

# *Nine-Times Back Issue Article Information, p. 1*

## May 1989

**DATE.B09** - Basic09 example using the OS-9 system clock  
**EDITORIAL** - First issue overview  
**HELP\_WANTED** - Question & Answer column  
**NEWS\_VIEWS** - OS-9 hardware and software overview

## July 1989

**BASIC09\_LAB** - Source vs. Packed modules  
**EDITORIAL** - New *Nine-Times* developments  
**HELP\_WANTED** - Help with the shell command line  
**NEWS\_VIEWS** - Hard drives and OS-9 today

## September 1989

**BASIC09\_LAB** - Passing parameters to Basic09 procedures from the shell  
**EDITORIAL** - Special filter issue  
**HELP\_WANTED** - Discussion of standard input, output, and error paths  
**NEWS\_VIEWS** - OS-9's acceptance into the CoCo Community

## November 1989

**BASIC09\_LAB** - Use of error trapping in programs  
**EDITORIAL** - Overview of magazine  
**HELP\_WANTED** - Question & Answer column  
**NEWS\_VIEWS** - Viruses today

## January 1990

**EDITORIAL** - Disk issue  
**HELP\_WANTED** - Hints & Tips for disk usage  
**OS9\_REVEALED** - Disk identification sector

## March 1990

**EDITORIAL** - New *Nine-Times* developments  
**FP\_NOTATION** - OS-9 floating point assembler routines  
**ML\_LAB** - Simplified structure of an assembly language program  
**NEWS\_VIEWS** - Rumors on OS-9's future  
**OS9\_REVEALED** - Basics about graphic program environment in Basic09

## May 1990

**EDITORIAL** - Future of the CoCo and OS-9  
**FP\_NOTATION** - Upgrade to floating point routines with improved interpretation  
**HELP\_WANTED** - Question on how to pass parameters to child processes  
**ML\_LAB** - Discussion of OS-9 system calls  
**NEWS\_VIEWS** - CoCo 4 information and specifications  
**OS9\_REVEALED** - Explanation of the system boot file and accompanying editor

## July 1990

**BASIC09\_LAB** - Using the *ON ERROR GOTO* routine and examples  
**CONTEST** - Announcement of Adventure Programming Contest  
**EDITORIAL** - Future of the CoCo and *RAINBOW*  
**FP\_NOTATION** - Final upgrade to floating point routines  
**HELP\_WANTED** - Basic09 memory usage problems and explanation  
**ML\_LAB** - Use of OS-9 system calls and examples  
**UPDATES** - Update to the *MVX* program in *January 1990* issue

# *Nine-Times Back Issue Article Information, p. 2*

## September 1990

**CONTEST** - Announcement of Adventure Programming Contest  
**EDITORIAL** - CoCo 4 and additional news  
**HELP\_WANTED** - Explanation of DAT images  
**ML\_LAB** - Piping examples in machine language  
**UPDATES** - Additional error trapping for *JCDisk*

## November 1990

**C\_LAB** - Recursive disk programming  
**EDITORIAL** - How are the CoCo 4's features different  
**HELP\_WANTED** - Explanation of file fragmentation

## January 1991

**EDITORIAL** - MM1, programming contest, and the future  
**HELP\_WANTED** - Explanation of path descriptor options sections  
**LETTERS** - Graphic screen-dump problems

## March 1991

**EDITORIAL** - War relaxations/computer economics  
**HELP\_WANTED** - Explanation of RBF manager path options  
**NEWS\_VIEWS** - MM1 updates

## May 1991

**EDITORIAL** - What goes into the making of *Nine-Times*  
**HELP\_WANTED** - Explanation of SCF manager path options  
**HINTS\_TIPS** - CONFIG tip  
**LETTERS** - On fonts and things  
**NEWS\_VIEWS** - MM1 information  
**SQUARES** - A new game to be built

## July 1991

**EDITORIAL** - New modifications to *Nine-Times*  
**HELP\_WANTED** - Explanation of PIPE manager  
**NEWS\_VIEWS** - MM1 software information  
**SQUARES** - Will return next issue

## September 1991

**CLAB** - Building a background daemon  
**CORRECTIONS** - *Flanker2* and new magazine shell  
**EDITORIAL** - The holidays and OSK  
**HELP\_WANTED** - OS-9 memory management  
**NEWS\_VIEWS** - The basic MM1 design reviewed  
**SQUARES** - User input/output routines implemented

## November 1991

**CLAB** - Finishing the *daemon* program  
**CORRECTIONS** - *Colorgen* omission  
**EDITORIAL** - What will be the fate of the CoCo?  
**HELP\_WANTED** - Allocating screen memory  
**NEWS\_VIEWS** - MM1 serial and network I/O  
**SQUARES** - The computer gains some "intelligence"

# *Nine-Times Back Issue Article Information, p. 3*

## January 1992

**EDITORIAL** - Why the 68000?  
**HELP\_WANTED** - *Freem* program modifications  
**HINTS\_TIPS** - On *Nine-Times* printing, disk allocation information, and the system help file  
**LETTERS** - OS-9 memory tests  
**SQUARES** - Will return in the next issue

## March 1992

**EDITORIAL** - Is the CoCo dead?  
**HINTS\_TIPS** - Creating 32-column windows  
**LETTERS** - Hi-res and keyboard joystick operation  
**MINESWEEPER** - Introducing a new game  
**NEWS\_VIEWS** - MM1 I/O board update and problems  
**SQUARES** - Final version of the *Squares* program

## May 1992

**EDITORIAL** - General comments  
**FRACTALS** - Fractal generator documentation  
**HINTS\_TIPS** - Using interrupts and the graphic cursor  
**MINESWEEPER** - Adding user interface routines

## July 1992

**EDITORIAL** - OS-9, MultiVue, and GUIs  
**HINTS\_TIPS** - Using OS-9's sound statement  
**LETTERS** - The mysterious '/dd' device  
**MINESWEEPER** - Final version of *MINESWEEPER*  
**NEWS\_VIEWS** - MM1 I/O board review part 1

## September 1992

**EDITORIAL** - Explanation: large issue

## November 1992

**EDITORIAL** - About the issue and programs  
**NEWS\_VIEWS** - Review of the MM1 I/O Board

## January 1993

**COCO\_FIXES** - Tips to solve and prevent minor problems  
**EDITORIAL** - About the issue and the Burke & Burke PowerBoost  
**NEWS\_VIEWS** - A closer look at the Burke & Burke 6309 PowerBoost kit

## March 1993

**BANNER** - Clinic on transferring the UNIX *banner* utility to OS-9  
**EDITORIAL** - Changes, clinics, and close-ups of the PowerBoost kit  
**NEWS\_VIEWS** - An objective evaluation of the 6309 PowerBoost kit

## May 1993

**B09\_BASEMENT** - New series about the Basic09 environment  
**EDITORIAL** - In this issue...  
**NEWS\_VIEWS** - News on the OS-9 Underground magazine  
**OS9\_OVERVIEW** - Start of a new series centering on OS-9

# Nine-Times Back Issue Program Information, p. 1

## May 1989

**DIR** - Alphabetize directory  
**BANNER** - Graphic banner generator  
**COLOR** - Easily change screen colors  
**DATE** - Basic09 Tutorial  
**DNAME** - Rename disk volumes  
**DUMPDIR** - Examine directory contents  
**PAUSE** - Utility for shell scripts  
**SIZE** - Prints file size in decimal and hex  
**TIMER** - Generates continuous time/date in window  
**WINDOW** - Switches window type automatically

## July 1989

**BIORHYTHM** - Generate personal biorhythms  
**CLS** - Generates multiple formfeeds for clearing screen  
**CRSHOW** - Filter which shows carriage returns in files  
**EXPAND** - Print each text line multiple times on line  
**JSTICK** - Easily set hi-res/lo-res joystick defaults  
**MULTIPRINT** - Prints out set number of copies of a file  
**NEC** - Sets no terminal echo mode  
**PROMPT** - Similar to echo, but prints no carriage return  
**TEC** - Enables terminal echo  
**WRTPRG** - Makes Basic09 program to reconstruct a file

## September 1989

**CAPS** - Changes first letter of sentences to uppercase  
**CCOUT** - Removes CR's, LF's, and/or all control codes  
**CHF** - Changes every string to another string  
**DELAY** - Slows down output  
**DLF** - Deletes every occurrence of a string  
**DLF** - Inserts a string after every target string  
**LOWER** - Converts any letters to lowercase  
**RMF** - Removes any occurrences of certain characters  
**UPPER** - Converts any letters to uppercase  
**WDC** - Counts characters, words, and lines

## November 1989

**CLEAR** - Clears file contents without deleting file  
**CRFORM** - Forms multi-line text files into paragraphs  
**CRYPT** - Encryption utility/filter  
**DIRFILES** - Counts files in a directory  
**DSKCPY** - Copies contents of a disk to a file  
**ERRORTRAP** - Basic09 error trapping example  
**HILITE** - Filter for highlighting specific text in a file  
**RESETCOL** - Resets system color palette to default value  
**SDEL** - Erases any important data in a file before deleting  
**SETCOL** - Illustrates setting of the default system palette

## January 1990

**AUTOBACKUP** - Auto format & backup of a disk  
**CHANGEDO** - Change root directory of disk (Basic09)  
**CHANGENAME** - Change name of disk from Basic09  
**COUNT** - Counts occurrences of string in text file  
**DIRCAP** - Capitalizes directories in directory  
**DSKMAP** - Graphic representation of disk space  
**FREEINFO** - Supplemental info on disk usage  
**MVX** - Moves directory entry of file to new directory  
**PRINTATTR** - Print attributes of file from Basic09  
**RESET** - Reset default screen parameters

## March 1990

**CALC** - Assembly language floating point routines  
**FORK\_SAMPLE** - Basic09 forking example  
**JCDISK** - Graphic/icon disk utility for viewing files  
**MANDELEBUG** - Basic09 Mandelbrot set generator  
**MANDESPACE** - ML Mandelbrot set generator  
**REALIO** - Outputs real numbers in ASCII for *Calc*  
**REVEALEDPROG** - Basic09 programming examples  
**SAMPLE** - Sample assembly language program outline  
**SECTORDUMP** - Detailed screen of file's contents

## May 1990

**BAK** - Individual file backup  
**CALC** - Update to floating point routines  
**COCOSTRIP** - Palette color selector  
**EASYEDIT** - OS-9 Bootfile editor  
**HDIR** - Hot (color) directory utility  
**MARGIN** - Filter, automatically make left margin  
**REALIO** - Update to *Calc* module  
**SAVEBUF** - Save graphic buffer as disk file  
**SSAVER** - Run to draw graphic pattern

## July 1990

**AUTOPARK** - Parks hard drive at intervals  
**C\_CURVE** - Recursive C graphics program  
**CALC** - Final update to routines  
**DRAGON** - Recursive C graphics program  
**ERR\_EXAMPLE** - Basic09 error trapping example  
**LISTER** - Assembler system call example  
**LISTER2** - Assembler system call example, part 2  
**LISTER3** - Assembler system call example, part 3  
**REALIO** - Final update to *Calc* module

## September 1990

**CENTER** - Filter to center text  
**CODER** - Encoding example in ML  
**CODER\_B09** - Encoding example in Basic09  
**CODER\_C** - Encoding example in C  
**DATABASE** - C address database  
**DIRSIZE** - Determine size of all files in directory  
**DOZE** - Sleep for specified seconds  
**KILLDIR** - Recursively erase directory without prompts  
**UNJUSTIFY** - Eliminate justification spaces from text

## November 1990

**AVEFRAG** - Find average fragmentation in directory  
**CLEARDIR** - Clear contents of directory  
**DIRLIST** - List all files in directory & sub-directories  
**DIRLIST2** - More powerful *dirlist*  
**FRAGNUM** - Determine number of segments in files  
**SPOOLER** - List all files in directory with titles  
**TEXTSEARCH** - Search for text in all of directory's files  
**TREE** - Indented listing of all directories  
**TRIM** - Removes extra space at end of lines

# Nine-Times Back Issue Program Information, p. 2

## January 1991

**DOUBLELINE** - Automatic double spacing of output  
**FILEINFO** - List file's attrs, size, owner, creation, etc.  
**FILES** - Copy, delete, move, and list disk utility  
**FRAGLIST** - Lists all fragmented files on a disk  
**NUMBER** - Auto numbering of output lines  
**UNLOAD** - Removes a module from memory  
**WHICHMAN** - Path file manager example  
**WHICHMAN\_B09** - Path file manager ex. in Basic09  
**WHICHMAN\_C** - Path file manager example in C

## March 1991

**ALARM** - Utility to reset the system alarm  
**FLANKER** - Data file of 3-D SU-27 Flanker  
**INCOM** - Command repetition pipe  
**MYRANDA** - 3-D wireframe generator  
**RBOPT** - Explore RBF path options  
**RBOPT\_B09** - Example in Basic09  
**RBOPT\_C** - Example in C  
**REPEATCOM** - Repeat command at a keystroke  
**SECUREDISK** - Completely erase deleted data

## May 1991

**COPYDIR** - Easier alternative to DSAVE  
**DISKINFO** - Discover everything about a disk  
**FINDVIEW** - Easily locate text in real time  
**MORE** - Paused listing of file with counter  
**MYRANDA2** - Added 3-D features  
**SCFOPT** - Explore SCF path options  
**SCFOPT\_B09** - Example in Basic09  
**SCFOPT\_C** - Example in C  
**SQUARES1** - Building the game of squares

## July 1991

**CALENDAR** - Print formatted calendars to screen  
**COLORGEN** - Solid modeling for MYRANDA  
**INDEX** - Text file indexing all back issues  
**MYRANDA3** - Final version, better filing system  
**PIPE\_B09** - Piping example in Basic09  
**PIPE\_C** - Example in C  
**PIPEE** - Example in assembly language  
**PRINTLETTERS** - Filter for non-letters  
**PRNCAL** - Calendar formatted for printouts

## September 1991

**COLORGEN2** - Final enhanced version  
**DAEMONDAT** - Data module for *daemon* utility  
**FILESIZE** - List filesizes in bytes, K, M  
**FREEMEM** - Determining free memory in assembly  
**FREEMEM\_B09** - Determining free memory in Basic09  
**FREEMEM\_C** - Determining free memory in C  
**SCRENGEN** - Use background screens with *Myranda*  
**SQUARES2** - Part two of the *Squares* game  
**TREESIZE** - Evaluates size of entire directory tree

## November 1991

**DAEMON** - Finished *daemon* program  
**DISKCHECK** - Check for all bad sectors on any disk  
**DISKSTRFIND** - Locate deleted or garbled file locations  
**FREEBLK** - *Help\_Wanted* example in assembly  
**FREEBLK\_B09** - *Help\_Wanted* example in Basic09  
**FREEBLK\_C** - *Help\_Wanted* example in C  
**SCRENGEN2** - Now add text and use a mouse  
**SQUARES3** - Part three of the *Squares* game  
**STRRECOVER** - Recover text in specified sectors

## January 1992

**ADDHELP** - Add entries to the system help file  
**BAUD** - Change baud rate of terminal devices  
**DALLOCMOD** - Modify default disk allocation size  
**DELHELP** - Delete entry from system help file  
**FREEM** - Free memory check for 1 meg systems  
**FREEM\_B09** - *Freem* in Basic09  
**FREEM\_C** - *Freem* in C  
**NTPRINTTEST** - Printer alignment for *Nine-Times*  
**SORTHELP** - Sort system help file

## March 1992

**CHESS** - Interactive chess game  
**C2F** - Temperature conversion  
**DATECHECK** - Catch errors in *setime*  
**FILETIMES** - Change creation/modification file dates  
**F2C** - Temperature conversion  
**FREP** - Fast pattern matching utility  
**LWD** - List working directory  
**MINESWEEPER1** - New minesweeper game  
**SQUARES** - Final version of the *Squares* game

## May 1992

**BLACKHOLE** - Fractal generator  
**DS** - Improved *dirsize* routine  
**JOYCHECK** - Joystick interrupt example  
**JOYCHECK\_C** - Joystick interrupt example in C  
**JULIASCOPE** - Julia set generator  
**MICROCOSM** - Mandelbrot set generator  
**MICROVIEW** - 3-D Mandelbrot viewer  
**MINESWEEPER2** - User interface routines  
**TS** - Improved *treesize* routine

## July 1992

**DISKCOMPILE** - Recover file sectors  
**DISKSCAN** - Find lost file sectors  
**DISKVIEW** - View disk sectors for files  
**MINESWEEPER** - Final version of the game  
**S\_BLAST** - Sound effect example  
**S\_BONG** - Sound effect example  
**S\_JET** - Sound effect example  
**S\_LASER** - Sound effect example  
**S\_SIREN** - Sound effect example

## September 1992

**BLOODY** - Updated chess game  
**EDIT09** - Dynamic Basic09 text editor  
**RESEED** - Reseeding random number generator

# Nine-Times Back Issue Program Information, p. 3

## November 1992

**CRYPTO** - Solve random cryptograms  
**ENCRYPTO** - Generate your own cryptograms  
**TICKLE** - Event reminder utility

## January 1993

**CARDS** - A graphical solitaire card game  
**CGCHECK** - Checkbook balancing utility  
**CGLIST** - Decision maker utility for dinner and more  
**CGSETIME** - Alternate way of entering the system time  
**CHECKFILE** - Initializes windows for *cgcheck*  
**DATAPRINT** - Prints monthly listing of checking account  
**FOURCARD** - Another popular card game  
**LISTFILE** - Initializes windows for *cglis*t

## March 1993

**BAN** - The final banner program  
**DCORE** - Part of the *draw* program.  
**DRAW** - Graphics editor for OS-9  
**MAKEARRAY** - Asm source generation for *banner*  
**MAKEPCALL** - Asm source generation for *banner*  
**MAKEPRINTF** - Asm source generation for *banner*

## May 1993

**BEXAMPLE1\_1** - Example program for B09 article  
**BEXAMPLE1\_2** - Example program for B09 article  
**BEXAMPLE1\_3** - Example program for B09 article  
**B\_CHESS** - Graphical chess version  
**PIECE\_MAKER** - Graphical chess piece editor