# OS-9 Newsletter

Volume II No.1 <<< BELLINGHAM OS9 USERS GROUP >>> January 31,1991

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3. Technical help phone # "734-5806"
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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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## New "HAM" License for Computer "Hackers"

For the first time ever, starting in February it will be possible to obtain an Amateur Radio license in the United States without passing a Morse code test. The Federal Communications Commission (FCC) has eliminated the need for new Technician class Amateur Radio license applicants to demonstrate proficiency in Morse code in order to have all amateur privileges above 30 MHz, The implementation date may be as early as February 1991. Technicians who obtain their licenses prior to that date will be grandfathered, meaning their existing privileges below 30 MHz will continue.

The codeless Technician written examination will have 55 questions. New Technicians wishing to gain access to the privileges below 30 MHz now enjoyed by Novices and Technicians will be required to pass a 5 WPM Morse code test before three Volinteer Examiners accredited by Volunteer Examiner Coordinators, and will be given a Certificate of Successful Completion of Examination (CSCE) to serve as evidence of their qualifications. There will be no call sign designator to indicate Technicians who have or have not passed a code test.

The FCC took this action in response to numerous petitions and public comments. By offering a codeless class of license with privileges exclusively abova 30 MHz, an entry level license will become available to those who find the Morse code a barrier to becoming an amateur radio licensee. The FCC decided to retain the current Novice Class operator license as an alternate entry level license for those persons able to pass the 5 WPM Morse code test instead of the more comprehensive written exam required for the Technician Class license. No changes in Novice examinations or privileges were announced.

At a press briefing held just after the Commission's meeting, FCC Private Radio Bureau Chief Ralph Hallar said, "The Amateur Service is not growing as it should relative to what it has to offer." He said that the Amateur Service is where our nation's technical expertise comes from--that the changes should attract people who are interested in computers and digital communications, and should help the U.S. to be more competitive.

February 1991 QST Magazine will carry more details.

Relayed by KB8NW/OBS and BARF-80 BBS online at 216-237-8208 2400/1200/300

## Why OS-9 ?

I would like for anyone using a computer to learn everything that they can about the OS. It would delight me to see people poring over manuals, learning all those great utilities and trying out stuff just to see how it works! Unfortunatly, most people seem to take the attitude that "it's too hard to learn" or "maybe I can, but I don't have enough time."

The personal computer *is* heading toward the "kitchen appliance" stage. Microwaves, VCR's, stereos, CD-players and a host of other appliances already have microprocessors in them.

The easy-to-use computer can be a gateway for the beginner to learn how to use a machine. Most users will never go beyond that stage but a few will want to delve deeper into the "mysteries" of the machine. They will start reading the manuals instead of blasting asteroids and trying to write a program that works instead of solving King's Quest CCXVII. And remember, that if the machine isn't easy for them to start using they may just go out and buy a Nintendo or something. I'll even go a step further and say that no user should ever *have* to interact with the operating system to do the basic things like starting an application or moving, copying or deleting files.

Too many people consider the computer as an intimidating piece of equipment and the mere mention of an Operating System causes their eyes to glaze over. No one does their favorite computer operating system a favor by promoting the quasi-religious notion of how hard it is to learn/use computers. In fact, I think that if OS9 doesn't move to meet the expectations of the masses it will become a case of a dedicated core of users hacking away while the MAC's and the PS-2's dominate the marketplace. The computing public will come out the loser but they probably won't know it.

---Stephen(PAGAN);Delphi---

Actually, I would think OS-9 is harder for DECB-based people to learn than for complete novices to learn. DECB is very unlink OS-9 and MSDOS and UNIX. Thus, stepping from DECB to any other (just about) operating system, you have to "unlearn" to some degree.

Our job (general "our" here) as people pushing OS-9 and trying to win converts is to make OS-9 and its applications as easy to use (this means good and complete documentation!) and install as possible. Techie docs are good enough for many of us, but they scare off the public. Non-mnemonic options also hurt us.

---Eddie Kuns;Delphi---

A major problem is that OS9 isn't marketed properly to the NON-computer user. But, there are several different ways to get the info you need:
#1) Asking questions on OS9 forums DELPHI, COMPUSERV or call some of our local CoCo/OS9 Bulletin Boards (See listing at end of newsletter). That'll get you all kinds of responce.
#2) Attending and asking questions at local CoCo/OS9 Clubs (See listing at end of newsletter).
#3) Look in the Tutorial database on DELPHI. It has lots of Beginner stuff there.
#4) Get the 'Start OS9' book by KLE. Also the Basic09 books by Dale Puckett.

---EMTWO;Delphi---

EDITOR'S NOTE:

## GAME Hint.....

In Leisure Suit Larry, the object is to have Faith run off with the Spanish Fly to have fun with her boyfriend. But, she is not the final goal, Eve up in the Penthouse is. may notice a gilded gold elevator off to the right from Faith's post, but there is no button by it. You see, that's Faith's job, to keep an eye on the button.

--Zack Sessions, Delphi--

# *Review. . .*
# New Users Software

It would seem that the main topic of this month's newsletter is "make OS9 easier for the new user". Sounds like a good idea to me. And in line with that topic I have made up a list of extemely easy to use application programs that will make OS9 fun, powerful and fully functional on a 128K system.

To begin with, I should make clear the parameters I am using to evaluate the worth of a program. The first parameter is that contact with the kernel, and operating from the OS9 shell prompt, be avoided. Secondly, the application should be so user friendly that documentation is "almost" not necessary. My third parameter concerns the users system. A new user, more likely than not, has only 128K of ram and only one disk drive and probably a TV for a monitor (yuk!). And finally, the ease of installation, or starting up the application, has to be taken into account.

.ABLE APPLICATIONS:

The ideal commercial application program should come on a bootable disk. How could it be more simple? Place the application disk in the floppy drive and type DOS. Up comes the program, and you're on your way. No OS9 prompts, no directories to mess with, no unix type commands. What more could you want?

For the new user with a 128K CoCo-3, who is not interested in HOW it works, but WHAT can it do, "Boot and Go" solves all problems. You don't even have to buy an OS9 Operating System disk. Unfortunately for the new user, FINDING "Boot and Go" software can be a major problem since Radio Shack no longer supports OS9 or the CoCo.

To find out what is available, the new user needs to find a reference source like the Rainbow Magazine or get in contact with a veteran user or CoCo/OS9 Club. Again, Radio Shack is not too helpful in making their CoCo customers aware of any local group. On the other hand, Radio Shack does include a coupon for one free Rainbow Magazine with every CoCo-3 they sell.

Of course there are plenty of games for the CoCo-3 that take advantage of the hi-resolution graphics and expanded memory, but let's concentrate on OS9 applications that have a practical purpose as opposed to entertainment

Let's see.... Of course there is "DeskMate-3," "Home Publisher", "Multivue", "Dynacalc".... Oooops. Sorry, Dynacalc Spreadsheet requires a patch to work on the CoCo-3 because it boots up under OS9 Level-1, version 1.00. RATS!

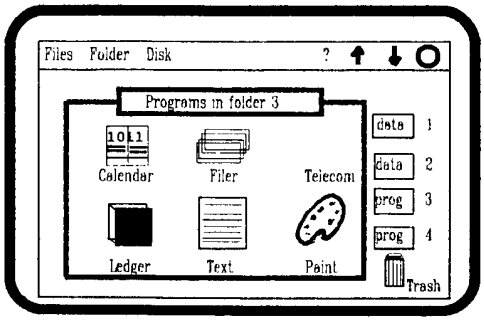
Unfortunately, only software license under Radio Shack includes an OS9 boot file, and Radio Shack produced very little "practical" OS9 software. There actually is a great deal of excellent "practical" OS9 Level 2 software, but they do not include Radio Shack's CoCo-3 boot file, so they do not qualify (according to my stated parameters) for use by new users. RATS AGAIN!

DESKMATE 3:

What could be more impressive or easier to use than DeskMate? Place the disk in the drive and type "DOS" and the new user is up and running a very sophisticated piece of software that does basically everything:

1. Text Editor
2. Calculator
3. Appointment Calendar
4. Multiplan Spread Sheet
5. Rolodex type Data Base
6. Telecommunications
7. Paint Program
8. System Utility Applications

DeskMate works in a 128K environment and can be configured for a 40 column or 80 column screen. The pull down ICON type environment is more popular than ever. Setting up margins for your printer is the simplist that I have ever seen on any computer system. Setting up your pathnames for "folders" is the ideal tutorial for understanding the two directory (data vs. execution) concept that is so alien to the new user. The "HELP" files, available on every icon, explains each operation.

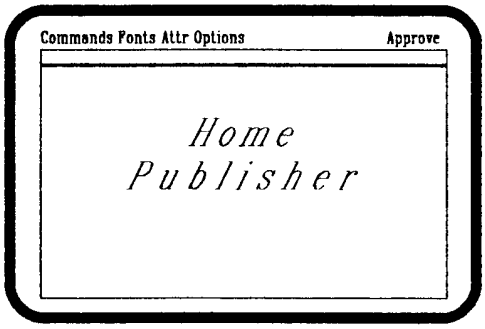



Documentation is available of course, but who needs it with all of those help files, and you can run everything from a mouse or a joystick (or the keyboard). After a new user has mastered DeskMate, and that shouldn't take long, basic OS9 concepts have also been mastered. OS9 will no longer be forboding. If/when the DeskMate user wants to step-up to more sophisticated software, he/she will be well prepared and will easily advance to operating OS9 from the shell or from a more flexible menuing environment.

HOME PUBLISHER:

Home Publisher by David Figge (Seattle, WA) was the first desk top publisher program released for the CoCo and sold by Radio Shack. It barely works with 128K, but on a 512K hard drive system it is quite impressive and there is a great deal of clip-art (picture) files available from public domain library sources.

It comes up in a windowing type environment with pull down menus. System configuration is possible from the pull down options, as well as a good selection of scalable fonts. Font selections can also be modified, such as **Bold**, **Outline**, **Shadow**, **Underline**, etc. It is obvioulsy modeled after Aldus Page Maker and operates in much the same manner.




My only complaints, which I consider major, are that the font sizes are not small enough to be practical for putting out a newsletter, and floppy disk operation is unbelievably slow. Of course, being a Radio Shack product, it is configured to print only to their DMP printers. However, there are Star-10X and Epson print drivers available from public domain libraries (Compuser, Delphi, etc.).

D.L. Logo:

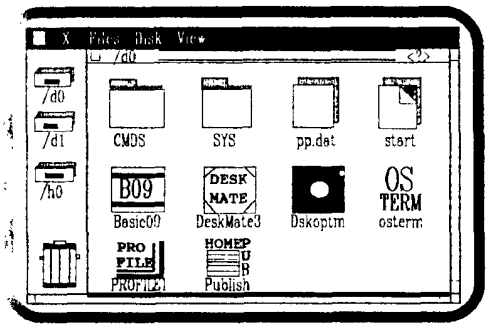
Now I realize that Logo is a programming language, but then you must remember that Logo is a beginner's language, valued for introducing computer logic and con-

cepts. As an added bonus, D.L. Logo works with the Radio Shack Speech Sound Pak (no onger availble) so that Logo talks to you. And of neat, eh!

The documentation is excellent and the sample programs are entertaining as well as instructional. An excellent package.

MULTIVUE:

Multivue is a Graphics User Interface (GUI), very much like the graphics environment of the MacIntosh, or Windows 3.0 on an IBM/MS-DOS Computer. Unfortunately, documentation is a must here. There are no HELP files available in the same way as there was with DeskMate. There is also the problem of running a graphics windowing environment on a limited memory, slow clock (2 MHz) computer. There are patches to the GRFDRV module to improve graphics speed dramatically, but then we are getting into patching and modifying the original system files.




Multivue is very attractive, looks cool, but requires the user to have a strong understanding of the OS9 system. Unless you really hate to type in OS9 commands, I find Multivue to be a user interference more than an interface (personal opinion here). I must admit that Multivue IS very effective on a hard drive system, but how many "new" users are operating a hard drive?

EASYEDIT:

When our new user is finally ready to step into "the real world" of OS9, they will quickly become comfortable writing pathnames from the OS9 prompt due to their basic training with DeskMate. Wonderful! What next? Well, how about changing the stepping rate of the floppy drive(s)? How about taking advantage of your double sided floppy drive by making your OS9 system operate with 40 tracks double side? How about modifying the TERM module so OS9 comes up in 80 columns?

Well there is always the CONFIG utility on your OS9 System "Boot-Config-Basic09" Disk, and it does work.....eventually. Should take you about an hour (yuk!).

EasyEdit is a Basic09 public domain program that does it all. From the OS9 prompt, the user simply types in "EASYEDIT<ENTER>" and up comes the initial screen with a simple question:

```
Please enter pathname:
 ?
Press <ENTER> for /d0/Os9Boot
```

This is followed by a second screen prompting the user for general settings:

```
General settings

What type of monitor: ?
Default screen width (32/40/80): ?
```

And then, the descriptor modification menu:

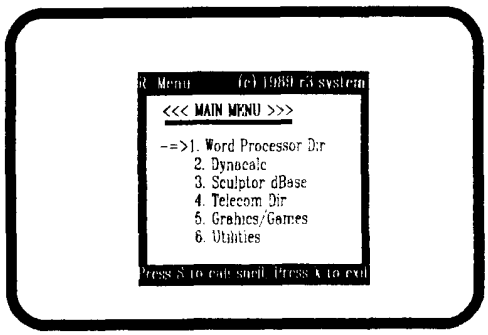
```
Select Descriptors:
     D0
     D1
     DD
     T2
     P
     TERM
     W
     W1
     W2
     W3
     W4
     W5
     W6
     W7
     PIPE

<Q>uit <ENTER>=select arrows to move
```

When the user selects a descriptor to modify, EasyEdit prompts for each option available. Disk Drive options include 1 or 2 sides, number of tracks, and stepping rate. TERM options include number of lines/screen, column width and "to pause or not to pause" the page scroll. Window options include window types, foreground, background and border colors, as well as size.

When the user is finished and enters "Q" for QUIT, EasyEdit rewrites the OS9Boot file right on the spot (like EZGen) so that Cobbler or OS9Gen is not necessary. This is a MUST HAVE utility for ALL USERS!

R3 System Menuing Utility:

Now that we have upgraded our new user to the "almost" intermediate level, a memory resident menuing environment might be a desirable enhancement. When our user boots up his OS9 disk, an attractive menu window appears with a list of applications or utilities to choose from, either by entering the associated number, or by using the arrow key to highlight the desired option.



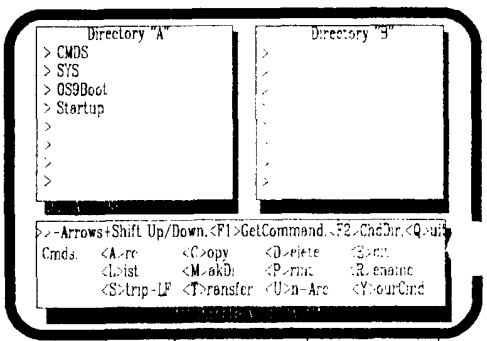

The menu is controlled by simple script files written by the user. The executable program file, plus sample files and a complete documentation text file are all included on the disk.

Installing the program and writing the menu script files is made easy. The user can even modify the sample files to fit his her own system environment. Success is guaranteed!

The problems usually encountered when trying to execute a program from script files, such as re-directing inputs and output, etc., are eliminated, and again; the end result removes the user from constantly typing pathnames and dealing with OS9 shell syntaxes.

DIRUTL:

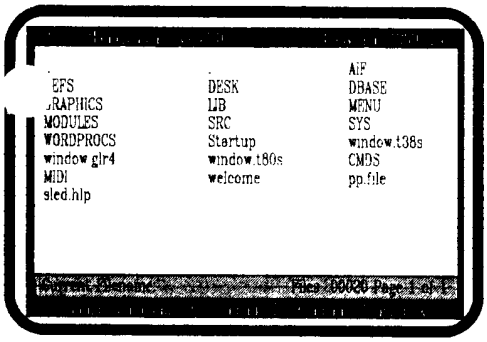
This is a Public Domain program (FREE) that displays two directories at a time on two separate windows and then displays 12 utility commands directely below the directory listings.




Once again we have a graphics user interface (GUI) that permits the new user to operate the OS9 Operating System without

actually having to get his or her hands dirty. The user has only to highlight the desired file, press a Function Key followed by a Command Key. Due to the graphics display, the program does have some delay factor, but at the same time, the new user is learning OS9, constantly being prompted with the actual command syntax. Eventually the new user may simply choose to enter the commands from the shell.

PT. FILE MANAGEMENT SYSTEM:
This is another fine product from R3 Systems. You might consider this the next step up from their R3 System Menuing Utility described above. This lets you operate OS9 from the standard DIR utility listing with overlay windows displaying simple "english" commands. Most of the commands are standard, but a few new ones have been added. such as: "Copy directory", "Search directorys", "Tree Directory", "Alias file", "Touch", "Move file", Search for file", "Next file". PT also displays current status and initial selections available.




This program is easy to use for the new user, PLUS has the added benefit of offering several new and extremely useful options that all of us would like to have. The program uses an assortment of different size text windows (not graphic windows) and is extremely fast. I rate this program 4 thumbs up and a must for everyone.

The debate as to why a CoCo-3 user should tackle OS9 still remains. There is a great deal of super software available for the CoCo-3 under RS-Dos (Disk Extended Basic) and very little entry level software for OS9. DeskMate might be just the ticket to get those RS-Dos users into OS9 without them even being aware of it. And, when their curiosity is peeked to the point of "snooping" into that alien world of OS9, they may just discover the challenge and power of our UNIX type Operating System that we enjoy so much.

---Rodger Alexander---

## more.... MM/1 News

IMS Announces Kit MM/1
January 7, 1991

Interactive Media Systems, Inc. of Davidson, North Carolina is pleased to announce the availability of the MM/1 multimedia computer system in kit form. This is a limited offer and will immediately expire upon completion of FCC certification for the MM/1 computer system.

The MM/1 has been shipping to industrial users and developers since April, 1990. In preparation for shipping completed systems to home users, Interactive Media Systems, Inc. has submitted its MM/1 system to an FCC-approved laboratory for testing.

The MM/1 kit is being offered in the Extended configuration only. This includes the MM/1 Extended 2-board set along with the MM/1 Parts Packet. The Packet includes nylon spacers, chips, and other sundry parts. The system includes three serial ports, two parallel ports, PC keyboard port, RGB-A video, and 1 Megabyte of memory. It also includes a 15 MHz Signetics 68070 CPU that has an on-board serial port, DMA controller, and 100 kbaud network interface.

The MM/1 also includes the Signetics 664470 VSC graphics chip that works in conjunction with a Brooktree palette controller to provide a palette of 16.7 million colors and real-time decoding of Run Length Encoded graphics.

The MM/1 kit comes with OS-9/6800, Network File Manager, PC File Manager that reads and writes IBM PC disks, tape backup support, C compiler, Basic, text editor, uucp communications along with two terminal programs, dozens of utilities, and more.

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The price for the MM/1 kit is $875, including the two-board set and Parts Packet. As a convenience to IMS customers, the actual MM/1 slim-line case, power supply, and back plate can be purchased for an additional $100. This power supply is FCC and UL approved for use in the United States. It is also approved by CSA for use in Canada.

The kit requires no special knowledge or tools for completion.

For an additional $150 you can receive a 3 MB version of the MM/1 computer system which almost doubles system throughput. IMS is offering custom enhancements at attractive prices. This offer is the best value IMS will make on the MM/1 and will not be repeated to consumers once FCC approval has been completed.

The MM/1 kit has sold extremely well to current Interactive Media Systems, Inc. customers.

To place your order for February delivery, please call Mary Kay Weglein at 202/232-4246 Monday through Friday, between 9:30 am and 5:30 pm EST. Voice mail will answer your call if lines are busy.

## and now.... TC70 TOMCAT

Frank Hogg announced on January 1st, that he shipped the first of many Tomcat TC70 Computers, the first one that was shipped had a 40 Meg HD and a 3.5 Hi Density Floppy Drive. The Tomcat TC9 (CoCo-4) will hopefullly begin deliveries around the beginning of February.

---John Eng---

## *Leisure Suit Larry in the land of the Lounge Lizzards*
--GAME HINTS--

If you haven't solved Leisure Suit Larry you may not want to read further. Do you want to?

Point is you want Faith to run off with the Spanish Fly to have fun with her boyfriend. She is not the final goal, Eve up in the Penthouse is. You may notice a gilded gold elevator off to the right from Faith's post, but there is no button by it. You see, that's Faith's job, to keep an eye on the button.

--Zack Sessions, Delphi--

# Q & A's

Q: Where (address or phone) can I purchase the OS9 (OSK) port to the Atari system? --- Duster

A: I took an interest in the Atari 1040ST awhile back, so I sent off for a brochure for the Atari OS-9 port from Microware.

As of Dec. 10, 1990 The address is: Microware Systems Corporation, 1900 NW 114th Street, Des Moines, Iowa 50325-7077 Sales Rep phone # (515)224-1929

As of Dec. 11, 1989 The price for Personal OS-9/ST was $150.00. Includes Interactive Basic (Basic09?) & Utility Set. The Professional OS-9/ST was $600.00, including C language workstation with uMACS screen editor Assembler, Linker and User Debugger.

Once you get your name on their mailing list they keep you posted an all their new stuff. That alone is worth the price of a stamp.

---Mike Shook;Delphi---

Q: I sold my 512k ram board and need to return my coco to 128k. Will I need to replace the 2 small ceramic capacitors that were removed during the 512k installation? --- Keith Bauer

A: The two capacitors are C65 (82 picofarad) and C66 (27 picofarad). However I have found that if you are returning to 128K or going to 256K or 1 Meg, it is not necessary to replace them If you solder a 33 ohm resistor across R22 (120 ohm). All combinations will work without the capacitors.

I have 2 Coco 3's (a 1 meg and a 512K) setup like this. I use the 512K to test 256K and 512K memory boards and it has always worked. I have done about 30 memory upgrades on machines with both GIME chips. I have found the capacitors to be unnecessary (especially with the 33 ohm patch). However, there is one exception. If you have a Tandy 512K board you may need at least one of the capacitors. (C66 if I remember correctly).

---DocBear;Delphi---

Q: I have no problems with OSTerm when it is the only process running, but when running OSTerm along with graphic type programs in other windows (such as Multivue), OSTerm drops characters, wring positions and other assorted problems. WHY!? Does GShell or Control upset the system in some way? --- Bob Kemper

A: What is happening is that your system slows down after a "control -e" is done from ANY window, if you have the hi-res adaptor. And it doesn't happen with just "control -e", either. Any program that sets the hi-res mouse active, and leaves it that way will cause problems. The ramping scheme used to read the hi-res can eat up a lot of system time, and the farther the mouse is from (0,0), The more it eats. Next time you find your term dropping chars, push the mouse towards the upper left and the problem should decrease, if not go away totally.

---Randy "MINIFREAK";Delphi---

Q: Some of the stock Tandy window descriptors are kinda weird in their setup, so if you type "**shell i=/w4&**" you get a dinky little window in the upper left-hand corner. I wanted to change the stock settings to just a standard white on blue, full-screen setup, so I WCREATEd windows 1 thru 15 as being type 2, 80x24, white on blue screens. I then used the SAVE command and saved them onto my ramdisk. Then I used EZGen to replace /w1-/w15 on my boot disk with these "altered" versions of the windows. Then when I booted the system, it was as if I had done nothing at all--/w4 was still a dinky little window in the upper left corner. I thought SAVE saved the current setups of modules in memory--it works for /t2, /p, etc! You can tmode them any way you want and then SAVE. So, my thought was it would work with windows, too. Guess I was wrong. ---- Kelly Thompson

A1: Wcreate is much like tmode, it changes the path descriptor, not the actual device descriptor. Also, in addition to the device name, window descriptors contain a logical window number, and a (fake) device address.

Anyway, here are the bytes you want to change in each descriptor. Use your favorite patch method. (dEd, EZGen, ModPatch...)

| where | old | new | what |
|---|---|---|---|
| #1A | xxx | $18 | page length |
| $2C | xxx | $50 | number of columns |
| $2D | xxx | $18 | " " rows |
| $30 | xxx | $02 | window type |
| $31 | xxx | $00 | starting column |
| $32 | xxx | $00 | starting row |
| $33 | xxx | $0x | foreground color |
| $34 | xxx | $0x | background colot |
| $35 | xxx | $0x | border color |

(Check your OS9 Manual in the Technical Reference section, page 6-7/8.)

Since you were changing multiple descriptors, I couldn't give you the old values. Oh, well, that's what they made "dump". Don't forget to update the CRC when done.

---Randy "MINIFREAK";Delphi---

A2: You might want to download WMODE from one of the Bulletin Boards (Delphi, Compuserv,). Use WMODE to modify window descriptors in a manner similar to XMODE for port descriptors or DMODE for drive descriptors. Then you can save the changes by doing a Cobbler to create a new bootdisk.

---DocBear;Delphi---

A3: Try the EASYEDIT program. It does what you want easier than anything else. Just run it and it'll make a list of all the devices in your bootfile. Then just pick out the windows you want to change and answer the prompts for type, size, colors, pause, etc., and when your done it'll edit the bootfile just like "dEd" does and verify everything so all you have to do is reboot and go.

---RZAKER;Delphi---


Bellingham OS-9 Users Group Presents....

Written by
Scott Honaker & Rodger Alexander

# DeskMate3 ON /H0

## <<<- PART II ->>>

by Rodger Alexander
and Jeff Brittan

First of all, I would like to offer my appologies for last months DeskMate-3 article. I did not indicate that this was going to be a "two-parter". I need to also thank Jeff Brittan (Seattle 68xxxMUG) for coming up with all of the patches listed below

In last month's article, I listed 5 steps to modify DeskMate-3 to work on your hard drive:

STEP 1: Copy DeskMate to /H0 & /H0/CMDS
STEP 2: Modify your boot/to load VDGint.io
STEP 3: MODPATCH your "DESK" module
STEP 4: Replace "DESK" with new "DESK"
STEP 5: Modify "Config.Desk" using "dEd"

Since "Config.Desk" is a data file, not a memory module or executable file, it will load into memory, therefore it cannot be modified with either DEBUG, MODPATCH, EZGEN, or even other Disk Editors such as ZAPPER. "dEd" truely writes to the disk, and therefore is able to modify a binary data file.

You will notice in last month's dump listing of the "Config.Desk" data file, that I have circled all the references to "/D0". Using "dEd", you must change "/D0" to "/DD":

ENTER: ded /d0/config.desk
When the file is displayed on your screen....
ENTER: e * Puts dEd in Edit mode
Move the blinking cursor down to the third line and to the right until it lines up with the vertical reference "8". The data at this location should be "30".
ENTER: 44 * Change "D0" to "DD"
You have changed the data at location 0028. Continue the same process of changing all of the "D0" references to "DD". When you are done....
ENTER: W * Writes changes to disk
ENTER: Q * End your "dEd" session

STEP 6: Modify "Desk" (again), "DMalt" and "DMMenu", by using DEBUG. If you don't have the Level-2 DEBUG utility, use the DEBUG utility in your Level-1 disk.

ENTER the following commands:

```
load /h0/cmds/desk
debug
DB: l desk
DB: .1c50
DB: =44
DB: q
chd /h0/cmds
rename desk desk.orig
save desk desk
unlink desk *repeat until error 221
load /h0/cmds/dmalt
debug
DB: l dmalt
DB: .5e0
DB: =44
DB: q
rename dmalt dmalt.orig
save dmalt dmalt
unlink dmalt *repeat until error 221
load /h0/cmds/dmmenu
debug
DB: l dmmenu
DB: .1c5c
DB: =44
DB: .2beb
DB: =44
DB: q
rename dmmenu dmmenu.orig
save dmmenu dmmenu
```

STEP 7: Because we used DEBUG instead of MODPATCH, we will now have to update the three modules CRC check value using OS9's VERIFY command and then ATTRibute the verified modules with executable attributes and finally RENAME them back to their correct names. If you don't have the Level-2 VERIFY command utility, use the VERIFY command utility from your old Level-1 system disk.

```
chd /h0/cmds
verify U <desk >desk.new
verify U <dmalt >dmalt.new
verify U <dmmenu >dmmenu.new
del desk dmalt dmmenu
attr desk.new e pe
attr dmalt.new e pe
attr dmmenu.new e pe
rename desk.new desk
rename dmalt.new dmalt
rename dmmenu.new dmmenu
```

THAT'S IT!!!!! We're ready to try it out. Make sure you have your Hi resolution interface plugged into your computer. Also keep in mind that DeskMate only operates on a VDG screen. Refer back to STEP 2 and check to make sure that the VDGInt module is in memory. Now type in the following commands:

```
xmode /w7 type=1
iniz w7
shell i=/w7&
```

Toggle to window 7 using your CLEAR key

```
chd /h0
chx /h0/cmds*Just making sure....
desk
```

TAH DAH ! ! FIREWORKS ! ! CONGRATS ! !

Personally, I prefer to keep /W7 as an 80 column text window so I run DeskMate3 on window 4. Just remember that you will always have to change the TYPE of the window you are running DeskMate-3 on, to VDG (TYPE 01)

WARNING: I have found that if DeskMate is "aborted" rather then "closed", CONFIG.DESK get all messed up and DeskMate will report that all of your files are empty. At first I thought this was caused by the patches, but then I experienced the same problem on an orignal copy of DeskMate3. So.....MAKE BACKUPS ! ! ! ! ! ! ! ! ! ! !

If you have any problems, just give me a call (734-5806)

---Rodger Alexander---

# *"Enhanced"* IRQ Hack

## TO THE COCO-3 and M.P.I.

This fix does two things: 1 it allows direct connection to an RS232 Pak, or a Disk Controller plugged into the Edge connector on the CoCo-1, 2 or 3. And 2. It also allows the M.P.I to be used with ALL ports active.

The two "HACKS" consist of running jumpers and cutting two traces, one in the coco-3 and one in the M.P.I. The M.P.I hack is only for the older (larger) model of the multipack because I don't have the newer one with the 40pin chip in it, although it should be easy to do. (Simply disconect the Select Line that goes to the Chip from pin 40 on the edge connector.....)

HACK #1:
First you have to find a couple of "through holes to connect with a jumper wire. "Through hole" #1 is located on the IRQ line from the GIMIE chip. Look for the RFI Bead <looks like a resistor> above and just to the right. (It is the main power going to the GIMIE chip), marked FB-9 on the computer mother board. Right under the upper end is a small "through hole". If you have a meter you can Beep it by putting the probes on the CPU pin 3 and the "through hole". If it beeps <or the meter swings to zero>, you found it. The other "through hole" is located by R11 (resistor #11), which you will find above the ROM chip just a hair to the right. (Look for the STRAIGHT trace with a "through hole" at BOTH ends) CUT the trace at the Upper hole. You can also beep this from pin 40 on the Edge socket.

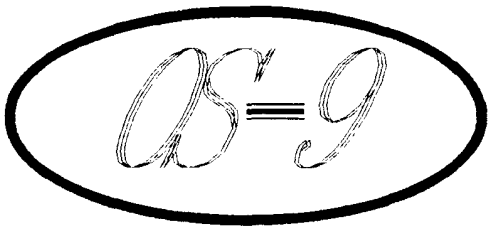
Solder a wire from the top "through hole" to the hole under the RFI BEAD...Thats all it takes...HACK #1 is donw!

HACK #2:
Now for the M.P.I. (This one is easy!) Looking down on the multipak circuit board the slots are vertical and closest to you. Look for the PAL chip (thats the only one in a socket.) Just in front of the PAL chip, back towards the Sockets there is a .1uf capacitor. Right behind the capacitor is a short straight trace with two "through holes". Cut the trace....DONE!

NOTE: The trace goes to pin 19 on the PAL chip and does much like what the Coco hack above does: It kills the Select functions. If this line is not cut and you plug it in to a MODIFIED Coco, The CoCo will have a BLANK screen. The IRQ line will cause the MPI to go nto select mode..

To finish the M.P.I. hack, just run a jumper wire from pin 40 on the multipak to the IRQ line on the 6551A ....

---Dennis McMillan--




# Club Activities

## Port O'CoCo:

At the January meeting, Mark King gave a fine presentation on BASIC's LEFT$, RIGHT$, and MID$. We also discussed some fund raising ideas and producing instructional video tapes as a club project.

Next month, Mark King will continue his BASIC tutorial presentation featuring the LEN statement. We will also have a show and tell period on MAX 10 (along with CoCoMax III) for those who are interested in Desktop Publishing on the CoCo 3.

The meeting for February is the 18th (President's Day) at 7 pm at the Kitsap Bank Community room at the Main Branch.

### Computer Fair Kitsap Mall

The members of the Port'O CoCo Club manned an informational booth at the Kitsap Mall in Silverdale, directly in front of the Radio Shack Store. This was all part of a "Computer Fair" held annually at the mall. We had two heavy days of traffic. The conditions were very good. Good sales (in the stores), good weather, etc.

Lots of people were lookers and wonderers. And a handful of serious lookers. We got about 4 names and phone numbers and a lot of hand outs going out. Never know when seeds are going to bloom. So we could see new faces over the next several meetings.

Of course there were complaints from the members about having to stay so long. But at the same time no one would leave. So I felt that people were doing what they really wanted to do: See lots of people and show off what they love, and play with the equipment.

There were 8 computer groups there so just about everything on the market was covered. This was the 4th year and a good time was had by all!

## Spokane CoCo Club:

Don Strunk reports that the Spokane group is no longer active, but the DATA WAREHOUSE BBS is still on-line: (509) 325-6787

## Seattle 68xxxMUG:

At the January meeting, Scott Honaker gav a presentation on DeskMate-3 showing all of the multi features included in this Level Two package. Scott included hand-outs with his presentation and also brought along a box full of small 3-ring software binders. Everyone grabbed all they could get.... Not a pretty sight!

At the February 5th meeting, Phil Johnson and Rodger Alexander will do a joint presentation on database programs with specific demonstrations on AD9, Data Windows, Data Master, Sculptor, and GSC-IMS.

## Bellingham OS-9 U.G.

Our January meeting featured a re-taping of our original instructional video "Installing 512K RAM". After reviewing both videos, is was felt that rehearsing and shooting short scenes was much more professiona' appearance than "reading" off a te.. prompter.

The second video shows much greater detail with extremely tight-in shots and will be the one available for rental. Revised organizational formats were discussed and a second instructional video, "Installing a B&B Hard Drive System", is planned for the February meeting.

January meeting also included a discussion on club membership expansion, as to whether it was needed, wanted, desirable, etc. Although there is a responsibility felt to contact and assist those with Color Computers and/or OS9 systems, a status quo feeling seems to prevail; that our activities, felt state wide via the newsletter, seem to be satisfactory for the time being.

We will have a February meeting at Fairhaven Middle School, 110 Park Ridge Rd., Bellingham, at 7:00 p.m. on Thursday, February 14.

NO REPORTS AVAILABLE from....

*Mt. Raineer CoCo Club*

*Longview-Kelso CoCo Club*

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Video taping instructional lessons produced by Port O'CoCo and Bellingham OS9 Users Group for rental purposes.
Rodger Alexander 12/90

MT.RAINEER COCO CLUB

Overview activity report by Erich Sweaney 11/90

PORT O'COCO

November agenda by Donald Zimmerman 10/90
December activity report by Donald Zimmerman 11/90
January '91 activity report by Donald Zimmerman 12/90

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Bellingham OS9 Users Group PD Library List: 2-Utility Disk; 1-Wordprocessing Disk; 2-Sound.Music Disk; 2-Graphics Disk; 1-Applications Disk; 3-Telecommunications Disk; 2-Programming Disk; 1-Device/Driver Patches Disk; 1-Miscellaneous
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WASH.STATE COCO/OS9 NEWSLETTER

Proposal and description of a state wide OS9 Newsletter including an activity report of the Port O'CoCo Club
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Pin-out comparison of the CM-8 vs. the Amiga Monitor
Kevin Darling 4/90

CONVERT 300 BAUD MODEMPAK

Concepts on modifying Radio Shacks 300 buad modem pak to a MIDI for use with UMuse Software
John Sheer 4/90

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Description and diagram of CoCo component installation in a PC vertical tower type case.
Rodger Alexander 8/90

PC TO COCO CONNECTION

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Craig DuBois 3/90

REVIEW OF PC-KEYBOARD INTERFACE

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Rodger Alexander 12/90

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Graphic comparison of the CoCo's 4-pin din jack, the standard 9-pin RS-232 and the 25-pin RS232.
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SPEECH-SOUND PAK FIX

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Bill Boogaart, Mario Dilallo and Bruce Isted 9/90

THE BLOB

How to correct the Boot Order Bug with the Disto Super Controller-II using the CC3Disk.irq and a hardware hack to the Radio Shack Disk Controller (Includes diagrams).
Paul Campbell 6/90

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ANNOUNCEMENTS

1. Official News Release of the MM/1 68000 Computer from IMS; 2. Announcment of a new OS9 publication, the "OSK'er
UUNET;Princeton 5/90

ATLANTA COCO FEST

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Newton White 6/90

ATLANTA COCO FEST
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Zack Sessions and Mike Knudsen 6/90

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Kevin Darling 1/90

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Kevin Darling 6/90

MM/1 UPDATE
Explaination of why the MM/1 has not been shipped out yet (F.C.C. approval) and what IMS is doing about satisfying it's customers in the meantime. Also SOFTWARE report and some more comparisons between the MM/1 and the TC70
Paul Ward 12/90

MM/1 vs. TC9/TC70
Biased comparisons and comments regarding the 6803 TC9 and the more evenly matched 68030/68070 MM/1 and TC70.
Tim Kientzle, David Halko and Mike Knudsen 10/90

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F. Calcraft 11/90

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Howard Wilson, Eddie Kunz, Matt Pratap and Howard Wilson II 9/90

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Mike Pleas 3/90

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Similar comparisons of OS9 and UNIX heirarchial directory structure and commands structure and syntax
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Report on the FCC approval holding up the release.
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Rodger Alexander, Zack Sessions, Mark Griffith, Dennis Weldy and Grerg Walker 9/90

LEVEL-II PASCAL
How to modify your Microware Pascal source codes to use OS9 Level-II's RMA assembler instead of the old Level-I ASM assembler. Sample file with comments provided.
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MODIFY C-COMPILER
Installing the OS9 Development System modules to update the C-compiler including modpatch files
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OS9 CODE SHEETS
Handy reference sheet of OS9 Level Two error codes
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Ed Kuns 11/90

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Rodger Alexander 1/90

HOMEWORK-II
OS9 Tutorial on using BUILD and EDIT
Rodger Alexander 2/90

HOMEWORK-III
Tutorial on using Build, Edit and Merge to create a new startup file, a welcome screen and a merged utilities file to save memory. Also macro capabilities of Edit.
Rodger Alexander 3/90

HOMEWORK-IV
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Rodger Alexander 4/90

HOMEWORK-V
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Brian Stretch 5/90

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WINDOWS (PART-II)
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