

OS-9 Newsletter

Volume I No.12 <<< BELLINGHAM OS9 USERS GROUP >>> December 31, 1990

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1. 8-10 page monthly Newsletter
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6. Membership List
7. "How To" Video Library

SUBSCRIPTION INFORMATION:

The OS-9 Newsletter is compiled and printed monthly by the Bellingham O-9 Users Group. Subscription rates are \$4/6 months; \$7/12 mo.

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Bellingam, WA 98226

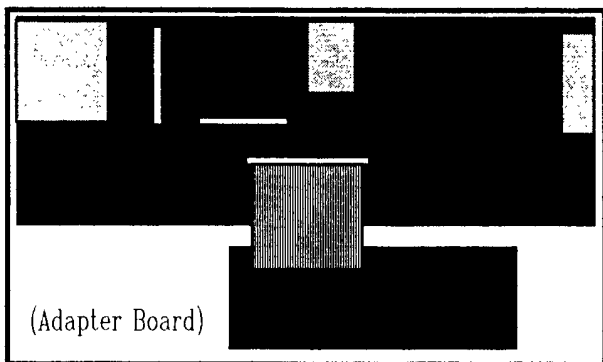
PC-Keyboard on a CoCo

Santa was very good to me this year. For Christmas I got the PC-Keyboard Adapter by Bob Puppo, sold by Howard Medical Computers.

Now this is not an item that I would have bought for myself since my coco keyboard is already located independantly on my desk with the computer and all of it's periphereals mounted in an AT Tower case. So a PC keyboard didn't seem like any big deal, but now that I have it, I can't imagine operating OS-9 "the old fashion way".

The 7 pages of instructions provided with the keyboard adapter were more than complete. Installation was very easy and took less than 30 seconds. Not including opening and closing up the CoCo case, installation involved attaching 3 wires with alligator clips to ground, B+, and the reset line, plugging in the adapter circuit board ribbon cable into the keyboard header on the mother board and plugging an IBM-PC XT keyboard into the adapter board's 5 pin din jack. That's it!

(CoCo-3 Motherboard)



(Adapter located under CoCo Keyboard)

The big surprise was when the power was turned on and the standard Disk Extended Basic logo appeared and then a menu typed across the screen with 5 options to select.

- (1.) OS9 L1
- (2.) OS9 L2
- (3.) EXIT TO BASIC
- (4.) OS9 RUN "BOOT"
- (5.) BASIC RUN "BOOT"

OPTION>

The menu is necessary so that the processor on the adapter board will know which keyboard mapping is needed for correct functioning of all of the keys whether you are operating under Radio Shack Extended Basic or OS9 Level One or Two.

The menu also allows you to execute your own customized basic boot program such as an enhanced DOS or whatever program you would like to have run/execute when you first turn on the computer. You have five seconds to make your choice, else the keyboard adapter CPU will type in the DOS command and map the keyboard for OS9 Level Two.

While in the OS9 mode, a number of OS9 commands are available as "hot-keys" by pressing F10 and a letter key that corresponds to the command desired. Example: F10-E = ECHO, F10-W = WCREATE, F10-V = Displays Version #, etc. The same is true when operating under RSDOS. Example: F10-E = EDIT, F10-W = WRITE# and the scroll lock keys transmits a "shift-@" to pause the screen.

Function keys F3-F9 are reserved for user defined macros. In OS9 mode, I programmed F3 to type in "DIR;ENTER" and F4 to type in "LIST" and F5 to type in "EZGEN -d /d1/os9boot".

Pressing CTRL-ALT-DEL together will reset the computer while pressing CTRL-ALT-INS together will cold start the computer and the auto-boot

menu will be displayed. The HOME key replaces the old CLEAR key, the ESC key sends "End-of-File" (EOF) and the END key replaces the BREAK key.

Also, all of the extra keys on the PC keyboard will be recognized while in the OS9 mode, such as the bracket keys `{}[]`. And the numeric keypad will function as such when the NUM LOCK key is activated as will the CAPS LOCK key.

I picked up an enhanced 101 XT/AT keyboard for \$25, plugged it in and had a ball. Even the NUM LOCK, CAPS LOCK & SCROLL LOCK led's light up when activated.....I Love It!

The Keyboard Adapter by Bob Puppo is available from Howard Medical for \$89.50. Check the last page of your *Rainbow* for the current advertizement. They also list a 101 keys PC-Keyboard for \$98, but you can do much better through the mail order suppliers advertizing in the *Computer Shopper*. Note that the keyboard must be an "XT" not an "AT" keyboard. Unfortunately this is not mentoned in the instructions.

Happy New Year -- Rodger Alexander

Howard Medical Computers: 1-800-443-1444
CoCo Keyboard Adapter (Cat.# KB-A) \$89.50

MM/1 Update

by Paul Ward

We have been UNBELIEVABLY busy at IMS. Phone calls have always been heavy, but they seem to have increased during the holidays.

No the systems are NOT shipping yet, except to developers. We don't want to tie up hundreds of thousandsof dollars worth of inventory while waiting for FCC approval. No problems, except that IT IS TAKING FOREVER! Ah well, such is the price of doing the MM/1 as a mainstream solution.

We have been too uncommunicative about our progress with the FCC. I fear that our customers think this means that they are not important to us, and we are doing a lot now to rememdy that perception. Unfortunately, some people may choose to cancel their order, but most will not.

In fact, everyone who ordered a system has been offered a kit which they will receive in January or early February at the very latest, depending on shipping times.

Please remember that people who buy the MM/1 are waiting for it because we have a windowing system with developers, because it will be FCC approved and therefore LEGAL for sale, and because IMS has a plan for the future that is overwhelmed with positive response. So we are doing something right!

Now we have to continue responding to our customers as best we can.

Kits are being offered to preorder people first, and we may not offer them in general. We want to maintain quality control and have a reasonable warranty, which means we need to limit the number of kits.

SOFTWARE:

OSK 2.3 with variable RBF, PC File Manager, Sequential Block File Manager, Print spooling, 3 telecommunications programs, Graphics editor, Windows, Text editor, Multiresolution window support, Network File Manager, Lots of drivers and graphics files.

Other stuff in the works: home networking, graphics, animation, sound utilities, MIDI (going sort of slowly now, but will soon be a fully parallel programming effort), DeskTop publishing, QuickBasic and some QB applications, another DOS development environment that I cannot mention, and we are qualifying about a half-dozen existing applications under OSK to make sure they work well, including text editor, database, and spreadsheet.

The telecommunications programs are an enhanced STerm kind-of thing, a straight and simple telecom program from Microware, with kermit.

We plan on having about thirty developers on board by early February, each with a concrete delivery commitment.

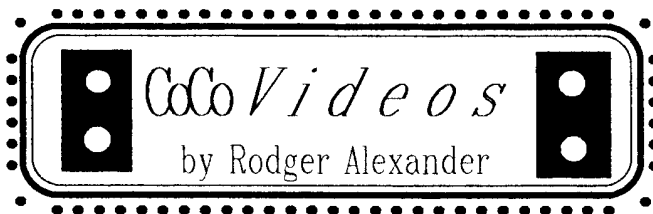
REGARDING MM/1 AND TC70 COMPARISONS:

I agree that the MM/1 and the TC70 both have their appeals. However, we have made choices in our design that allow for a certain level of functionality that WE consider minimal. For example, the MM/1 has a palette controller built in that permits the use of the Run Length decoding for excellent animation. The TC70 I think CAN support the palette controller, but does not do so right out of the box.

Now, as a software developer, if you right your stuff to run on both, it will not be able to do animation (and some other palette controller type stuff) on either machine. Developers want to write for the largest market, too, and so time will tell who will sell better, the MM/1 or Frank's concept.

I think the writing is on the wall, but we haven't had a better response to our design because we've made it PROPRIETARY, it's just that we wanted the system to do certain things.

- Paul Ward -



In the December issue of the Rainbow there were two articles concerning the use of the CoCo to enhance video tape productions. The first article concerned the construction of a video switch box and the second article was a series of basic programs including a teleprompter and screen/credit editor. the programs actually seemed a

little "old" in their approach and the use of tape storage, etc., including a couple of bugs, but overall very practical.

Donald Zimmerman from the Port O'CoCo Club apparently had also read the articles and had contacted his local cable company about having a series of programs on computer programming produced by local computer clubs. The local cable company said GREAT!

The Port O'CoCo Club is already off to a head start. Many of their club demonstrations and presentations are already on video tape and available to other CoCo/OS9 clubs and individuals on a rental basis.

Here in Bellingham, the idea of video taping our meeting presentations met with great excitement. in fact we may have gone a little overboard.

For the next four meetins we have schedule one hour video tape production sessions. Each production will involve a minimum of three persons that meet in pre-production meetings and come to the meeting fully prepared with scripts, teleprompter, lighting, props, etc. The only restriction is that the entire production may not exceed an hour and a half.

At our December meeting we had our first presentation-production on installing the 512K memory upgrade. It took a half hour just to get things set up and the script got errased in the preparations, but despite all the confusion, the actual taping took only an hour with lots of "back seat directions" coming from those in attendance. The overall result was a 15 minute tape that was neat, well paced, provided close up detail and clear step by step instructions. We viewed that tape at the end of the meeting and gave it a standing ovation seal of approval.

Watching someone actually DO the installation and then having the advantage of instant playback and up close views of integrated circuit extractions and installation is definetley the best way to go.

The unexpected benefits from taping the production at the meeting was the sudden rush of volunteers wanting to have their presentations "produced" on video tape. "EVERYONE WANTS TO BE A STAR". Another benefit is the increase in attendance for our January meeting, or should I say the increase in our Audience.

VIDEO TAPE RENTALS:

Port O'CoCo already has several programs "in the can" and ready for distribution while the Bellingham OS-9 Users Group has only one program completed, but adding one every month. RENTAL RATES: \$5 for 30 days.

PORT O'COCO:

1. Chris Burke Presentation on Hard Drive Concepts
2. Programming in Basic: Sessions 1-6

Send request to: Zimmerman Prof. Services
2165 Ponderosa Dr. SE
Port Orchard, WA. 98366-5739

BELLINGHAM OS9 USERS GROUP:

1. Installing 512K Ram Expansion Board
2. Installing 20Meg Hard Drive with the Burke & Burke Interface (Available:Feb'90)
3. Switching Power Supplies, Theory and Applications (Available:Feb'90)

Send request to: Rodger Alexander
3404 Illinois Lane
Bellingham, WA. 98226



As I stated last month, windows are virtual devices. That is, windows are devices created by software and residing in the computer's memory. When you first create a window, you will have created an empty device -- think of it as an

unformatted disk. What is necessary at this point is to create something that will allow the user or the computer to interact with this window.

This is where Shell comes in. Shell is a routine (or module) that you create at the time of the windows creation to allow you to write to or read from the window. That is the same Shell you will find in your execution directory. When you first boot up os9, the computer looks in execution directory and loads it into memory.

Now the computer has it's first shell. This shell is linked to Term which is a device itself. So when you create a shell, you are duplicating it and linking it to your window. (In actuality, the computer creates a link to the original shell in memory, but it's easier to think of each new shell creation as a duplicate).

I mentioned last month that there were various types of windows you can create. Don't confuse type with size. Type is actually the environment in which the window will live in. What this means, is that os9 needs to define such things as memory needed, level of graphics mode, whether it will be a text or graphics window, and a bunch of other minor stuff we don't need to get into. All we need to remember is the basic window types as I outlined last month and is listed below in table 1. You'll also find this table in the lev 2 manual.

Table 1 -- Window Types

- Type 0 Process's current screen used with "display"
- Type 1 Maximum of 40 x 24 text lo res text screen
- * Type 2 Maximum of 80 x 24 text hi res text screen
- * Type 5 640 x 192 graphics-2 colors only same as hscreen 3
- * Type 6 320 x 192 graphics-4 colors only same as hscreen 1
- * Type 7 640 x 192 graphics-4 colors only same as hscreen 4

* Type 8 320 x 192 graphics-16 colors same as
hscreen 2

Before I get into the actual commands, I must mention one little extra detail that os9 requires. You'll notice a star before some of the lines above. There is a module called grdrv that is required for those types marked. The reason for this is that the lower resolution text windows already have the screen control codes built into them (technically they're in a module called SCF). But the higher resolution screens or windows need to do a lot of translating of these control codes so a supplemental module is added to memory to take care of this. The basic thing to remember is to have grdrv in your execution directory at all times. Os9 will automatically load it in when you use those marked types.

One word of caution to you 128k users. Grdrv uses up 16k of memory.(But only once when you create the first hires window--any window created thereafter will share grdrv already in memory)

Now on to the commands themselves. As I mentioned last month, there are two ways to create windows. WCREATE or DISPLAY. Wcreate is easier to use but limited. Display is far more versatile but tougher to use. The most obvious differences are that wcreate requires decimal parameters and display uses hex.

/w# The window label you wish to use /w to /w15
-s=n Window type n being from table 1
xpo Upper left hand corner x coordinate of window
ypos Upper left hand corner y coordinate of window
xsize The width of the window
ysize The height of the window
forgrnd The foreground color from table 2
bkgrnd The background color from table 2
bord The border color (if omitted, will be same as the background color)

WCREATE /w# -s=n xpos ypos xsize ysize forgrnd bakgrnd bord

NOTE: size is limited to the type you specify. The upper left hand corner is specified as column-row in text and pixel coordinates in graphics.

DISPLAY 1b 20 type xpos ypos xsize ysize forgrnd
bkgrnd bord /w#

1b 20 must always be used to create a window. All the other parameters work the same except they're in hex. You must link with the /w# before using display 1b 20-- this is done by using iniz /w#.

Table 2 -- Color selection:

As long as you don't mess with the palette registers the following values will hold. If they are messed up, display 1b 30 will restore your palette to normal - note the similarities to extended basic.

0	white
1	blue
2	black
3	green
4	red
5	yellow
6	magenta
7	cyan

One last note. You can use a window with out creating a shell within it, but only for an information recepticle. ie. dir >/w#. To create a shell within a window just use shell i=/w#.

That's it for now. If you have any questions don't hesitate to ask. If you want to get into more detail on this subject refer to the Lev 2 manual.



FORSALE:

2 Double sided 1/2 height drives with power supply and case

J&M Disk Controller and cable

Comrex 9" green screen composite monitor

Telewriter 1.0 (tape)

Contact: Rush Caley, 857-7878

8289 Banner Rd. SE

Port Orchard, WA 98366

FORSALE:

- CoCo 3 with 512 upgrade
- One drive & controller
- MultiPak
- RS-232 card
- Deskmate (I assume #3)
- Fractalus
- Word 3
- Mikeyterm
- Rainbow on tape/disk (10-20)

Entire package for \$175 or negotiate for parts.

Contact: Des Policani (841-1574)
 10726 Rampart Dr. E
 Puyallup, WA 98374

DESK MATE on /h0
 by Jeff Brittan & Rodger Alexander

The DESK MATE application program that Radio Shack created for the CoCo under OS9 has been dealt with some fairly nasty ribbing by those of us who considered ourselves to be connoisseurs of OS-9 Level Two.

BUT....Consider this, how many OS-9 programs are available that boast, all inclusive: a "mouse" controlled text editor, telecommunications program, spread sheet, database, calendar, and a color paint program. Well that's what DeskMate offers.

BUT....DeskMate requires you to flip your 5-1/4 inch floppy disk over to access half the menu. It's not transferable to a hard drive and therefore too slow to be considered "serious" software and it doesn't recongize the high resolution joy-stick.

BUT....WHAT IF DeskMate was available on hard drive with the high resolution joy-stick?

WOW ! Super Software !

It's actually very simple to get the original DeskMate-3 to operate on your hard drive.

STEP 1. Copy the files from your DeskMate CMDS directory to your hard drive CMDS directory (/h0/CMDS). Then copy the files CONFIG.DESK, TERMSTAT.DMC, and SAMPLE.FIL over to you hard drive root directory (/h0).

STEP 2. Load VDGint.io from the module directory of your "OS-9 Boot/Config/Basic 09 disk" into memory, either manually each time you want to run DeskMate, OR as a script file, such as your "startup", OR include the VDG module in you OS9boot using Cobbler, OS9Gen or EZGen. (I am assuming that you are running your OS-9 system with TERMwin.dt or WindInt.io.)

STEP 3. Load "DESK" into memory and run the following MODPATCH file by Kevin Darling and Mark Griffith. This will change DeskMate-3 to use the hires adapter and the VDG window that DeskMate is called from.

```

l desk
c 00F0 03 02
c 00F1 10 12
c 00F2 3F 12
c 00F3 84 12
c 00F4 10 12
c 00F5 25 12
c 00F6 19 12
c 00F7 CF 12
c 00FF 00 01
c 0CAB 26 12
c 0CAC 08 12
c 0CBE 26 12
c 0CBF 08 12
c 1DC7 7D F6
c 1DC8 82 3A
c 1DC9 86 45
v

```

STEP 4. SAVE the newly modified "DESK" module back to your /h0/CMDS directory replacing the original "DESK" file.

```

RENAM /h0/CMDS/desk /h0/CMDS/desk.orig
SAVE /h0/CMDS/desk desk

```

STEP 5. Use Ded (Disk Editor) to modify the CONFIG.DESK program. Change all references to the "/D0" device descriptor to "/DD".

Addr	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0	2	4	6	8	A	C	E
0000	0108	0200	0000	0000	0000	FF00	0000	0001	0000														
0010	0000	0000	0000	0000	0000	0000	0000	643C	4203d<B.														
0020	0500	5050	01FF	2F44	302F	434D	4453	0000		..PP../DO/CMDS..														
0030	0000	0000	0000	0000	0000	0000	0000	0000	0000														
0040	0000	0000	0000	0000	0000	0000	0000	0000	002F/														
0050	4430	0000	0000	0000	0000	0000	0000	0000	0000	DO.....														
0060	0000	0000	0000	0000	0000	0000	0000	0000	0000														
0070	0000	0000	0000	0000	2F44	3000	0000	0000	/DO.....														
0080	0000	0000	0000	0000	0000	0000	0000	0000	0000														
0090	0000	0000	0000	0000	0000	0000	0000	0000	0000														
00A0	002F	4430	2F43	4D44	5300	0000	0000	0000		..DO/CMDS.....														
00B0	0000	0000	0000	0000	0000	0000	0000	0000	0000														
00C0	0000	0000	0000	0000	0000	0000	2F44	302F	434D/DO/CM														
00D0	4453	0000	0000	0000	0000	0000	0000	0000	0000	DS.....														
00E0	0000	0000	0000	0000	0000	0000	0000	0000	0000														
00F0	0000	0000	1B09	2227	2836	102C	381D	0C12	'''(6.,8...														

Addr	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0	2	4	6	8	A	C	E
0100	1A07	3606	2F50	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	..6./P.....							
0110	0000	00															...							

Disk Editor (Ded) display of "Config.Desk"

Club Activities

Port O'CoCo

The monthly meeting of Port O' CoCo is scheduled for Jan. 21 at 7 P.M. at the Community Room of Kitsap Bank on Bay Street in Port Orchard. The 3 year old group has no membership fee or narrow focus. Rather, the group welcomes the absolute beginner as well as the hardcore OS-9er. This month's meeting will be the day after a two-day computer fair at the Kitsap Mall in Silverdale (Jan 19-20). Our display will be in front of, of all places, Radio Shack. We will have a full blown system demonstrating "all you never knew the Color Computer could do!" We will hand out color printouts to kids and answer all questions about our amazing machine.

This month's agenda is the 6th in a series of tutorials on BASIC. Secondly, we will take a moment to welcome back Tom Brooks who is recouping from major surgery and is getting out and about slowly but surely. Finally, we will have a demo and discussion about Home Publisher and Max 10. The meeting will wind up at about 10 P.M. We ask people to bring a bag of snacks and a cup. A dollar contribution will cover the liquid refreshments.

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Seattle 68xxxMug

The January meeting of the Seattle 68xxxMUG has been postponed one week due to the conflict of January 1st being New Year's Day. The topic of

January's meeting is DeskMate-3. Scott Honaker, the club's president will be the Lecture/Demonstrator for this session. A display of DeskMate working on a hard drive may also be in the offering.

For the past five months, Scott has presented a complete introduction and overview of OS-9 Level-II. His presentations even included hand-outs, homework assignments, and notebooks with dividers.

The February meeting will feature a comparison of several upper end databases available on OS-9 Level Two, including Sculptor, Clearbrook's CGS IMS Database, and DataWindows by Alpha Software Technologies.

Bellingham OS-9 Users Group

The January meeting of the Bellingham OS-9 Users Group is scheduled for January 10th at Fairhaven Middle School, 110 Park Ridge Rd. in Bellingham, at 7:00 p.m.

The first hour of the meeting will be involved with our second Video Production taping of the installation of a hard drive using the Burke and Burke interface. A review of the organizational parameters to be followed on future videos and a scheduling of topics will follow the video taping.

The second half of the meeting will be a demonstration of the PC keyboard adapter interface on a CoCo-3 followed by an end of the year report on the "state of the club" and a discussion on what directions/objectives the group should aim for in 1991.

Washington State BBS Listing

The following BBS list will be of interest to CoCo and OS9 users:

FAR POINT BBS (Seattle)
(206) 285-8335 Basic09 RiBBS (Fido NET)

COLUMBIA HTS. BBS (Longview)
(206) 425-5804 Basic09 RiBBS (Fido NET)

DATA WAREHOUSE BBS (Spokane)
(509) 325-6787 Level-II OS9 BBS

TIME MACHINE BBS (Tri-City)
(509) 586-2559 CoBBS

BARBECUED RIBBS BBS (Bellingham)
(509) 676-5787 PC-Board

Washington State CoCo/OS-9 Clubs

BELLINGHAM OS-9 USERS GROUP: Meets the 2nd Thursday of the month at 7 p.m. at Fairhaven Middle School, 110 Park Ridge Rd., Bellingham.

MT. RAINEER COCO CLUB: Meets the 2nd Tuesday of the month at the new Parkland/Spanaway Library on 138th and Pacific Ave. at 7 pm.

PORT O'COCO CLUB: Meets the 3rd Monday of the month at 7 pm. in the communit meeting room of the Main Branch of Kitsap Bank in Port Orchard.

68xxxMUG: Meets the 1st Tusday of the month at Gugenheim Hall on the U of W campus at 7:30 pm

SPOKANE COCO CLUB: Meets the 1st and 3rd Thursday at "Tidyman's", S. 1023 Pine Rd.

3404 Illinois Lane
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