The NoName Magazine

Vol. 1, Nbr 2 For the CoCo/OS9/OSK Communities June 1993

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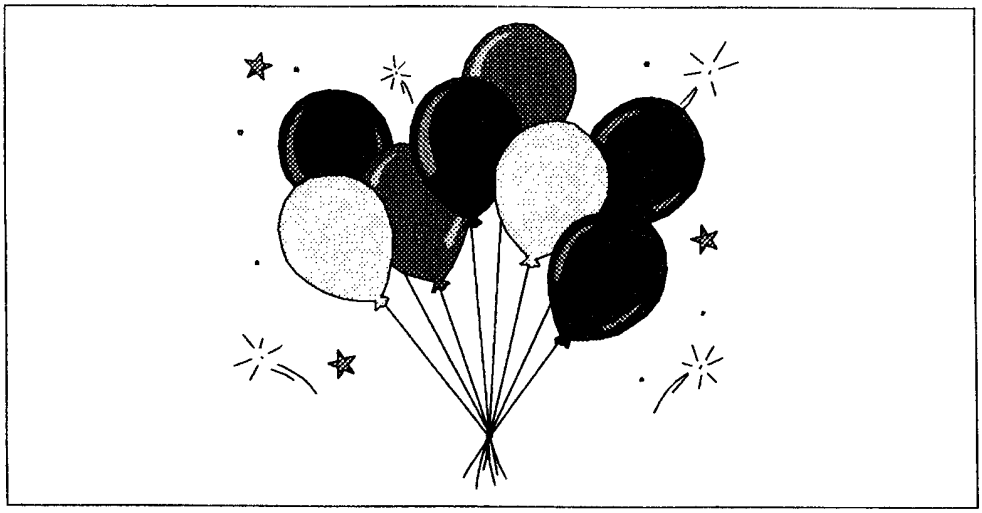
Help us celibrate our first real issue!



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FLEXELINT - C Source Code Checker
IMP - Intelligent MAKE Program
DISASM_OS9 - OS-9 Disassembler
PROFILE - Program Profiler
WINDOWS - C Source Code Windowing Library
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The NoName Magazine

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Editor
Barbara Ann Griffith

Publisher
Mark D. Griffith

Contributors
Art Marolf
Steve Wegert
Mark Griffith

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Mail can be sent to the address shown above. Electronic mail can be sent via the Internet to:

76070.41@compuserve.com
or
MARKGRIFFITH@delphi.com.

Telephone calls can be made to (314) 583-1168. Please leave a message and your call will be returned.

From the Editor's Desk

Greetings! May and June have passed by in a flurry of activity. Preparing for the Fest and recovering from it, talking with advertisers and well-wishers, updating the mailing list, have all kept Mark and I very busy. In addition, we have been trying out several different desktop publishing packages on different platforms, trying to find one that we can use without having to spend too much money. We've also been expermenting with different layouts trying to find one that suits us. This issue is just the latest attempt.

Numerous entries for the "Name That Magazine" contest have been coming in, and this month we have them all listed. Please take the time to make your choice and send it in. We want everyone to be involved. Remember, if your entry is chosen, you will receive a free Labtec Stereo Speaker System, valued at $24.95. Our second place winner will receive a free one-year subsciption to our new magazine.

I would like to query our reading audience for responses to the following. Mark and I recently went to a movie. It was one of those walk-in cinemas where they show eight movies at once. After a long drive to the theatre, I decided a stop in the lady's room before the movie got started would probably be a wise thing to do. While standing in line, I noticed an aluminum frame on the wall. It contained several ads from local and national merchants. One particular ad said "Don't just stand there" and showed a picture of a portable phone and gave the company's name and phone number. I didn't think much about the ad until I noticed the inside of the stall doors also had these same aluminum frames and contained the same ads. There was a difference, however. The portable telephone ad inside the stall read "Don't just sit there." Again, there was a picture of a portable telephone and the company's name and phone number. The thought that went through my head as "Pa-leze! Do they really think anyone would actually take a portable telephone in the restroom with them and use it?"

I thought about this ad off and on all evening. I would like to know how other people feel about this. In our rushed, gotta-get-ahead, and not-waste-one-minute world of high technology, have we gone too far? Are we now to feel guilty because we might happen to waste a few minutes answering nature's call? Write and let me know what you think. Would you carry a telephone into a public restroom and make a call while you were, um, otherwise engaged? Your responses will be published in the following issues.

We're looking forward to our next issues. With the kind of response we have been getting from the community, this should become a really great magazine. Thanks!

Barb

Mail Call

I received the first issue. I'm delighted to see that a new magazine may be possible. I hope that by addressing three different communities that a large number of users will support your efforts.

I would like to see some general articles to familiarize myself with your intended audience. I would also like to know what kind of machines are running OS9 and OSK. I am a Coco3 OS9 user, and I would also be interested in what the MM1 and FHL machines are up to these days. Perhaps interviews with BBS Sysops would prove beneficial. In many ways I'm a new comer to OS9 so I'm interested in how OS9 operates internally. Articles teaching C programming would be well received by both OS9 and OSK users.

Mike Rowen
Huntington, Indiana

You'll get your wish Mike. We are constantly receiving article submissions from the readers. More programming articles are also in the works. Thanks for your support! Barb

Got my copy of your first issue of the NoName Magazine. Looks promising...keep up the good work, and I am looking forward to the second issue.

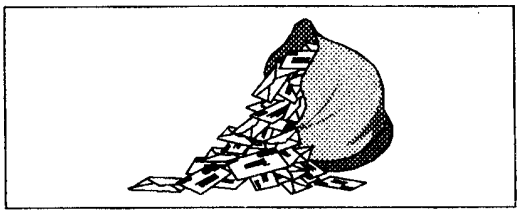
Alain Pilon

Thank you also Alain! We'll do our best to give you what you want! Barb

Saw your ad (?) in the MI&CC *Upgrade* disk magazine #19. I am looking for some publications to replace *The Rainbow*. I wish you and the Mrs. the best of luck in your venture. Please send "the freebies".

Pete Blackwell
Paris, Tenn.

Thanks for your support Pete! Your free issues will be sent as you requested. (And thanks for the stamps!) Barb



Thanks for attempting a new CoCo newsletter. I don't use my CoCo much anymore for programming, etc., but my kids are still looking for fun things to do on it, so I want to keep current on CoCo happenings and new software for sale. Please make sure my name is on your list of subscribers. I will be happy to send you a check as soon as your trial period is over and you feel it's a go!

Steve and Paula Ostrom
Minnetonka, MN

A check writer! Just my kind of person! We hope to make this magazine well worth your money Steve. Thanks for your support. Barb

Announcing

Icon Basic09

The next programming language for OS-9!

Icon Basic09 is a graphical user interface (GUI) to Basic09, which will make programming easier than ever! **Icon Basic09** takes an innovative approach by using graphic representations, or icons, to represent statements and keywords for writing Basic09 programs and procedures. Instead of constantly typing while writing a program, the user can simply **point & click** to choose the desired statement!

Icon Basic09 can also be very useful in studying procedures and programs written by others to learn how they operate. The package contains a full set of icons...or, you may edit or create icons using the included icon editor. Icon Basic09 requires a CoCo-3 with at least 256k, mouse or joystick, and OS-9 lv 2.

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Chicago CoCo Fest

The Second Annual Last CoCo Fest was held near Chicago on May 1st and 2nd. Overall, the show was a success. A large number of vendors showed up, including ***Microware*** and the major OSK computer manufacturers of ***IMS***, ***FHL***, and ***Delmar***. As usual, it was a fun filled weekend where many old friends were revisited and new faces were placed with well known names.

Tony Prodraza and **Carl Boll** of the ***Glenside CoCo Club*** did a wonderful job getting it all setup and ready. The room was large and the hotel staff very accommodating. Both these guys went to great lengths to make the show a success. Late (very late) on Friday night, they were still in the Fest room making signs for each vendor booth--one of the many little things they did to make the show a success.

Saturday's show started at 10 am and was fairly crowded for most of the day. Tony started to perform a Lonnie Falk imitation on his portable microphone connected to the PA system. His frequent loud announcements brought back haunting memories of CoCoFests gone by until someone pointed this out to him and he turned the volume down. Tony and the rest of the Glenside CoCo Club were busy answering questions and selling their special Fest T-shirts. Carl Boll ran around all weekend with a T-shirt on that said "I'm Carl." I never did get the chance to ask him why, except that everyone was always looking for him.

The announcement in May that Microware was attending piqued the interest of everyone. They brought along boxes and boxes of copies of OS-9000, which were being sold for the special price of $350 (compared to the normal price of over $900) for those who could show membership in a recognized OS-9 organization. Since the ***OS-9 Users Group*** booth was located right next to Microware's, they had a lot of new members to enroll. By the end of the Fest, their booth, which originally looked like a mini-Fort Knox with all the boxes piled up, was significantly reduced.

Microware's booth was continually crowded as people strained to see the CD-I disk player they were demoing and some pretty slick full motion video off a SCSI hard drive running under OS-9000. The CD-I player was a new portable one from Phillips which looked like a Discman with a flip-top lid with a color LCD display. Verrry interesting!

Also for sale was the 2nd edition of **Peter Dibble's** book, *OS-9 Insights*. Every copy was snatched up before the Fest was over. This book, while not for the novice, contains a wealth of information, mostly dealing with OSK. A must have for the serious OS-9 users library.

When asked to comment on the success of the show, the official Microware response was, "We really appreciate the hospitality and were happy to see the user groups cooperate. We're looking forward to working with them in the future." **James Jones** said it better, "I spent too much money--let's do it again!".

IMS made a pretty weak showing. **Paul Ward** didn't come, but **Bill Whitman**, an IMS regional rep, was there to answer questions and provide information on some new manufacturing and distribution ideas IMS has. Frankly, IMS is not boosting user confidence by continuing to remain incognito. I really wish them all the best and hope they can pull themselves up by the bootstraps soon. The MM/1 is a good machine and can flourish if given more support.

Carl Kreider and his wife **Debbie** showed up Saturday afternoon along with **Kevin Pease** (designer of the MM/1). They brought along a couple of the rumored speedup boards for the MM/1 and soon had one running. The results were impressive. A "stock" MM/1 runs about 900 drystones in testing. With the speedup board, it runs over 2800 drystones. That's a threefold increase in speed! The board is a small unit that plugs directly into the 68070 socket after that chip is removed. The replacement CPU is a Motorola 68340 which is essentially the same as a 68020. Plans are in the works to start shipping boards in June. The price is not yet firm, but will probably be around $325.00 and will be sold through the IMS representatives.

Carl said, "Had a wonderful time seeing old friends and renewing acquaintances." Debbie added, "The show is great! All OS-9ers

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I325VM	21 Megabyte floptical disk drive. Also read/writes standard 1.44 meg and 720k disks. Floptical disks are standard 3.5 inch format. Mounts internally. For the MM/1 only.	299.95
FLOPTICAL	21 Megabyte media for above floptical drive	19.95
TEAC144	Teac 1.44 Meg 3.5 inch Floppy Drive. Bare drive.	52.95
PP144FAX	Practical Peripherals mini-tower modem. 14,400 bps Group II FAX. 14,400 bps data with V.32/V.42bis and MNP Level 5. Maximum throughput up to 57,500 bps! Made in America with a lifetime guarantee.	219.95
PP96FAX	Same as above except 9600 bps FAX and data with V.32/V.42bis and MNP 5. Maximum throughput up to 38,400 bps.	199.95

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CoCo3 Version $29.95
MM/1 Version $39.95

should come out and support their community." Hmmmmm, I wonder which one of them is the business manager.

Frank Hogg Labs was there, but like Paul Ward, Frank did not come himself. One of FHLs new KIX machines was there, although not hooked up and running. He was passing out flyers on the new KIX20. With a price of $699, it looked interesting to more than a few people.

Ed Gresick with Delmar was also there showing off his line of System IV and System V machines. Ed said the show was a success for him since he sold a system or two.

Chris Burke of ***Burke & Burke*** showed up with PowerBoost 2.03, a set of system software modules developed to take advantage of the "extra" features of the Hitachi 6309 CPU. This is Chris' latest version and was very well received. Chris also had a prototype for a new product on display called "The Rocket". It is a small board containing a 68000 CPU that is designed to replace the 6809 CPU in your CoCo. Doing this will allow you to run OSK on the CoCo and still use all your CoCo hardware and peripherals. The board also has two sockets for boot ROMs to hole the OSK kernel and a 6309 emulator. Theoretically, you can get the best of both worlds with this board. Best of luck to Chris in this project!

Zack Sessions with ***ColorSystems*** was selling his new bumper stickers for CoCo and OS-9 supporters. One said "I Love my MM/1". Another "I Love my CoCo", and yet another supported the OS-9 Users Group. Zack also had buttons for sale, as well as his normal line of OS-9 and OSK games. He also had his new laser printer there and was showing off his printing capabilities. Apparently, Zack is learning the Postscript language. I wish I had as much time as he does!

Chris Hawk and ***HAWKSoft*** were "hawking" (please forgive me) his new sound recording, playing, editing software for the MM/1 called (of all things) "Sound". With this, one can record and playback stereo sounds on the MM/1 as well as merge sounds, editing them using cut and paste, and a few other neat features. Chris was trying to show it to me, but the guys in the next booth kept cutting off his power as they messed with their equipment. I'll have to get a copy for a future software review. Chris brought along his lovely wife as well as his brother **Bill** for support and to have some company on the long drive from home. (Chris lives about 2 miles from the Fest location. Ed.)

Lee Veal showed up at the Fest for the first time as a vendor. He was showing a software package called "Planet Engine" for the CoCo and OS-9. This is a full featured astronomy package for those that have a keen interest in what the skies overheard are doing. It apparently can display on the screen a picture of the nighttime sky from any point on the ground and for any time of the year. It will also display images of the moon and planets individually, showing the phases of the moon and Venus. Many other features were included that I didn't get the time to look into. Again, a candidate for a product review! Lee's wife took the time to make up a bunch of little earrings of little planet Earths to go along with the software. Didn't see many of the guys wearing them though. Lee's comment at the end of the show was, "My feet hurt!", something everyone agreed with.

Veal: "My feet hurt!"

Andre' LaVelle from the ***South Bay Users Group*** in California showed up to pass some of his great hardware deals onto the Fest goers. He had floppy disk controllers modified to support 1.44 meg drives on sale for $50, as well as 512K CoCo memory upgrade boards for $50 including the chips. I remember paying over $200.00 for one of these when I first got my CoCo3 way back in 1986. Sheeeeesh. Andre' says he will be in Atlanta too so look him up for more great deals.

Sub-Etha Software was there and **Joel Hegburg** was showing off his new word processor for the MM/1 called "Write-Right". Look for a review of this long awaited product later in this issue.

A new Fest vendor, ***"Disk 'n Dat"*** showed up with a huge amount of computer supplies. They had just about everything you could want, and their prices were good too. If you want to know more about their products, call **Jon** or **Linda** at 708-897-3337 and ask for a catalog. Their motto is "If we don't have it, we'll find it!" They plan on coming to the Atlanta Fest if they feel there is enough support, so give 'em a call!

Dave and Nancy Myers showed up for the last time as Fest vendors. They were having a "moving sale" to try and unload all their remaining stock. They are moving to Gatlinburg Tenn. at the end of May where Dave will begin training for his real estate license. The Myers will be much missed in the community as vendors, but will still come to the shows as patrons. Good luck to them both in their new ventures!

Tony DiStefano also arrived with several boxes full of ***Disto*** products for sale. Although Disto is no longer in the business of making CoCo products, Tony got together all the remaining pieces and parts and was selling Super Controllers, add on boards, and the whole line. He also brought a new 2 Meg CoCo memory upgrade board that uses SIMMs. He sold out on all these before the first day was over! Who says there is no more market for CoCo products! Tony was very happy with the results and said there was a 50/50 chance that he would come to the Atlanta show. Good luck Tony!

A new vendor, ***Radical Electronics***, run by **Alan Bayko** was selling "Color Schematic Designer" for the CoCo-3. It featured full mouse support for drawing schematics on a graphics screen. Printing to lasers, DMP, or Epson type printers is supported. Looked like a real nice product to me! Alan has some more electronics support programs in the works to complement "Color Schematic Designer". Look for him again at the Atlanta Fest.

Sundog Systems showed up with their line of CoCo3 games, including a new one called "The Contras." This is a slick two-player shoot-em-up game with a continuous playing background music score and life-like sounds. Too cool! There is still a market for CoCo3 games, so anyone who has something they think is good, contact Sundog.

Kala Software was there again entertaining the Fest goers with background music from **Ed Hathaway's** synth, fed from Ultimuse 3 running on his CoCo3. Ed also had **Mike Knudsen's** latest version of Ultimuse for OSK. Now both versions are totally compatible.

Rick Ulland was there with a new hardware device for the CoCo. His dual-port serial boards boast a new design that will allow you to run your CoCo3 serial ports at speeds up to 155.2K baud! The board also includes a bi-directional parallel port. To take advantage of the features included with the board, **Randy K. Wilson** has written a new serial port driver for OS-9 Level II. This driver is reqired to get the super-high baud rates. Rick will be shipping his boards soon and promises they will be a big hit with BBS owners and other die-hard telecommunicators.

A "Mom and Pop" operation (literally), ***Adventure Survivors***, was giving out their home produced flier on how to beat many of the favorite CoCo3 games. They also have a club of gamers who pass information around to help others get out of jams. Their newsletter and other information available from them is invaluable for any serious gamer. Contact them at (404) 487-8461 for more information or to join their club.

Last, but not least, the OS-9 resident Monk, **Brother Jeremy** was there to greet everyone. He even held a Mass on Sunday morning for Fest attendees. When asked for a quote, he said, "This has been a wonderful experience for me. The level of sharing and cooperation is nothing short of remarkable. This is a very special community, and I am very pleased to be a part of it."

Well said Brother. Until Atlanta then.

Mark

Club News

Support your local clubs! Club officers, please send in your club name, meeting dates, and any information you want published. Members, remind your club officers!

The Kansas City Color Computer Club
P.O. Box 520084
Independence, MO 64052
Meets the first Sunday of each month from 2:30pm to 4:30pm at the Baptist Memorial Hospital
Meeting since 1983!

The COCO Club
1834 Noe-Bixby Road
Columbus,OH 43232
Meets the 3rd Monday of each month at 7pm. President Jerry Chapman, Vice-president Steven Taulbor, Secratary/Treasurer Jerry Chapman, Librarian Richard Heber, Newsletter Editer Roger Petrie

Club News Cont.

The Island Coco Club
c/o Rosenfeld
103 Barberry La.
Roslyn Hts.,NY 11577
Meets on the 3rd Thursday of the month at Levittown Public Library in Levittown, Long Island, NY.

Mid Iowa and Country CoCo Club
C/O Terry Simons
1328 48th St.
Des Moines, Iowa 50311

Glenside Color Computer Club
C/O Carl Boll V.P.
6242 So. Menard
Chicago, IL 60638

The OS-9 Users Group

Special Report

On Saturday night, May 1st, an event unparalleled in the OS-9 community took place at a hotel in Elgin, Illinois. For the first time, members of the OS-9 User Groups of the United States, Central Europe, Switzerland, Austraila, and Japan got together for a truely international meeting of the OS-9 minds.

During the discussions, the members agreed to exchange information by sending their respective newsletters to the other groups. Each group would then, in turn, publish articles from the others. Swapping of user libraries and other information was also discussed. Several hours were spent talking about the different ways each of the groups could benefit each other. The results of these meetings will take some time to become apparent, but the groundwork has been layed.

Fest attendees were also able to view the Fujitsu dual processor OS-9 Level II machine brought over by our Japanese friends. It was a highly customized box and had some very interesting sprite-type software written by Mr. Oya of a cat chasing the cursor and then taking a nap!

The representatives in attendance were:

Peter Tutelaers
Euro OS9 Users Group
Stephen Paschedag
Switzerland OS-9 Users Group
Masayuki Oya and Chikara Yamaguchi
Japan OS-9 Users Group
Gordon Bentzen
Austrailian OS-9 Users Group
Jim DeStafeno
US OS-9 Users Group

Peter Tutelaers was the force behind this achievement. His efforts to have representatives of all the groups meet together during the Chicago Fest culminated in a magic evening for those people that could attend. Peter spent months planning, cooresponding, and raising the funds for himself and the other members to fly to Chicago. Thank you Peter!

Tandy's Little Wonder

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The Art Of Programming

by Art Marolf

Every year thousands of people set out to learn how to program but find themselves writing bugged programs. Many give up the pursuit, saying that they don't understand computers. Others continue on, but end up with bug-riddled programs that may, in the end, serve the writer's purpose but have no value elsewhere. Finally, the remaining few go on to develop a flow of program writing which follows a logical course to reach a specific and defined goal. The program not only has little or no bugs, but may also have a value to the computer using community and, therefore, may have potential commercial value.

People often look for a better utility or program to do the work they have in mind. They usually have a specific goal they wish the computer program could achieve. It is to this end the computer programmer serves. Not only to create a program that will achieve the goal, but to create one that is better and faster than anybody else's. Consider it a competition like car racing. Not only do you want to clear the finish line first, but you want to be so far ahead that it will take a long time for the others to catch up.

Programming is a skill that takes time to learn and develop. Fortunately, taking the time to learn how to do it correctly will save more time in the end. Programming also takes a lot of motivation to learn how to "talk" to the computer and instruct it on what to do. A computer is literally dumb. It does nothing until told to do so, and it is the program that tells it what to do. The program is a set of instructions put together so the computer will perform several tasks in a logical series of steps.

The programmer is responsible for ensuring that this series of steps is correctly followed. The computer will blindly follow the program path not caring what is happening as long as it can perform the assigned task. It will do this until it comes across an instruction it cannot perform or a series of instructions that are simply not logical to it. At this time, the computer will return an error message.

Part I - Formulating and Planning

The first step in writing a program is to formulate the idea or the concept. Ideas can come from several sources, such as genuine need for the program or as a source of entertainment--games, for instance. Utilities often come into existence just out of time constraints and allow the computer user to perform a task simply by using a macro or typing one command instead of a long series of commands.

Whatever the source of your inspiration, it is important that you set the achievement goal of the program. Every program must have an end result, and the programmer must achieve that end. To simply say, "I want the program to do this" is not enough. You must have a clearly defined goal for the program in order to logically put it together. Always consider the following when writing a program:

EFFICIENCY--How economically does the program use the limited disk and memory space? Disk can be saved space through data compression at the expense of memory space, execution time, and compatibility. Memory space can be conserved at the expense of execution speed.

EXECUTION SPEED--How fast is the program overall? How fast is it in those operations that are most critical? How fast and responsive is it for operator-paced operations? An operation can be made faster by making another one slower. A program can be made faster at the expense of reliability and portability.

PROGRAMMING--How long will it take to develop? Can deadlines be met? Given enough time, improvements can eb made on many aspects of performance, but nearly every other performance consideration is achieved at the expense of programming time.

FUNCTION--Does it do the job intended? By limiting the project to only certain parts of the overall problem. Programming time can be saved by doing some things manually. Ccomputer execution speed can also be improved.

WORKABILITY--Does it do the job in a way that is practical and worthwhile to the user? The functions performed by the computer can be maximized. But doing so often sacrifices workability.

RELIABILITY--Is it vulnerable to operator errors or equipment malfunctions? Is it "crash worthy"? Is it bug-free? Reliability can be improved upon at the expense of programming

time, execution speed, and efficiency.

RECOVERABILITY--How easily can the results of operator error or equipment malfunctions be overcome? Recoverability can be improved upon at the expense of function, workability, design, and programming time. Recoverability can also be improved with special utility programs that reconstruct data that has been lost. We can live more dangerously in terms of reliability if the program is easily recoverable.

EASE OF OPERATION--Is it "operator oriented"? Are keystrokes minimized? Are operator entries consistent so the program can be run "instinctively"? A program can be made easy to operate at the expense of programming and design time, and memory efficiency.

EASE OF TRAINING--How easy is it for someone to learn who is new to the program? How good are the operator prompting messages? How simple is the overall program? A program can be made easier to learn at the expense of memory usage, programming, and documentation time. Too much operator prompting can get in the way of experienced operators and sacrifice ease of operation.

CAPACITY--How much data can the program handle? Writing a program to handle a small amount of data can be a simple matter. For larger amounts of data, we get into more complex programming and storage problems.

PORTABILITY--How easily can it be transferred for use on a different computer system? Portability can be maximized at the expense of efficiency and execution speed. A program can be made easier to transfer by ignoring many of the capabilities and advantages unique to the system we are using.

COMPATIBILITY--How well does the program tie into other programs the user might have? A program can perform more functions and work faster if we don't have to allow for compatibility with other programs.

MAINTAINABILITY--If something goes wrong, how easy will it be to find the problem and correct it? Maintainability can be improved at the expense of function and efficiency. By conforming to programming standards. The system xcan be ma de more maintainable, but we sometimes sacrifice the ability to use procedures best suited to the application.

EASE OF MODIFICATION--How easy will it be to modify the system to perform functions that were not originally considered in the design? It is easier to modify with more programming and design time.

DOCUMENTATION--How well are the operating procedures,

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capabilities, and limitations of the program explained? Documentation can always be improved by spending more time on it.

ATTRACTIVENESS--How well designed are the video displays and printouts? Does it "sell" itself to those who may use it? A program can look good with more programming time and slower execution speed. A good programmer learns to balance each of these things to achieve the best end result. The proper "mix" of the above elements will bring success, while the wrong one could spell disaster. The balance is not achieved by blindly typing keys on one's keyboard and praying that it will work. It takes a plan and implementation of that plan to achieve the desired results.

To correctly set the goals of the program, one must write them down. List each function that the program is to do. Order of the functions is unimportant. At this point, all we want to know is everything that the program will do. Once we know what we want, we can sort out these functions into a logical order based quite simply on what needs to be done before and after a given task.

Remember, the computer does not think--it only performs the instructions given. As the programmer, your responsibility is to ensure the proper flow of data and program instructions.

Next, make a layout of how things should look to the user. Designing the screen and printer layouts now makes the program easier to write. Next, we'll deal with flowcharting and error trapping techniques for the novice programmer.

From the Jargon File

Programming: *n.* 1. The art of debugging a blank sheet of paper (or in these days of online editing, the art of debugging an empty file). 2. *n.* A pastime similar to banging one's head against a wall, but with fewer opportunities for reward. 3. *n.* The most fun you can have with your clothes on (although clothes are not mandatory).

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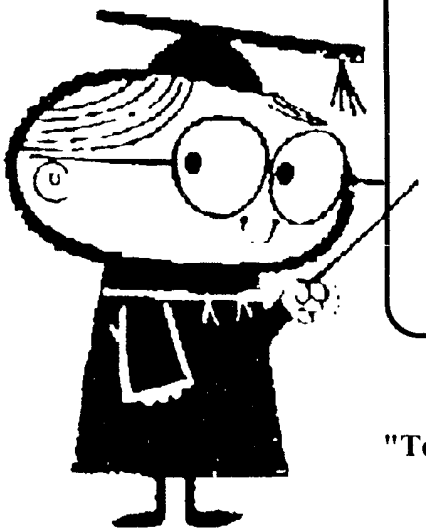

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Write-Right!

The Review

by Steve Wegert

Missing from the OS9 market for as long as can be remembered, is a good word processing program. Yes, there's SLED, ED, SCRED, VI, uMacs, and a host of other editors ... but they're just that; editors.

To 'see' what your document created with an editor will look like requires the use of a companion formatter such as troff, mroff, nroff. So the creative process goes something like this:

Fire up the editor, compose the next best seller, save the file, run it thorough the formatter, observe the output ... whoops, didn't like that paragraph break, back to the editor, make the appropriate formatting code change, back through the formatter until the next change and on and on we go. Great fodder for the creative process!

Write-Right!, by Joel Mathew Hegberg, attempts to bridge this gap as a WYSIWYG word processor. **Write-Right!** will show the correct type style, margins as well as centering and underlining. The user can also make use of color for highlighting and screen emphasis.

Installation was easy. After copying four files from the distribution disk to the appropriate directories on my hard drive, I was ready to begin. **Write-Right!** expects the shell environment variable HOME to be set as well as two special fonts to have been merged into memory for proper operation.

The manual gives sufficient instruction to accomplish these tasks.

Also required prior to actually running **Write-Right!** is the definition of what's called a printer-object file. This file contains the various code sequences to be sent to the printer enabling various features such as bold, italics, underline, and NLQ (near letter quality) as well as the printer path. Output can also be directed to a file.

The printer-object file is created with the aid of a stand alone utility provided with **Write-Right!** Using many of the graphical features found in K-Windows, buttons and slide bars make working with this utility a breeze.

Once created, a printer-object file can be edited from within **Write-Right!** via a pull down menu choice. Multiple object files may be created in support of multiple printers on a system. Again, a pull down menu choice will enable the appropriate set of parameters for each session.

With these setup steps out of the way, **Write-Right!** is executed with a simple 'wr' on the command line. A comfortable black over white screen with grey borders is displayed. The traditional ruler bar for positioning is across the top of the screen, just under the pull down menu bar for various commands and options.

Once processing text, operation is very intuitive. Insert and delete keys toggle over-strike/insert modes as does clicking on a button in the ruler bar. Arrow keys move the cursor as does moving the mouse. Page up and Page down will page you through a document, while the slider on the right hand side will scroll. The file can be saved in either ASCII mode, stripped of formatting codes or complete in a **Write-Right!** binary format.

Cut and Paste functions are accomplished by highlighting an area of text with the mouse and selecting cut, copy or paste from the Edit pulldown menu. Also available from this menu is a centering function as well as the ability to re-wrap a paragraph to adjust for spacing after an edit.

Type styles can be changed on the fly with an easy selection from the Style pull down menu. Supported type faces are plain, bold, italic, underline or any combination of the four. Blocks of text can be altered as well with the mechanics of cut and paste.

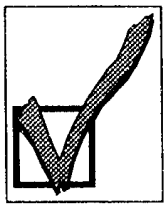
Other miscellaneous features are also available from the main menu bar, such as search and replace, word count, goto, memory utilization and shell.

Write-Right! gets high marks for ease of use and functionality. A few rough spots did exist in the editorial version under review. For instance, style changes on an existing file did not take effect on the first selection attempt. But worked fine after reselecting the style choice. This also occurs in the

Search function. Again, selecting the option the second time worked as expected. Exiting the program leaves the window in a questionable state regarding fonts. An application should leave things as they were found.

A nice touch to add would be the ability to pattern search on file names rather than displaying the entire directory structure. The same holds true while editing printer-object files. **Write-Right!** requires a specific file name extension for these files. Why not look for it when showing the directory of available printer-object files for editing?

Documentation was brief but sufficient. Missing was a requirements detail (memory, window size, platform, etc.). A few more examples, perhaps even with sample screens, would help make this package even more enjoyable to use.



Write-Right! is available from **Sub-Etha Software**. Free software upgrades are promised for registered owners. Contact them at 936 North Twelfth Street, DeKalb, IL 60115-2516 (815) 748-6638

Steve Wegert

News Clips

by Mark Griffith

All the latest news that's fit to print for the CoCo/OS9/OSK community.

Pong! Revisted

It all started at the Chicago Fest. An innocent challenge and then an announcement. The gauntlet was thrown and the race begins. Sponsered by the Glenside CoCo Club and Sub-Etha Software, the 1st Annual **Pong!** Contest challanges all OS-9 and OSK programmers to come up with the best version of the ancient **Pong!** game by the time of the Atlanta Fest (scheduled to be sometime in early October).

The rules are simple; write the game and bring (or send it) to the Atlanta Fest. Judging will be done by Sub-Etha software and a panel of "experts." The winner receives the grand prize of $1.

Hopefully, this will place a creative spark in many budding programmers pants. Program on dudes!

Pryune Marries

Jim Pyrune, well known OS-9 guru, ties the knot during the month of June. No information was available about his honeymoon location, but rumor has it he took his new bride to a computer swap meet. Will Jim disappear into the depths of marital bliss, or will he still remain active in the community? Only time will tell. Good luck to Jim and his lovely bride Melissa!

CrossLink USA

Watch this publication next month for details on a new cross-country communications service. CrossLink USA will allow you to dial into a local modem, and then dial out from another modem located in another city across the country. And, you will be able to do this for about 6 cents a minute or less! CrossLink USA is the brainchild of Steve Wegert, a long time telecommunicator. Steve hopes to provide cheap access to all CoCo/OS9/OSK users to all the BBSs throughout the country. Good luck Steve!

Best Deals

Some of the best deals I was able to find this month were on hardware products. As prices keep dropping, we, the consumers, come out on the winning end.

For those wanting to try color printing, Midwest Micro is selling a Star NX-1040 Rainbow color printer for only $165. Their other printers are all similarily cheap. A Start NX-2420 Rainbow 24 pin seven-color, 360 dpi machine is only $289. Contact Midwest Micro at 1-800-552-8080.

Mark

The Official Name that Magazine Contest

Following are the names that have been submitted for the **Name That Magazine** Contest. Choose from one of these for your entry.

Submitter	Name(s)
Al Dages	"Timely-09"
Alex Yusko	"The OS-9 Magazine"
Benjamin Walker	"CoCoMark"
Bill Whitman	"The OS-9 Collective" or "The OS-9 Information Bin"
Bob Archambault	"Spectrum" or "Spectum Computing"
Boisy Pitrie	"The OS-9 Journal"
Charles Strickland	"OS9 Life Line"
Dave Gantz	"Multi 68's"
Don Vaillancourt	"9 Lives"
Donald Adams	"Os9prey"
Erik Jan Tromp	"RTOS" (Read This Or Suffer)
Erik Seielstad	"Bamm!"
Gary McCarty	"ColorBits"
Gene Heskett	"9 Lives"
Gernard Gubbels	"The OS-9 Systems Update"
Greg Morgan	"The Kernel's Journal", "The Boot Log"
Harlen Linke	"CCPower"
Howard Luckey	"What?"
Hugo Bueno	"Module", "Device Driver", or "OS9 Driver"
J. Stephen Carville	"OS*", "Nine Bytes", Multi-tasker", OS9 Asylum", "Mainline","Asylum 9000", or "KiOSK"
Jeff Shepler	"OS9 Trends", "CoCo Trends", or just "Trends"
Jerry Sommer	"CoCo Block"
Jim DeStafeno	"09 Flyer"
Jim Vestal	"OSK Byte"
John Arthur	"Obsolete No More"
John G. Brown	"OZ"
John Reece	"MG's Micro Journal"
June and Carl Boll	"Over Sight 9"
Karl Sefrik	The Dirt Cheap Computer Magazine"
Keith Kounovsky	"CoCo Time"
Ken Scales"	KiOSK"
Kent Meyers	"Cmds"
Kevin Foley	"Realtime Rag"
Lee Veal	"OS-9 Post Dispatch"
Martin Olafson	"OS-90's"
Michael McKenzie	"Pot of Gold"
Michele Dalene	"Real World Software" or "Real World"
Mike Fisher	"OS9 Systems"
Mike Hovey	"CoCoing in the 9ties"
Newton White	"MSDOS....NOT!"
Paul Fitch	"Applied OS9", "Micro-Magic", or "uMagic"
Paul Jerkatis	"YAOR" (Yet Another OS9 Rag)
Peter Lanting	"The OS-9 Edge"
Robert Brose	"The CoCo/OSK Journal"
Robert Bruhl	"CoCo Bits"
Robert Gleason	"Sweet CoCo Plus"
Ron McCauley	"CoCoNuts Gazette"
Scott Pengelly	"The Megabyte"
Stephen St. James	"The Prism" or "Prism '68"
Steve Secord	"OSMOSES"
Terry Goode	"Griffith Exchange"
Terry Laraway	"CoCo 90's Newsletter"
Thomas Engstrom	"CoCo"
Tim Boos Sr.	CoCoWorld"
Tim Jones	Oh!S-9"
Tony Reed	"The Rump", "These Quarters", or "The Command Line"
Willard Rolerfs	"OS9 and OSK are OK"

The rules are simple: send your entry in either via electronic mail, or by cutting out and sending in the official entry form found on the back page of this issue. Please submit only one name and only one entry per person. Please make sure you provide your full mailing address and telephone number so we can contact you if you are a winner.

All entries received prior to the deadline of 15 August, 1993 will be considered. Judging will be done by the Editor. The winner of the contest will be posted along with the new name in the September issue. Good luck!

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In today's economy, cost is a major factor. This system is designed to start at only 699.95. That includes Professional OS9/68000, Microware K&R C compiler, Microware BASIC, deguggers and tons of utilities.

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The Multi Graphics Adaptor for KiX computer systems.

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