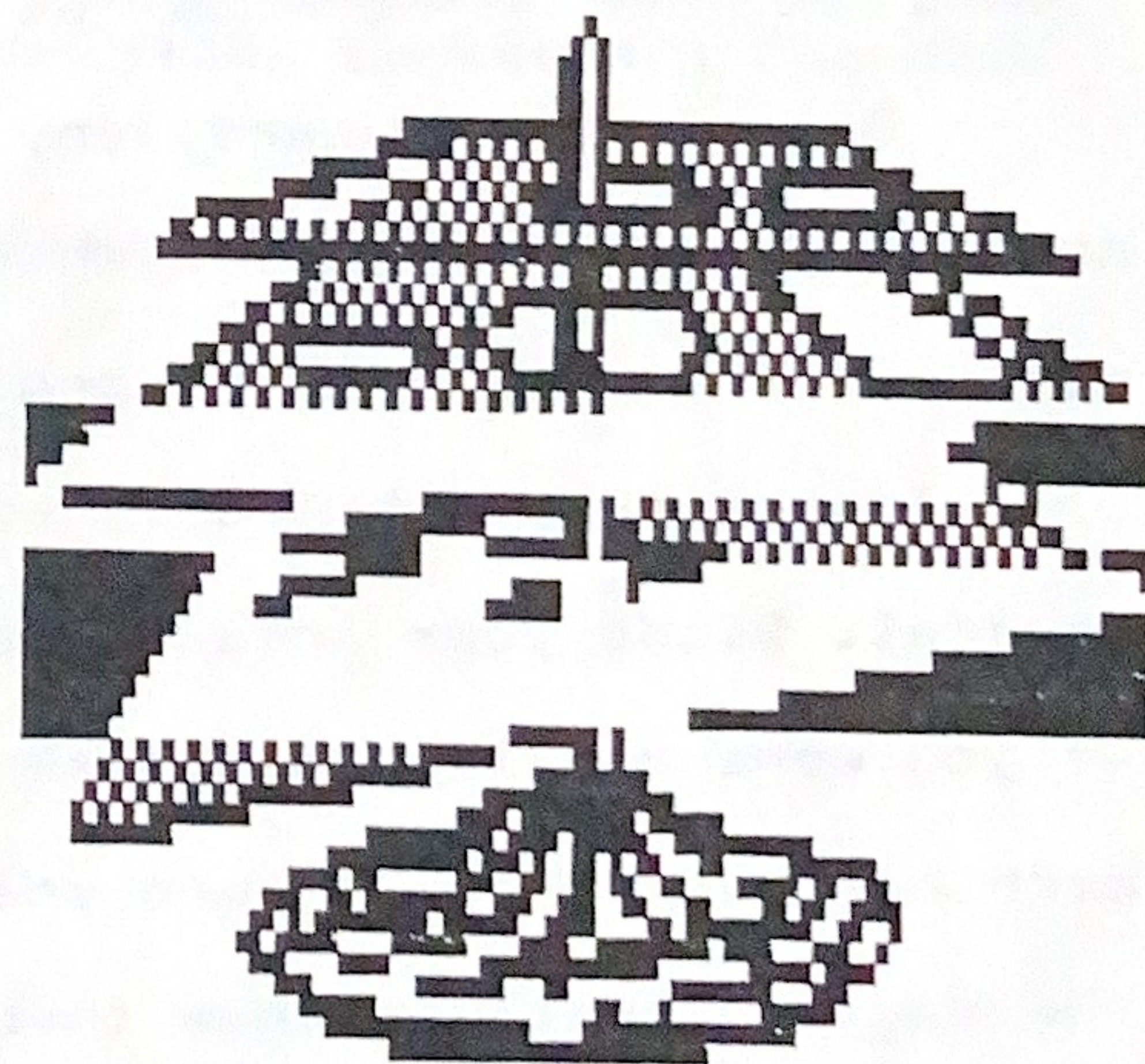
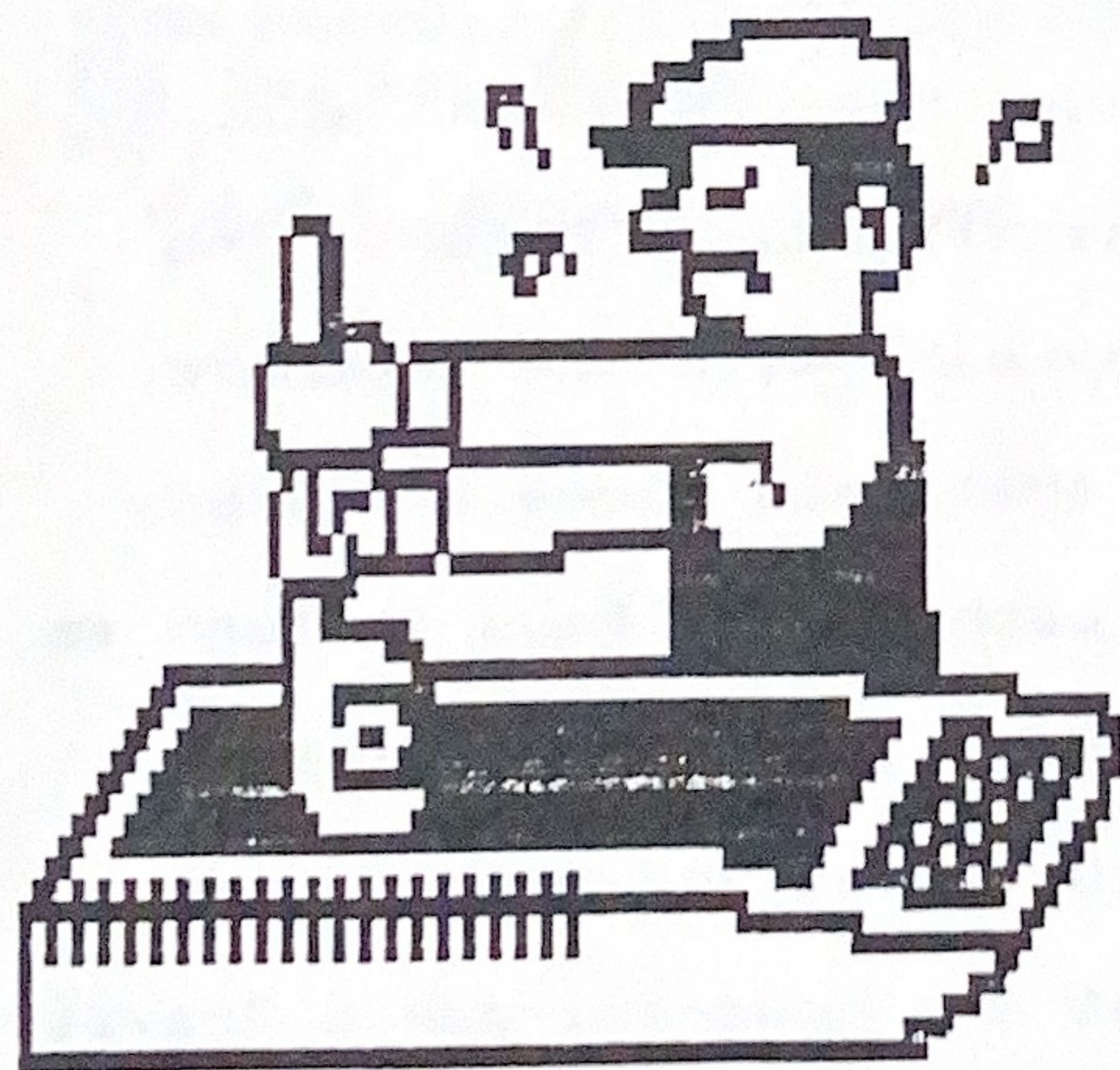
I have been very partial to the old chicklet keyboard and retained mine long after alternatives became available. Once I created the ritual that I now describe I NEVER again fell victim of the sticky key curse!

The Powerful Magic Ritual

Grasp the keyboard (any kind not just Coco chicklet) and, if necessary the computer to which it may be attached. Observe the sides of the keys and the angle that they make with the keyboard.

Invert the keyboard in such manner that said sides are truly vertical. Slide your index finger across each row of keys in turn as if you were riffling piano keys to perform a glissando so that each and every key in turn snaps vigourously out and experiences the magic vibrations thus invoked so that the powerful genie Gravity draws out all particles that have crept into the crevices between

the keys and the cavities in which they reside. Repeat about three or four times. Then tilt the keyboard a couple of degrees off the vertical toward the Mystic NORTH. Riffle the keys as above several times—then tilt to the South, East and West, each time depressing all keys as above. Finally repeat the ritual again with the sides of the keys as nearly vertical as you can get them. This ritual is as powerful a preventive of sticky keys as you are likely to find anywhere in middle earth. It will not help you if you expose your keyboard to spilled soft drinks, milk, coffee or the like. These liquid curses are almost always fatal—and only forbidden voodoo rituals such as disassembly and application of taboo solvents offer any hope of restoring even a Zombie-like semblance of life to such a cursed keyboard.



OR

How To Handle ASCII Basic TEXT Larger Than Your Word Processor Buffer.*Tutorial by Bill Rosenfeld*

Equipment needed: CoCo3 -128K (Possibly CoCo2-64K)
Disk Drives 0 & 1
Printer
80 Column Monitor
Modem

This is a clever Text Utility Program written by our own Bob Olsen, Island CoCo Club. With his approval, I wrote this report in praise of his inventiveness and the program's effectiveness.

When an ASCII Text file is downloaded from a real good Bulletin Board System, such as PCBBS, and is larger than your Word Processor's Buffer, the full file can be saved to disk and read back in full through the buffer option of your Communication program. Of course, your Communication program also has a buffer limit usually greater than your WP buffer limit. But the buffer option of the Communication program only permits forward text scrolling and the full text can not be Edited for selective printout. Your Communication program might permit a printout of the unedited full file. If you only want to get hardcopy of certain sections (blocks), the file has to be edited on a Word Processor Program, most of which, as mentioned before, has a Buffer length less than your Communication program. If you saved the larger communication program buffer to disk and then loaded it on the WP, you could only edit the initial part of the text accepted by WPs buffer. The unaccepted portion of the text is not available when attacked in this manner.

The "Diskfill" program will circumvent this stalemate and enable control of the editing process for the full larger text by sectionalizing the larger file into sizes which can be progressively handled by the smaller WP buffer.

WHY and How

As a case in point, the communication program "Ultimaterm" has 267K bytes memory and you can view the full downloaded text displayed on the monitor from Buffer Mode (Alt/B). It can be halted from time to time to study the screen text, and then made to continue scrolling. But, as mentioned above, a Communication program can not Edit selective passages. Only the full memory can be printed as hardcopy. This is where "Diskfill" saves the day or night, and the whole works.

"Diskfill" can be used with any other communication program but you will have to tailor "Diskfill" to the buffer capacity of your particular terminal program which is easy enough to do if you know how to figure. Tailoring "Diskfill" to conform to the WPs buffer capacity is explained further on.

A good example of how to cope with a large ASCII Text file which has been downloaded is PCBBS's "COCOFIELD.LST", about 125K bytes, too large to be edited on most WPs.

Since most WPs have buffer capacities of 30K to 48K, the 125K download after being received on Disk from "Ultimaterm", can not be read in full but the WP might be able to read one-fifth, or one-third, of the larger file. And that's it! That's the only editable part.

Now the hero "Diskfill" comes to the rescue. "Diskfill" prepares a disk to accept, to save increments of the total, and to load into your WPs buffer without overfilling. It then allows you to save succeeding portions on other prepared blank

continued next page

"Diskkill" disks. It prompts you to insert the next successive disk in the drive when it has filled the previous one.
Now insert a blank, formatted disk in the appropriate Drive and type the following input.

PROGRAM LISTING - "Diskfill.BAS"

```
5   Rem -"Diskfill.Bas" - for ASCII Basic Text
6   Rem - Written by Bob Olsen
10  J = 0: J$="": N$=""
15  Rem - "L" is value for total number of disabled granules
20  K = 1: L = 48
30  For J = K To L
40  J$ = Str$ (J): N$ = "Null + J$ + "/Nul"
50  Cls: Print@42,"WAIT ! WORKING"
60  Save N$
70  Next J
80  Cls: Print "DONE - AT LAST"
90  END
```

The algorithm itself can be edited to enable the prepared disks to conform to the buffer size of your WP. To meet the WPs limit, (as here, 48K bytes for "Telewriter 128" WP), 20 free granules are left on each. This would require three (3) successive Saves, as described below, to hold all 125K bytes of ""COCOFIELD.LST".

When you have finished this sequence, the file name of each disk will be the same. To copy each of the three files to one disk for easier usage, the title of each file must be Renamed different from one another. For example: "File 1.Txt"; "File 2.Txt"; etc. You now have one disk with three files that when combined contains the full 125K Text with each file containing no more than 48K bytes. You can now load each file into your WP. You are now able to edit, at will, each of the three (3) separate files. The buffer value used in the above example is directed to be less than the buffer limit of the WP, "Telewriter 128". However, the algorithm can be amended to increase or decrease the new file length as may be needed. This is also detailed below.

Keep in mind that a 35 track disk has 68 granules. Each granule is 2,304 bytes long. For larger track disks, adjust values in proportion. This is the clue used in limiting the increments, in terms of granules, to be within than your WP Buffer limit. Since the buffer limit value is expressed in bytes, to determine the number of granules, divide the amount of bytes by 2,304 . The answer is the number of granules.

Since one (1) granule is 2,304 bytes, 20 free granules are needed to accomodate 46,080 bytes to fit in the 48K WP Buffer. Again take note of the remark in Line 15 that "L" is the value of granules to be disabled. Therefore, the difference between the "L" value and 68, the total granules in a 35 track disk, is the number of free granules.

Use this method to determine the number of granules to accomodate the buffer limits of Word Processors other than "Telewriter 128". To do this, Line 20 must be edited. It now shows a value of 48 for L. Change the value to result in the number of free granules needed for the particular buffer limit. To show a few variables between 1 to 68 granules, edit L=56 for a 30,000K Buffer; edit L=54 for a 40,000K Buffer; etc.

NOW - after typing above program to disk, the ONLY command you type is RUN (no other command should be given - since the program is self-Saving).

Do not use this Master disk as a working one. Use Backup copies to fill the free granules with increments of the larger text file but only make them as instructed below. Do not use the customary method..

Seeing "DONE - AT LAST" at the end of the aforementioned RUN command, type DIR to view the file titles. Since "Diskfill" is only a name to identify the procedure and is not a file name, you will not see it listed. You will see a listing of 48 files starting "Null 1.Nul" thru "Null 48.Nul". These nulled files are inaccessible (disabled) for new storage.. This leaves 20 free granules to permit the total storage of 46,084 bytes per disk.

Till now, everything has been of a "one - time" preparatory nature.

You now have the means to perform surgery on the "CoCofile.Lst" file. Next step - Load "CoCofile.Lst" disk to "Ultimaterm" or to whatever Communication program you use.. Remove "CoCofile.Lst" disk and keep "Ultimaterm", with full 125K Buffer) in Drive 1. Insert "Diskfill" in Drive 0 and SAVE "CoCofile.Lst" from Drive 1 to Drive 0 using "Diskfill.Lst" as new Title.. When about 46K bytes are stored (this is done automatically in the course of the Save command), the disk is filled and a message prompts you to insert the next prepared disk. This will continue until you have saved three(3) disks which when combined will total slightly less than 138K bytes to take care of the original 125K text to be edited.

Now having Renamed the three (3) separate files as explained in the 10th paragraph, copy these three (3) disks to just one disk. It will save time and release two (2) disks for new use.

Using this new Disk, you can now edit any part of the full text, and can now extract what you select for printout, deletion, addition, etc.

Do not use the usual "Backup" command to make copies of the original Master disk. Insert the original disk. Load "Null 1.Nul". Remove original and replace with a blank, formatted disk. Command "RUN". This will make a new disk without using the Backup or Copy Command.

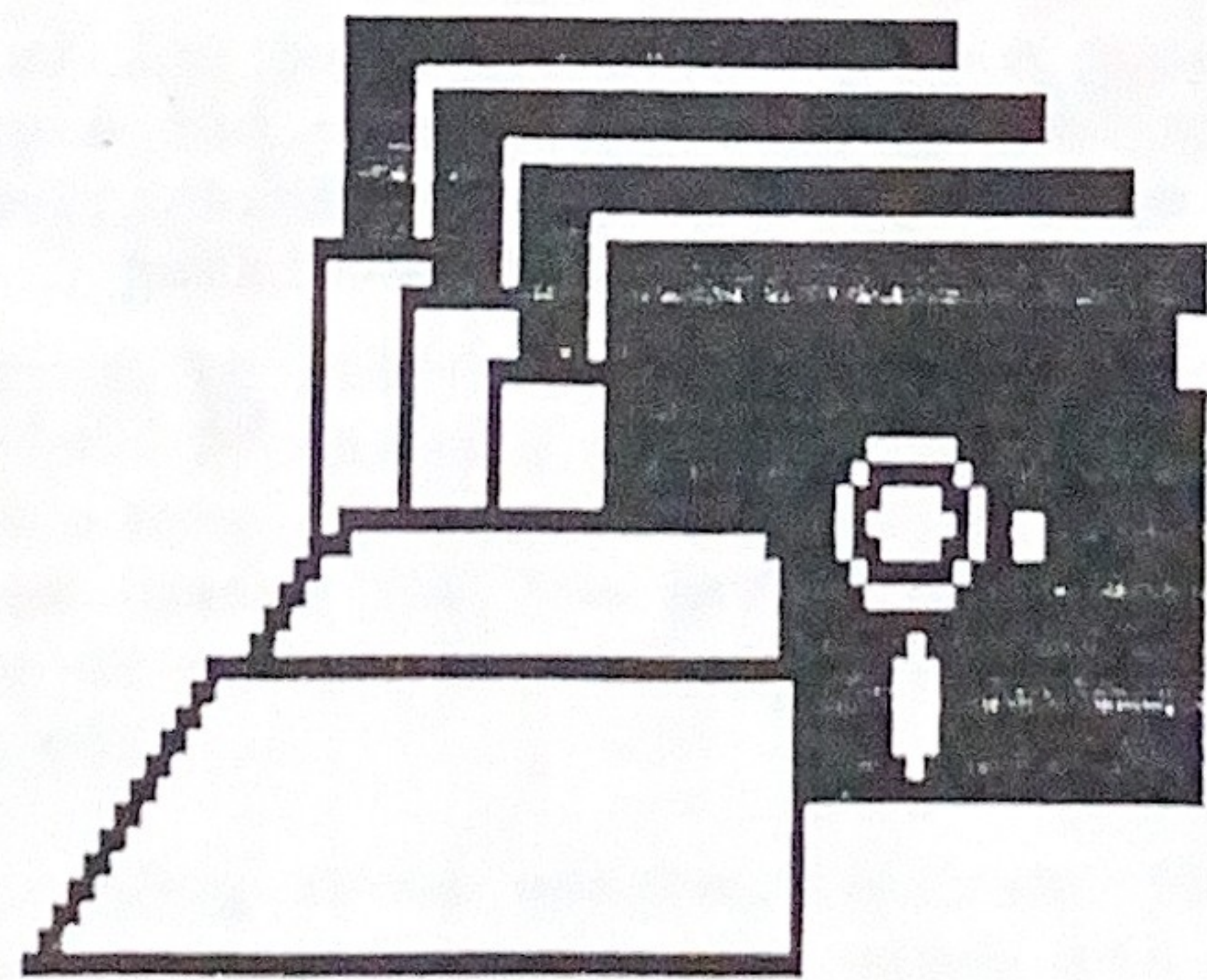
You never will have to re-type the algorithm statements again once you have the backup disks.

After utilizing this method a few times, it will seem much simpler and far, far less involved than it does now. This article could have been one-fifth its wordage if only bare-bone, mechanical instructions were written. The article was intentionally written with explanatory statements to give the reasons and thinking behind the procedural steps to enable you to know the wherefors and whyfors and to execute the procedure fast and accurately.

This is submitted gratuitously but like a fund-raising drive by mail, if the article gets a 5% non-monetary interest rating, my effort will have been proven to be worth while. If less than 5%, I still won't be discouraged.

After nine years of being a computer half-baked nut in the sunset of my years, I'm beyond being discouraged - frustrated, yes!- but discouraged, no!. The mental stimulation and the spheres of fascinating activities encountered in pursuing computer knowledge and applications are self-rewarding

[] [] []



More dumb jokes

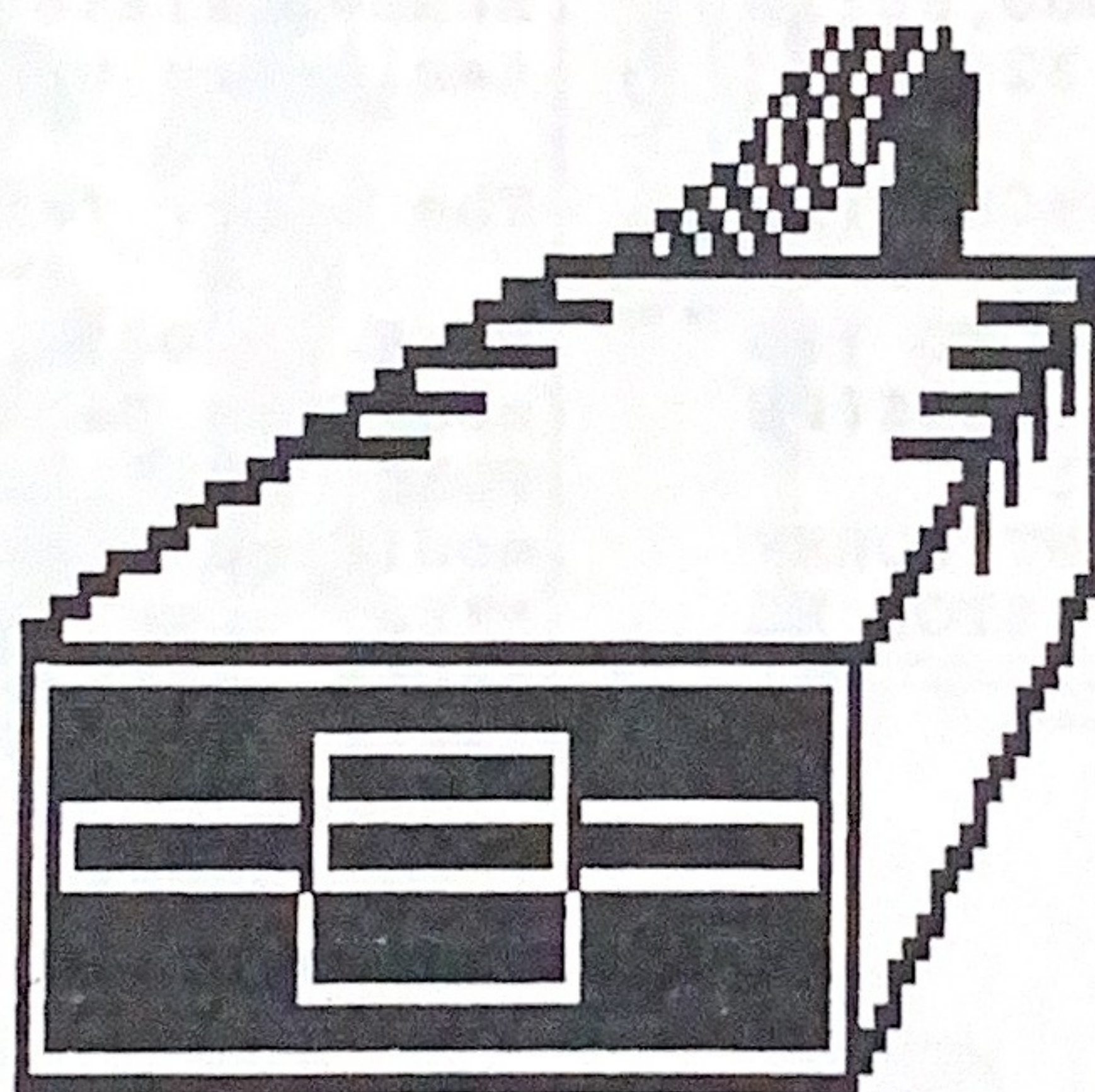
Submitted for editing by

Ronni Pereira

From the book Wise Kwaks

Answers are below -- don't peek

1. What was the largest island before Australia was discovered?
2. What is a good way to keep a house warm?
3. What is bought by the yard and worn by the foot?
4. Why did the pig go to the football game?
5. What two beaus can every girl have close at hand?
6. What is the month a soldier hates the most?
7. What do you call the place where ghosts live.
8. An indian is a chief - his wife is a squaw - what is their baby called?
9. What nut is like a sneeze
10. What does your uncle do in the watch factory?
11. What goes "OOM OOM"?
12. Is your water supply healthy?
13. What do girl ghosts call boy ghosts?



1. Australia.
2. Paint it with two coats.
3. A rug.
4. He wanted to go out and root.
5. Her El-beaus.
6. March.
7. Terror-tory.
8. A squaw-ker.
9. A cashew nut.
10. He sits around making faces.
11. A cow going backwards.
12. Sure - we only use well water.
13. Boo-ey friends.



ACCESS DRIVES 2 & 3

Speak of a timely article! I was helping set up a Coco II and needed the following program which I downloaded from the Coco Echo. I have also included it in this month's issue of Llist so others may also benefit by it.

```
20 ' COPYRIGHT 1985 C.J.STEARMAN
30 ' This will change drive access
40 ' table for 2 sided drives.
50 ' *****
60 CLEAR 200,32511
70 ' RAM RELOCATION PROGRAM
80 DATA 26,80,142,128,0,166,132,183
,255,223,167,128,140,224,0,39,5,183
,255,222,32,239,28,175,57
90 FOR A=32512 TO 32536
100 READ CODE:POKE A, CODE
110 NEXT A
120 ' PUT COCO INTO ALL RAM IF NECES
SARY
124 ' POKE &HD732,&H1C' if you have a
modified Disk-BASIC 1.0
126 ' POKE &HD825,&H1C' if you have a
modified Disk-BASIC 1.1
130 A=PEEK(&HE000):POKE&HE000,55:IF
PEEK(&HE000)<>55 THEN EXEC 32512
140 POKE&HE000,A
150 VER$=CHR$(PEEK(&HC140))+CHR$(PE
EK(&HC141))+CHR$(PEEK(&HC142))
160 IF VER$="1.0" THEN V=0:GOTO 190
170 VER$=CHR$(PEEK(&HC153))+CHR$(PE
EK(&HC154))+CHR$(PEEK(&HC155))
180 IF VER$<>"1.1" THEN PRINT"SORRY
, DON'T RECOGNIZE YOUR DOS":STOP EL
SE V=1
190 POKE 55210+V*243,01
200 POKE 55211+V*243,02
210 POKE 55212+V*243,65
220 POKE 55213+V*243,66
230 PRINT"ALL DONE"
```

MODIFIED RAMS!

If anyone modifies Disk BASIC on the CoCo to handle double-sided drives, then there is one problem that can occur (EVEN UNDER ADOS!!!) which occasionally destroys the granule table of one side or the other. The problem occurs because whenever you access one side of a drive, the little table that keeps track of

where the drive-heads are is only updated for 1 drive, NOT both .pc

"drives" of a double-sided drive. (two "drive"-heads are moved, but one one's head-position is recorded in the table)

This can (and DOES!) lead to this situation: When a drive-head is, say, on Track 5, but the drive-head table thinks the head is on Track 30, then when the computer tries to send the drive-head to Track 17 to get the granule table, what actually happens is that Sector 2 of TRACK 0 is loaded in as the granule table! And later this same incorrect data is saved and wipes out the REAL granule table on Track 17.

There are two ways to fix this problem. One is to write a special machine language routine to make sure that whenever a double-sided drive-head is moved, TWO not one head-positions in the head/track table are updated.

The other fix is to use these POKES:

```
POKE &HD732,&H1C' if you have a
modified Disk-BASIC 1.0
POKE &HD825,&H1C' if you have a
modified Disk-BASIC 1.1
**Ed note: I have added these two
pokes in the above program lines 124
and 126.**
```

I guarantee this will correct the problem. The problem occurs in the first place because whenever the disk-drive does a Seek and encounters Track 0, it stops Seeking and sends a Track-0 message to the disk-controller. The DOS is not written to recognize this particular end to a Seek as an error, so it assumes that because the Seek has ended, the drive-head is on Track 17, so it does the next thing, which is load in Sector 2 as the granule table.

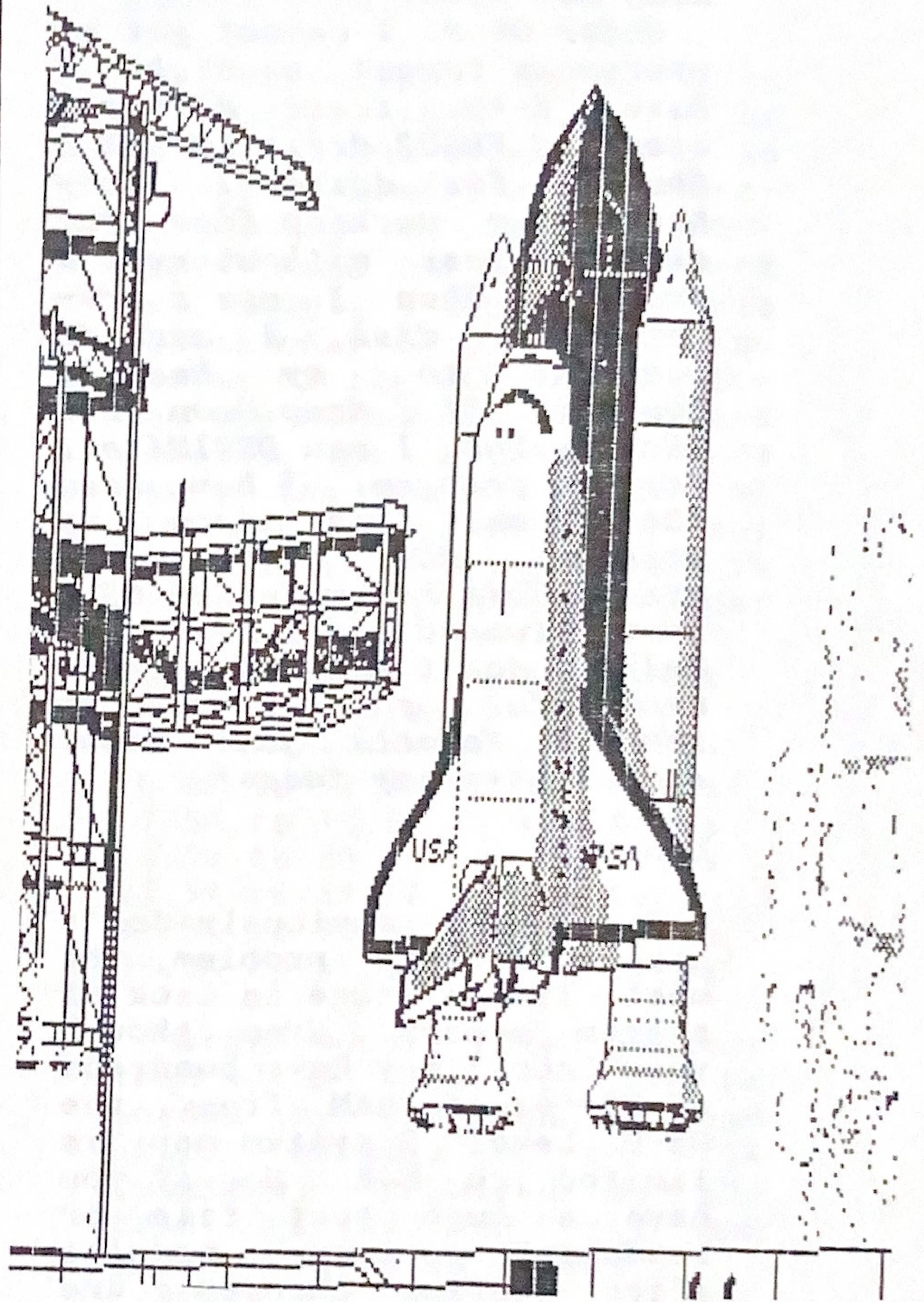
The POKE forces Disk-BASIC to

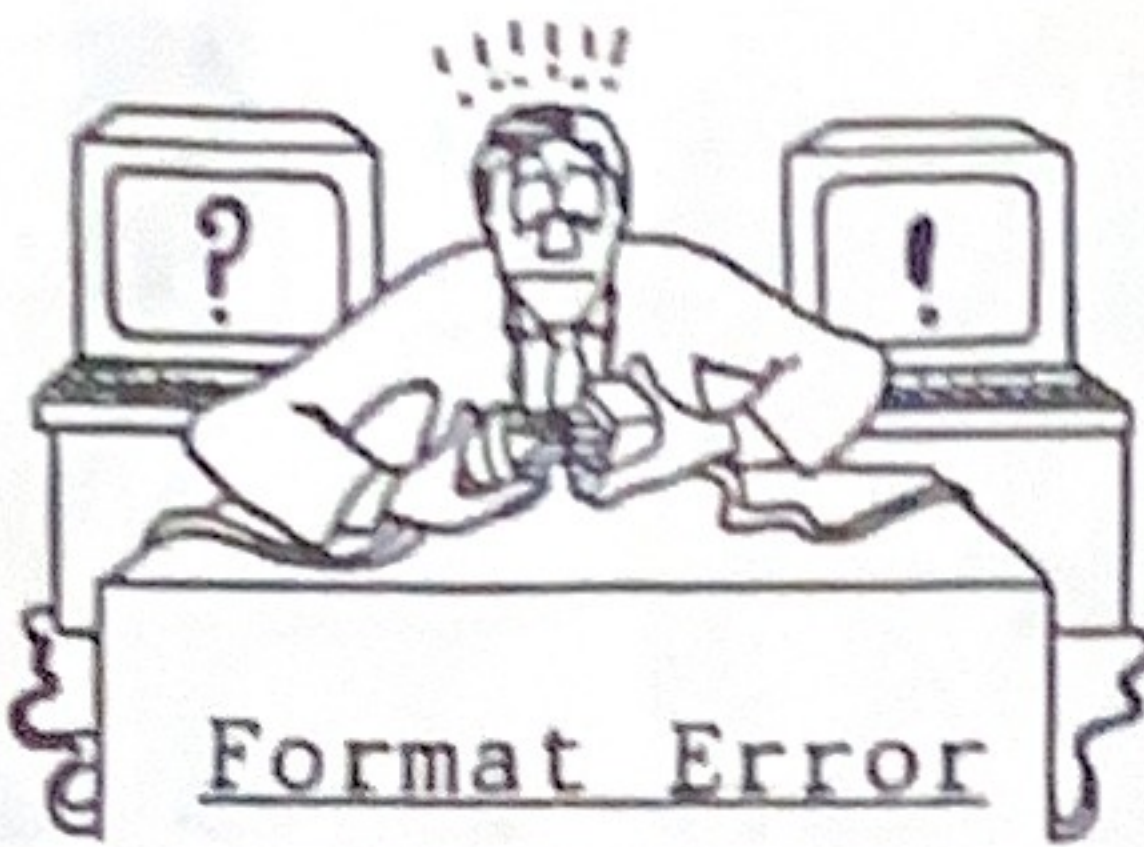
recognize the Track-0 message as an error, so that it will do a try-again, and thereby successfully end up on Track 17, where it was supposed to go. This POKE does NOT interfere with normal access of data on Track-0! Sure, when the computer does a Seek of Track 0, the forced error will indeed occur, BUT the process of try-again involves (A) Move head to Track 0 (which takes hardly any time, since that is where the head is!) (B) Look at current head-position (Track 0), and if it is NOT Track 0, then go seek the desired track. Since in this case the desired track IS Track 0, no Seek occurs, so no error-message will be forced to be noticed!!! And so all data is accessible on Track 0 as before, with hardly any slowdown.

CAUTION!!! If you have modified the number of try-agains from the normal 4 to 1, you would be wise to change that to 2 or more.

Vernon Nemitz

Reprinted from Llist - Vol. VIII, No. V





WE GET QUESTIONS???

Lane Ray asks:

Under OS-9, I cannot get my system to format a disk. I have 2-40 track drives, a standard FD502 drive 0 and a Shugart for drive 1. They have been working fine for over a year without ever a problem. When I use a pre-formatted disk, I can do backups to my heart's content. If I drop down into RScringeDos, I can DSKINI all day; no problem. I have used the format file from my original OS9 disk to no avail. This has my usual OS-9 gurus stumped and I need some help. I don't know if this is meaningful or not but my ramdisk formats just fine. Anyone have any ideas?

Lane,

Since you obviously don't have a hardware problem, the most likely cause is lack of system memory. Even though your CoCo 3 may have hundreds of KBytes of RAM free, the OS-9 Level 2 system map is limited to 64K. So if you have a huge boot file or load&link system modules after booting chances are very good that you'll have little system memory to spare.

The reason this causes problems with floppy formatting is most drivers require the (approximately) 6K track buffer generated by the Format utility be mapped into system address space. This means there must be at least 6K contiguous RAM free in the system map. If it isn't available then you will see problems ranging from error reports (most likely

#237) to disks that are not properly formatted, even though no error was reported.

BTW, the RAM disk drivers that I know of do not require Format's track buffer, which is probably why you have no trouble with them. Generally speaking, hard disk drivers (including my "WDDisk" hard/floppy driver) do not use Format's track buffer either.

You can use Kevin Darling's PD "smap" utility to check the amount of system space available. If there's not at least a 6K block available in the system map the solution is to dump a few things out of the OS9Boot file, or to not load system modules after booting, whichever frees up the required system space.

Bruce

Get The Most Memory!

Chris Henley asks:

Does anyone around here know how to go above the 64k limit of ram. I've changed my dir and del commands to be Sdir and the D1 command in the Rainbow guide to Level 1. This increased my shell size to 24k. So I can't use #48k anymore (I have 512k by the way). I have to use #40k. So I figured, why not cram that 24 full. I tried to and loaded it up with 24526 bytes of commands. 50 bytes less than a full 24k. But when I did, I couldn't even use #40k. I had to use #32k. And I could no longer load one of my programs, PAK (about 24k itself) So, is there anyway (outside manually fideling with the MMU) to get more than 64k or RAM per window?

WE GET QUESTIONS???

Chris,

In this case, I don't think you need to worry about getting more than the usual 64K RAM limit for each process. What you really should do is reduce the size of your Shell file (and any other merged module files) by splitting it up into smaller files.

What I did was to split my Shell file into Shell and Shell2 files, each no more than 7.5K in size (I'll explain why 7.5K later). The Shell file contains the Shell module first plus my most used utilities (most importantly, the Load and Link utilities), while Shell2 contains my other frequently used small utilities. Then after the "link shell" line in my startup file I put in a "load Shell2" line. This takes slightly longer to load all the utilities, but it allows any utility in either of my Shell or Shell2 files to use up to 56K of RAM, if needed.

OK, now for the reason that the 7.5K size is important. Each OS-9 Level 2 process on the CoCo 3 is really limited to 63.5K, not 64K. This is because the "vector RAM page" is always mapped into memory at \$FE00-\$FEFF, and the "hardware I/O page" is always mapped into memory at \$FF00-\$FFFF. Since the CoCo 3 MMU's block size is 8K, when you keep a merged module file (such as Shell, Shell2, and so on) to 7.5K or less then the program modules fit in the top 8K block (\$E000-\$FFDF) just below the 0.5K reserved for the vector and hardware pages. This leaves up to 56K at the bottom of

the 64K RAM map for the use of each program in the merged module file.

If the merged module file is larger than 7.5K by as little as one byte then it is placed in memory at the next-to-the-top 8K block (\$C000-\$DFFF), and the top 8K block is simply ignored. This leaves only up to 48K at the bottom of the 64K RAM map for the use of any of the merged modules. The following table lists the amount of the 64K RAM map available to any program in a merged module file of the given size range:

Merged Module File Size(Bytes)	Available Memory
0.0K to 7.5K	56K Bytes
7.5K to 15.5K	48K Bytes
15.5K to 23.5K	40K Bytes
23.5K to 31.5K	32K Bytes
31.5K to 39.5K	24K Bytes
39.5K to 47.5K	16K Bytes

Merged module files greater than 47.5K Bytes can not be loaded by the standard Load utility because of the 16K (minimum) required by the Load utility for its own program and data blocks.

Bruce

**If your shoes are comfortable,
they're probably out of style.**

**The best angle to solving problems
is the try-angle.**

**If you want to improve someone's
hearing, praise him.**

WINDOWS

This month we are going to talk about making windows and script files. First we will discuss windows. They are easy to make. First of all initialize your windows. To do this, use the (INIZ) command. Type; iniz /w1 /w2 /w3 /w4. This example will make four windows. The next thing to do is add a shell in each. That's easy too! Just type; Shell i=/w1&. You must repeat this for each window initialized, changing only /w1& ... /w4& etc. on the command line.

To add color, use the display command. Go to one of the windows that you just initialized and type: Display 1b 32 00 1b 33 01 1b 34 02. What you have just done is set the text code 32 to 00 (which is white), next you set the background code 33 to 01 (which is blue), and last you set the border code 34 to 02 (which is black). That's about it for windows.

SCRIPT FILES

A script file is a text file that can do a lot of work for you. One example is your STARTUP file on your OS9 BOOT DISK. If you list it, you will see all the things it does for you. Script files should be kept in the SCR directory (when not in use).

To make a script file use the build command OR any text editor. I'll use the build command for this example. Chd to your SCR directory and type: BUILD sp2 and press <ENTER> (<ENTER> = pressing the enter key). Next you will see a '?' prompt at which you will enter the first line of text (commands).

The example that we will build will make a split screen (two windows on one screen, both 80 columns wide and 12 lines down).

At the first '?' type: * SP2 makes a split screen <ENTER>, next '?' type: wcreate -z <ENTER>. Next '?' type: /w5 -s=2 0 0 80 12 00 01 02 <ENTER>, next '?' type: /w6 0 12 80 01 00 02 <ENTER>. At the next '?' type: *(blank line ends wcreate) At the next '?' hit the space bar once (for the blank line) <ENTER>, next '?' type: * adding a shell to windows <ENTER>, next '?' type: shell i=/w5& <ENTER>, next '?' type: shell i=/w6& <ENTER> and you are done, press <ENTER> one more time so the BUILD command will save it out. List it, it should look like this:

```
* SP2 make a split screen
wcreate -z
/w5 -s=2 00 00 80 12 00 01 02
/w6      00 12 80 12 01 00 02
*(blank line ends wcreate)
```

```
* adding a shell to windows
shell i=/w5&
shell i=/w6&
```

Now any time you want to make those windows just type SP2 and the windows will be made for you. Scripts can be used to do many things like loading and unloading modules, start games, a BBS, make windows etc. There are so many ways to use script files so enjoy.

Editor's note: I have made some minor changes but the bulk of the text was retyped from a Pittsburgh Color Group newsletter article, OS-9 TALK by Dan Krszal

* Island CoCo Club - Phone Roster: Feb. 91 / Mar. 91 *

(Area code is 516 unless otherwise stated)

NAME	PHONE	LOCATION	INTERESTS
=====	=====	=====	=====
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Chuck Adams		Ellenville	OFA Member
Roy Aronld Jr.	203-633-6662	Connecticut	OFA Member
Victor Auletta	544-0781	Kings Park	CoCo, Modem
Larry Biegel	795-3035	Massapequa	ML, Sounds, Graphics
Vince Buccellato	242-5240	Deer Park	Ham Radio
Joe Castelli	783-7506	Bellmore	Club Founder
Bruce Connolly	914-961-5361	Yonkers	OFA Member
Gabe DiLazzaro		Minersville PA	CoCo 3, OS-9
Patrick Dwyer	282-2575	Upton	CoCo3, Pen Pal East
Mrs. Susan Eckers	368-0836	E. Northport	VIP, Graphics
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Steve Gilbert	867-6096	Baldwin	OS911 HD, OS9 CoSysop
John Giordano	212-548-0015	Riverdale	CoCo, OS-9
Ira Goldwyn	482-3049	Great Neck	Graphics, BBS'er
Joel Greene	692-5242	Huntington	WP, Graphics, Adv
Bret Hayman		Pittsburgh PA	CoCo 3, OS-9
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Sandy Leibstein	536-0617	Oceanside	Programming, OS-9 II
Chuck Martin	799-1864	Massapequa	
Thomas McArthur	981-4657	Lindenhurst	OS-9 Lib'n, CoCo3
James McDaniel	718-493-0950	Brooklyn	OS-9 II -- HD
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Bob Olsen	546-8288	Merrick	CoCo 3, Symphony
Robert Passanisi		Lindenhurst	
Irving Pereira	868-4696	Baldwin	Librarian, Co-Sysop
Patricia Pereira	868-4696	Baldwin	Club Treas., Graphics
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Rich Ries	598-0450	Copiague	OS-9
William Rosenfeld	621-2292	Roslyn Hts.	OS-9, Graphics
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Leo Serber	586-1718	Deer Park	CoCo 3, Utilities
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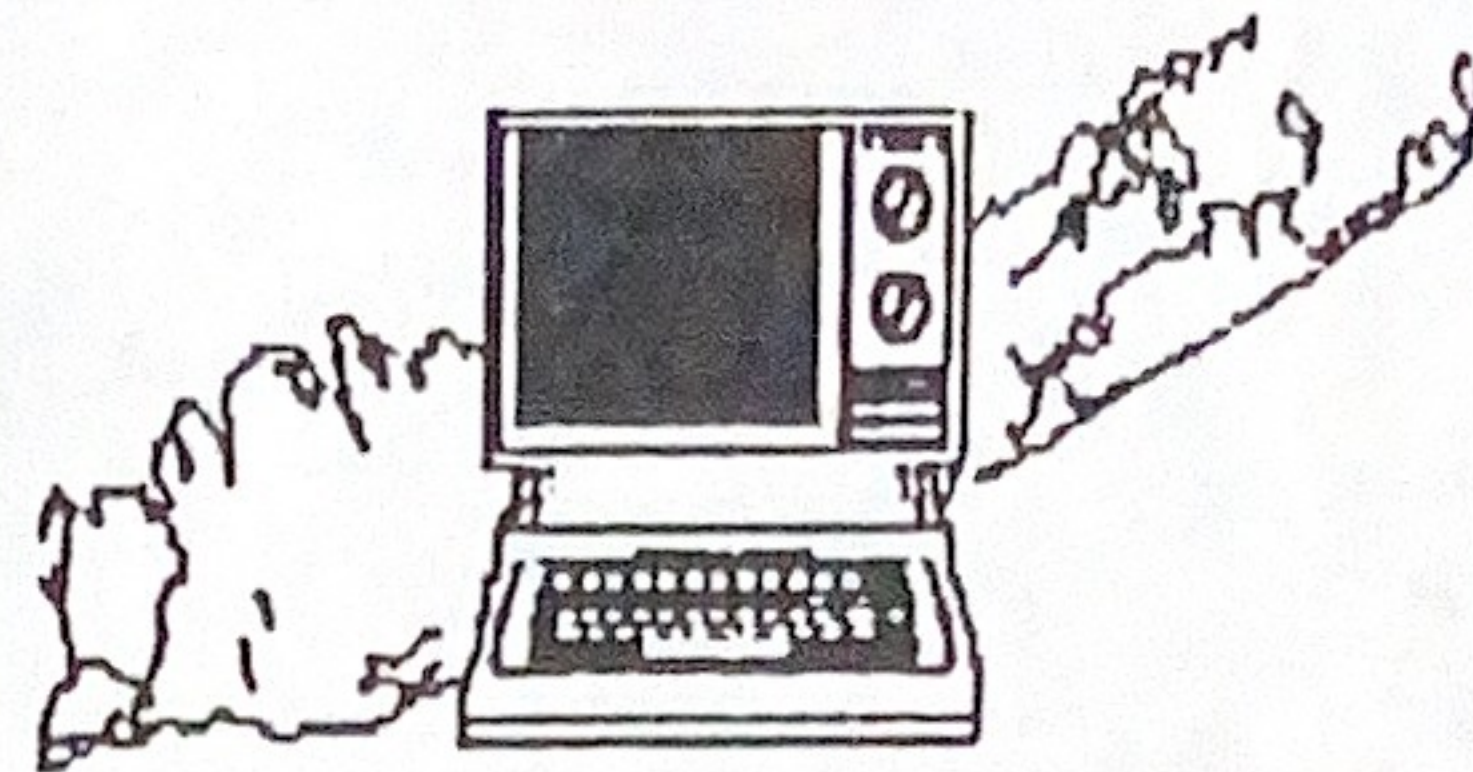
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- * Monthly meetings in Central Long Island
- * Meet other Color Computer User's in your Area
- * Large Library of Public Domain CoCo Programs
- * Large Newsletter, Discounts on Merchandise, Helpful Members



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* * Membership Form * *

Yes! I wish to join the Island CoCo Club - Long Island User's Group for the Tandy Color Computer. I have read and signed the statement below and am enclosing dues as follows.

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DFA (Out of Area) is for CoCo Users out of the L.I. area as well as Users that can never make a meeting. They get a Newsletter, but no voting capabilities. Public Domain Library is available.

Mail this form, along with a check to: The Island CoCo Club, P.O. Box 426, Massapequa Park, NY, 11762.

MAKE CHECK PAYABLE TO: Pat Pereira (Club Treasurer)

You may also bring this to a meeting for processing.

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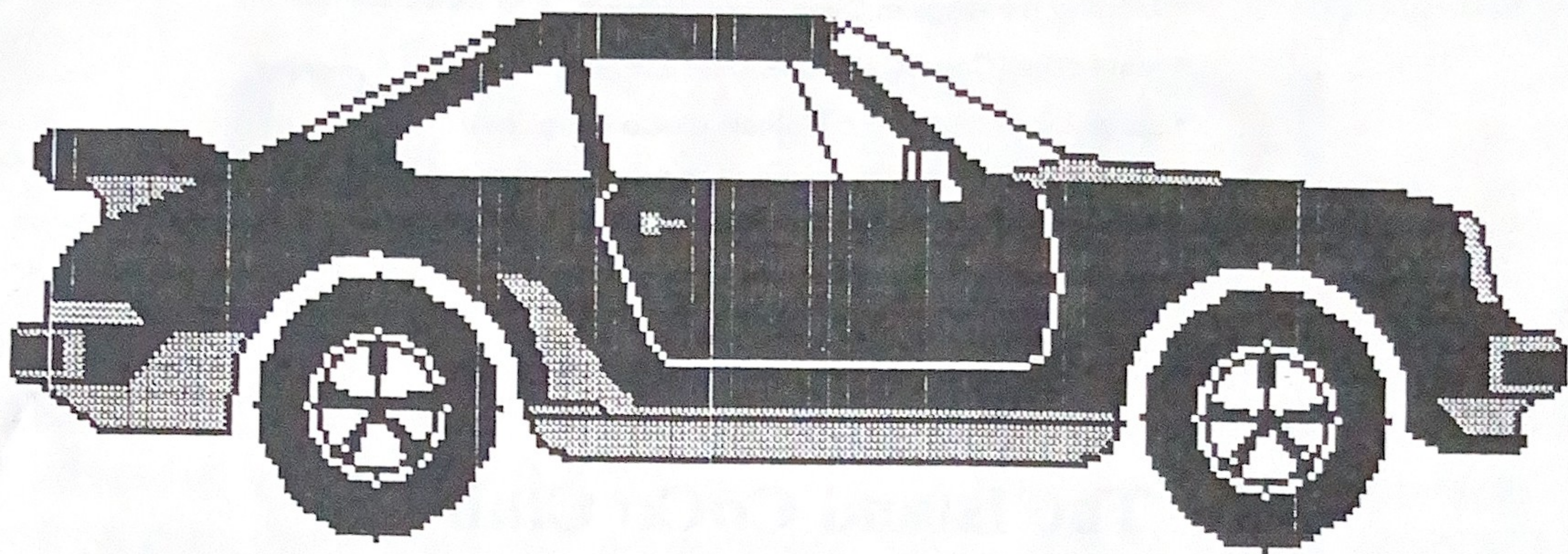
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YOUR SIGNATURE INDICATES COMPLETE AGREEMENT

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From:

The Island CoCo Club

P.O. Box 426

Massapequa Park, NY

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