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# GREAT OS-9 PROGRAMS

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## **UD-CACHE II** *Light Speed Disk Cache* **\$149.00**

Improves disk access performance 2 to 100 times.  
Usable with any RBF device - supports multiple devices, multiple sector access, variable sector size.  
Installs in a minute - no system generation required.

## **XSCF** *SCF Extender File Manager* **\$60.00**

Improves I\$ReadLn line editing - cursor backup/advance, overwrite/insert, associative recall.  
Usable with any SCF path on any terminal - G-Windows support coming soon.  
Installs in a minute - no system generation required.

## **LSrcDbg** *Source Level Debugger Launcher* **\$50.00**

Routes debugger's and application's output to different terminal screens.  
Requires only one keyboard common to both the debugger and application.  
Greatly improves debugging efficiency of screen-oriented applications.

## **Disk Squeezer** *Fragmented Disk Reorganizer* **\$295.00**

Reorganizes fragmented disk contents and files for better access performance.  
Eradicates Error #000:217 - Segment List Full.  
Comes with utilities to check disk and file fragmentation.

## **IBF** *IEEE488 File Manager* **Ask**

Supports IEEE488 interface bus with popular LSIs at file manager level.  
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IBF needs proper porting to particular hardware platforms. Inquire for list of existing portings or licensing conditions for new porting.

### **NEW BOOK**

## **The OS-9 Guru Vol 1: The Facts** **\$59.00**

A new book authored by Paul Dayan of Galactic Industrial, England.  
Covers basics to detailed OS internals - a "must" reference for both beginners and hackers.  
420+ pages, paperback. \$59.00 includes postage. Delivery may take 3-4 weeks.

\*All programs work on any OS-9/680x0 system (V2.2 & up). Exceptions: LSrcDbg requires a secondary terminal or window and SrcDbg from Microware; IBF requires IEEE488 interface hardware and properly ported device driver. \*UD-CACHE II's disk access improvement factor varies depending on the physical device and applications.

S&H: US (48 states) orders add \$4.00 for ground service or \$11.50 for FedEx 2nd day air; AK, HI and outside US ask for quotation. CA residents add 8.25%. Send check or money order (no charge cards or CODs) with preferred disk format (important). Reach us by fax or mail.

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Volume 1, Issue 6

\$3.00

# The "International" OS9 Underground®

Magazine Dedicated to OS9/OSK Users Everywhere!

**UNIQUE!**  
**IS it all it's  
Hacked up  
to be?**

**Also:**

- Header Declarations
- Speed Disk
- Chaining in C
- C Declaration Contest!

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Includes G-VIEW demo.

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VPRINT - Print Formatter (for VED)

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PROFILE - User State Program Profiler

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# The "International" OS9 Underground® Magazine



Do you have a 'Fat Cat' in your house?  
Send us a picture and we'll print it...(Fat Dogs, Fat Birds, Fat Goldfish, are welcome too!)  
Yup, it's time for the first annual Fat Cat Contest. Please send pictures c/o Fat Cat Contest.

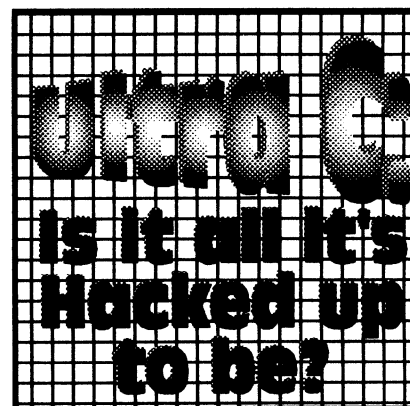
## Next Month... CHICAGO COCOFEST Report!

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# The "International" OS9 Underground® Magazine

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# Help is an Underground Away...

Dear Editor:

(Received from Delphi)

First off, I want to thank you for the great support you have shown this community since The Underground first 'opened it's doors'. Having another NEW magazine to breathe life in the Coco/OS9/68k community is just another good reason to look forward to the future we have. Also I would like to thank you for helping me solve a problem that millions of messages haven't been able to do. You got my C-Compiler running!

Jim Vestal's article "C for Beginners" helped me set up my C compiler in no time with those two small modifications. If I only knew it would be that simple ☺. Even tho I am currently not into C programming (I don't plan on learning it for some time to come as Basic is keeping me busy), it sure is nice to be able to actually compile some source code for once! I wouldn't mind seeing a series made from that article actually. I do have one suggestion tho. I was surprised to find that Jim never brought up the method of just using

a Disk Editor such as DED or Kwikzap to do the job. That is how I did it as it seemed much simpler than the other methods. Here is how I did it with DED. I typed "Ded ccl" with cc1 of course being in the current working directory.

Then hit the up arrow 14 times. Position the cursor over where it says /dd/lib/cstart <the second to last line on the page> and hit the

<Break> key to toggle ascii edit mode. Then position the blinking cursor over the '1' in the '/d1' and simply type 'd' or whatever drive

you choose to use. I use my harddrive(/h0) as /dd so that is what I typed. Then simply press <Enter> to exit the edit mode. Next press 'V' at the command line to verify it

then you are all set with the cc1

program. You can then press 'Q' to quit at the command line. Now with CPREP it is pretty much the same. Enter at command line "DED c.prep" then at the display hit the up arrow 19 times then hit 'e' to enter the edit mode. Then hit the down arrow 5 times and you will be at the line where the "/d1" is located. Hit <Break> to toggle the Ascii edit mode then hit the right arrow untill you position the cursor over the '1' and type 'd' or whatever drive number you prefer to use. Then press

## C Language Declaration Contest

Decipher the following declarations in C and identify the declaration type cast. It is not necessary to include the steps you've used to arrive at the answer.

Hint: Start with the variable name by itself and add each part of the declaration, starting with operators that are closest to the variable name as illustrated in the example below.

Example:

Problem: char \*a[];

[solution steps]

- 1). a[] is an array.
- 2). \*a[] is an array of pointers.
- 3). char \*a[] is an array of pointers to chars.

Answer: An array of pointers to chars.

Good luck and watch the parentheses which will change the precedence order.

### Complex Declaration Contest Problems

Prob #

- |                            |                            |
|----------------------------|----------------------------|
| 1). int a; _____           | 14). int **aaa[]; _____    |
| 2). int *a; _____          | 15). int (*aaa[])[]; _____ |
| 3). int a[]; _____         | 16). int *aaa[][]; _____   |
| 4). int a(); _____         | 17). int aaa[][][]; _____  |
| 5). int **aa; _____        | 18). int *aa(); _____      |
| 6). int (*aa)[]; _____     | 19). int (**aaa)(); _____  |
| 7). int (*aa)(); _____     | 20). int *(*aaa)(); _____  |
| 8). int *aa[]; _____       | 21). int *aaa[](); _____   |
| 9). int aa[][]; _____      | 22). int (*aaa[])(); _____ |
| 10). int ***aaa; _____     | 23). int **aaa(); _____    |
| 11). int (**aaa)[]; _____  | 24). int (*aaa())[]; _____ |
| 12). int *(*aaa)[]; _____  | 25). int (*aaa())(); _____ |
| 13). int (*aaa)[][]; _____ |                            |

Good Luck!

(C Declaration Contest deviously devised by Leonard Cassady)

# C Language

## Declaration Contest...

Follow the directions and fill out the answers on the next page. Send your answers to the OS9 Underground Magazine before June 15th. You may send a photocopy if you like. First person with the correct answers to all the questions will receive a \$10.00 check.

Underground Staff are not eligible to enter  
Answers must be postmarked before June 15th to qualify  
Winner will be announced in an upcoming issue.  
Please include, your Name, Address and Phone number.  
Winner will be contacted by phone on June 16th.

Send your entry to: The OS9 Underground  
C Costest  
4650 Cahuenga Blvd., Ste #7  
Toluca Lake, CA 91602

### SHELL GAME

BY ALAN SHELTRA



Smedley has discovered a new error in his strange use of pipes, requiring the services of a plumber as well as a computer tech.

Enter to exit the edit mode and hit 'V' to verify, like you did earlier. Then just hit Q to exit and you are all set. It's that simple! Now keep in mind, it still hard code the Defs and Lib directory after whatever drive number you choose so if you want a different pathname, you will have to change the whole pathname instead of just the drive number while in DED, but that isn't any harder so don't worry. It's just a little more typing ☺. Before I 'go', I would just like to recommend that you have someone write such an article for Both the Pascal Compiler and the level 1 Assembler since that is something that stumps many people, especially the Pascal compiler which many people feel hopeless in getting it set up. Also a series of articles profiling the BBS' that currently serve our community <1 bbs an issue> would be a nice touch, so that attention can be given to those that work hard with their boards to help the community ☺. Thanks again!

Chris Perrualt

Thank you, Chris, for the kind words. An upcoming issue will feature just what you are looking for on Pascal, Basic09 and C. BBS authors are always welcome to tell us a about their systems here. (See below for address to contact the OS9 Underground.) - Editor

### Loves a Fight

I have been really enjoying the auguement between Paul Pollock and Ed Gresick about the pros

and Cons of 68K. Will you continue this thread?

I, for one, an in Ed's corner about this having had an a 68K, and realizing the potential of the OS and really felt Paul was talking in "world of a few years ago".

Jim Sutemeier

In a word, *Nope!!* I feel the continuation of this thread would only continue to hurt the community and do nothing but serve to confuse and spread misinformation.

I will also have to side with Ed on this one too. Paul, I'm afraid stuck his foot in his mouth with his rantings, of which I as editor, caught most of the heat. So, no, I will be VERY careful about the content that goes into this magazine from now on.

Jim Sutemeier, my good friend, has also stepped down as associate editor. Jim Vestal has is filling that role as the new Assistant Editor of this Magazine. -Editor

### How to leave your feedback...

Letters to the editor may be addressed to:

OS9 Underground  
Letter to Editor  
4650 Cahuenga Blvd., Ste #7  
Toluca Lake, CA 91602

or to either of the following Email addresses:

"zog!sysop@abode.ttank.com"  
"JSUTEMEIER@DELPHI.com"

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