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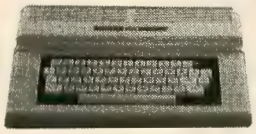

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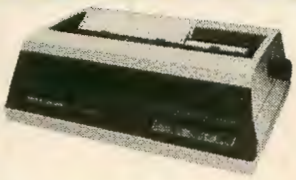

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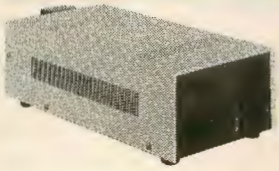

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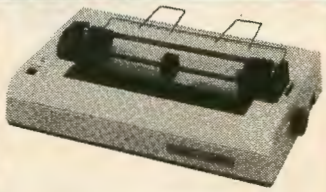

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Under The RAINBOW

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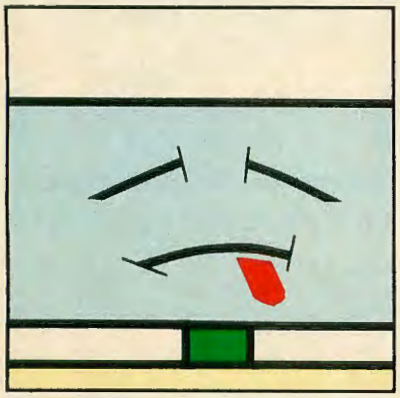

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The small cassette tape symbols beside features and regular columns indicate that the program listings with those articles are on this month's RAINBOW ON TAPE, ready to CLOAD and RUN. For full details, check our RAINBOW ON TAPE ad on Page 161.

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NEXT MONTH: The CoCo really gets down to business, as March is our Business and Finance issue. We will feature a wealth of business applications for the CoCo for use in the home and small businesses. It won't be all work and no play, however, as we will also include the usual mix of games, graphics and music programs for the beginner. An investment tip: Look for THE RAINBOW for the best articles, programs and product reviews for your Color Computer.

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February 1986 Vol. V No. 7

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Obsolescence Prevention Invention

Editor:

Last week I was in a Walden Bookstore and noticed a computer magazine with an article on the new Amiga coming out by Commodore. It has the ability to run three programs at the same time. I have a 64K CoCo, which I bought in October 1984. Seeing this ability to run three programs at the same time for only $1,295 really made me envious. It made me realize how fast computers improve.

I really like my CoCo, and I am starting to understand it better and get a lot out of it. I had a lot of disappointments at first because I didn't understand what was going on, but now I really look forward to doing all sorts of projects and business with it. There isn't any reason why someone couldn't invent some kind of program pack or side-port attachment that would make the CoCo capable of doing the same thing the Amiga does, probably even better and cheaper. A program pack is basically added memory with a program included, so there isn't any reason why someone could not invent a port attachment that makes the CoCo capable of running three or even 10 programs all at once.

I don't want my CoCo and my investment to become obsolete. If anybody has thought of this idea already, they can get their imagination zapped enough to work on it. I'm sure a lot of CoCo owners will be grateful.

Thomas F. Heiliger
San Diego, CA

Changes are Coming

Editor:

For some time now the CoCo has been overlooked by many major software companies that produce versions of their programs for almost every other system except ours.

Things may be changing. If you look on the package of Infocom's Adventure, *The Hitchhiker's Guide to the Galaxy*, based on the book by Douglas Adams, you'll see it has a version available for the Color Computer. I do not know where this version can be found, but I have heard Radio Shack will be distributing it, much like they did with *Zork* for the Model III.

If anyone can confirm this, please write in.

Allen Huffman
Broaddus, TX

Editor's Note: Did you see Infocom's ad on pages 10 and 11 of our December 1985 issue? Infocom's free number is 1 (800) 262-6868. Or, write to them at 125 Cambridge Park Drive, Cambridge, MA 02140.

HINTS AND TIPS

Editor:

I enjoyed the *CoCocad* program by Peter Kerckhoff in the October 1985 issue, Page 131.

To use Listing 2, *Cadprint*, with an Epson printer, Line 30 must be changed to:

```
30 PRINT#-2,CHR$(27);CHR$(51);
CHR$(24)
```

This correctly adjusts paper feed.

I have modified Bill Nolan's *Disk Database Manager*, December 1984, Page 256, to file Radio DX'ers radio logs. Program changes are available to interested readers. Write me at 107 Balsam Street, 54479.

Ronald G. Draeger
Spencer, WI

Shown in Actual Size

Editor:

I have noticed on several different occasions some CoCo nuts have requested a screen dump for the DMP-110. Most screen dumps give a condensed version of the screen. I have used Radio Shack's *BWDUMP* with my DMP-110, but I send a `PRINT#-2,CHR$(27);CHR$(14)` to the printer first, before loading the program. This puts the printer in the elongation mode and I get full-sized printouts every time.

Tony Sciacca
Gretna, LA

Ribbon Flip

Editor:

Even though the Okidata ML92 ribbons are about the least expensive of any, don't just toss that old one away. Turn it *over*. The Okidata print head only uses a small band of the ribbon, so turning it over will double the print capacity with no mess involved (unlike re-inking).

John McCormick
Mahaffey, PA

The Glamorous Life

Editor:

I have discovered the notes of Sheila E. by typing and listening to the keys on my CoCo 2. I would like to share with other CoCo owners the musical notes of Sheila E.'s "Glamorous Life."

```
1 PLAY"L8;11;7;7;9;9;2;2;4;4;7;L8;
9;P8;L8;11;11;7;7;9;9;2;2;4;P4P8;
4;P8;11;9;7;P8;11;9;7;o5;c"
```

Run it and enjoy!

Sean Walters
Bronx, NY

Electronic Book Talk

Editor:

In the November 1985 issue [Page 30], I found, to my delight, information for Radio Shack's new Electronic Book. After running the programs, I found that some of the responses on the pads did not work, so I checked the 'X' and 'Y' coordinate values of my book and found half to be different from the values used in the program. After editing the program values, all went well.

Perhaps my experience can save others time and frustration. I suggest that the 'X' and 'Y' coordinate values be checked before entering the programs. I used the joystick program in the reference book, and corrected the numbers in the article.

I am very glad to see that someone is writing for the electronic book and hope to see more on this new tool.

Clemens R. Gall
Crowley, LA

Teacher's Pet

Editor:

My wife and I are teachers and we love the Color Computer. We tried to use CoCo to do our school work, but managed only to do the grade-keeping using *Spectaculator* until we came upon *Teacher's Database II*, by David G. Bodnar and distributed by Tom Mix Software in Grand Rapids, Michigan.

It is terrific! Not only does it do all the record-keeping associated with teaching, it prints grade-book pages; blank grade sheets; progress reports for students; seating charts; sorts data any way you want it; performs statistical analysis; develops missing grade reports; and draws graphs of all statistical data, which can even be sent to the printer with an inexpensive dump program from Radio Shack. It will also develop a variable text file that can be used with certain word processors to prepare very elaborate reports for students.

The support and help the author has provided has been absolutely fantastic. In short, we can't praise it enough. We encourage your readers who are teachers to try this excellent program. They will love it as much as we do.

Howard D. Clark
El Paso, TX

REQUEST HOTLINE

Editor:

In your December 1985 issue, a letter from Bill Bernico was printed [Page 8], asking if you would include a picture of THE RAINBOW staff in a future issue. Instead of an actual picture, smiley-faces were printed. This may have been thought of as cute by some, but it was a let-down to me. I, too, am interested in seeing a picture of those involved in putting together our magazine.

Lonnie seems to think of the CoCo Community as being special. What a considerate and special thing it would be for THE RAINBOW to print a staff picture. It could almost be thought of as a "family picture." I know of no other magazine that has included such a photo, or any readers that asked for one! So why not get the "family" together for an evening and take out one page in THE RAINBOW to share with the CoCo Community what no other magazine has shared before.

Darren Nye
Manville, NJ

Editor's Note: Well, that's RAINBOW's copy editor, Tamara Renee Dunn, on our cover this month! Tell you what. As soon as we get some warm weather, we'll gather the entire staff in front of the building for a picture and print a copy in the magazine for you. We'll make it big enough so you can see who's who. We're flattered you asked.

Computer Contributions

Editor:

I represent a nonprofit, charitable organization that uses microcomputer equipment in virtually every aspect of its affairs. We would be grateful if your readers would consider contributing additional equipment. Donations of this sort can have substantial financial benefits. If you are in a position to contribute or would like more information, please write to me: Executive Director, Cambridge Center for Behavioral Studies, 11 Ware Street, 02138, or call (collect, if you like) at (617) 495-9020.

Robert Epstein, Ph.D.
Cambridge, MA

POKEs, PEEKs and EXECs, Oh My!

Editor:

Every month I read THE RAINBOW page by page hoping to find useful programs and tips. I find most of the tips in "Letters to the Rainbow." I mostly like the POKEs, PEEKs and EXECs. They have helped me a lot in the programs I make. Could you do a feature on POKEs, PEEKs and EXECs? It would be great if it would have some listed (like the no-list POKE) and tell what each one does.

David Murphy
N. Bellmore, NY

Editor's Note: You may find a book called *500 Pokes, Peeks 'N Execs*, by Spectrum Projects, Inc., very helpful. A review of this book appeared in the August 1985 RAINBOW, Page 199.

Pretty Pictures for the Downloading

Editor:

I think it would be an excellent idea if you were to offer the pictures in "CoCo Gallery" on disk or tape. I am amazed by some of the [graphics], and would like to be able to collect as many as I can. If you have plans on doing this in the future, count me in!

Dan Neuman
Wauwatosa, WI

Editor's Note: While the length of picture listings precludes our adding them to RAINBOW ON TAPE, we are considering posting them on our new Delphi CoCo SIG.

INFORMATION PLEASE

Editor:

I recently purchased a Color Computer and am very interested in its graphics capability. My family is in the farming business and I am in the process of transferring my maps to the computer by the *Graphicom* video digitizer. I have searched your magazine for some program that will do area determination by pixel recognition and have come up empty. Does anyone know of such a program that gives an area in square inches (or millimeters) from a non-square form on the screen? If not, can you tell me the relationship between the height and width of the pixel in the graphic's highest resolution? Send responses to Rt. 1, Box 317, 72376.

Drew Oliver
Proctor, AR

Computer Animation on a VCR

Editor:

I have heard that you can make animation on a computer and save it to a VCR. This was mentioned in a hint in your October 1984 issue on Page 199. I would like to know what I have to hook up.

Brian Collins
Waldorf, MD

Editor's Note: Hook your computer control box on the back of your TV onto your VCR. Then, if you have your computer set to channel 4, set your VCR to channel 4 (channel 3 if your computer is set to '3'). Take your cassette cable and plug the little gray cable (remote) into the jack mentioned in the hint you referred to. When you want to record do a MOTOR ON. Do a MOTOR OFF when you want to stop.

Word Processor Advice

Editor:

I have had a CoCo for about three years and use it mostly for writing. I have *VIP Writer*, which I have used for two years and am pleased with it. I purchased disk drives and per advice by the magazines I read, I purchased two DSDD TEAC drives and recently also purchased OS-9 and D.P. Johnson's *SDISK* plus *BOOTFIX*, which I find interestingly different from what I'm accustomed to, as my 40-track, two-sided, two-drive system now appears as an 80-track, two-drive system. On advice from Mr. Johnson, I am ordering *The Complete Rainbow Guide to OS-9* and disks. Since I have made the commitment to OS-9, I need some good advice as to the best choice of word processors to go along with my system, as I cannot use the *VIP Writer* with OS-9. Write to me at 110 NE Village Squire #8, 97030.

Fred Andre
Gresham, OR

Converting to Disk

Editor:

I have the *Database/Mailer 64-Letter Writer* tape version, which I purchased some time ago from EVS Engineering. Now that I have added disk drives, I would like to have the disk version of the above software. I have written to EVS twice, but have had my letters returned marked "addressee unknown." I have tried changing the software to work with disk, but I cannot.

Would you or your readers know of any way I might get this software on disk, or the changes necessary for disk operation? Contact me at 7807 Finch Trail, 78745.

Norman G. Thode
Austin, TX

Editor's Note: The last known address for EVS Engineering, which appeared in their ad in our September 1984 issue, is as follows: 9528 Suite 35, Miramar Road, San Diego, CA 92126.

Inverting the Screen

Editor:

What must I do to achieve an output that is representative of the Tandy 1000? By this I mean a video display that is entirely dark with the exception of the text.

Any information you could relay to me as well as other newcomers with this same desire would be greatly appreciated. My address is 4211-8 Cedar Lane, 23703.

Frank Matthews
Portsmouth, VA

Editor's Note: A video monitor adapter will get you off to a good start. To reverse the text screen you need a machine language driver program to set the CoCo up to use its green-on-black characters instead of black-on-green. For Hi-Res screens that many programs use to provide an expanded display, a video reverser modification is needed.

Shifting Down to Normal Speed

Editor:

I tried the speed-up POKE 65495,0 on a graphics program I wrote and it worked fine for graphics generated from keyboard prompts, but commands from the X-Pad were ignored, and dumping the screen to my Prowriter produced gibberish. I tried poking the original value, POKE 65495,126, back in before each of these routines, but it didn't slow down. Is the speed-up POKE a permanent condition until you reset or cold start? How do I get my CoCo out of passing gear?

Greg Erickson
Lowell, MA

Editor's Note: The CoCo can be returned to normal speed with POKE 65494,0.

Editor:

I am a new CoCo owner. I have learned how to do many things, but I'm having trouble with four things. I don't know how to use the DRAW mode for graphics. I also don't know how to use PLAY or PEEKs and POKEs. I would also like to know what an SASE is.

Mark Beck
Kaukauna, WI

Editor's Note: Remember, it is very important to read all instructions before trying a new command or program. SASE stands for "self-addressed, stamped envelop."

It's in the Fine Print

Editor:

Could you or any of your readers advise me as to how I might list my source codes in "fine print" so that I can get a lot of lines listed on my screen at the same time? This would be of advantage when debugging. Write to me at 5121 Mortier Avenue, 32812.

Lynndel Humphreys
Orlando, FL

KUDOS

Editor:

This is a letter of congratulations on your magazine, your bulletin board, and to the advertisers who support you.

Although I've had my Color Computer for five years now, I did not subscribe to your magazine until last year. I find the articles and reviews informative and to the point. My friends kid me about using my CoCo at home. "It's a toy, isn't it?" they say, until I show them the power this "toy" has. My ability to program is the direct result of using the Color Computer to learn. I hope that Tandy realizes this computer has tremendous support thanks to your magazine and other periodicals that, unfortunately, have fallen by the wayside.

When I received the November 1985 issue, I immediately signed up online with the Delphi system to access your BBS. I was looking at the database when I received a message that someone wanted to talk to me in conference. Imagine my surprise when it was Jim Reed from RAINBOW! Also online was Darrell from Texas. There is tremendous potential in this, as observed when Brian Lantz held the OS-9 Users Club meeting one night. You guys and gals at RAINBOW have struck gold with this. Thank you for an idea whose time has come.

When I attended RAINBOWfest in Princeton, New Jersey, I was truly amazed at the relaxed, cheerful attitude that everyone had, from the school kids to the professionals. The vendors were very helpful and answered questions courteously and without reservation.

I have always received a fast response to problems I have with products I purchase for my Color Computer. These companies keep the CoCo alive; I believe they are sincere in their efforts and will continue their excellent customer support.

Vernon Davis
Woodstown, NJ

Sole Source of Computer Education

Editor:

I would like to commend you for the many years of enjoyment you have brought me through your excellent publications. It has inspired me tremendously and is my sole source of computer education. Although I have read virtually all of the other computer magazines, none have compared to the excellent programs I have found in THE RAINBOW. However, I would like to request that you publish more cassette programs compatible with the 16K CoCo. I favor the Adventure games most. I have found many others that I and the rest of my family just love!

Michael T. Anderson
Cloquet, MN

ASSEMBLY LANGUAGE PROGRAMMING for the TRS-80 COLOR COMPUTER

At last - The book exclusively for you and your CoCo !! You've learned BASIC and are now ready to learn assembly language programming. This hands-on guide begins with the basics and progresses to the expert level; revealing programming conventions and techniques and all the internal capabilities of the TDP-100, CoCo 1 and 2. At every step of the way are illustrations, sample programs, and plain English explanations. All sample programs are shown as assembled with Radio Shack's EDTASM+ cartridge. Plus, a complete chapter explains how to use all EDTASM+ capabilities. This book describes how to write subroutines, interrupt handlers, programs that control the graphics display modes, cassette, disk, keyboard, sound, joysticks, serial I/O, interrupts, and use of ROM resident subroutines. Not only is the MC6809E microprocessor described, but also the video display generator (VDG), peripheral interface adapters (PIA), and how they all work together. This book is suitable as a high school or college textbook.

CHAPTERS: The Binary Number System - Memory and Data Representation - Introduction to MC6809E Microprocessor - Addressing Modes of the MC6809E - MC6809E Instruction Set - Assembly Language Programming with EDTASM+ - Assembly Language Programming - Assembly Language and Extended Color BASIC - Internal Control and Graphics - Technical Details.

289 pages
soft cover

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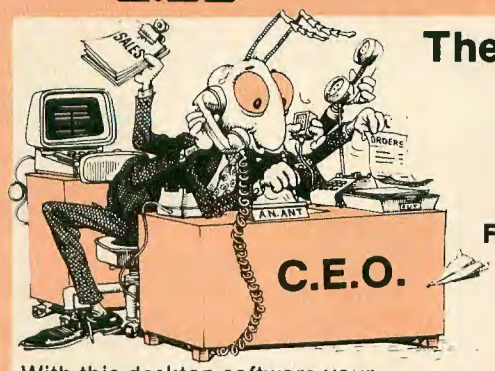

The Complete Electronic Organizer

by Warren Ulrich III

With this desktop software your CoCo becomes your own personal administrative assistant. Load C.E.O. first thing each workday and everything you need is at your fingertips! Screens are shown in an easy-to-read 51x24 hires display with upper and lower case. The Macintosh-like icons (pictures for commands) make it simple and fun to be organized, efficient, and on time!

DATE BOOK:
You'll never miss an important occasion again! C.E.O.'s calendar stores an entire year's appointments. Each day has entries for one special occasion, one memo, and hourly notes for 8 am to 5 pm. You can display or print any daily schedule or a whole week at a time.

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C.E.O.'s free-form data base keeps your important info a few keystrokes away. Just type in your notes (up to 4600 characters with a 48 character title line) the same way you'd jot them down on a scratch pad. Your notes will be neatly organized and saved for instant retrieval! The sophisticated keyword search can scan all of the titles for any occurrence of a given phrase, making it easy to find notes on any topic. And there's room for alot of info—up to 479 entries can be stored on the data disk!

You can display or print any or all entries upon request. C.E.O.'s mini-formatter helps print it in easy-to-read style. Now you can keep track of clients, business notes, minutes of meetings, or "whatever" with ease!

MEMO PAD:
If you need to jot a note to yourself or someone else, just pull up C.E.O.'s convenient memo pad and type away! When you're done,, save and/or print it as you see it! Use it for quick memos, business communications, or personal reminders. It's easy, quick, and organized!

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by BJ Chambless

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32K Disk $32.95

New Version!

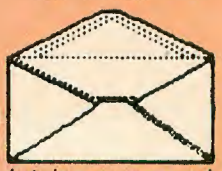
CoCo Cookbook

by N Manchevsky

CoCo Cookbook is more than just a recipe index! It is a true free format data base. Designed to store and retrieve a large number of recipes, each can use up to 3040 characters with title, ingredients, and instructions. To store other data just ignore the words recipe, etc. and enter whatever you want to store and retrieve! The powerful keyword search lets you find entries with any special word (or ingredient)! A new, powerful copy feature will selectively copy recipes to a new diskette using the keyword search, helping you to organize your info easily and quickly! (This feature requires at least two drives.) Over 200 recipes are now included. These great dishes alone are worth the price!

32K Disk $32.95

Merge 'n Mail



by Cris Erving

Designed to maintain, merge, and print mail list information, it includes a mail-merge feature that can insert your name and address info into letters created with your word processor. **64K Disk $32.95**

Flexi Filer

by Mike Lustig

If you keep track of a lot of information—store it and retrieve it again and again—Flexi Filer makes it easy! With this comprehensive and flexible database system you can define your own file format and design your own reports. **32K Disk $39.95**

Don't Forget!

by Warren Ulrich III

With Don't Forget! you can record the entire year's occasions and daily appointments. Each day has 4 Special Occasions, 2 Memos, and hourly notes for 6 am-9 pm. Display or print any daily schedule—or a whole week. You'll remember every important event!

32K Disk $32.95

Gushing with Thanks

Editor:

Although I have enjoyed your magazine in the past, I used to be amused by some letters to the editor that were gushing with praise. I felt above all that. Well, I was wrong. When I bought BASIC09 to run on my one-disk system, Tandy's documentation gave no help. I hunted through old RAINBOWs knowing that help was there. I found it and can now run BASIC09 on my one-disk system. The next month I got a bonus with the article on booting the OS-9 disk directly. The final blow to my superiority came with the December 1985 issue [Hint, Page 208] on the $4.95 keyboard to replace my old chiclet-style keyboard. Wow! I could not believe it. There must be some mistake. But no. I got the keyboard and, with the fine instructions from Mike Sweet, I am typing with ease on my new keyboard. So what I am getting to is that THE RAINBOW is, to use a worn-out expression, simply awesome. Your dedication to the needs of the CoCo users in all areas is tops. Thanks from another "gusher."

Bill Ohsie
Deer Park, TX

ARTS AND LETTERS

Envelope of the Month

Raymond Larabie
Ontario, Canada

CADzooks!

Editor:

The *CoCocad* program from the October 1985 issue [Page 131] is very good. Does anyone out there know where I can get a CAD program that will help in laying out printed circuit boards? If someone has one for sale contact me at 11440 E. Pine, 74116.

Tony Rapson
Tulsa, OK

THE RAINBOW welcomes letters to the editors. Mail should be addressed to: Letters to Rainbow, The Falsoft Building, P.O. Box 385, Prospect, KY 40059. Letters should include the writer's full name and address. Letters may be edited for purposes of clarity or space.

Letters to the editor may also be sent to us through the MAIL section of our new Delphi CoCo SIG. From the CoCo SIG> prompt, pick MAIL, then type SEND and address to: EDITORS.

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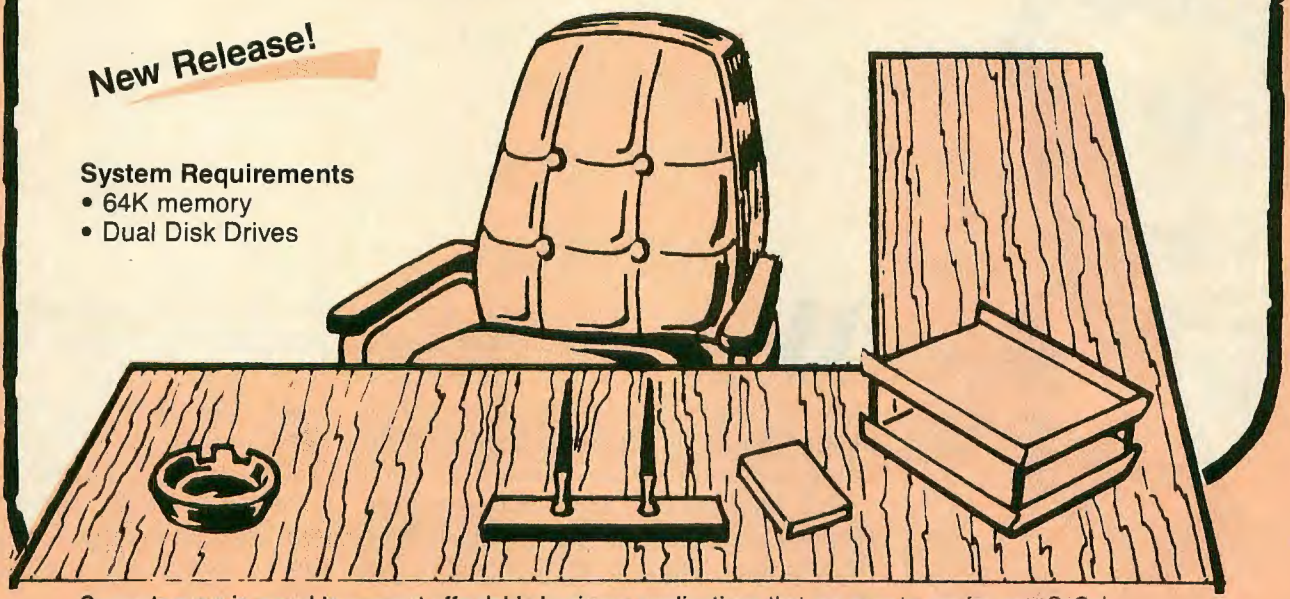

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Computerware's business applications have been in use for over 5 years, so you know they are **proven and well-tested.** They are not tutorials, though, and do assume you know and use sound accounting principals. However, these menu-driven systems are truly user-friendly and are accompanied by comprehensive manuals.

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This is a comprehensive double-entry accounting system with complete audit trails, closing procedures, and full reporting. The chart of accounts is flexible and the system easy to use. Reports include the General Ledger, Trial Balance, Balance Sheet, Income Statement, and Transaction Register. Your financial information is at your fingertips!

CHECK LEDGER $125

This is a single-entry bookkeeping system which allows the users to define a chart of income and expense accounts. Year-to-date totals are maintained for each account as well as complete checking account history. By just entering your checking account information, you can have always-current visibility over your income and expense ledgers. Financial statements and taxes are a snap!

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This is the most comprehensive payroll you'll find on a micro-computer. Besides collecting key employee information, it allows entry of pay rates for standard hours, overtime, and salary. Hourly, salary, and commissioned employees may be paid weekly, bi-weekly, semi-monthly, and monthly. Two types of special monthly deductions are also accommodated. Year-to-date, quarterly, monthly and current totals are maintained. All federal reporting is done automatically and your state computations are also included.

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Dealer Inquiries Invited

PRINT#-2,

We have a whole bunch of new friends here at THE RAINBOW this month. There is Jeff and Rodney, Rick and Sam. And, of course, Dana.

For the past several weeks, these people — and many more — have been living with us in the new Falsoft Building. They are the people who are doing the final touches on our building and getting things in shape.

Jeff, who prefers the appellation "Sparky," is our "on-site" electrician. Rodney is our trim carpenter. Rick heads a corps of painters and Sam is the plumber. Dana is the contractor who supervises this band of merry men.

Moving from 4,800 square feet to 18,000 on three floors has required some adjustment. Thanks to Jim, things have been easier. He installed our new telephone system — so when we need Rodney, we just use the phones to page a message like "Desperately Seeking Rodney," rather than go hunting for him.

Jim, by the way, is also responsible for the music-on-hold you hear if you call us. Well, actually, he made it work, but if you don't like the selection of songs about rainbows, I guess you can blame me. I recorded the music.

We seem to have been a good influence on everyone, too. Several of our new friends have bought Tandy computers since the job started!

All of this is by way of saying that we've *finally* moved into our new building. The kinks are certainly not out yet, by any means, but we are here, we're warm (once they fixed the heat) and everyone is settling in.

Considering that, before the move, each staff member had an average of 96 square feet in which to work and now each has 360, you can imagine there is a world of difference in efficiency alone. Each of our editors, for instance, has a countertop for his or her computer(s), disk drives and tape recorders, printers and whatever; shelves above the counters for software, manuals and the like; and (hurrah!) electric outlets and power strips galore.

We even have enough telephone lines that we are able to have several people on modems at the same time (a big boost for our Delphi activities), room to have board sessions in our own conference room (away from the hubbub), and so on.

We'll have an "open house" after the first of the year and we want you to come! If you can't make it, try to make Prospect (Louisville) a stop on your next trip. We'd love to show you around.

* * *

Now that we've moved, we have the space to do something we've planned for a long time — take over the duplication of RAINBOW ON TAPE. We've

Telewriter-64™

the Color Computer Word Processor

- **3 display formats: 51/64/85 columns × 24 lines**
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THE ORIGINAL

Simply stated, Telewriter is the most powerful word processor you can buy for the TRS-80 Color Computer. The original Telewriter has received rave reviews in every major Color Computer and TRS-80 magazine, as well as enthusiastic praise from thousands of satisfied owners. And rightly so.

The standard Color Computer display of 32 characters by 16 lines without lower case is simply inadequate for serious word processing. The checkerboard letters and tiny lines give you no feel for how your writing looks or reads. Telewriter gives the Color Computer a 51 column by 24 line screen display with *true lower case characters*. So a Telewriter screen looks like a printed page, with a good chunk of text on screen at one time. In fact, more on screen text than you'd get with Apple II, Atari, TI, Vic or TRS-80 Model III.

On top of that, the sophisticated Telewriter full-screen editor is so simple to use, it makes writing fun. With single-letter mnemonic commands, and menu-driven I/O and formatting, Telewriter surpasses all others for user friendliness and pure power.

Telewriter's chain printing feature means that the size of your text is never limited by the amount of memory you have, and Telewriter's advanced cassette handler gives you a powerful word processor without the major additional cost of a disk.

...one of the best programs for the Color Computer I have seen...
— Color Computer News, Jan. 1982

TELEWRITER-64

But now we've added more power to Telewriter. Not just bells and whistles, but major features that give you total control over your writing. We call this new supercharged version Telewriter-64. For two reasons.

64K COMPATIBLE

Telewriter-64 runs fully in any Color Computer — 16K, 32K, or 64K, with or without Extended Basic, with disk or cassette or both. It automatically configures itself to take optimum advantage of all available memory. That means that when you upgrade your memory, the Telewriter-64 text buffer grows accordingly. In a 64K cassette based system, for example, you get about 40K of memory to store text. So you don't need disk or FLEX to put all your 64K to work immediately.

64 COLUMNS (AND 85!)

Besides the original 51 column screen, Telewriter-64 now gives you 2 additional high-density displays: 64 × 24 and 85 × 24!! Both high density modes provide all the standard Telewriter editing capabilities, and you can switch instantly to any of the 3 formats with a single control key command.

The 51 × 24 display is clear and crisp on the screen. The two high density modes are more crowded and less easily readable, but they are perfect for showing you the exact layout of your printed page, *all on the screen at one time*. Compare this with cumbersome "windows" that show you only fragments at a time and don't even allow editing.

RIGHT JUSTIFICATION & HYPHENATION

One outstanding advantage of the full-width screen display is that you can now set the screen width to match the width of your printed page, so that "what you see is what you get." This makes exact alignment of columns possible and it makes hyphenation simple.

Since short lines are the reason for the large spaces often found in standard right justified text, and since hyphenation is the most effective way to eliminate short lines, Telewriter-64 can now promise you some of the best looking right justification you can get on the Color Computer.

FEATURES & SPECIFICATIONS:

Printing and formatting: Drives any printer (LPVII/VIII, DMP-100/200, Epson, Okidata, Centronics, NEC, C. Itoh, Smith-Corona, Terminet, etc).

Embedded control codes give full dynamic access to intelligent printer features like: underlining, subscript, superscript, variable font and type size, dot-graphics, etc.

Dynamic (embedded) format controls for: top, bottom, and left margins; line length, lines per page, line spacing, new page, change page numbering, conditional new page, enable/disable justification.

Menu-driven control of these parameters, as well as: pause at page bottom, page numbering, baud rate (so you can run your printer at top speed), and Epson font. "Typewriter" feature sends typed lines directly to your printer, and Direct mode sends control codes right from the keyboard. Special Epson driver simplifies use with MX-80.

Supports single and multi-line headers and automatic centering. Print or save all or any section of the text buffer. Chain print any number of files from cassette or disk.

RAINBOW CERTIFICATION SEAL

File and I/O Features: ASCII format files — create and edit BASIC, Assembly, Pascal, and C programs, Smart Terminal files (for uploading or downloading), even text files from other word processors. Compatible with spelling checkers (like Spell 'n Fix).

Cassette verify command for sure saves. Cassette auto-retry means you type a load command only once no matter where you are in the tape.

Read in, save, partial save, and append files with disk and/or cassette. For disk: print directory with free space to screen or printer, kill and rename files, set default drive. Easily customized to the number of drives in the system.

Editing features: Fast, full-screen editor with wordwrap, block copy, block move, block delete, line delete, global search and replace (or delete), wild card search, fast auto-repeat cursor, fast scrolling, cursor up, down, right, left, begin line, end line, top of text, bottom of text; page forward, page backward, align text, tabs, choice of buff or green background, complete error protection, line counter, word counter, space left, current file name, default drive in effect, set line length on screen.

Insert or delete text anywhere on the screen without changing "modes." This fast "free-form" editor provides maximum ease of use. Everything you do appears immediately on the screen in front of you. Commands require only a single key or a single key plus CLEAR.

...truly a state of the art word processor... outstanding in every respect.
— The RAINBOW, Jan. 1982

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Telewriter-64 costs $49.95 on cassette, $59.95 on disk, and comes complete with over 70 pages of well-written documentation. (The step-by-step tutorial will have your writing with Telewriter-64 in a matter of minutes.)

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outgrown several "tape duplicators" since we started this very popular service, but the one thing that has bothered me the most is our inability to react quickly when someone has a problem.

Also, there's nothing like doing your own work. You can establish priorities, double-check quality and the like. No matter how conscientious someone else is, they aren't you. I think this will be a big plus for our RAINBOW ON TAPE program.

"Our new Falsoft Building — the house that RAINBOW built."

Our "deal" has always been that we pay a certain amount for a duplicated tape, and the duplicator guarantees that tape will load and run. When it did not, some of you sent the tape to the "replacement" address, some sent it to us and some called or wrote letters. This tended to delay the replacement process.

* * *

And speaking of things we are up to, one of them is planning for RAINBOWfest in Palo Alto. It is a first for Northern California and we expect a great show. Bill Gattis, vice president of the educational division of Tandy, will be the speaker at our CoCo Community Breakfast. I'm particularly pleased Bill has agreed to join us because of the increasing role the CoCo has garnered in the education field.

In addition, a whole host of CoCo people will be present — many of them giving seminars. Bill Barden will be on hand, Steve Bjork, Dan Downard, Marty Goodman and others. John Gibney of Delphi will also speak, as will Wayne Day of the CompuServe Color SIG.

There's a reservation form in this issue of the magazine (see Page 114). Be sure to fill it out and join with us and the CoCo Community in Palo Alto!

* * *

Finally, I continue to be amazed at the high quality of the Color Computer at an affordable price. Pass the word. You'll do a friend a favor!

— Lonnie Falk

MUL-T-SCREEN

RAINBOW CERTIFICATION SEAL

COLOR CHARACTER GENERATOR

A NEW DIMENSION IN COLOR COMPUTING

RAINBOW CERTIFICATION SEAL

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- Special Trace Delay can be used to debug programs one line at a time (even graphics).
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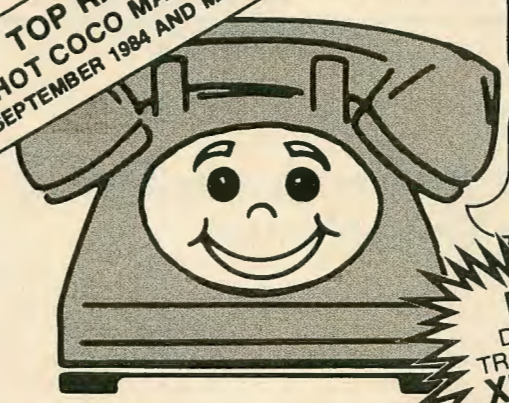
TOP RATINGS
HOT COCO MAGAZINE
SEPTEMBER 1984 AND MAY 1985



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BUILDING FEBRUARY'S RAINBOW

From the Rainbow Makers, Introducing . . . VCR, the Home Video Monthly

You ever hear that old joke about the merchant who claims he loses money on every item he sells but makes it up on volume? Well, I have something akin to that strategy in mind this month with a special introductory offer just for RAINBOW readers.

Here's the scoop. While this issue of THE RAINBOW is being wrapped up, the big presses are already rolling on our newest publication, *VCR, The Home Video Monthly.* By the time you see this, our premier issue of *VCR* will be on the newsstands nationwide. It's a big gamble on our part and, candidly, we're biting our nails.

You see, unlike the modest, one-step-at-a-time approach used in developing THE RAINBOW, this time, as we say in these parts, "we're going whole hog." Instead of starting, as Lonnie did in launching RAINBOW, with two sheets of paper, Xeroxed front and back, *VCR* debuts on 76 pages of high-quality stock with color throughout. Only a dozen copies were made of the first RAINBOW, while *VCR*'s initial press run is a whopping 80,000. About the only factor that hasn't increased exponentially is the charter subscription price. RAINBOW began at $12 annually, and (four and a half years later) *VCR* is just $15 for a full year's subscription. You get the picture; it's a big stakes proposition for us. We need your help.

We want you to go out and buy a copy of our first issue of *VCR, The Home Video Monthly.* While Kevin Nickols, Vince Staten and Kevin Quiggins have spearheaded this new thrust, many of the same folks who create THE RAINBOW each month also have given it their very best shot. We're proud of our newest creation and we believe you'll like it, too. (Read our ad on Page 66 for more details about the magazine itself.)

How many of you CoCo enthusiasts also have VCRs? Would you ask for *VCR* at your favorite newsstand?

While *VCR* is well worth the $1.95 cover price, here's something to sweeten the pot. If you'll get a copy of *VCR*, fill out the subscription card inside and send it to us along with $3, we'll send you a special issue cassette tape with a handful of CoCo programs of particular interest to CoCo lovers who have VCRs, too! Among these programs are a database designed for cataloging your video tape library and a utility to help you fine tune your TV reception. We've been setting aside some material just for this occasion because we believe one good turn deserves another. The $3, which should barely cover our production and shipping costs, can even be charged to your credit card if you like; just fill out the *VCR* subscription card and check the credit card of your choice. Write "tape offer only" on the subscription card just to keep the record straight, but, if you also want a *VCR* subscription, tell us "tape and subscription, too." We'll be happy to make you a charter subscriber.

Once you've seen a copy of *VCR* and had a chance to examine it, we not only welcome, but earnestly solicit your comments. Tell us what to add, what to discard, what to change. Your candid opinions have helped us shape THE RAINBOW; now we need to know your home video needs. Together we've built THE RAINBOW, let's be partners in home video, too.

— Jim Reed

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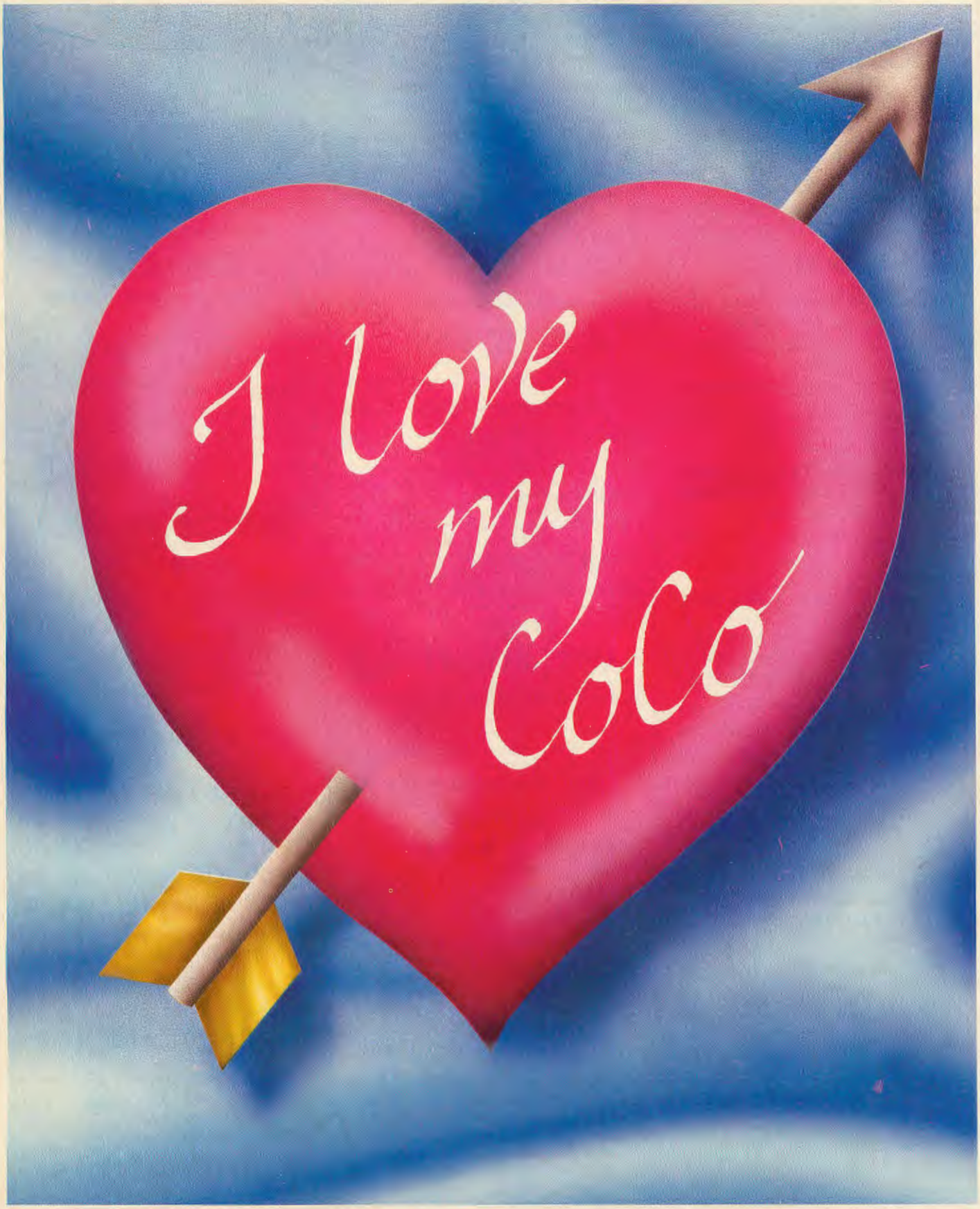

I love
my
CoCo

Are you looking for a special Valentine's message for that special person — something other than the usual selection of mass-produced greeting cards? Why not let CoCo dispatch Cupid's declaration for you?

The Electronic Valentine-Maker

By Brian P. Roden

These two programs can help you send an original and personalized valentine. The first program, *Valprint*, prints the outline of a heart with a message inside. The second, *Valname*, prints a heart using the letters of a name.

Valprint

When typing in Listing 1, do *not* type the numbers between the X's. These numbers indicate how many spaces should be put between the X's. Be very careful with this procedure; if the spaces are not entered correctly, the heart will not line up properly.

The listing is for a CGP-115 plotter/printer. If you are not using a CGP-115, then make the following changes:

```
5 CLS
DEL 220-290
```

The program then only prints the heart's outline. If you are using a CGP-115, you can choose the heart color, have one of three messages printed inside the heart, and choose the color of the messages.

When you have entered and saved the program, run it. The computer will ask: HEART COLOR (0-3). Type a number for the desired color (0=black, 1=blue, 2=green, 3=red). Make sure the printer is on and ready, and press ENTER. The outline of the heart will then be printed.

Next, the computer prints these three options (see Figures 1-3).

(Brian Roden is a sophomore at Northeast High School in North Little Rock, Arkansas, where his favorite subject is math. He is an honors student and hopes to enter the computer science field after college.)

1) I LOVE YOU
2) BE MINE
3) XX + XX (initials)

Type the number of the message desired and press ENTER. If you don't want a message, hit BREAK. The computer will again ask for a color. Enter the number of the color in which you wish the message to be printed.

If you choose Option 3, XX + XX, the computer asks for the first and last initials of the first person and the first and last initials of the second person. The initials are then printed in the proper places with the '+'.

Next, the computer asks if you want to print another valentine. Type Y or N and press ENTER.

Without the CGP-115 printer, the computer will not ask for colors or message numbers.

Valname

When you run *Valname* (Listing 2) the computer asks for a name. You may type in anything. If you get an OS Error, type CLEAR 200: RUN and press ENTER. After entering the name, the computer asks for a color number. Type a number from '0' to '3' and press ENTER. The heart should then be printed (see Figure 4). The program will ask you if you want another valentine. If so, type Y and press ENTER, otherwise, type N.

Again, if you don't have a CGP-115 printer, delete lines 40 and 50 of *Valname*.

How *Valname* works

Valname stores the name entered in string variable N$. The computer prints to a tab position and sets 'X' equal to the number of characters on the current line. The subroutine at 1000 sets 'Y' to go through each position on the line. The computer prints the Nth letter in the name. When 'N' is equal to the length of N$, 'N' is reset to one. The computer then starts back at the beginning of the name. When the computer has printed the number of characters for the current line, it returns to the main program. The last PRINT#-2 on each line generates a line feed and carriage return.

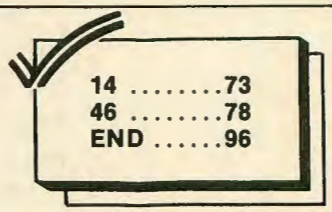
(Any questions about these programs may be directed to Brian at 1624 Saratoga Drive, North Little Rock, AR 72116, phone 501-835-2032. Please enclose an SASE when writing.) □

Figure 1: "I Love You" printout

Figure 2: "Be Mine" printout

Figure 3: Initial printout

Figure 4: *Valname* example



Listing 1: VALPRINT

```
1 CLS:INPUT"HEART COLOR (Ø-3)";C
:PRINT#-2,CHR$(18):PRINT#-2,"C";
C:PRINT#-2,"SØ":PRINT#-2,"A"
2 FOR X=1 TO 41:READ A,A$:PRINT#
-2,TAB(A);A$:NEXT
5 DATA 21,XXXXXX
          XXXXXX
6 DATA 18,XXX       XX
            XX       XXX
7 DATA 15,XXX             XX
              XX            XXX
8 DATA 13,XX                  XX
              XX                  X
X
9 DATA 12,X                       X
              X
  X
1Ø DATA 11,X
  XX          XX
     X
11 DATA 1Ø,X
     X        X
       X
```

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```
12 DATA  9,X
      X     X
        X
13 DATA  9,X
       XX XX
        X
14 DATA  9,X
         X
        X
15 DATA 1Ø,X

      X
16 DATA 11,X

    X
17 DATA 12,X

   X
18 DATA 12,X

   X
19 DATA 13,X

 X
2Ø DATA 14,X

                          X
21 DATA 15,X
                        X
22 DATA 15,X
                                  X
23 DATA 16,X
                              X
24 DATA 17,X
                            X
25 DATA 17,X
                            X
26 DATA 18,X
                          X
27 DATA 19,X
                        X
28 DATA 19,X
                        X
29 DATA 2Ø,X
                      X
3Ø DATA 21,X
                    X
31 DATA 22,X
                  X
32 DATA 23,X
                X
33 DATA 24,X
                X
34 DATA 25,X
              X
35 DATA 26,X
            X
```


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```
36 DATA 27,X
     X
37 DATA 28,X
   X
38 DATA 29,XX
XX
39 DATA 31,XX                  XX
4Ø DATA 33,XX              XX
41 DATA 35,X           X
42 DATA 36,XX      XX
43 DATA 38,X   X
44 DATA 39,X X
45 DATA 4Ø,X
46 CLS:PRINT"1) I LOVE YOU":PRIN
T"2) BE MINE":PRINT"3) XX + XX":
INPUT N
47 IF N<>1 AND N<>2 AND N<>3 THE
N 46
48 IF N=2 THEN 55
49 IF N=3 THEN 6Ø
5Ø INPUT"COLOR (Ø-3)";C:PRINT#-2
,CHR$(18):PRINT#-2,"C";C:PRINT#-
2,"S7":PRINT#-2,"R226,325":PRINT
#-2,"I":PRINT#-2,"PI":PRINT#-2,"
H":PRINT#-2,"R-7Ø,-8Ø":PRINT#-2,
"I":PRINT#-2,"PLOVE":PRINT#-2,"H
":PRINT#-2,"R25,-8Ø":PRINT#-2,"I
":PRINT#-2,"PYOU"
51 PRINT#-2,"SØ":PRINT#-2,"A":GO
TO1ØØ
55 INPUT"COLOR (Ø-3)";C:PRINT#-2
,CHR$(18):PRINT#-2,"C";C:PRINT#-
2,"S7":PRINT#-2,"R2Ø4,3ØØ":PRINT
#-2,"I":PRINT#-2,"PBE":PRINT#-2,
"H":PRINT#-2,"R-45,-8Ø":PRINT#-2
,"I":PRINT#-2,"PMINE":PRINT#-2,"
SØ":PRINT#-2,"A":GOTO1ØØ
6Ø INPUT"COLOR (Ø-3)";C:PRINT#-2
,CHR$(18):PRINT#-2,"C";C:PRINT#-
2,"S12":PRINT#-2,"R243,275":PRIN
T#-2,"I"
65 FOR X=1 TO 4:READ A,B:PRINT#-
2,"D";A;",";B:PRINT#-2,"H":NEXT
7Ø DATA Ø,1ØØ,1ØØ,Ø,-1ØØ,Ø,Ø,-1Ø
Ø
75 INPUT"FIRST NAME, FIRST INITI
AL";A$:INPUT"FIRST NAME, LAST IN
ITIAL";B$
8Ø INPUT"SECOND NAME, FIRST INIT
IAL";C$:INPUT"SECOND NAME, LAST
INITIAL";D$
85 PRINT#-2,"M-8Ø,2":PRINT#-2,"P
";A$:PRINT#-2,"M2Ø,2":PRINT#-2,"
P";B$
9Ø PRINT#-2,"M-8Ø,-1Ø5":PRINT#-2
,"P";C$:PRINT#-2,"M2Ø,-1Ø5":PRIN
T#-2,"P";D$
95 PRINT#-2,"SØ":PRINT#-2,"A"
1ØØ INPUT"ANOTHER VALENTINE (Y/N
)";AN$:IF AN$="Y" THEN 1 ELSE EN
D
```

```
95 .....217
180 .....9
END .....81
```

Listing 2: VALNAME

```
1Ø CLS
2Ø INPUT"NAME ";N$
3Ø N=1
4Ø INPUT"COLOR (Ø-3)";C
5Ø PRINT#-2,CHR$(18):PRINT#-2,"C
";C:PRINT#-2,"SØ":PRINT#-2,CHR$(
17)
55 PRINT#-2,TAB(21);:X=6:GOSUB 1
ØØØ:PRINT#-2,STRING$(27,32);:GOS
UB 1ØØØ:PRINT#-2
6Ø PRINT#-2,TAB(18);:X=11:GOSUB
1ØØØ:PRINT#-2,STRING$(23,32);:GO
SUB 1ØØØ:PRINT#-2
65 PRINT#-2,TAB(15);:X=16:GOSUB
1ØØØ:PRINT#-2,STRING$(19,32);:GO
SUB 1ØØØ:PRINT#-2
7Ø PRINT#-2,TAB(13);:X=2Ø:GOSUB
1ØØØ:PRINT#-2,STRING$(15,32);:GO
SUB 1ØØØ:PRINT#-2
75 PRINT#-2,TAB(12);:X=22:GOSUB
1ØØØ:PRINT#-2,STRING$(13,32);:GO
SUB 1ØØØ:PRINT#-2
8Ø PRINT#-2,TAB(11);:X=25:GOSUB
1ØØØ:PRINT#-2,STRING$(9,32);:GOS
UB 1ØØØ:PRINT#-2
85 PRINT#-2,TAB(1Ø);:X=27:GOSUB
1ØØØ:PRINT#-2,STRING$(7,32);:GOS
UB 1ØØØ:PRINT#-2
9Ø PRINT#-2,TAB(9);:X=29:GOSUB 1
ØØØ:PRINT#-2,STRING$(5,32);:GOSU
B 1ØØØ:PRINT#-2
95 PRINT#-2,TAB(9);:X=31:GOSUB 1
ØØØ:PRINT#-2,CHR$(32);:GOSUB 1ØØ
Ø:PRINT#-2
1ØØ PRINT#-2,TAB(9);:X=63:GOSUB
1ØØØ:PRINT#-2
1Ø5 PRINT#-2,TAB(1Ø);:X=61:GOSUB
 1ØØØ:PRINT#-2
11Ø PRINT#-2,TAB(11);:X=59:GOSUB
 1ØØØ:PRINT#-2
115 PRINT#-2,TAB(12);:X=57:GOSUB
 1ØØØ:PRINT#-2
12Ø PRINT#-2,TAB(12);:X=57:GOSUB
 1ØØØ:PRINT#-2
125 PRINT#-2,TAB(13);:X=55:GOSUB
 1ØØØ:PRINT#-2
13Ø PRINT#-2,TAB(14);:X=53:GOSUB
 1ØØØ:PRINT#-2
```

```
135 PRINT#-2,TAB(15);:X=51:GOSUB
 1000:PRINT#-2
140 PRINT#-2,TAB(15);:X=51:GOSUB
 1000:PRINT#-2
145 PRINT#-2,TAB(16);:X=49:GOSUB
 1000:PRINT#-2
150 PRINT#-2,TAB(17);:X=47:GOSUB
 1000:PRINT#-2
155 PRINT#-2,TAB(17);:X=47:GOSUB
 1000:PRINT#-2
160 PRINT#-2,TAB(18);:X=45:GOSUB
 1000:PRINT#-2
165 PRINT#-2,TAB(19);:X=43:GOSUB
 1000:PRINT#-2
170 PRINT#-2,TAB(19);:X=43:GOSUB
 1000:PRINT#-2
175 PRINT#-2,TAB(20);:X=41:GOSUB
 1000:PRINT#-2
180 PRINT#-2,TAB(21);:X=39:GOSUB
 1000:PRINT#-2
185 PRINT#-2,TAB(22);:X=37:GOSUB
 1000:PRINT#-2
190 PRINT#-2,TAB(23);:X=35:GOSUB
 1000:PRINT#-2
195 PRINT#-2,TAB(24);:X=33:GOSUB
 1000:PRINT#-2
200 PRINT#-2,TAB(25);:X=31:GOSUB
 1000:PRINT#-2
205 PRINT#-2,TAB(26);:X=29:GOSUB
 1000:PRINT#-2
210 PRINT#-2,TAB(27);:X=27:GOSUB
 1000:PRINT#-2
215 PRINT#-2,TAB(28);:X=25:GOSUB
 1000:PRINT#-2
220 PRINT#-2,TAB(29);:X=23:GOSUB
 1000:PRINT#-2
225 PRINT#-2,TAB(31);:X=19:GOSUB
 1000:PRINT#-2
230 PRINT#-2,TAB(33);:X=15:GOSUB
 1000:PRINT#-2
235 PRINT#-2,TAB(35);:X=11:GOSUB
 1000:PRINT#-2
240 PRINT#-2,TAB(36);:X=9:GOSUB
1000:PRINT#-2
245 PRINT#-2,TAB(38);:X=5:GOSUB
1000:PRINT#-2
250 PRINT#-2,TAB(39);:X=3:GOSUB
1000:PRINT#-2
255 PRINT#-2,TAB(40);:X=1:GOSUB
1000:PRINT#-2
260 GOTO 10
1000 FOR Y=1 TO X
1005 PRINT#-2,MID$(N$,N,1);:IF N
= LEN(N$) THEN N=1 ELSE N=N+1
1010 NEXT Y
1015 RETURN
```

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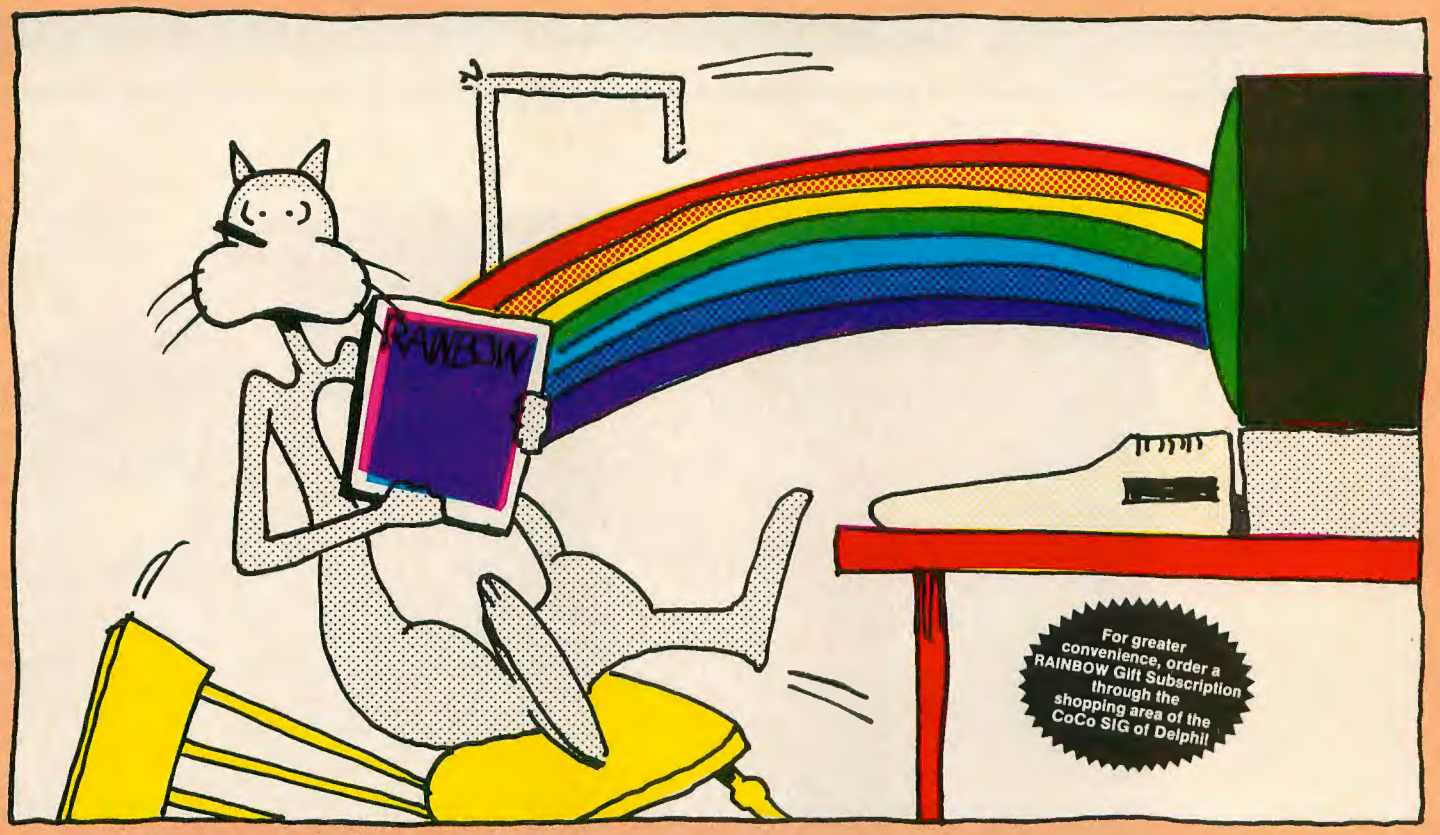

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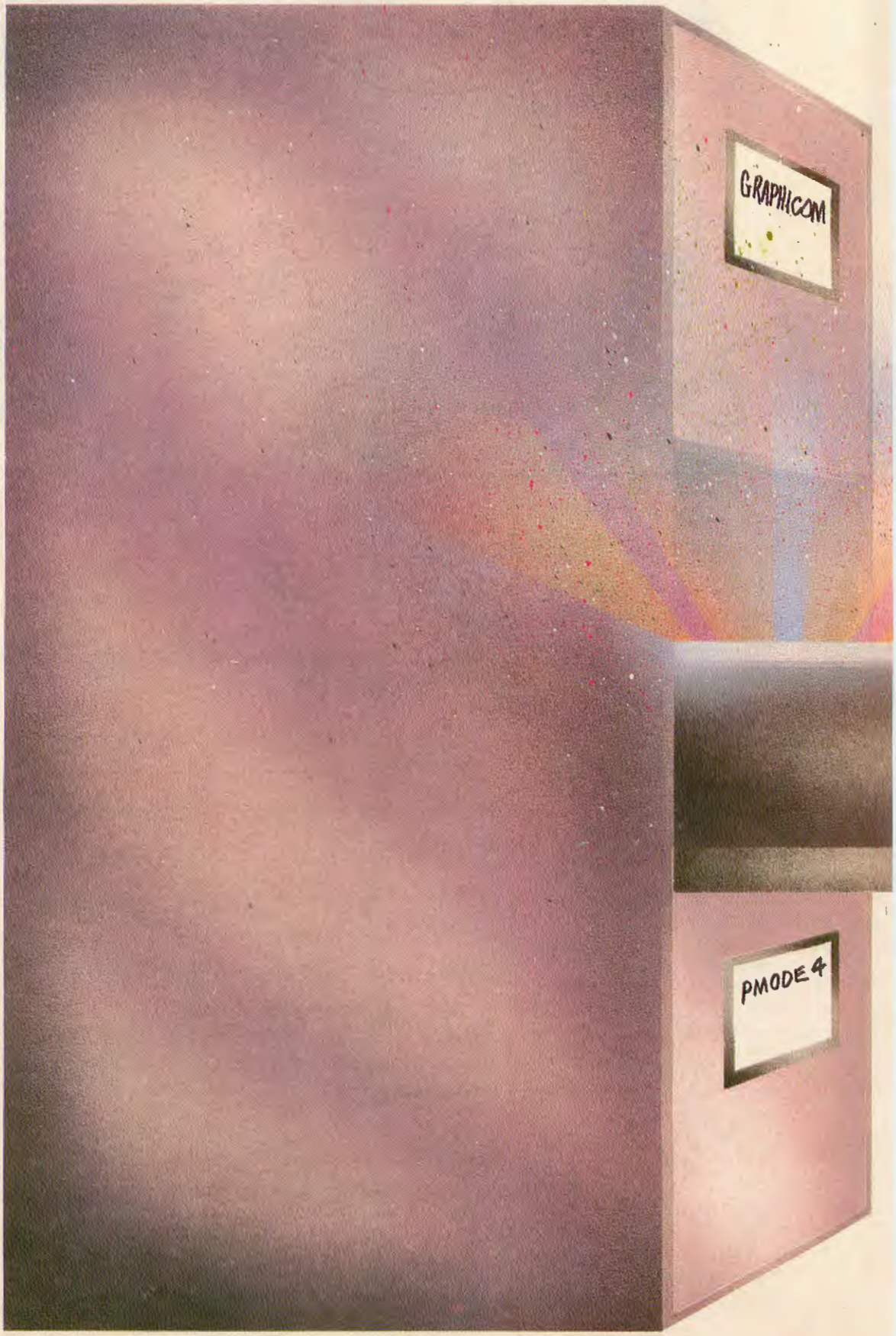

GRAPHICOM
PMODE 4

Getting picture formats together

Pix Files

By Joseph Kohn

Supposing we consider the standard format PMODE4 picture to be the infant of high resolution CoCo graphics, then *Graphicom* (by Cheshire Cat) is probably the teenager, and surely *CoCo Max* (by Colorware) is the young adult. As is typical of these "generation gaps," they have difficulty communicating with one another. Although all three use PMODE4, their picture file formats are sufficiently different, so moving pictures between them requires some thought or even special transfer routines.

The program listed here, *PixFiles*, provides a convenient means for inter-format picture file transfer. The picture formats include:

1) Standard PMODE4 Picture — This is the normal Extended BASIC format with the picture LOADMed and SAVEMed between RAM locations $E00 and $25FF.

2) *CoCo Max* Picture — This format is similar to Standard, except two screens, all eight graphics pages, are LOADMed and SAVEMed between RAM locations $E00 and $3DFF. *CoCo Max* files always have the extension MAX. It should be noted that the single screen file produced by *CoCo Max*, *SCREEN/BIN*, is a Standard format picture.

3) *Graphicom Picture* — The *Graphicom* file format is completely unique. It stores 24 pictures plus the *Graphicom* directory and working font on sequential sectors and tracks, skipping over the standard disk directory, Track 17. Pictures are loaded and saved from specific areas of the disk by selection from the *Graphicom* illustrated directory.

PixFiles is completely self-prompting and menu driven. Most operations are performed using the right joystick. Pictures can be loaded and saved to any disk drive. If you have more than two, change DX in Line 740 to the number of drives you intend to use.

Several error traps are built-in:

- *Graphicom* disks are checked for proper format.
- Before SAVEM for Standard and *CoCo Max* pictures, the disk is checked for sufficient storage space. This also prevents a SAVEM to a *Graphicom* disk.
- A check is made for Standard files to ensure that they are 6,144 bytes long.
- Filenames cannot exceed the maximum number of characters.
- A *Graphicom* LOAD/SAVE can be aborted by selecting a blank screen at the top of the illustrated directory.
- *CoCo Max* files must have the extension MAX.

The principle behind *PixFiles* is to first retrieve the picture you want to transfer from its source disk and place it in the Standard picture area of RAM. You can then examine it using "see working pix" on the main menu. This working screen picture is then saved to the destination disk in the selected format.

The only tricky part to keep track of is that *CoCo Max* pictures use two screens. After loading, if you intend to transfer the first (upper) screen, then

(Joseph Kohn is a staff engineer with Goodyear Aerospace in Akron, Ohio. His interests are graphics and utilities.)

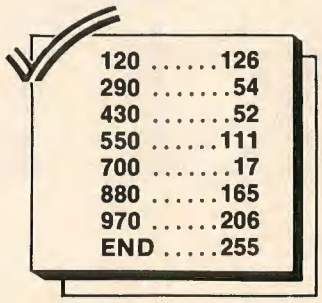
answer "no" to the "copy screen 2 to working pix?" prompt. To transfer the second (lower) screen, answer "yes."

To transfer pictures to *CoCo Max*, they are first saved in temporary files. Pictures can be temporarily saved as Screen 1 or Screen 2. You must have pictures temporarily saved to both screens before the final "save screens 1/2." The temporary files and the final save must be on the same drive and disk.

If you are typing in the listing, the comments may be deleted. After entering and saving the program, start debugging, but be sure to use backups of all the picture files you are working with!

A blank space has been left on the main menu. This is for you to add your own routine or call another program. This is a handy place for a screen print routine, for example.

(You may contact the author of this program with any questions at 4333 Larchwood Circle, NW, Canton, OH 44718, phone 216-492-7819. Please include an SASE when writing.) □



The listing: PIXFILES

```
1Ø 'PIX FILES
2Ø 'JOSEPH KOHN
3Ø '4333 LARCHWOOD CR.,NW
4Ø 'CANTON, OH 44718
5Ø IFX=ØTHENPCLEAR8:X=1:GOTO5Ø
6Ø CLEAR3ØØØ,&H7FFF:DIMF$(68),GS
(4Ø,3Ø),X$(22):FB=&HFFØØ:DK=&HCØ
Ø4:PB=PEEK(DK+2)*256+PEEK(DK+3):
DR=PEEK(PB+1)
7Ø DATA GRAPHICOM PIX,graphicom
pix,COCO MAX PIX,coco max pix,ST
ANDARD PIX,standard pix,SEE WORK
ING PIX,see working pix,PIX DRIV
E,pix drive, , ,QUIT,quit,TEMPOR
ARY SAVE SCREEN 1,temporary save
 screen 1,TEMPORARY SAVE SCREEN
2,temporary save screen 2
8Ø DATA SAVE SCREENS 1/2,save sc
reens 1/2,ABORT SAVE,abort save,
X
9Ø READX$(X):IFX$(X)<>"X"THENX=X
+1:GOTO9Ø
1ØØ PMODE4,1:X$="PIX FILES":GOSU
B81Ø:LN=Ø:FORX=ØTO6:PRINT@66+64*
X,X$(2*X):NEXT:GOTO75Ø
11Ø JX=JOYSTK(Ø):JY=INT(JOYSTK(1
)/1Ø):JY=JY-(JY=5):IFJY<>LN THEN
PRINT@66+64*LN,X$(2*LN):SOUND1ØØ
,1
12Ø PRINT@66+64*JY,X$(2*JY+1);:I
FJY>2THEN13ØELSEIFJX<32THENPRINT
": load  SAVE":LS=ØELSEPRINT": L
OAD  save":LS=1
13Ø IFPEEK(FB)AND1THENLN=JY:PRIN
T@331,DR:GOTO11ØELSEON JY+1 GOTO
 15Ø,39Ø,56Ø,71Ø,74Ø,11Ø,77Ø
14Ø '-----graphicom load/save
15Ø X$=X$(Ø):GOSUB81Ø
16Ø GOSUB87Ø:IFYN=ØTHEN1ØØ
17Ø GOSUB9ØØ:IFN=ØTHEN1Ø2Ø
18Ø GOSUB81Ø:GOSUB88Ø:IFYN=ØTHEN
1ØØELSEGOSUB25Ø:IFSN<ØTHEN1Ø2ØEL
SEIF LS THEN22Ø
19Ø '-----load graphicom
2ØØ PCLS1:SCREEN1:W=2:AD=&HEØØ:G
OSUB32Ø:GOTO1ØØ
21Ø '-----save graphicom
22Ø SCREEN1:AD=&HEØØ:W=3:GOSUB32
Ø:IFSN=ØTHEN1ØØ
23Ø GET(216,162)-(255,191),GS,G:
PMODE4,5:SCREEN1:PUT(X1,Y1)-(X2-
2,Y2-2),GS,PSET:SN=Ø:AD=&H26ØØ:W
=3:GOSUB32Ø:GOTO1ØØ
24Ø '-----load graphicom directo
ry
25Ø PMODE4,5:PCLS1:SCREEN1
26Ø AD=&H26ØØ:SN=Ø:W=2:GOSUB32Ø
27Ø '-----select pix
28Ø X=INT(JOYSTK(Ø)/11):Y=INT(JO
YSTK(1)/13)
29Ø Y1=(Y-(Y>Ø))*32:X1=X*42+1:X2
=X1+41:Y2=Y1+31:FORC=ØTO1:COLORC
:LINE(X1,Y1)-(X2,Y2),PSET,B:NEXT
3ØØ IFPEEK(FB)AND1THEN28ØELSESN=
Y*6+X-4:PMODE4,1:IFSN<ØTHENCLS:P
RINT"abort from graphicom":RETUR
NELSERETURN
31Ø '-----graphicom i/o,w=2/3=re
ad/write,tr=track,s=sector,a=add
ress,dk=dskcon
32Ø S=SN*24:TR=INT(S/18):S=S-(TR
*18)+1
33Ø IFTR>17 OR (TR=17 AND S>1)TH
ENS=S+2:IFS>18THENS=S-18:TR=TR+1
34Ø FORI=ØTO23:A=AD+256*I:POKEPB
,W:POKEPB+1,DR:POKEPB+2,TR:POKEP
B+3,S:POKEPB+4,INT(A/256):POKEPB
+5,A-256*INT(A/256):EXEC PEEK(DK
)*256+PEEK(DK+1)
35Ø S=S+1:IFS>18THENS=1:TR=TR+1
36Ø IFTR=17 AND S=2THENS=4
37Ø NEXT:RETURN
38Ø '-----coco max load/save
39Ø X$=X$(2):GOSUB81Ø
4ØØ GOSUB87Ø:IFYN=ØTHEN1ØØ
41Ø GOSUB81Ø:GOSUB88Ø:IFYN=ØTHEN
1ØØELSEIF LS THEN46Ø
42Ø '-----load coco max
43Ø GOSUB9ØØ:IFN=ØTHEN1Ø2ØELSEPC
LS1:SCREEN1:LOADMF$(VAL(K$))+DR$
```

```
44Ø GOSUB81Ø:PRINT"COPY SCREEN 2
 TO WORKING PIX?":GOSUB85Ø:IF YN
 THENFORX=5TO8:PCOPY X TO X-4:NE
XT:GOTO1ØØELSE1ØØ
45Ø '-----save coco max
46Ø GOSUB81Ø:LN=Ø:FORX=ØTO3:PRIN
T@66+64*X,X$(2*X+14):NEXT
47Ø JX=JOYSTK(Ø):JY=INT(JOYSTK(1
)/2Ø):IFLN<>JY THENPRINT@66+LN*6
4,X$(2*LN+14):SOUND1ØØ,1
48Ø PRINT@66+64*JY,X$(2*JY+15):I
FPEEK(FB)AND1THENLN=JY:GOTO47Ø
49Ø ON JY+1 GOTO5ØØ,51Ø,53Ø,1ØØ
5ØØ IFFREE(DR)>2THENT1(DR)=1:SCR
EEN1:SAVEM"TEMP/ØØ1"+DR$,&HEØØ,&
H25FF,&HAØ27:GOTO47ØELSE1Ø3Ø
51Ø IFFREE(DR)>2THENT2(DR)=1:SCR
EEN1:FORX=1TO4:PCOPY X TO X+4:NE
XT:SAVEM"TEMP/ØØ2"+DR$,&H26ØØ,&H
3DFF,&HAØ27:GOTO47ØELSE1Ø3Ø
52Ø IFJY=3THEN1ØØ
53Ø GOSUB81Ø:IFT1(DR)=Ø OR T2(DR
)=ØTHEN1Ø5ØELSELINEINPUT"FILE NA
ME? ";F$:IF F$="" OR LEN(F$)>8 T
HEN1Ø4Ø
54Ø T1(DR)=Ø:T2(DR)=Ø:PCLS1:SCRE
EN1:LOADM"TEMP/ØØ1"+DR$:KILL"TEM
P/ØØ1"+DR$:PMODE4,5:PCLS1:SCREEN
1:LOADM"TEMP/ØØ2"+DR$:KILL"TEMP/
ØØ2"+DR$:SAVEM F$+"/MAX"+DR$,&HE
ØØ,&H3DFF,&HAØ27:GOTO1ØØ
55Ø '-----standard load/save
56Ø X$=X$(4):GOSUB81Ø
57Ø GOSUB87Ø:GOSUB83Ø:IFYN=ØTHEN
1ØØ
58Ø GOSUB81Ø:GOSUB88Ø:IFYN=ØTHEN
1ØØELSEIF LS THEN68Ø
59Ø '-----load standard
6ØØ GOSUB9ØØ:IFN=ØTHEN1Ø2Ø
61Ø '-----check file length
62Ø NA$=F$(VAL(K$))+DR$:OPEN"D",
1,NA$,1:FIELD1,1AS C$:R=1
63Ø GET#1,R:IFASC(C$)=255THEN65Ø
64Ø GET#1,R+1:L=256*ASC(C$):GET#
1,R+2:L=L+ASC(C$):GET#1,R+3:A=25
6*ASC(C$):GET#1,R+4:A=A+ASC(C$):
SA=A:R=R+L+5:GOTO63Ø
65Ø GET#1,R+3:E=256*ASC(C$):GET#
1,R+4:E=E+ASC(C$):EA=A+L-1:CLOSE
#1
66Ø IF EA-SA<>&H17FF THENCLS:PRI
NT"not a picture file":GOTO1Ø2ØE
LSEPCLS1:SCREEN1:LOADMNA$:GOTO1Ø
Ø
```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```
67Ø '-----save standard
68Ø IFFREE(DR)<3THEN1Ø3Ø
69Ø GOSUB81Ø:LINEINPUT"FILE NAME
/EXT? ";FI$:IFLEN(FI$)>13 OR FI$
=""THEN1ØØELSESCREEN1:SAVEM FI$+
DR$,&HEØØ,&H25FF,&HAØ27:GOTO1ØØ
7ØØ '-----see working pix
71Ø SCREEN1:GOSUB83Ø
72Ø IFPEEK(FB)AND1THEN72ØELSE1ØØ
73Ø '-----pix drive,dx=number of
 drives
74Ø DX=2:DR=DR+1:IFDR=DX THENDR=
Ø
75Ø DR$=":"+MID$(STR$(DR),2,1):P
RINT@331,DR:SOUND1ØØ,1:GOTO11Ø
76Ø '-----quit
77Ø X$=X$(12):GOSUB81Ø
78Ø PRINT"ARE YOU SURE?":GOSUB85
Ø
79Ø IF YN THENUNLOAD:CLS:END ELS
E1ØØ
8ØØ '-----title display
81Ø CLS:X=LEN(X$):Y=INT((32-X)/2
):PRINTSTRING$(Y,"*")X$STRING$(3
2-X-Y,"*")
82Ø '-----fire button debounce
83Ø FORX=ØTO1ØØ:NEXT:IFPEEK(FB)A
ND1THENRETURNELSE83Ø
84Ø '-----prompts
85Ø IFJOYSTK(Ø)<32THENPRINT@135,
"yes  NO":YN=1ELSEPRINT@135,"YES
  no":YN=Ø
86Ø IFPEEK(FB)AND1THEN85ØELSE83Ø
87Ø PRINTX$(LN*2)" DISK IN DRIVE
"DR"?":GOTO85Ø
88Ø PRINT"READY TO ";:IF LS THEN
PRINT"SAVE?":GOTO85ØELSEPRINT"LO
AD?":GOTO85Ø
89Ø '-----disk file search
9ØØ CLS:PRINT"SEARCHING...":N=Ø:
FORZ=3TO11:DSKI$ DR,17,Z,B$(Ø),B
$(1):FORQ=ØTO1:FORW=ØTO3:K$=MID$
(B$(Q),W*32+1,32):IF ASC(K$)=255
THENZ=99:W=Z:Q=Z:GOTO95Ø
91Ø IFASC(K$)=ØTHEN95ØELSEON LN+
1 GOTO92Ø,93Ø,94Ø
92Ø IFMID$(K$,12,1)=CHR$(1) AND
LEFT$(K$,11)="PICTURESGCM"THENN=
1:GOTO95ØELSE95Ø
93Ø IFMID$(K$,9,3)="MAX" AND MID
$(K$,12,1)=CHR$(2)THENN=N+1:F$(N
)=LEFT$(K$,8)+"/MAX":GOTO95ØELSE
95Ø
94Ø IFMID$(K$,12,1)=CHR$(2) AND
MID$(K$,9,3)<>"MAX"THENN=N+1:F$(
N)=LEFT$(K$,8)+"/"+MID$(K$,9,3)
95Ø NEXTW,Q,Z:IFN=Ø AND LN=ØTHEN
CLS:PRINT"not a graphicom disk":
RETURN
96Ø IFLN=ØTHENRETURN
97Ø IFN=ØTHENCLS:PRINT"no pictur
es":RETURN
98Ø CLS:Q=1:FORZ=1TO3:FORW=1TO3Ø
:PRINT@(W-1)*16,"";:PRINTUSING"#
#";Q;:PRINT"."F$(Q):IFQ=N THENW=
99:Z=W
99Ø IFINT(Q/3Ø)=Q/3ØTHENPRINT@48
Ø,"CONTINUE...";:LINEINPUTK$:NEX
TZ
1ØØØ Q=Q+1:NEXTW,Z:PRINT@48Ø,"";
:INPUT"NUMBER OF PIX TO LOAD";K$
:IFK$=""ORVAL(K$)<1 OR VAL(K$)>N
 THENN=Ø:GOTO97ØELSERETURN
1Ø1Ø '-----error messages
1Ø2Ø SOUND5Ø,1Ø:FORX=ØTO1ØØØ:NEX
T:GOTO1ØØ
1Ø3Ø CLS:PRINT"no room on disk":
GOTO1Ø2Ø
1Ø4Ø CLS:PRINT"improper file nam
e":GOTO1Ø2Ø
1Ø5Ø CLS:PRINT"no temporary file
";:IFT1(DR)=Ø AND T2(DR)=ØTHENPR
INT"s"ELSEIFT1(DR)=ØTHENPRINT" 1
"ELSEPRINT" 2"
1Ø6Ø GOTO1Ø2Ø
```


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Crash-Proof It!

By Terry Wilson

After seeing a letter in "Downloads" from a reader who was having problems restoring a damaged Track 17 on a disk, I wrote this program, *Crashproof*. It is very short and only uses up one granule. I used to keep *Zapper* on every disk to store and retrieve directories, but at a cost of five granules.

Crashproof requires a 64K disk system. A copy should be kept on every disk for convenience. The program does four things: It changes the DSKI$, DSKO$, DSKINI and BACKUP commands to operate at 36 tracks instead of 35. It keeps a spare copy of the disk directory on Track 36. It can recover directories with logical errors and last, but most important, it can recover directories with physical errors.

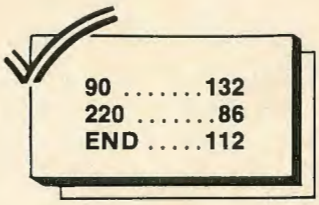
After the conclusion of an input/output session, I type RUN"CP" and press ENTER at the main menu. In a few seconds, Track 17 is safely stored at Track 36. If you maintain directories with more than 40 files it is advisable to change the '8' in lines 150 and 220 to 11. A logical crash can be repaired in about a minute and a physical crash in about five mintues.

It is important to note to beginners that all disks must have been formatted to 36 tracks before any files are stored on a disk. After choosing Option 1, any subsequent DSKINI0 formats 36 tracks. Therefore, a RUN"CP" only has to be done once to format a new box of disks. After all disks are formatted, LOAD"CP" again and RUN1010. Pressing any key puts a copy of *Crashproof* on your disk. Option 2 performs the transfer of Track 36 to Track 17; Option 3 allows a back up of all 36 tracks to another disk. After this operation is complete, RUN"CP" again and choose Option 2. As with any new utility, practice on an insignificant disk first.

Crashproof has been written from information gathered from previous issues of RAINBOW, so no big feather in my cap. However, thanks to this information, *Crashproof* is a very useful, up-to-date utility.

(You may contact the author of this program with any questions you have at 3436 Casa Grande, Baton Rouge, LA 70814, phone 504-272-4652. Please enclose an SASE when writing.) □

(Terry Wilson, a former air traffic controller, is a plant operator for the Arcadian Corporation in Geismar, Louisiana. Having enjoyed tutoring his wife, Donna, in FORTRAN at LSU, he has also studied PASCAL.)



Editor's Note: If you have the newer Radio Shack Disk BASIC 1.1 ROM, then you will need to change the POKE addresses in lines 60 and 200. Change the values in Line 60 from &HD446 and &HD1B0 to &HD534 and &HD29D respectively. Also, change the values in Line 200 from &HD572 and &HD595 to &HD65F and &HD682 respectively.

The listing: CRASHPRF

```
1 '*****************************
2 '*        CRASH PROOF IT!!   *
3 '*       TERRY L. WILSON     *
4 '*      3436 CASA GRANDE     *
5 '*     BATON ROUGE LA.       *
6 '*    ZIP CODE 70814         *
7 '*****************************
8 '
9 CLEAR999
10 DATA 26,80,190,128,0,183,255,
222,166,128,183,255,223,167,31,1
40,224,0,37,241,57
20 FORI=1TO21:READA:A$=A$+CHR$(A
):NEXTI
30 P=VARPTR(A$)+1
40 POKEP,126
50 EXECP'NOW IN 64K
60 POKE&HD446,&H23:POKE&HD1B0,&H
24'ENABLES TRACK36
70 CLS:PRINT@39,"CRASH PROOF IT!
!!"
80 PRINT:PRINT"  (1) FORMAT NEW
DISK TO 36           TRACKS":PRI
NT"  (2) RECOVER CRASHED DISK":P
RINT"      (COPY TRACK 36 TO 17)
"
90 PRINT"  (3) STILL BAD??":PRIN
T"      (OPTION #2 FAILED)"
100 PRINT:PRINT"     ENTER YOUR
CHOICE OR"
110 PRINT:PRINT"      PRESS <ENT
ER> TO":PRINT"  COPY TRACK 17 TO
 TRACK 36"
120 INPUT"            ";A:IFA>3T
HEN70
130 CLS:ON A GOTO 170,210,230
```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```
14Ø PRINT"    IF THIS DISK IS CR
ASHED":PRINT"      CRASH PROOF W
ILL CATCH IT":DIR
15Ø FOR X=2 TO 8:DSKI$ Ø,17,X,A$
,B$:DSKO$ Ø,35,X,A$,B$:PRINT"TR.
 17 SEC.";X"TO TR. 36 SEC.";X:PR
INTA$;B$:NEXT
16Ø PRINT"DIRECTORY STORED AT TR
ACK 36":FORX=1 TO 1ØØØ:NEXT:GOTO
7Ø
17Ø CLS:PRINT@73,">>>CAUTION<<<"
:PRINT:PRINT" YOU ARE ABOUT TO C
LEAN THAT     DISK AND FORMAT IT
 TO 36 TRACKS"
18Ø INPUT"     SURE";X$:IFLEFT$(
X$,1)<>"Y"THEN7Ø
19Ø PRINT" INSERT DISK TO BE FOR
MATED":PRINT"       PRESS ANY KE
Y":EXEC44539
2ØØ POKE&HD572,&H24:POKE&HD595,&
H24:DSKINIØ
21Ø CLS:PRINT"INSERT BAD DISK IN
TO DRIVE Ø":LINEINPUT"  PRESS <E
NTER> WHEN READY";X$
22Ø FOR X=2TO 8:PRINT"TRACK";X:D
SKI$ Ø,35,X,A$,B$:DSKO$ Ø,17,X,A
$,B$:PRINTA$:PRINTB$:NEXT:PRINT"
DIRECTORY RESTORED":FORX=1TO46Ø:
NEXT:GOTO7Ø
23Ø CLS:PRINT"THIS OPTION CREATE
S A BACKUP":PRINT"COPY OF THE CR
ASHED DISK. THE":PRINT"BACKUPØ C
OMMAND HAS BEEN CHANGED";:PRINT"
TO BACKUP ALL 36 TRACKS SO WHEN"
:PRINT"YOU HAVE MADE A NEW COPY,
 YOU":PRINT"MUST RUN CRASHPROOF
AND CHOOSE"
24Ø PRINT"OPTION #2 TO RESTORE T
HE DIREC- TORY ON YOUR NEW COPY.
"
25Ø PRINT:PRINT"TYPE 'YES' IF YO
U ARE READY TO  BACKUPØ"
26Ø INPUT"          READY";X$:IF
 X$="YES"THENBACKUPØ
27Ø GOTO7Ø
1ØØØ ' USE A RUN1Ø1Ø AFTER YOU
       HAVE FORMATED ALL YOUR
       NEW DISK
1Ø1Ø CLS:PRINT@4Ø,"CRASH PROOF I
T!!!":PRINT@99,"SAVE A COPY TO E
VERY DISK":PRINT@137,"PRESS ANY
KEY":EXEC44539:IFFREE(Ø)>ØTHENSA
VE"CP":PLAY"G":GOTO1Ø1Ø
1Ø2Ø PRINT"       THIS DISK IS F
ULL":EXEC44539:GOTO1Ø1Ø
```


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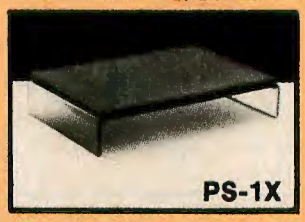

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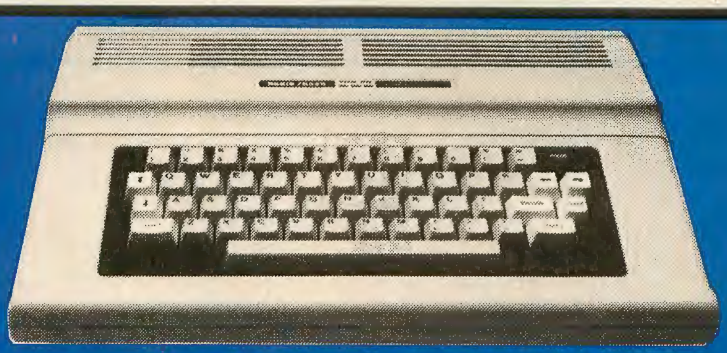

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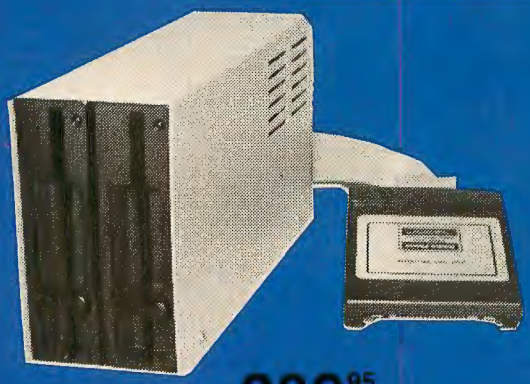

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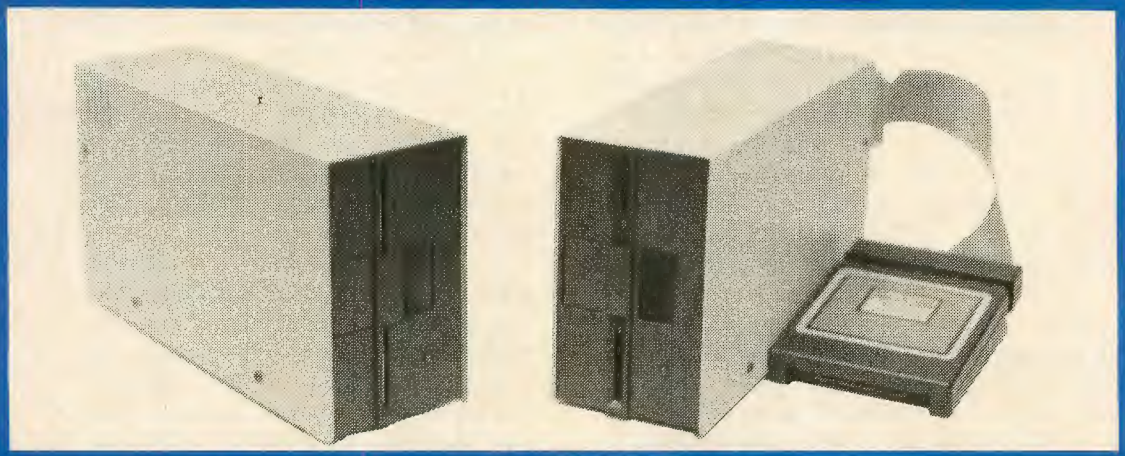

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An Easy Way to Run Your Programs

By Andrew Dater

How many times have you typed in DIR and frantically hit the SHIFT-@ keys trying to find a program you wanted to run? Well, your troubles are over. *Disk Menu* takes all of your programs on a disk and displays them in a menu. Move the arrows over the program you want to run, press ENTER and away you go!

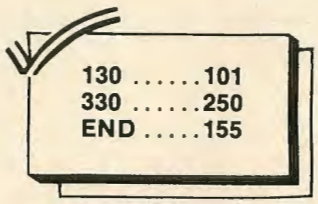
Combined with Roger Schrag's "A Special Use for the DOS Command" (November 1984, Page 140), *Disk Menu* is a very easy way of running your programs. Simply type in the program and save it as *MENU*, then run *Dosstart* and enter RUN"MENU" as the command to be executed upon typing DOS. It sure is a keystroke saver! I put it on all of my disks, especially my RAINBOW ON TAPE disks. I just type in DOS and get a menu of the programs from THE RAINBOW all ready to run. *Disk Menu* only takes up one granule on the disk, so with it and the DOS command, you can save yourself a lot of typing with the sacrifice of only two granules.

When you run the program, you are prompted to enter the drive number. Just press 0-3 without pressing ENTER and *Disk Menu* loads the directory from the disk to memory. You are then presented with a menu of the programs on your disk. Use the arrow keys to move the "> <" symbols over the program you want to run and press ENTER. The arrow keys repeat, so if you just want to move the pointers one space, be sure to release the arrow key quickly. If there are more than 30 programs on your disk, they will not fit on one screen, so press 'M' (for "more") to switch between screens. To switch disks or drives, press CLEAR to restart the program.

You can also get the free granules on your disk very easily: press 'F' and it displays how many are free. Press any key to get back to the menu.

(Questions about this program may be sent to the author at 2847 La Mirada, Medford, OR 97504, phone 503-779-4618. Please include an SASE when writing.) □

(Andy Dater is currently a senior at Phoenix High School in Medford, Oregon, and has been programming his CoCo for four years. He is involved in the study of computers and business and their interrelationship. He is president of his school's chapter of the Future Business Leaders of America.)



The listing: DISKMENU

```
1Ø 'COCO DISK MENU
2Ø '(C) 1985 ANDY DATER
3Ø PMODEØ:PCLEAR1:CLEAR5ØØØ
4Ø DIMT$(11,7),N$(68),TP(68)
5Ø CLS4:PRINT@9,"COCO DISK MENU"
;:PRINT@47,"BY";:PRINT@75,"ANDY
DATER";:PRINT@1Ø3,"COPYRIGHT (C)
 1985";:PRINT@162,"PRESS Ø-3 FOR
 DISK DIRECTORY";
6Ø DN$=INKEY$:IFDN$<>"Ø"ANDDN$<"
1"ORDN$>"3"THEN6ØELSEDR=VAL(DN$)
7Ø PRINT@226,"READING DIRECTORY
OF DRIVE "DN$;
8Ø N=1:FORX=3TO11:DSKI$DR,17,X,A
$,B$:C$=A$+LEFT$(B$,127):FORI=ØT
O7:T$(X,I)=MID$(C$,I*32+1,32):C1
=ASC(T$(X,I)):IFC1=255THEN1ØØELS
EIFC1=ØTHEN9ØELSEN$(N)=LEFT$(T$(
X,I),12):TP(N)=ASC(MID$(T$(X,I),
12,1)):N=N+1:IFN=69THEN1ØØ
9Ø NEXTI,X
1ØØ N=N-1:FORX=1TON:N$(X)=LEFT$(
N$(X),8)+"."+MID$(N$(X),9,3):NEX
T
11Ø CLS
12Ø IFN<=3ØTHENPP=1:N1=N
13Ø IFN>3ØTHENPP=2:N1=3Ø
14Ø IFN>6ØTHENPP=3:N1=3Ø
15Ø FORX=1TON1:PRINT" "N$(X),:NE
XTX
16Ø IFPP=2ORPP=3THENPRINT@48Ø,"P
RESS <M> FOR MORE...";
17Ø L$=">":R$="<":P=Ø:Y=1
18Ø PRINT@P,L$;:PRINT@P+13,R$;
19Ø FORX=338TO345:POKEX,255:NEXT
X
2ØØ IFPEEK(338)=191THEN39Ø
21Ø IFPEEK(339)=191THENCLEAR:GOT
O4Ø
22Ø IFPEEK(341)=247THEN35Ø
23Ø IFPEEK(342)=247THEN36Ø
24Ø IFPEEK(343)=247THEN37Ø
25Ø IFPEEK(344)=247THEN38Ø
26Ø IFPEEK(344)=254THEN29Ø
27Ø IFPEEK(343)=253THEN3ØØ
28Ø GOTO2ØØ
29Ø CLS:PRINTFREE(DR)"FREE GRANU
LES ON DRIVE"DR:PRINT:PRINT"PRES
S ANY KEY TO CONTINUE":EXEC44539
:GOTO11Ø
3ØØ IFPP=2ANDY=1THENCLS:FORX=31T
ON:PRINT" "N$(X),:NEXT:PRINT@48Ø
,"PRESS <M> FOR MORE...";:Y=2:P=
Ø:N1=N-3Ø:GOTO18Ø
31Ø IFPP=2ANDY=2THENY=1:P=Ø:N1=3
Ø:GOTO11Ø
32Ø IFPP=3ANDY=1THENCLS:FORX=31T
O61:PRINT" "N$(X),:NEXT:PRINT@48
Ø,"PRESS <M> FOR MORE...";:Y=2:P
=Ø:N1=N-59:GOTO18Ø
33Ø IFPP=3ANDY=2THENCLS:FORX=62T
ON:PRINT" "N$(X),:NEXT:PRINT@48Ø
,"PRESS <M> FOR MORE...";:Y=3:P=
Ø:N1=N-61:GOTO18Ø
34Ø IFPP=3ANDY=3THENY=1:P=Ø:N1=3
Ø:GOTO11Ø
35Ø IFP<17THEN18ØELSEP=P-32:PRIN
T@P+32," ";:PRINT@P+45," ";:GOTO
18Ø
36Ø IF P/16=>(N1-2)THEN19ØELSEP=
P+32:PRINT@P-32," ";:PRINT@P-19,
" ";:GOTO18Ø
37Ø P=P-16:IFP<ØTHENP=Ø:GOTO18ØE
LSEPRINT@P+16," ";:PRINT@P+29,"
";:GOTO18Ø
38Ø IF P/16=>(N1-1)THEN19ØELSEP=
P+16:PRINT@P-16," ";:PRINT@P-3,"
 ";:GOTO18Ø
39Ø F=P/16+(Y-1)*3Ø+1:F$=N$(F)+"
:"+DN$:TP=TP(F)
4ØØ CLS
41Ø IFTP=ØTHENLOADF$,R
42Ø IFTP=2THENLOADMF$:CLEAR2ØØ:P
OKE&HFF4Ø,Ø:EXEC:END
43Ø CLS:PRINT"IS FILE: "F$" A BA
SIC":PRINT"PROGRAM? (Y/N)"
44Ø I$=INKEY$:IFI$="Y"THENLOADF$
,R ELSEIFI$="N"THENCLEAR2ØØ:ENDE
LSE44Ø
```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Alleviate your hand-assembling problems!

Defeat de Bugs

By Mike Dean

Do you have a lot of assembly language listings, but do not have an editor/assembler? Are you hoping to purchase an editor/assembler in the future, but won't have the extra money to do so for some time? If you answered "yes" to either of these questions, then read on.

Debug is a utility that can display 30 bytes and their corresponding characters on the screen at any address. It can also make hard copy printouts in listing form, so if any of your computer pals want a listing, the program can easily generate one. *Debug* is essentially an address modifier. Anyone who has worked with the debug program on the Model III should be familiar with this version.

Debug requires a 16K Extended Color BASIC computer. No prior loading instructions are required unless the machine code you're going to type in requires them. To make sure the machine code starts after your BASIC program, type in the command PRINT PEEK(27)*256+PEEK(28); this returns the end address for the program. If the address is where the code will be placed,

(Mike Dean is an honor student at Knoxville High School in Knoxville, Illinois. He has worked with computers for six years and is a self-taught programmer.)

Sample Run

```
8ØØØ: 45 58 8E 8Ø DE CE
8ØØ6: Ø1 2A C6 ØA BD A5
8ØØC: 9A 8E B2 77 AF 43
8Ø12: AF 48 8E 89 4C BF
8Ø18: Ø1 ØD 9E 8A BF Ø1
8Ø1E: 12 BD 82 9C CC 2C
8Ø24: Ø5 DD E6 8E Ø1 3E
8Ø2A: 9F BØ CE B4 4A C6
8Ø3Ø: ØA EF 81 5A 26 FB
8Ø36: 86 7E B7 Ø1 9A 8E
```

I suggest using the PCLEAR command to move the program back in memory.

The following keys are used in the program.

Key	Operation
N	Restarts program for a *N*ew address
J	*J*ump to specified address
;	Go to the next page of addresses
–	Go to the previous page of addresses
S	*S*aves machine code with the CSAVEM command
L	*L*oads machine code into memory with the CLOADM command
P	*P*rints a listing of machine code to the screen or printer
A-F 0-9	Hexadecimal numbers used when modifying addresses
Arrow keys	Move cursor in modification mode

When you have finished typing in *Debug*, save it since a possibility exists that the code you may JUMP to might not let you return to *Debug*. After saving *Debug*, type RUN and press ENTER. The credits appear and the program asks the address at which you would like to start. You must respond in hexadecimal.

After pressing ENTER, the address you requested will be in the upper left-hand corner of the screen. The contents of each address are displayed with each corresponding address. Press the semicolon (;) key and the next page of addresses will appear on the screen. Press the minus (-) key and the address typed in at the start of the program will be the address in the upper left corner.

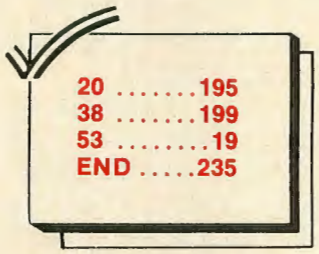
Find an assembly listing in an issue of THE RAINBOW and type in the Hex numbers only. Once you reach the end of the page, a tone will sound. This indicates that you can either examine your typing accuracy or go to the next page. When you are finished typing in the code, press the 'S' key. Type the start address at the first prompt, press ENTER and type the ending address. Next, press ENTER and type the execution address. The program then asks for the filename. Type an appropriate name and press ENTER; the machine code will then be saved. The program goes back to the starting address you specified and displays the memory contents. To test your program save, press the 'L' key. Type in the filename or press ENTER for the next file. The file will be loaded and you will go back to the starting address of the file just loaded.

For a better chance of finding typing errors, I have incorporated a print feature for those with printers. All you have to do is press the 'P' key and let the printer do the rest. The printout duplicates the format used on the screen. This makes it easy to type in from a *Debug*-generated listing.

To experiment with *Debug*, load it and type in Listing 2 — just type Hex numbers on the keyboard. The graphics that are produced should be easier to test if you have a Hex to binary chart.

Debug has alleviated my hand-assembly problems. Once you get used to the format, listings can be entered in a matter of minutes. I have used *Debug* to type in the first two installments of *Screen 51* by Chris Bone and R. Bartly Betts. (These installments can be found in the December 1984 and January 1985 issues of RAINBOW.) Use *Debug* as much as possible. You'll be amazed at the accuracy compared to typing DATA statements.

(Questions about *Debug* may be sent to Mike at R.R. 1, Box 117, Knoxville, IL 61448, phone 309-289-6987. Please include an SASE for a reply when writing.) □



The listing: DEBUG

```
1 CLS:PRINT@197,"MACHINE LANGUAG
E DEBUG";
2 PRINT@233,"VERSION  Ø2.Ø2";
3 PRINT@259,"BY MIKE DEAN  JANUA
RY 1985";
4 FORSW=ØTO15ØØ:NEXT
5 CLS:LINEINPUT"ADDRESS (HEX):";
A$:LO=VAL("&H"+A$):CLS:IFLO>6544
6THENLO=65446
6 ZV=LO:FORDP=ØTO448STEP32:ZQ$=H
EX$(ZV)
7 IFLEN(ZQ$)<4THENZQ$="Ø"+ZQ$:GO
TO7
8 PRINT@DP,ZQ$":";
9 ZV=ZV+6:NEXT:ZV=LOC
1Ø FORDP=6TO454STEP32
11 FORQP=DP TODP+16STEP3
12 ZQ$=HEX$(PEEK(ZV))
13 IFLEN(ZQ$)<2THENZQ$="Ø"+ZQ$
14 PRINT@QP,ZQ$;:ZV=ZV+1:NEXTQP,
DP:ZV=LOC
15 ZV=LOC:FORDP=1Ø5ØTO1498STEP32
:FORQP=ØTO5
16 POKEQP+DP,PEEK(ZV):ZV=ZV+1:NE
XTQP,DP
17 AP=Ø:BP=6:PO=LO:PX=1Ø5Ø
18 PRINT@(AP+BP),STRING$(2,2Ø7);
19 A$=INKEY$
2Ø IFA$="N"THENRUN
21 IFA$=";"THENLO=LO+9Ø:IFLO>654
46THENLO=65446:GOTO6ELSE6
22 IFA$="-"THENLO=LO-9Ø:IFLO<ØTH
ENLO=Ø:GOTO6ELSE6
23 IFA$<>CHR$(9)THEN26
24 GOSUB43:PRINT@(AP+BP),ZQ$;:BP
=BP+3:IFBP>22THENBP=6:AP=AP+32:P
O=PO+1:PX=PX+27:GOTO44
25 PO=PO+1:PX=PX+1:GOTO18
26 IFA$<>CHR$(8)THEN29
27 GOSUB43:PRINT@(AP+BP),ZQ$;:BP
```

```
=BP-3:IFBP<6THENBP=21:AP=AP-32:P
O=PO-1:PX=PX-27:GOTO45
28 PO=PO-1:PX=PX-1:GOTO18
29 IFA$<>CHR$(1Ø)THEN32
3Ø GOSUB43:PRINT@(AP+BP),ZQ$;:AP
=AP+32:IFAP>448THENAP=448:GOTO18
31 PO=PO+6:PX=PX+32:GOTO18
32 IFA$<>"^"THEN35
33 GOSUB43:PRINT@(AP+BP),ZQ$;:AP
=AP-32:IFAP<ØTHENAP=Ø:GOTO18
34 PO=PO-6:PX=PX-32:GOTO18
35 IFA$="L"ORA$="S"THEN46ELSEIFA
$="J"THEN59ELSEIFA$="P"THEN6Ø
36 IFA$=>"Ø"ANDA$<="9"ORA$=>"A"A
NDA$<="F"THENPRINT@(AP+BP),A$;:B
P=BP+1:GOTO38
37 GOSUB43:PRINT@(AP+BP),ZQ$;:GO
TO18
38 B$=INKEY$:IFB$=""THEN38
39 IFB$=>"Ø"ANDB$<="9"ORB$=>"A"A
NDB$<="F"THENPRINT@(AP+BP),B$;:E
LSE38
4Ø POKEPO,VAL("&H"+(A$+B$)):POKE
PX,VAL("&H"+(A$+B$)):GOSUB43:PRI
NT@(AP+BP-1),ZQ$;:POKEPX,VAL("&H
"+ZQ$)
41 BP=BP+2:IFBP>22THENBP=6:AP=AP
+32:PX=PX+27:PO=PO+1:IFAP>448THE
NSOUND128,3:GOTO44ELSE44
42 PO=PO+1:PX=PX+1:GOTO18
43 ZQ$=HEX$(PEEK(PO)):IFLEN(ZQ$)
=1THENZQ$="Ø"+ZQ$:RETURNELSERETU
RN
44 IFAP>448THENAP=448:BP=21:PO=L
O+89:GOTO18ELSE18
45 IFAP<ØTHENAP=Ø:BP=6:PO=LO:GOT
O18ELSE18
46 CLS:IFPEEK(49152)=68THENDV=1E
LSEDV=-1
47 IFA$="L"THEN56
48 PRINT"     RESPOND IN HEXADEC
IMAL"
49 LINEINPUT"START ADDRESS:";S$:
S=VAL("&H"+S$)
5Ø LINEINPUT"ENDING ADDRESS:";E$
:E=VAL("&H"+E$)
51 LINEINPUT"EXECUTION ADDRESS:"
;D$:D=VAL("&H"+D$)
52 LINEINPUT"FILENAME:";F$
53 IFDV=1THEN55
54 PRINT"PRESS PLAY&RECORD.":PRI
NT"PRESS ANY KEY WHEN READY":EXE
C&HA171:CSAVEMF$,S,E,D:LO=S:CLS:
GOTO6
55 SAVEM F$,S,E,D:LO=S:CLS:GOTO6
56 IFDV=-1THEN58
57 LINEINPUT"FILENAME:";F$:LOADM
 F$:LO=PEEK(487)*256+PEEK(488):C
LS:GOTO6
58 PRINT"PRESS PLAY AND ENTER TH
E","FILENAME:";:LINEINPUTF$:CLOA
DM F$:LO=PEEK(487)*256+PEEK(488)
:CLS:GOTO6
59 CLS:LINEINPUT"ADDRESS (HEX):"
;A$:EXEC VAL("&H"+A$):GOTO5
6Ø CLS:LINEINPUT"START ADDRESS";
S$:ST=VAL("&H"+S$)
61 LINEINPUT"END ADDRESS";E$:EN=
VAL("&H"+E$):LINEINPUT"sCREEN OR
 pRINTER? ";DV$:IFDV$="P"THEN DV
=-2ELSEDV=Ø
62 IF(EN-ST)/6=INT((EN-ST)/6)THE
N63ELSEEN=EN+1:GOTO62
63 FORDP=ST TO EN STEP6:ZQ$=HEX$
(DP)
64 IFLEN(ZQ$)<4THENZQ$="Ø"+ZQ$:G
OTO64
65 PRINT#DV,ZQ$":";
66 FORDD=DP TODP+5
67 ZQ$=HEX$(PEEK(DD)):IFLEN(ZQ$)
<2THENZQ$="Ø"+ZQ$
68 PRINT#DV," "+ZQ$;
69 NEXTDD:PRINT#DV,"":NEXTDP
7Ø PRINT"PRESS A KEY TO CONTINUE
":EXEC&HA171:LO=ST:CLS:GOTO6
```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CLOAD and RUN all in one fell swoop!

AUTO-EXECUTING YOUR TAPE PROGRAMS

By Harold Nickel

While I have had my CoCo, I have come to appreciate its abilities. One I missed having, though, is the ability to load a program from tape and execute it all with one command. Without this, you can't "chain" programs (have one program execute another). Techniques have been written giving assembler programs the ability to auto-execute, but you are still stuck typing in CLOAD and RUN for your BASIC stock.

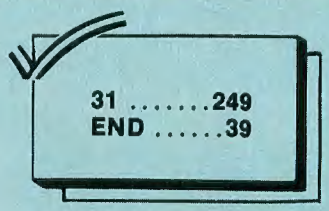
The following machine code provides this ability; it differs from the assembler techniques. With assembler auto-executes, the program loaded stores values into memory locations that cause it to begin executing. The machine language program runs itself. With *Crun*, the logic is external to the program. Like a BASIC command, executing the *Crun* code is done either manually or from a currently running program.

(Harold Nickel lives in Massachusetts and has been working in data processing on mainframe computers for nine years. He has worked as a systems analyst, an instructor in systems design and a capacity planner. His first microcomputer experience was putting together a "SOL-20" back in 1979.)

Modifying CLOAD

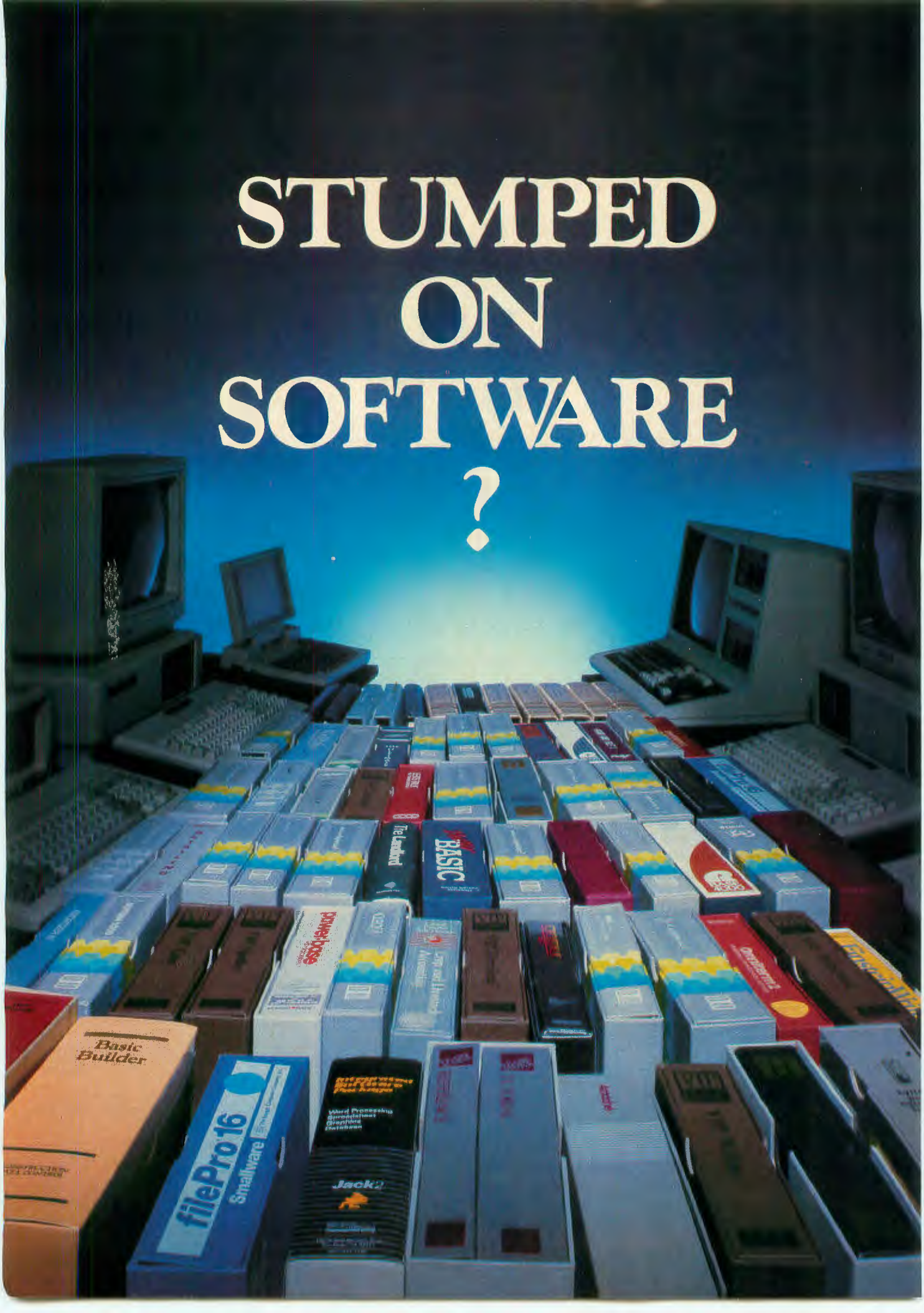
Since much of the logic I wanted to use was already a part of the CLOAD command, I decided to use a variation of that logic for *Crun*. The first step was to determine how CLOAD worked.

I used the program *Memdump* (Listing 1) to print the machine code for CLOAD. *Memdump* prints selected areas



Listing 1: MEMDUMP

```
Ø 'FORMATTED HEX MEMORY DUMP
1 CLS
2 M$=""
1Ø INPUT"ENTER TITLE: ";T$
11 IF T$="Q" THEN END
12 INPUT"ENTER START (HEX): ";S$
13 INPUT"ENTER END ADDRESS: ";E$
14 PRINT
2Ø INPUT"(S)CREEN OR (P)RINT): "
;O$
21 IF O$="S" THEN O=Ø:PRINT:GOTO
25
```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of memory to either the screen or a printer. (I use a Microline 82A printer.) It prints memory in hexadecimal with 8 bytes per line for the screen display and 16 bytes per line for the printed output. Each line is preceded with the first byte's address. Printed output is double-spaced to allow room for notations. It also allows each dump to be titled for future reference.

After printing the CLOAD code, I interpreted it into assembler instructions using a 6809 assembly language book. I selected the portion of CLOAD that loads BASIC files and wrote it as a separate machine language routine.

To transform this routine into *Crun*, it had to run the newly loaded file. It does this by storing the values 'R', 'U' and 'N' in the keyboad buffer, then jumping to the command execution logic. This simulates the entry of the RUN command from the keyboard and causes the program to be executed.

```
22 IF O$="P" THEN O=-2:PRINT:GOT
O 26
23 PRINT:PRINT"ENTER S OR P":GOT
O 2Ø
25 CLS:S=8:GOTO 3Ø
26 PRINT:PRINT"READY PRINTER.":P
RINT"PUSH ENTER WHEN READY."
27 S=16:M$="                "
28 INPUT O$
29 IF O$="Q" THEN GOTO 7Ø
3Ø PRINT#O,M$;T$:PRINT#O," ":L=2
31 FOR A=VAL("&H"+S$) TO VAL("&H
"+E$) STEP S
32 PRINT#O,M$;
33 IF LEN(HEX$(A))<4 THEN FOR P=
LEN(HEX$(A))+1 TO 4:PRINT#O,"Ø";
:NEXT P
35 PRINT#O,HEX$(A);" : ";
4Ø FOR SA=Ø TO S-1
41 PRINT#O," ";
42 IF LEN(HEX$(PEEK(A+SA)))<2 TH
EN PRINT#O,"Ø";
45 PRINT#O,HEX$(PEEK(A+SA));
5Ø NEXT SA
55 PRINT#O,""
56 IF O=-2 THEN PRINT#O," ":GOTO
 65
6Ø L=L+1
61 IF L<15 THEN GOTO 65
62 T$=INKEY$:IF T$="" THEN GOTO
62
63 L=Ø
65 NEXT A
7Ø PRINT
71 INPUT"MORE ?";O$
72 IF O$="YES" THEN GOTO 1
73 IF O$="Y" THEN GOTO 1
8Ø CLS
81 END
```


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The final version of *Crun* is presented in Listing 2. Not having an assembler, the code is shown in a three-column table rather than as an assembler program. The first column contains the actual machine code. The second column contains the assembler instruction associated with each line's function. The third column contains comments to help interpret the function being performed.

Using *Crun*

I used the program in Listing 3 to install the *Crun* code. *Crun* takes 102 bytes of memory. The Variable A contains the address of the start of *Crun*. This value, therefore, must be less than or equal to the highest address in RAM minus 101. The CLEAR statement keeps the routine from being written over. Its address value should be less than or equal to the value used in Variable A.

"Since much of the logic I wanted to use was already a part of the CLOAD command, I decided to use a variation of that logic for Crun. The first step was to determine how CLOAD worked."

Once installed, *Crun* can be called by using the EXEC command with the start address. Since the logic used is similar to that of CLOAD, it can also be used with a filename. Simply follow the EXEC command and address with either the filename in quotes when entering it through the keyboard, or as a variable value if executed from a program.

One use I have found for *Crun* is to equip each of my program tapes with a directory program (Listing 4). I generally keep a few tapes as a program library containing a number of BASIC programs. The *TapeDir* program provides a list of all programs on a tape, and the ability to load and run them from a menu.

TapeDir first protects the highest 102 bytes of RAM (my CoCo has 32K) and pokes in *Crun*. It then displays the program names on the tape. You can select one from the menu by pressing its letter (or exit *TapeDir* with the SHIFT-CLEAR keys). The selected program will be loaded and run. I use *TapeDir* itself as one of the selections. Then, if the program I want is not on the first tape, I can insert a new tape and select *TapeDir* to display its menu.

Since I add programs to my tapes periodically, I wrote *TapeDir* so that adding new program names would not increase its length. The new name is added as one of the T$ values. Names with less than eight characters are padded with blanks. The new directory can then be saved over the old one without writing into the next file on tape.

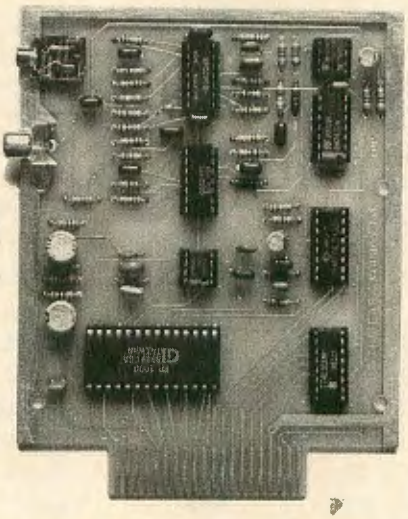
An additional technique I use is to place a tape header file on each tape. It consists of one comment line and is always the first file on a tape (before *TapeDir*). This lets me position the tape exactly at the beginning of *TapeDir*, using SKIPF, when I want to save a new menu. □

Listing 2: CRUN

```
Machine      Assmbler
 Code         Instr.     Description
---------    --------    -----------

ØF 78         CLR        Flag CLOSE
32 62         LEAS       Clear Stack
BD A5 C5      JSR        Evaluate Filename
BD A6 48      JSR        Locate the File
7D Ø1 E4      TST        Check If Binary
26 Ø5         BNE        Jump If Not Binary
B6 Ø1 E2      LDA        Check If Basic
27 Ø3         BEQ        Jump If Basic
7E A6 16      JMP        Jump to FM Error
BD AD 19      JSR        Do NEW
BD A7 7C      JSR        Read File Leader
9E 19         LDX        X=Program-Area Ptr
9F 7E         STX        Cassette-Buffer Ptr=X
DC 7E         LDD        D=Cassette-Buffer Ptr
4C            INCA       Bump Cassette-Buffer Ptr MSB
BD AC 37      JSR        Do Memory Check
BD A7 ØB      JSR        Read a Block
26 34         BNE        Jump If I/O Error
96 7C         LDA        A=Block Type
27 3Ø         BEQ        Jump If Header Block
2A ED         BPL        Loop If Data Block
9F 1B         STX        Save Buffer Ptr as End of Prog.
BD A7 E9      JSR        Turn Off Cassette
8E AB EC      LDX        X=O.K. Message
BD B9 9C      JSR        Display O.K. Message
BD AD 21      JSR        Reset Basic Memory Ptrs
BD AC EF      JSR        Reset Basic Line Ptrs
BD Ø1 82      JSR        Call Extended Basic Link
8E Ø2 DD      LDX        X=Start of Input Buffer
86 52         LDA        A='R'
A7 8Ø         STA        Save 'R' in Buffer
86 55         LDA        A='U'
A7 8Ø         STA        Save 'U' in Buffer
86 4E         LDA        A='N'
A7 8Ø         STA        Save 'N' in Buffer
6F 84         CLR        Flag End of Input
C6 Ø4         LDB        B=Length of Input
8E Ø2 DC      LDX        X=Start of Input minus 1
4F            CLRA       Signal No Break Key
7E AC 7F      JMP        Jump to Command Mode
BD AD 19      JSR        Do NEW
7E A6 19      JMP        Jump to Display I/O Error
```

EARS



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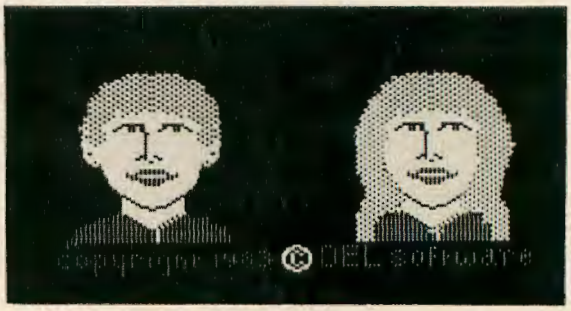

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PLAY MUSICA 2 FILES. Thousands of MUSICA 2 users will be excited to know SYMPHONY 12 plays all music developed using MUSICA 2 like you have never Seen or Heard it. In fact we highly recommend the use of MUSICA 2 as a composition development tool for SYMPHONY 12. Use MUSICA 2's superior graphics input capability and then play it through SYMPHONY 12. You can also take advantage of our MUSIC LIBRARY series (sold separately) to give you access to over 500 music pieces representing 20 hours of music.

ULTIMATE MUSIC DEVELOPMENT SYSTEM. SYMPHONY 12, MUSICA 2, and the PIANO KEYBOARD give you incredible flexibility. Imagine sitting down at the PIANO KEYBOARD, playing a piece and recording it as you play just as you would to a tape recorder. Save your masterpiece and then using MUSICA 2 edit it if you like and print it. If you have a MIDI synthesizer, you can take the music and play it using COCO MIDI (sold separately). Try that on an IBM, APPLE, or COMMODORE (good luck).

PIANO KEYBOARD. For those wishing to turn SYMPHONY 12 into a real polyphonic synthesizer we offer the extremely powerful and versatile PIANO KEYBOARD. The PIANO KEYBOARD was deisgned to be used in our entire music product line. You can use it with SYMPHONEY 12, MUSICA 2, SYNTHER 77 PLUS, and even our advanced speech synthesizer, SUPER VOICE.

When using MUSICA 2, you will be using 4 of the 12 voices available from SYMPHONY 12. To take advantage of the full 12 voice capability of SYMPHONY 12 you may use either the Color Computer's keyboard or the PIANO KEYBOARD.

Y-CABLE or MULTI-PAK. Tape users using both SYMPHONY 12 and the PIANO KEYBOARD will require a Y-CABLE. Disk users will require the Triple Y-Cable or MULTI-PAK.

SYMPHONY 12. You get over a dozen music and sound effect selections and complete documentation. Software is shipped on Tape or Disk.

OPTIONS

MUSIC LIBRARY (each volume)	$29.95
MUSICA 2	$29.95
PIANO KEYBOARD 2½ octave	$79.95
PIANO KEYBOARD 4 octave	$119.95

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AWESOME!

STEREO PAK™ $39.95

Plug this gem into your computer, connect to your home stereo system and sit back and enjoy music realism. The STEREO PAK is a hardware music synthesizer that plays our MUSIC LIBRARY series and MUSICA 2 music in stereo. Because it was designed specifically with music reproduction in mind, the sound is superb. The highs are crisp and clear while the bass notes will rattle your walls. Internally we use two high performance 8 bit digital to analog converters to assure fidelity.

The STEREO PAK is all hardware. It is intended as an enhancement for MUSICA 2 and our MUSIC LIBRARY series. Disk users will require our Y-CABLE or a MULTI-PAK.

NEW

COCO MIDI™ $39.95 Tape or Disk

Now your COCO can talk to your MIDI music synthesizer. Whether you have a Korg, Roland, Casio, or Yamaha, it doesn't matter as long as it's MIDI equipped.

COCO MIDI takes any MUSICA 2 music file and plays it through your music synthesizer. We offer you over 500 tunes from our MUSIC LIBRARY series (sold separately) or create your own music using the best music composition program available, MUSICA 2 (sold separately).

COCO MIDI includes: documentation, plenty of music, and the cable to connect between the COCO and your synthesizer.

20 HOURS OF MUSIC

MUSIC LIBRARY™ $29.95 Tape or Disk

The MUSIC LIBRARY series consists of 5 volumes: 100, 200, 300, 400, and 500 each sold separately. Each contains over 100 four voice music selections with a playing time of over 3 hours each. The disk version is shipped on 5 full disks. When coupled with the STEREO PAK, the music is reproduced with unsurpassed realism.

A JUKEBOX program is included to allow you to select specific songs or automatically play each. These songs are ready to go, you don't need MUSICA 2 or a knowledge of music. MUSICA 2 users may customize each song. Requires minimum of 32K.

MUSIC LIBRARY 100

Stage, Screen, & TV	Classical
Music of the 70's	Christmas (popular)
Music of the 60's	Christmas (traditional)
Music of the 50's	Patriotic
Old Time Favorites	Polka Party

MUSIC LIBRARY 200 (another 100 selections)
MUSIC LIBRARY 300 (another 100 selections)
MUSIC LIBRARY 400 (another 100 selections)
MUSIC LIBRARY 500 (another 100 selections)

Each volume sold separately, specify tape or disk.

SAVE $50!

Write for complete list.
ALL 500 $99.95

NEW

SYNTHER 77 PLUS $29.95 Disk

We put the PLUS in SYNTHER 77 PLUS by connecting our PIANO KEYBOARD so you can really play your COCO like a piano.

You control vibrato pattern, Bender rate, Volume level as well as Attack, Decay, Sustain, and Release (ADSR envelope). As you play you can record, then edit and save it to disk or tape. You can even fine tune it to match other instruments.

The PIANO KEYBOARD is not necessary, you can use your COCO keyboard but the PIANO KEYBOARD makes your COCO a real music instrument.

FOR MUSICA 2 SUPER VOICE SYMPHONY 12 SYNTHER 77

PIANO KEYBOARD

Now you can really play your Color Computer and pick any or all 4 instruments: **MUSICA 2, SYNTHER 77 PLUS, SUPER VOICE,** and the ultimate **SYMPHONY 12.**

MUSICA 2 users can use the PIANO KEYBOARD as an easy method to input music. Version 2.7 is required. Previous users may obtain an update by returning original tape or disk with $7.00.

SYNTHER 77 PLUS turns your COCO into a music synthesizer without any additional hardware. You specify Vibrato, Bender, Volume, as well as Attack, Decay, Sustain, and Release (ADSR).

SUPER VOICE, COCO's most advanced speech synthesizer becomes a music synthesizer when connected to the PIANO KEYBOARD.

SYMPHONY 12 and the PIANO KEYBOARD gives you a professional 12 voice music synthesizer.

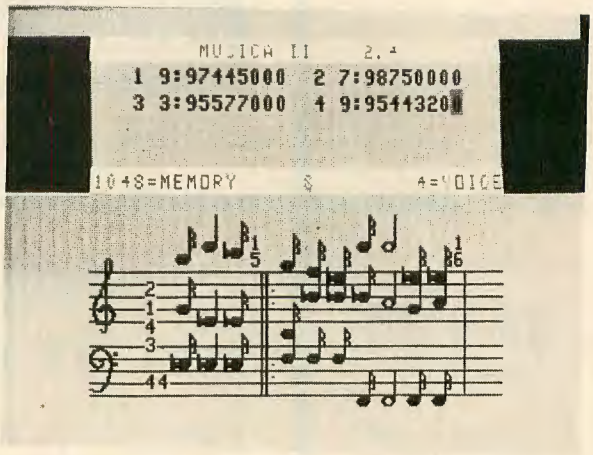
These Piano Keyboards are not toys. They are the same style, shape, size, and feel as professional synthesizer keyboards. Disk owners must use a Y-CABLE or MULTI-PACK.

2½ octave (32 note) ..... **$79.95** **4 octave** (49 note) **$119.95**

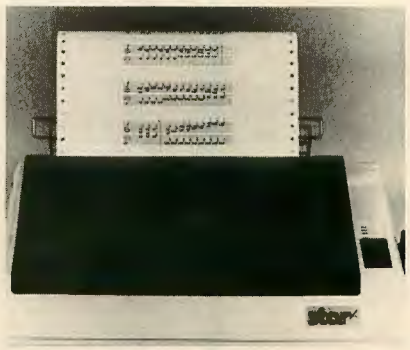
MUSICA 2 $29.95

Tape or Disk

- When in stereo mode, music is played through our STEREO PAK (purchased separately).
- Loudness of each voice may be individually specified.
- Memory available is constantly displayed.
- Voice waveshapes may be exchanged between voices at any point.
- Tempo may be specified and may even be altered as the music plays.
- Flats and sharps supported.
- Billions of timbre combinations.
- High resolution graphic display, looks just like sheet music.
- MUSICA 2 is 100% software, no need for hardware unless you want music produced in STEREO. In that case, the STEREO PAK may be purchased separately. It's a must for the audiophile!
- Repeat bars allow repeating of music without re-inserting music a second or third time.
- 30 page manual describes all.
- Requires minimum of 64K



- Output music to your printer (Gemini 10X, Epson, R.S. printers).



- Allows you to specify key signature.
- Voice timbre (waveshape) may be altered by specifying harmonic content just like stops on an organ.
- During editing, voice being inserted is displayed.
- Each measure is numbered for easy reading of music.
- Measure bars aid in reading and developing music.
- Each voice may be visually highlighted for easy identification.
- 4 Voices produced simultaneously.
- Input notes from Coco keyboard, joystick, or Piano Keyboard.
- Play music from your own BASIC program.
- Block copy music for easy music development.
- 100% machine language so it is lightning fast.
- Vibrato effect easily produced.
- With STEREO PAK, voices may be switched between left and right speakers as music plays.
- Durations include: whole, half, quarter, eighth, sixteenth, thirty-second, sixty-fourth, and triplet.

MUSIC THEORY

An advanced music course that covers Major and Harmonic Minor scales, interval spelling, Triad (Chord) theory, Inversions, Dominant 7th chords, and interval ear training. Format of the course includes drill and practice sessions, a scorecard to measure progress, graphics and sound output, and a reviewing session.

32K Disk only **$49.95**

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$59.95

VOICE CONTROL APPLIANCES WITH EARS

The HOME COMMANDER easily connects to the cassette port of your Color Computer and lets you control appliances in your home.

NO WIRES NECESSARY

The HOME COMMANDER uses your home's existing electrical wiring to control virtually anything. Appliances are controlled via small control modules available at your local SEARS or Radio Shack store.

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Included FREE is a program to allow you to control up to 256 devices and specify the time and date they are to be activated. That's right, the software has its own built in accurate clock.

Imagine controlling a light or TV with your voice. When used with our Electronic Audio Recognition System, EARS, you can literally control any appliance.

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If you were disappointed in the software that came with the Radio Shack PLUG'N POWER unit, and you probably were, we'll offer you our powerful software separately. An early version is described in the Feb., April, June, and August 1983 issues of RAINBOW. Our current version is even better. **$19.95**

PLUG'N POWER is a trademark of Radio Shack®

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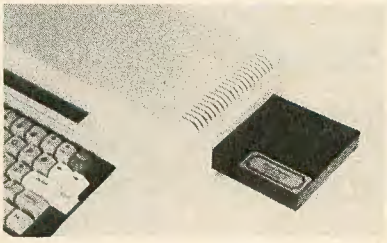
— INCLUDES OS9 DRIVER —



Now your computer will always know the correct time and date. This amazing precision time module is calibrated to the National Bureau of Standards (WWV) atomic clock and you should never have to change it.

Use the PRECISION TIME MODULE to add the time element to your games or use on BBS. If you like, purchase separately our BBS.

COLORAMA BBS (64 K, 1 drive minimum) **$99.95**

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Even when your computer is off, the clock keeps correct time by operating using the internal battery backup system.

THE TIMEPIECE FOR THE COLORAMA BBS

FREE TALKING CLOCK PROGRAM requires VOICE, SUPER VOICE, or SPEECH & SOUND PAK

MONTHS, LEAP YEARS & DST

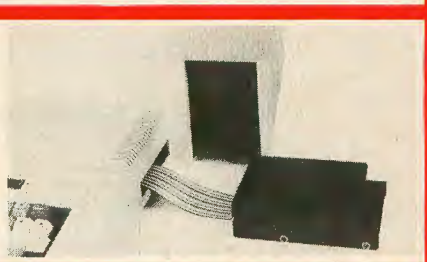
The PRECISON TIME MODULE automatically adjusts for the different number of days in each month as well as leap years. And believe it or not, it adjusts for DST so you don't have to remember if it's SPRING FORWARD or FALL FORWARD.

Y-CABLE $28.95

Why pay $100 to $200 for a multi-pak. With the Y-CABLE, you can connect your disk system to your computer along with either our STEREO PAK music synthesizer, our VOICE, SUPER VOICE speech synthesizers, or our PRECISION TIME MODULE. All connectors gold plated.

TRIPLE Y $34.95

We developed the Triple Y-Cable specifically for those interested in both speech synthesis and speech recognition. The Triple Y-Cable lets you connect EARS and SUPER VOICE to your color computer along with your disk system.



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Interested in building your own project? Our oversized board gives plenty of room for construction while the sturdy aluminum case with black satin finish assures protection and a professional appearance.

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Listing 3: INSTALL

```
Ø 'INSTALL MACHINE LANGUAGE CODE
1Ø CLS
2Ø CLEAR 2ØØ,3ØØØØ
3Ø A=3ØØØØ:'START ADDRESS
4Ø L=1Ø2:'NUMBER OF DATA VALUES
5Ø FOR X=A TO (A+L)-1
6Ø READ H$
7Ø POKE X,VAL("&H"+H$)
8Ø NEXT X
9Ø PRINT"CODE INSERTED AT";A
1ØØ END
11Ø DATA ØF,78,32,62,BD,A5,C5,BD
,A6,48,7D,Ø1,E4,26,Ø5,B6,Ø1,E2,2
7,Ø3,7E,A6,16
12Ø DATA BD,AD,19,BD,A7,7C,9E,19
,9F,7E,DC,7E,4C,BD,AC,37,BD,A7,Ø
B,26,34,96,7C,27,3Ø,2A,ED
13Ø DATA 9F,1B,BD,A7,E9,8E,AB,EC
,BD,B9,9C,BD,AD,21,BD,AC,EF
14Ø DATA BD,Ø1,82,8E,Ø2,DD,86,52
,A7,8Ø,86,55,A7,8Ø,86,4E,A7,8Ø,6
F,84,C6,Ø4,8E,Ø2,DC,4F,7E,AC,7F
15Ø DATA BD,AD,19,7E,A6,19
```

```
29 .....228
58 .....122
END .....179
```

Listing 4: TAPEDIR

```
Ø 'TAPE DIRECTORY WITH CRUN
1 CLS
2 CLEAR 2ØØ,32666:A=32666
3 DIM T$(24)
1Ø 'INSTALL CRUN
11 DATA ØF,78,32,62,BD,A5,C5,BD,
A6,48,7D,Ø1,E4,26,Ø5,B6,Ø1,E2,27
,Ø3,7E,A6,16,BD,AD,19,BD,A7,7C,9
E,19,9F,7E,DC,7E,4C,BD,AC,37,BD,
A7,ØB,26,34,96,7C,27,3Ø,2A,ED
12 DATA 9F,1B,BD,A7,E9,8E,AB,EC,
BD,B9,9C,BD,AD,21,BD,AC,EF,BD,Ø1
,82,8E,Ø2,DD,86,52,A7,8Ø,86,55,A
7,8Ø,86,4E,A7,8Ø,6F,84,C6,Ø4,8E,
Ø2,DC,4F,7E,AC,7F
13 DATA BD,AD,19,7E,A6,19
14 FOR P=A TO A+1Ø1
15 READ D$:POKE P,VAL("&H"+D$)
16 NEXT P
2Ø 'INITIALIZE DIRECTORY TABLE
21 T$(1)="DIR      "
22 T$(2)="MEMDUMP  "
23 T$(3)="INSTALL  "
24 T$(4)="CRUN     "
25 T$(5)="         "
26 T$(6)="         "
27 T$(7)="         "
28 T$(8)="         "
29 T$(9)="         "
3Ø T$(1Ø)="         "
31 T$(11)="         "
32 T$(12)="         "
33 T$(13)="         "
34 T$(14)="         "
35 T$(15)="         "
36 T$(16)="         "
37 T$(17)="         "
38 T$(18)="         "
39 T$(19)="         "
4Ø T$(2Ø)="         "
41 T$(21)="         "
42 T$(22)="         "
43 T$(23)="         "
44 T$(24)="         "
5Ø 'DISPLAY TAPE DIRECTORY
51 PRINT"          TAPE DIRECTORY
":PRINT
52 PRINT"  A - ";T$(1);"    M -
";T$(13)
53 PRINT"  B - ";T$(2);"    N -
";T$(14)
54 PRINT"  C - ";T$(3);"    O -
";T$(15)
55 PRINT"  D - ";T$(4);"    P -
";T$(16)
56 PRINT"  E - ";T$(5);"    Q -
";T$(17)
57 PRINT"  F - ";T$(6);"    R -
";T$(18)
58 PRINT"  G - ";T$(7);"    S -
";T$(19)
59 PRINT"  H - ";T$(8);"    T -
";T$(2Ø)
6Ø PRINT"  I - ";T$(9);"    U -
";T$(21)
61 PRINT"  J - ";T$(1Ø);"    V -
 ";T$(22)
62 PRINT"  K - ";T$(11);"    W -
 ";T$(23)
63 PRINT"  L - ";T$(12);"    X -
 ";T$(24)
64 PRINT:PRINT"   USE (shift)(cl
ear) TO EXIT";
65 SCREEN Ø,1
7Ø 'PROGRAM SELECTION
71 D$=INKEY$:IF D$="" THEN GOTO
71
72 IF ASC(D$)=92 THEN END
73 IF ASC(D$)<65 OR ASC(D$)>88 T
HEN GOTO 71
74 IF T$(ASC(D$)-64)="         "
THEN SOUND 1,3:GOTO 71
75 SCREEN Ø,Ø:EXEC 32664 T$(ASC(
D$)-64)
```

A Timekeeper for All Occasions

By Marty Ambros

This is a short program that makes your CoCo a timekeeper. Of what use is that, you say? Well, plenty! How about those long typing sessions when the new RAINBOW arrives? It sure is nice to have the time on the screen while hacking away. Not a single precious moment is wasted getting up to see what time it is. And you won't miss those important dates because you lost track of time while developing your new "do-everything" program. Or, if that doesn't whet your appetite, what about the game or utility that has everything . . . except a timing function?

Utility Clock is a machine language subroutine that can be used by itself or with another BASIC or machine language program. It does not interfere with Disk BASIC, but disk I/O slows it down some. Each disk access slows the clock by about a half second; this is negligible.

Using *EDTASM+* or a similar assembler, enter the assembly language code. Assemble it out to disk using the filename *CLOCK/BIN*. Type in the BASIC loader program, but don't run it until it is safely on disk because it erases itself! Now you are ready to use your new clock. Simply type `RUN"CLOCKBAS"` and answer the prompts. Upon answering the last prompt the screen is cleared and the loader program is erased. Immediately, you should see the correct time displayed in the upper right corner of your screen; if not, check for typographical errors. You can write programs and use Disk BASIC as before except now you always have the current time displayed on the screen.

Using the clock from within another BASIC or machine language program is easy. Type `CLEAR200,32000:LOADM "CLOCK"` to put *CLOCK/BIN* in memory. When you want to start timing, just type `EXEC 32008`.

For those who followed the excellent series "Cooking with CoCo," by Colin Stearman, this program is a good candidate for the auto-load feature. Every time you power up, CoCo asks for the time and promptly displays it, while you can work on bigger and better things. □

(Marty Ambros is a student in electrical/computer engineering at the University of Wisconsin in Madison. He enjoys tinkering with CoCo's insides as well as writing useful software. He is designing an interface to connect CoCo to an ECG machine for the University's Cardiology Research Center.)

Listing 1: CLOCKBAS

```
1Ø 'UTILITY CLOCK
2Ø 'BY MARTY AMBROS
3Ø '
4Ø CLEAR 2ØØ,32ØØØ:LOADM"CLOCK":
CLS
5Ø DEFUSRØ=&H7D17
6Ø INPUT"WHAT HOUR IS IT NOW";HH
7Ø IF HH<1 OR HH>12 THEN SOUND2Ø
Ø,1:CLS:GOTO6Ø
8Ø HH=INT(HH)
9Ø POKE &H7DØ7,HH
1ØØ IF HH<1Ø THEN POKE &H7DØØ,Ø:
POKE &H7DØ1,HH:GOTO 12Ø
11Ø POKE &H7DØØ,1:POKE &H7DØ1,HH
-1Ø
12Ø CLS
13Ø INPUT"AND HOW MANY MINUTES";
MM
14Ø IF MM<Ø OR MM>59 THEN SOUND2
ØØ,1:CLS:GOTO13Ø
15Ø MM=INT(MM)
16Ø POKE &H7DØ2,INT(MM/1Ø):POKE
&H7DØ3,MM-1Ø*INT(MM/1Ø)
17Ø A=USRØ(Ø)
18Ø CLS:NEW
```

Listing 2: CLOCK

```
                    ØØØØ1 ****************************
                    ØØØØ2 ****************************
                    ØØØ1Ø *UTILITY CLOCK          *
                    ØØØ2Ø *BY MARTY AMBROS        *
                    ØØØ21 ****************************
                    ØØØ22 ****************************
                    ØØØ3Ø
7DØØ                ØØ1ØØ          ORG     32ØØØ
7DØØ                ØØ11Ø HOUR2    RMB     1
7DØ1                ØØ12Ø HOUR1    RMB     1
7DØ2                ØØ13Ø MIN2     RMB     1
7DØ3                ØØ14Ø MIN1     RMB     1
7DØ4                ØØ15Ø SEC2     RMB     1
7DØ5                ØØ16Ø SEC1     RMB     1
7DØ6                ØØ17Ø COUNT    RMB     1
7DØ7                ØØ18Ø HOUR     RMB     1
                    ØØ181
                    ØØ185 *"EXEC" STARTING POINT
                    ØØ186 *CLOCK IS STARTED AT TIME
                    ØØ187 *EQUAL TO ØØ:ØØ:ØØ
                    ØØ188
7DØ8 7F  7DØØ       ØØ19Ø START1   CLR     HOUR2
7DØB 7F  7DØ1       ØØ2ØØ          CLR     HOUR1
7DØE 7F  7DØ2       ØØ21Ø          CLR     MIN2
7D11 7F  7DØ3       ØØ22Ø          CLR     MIN1
7D14 7F  7DØ7       ØØ23Ø          CLR     HOUR
                    ØØ231
                    ØØ232 *BASIC LOADER PROGRAM
                    ØØ233 *STARTING POINT. TIME
                    ØØ234 *SHOULD BE INITIALIZED
                    ØØ235 *PRIOR TO BRANCHING
                    ØØ236 *HERE
                    ØØ237
7D17 7F  7DØ4       ØØ24Ø START2   CLR     SEC2
7D1A 7F  7DØ5       ØØ25Ø          CLR     SEC1
7D1D 7F  7DØ6       ØØ26Ø          CLR     COUNT
7D2Ø 8E  7D2E       ØØ27Ø          LDX     #CLOCK
7D23 BF  Ø1ØD       ØØ28Ø          STX     $1ØD
7D26 86  35         ØØ29Ø          LDA     #$35
7D28 B7  FFØ3       ØØ3ØØ          STA     $FFØ3
7D2B 1C  EF         ØØ31Ø          ANDCC   #$EF
7D2D 39             ØØ32Ø          RTS
7D2E 7C  7DØ6       ØØ33Ø CLOCK    INC     COUNT
7D31 B6  7DØ6       ØØ34Ø          LDA     COUNT
7D34 81  3B         ØØ35Ø          CMPA    #59
7D36 25  6A         ØØ36Ø          BLO     OUT
7D38 7F  7DØ6       ØØ37Ø          CLR     COUNT
7D3B 7C  7DØ5       ØØ38Ø          INC     SEC1
7D3E B6  7DØ5       ØØ39Ø          LDA     SEC1
7D41 81  ØA         ØØ4ØØ          CMPA    #1Ø
7D43 25  5D         ØØ41Ø          BLO     OUT
7D45 7F  7DØ5       ØØ42Ø          CLR     SEC1
7D48 7C  7DØ4       ØØ43Ø          INC     SEC2
7D4B B6  7DØ4       ØØ44Ø          LDA     SEC2
7D4E 81  Ø6         ØØ45Ø          CMPA    #6
7D5Ø 25  5Ø         ØØ46Ø          BLO     OUT
7D52 7F  7DØ4       ØØ47Ø          CLR     SEC2
7D55 7C  7DØ3       ØØ48Ø          INC     MIN1
7D58 B6  7DØ3       ØØ49Ø          LDA     MIN1
7D5B 81  ØA         ØØ5ØØ          CMPA    #1Ø
```


256K FOR LESS THAN $100.00

EASY SOLDERLESS INSTALLATION
INCLUDES 35/40 TRACK RAM DISK
(Compatible with RSDOS, JDOS and ADOS)

RAM DISK requires DISK BASIC

134 GRAPHICS PAGES IN EC BASIC

THE 256K RAM "BANKER"

J&R proudly announces the "BANKER," a 256K internal board for COCO I or COCO II that can be upgraded to 32K/64K with the addition of 4164 type (8 each) memory chips, socketed SAM and memory chips. SAM and memory chips must be socketed for solderless installation. The 26-3136 Korean version COCO II and COCO II with suffix A or B MAY require an adapter, call or write for information. The "BANKER" installs in the SAM (6883/74LS783) socket. The "BANKER" works with COLOR BASIC, EXTENDED BASIC, and DISK EXTENDED BASIC (JDOS and ADOS), Cassette or Disk systems.

The "BANKER" was designed to be compatible with ALL hardware and absolutely compatible with any 64K software or hardware addressing.

Featured in Sept. '85 HOT COCO

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```
7D5D 25   43      ØØ51Ø          BLO     OUT
7D5F 7F   7DØ3    ØØ52Ø          CLR     MIN1
7D62 7C   7DØ2    ØØ53Ø          INC     MIN2
7D65 B6   7DØ2    ØØ54Ø          LDA     MIN2
7D68 81   Ø6      ØØ55Ø          CMPA    #6
7D6A 25   36      ØØ56Ø          BLO     OUT
7D6C 7F   7DØ2    ØØ57Ø          CLR     MIN2
7D6F 7C   7DØ7    ØØ58Ø          INC     HOUR
7D72 B6   7DØ7    ØØ59Ø          LDA     HOUR
7D75 81   ØD      ØØ6ØØ          CMPA    #13
7D77 25   11      ØØ61Ø          BLO     SKIP1
7D79 7F   7DØ7    ØØ62Ø          CLR     HOUR
7D7C 7C   7DØ7    ØØ63Ø          INC     HOUR
7D7F 7F   7DØ1    ØØ64Ø          CLR     HOUR1
7D82 7C   7DØ1    ØØ65Ø          INC     HOUR1
7D85 7F   7DØØ    ØØ66Ø          CLR     HOUR2
7D88 2Ø   18      ØØ67Ø          BRA     OUT
7D8A 81   ØA      ØØ68Ø SKIP1    CMPA    #1Ø
7D8C 25   11      ØØ69Ø          BLO     SKIP3
7D8E 26   Ø3      ØØ7ØØ          BNE     SKIP2
7D9Ø 7F   7DØ1    ØØ71Ø          CLR     HOUR1
7D93 8Ø   ØA      ØØ72Ø SKIP2    SUBA    #1Ø
7D95 B7   7DØ1    ØØ73Ø          STA     HOUR1
7D98 86   Ø1      ØØ74Ø          LDA     #1
7D9A B7   7DØØ    ØØ75Ø          STA     HOUR2
7D9D 2Ø   Ø3      ØØ76Ø          BRA     OUT
7D9F B7   7DØ1    ØØ77Ø SKIP3    STA     HOUR1
7DA2 8E   Ø418    ØØ78Ø OUT      LDX     #$418
7DA5 B6   7DØØ    ØØ79Ø          LDA     HOUR2
7DA8 8B   7Ø      ØØ8ØØ          ADDA    #112
7DAA A7   8Ø      ØØ81Ø          STA     ,X+
7DAC B6   7DØ1    ØØ82Ø          LDA     HOUR1
7DAF 8B   7Ø      ØØ83Ø          ADDA    #112
7DB1 A7   8Ø      ØØ84Ø          STA     ,X+
7DE4 4A           Ø1Ø6Ø          DECA
7DE5 B7   Ø985    Ø1Ø7Ø          STA     $985
7DE8 26   ØB      Ø1Ø8Ø          BNE     SKIP4
7DEA B6   Ø986    Ø1Ø9Ø          LDA     $986
7DED 84   BØ      Ø11ØØ          ANDA    #$BØ
7DEF B7   Ø986    Ø111Ø          STA     $986
7DF2 B7   FF4Ø    Ø112Ø          STA     $FF4Ø
7DF5 7E   8955    Ø113Ø SKIP4    JMP     $8955
7DF8 3B           Ø114Ø SKIP5    RTI
          7DØ8    Ø115Ø          END     START1
ØØØØØ TOTAL ERRORS
7DB3 86   7A      ØØ85Ø          LDA     #122
7DB5 A7   8Ø      ØØ86Ø          STA     ,X+
7DB7 B6   7DØ2    ØØ87Ø          LDA     MIN2
7DBA 8B   7Ø      ØØ88Ø          ADDA    #112
7DBC A7   8Ø      ØØ89Ø          STA     ,X+
7DBE B6   7DØ3    ØØ9ØØ          LDA     MIN1
7DC1 8B   7Ø      ØØ91Ø          ADDA    #112
7DC3 A7   8Ø      ØØ92Ø          STA     ,X+
7DC5 86   7A      ØØ93Ø          LDA     #122
7DC7 A7   8Ø      ØØ94Ø          STA     ,X+
7DC9 B6   7DØ4    ØØ95Ø          LDA     SEC2
7DCC 8B   7Ø      ØØ96Ø          ADDA    #112
7DCE A7   8Ø      ØØ97Ø          STA     ,X+
7DDØ B6   7DØ5    ØØ98Ø          LDA     SEC1
7DD3 8B   7Ø      ØØ99Ø          ADDA    #112
7DD5 A7   84      Ø1ØØØ          STA     ,X
                  Ø1ØØ1
                  Ø1ØØ2 *DISK DRIVE ALSO USES THE
                  Ø1ØØ3 *INTERUPT SO LET'S TAKE
                  Ø1ØØ4 *CARE OF ITS NEEDS...
                  Ø1ØØ5
7DD7 B6   FFØ3    Ø1Ø1Ø DISK     LDA     $FFØ3
7DDA 2A   1C      Ø1Ø2Ø          BPL     SKIP5
7DDC B6   FFØ2    Ø1Ø3Ø          LDA     $FFØ2
7DDF B6   Ø985    Ø1Ø4Ø          LDA     $985
7DE2 27   11      Ø1Ø5Ø          BEQ     SKIP4
```

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GAME

". . . a gentle but tricky arcade game that involves nothing more violent than a hummingbird popping bubbles"

Bubble Wars!

By Richard Ramella

"Ping!" said the kid. "Captain Nick Hazard is sailing through deep space in his Blue Death Suit. He sends another dread Rotundo to its maker!"

"That's not Captain Nick Hazard," I told the kid. "It's a hummingbird. And the orange things are just bubbles, not some kind of space creatures."

"They're the most-feared space creatures of all! They want to turn Captain Nick inside out!"

"Will you stop it?" I asked. "This is a non-violent arcade game for CoCo computers with at least 16K memory, Extended Color BASIC and one joystick."

"This is the most violent game I've ever played!" yelled the kid. "Ping! Pow! Bar-room! Yucko, look at 'em splatter!"

I withdrew. The kid playing the game *Bubble War* was and still is my son. He's 10. At age 3 he wanted a toy gun. When my wife and I refused, he chewed a graham cracker into the shape of a pistol and genially "powed" anyone who came near his high chair.

Not much has changed in the last eight years.

Despite its name, *Bubble War* is a gentle but tricky arcade game that involves nothing more violent than a blue hummingbird popping orange bubbles. It demonstrates how to have fun without destroying the universe.

If your computer won't accept the speed POKE 65495,0, delete Line 130.

At the start of the game, a white screen bordered by green appears. Within it is a wing-flapping blue hummingbird. Using the joystick, you can move the bird around the screen at a fair clip. It goes either northeast, southeast, southwest or northwest, depending on the quadrant in which the joystick is being held. Push the firebutton on the joystick and the hummingbird fires in the general direction it's traveling — left if moving westward, right if eastward.

Aim and fire to burst bubbles. Hits are scored according to the current size of orange bubbles appearing on the screen. Avoid taking the hummingbird

(Richard Ramella is a former newspaper editor who now works as a writer for a California hospital. He has published more than 200 Color Computer programs.)

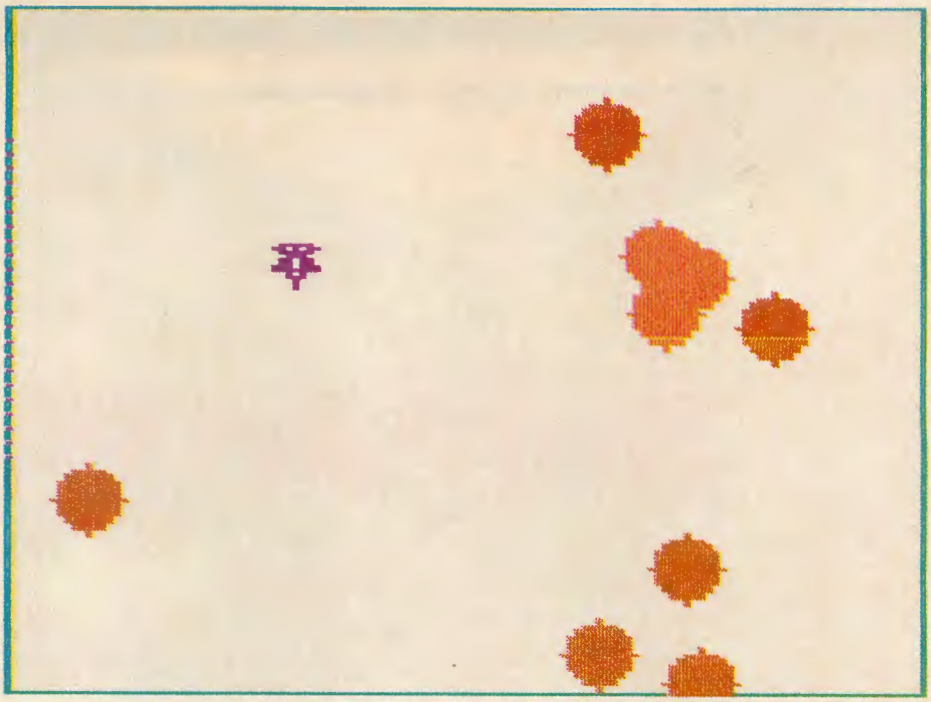
too near any orange bubble or debris thereof; this will end the game.

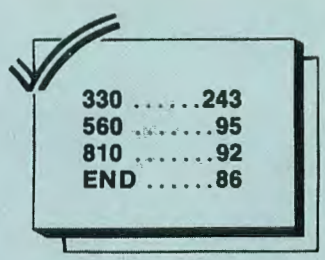
From time to time, the action freezes and a colorful series of concentric circles spreads over the screen. The screen blanks and play resumes. This is done to wipe out bubble debris.

To see a current score during the game, press keyboard letter 'X', then press any other key except SHIFT or BREAK to continue play.

My son persists in imagining danger and triumph in his games. Sometimes I try to tell him that all computer arcade games are comprised in totality of but one fundamental idea. There are teams of light, whether two pixels or a thousand complex graphics shapes. One team chases, the other evades. As the player you may be on either side. The mind fills in the rest of the fantasy.

(You may contact the author with any questions about *Bubble Wars* by writing to 1493 Mt. View Avenue, Chico, CA 95926, phone 916-343-7658. Please enclose an SASE for a reply.) □





The listing: BUBBLWAR

```
100 REM * BUBBLE WAR * TRS-80 EX
TENDED COLOR BASIC 16K *
110 REM * BY RICHARD RAMELLA *
120 REM * REQUIRES ONE JOYSTICK
*
130 POKE 65495,0
140 CLEAR 256
150 PL$="L255;GFEDCBA"
160 DIM M1(1,6),M2(1,6)
170 CLS
180 HG=10
190 PG=10
200 PRINT @ 235,"BUBBLE WAR"
210 PMODE 3,1
220 PCLS 1
230 COLOR 3,5
240 P=128
250 Q=96
260 FOR G=1 TO 2
270 CIRCLE(10,10),5,3,1.5
280 CIRCLE(10,5),7,3,.3
290 LINE(4,11)-(17,11),PSET
300 IF G=1 THEN LINE -(10,15),PS
ET ELSE LINE -(10,5),PSET
310 LINE -(4,11),PSET
320 IF G=1 THEN GET(0,0)-(20,20)
,M1,G ELSE GET(0,0)-(20,20),M2,G
330 PCLS 1
340 NEXT G
350 SCREEN 1,1
360 CIRCLE(128,96),255,6
370 U=119
380 R=86
390 IF U<5 THEN U=5 ELSE IF U>22
9 THEN U=229
400 IF R<1 THEN R=1 ELSE IF R>17
0 THEN R=170
410 CT=CT+1: IF CT>150 THEN GOSU
B 1080: CT=0
420 PUT(U,R)-(U+20,R+20),M1,PSET
430 PSET(X,R-1,3)
440 IF PPOINT(U-1,R-1)=8 OR PPOI
NT(U+10,R-1)=8 OR PPOINT(U+21,R-
1)=8 OR PPOINT(U-1,R+10)=8 OR PP
OINT(U+21,R+10)=8 OR PPOINT(U-1,
R+21)=8 OR PPOINT(U+10,R+21)=8 O
R PPOINT(U+21,R+21)=8 THEN 870
450 S=RND(PG)
460 IF S=1 THEN GOSUB 620
470 K=JOYSTK(0)
```

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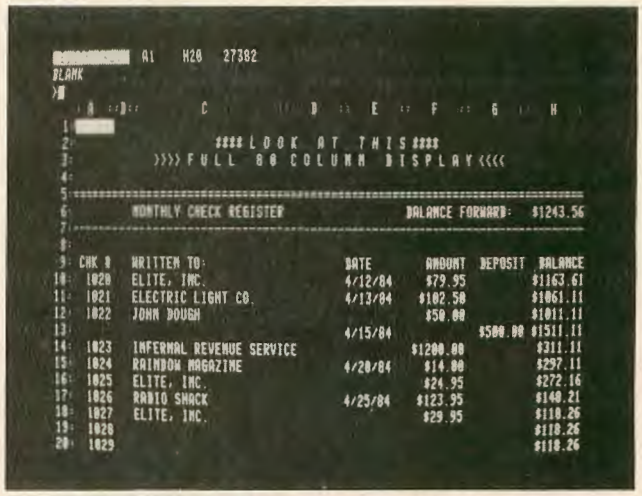

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```
48Ø L=JOYSTK(1)
49Ø PUT(U,R)-(U+2Ø,R+2Ø),M2,PSET
5ØØ IF K>31 THEN U=U+4
51Ø IF K<31 THEN U=U-4
52Ø IF L>31 THEN R=R+4
53Ø IF L<31 THEN R=R-4
54Ø PK=PEEK(6528Ø)
55Ø IF PK=126 OR PK=254 THEN GOS
UB 59Ø
56Ø XG$=INKEY$
57Ø IF XG$="X" THEN GOSUB 98Ø
58Ø GOTO 39Ø
59Ø IF K>31 THEN GOSUB 71Ø
6ØØ IF K<31 THEN GOSUB 79Ø
61Ø RETURN
62Ø G=RND(255)
63Ø P=RND(191)
64Ø IF G>U-21 AND G<U+42 AND P>R
-21 AND P<R+42 THEN 7ØØ
65Ø CIRCLE(G,P),HG,8
66Ø PAINT(G,P),8
67Ø NN=NN+1
68Ø IF NN=1Ø THEN HG=HG+5: NN=Ø:
 JK=JK+1: IF JK=2 THEN PG=PG-1
69Ø IF PG<1 THEN PG=1
7ØØ RETURN
71Ø M=U+22
72Ø N=R+9
73Ø IF M>253 THEN RETURN ELSE PS
ET(M,N,3)
74Ø S=RND(PG+2Ø)
75Ø IF S=1 THEN GOSUB 62Ø
76Ø V=PPOINT(M+2,N)
77Ø IF V<>5 AND V<>7 THEN 93Ø EL
SE PRESET(M,N): M=M+5: GOTO 73Ø
78Ø RETURN
79Ø M=U-1
8ØØ N=R+1Ø
81Ø IF M<2 THEN RETURN ELSE PSET
(M,N,3)
82Ø S=RND(PG+2Ø)
83Ø IF S=1 THEN GOSUB 62Ø
84Ø V=PPOINT(M-2,N)
85Ø IF V<>5 AND V<>7 THEN 93Ø EL
SE PRESET(M,N): M=M-5: GOTO 81Ø
86Ø RETURN
87Ø FOR T=1 TO 15
88Ø PUT(U,R)-(U+2Ø,R+2Ø),M1,NOT
89Ø PLAY PL$
9ØØ NEXT T
91Ø XX=1
92Ø GOTO 98Ø
93Ø IF V=6 THEN 95Ø
94Ø IF V=8 THEN CIRCLE(M,N),25,5
: PAINT(M,N),5,5: PLAY PL$: SC=S
C+(HG*1Ø)
95Ø IF V=6 THEN PRESET(M,N)
96Ø CIRCLE(128,96),255,6
97Ø RETURN
98Ø IF XX=1 THEN POKE 65494,Ø: P
RINT @ 331,"F I N A L";
99Ø PRINT @ 235,"BUBBLE WAR";
1ØØØ PRINT @ 363,"S C O R E";
1Ø1Ø PRINT @ 394,SC;
1Ø2Ø IF XX=1 THEN YU=YU+1: PLAY
PL$
1Ø3Ø IF XX=1 AND YU<4Ø THEN 1Ø2Ø
 ELSE IF YU=4Ø THEN END
1Ø4Ø PRINT @ 448,"TAP A KEY TO R
ETURN TO GAME";
1Ø5Ø XX$=INKEY$
1Ø6Ø IF XX$<>"" THEN CLS: SCREEN
 1,1: RETURN ELSE 1Ø5Ø
1Ø7Ø END
1Ø8Ø FOR BN=r TO 15Ø STEP 3
1Ø9Ø CIRCLE(128,96),BN,1+RND(3),
1
11ØØ IF BN<2Ø THEN PLAY "T128;CD
EFGAB"
111Ø NEXT BN
112Ø PCLS1
113Ø CIRCLE(128,96),255,6
114Ø RETURN
115Ø END
116Ø REM * END OF LISTING
```


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". . . a confidence check for the RAM-SAM portion of your Color Computer."

What's the Diagnosis?

By Craig V. Bobbitt

An assembly language memory checker for the Color Computer, *Memory Diagnostic* has two modes:

1) Short — Every byte is tested to see that each of its bits can be cleared and set (compared to correct values in Register A), then the bytes adjacent to the target byte, which contain the complement of the target, are tested to make sure they don't follow the target (a common memory chip problem).

2) Long — All bit combinations are written into each memory location and checked against Register A.

The program is relocatable and jumps over itself during execution. It is heavily commented and should be fairly easy to follow. It has only been tested on a 64K machine, but it should work in any system configuration of the CoCo.

Lines 45-75	display the title and request memory size.
Lines 78-84	move BASIC to RAM if 64K is selected.
Lines 86-95	request long or short diagnostic.
Lines 96-157	are the body of the short option.
Lines 159-177	are the body of the long option.
Lines 179-END	display error messages.

The listing details how to force an error to see how that part of the program works. *Memory Diagnostic* is intended as a confidence check for the RAM-SAM portion of the Color Computer.

(If you have any questions regarding this program you may contact the author at P.O. Box 584, Greenville, TX 75401, phone 214-457-4476. Please include an SASE when writing.) □

(Craig Bobbitt lives in Greenville, Texas, and works on computer and peripheral hardware as a test engineer.)

The listing: MEMDIAG

```
ØØØ1         NAM   MEMDIAG 2.2
ØØØ2         OPT   NOG
ØØØ3 *MEMORY DIAGNOSTIC FOR 64K TRS8Ø COLOR COMPUTER
ØØØ4 *2Ø APRIL 84
ØØØ5 *(C) BY CRAIG V. BOBBITT
ØØØ6 *P.O BOX 584
ØØØ7 *GREENVILLE,TX 754Ø1
ØØØ8 ********************************************************
ØØØ9 *                                                      *
ØØ1Ø *   THIS PROGRAM RUNS A MEMORY TEST ON ALL             *
ØØ11 *   LOCATIONS IN THE COLOR COMPUTER FROM               *
ØØ12 *   ØØØØ TO END OF MEMORY.  ANY DATA                   *
ØØ13 *   ERRORS ARE REPORTED TO                             *
ØØ14 *   THE SCREEN AND THE OPERATOR HAS THE OPTION         *
ØØ15 *   OF ENDING THE TEST OR CONTINUING WITH              *
ØØ16 *   THE NEXT LOCATION.                                 *
ØØ17 *   THE SHORT TEST PUTS A PATTERN OF ALL ONES          *
ØØ18 *   AND ALL ZEROS IN EACH LOCATION COMPARING           *
```

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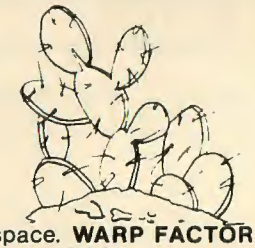

HALL OF THE KING

This program combines all the things you look for in a great two disk graphics adventure program. The Hi-Res graphics are superbly done. The text portion of the screen and the graphics change quickly as you move through the **HALL OF THE KING.** You can move freely from one portion of the adventure to another. Call up your inventory at any time. You can even save or load a game at ANY time. **HALL OF THE KING** will challenge even the most seasoned adventurer.

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WARP FACTOR X was written by an engineer for the Kennedy Space Center and has been three years in the making. You will appreciate the attention to detail and complex inner workings of the program. The program is supported by eight pages of documentation important to the success of your mission. Your progress through the eighteen sectors of the galaxy will be recorded and saved for your next adventure into space. **WARP FACTOR X** includes versions for 32K, 64K, and COCO 2. It requires one disk drive and comes packaged in a vinyl library case. **$34.95**

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```
                    ØØ19 *   IT VERIFIES BOTH OF THOSE VALUES.  THE     *
                    ØØ2Ø *   ADJACENT BYTES CONTAIN COMPLEMENTED DATA   *
                    ØØ21 *   AND THEY ARE CHECKED TO INSURE THEY DON'T  *
                    ØØ22 *   FOLLOW THE TARGET BYTE.                    *
                    ØØ23 *   THE LONG TEST WRITES ALL COMBINATIONS IN   *
                    ØØ24 * EACH  BYTE OF MEMORY VERIFYING THAT THEY ARE *
                    ØØ25 *   READ BACK CORRECTLY.  EXECUTION TIME FOR   *
                    ØØ26 *   THE SHORT TEST IS ABOUT 12 SECONDS, THE    *
                    ØØ27 *   LONG TEST TAKES ABOUT 6 MINUTES            *
                    ØØ28 *   ALL LOCATIONS ARE RESTORED TO THEIR        *
                    ØØ29 *   ORIGINAL VALUES                            *
                    ØØ3Ø *   THE PROGRAM JUMPS AROUND ITSELF.          *
                    ØØ31 *   TO FORCE AN ERROR, LOAD PROGRAM AT $3ØØØ   *
                    ØØ32 *   (DEFAULT) AND EXEC &H3Ø66 SELECT SHORT OPT *
                    ØØ33 *                                              *
                    ØØ34 **********************************************
                    ØØ35
                    ØØ36
                    ØØ37
                    ØØ38 *PROGRAM IS RELOCATABLE
3ØØØ                ØØ39        ORG   $3ØØØ
A1C1                ØØ4Ø GETCHR EQU   $A1C1       KEYBOARD INPUT
AØØ2                ØØ41 CHROUT EQU   $AØØ2       SCREEN OUTPUT
                    ØØ42
3ØØØ 1A5Ø           ØØ43 START  ORCC  #$5Ø        TURN OFF INTERRUPTS
                    ØØ44
3ØØ2 BDA928         ØØ45 .MSIZE JSR   $A928       CLEAR SCREEN
3ØØ5 318DØ2Ø3       ØØ46        LEAY  MSG1,PCR    FIND THE MESSAGE
3ØØ9 17Ø141         ØØ47        LBSR  DISPLA      WRITE IT
3ØØC BDA1C1         ØØ48 GETSIZ JSR   GETCHR      LOOK FOR A CHARACTER
3ØØF 27FB           ØØ49        BEQ   GETSIZ      WAIT FOR KEYPRESS
3Ø11 8131           ØØ5Ø        CMPA  #'1         /16K/
3Ø13 271Ø           ØØ51        BEQ   .16K
3Ø15 8132           ØØ52        CMPA  #'2         /32K/
3Ø17 271C           ØØ53        BEQ   .32K
3Ø19 8133           ØØ54        CMPA  #'3         /64K/
3Ø1B 2728           ØØ55        BEQ   .64K
3Ø1D 8134           ØØ56        CMPA  #'4         /ABORT/
3Ø1F 1Ø27Ø2B5       ØØ57        LBEQ  DONE
3Ø23 2ØE7           ØØ58        BRA   GETSIZE     ILLEGAL OPTION
                    ØØ59
3Ø25 8E3FFF         ØØ6Ø .16K   LDX   #$3FFF      TOP OF RAM FOR 16K
3Ø28 AF8DØ2C5       ØØ61        STX   MEMEND,PCR  SAVE IT
3Ø2C 8E3136         ØØ62        LDX   #"16
3Ø2F AF8DØ136       ØØ63        STX   HEADER+23,PCR PUT 16 IN OUTPUT STRING
3Ø33 2Ø31           ØØ64        BRA   WRTHDR      CONTINUE
                    ØØ65
3Ø35 8E7FFF         ØØ66 .32K   LDX   #$7FFF      TOP OF RAM FOR 32K
3Ø38 AF8DØ2B5       ØØ67        STX   MEMEND,PCR  SAVE IT
3Ø3C 8E3332         ØØ68        LDX   #"32
3Ø3F AF8DØ126       ØØ69        STX   HEADER+23,PCR
3Ø43 2Ø21           ØØ7Ø        BRA   WRTHDR
                    ØØ71
3Ø45 8EFEFF         ØØ72 .64K   LDX   #$FEFF      TOP OF RAM FOR 64K
3Ø48 AF8DØ2A5       ØØ73        STX   MEMEND,PCR  SAVE IT
3Ø4C 8E3634         ØØ74        LDX   #"64
3Ø4F AF8DØ116       ØØ75        STX   HEADER+23,PCR
                    ØØ76
                    ØØ77 *GO TO 64K MODE
3Ø53 8E8ØØØ         ØØ78        LDX   #$8ØØØ      START OF ROM
3Ø56 B7FFDE         ØØ79 MOVE   STA   $FFDE       SWITCH PAGE
3Ø59 A68Ø           ØØ8Ø        LDA   ,X+         GET BYTE FROM ROM
3Ø5B B7FFDF         ØØ81        STA   $FFDF       SWITCH PAGE BACK
3Ø5E A71F           ØØ82        STA   -1,X        STORE IN RAM
3Ø6Ø AC8DØ28D       ØØ83        CMPX  MEMEND,PCR  END OF ROM
3Ø64 25FØ           ØØ84        BLO   MOVE
                    ØØ85
```

```
3Ø66 BDA928      ØØ86 WRTHDR JSR   $A928       CLEAR SCREEN
3Ø69 318DØØE5    ØØ87        LEAY  HEADER,PCR  GET ADX OF HEADER
3Ø6D 17ØØDD      ØØ88        LBSR  DISPLA      WRITE IT
3Ø7Ø BDA1C1      ØØ89 INPUT  JSR   GETCHR      GO GET A CHARACTER
3Ø73 27FB        ØØ9Ø        BEQ   INPUT       WAIT FOR IT
3Ø75 AD9FAØØ2    ØØ91        JSR   [CHROUT]    ECHO CHARACTER
3Ø79 814C        ØØ92        CMPA  #'L         LONG DIAGNOSTIC?
3Ø7B 1Ø27ØØ9E    ØØ93        LBEQ  LONG        YES
3Ø7F 8153        ØØ94        CMPA  #'S         SHORT?
3Ø81 26E3        ØØ95        BNE   WRTHDR      BAD INPUT RETURN
3Ø83 8EFFFF      ØØ96        LDX   #$FFFF      FIRST LOCATION -1
3Ø86 318DFF76    ØØ97        LEAY  START,PCR
3Ø8A 1ØAF8DØ26Ø  ØØ98        STY   TEMP,PCR    SAVE START OF PROGRAM
3Ø8F 3ØØ1        ØØ99 SLOOP  LEAX  1,X
3Ø91 E684        Ø1ØØ        LDB   ,X          SAVE THE BYTE
3Ø93 E78DØ25D    Ø1Ø1        STB   TARGET,PCR
3Ø97 E61F        Ø1Ø2        LDB   -1,X        GET LOWER ADJACENT BYTE
3Ø99 E78DØ258    Ø1Ø3        STB   LOWER,PCR   STORE IT AWAY
3Ø9D E6Ø1        Ø1Ø4        LDB   1,X         GET UPPER ADJACENT BYTE
3Ø9F E78DØ25Ø    Ø1Ø5        STB   UPPER,PCR   STORE IT
3ØA3 C6FF        Ø1Ø6        LDB   #$FF        COMPLEMENT OF TARGET BYTE
3ØA5 E71F        Ø1Ø7        STB   -1,X        SET ADJ BYTES TO COMPLEMENT
3ØA7 E7Ø1        Ø1Ø8        STB   1,X
3ØA9 6F84        Ø1Ø9        CLR   ,X          CLEAR CURRENT LOCATION
3ØAB 4F          Ø11Ø        CLRA              ZERO TO START
3ØAC A184        Ø111        CMPA  ,X          ARE THEY EQUAL??
3ØAE 27Ø3        Ø112        BEQ   SCONT       YES GO AHEAD
3ØBØ 17Ø1BB      Ø113        LBSR  ERROR       ERROR IF NOT EQUAL
                 Ø114 *  DON'T DO ADJACENT BYTES IF AT START
                 Ø115 *  OR END OF MEMORY
3ØB3 8CØØØØ      Ø116 SCONT  CMPX  #Ø          START OF MEMORY?
3ØB6 2714        Ø117        BEQ   SCONT2      YES DON'T DO ADJ BYTES
```


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```
3ØB8 AC8DØ235   Ø118          CMPX  MEMEND,PCR  END?
3ØBC 27ØE       Ø119          BEQ   SCONT2      YES DON'T CHECK ADJ BYTES
                Ø12Ø *HAVE ADJACENT BYTES CHANGED?
3ØBE E1Ø1       Ø121          CMPB  1,X          UPPER ADJACENT
3ØCØ 27Ø3       Ø122          BEQ   SCONT1
3ØC2 17Ø1A9     Ø123          LBSR  ERROR        REPORT ERROR
3ØC5 E11F       Ø124 SCONT1   CMPB  -1,X         LOWER ADJACENT
3ØC7 27Ø3       Ø125          BEQ   SCONT2
3ØC9 17Ø1A2     Ø126          LBSR  ERROR
3ØCC 43         Ø127 SCONT2   COMA               COMPLEMENT THE GOOD VALUE
3ØCD 53         Ø128          COMB               COMPLEMENT ADJ BYTES
3ØCE 63Ø1       Ø129          COM   1,X
3ØDØ 631F       Ø13Ø          COM   -1,X
3ØD2 6384       Ø131          COM   ,X
3ØD4 A184       Ø132          CMPA  ,X           ALL BITS SET??
3ØD6 27Ø3       Ø133          BEQ   SCONT3       YES GO AHEAD
3ØD8 17Ø193     Ø134          LBSR  ERROR
3ØDB 8CØØØØ     Ø135 SCONT3   CMPX  #Ø           FIRST LOCATION?
3ØDE 2714       Ø136          BEQ   SCONT5
3ØEØ AC8DØ2ØD   Ø137          CMPX  MEMEND,PCR
3ØE4 27ØE       Ø138          BEQ   SCONT5
3ØE6 E11F       Ø139          CMPB  -1,X         B SHOULD = ADJ BYTES
3ØE8 27Ø3       Ø14Ø          BEQ   SCONT4
3ØEA 17Ø181     Ø141          LBSR  ERROR
3ØED E1Ø1       Ø142 SCONT4   CMPB  1,X
3ØEF 27Ø3       Ø143          BEQ   SCONT5
3ØF1 17Ø17A     Ø144          LBSR  ERROR
                Ø145 *RESTORE ALL BYTES
3ØF4 E68DØ1FB   Ø146 SCONT5   LDB   UPPER,PCR
3ØF8 E7Ø1       Ø147          STB   1,X
3ØFA E68DØ1F6   Ø148          LDB   TARGET,PCR
3ØFE E784       Ø149          STB   ,X
31ØØ E68DØ1F1   Ø15Ø          LDB   LOWER,PCR
```


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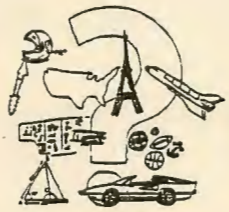

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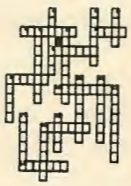

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```
31Ø4 E71F       Ø151         STB   -1,X
31Ø6 AC8DØ1E7   Ø152         CMPX  MEMEND,PCR  HAS ALL MEMORY BEEN TESTED
31ØA 1Ø27Ø1CA   Ø153         LBEQ  DONE       IF ALL MEMORY TESTED
31ØE AC8DØ1DD   Ø154         CMPX  TEMP,PCR   ARE WE IN THE PROGRAM AREA
3112 1Ø26FF79   Ø155         LBNE  SLOOP      NO KEEP GOING
3116 3Ø8DØ1DD   Ø156         LEAX  EXIT,PCR   FIND PROGRAM END
311A 16FF72     Ø157         LBRA  SLOOP      GO TO IT
                Ø158
311D 8EØØØØ     Ø159 LONG    LDX   #Ø         FIRST LOCATION
                Ø16Ø
312Ø E684       Ø161 LLOOP   LDB   ,X         SAVE BYTE IN B
3122 6F84       Ø162         CLR   ,X         CLEAR TARGET BYTE
3124 4F         Ø163         CLRA             CLEAR COMPARATOR
3125 A184       Ø164 LCONT   CMPA  ,X         COMPARE
3127 27Ø3       Ø165         BEQ   LCONT1     IF EQUAL NO ERROR
3129 17Ø142     Ø166         LBSR  ERROR      REPORT THE ERROR
312C 6C84       Ø167 LCONT1  INC   ,X         INCREMENT TARGET ADX
312E 4C         Ø168         INCA             INCREMENT COMPARATOR
312F 81ØØ       Ø169         CMPA  #Ø         ALL COMBINATIONS TESTED?
3131 26F2       Ø17Ø         BNE   LCONT      NO DO IT AGAIN
3133 E78Ø       Ø171         STB   ,X+        RESTORE BYTE AND POINT TO NEXT ONE
3135 AC8DØ1B8   Ø172         CMPX  MEMEND,PCR ARE WE FINISHED
3139 1Ø27Ø19B   Ø173         LBEQ  DONE       YES
313D AC8DØ1AE   Ø174         CMPX  TEMP,PCR   PROGRAM AREA?
3141 26DD       Ø175         BNE   LLOOP      DO ANOTHER LOCATION
3143 3Ø8DØ1BØ   Ø176         LEAX  EXIT,PCR   GO  AROUND PROGRAM AREA
3147 2ØD7       Ø177         BRA   LLOOP      GO DO IT AGAIN
                Ø178
3149 AD9FAØØ2   Ø179 DISP1   JSR   [CHROUT]   SEND A CHAR TO SCREEN
314D A6AØ       Ø18Ø DISPLA  LDA   ,Y+        GET A CHAR
314F 26F8       Ø181         BNE   DISP1      PRINT IT
3151 39         Ø182         RTS              RETURN
                Ø183
                Ø184 *SCREEN MESSAGES X'S WILL BE FILLED IN WITH
                Ø185 * CORRECT VALUES IN ERROR ROUTINE
                Ø186
3152 2Ø         Ø187 HEADER  FCS   /     MEMORY DIAGNOSTIC 64K      <ØD>SHORT OR LONG?/
3182 ØD         Ø188 ERMSG   FCS   /<ØD>DATA ERROR:<ØD>ADDRESS=XXXX<ØD>EXPECTED DATA=XX<ØD>ACTUAL
 DATA=XX/
31BC ØD         Ø189 CONTN   FCS   /<ØD>WANT TO CONTINUE? (Y OR N)/
31D8 ØD         Ø19Ø LAST    FCS   /<ØD>DIAGNOSTIC COMPLETE<ØD><ØD>**PRESS ANY KEY TO CONTINUE**/
32ØC 43         Ø191 MSG1    FCS   /COLOR COMPUTER MEMORY DIAGNOSTIC<ØD>  !ENTER MEMORY SIZE (1-4
)<ØD><ØD>  1) 16K<ØD>  2) 32K<ØD>  3) 64K<ØD>  4)ABORT/
                Ø192
326E 3436       Ø193 ERROR   PSHS  D,X,Y       SAVE REGISTERS
327Ø AF8DØØ78   Ø194         STX   LOCTN,PCR   SAVE LOCATION
3274 A78DØØ76   Ø195         STA   AREG,PCR    SAVE GOOD VALUE
3278 318DFFØ6   Ø196         LEAY  ERMSG,PCR   FIND ERROR MSG
327C 31A815     Ø197         LEAY  21,Y        POINT TO OUTPUT BUFFER
327F 3Ø8DØØ69   Ø198         LEAX  LOCTN,PCR   CONVERT THE LOCATION TO ASCII
3283 8D2E       Ø199         BSR   CONVRT
3285 3121       Ø2ØØ         LEAY  1,Y         NEXT OUTPUT LOC
3287 8D2A       Ø2Ø1         BSR   CONVRT      CONVERT IT
3289 31A81Ø     Ø2Ø2         LEAY  16,Y        OUTPUT LOCATION DATA EXPECTED
328C 8D25       Ø2Ø3         BSR   CONVRT      CONVERT IT
328E AE62       Ø2Ø4         LDX   2,S         GET OLD X VALUE
329Ø 312E       Ø2Ø5         LEAY  14,Y        LOCATION FOR ACTUAL VALUE
3292 8D1F       Ø2Ø6         BSR   CONVRT      CONVERT
3294 318DFEEA   Ø2Ø7         LEAY  ERMSG,PCR   FIND ERROR MSG
3298 17FEB2     Ø2Ø8         LBSR  DISPLA      WRITE IT TO SCREEN
329B 318DFF1D   Ø2Ø9         LEAY  CONTN,PCR   FIND CONTINUE MESSAGE
329F 17FEAB     Ø21Ø         LBSR  DISPLA      WRITE IT
32A2 176F1C     Ø211 ANSWER  LBSR  GETCHR
32A5 27FB       Ø212         BEQ   ANSWER      KEEP LOOKING
32A7 AD9FAØØ2   Ø213         JSR   [CHROUT]    ECHO ANSWER
32AB 8159       Ø214         CMPA  #'Y         IS IT A YES?
32AD 27Ø2       Ø215         BEQ   GOBACK      YES GO BACK WHERE YOU CAME FROM
```

```
32AF 2Ø27       Ø216         BRA   DONE
32B1 35B6       Ø217 GOBACK  PULS  D,X,Y,PC    RETURN
                Ø218
32B3 A684       Ø219 CONVRT  LDA   ,X          GET FIRST BYTE
32B5 84FØ       Ø22Ø         ANDA  #$FØ        GET LEFT 4 BITS
ØØØ4            Ø221         RPT   4
                Ø222         LSRA
                Ø223         ENDR
32B7 44             +        LSRA
32B8 44             +        LSRA
32B9 44             +        LSRA
32BA 44             +        LSRA
32BB 81Ø9       Ø224         CMPA  #9          IS THIS A NUMBER
32BD 2EØ4       Ø225         BGT   LETR        NO ITS A LETTER
32BF 8B3Ø       Ø226         ADDA  #$3Ø
32C1 2ØØ2       Ø227         BRA   CONCNT
32C3 8B37       Ø228 LETR    ADDA  #$37        CHANGE IT TO ASCII
32C5 A7AØ       Ø229 CONCNT  STA   ,Y+         PUT IT IN OUTPUT STRING
32C7 A68Ø       Ø23Ø         LDA   ,X+         GET IT AGAIN
32C9 84ØF       Ø231         ANDA  #$ØF        GET RIGHT BITS
32CB 81Ø9       Ø232         CMPA  #9
32CD 2EØ4       Ø233         BGT   LETR1
32CF 8B3Ø       Ø234         ADDA  #$3Ø
32D1 2ØØ2       Ø235         BRA   CNCNT
32D3 8B37       Ø236 LETR1   ADDA  #$37
32D5 A7A4       Ø237 CNCNT   STA   ,Y
32D7 39         Ø238         RTS
                Ø239
32D8 318DFEFC   Ø24Ø DONE    LEAY  LAST,PCR
32DC 17FE6E     Ø241         LBSR  DISPLA
32DF BDA1C1     Ø242 DONE1   JSR   GETCHR       IS THERE A KEY PRESSED
32E2 27FB       Ø243         BEQ   DONE1
32E4 1CAØ       Ø244         ANDCC #$AØ         RESTORE INTERRUPTS
32E6 B7FFDE     Ø245         STA   $FFDE        TURN OFF 64K MODE
32E9 7EAØ27     Ø246         JMP   $AØ27        GO TO BASIC RESET ROUTINE
32EC            Ø247 LOCTN   RMB   2
32EE            Ø248 AREG    RMB   1
32EF            Ø249 TEMP    RMB   2
32F1            Ø25Ø MEMEND  RMB   2
32F3            Ø251 UPPER   RMB   1
32F4            Ø252 TARGET  RMB   1
32F5            Ø253 LOWER   RMB   1
32F6            Ø254         RMB   1
32F7 12         Ø255 EXIT    NOP
3ØØØ            Ø256         END   START
        NO ERROR(S) DETECTED
```

```
   SYMBOL TABLE:

.16K   3Ø25     .32K   3Ø35     .64K   3Ø45     .MSIZE 3ØØ2
ANSWER 32A2     AREG   32EE     CHROUT AØØ2     CNCNT  32D5
CONCNT 32C5     CONTN  31BC     CONVRT 32B3     DISP1  3149
DISPLA 314D     DONE   32D8     DONE1  32DF     ERMSG  3182
ERROR  326E     EXIT   32F7     GETCHR A1C1     GETSIZ 3ØØC
GOBACK 32B1     HEADER 3152     INPUT  3Ø7Ø     LAST   31D8
LCONT  3125     LCONT1 312C     LETR   32C3     LETR1  32D3
LLOOP  312Ø     LOCTN  32EC     LONG   311D     LOWER  32F5
MEMEND 32F1     MOVE   3Ø56     MSG1   32ØC     NARG   ØØØØ
SCONT  3ØB3     SCONT1 3ØC5     SCONT2 3ØCC     SCONT3 3ØDB
SCONT4 3ØED     SCONT5 3ØF4     SLOOP  3Ø8F     START  3ØØØ
TARGET 32F4     TEMP   32EF     UPPER  32F3     WRTHDR 3Ø66


CMD=MEMDIAG.TXT >/P
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The Secret to Loading Those Double-Speed Tapes

By Craig Carmichael

"Too many people buy disk drives because cassettes are slow to use, without realizing that the full speed of the cassette is not exploited."

Have you got lots of long files to CLOAD and CSAVE? Or, have you accidentally taped your favorite game at double speed? Anyone who is familiar with the Color Computer, and whose POKE 65495,0 works, is probably also familiar with the double-speed CSAVE. These individuals also know that a simple POKE 65495,0, unfortunately, does not enable them to load the tapes back into the computer.

The problem is this: POKE 65495,0 takes the Color Computer from "slow" (normal) clock mode to "address-dependent" mode. In address-dependent mode, the computer runs at normal speed when the memory being accessed is RAM, from zero to 32767, and at double speed when accessing ROM, 32768 and up (BASIC, Extended BASIC). During a CSAVE, there aren't many calls to RAM, so the operation is nearly double speed. However, CLOAD makes considerable use of RAM, and thus does not operate at the same speed as the CSAVE. The exasperating thing is that double-speed tapes are perfectly good! All we need is a way to load them.

The first method I tried involved connecting my tape recorder's drive belt to a variable speed electric drill and running the tape recorder at my guess of half speed! As an emergency measure, it had its merits, working about one time in four with a steady hand, but this is not the method I shall detail here.

My next idea was to rewrite the cassette routines as machine language utility programs, which could be run as much as three times as fast as the regular ones, but luckily, other commitments and procrastination eliminated this idea.

Then I got a copy of *The Facts for the TRS-80 Color Computer* (a technical book by Spectral Associates, $15.95)

(Craig Carmichael is a British Columbia Institute of Technology digital electronics graduate who has learned machine language programming at home. His favorite chip is the 6809. He is presently designing and programming industrial computers for heating system control. Craig and his wife, Carla, live in Victoria, British Columbia.)

and browsing through it, I noticed an overlooked detail. Memory Locations 8F, 90 and 91 Hex in RAM determine the width of pulses the computer accepts as a '0' or a '1' from the tape. So, here is the priceless secret: After you POKE 65495,0, POKE 143,15:POKE 144,20:POKE 145,7 and all those double-speed tapes will load perfectly!

Too many people buy disk drives because cassettes are slow to use, without realizing that the full speed of the cassette is not exploited. The cassette interface on my homemade computer runs at 4.5K Baud, three times the regular speed of the Color Computer's.

I usually program in machine language, and I have now incorporated the double-speed cassette functions as an automatic feature of my assembly editor and as an optional feature of my test editor for saving lengthy files. I have had no I/O Errors using double speed, except with a bad tape. There is, of course, less possibility of running over a bad section of tape since the programs save in a shorter time!

Comments

1) To recap: When recording, simply use POKE 65495,0 "DOUBLE SPEED POKE", and when loading, use POKE 65495,0 with POKE 143,15:POKE 144,20:POKE145,7.

2) If your computer doesn't work in address-dependent mode, see Page 78 in the January 1983 RAINBOW for ideas on how to get it running.

3) To get back to regular speed loading without turning off the computer, POKE 65494,0:POKE 143,18:POKE 144,24:POKE 145,10.

4) If your tapes don't load flawlessly, you could try POKE 146,1 (or more) before you record to increase the length of leader tape sent at the start of each block, since this is the most common trouble spot with any tape. Next, tape recorders that have a manual record level adjustment make better quality recordings than those with ALC record levels.

5) You could also try changing the POKE values at 143, 144 and 145. The values given are simply the first ones that gave me good results.

6) If all else fails, get a couple of adapters and hook up your stereo cassette deck. I confess to using an AKAI CS-34D at all times, which means I am only guessing about whether many people will have trouble with portable tape recorders at the higher speed.

Rules

1) Use double speed only for your personal tapes. Even if others know how to load a tape at double speed, they won't be expecting to receive a tape in this format. The regular speed *is* standard.

2) Clearly indicate on the cassette label "FAST" when you have recorded a tape at double speed.

Due to speed differences between cassette recorders, the POKE values may have to be adjusted a bit if a program is CSAVEd on one unit and CLOADed with another model of cassette recorder.

There you have it! So simple, yet such a timesaver if you do a lot of CSAVEing and CLOADing, and a lifesaver if you've accidentally saved a tape at double speed.

(You may write to the author with any questions at 820 Dunsmur Road, Victoria, British Columbia, Canada, V9A 5B7. Please include an SASE.)

About The One-Liner Contest . . .

THE RAINBOW's One-Liner Contest has now been expanded to include programs of either one or two lines. This means a new dimension and new opportunity for those who have "really neat" programs that simply just won't fit in one line.

Here are the guidelines: The program must work in Extended BASIC, have only one or two line numbers and be entirely self-contained — no loading other programs, no calling ROM routines, no poked-in machine language code. The program has to run when typed in directly (since that's how our readers will use it). Make sure your line, or lines, aren't packed so tightly that the program won't list completely. Finally, any instructions needed should be *very* short.

Send your entry (preferably on cassette) to:

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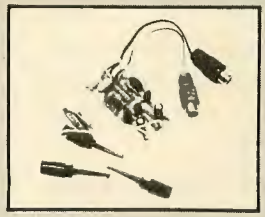

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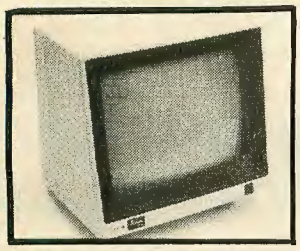

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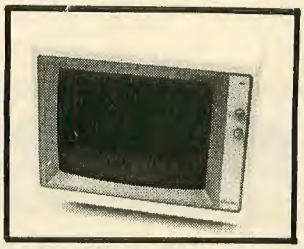

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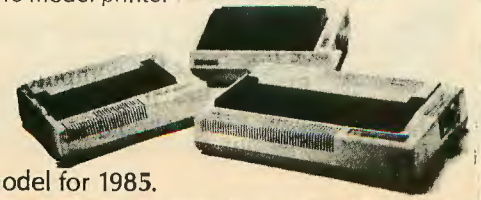

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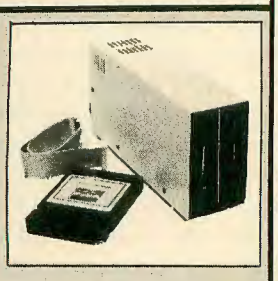

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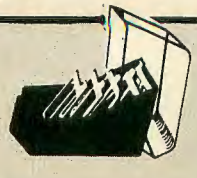

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This order entry software equals or exceeds higher priced packages for other computers and includes a detailed operating manual. **ONLY $99.95**

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Rainbow, Nov. '84 *"Easy File is one program that lives up to its name. . . Easy File is so easy it speaks for itself."*

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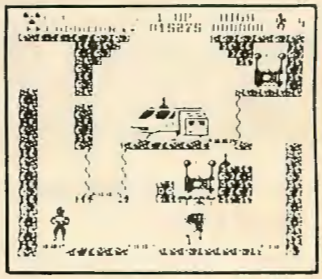

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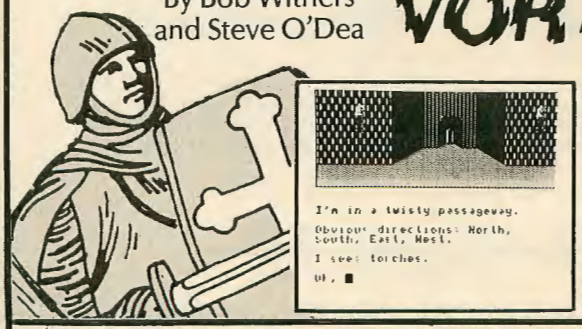

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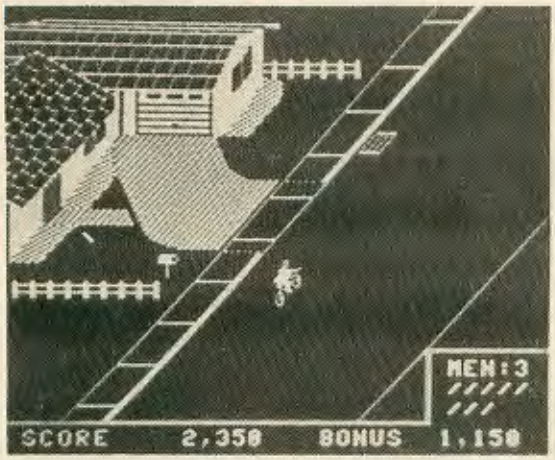

As a paper boy, you ride your bike along your route delivering papers to your customers. Break customers' windows or damage their property and they will cancel their subscriptions! Earn bonus points by damaging non-subscribers' property. Avoid pedestrians, cars, and maybe even a mad dog in your attempt to deliver all your papers! Detailed graphics and lots of surprises make this game a real challenge for everyone.

64 k and joystick required
tape or disk **$28.95** U.S.
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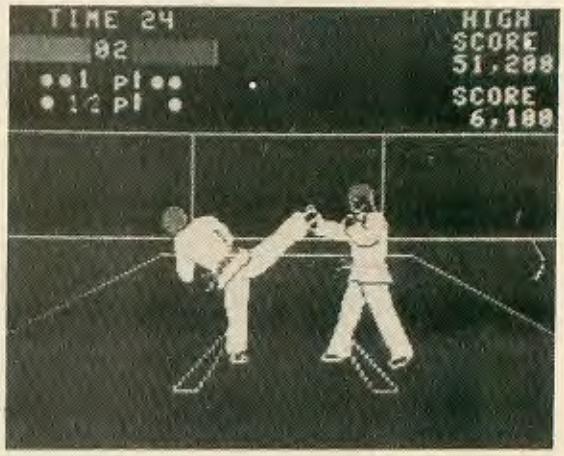
KARATE



Challenge the computer, or a friend to a Karate match! You can even challenge an opponent across town if you have a modem. In this game, you will use various Karate punches and kicks to knock your opponent down and earn points to win the match. When challenging the computer, your opponent's Karate skills increase as you win matches. This game is a challenge for even the expert game player.

64 k and joystick required
tape or disk **$28.95** U.S.
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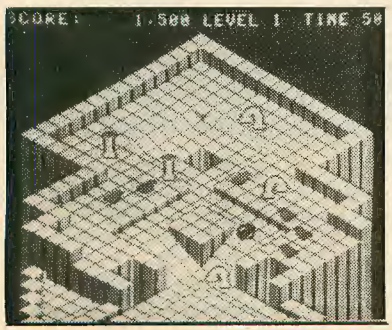
MARBLE MAZE



Move your marble around the mazes in your search for the finish line! Avoid the marble eaters, acid puddles and other creatures that inhabit the mazes. Avoid falling into holes or off the edges of the maze. Eight different levels and great graphics make this game a must for your collection. Congratulations to the contest winners!

64 k and joystick required
tape or disk **$28.95** *U.S.*
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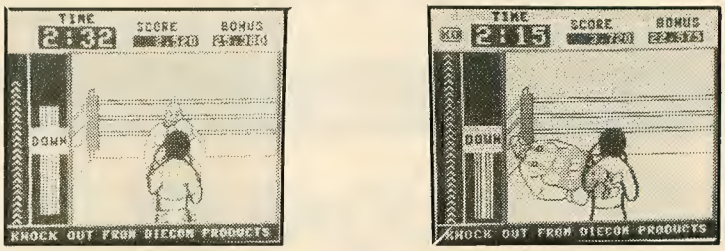
KNOCK OUT



Fight against five different boxers in this great boxing game! At first the boxers are easy to knock out, but beware, it gets harder as you move on. The boxers are out to stop you in your quest to become champion of the world. But once you become champion your task is not over. You will then have to defend your title against those trying to regain the championship from you. Outstanding graphics make this a must for your collection!

64 k required
tape or disk **$28.95** *U.S.* **$38.95** *Can.*

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The RAINBOWfest Reporter

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October 1985

Prospect, Kentucky
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Editor: Tamara Dunn
Writer: Jeffrey S. Parker

Nearly 13,000 break attendance record at RAINBOWfest-Princeton

Princeton, N.J. — Nearly 13,000 people thronged to Princeton, New Jersey, Oct. 11-13 for the largest RAINBOWfest to date. Under rainy and cold New England fall skies, the record-breaking crowd arrived at the Hyatt Regency-Princeton Hotel to hear seminars on the latest developments in the CoCo Community, see new products being introduced, like *CoCo Max II* and *PenPal*, purchase disk drives for well under $100, and have an opportunity to meet noted members of the CoCo Community.

The keynote speaker for this RAINBOWfest was Bill Barden, author of some 30 books and Color Computer technical expert. Bill's words at the Community Breakfast were optimistic as he spoke of a strong future for the CoCo and said that "Radio Shack will be around forever."

CoCo users came from as far away as Canada and even Australia to speak with OS-9 expert, Dale Puckett, about his new book. Many favorite CoCo celebrities and software and hardware dealers came to Princeton, such as Frank Hogg, who kept busy demonstrating his powerful new OS-9 machine, the QT+, running OS-9/68K. Also seen in the crowd were such notables as Terry Kepner, Tony DiStefano, Dan Downard and Wayne Day, who ran the CompuServe CoCo SIG right from the exhibit hall of RAINBOWfest.

The Radio Shack booth had show specials on everything from CoCos and Model 100s and 200s to Tandy 1000s, software and peripherals.

When attendees were not crowding into the exhibit hall, a myriad of seminars on many aspects of CoCo computing were filled to capacity . The topics ranged from graphics to telecommunications, and included question-and-answer seminars.

Interest in OS-9, Tandy's powerful operating system, continued to grow in Princeton. Two seminars were given by Dale Puckett, co-author of *The Complete Rainbow Guide to OS-9*. The topics covered OS-9 and BASIC09 for beginners, and attracted more people than could fit into the seminar rooms.

An interesting feature that added to the fun and excitement of this RAINBOWfest was the concurrent running of PCMfest, hosted by Falsoft's sister publication PCM The Personal Computer Magazine for Tandy ® Computer Users, focusing on Tandy's MS-DOS and portable computers. PCMfest gave Color Computer users an opportunity to view what many consider the next logical step — MS-DOS.

CoCo Max II has its debut

New from Colorware is *CoCo Max II*, the latest version of one of the most popular Color Computer products ever. Tim Jenison, who developed *CoCo Max* and the new *CoCo Max II*, was kept busy at Colorware's booth demonstrating all the new features of *CoCo Max II*.

The new version includes all of the existing features plus 14 new fonts, a dynamic two-dimensional shrink and stretch, click to load, rotate, multiple drive capability and a clipboard of graphics stamps.

The Colorware booth stayed about 10 people deep as RAINBOWfest goers took advantage of the bargain show price of just $20 for the *CoCo Max II* upgrade.

Tim Jenison commented, "I think this is the best thing going now. Nobody else has these features to offer, especially the clipboard in memory. People just have to see it once, and then they have to have it." Tim proved to be right, as Colorware had almost run out of *CoCo Max II* packages by Saturday afternoon.

Thunder RAM thunders out the door

The first 256K memory expansion board for the Color Computer, by Spectrum Projects of Woodhaven, New York, was a smash hit at Princeton RAINBOWfest. Selling for just $99.99, by noon Saturday Bob Rosen was entirely sold out of *Thunder RAM*. This board features the capability to load four 32K programs at once, has a 60K print spooler and can emulate a 40-track RAM disk.

Also popular was the new Spectrum *Super Controller*, allowing up to four DOSs to be implemented from the same controller. *OS-9 Solution*, user-friendly software for the OS-9 environment, and *Telepatch 64*, an enhancement to *Telewriter-64* that includes a print spooler, sold for just $19.95. OS-9 users in particular were interested in both *Thunder RAM* and the OS-9 driver for it, which sells for $24.95.

Even disguised as a convict, the glasses gave him away

We've seen him with a long beard. We've seen him clean-cut. Now we've seen him with a shaved head, wearing convict's clothes! Dennis Kitsz entertained and amused us all at yet another RAINBOWfest. This time, Dennis, owner of Green Mountain Micro of LowerKit III fame, and publisher of the now defunct *Under Color* Magazine, appeared as a convict.

"I had to shave my head recently," he explained. "Someone said I look like a convict now that it's just starting to grow back, so I figured I might as well dress the part!" And dress it he did. He even gave a well-attended seminar, entitled "Your Own Color Computer Hardware," dressed as a con.

Dennis can always be recognized by his distinctive eyeglasses, which no matter what his attire, reveal his true identity. Along with his *Micro Language Lab, Color Quaver* and expansion interface cables, Dennis is best known for his outstanding customer support.

For Your Health Software introduces *House Doc*, a home medical/diagnostic program

New to the CoCo Community is For Your Health Software, developer of *House Doc*. This program was written and developed by Dr. Darrell Wells, M.D./Ph.D., and is designed to cut medical costs, treat illness at home and educate the user about diseases.

House Doc can diagnose more than 48 diseases or ailments, and Dr. Wells spent most of the show demonstrating it to prospective buyers. The program uses a unique series of matching and evaluation of symptoms entered by the user to arrive at a possible diagnosis. *House Doc* then gives several possible diagnoses, listing the percentage probabilities of which illness you might have and its recommended treatment. In several cases, the recommendation is to seek medical help from a professional physician.

Howard Medical slashes monitor prices

Howard Medical Computers of Chicago, Illinois, slashed its monitor prices during the show, dropping the bottom out of the price war and leaving no clear second place.

The company featured a Zenith 13-inch 131 color monitor, with RGB and composite input, built-in speaker and 240 by 200 dot resolution for $168. The package usually has a retail price of $344.

Amidst the flurry of sales of these monitors, the price for a high resolution Zenith 123A 12-inch monochrome monitor was cut to $67.50. The monitors carry a 30-day, money-back warranty. These were the stars in a presentation of printers, stands, drives and other accessories offered at special prices.

Prickly-Pear presents new graphics Adventure

Joanne Chintis had her hands full in the Prickly-Pear Software booth without the aid of her husband and co-owner, Mike. Excited CoCo fans mobbed the booth to see the new two-disk graphics Adventure *Hall of the King*. The Adventure features high quality, fast-paced graphics and text displays, extensive game save features and a real challenge.

Prickly-Pear's new *Hall of the King* comes only a few months after the introduction of *To Preserve Quandic*, which is a two-disk Adventure also in 300K length.

Also on display were the new *Warp Factor X*, designed as a *Star Trek* Simulation by a NASA engineer; *Dr. Who*, a graphics and arcade game based on the British TV series of the same name; and an artificial intelligence program called *Crystal*.

Rosen of Spectrum Projects discovers new CoCo

Yet another CoCo version was discovered on Saturday by Bob Rosen of Spectrum Projects. This version features three ways to upgrade your CoCo and bears the new Tandy Color Computer nameplate. Until now, it had been thought that the new CoCo 2 manufactured in Korea was the only new version released. Could this be a portent of the elusive and unknown CoCo 3?

L.R. Technology connects three CoCos

Manufacturing and designing peripheral equipment for personal computers, and the CoCo in particular, is L.R. Technology of Warrington, Pennsylvania. L.R. Technology introduced its hard disk interface, its EPROM programming system and its multipurpose interface module. Among other things, this multipurpose interface module allows up to three CoCos to be connected and used together.

Attendees at the L.R. Technology booth inspected this exceptional new system. This system has excellent applications for the business user or serious OS-9 enthusiast. The interface includes two RS-232 ports, a parallel printer port and a real-time clock with a battery backup. This multipurpose package substantially enhances the power and performance of the Color Computer.

CompuServe raffles off free connect time

Wayne Day, SysOp of the Color SIG, and CompuServe hosted a raffle with a prize of several hours of free connect time on CompuServe. A new winner was announced every hour. Day also ran the SIG right from the exhibit hall during the show.

Also in the booth was Mike Ward, author of the public domain terminal program *MikeyTerm*. They were deluged with questions about CompuServe and the SIGs. People who had only known Day and Ward through their computer screens were thrilled to make face-to-face introductions with their SIG friends. Said Day, "It's not just the raffle. It's been so busy here, I get finished shaking one hand and there's another in front of me. It's been wall-to-wall people. People are fascinated with learning more about CompuServe and getting their questions answered."

Frank Hogg's new QT+ is put on display

Frank Hogg Labs has recently introduced the QT+ package. This machine is not much larger than a CoCo, but is a powerful new machine based on a Motorola 68000 chip and operates under the new OS-9/68K operating system. This multi-user system is very fast and powerful indeed, and compant president Frank Hogg spent quite a bit of time at RAINBOWfest showing off the virtues of his new QT+. Interest in this machine was quite high, particularly among the many OS-9 users present.

According to Hogg, "This machine is so powerful running OS-9/68K that nothing can even come close. We have all the software needed to support it, too. This is an OS-9 user's dream come true!" In addition to the QT+, FHL had many software and hardware items available at special show prices.

Four Star Software heralds *PenPal* integrated software

Four Star Software of Ontario, Canada, introduced its new *PenPal* integrated software. Featuring a Hi-Res 51 by 24 screen and full telecommunications capabilities, this package also includes a text editor, spreadsheet, graph generator and database program.

PenPal is designed to be user friendly. Twelve function keys and a command reminder as well as online help are always available to the user. All of *PenPal*'s modules interface with one another.

Because the program is designed to be learned in a day and is very easy to use, interest was high in this innovative new development. With so many powerful features, and at the special price of $69.95, show-goers leaped at this one-time-only opportunity.

Computer Plus cuts price of the Gemini SG-10

Computer Plus of Littleton, Massachusetts, was in fine style at this RAINBOWfest. Their big show special was the Gemini SG-10 package for $225, a price that could not be matched. In addition to huge discounts on printers, Computer Plus also discounted all prices on Radio Shack equipment and software by 10 to 20 percent. Computer Plus is an authorized Radio Shack dealer and well-known for its excellent prices and incomparable customer support.

J&M Systems, Ltd. introduces 3½-inch Winchester with OS-9 driver

J&M Systems, Ltd., of Albuquerque, New Mexico, featured its new JFD-CP controller. This controller has ROM sockets for both Disk BASIC and J-DOS 1.2. The controller features a switch to toggle between DOSs. Also built into the new CP controller is an eight-bit parallel port for printer support. The port can be used to drive a Winchester hard disk drive. With its gold contacts, this controller is among the most sophisticated pieces of equipment for the CoCo.

In addition to the JFD-CP controller, J&M also introduced its new 3½-inch 10-megabyte Winchester hard drive for the CoCo. This drive is small, fast and efficient, and with its massive storage capabilities and OS-9 driver, came under serious consideration by avid OS-9 users. J&M Systems also featured 5-, 10- and 20-meg hard drives for the CoCo.

Price war erupts between Southwestern Digital and Computer Center

Southwestern Digital and Computer Center went toe to toe on disk drive prices. From the start, these two companies' prices were only a few dollars apart, but by Sunday, the price war had grown to epic proportions as attendees flooded the booths in an impassable barrier of buyers.

The winner? The RAINBOWfest attendees, of course, as Southwestern Digital dropped their price for a single-sided, double-density Drive 0 with a J&M controller to just $130.

The Computer Center came in right behind with a price tag of $134 for a single-sided, double-density Drive 0 with Radio Shack controller.

Falsoft arrives in full force, fine style

"When someone comes to a RAINBOWfest," said Lonnie Falk, publisher of RAINBOW and PCM magazines, as he gazed over the Saturday afternoon crowd, "I want them to know they have come to something special. This is an event, an important happening. People need to know that, particularly after coming all this way to see it."

Lonnie took the time at the CoCo Community Breakfast to introduce well-known CoCo Community personalities and most of the members of his staff from Falsoft, Inc. He commented on the trials and tribulations involved in moving into a new building, which was Falsoft's current big matter at hand. "Our move-in date is in the middle of November," he commented, "but we've been hearing about occupancy next month since last year! I'll believe it when we've moved in."

Lonnie was also presiding over a new show, PCMfest, running concurrently with RAINBOWfest for the first time. He was pleased both with the results of the show and the CoCo Community's reaction to this added attraction at RAINBOWfest.

The Falsoft booth had its hands full as Submissions Editor Jutta Kapfhammer and RAINBOW Technical Editor Dan Downard, together with Danny Humphress of PCM Magazine and Willo Falk, RAINBOWfest site manager, attempted to handle the swarm of eager attendees. Falsoft was selling its full line of products: RAINBOW magazines, binders, books and RAINBOW ON TAPE. Falsoft also introduced *The Second Rainbow Book of Adventures* at the show.

"The CoCo is so much more than a game machine," said Falk. "When people come to an event like this and show their support, you can feel it in the air. Serious products like OS-9 show it, and the people prove it. The future for this machine is a strong future, and the people know it. Falsoft is strong, too, and getting stronger all the time. When people come to a RAINBOWfest they know we'll always be there to support them."

MichTron debuts *Rommel 3D*

MichTron, Inc. of Pontiac, Michigan, introduced its newest arcade-style game, *Rommel 3D*. This fast-paced action game is controlled from the keyboard with the arrow keys, and is a remarkable version of the popular arcade game involving tanks on a battlefield. The game is true to the original, including smart tanks and radar, a pause game feature and extremely high quality 3-D graphics that will delight the user.

In addition to *Rommel 3D* being sold at a special show price of $24.95, MichTron featured other well-known software and hardware specials both for the CoCo and Tandy 1000.

Moreton Bay Software highlights new RAM Disk

Moreton Bay Software stayed busy as Steve Bjork, of *Bjork Blocks* fame, demonstrated his newest program, *Motion Pictures*. This graphics editor makes extensive use of layers and foreground/background image processing.

Also highlighted was the new killer video 256K, featuring a 16-color, 80-column CoCo 2 with an internal RAM Disk, and More Keys, the keypad developed for serious number crunching, was on display. A great deal of attention was paid to *Hot Slot*, a casino Simulation program — not just another slot machine!

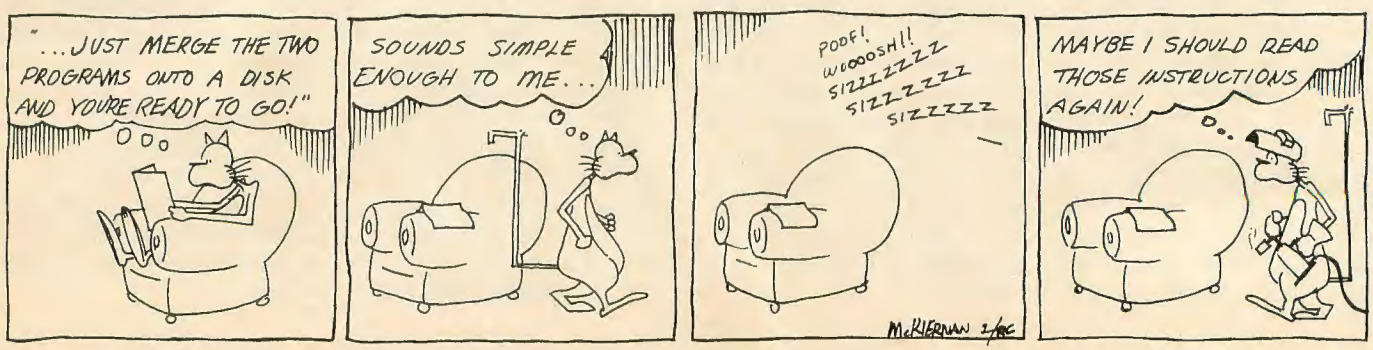
Don't panic!

If you missed RAINBOWfest-Princeton, or if you were there and can't wait for the next one, come join us February 14-16 in Palo Alto, California.

The Hyatt Hotels will again be our host, and special room rates of $71 per night will be offered. Advance tickets may be ordered until February 7, 1986.

Come and meet your favorite authors and CoCo personalities, as well as view all the latest in "CoCoware." Don't miss it!

CoCo Cat



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CoCo MAX

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Y BRANCH CABLE	$25.95

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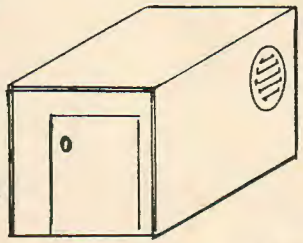

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Some Notes on Downloading

By John R. Curl
Rainbow's CoCo SIGOP

"The best download protocol is XMODEM. This is an eight-bit, error-free checksum file transfer. To do an XMODEM download, type XM and press ENTER at the action prompt."

Welcome back to the "Delphi Bureau"! If one of your presents from Santa was a new modem, we welcome you to the wonderful world of telecommunications and invite everyone to join us on Delphi's CoCo SIG.

Since last month's column was an introduction to the CoCo SIG, this month I hope to give you some insight on the workings of the CoCo SIG. The abbreviated, modified "Delphi Command Card" has been printed with Delphi's permission for RAINBOW readers. It contains the commands and options used in the major areas of Delphi, including the CoCo SIG. The information is on one page, front and back, so that it may be removed from the magazine and kept beside your computer if you wish. One note about the command card: Whenever it refers to transferring a file to your disk, it actually means to your *buffer*. Delphi automatically transfers to disk only if your terminal program supports this feature.

THE RAINBOW staff has been hard at work continually trying to enhance the CoCo SIG. Back issues of RAINBOW ON TAPE are being uploaded to the RAINBOW ON TAPE topic section of our database. The source code listings for machine language programs and the OS-9 listings from THE RAINBOW are also being uploaded into the RAINBOW ON TAPE section. This is one thing that we are unable to include on the RAINBOW ON TAPE cassette.

We now have our "Shopping Service" fully activated. You can order various products or services from this area: individual cassettes of RAINBOW ON TAPE or a year's subscription, RAINBOW magazine binders, books from The Rainbow Bookshelf. You can even subscribe to or extend your subscription to RAINBOW magazine. Soon, you should be able to purchase products from other vendors in the "Shopping Service." This is an attempt to serve you quickly and more efficiently.

Because of a need expressed by our

(Rainbow technical assistant and Delphi CoCo SIGOP John Curl is also a military policeman in the Army National Guard. He has had his Color Computer since 1982. He and his wife, Becky, live in Louisville, Kentucky.)

DELPHI™

This abbreviated, modified version of Delphi's command card has been created to help our readers who use Tandy® Color Computers get started quickly on Rainbow's new COCO SIG. It is being reproduced here for your convenience and can be removed, if you wish, and kept near your computer for easy reference.

WELCOME TO DELPHI

Most Delphi commands are self-explanatory. This card will serve as a handy backup reference.

Signing onto Delphi Directly

1. Dial (617)-576-0862.
2. When you have carrier, press [ENTER] once or twice.
3. At "USERNAME" type your membername and [ENTER].
4. At "PASSWORD" type your password and [ENTER].

How To Sign On Using Uninet

1. Dial your local Uninet number.
2. Hit [ENTER] [.] [ENTER] at the |x| or "L?" prompt.
3. Type DELPHI or GVC at the SERVICE prompt.
4. Then type your USERNAME and PASSWORD as outlined above.

How To Sign On Using Tymnet

1. Dial your local Tymnet number.
2. When "PLEASE TYPE YOUR TERMINAL IDENTIFIER" appears, type A.
3. When "PLEASE LOG IN" appears, type DELPHI.
4. Then type your USERNAME and PASSWORD as outlined above.

How To Sign On Using Datapac (Canada)

1. Dial your local Datapac number.
2. Type [.] for 300 baud or [.] [.] for 1200 baud.
3. Type Set 2:1, 3:126 for full duplex allowing deletes.
4. Type p 1 3106, DELPHI; [ENTER] (Tymnet)
5. Then type your USERNAME and PASSWORD as outlined above.

To obtain your local access number you may call Tymnet at 800-336-0149 or Uninet at 800-821-5340. If you have problems at any time, call Delphi toll-free at 1-800-544-4005. (Mass. 617-491-3393)

Note: Most commands require only enough letters to be entered to make them unique. For example, to enter CONFERENCE from the Main Menu, simply type "C" and [ENTER]. Do not press [ENTER] after commands using the Control Keys. Most other commands require pressing [ENTER] to activate them.

Typing BYE from any prompt (except the MAIL prompt) will log you off of Delphi.

Typing [?] [ENTER] will generally display a full menu or provide help.

IMMEDIATE COMMANDS (Can be used at any time.)

/HELP — lists Immediate Commands.
/ECHO — turn on character echo.
/NOECHO — turn off character echo. (Used after setting terminal or Uninet or Tymnet node to produce echo.)
/EXIT — exit to next higher menu or command level.
/GAG — turn off incoming /PAGE or /SEND messages.
/LENGTH — shows current number of lines per page on your screen or sets new length.
/NOGAG — turn on incoming /PAGE or /SEND messages after using /GAG.
/PROMPT (1, 2, or 3) — 1=no menu, no explanation; 2=no menu, some explanation; 3=menu plus explanation.
/TIME — show current Eastern time and date.
/WHOIS (username) — shows profile of member (if available).
/WIDTH — shows current screen width format or sets new width.

DATABASE

DIRECTORY — display a directory of all files in the topic.
EXIT — exit database.
HELP — get help on database actions and commands.
READ — read a description of a file. (You must read the file before you download it.)
SEARCH — search a topic by keyword.
SET TOPIC — switch from one topic to another without leaving the database section.
SUBMIT — submit a file for inclusion in a topic. The file must be in your workspace.
WORKSPACE — enter your workspace area.

In order to access a file, you must first READ (filename). Once you have read a file, the following actions are available:

DESCRIPTION — displays the file's description again.
DISPLAY — display/list the file on your screen.
DOWNLOAD — use with the buffer capture method of downloading.
EXIT — return to the database prompt.
HELP — get help on commands and actions.
LIST — like display; list a file in an unformatted format.
NEXT — advance to the next group or file. ([ENTER] defaults to NEXT.)
XMODEM DOWNLOAD — download the file using the Xmodem protocol.

WORKSPACE

Workspace is an area for you to store files and messages of all types. This is where you must first upload a file before submitting it to a database. You can file forum messages for retrieval later. Mail messages can be stored here.

From the COCO SIG> prompt type DA, and pick a topic, then type WO to reach Workspace.

APPEND — append one file to another.
CATALOG — shows which files you have created.
COMMON — go to the Delphi Common work area.
CREATE — creates file and stores it in your area.
DELETE — deletes files you no longer need.
DOWNLOAD — download a file from Delphi to your disk.
EDIT — create and edit your own text files.
EXIT — return to Main Menu.
HELP — explanation of WORKSPACE commands.
HOME — return home to your private work area.
LIST — lists contents of any file in your catalog.
PURGE — delete all but current version of duplicate files.
UPLOAD — upload a file from your computer to Delphi.
XDOWNLOAD — download via XMODEM protocol.
XUPLOAD — upload via XMODEM protocol.

COCO SIG FORUM

ADD — start a new message thread with a different topic.
BACK — moves backwards within a thread.
DELETE — delete a message.
DIRECTORY — display a directory of messages.
EDIT — edit the current message.
EXIT — exit forum.
FILE — put a copy of a message in your workspace.
FOLLOW — follow a message thread. Read only the messages of a particular thread.
FORWARD — send a copy of a message by mail.
HELP — get help on forum actions and commands.
HIGH — set/show the high message number.
MAIL — take you directly to mail.
NEXT — read next message. ([ENTER] defaults to NEXT.)
READ — read a message. (Typing message number will read that message.)
REPLY — reply to a message.
TOPICS — set/show message topic.

CONFERENCE

EXIT — return to Main Menu.
JOIN (groupname) — join existing group or start new one.
NAME (newname) — change your name or "handle".
PAGE (username) — pages another user in the system.
SCHEDULE — transfer you to the Conference Schedule.
WHO — lists all current users and Conference groups.
Conference Immediate Commands (use while in Conf).
/ACCEPT — accept another's page from within current group.
/ANSWER — respond to or decline PAGE from another user.
/CANCEL — terminate a PAGE to another user.
/EXIT — like CONTROL-Z; gets you out of wherever you are.
/GAG — disable /SEND's from people outside your conference group.*

/GLOCK — lock the group's attributes.*
/GNAME (newname) — change current group name.
/GPASS (password) — select a group password.*
/GPRIVATE — make the group private.*
/GQUIET — makes the group have silent entry and exit.*
/HELP — get help on conference actions and commands.*
/JOIN (groupname) — join an existing group.
/LOG — save a transcript of your conference in your workspace.*
/MAIL — takes you directly to Mail.
/NAME — create a conference nickname (handle).
/PAGE — ask another user to join your group.
/PASS (password) — say the password for admittance into password groups.
/REJECT — a pleasant "No thank you" to whomever is paging.
/REPEAT — turns Echo on or off.*
/RNAME (nickname) — show the username of a person using a handle.
/SCHEDULE — transfer you to the Conference Schedule.
/SEND (username) — send message to current user.
/SQUELCH (username) — ignore messages from a user.*
/TALK — like /JOIN, but doesn't leave current group. /# also works, where # is the number of a conference group. Allows you to participate in more than one group at the same time.
/WHO — lists all current users and Conference groups.
/WHOIS (username) — displays (username) Profile.

*Note: Many of these commands may be preceded by NO. For example, /GAG disables sends, but /NOGAG resumes them.

DELPHI MAIL

Primary Mail Menu (DMAIL)
CATALOG — lists all Mail files you have created.
EXIT — return to Main Menu.
HELP — explanation of Mail commands.
MAIL — send or read mail. Enters Secondary Mail Menu.
SCAN — display the headers for all unread mail.

Secondary Mail Menu (MAIL)
[ENTER] — depressing the return or carriage return key, will read the next message or more of the current message.
BACK — displays previous message.
DELETE — deletes current (last read) message.
DIRECTORY — lists summary of your mail messages.
DIRECTORY /FOLDER — lists folder names.
DIRECTORY (folder name) — lists summary of messages in the specified folder. For instance, DIR Pending.
EXIT — returns to Main Menu.
EXTRACT (filename) — adds current message to named file.
FILE (folder name) — adds current message to the named folder.
FORWARD — forward present message to others.
NEXT — skips to next Mail message. ([ENTER] defaults to NEXT.)
READ — displays your Mail messages.
READ (folder name) — reads contents of named Mail folder.
READ (n) — allows you to read selected message number.
READ /NEW — for new MAIL arriving while in MAIL.
REPLY — sends a reply to sender of current message.
SEARCH (string) — searches current Mail file for specified character string.
SELECT — pick messages for delete operation.
SEND — sends message to another user or users.
SEND (filename) — sends file (filename) to other user(s).
SEND /EDIT — calls editor to edit message being sent.
SEND /LAST — uses last message as text for current message.

HELP

Contains a full description of all Delphi services using the same structure as the Delphi Menus.

PEOPLE ON DELPHI

Enter information about yourself; find out about others.

This section is accessed from the Delphi Main Menu. When someone does a /W command in conference, this is the information that will be displayed about a member.

I-AM — add or change information about yourself.
ADD — adds to existing information.
CHANGE — removes all current information about you and request new info.
DELETE — deletes all information under a given keyword heading.
DISPLAY — prints your personal profile.
EXIT — returns to Main Menu.
WHOIS (membername) — displays member profile if available.
SEARCH — find members with particular interests.
BROWSE — browse through member profiles.
LIST-KEYWORDS — shows keywords used in member profiles.

USING-DELPHI

ADVICE FROM DELPHI — answers to most frequently asked questions.
CREDIT POLICY — explanation of current DELPHI policy.
GUIDED-TOUR — a brief version of the tour you took at signon.
MAIL TO SERVICE — send comments and suggestions to DELPHI.
NETWORK-INFO — phone numbers and login procedures for data networks.
PREMIUM-SERVICES — information concerning the extra cost services.
RATES-AND-PRICES — official Delphi rates and prices.
SETUP — terminal and network configuration.
LENGTH — lets you find your screen length and tailor Delphi accordingly.
MENU — choose default menu at sign-on.
PASSWORD — change your password. (frequent changes are recommended.)
PROMPT — select level of menu prompting desired.
SET-TYMNET — experiment with setting network parameters.
TERMINAL — special features for DEC VT100 and VT52 users.
WIDTH — tailor Delphi to fit your screen width.
USAGE-HISTORY — view your to-date activities on Delphi.

DELPHI TERMINAL CONFIGURATION GUIDE

8 bit ASCII*
1 stop bit*
no parity*
asynchronous
full-duplex
no auto-linefeed or carriage-return linefeed
XON-XOFF or Handshaking should be enabled

*sometimes you have to experiment with other combinations such as: (7 bit, 1 stop, noparity) or (8 bit, 1 stop, even or odd parity).

NOTES

To erase a character, Delphi uses the ASCII delete/rubout key which is decimal 127. If necessary, the terminal program should translate the backspace key to a delete/rubout. Unfortunately the networks do not echo the delete/rubout correctly however it will have the desired effect.

Delphi uses the following control characters:

CONTROL-Z — end of input or exit to next higher menu.
CONTROL-S — suspends sending.
CONTROL-Q — resumes sending.
CONTROL-O — skips to end of file or message.
CONTROL-U — cancels input for current line.
CONTROL-R — redisplays current line.
CONTROL-X — cancels everything typed ahead but unsent.
CONTROL-C — cancel current activity and start over.

If a particular control key is causing the terminal program to take some other action, then the terminal program should be reconfigured to use any of the other available control keys in place of the one required by Delphi.

Modified Command Card for Rainbow Readers

DELPHI™

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Tymnet is a © trademark of Tymshare, Inc.
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members, the Database section has been expanded to include a Data Communications topic section. This was neccessary because of the growing number of telecommunications-related files. All of the telecommunications files that were in the Home Applications topic section have now been moved to their new home in the Data Communications section.

This brings up another subject of member needs, *MTERM* (*Mikeyterm*). *MTERM 4.0* is now available in the Data Communications section. This version supercedes all other versions of *MTERM*. This group of files includes the machine language program, the BASIC loaders to POKE the machine language program into memory, the configuration program and the document files. You no longer have to search for the different versions to drive the serial port, the Deluxe RS-232 Pak or the PBJ *Word-Pak*; *Mikeyterm 4.0* supports any combination of these.

This is an excellent terminal program that is free for the downloading and supports XMODEM file transfer protocol. If your current program supports XMODEM, you can download the machine language file and execute it. If your terminal program does not have advanced file transfer capabilities, you may need to use the buffer capture method to download the BASIC loaders and then create the machine language program offline.

Several members have expressed problems about the downloading process. In order to download a file, go to the Database section from the CoCo SIG prompt. This is accomplished by typing DA and pressing ENTER at the prompt. Then choose which topic section you would like to go to. At the topic prompt, you can do a DIR and see a list of all of the files in that topic section. If you see a file that interests you, read the file (READ filename) — this presents you with a description of the file. You are now at the action prompt. If you want to return to the topic prompt, use the EXIT command or CONTROL-Z. If you would like to read the next file or group of files, type NEXT and press ENTER or just press ENTER alone. If, however, you would like to download the file, you have several options.

The best download protocol is XMODEM. This is an eight-bit, error-free checksum file transfer. To do an XMODEM download, type XM and press ENTER at the action prompt. You are then informed when to initiate XMODEM receive on your terminal program. Your terminal program must specifically support XMODEM in order to use this function. This type of transfer ensures that the program does not have any dropped characters or erroneous characters when downloaded.

Also, there is the DOWNLOAD option. This can be used with the buffer capture method of downloading. When this function is invoked, you are prompted to press ENTER to begin. This allows you to open your buffer. Once the file has been displayed, close the buffer and dump it to either disk or cassette. You may have to use a word processor to remove any extra characters from the file so the program can be run.

"We encourage regular uploads to be in ASCII format to enable buffer capture of the files. This allows all of our members to access them."

There are also the LIST and DISPLAY commands. These are unformatted listings of the file. When using these options, you definitely have to use a word processor to clean up the file. This is the least desirable type of file transfer.

RAINBOW ON TAPE programs have been uploaded in binary form to promote the use of XMODEM downloading of the files. The reason for this is to make certain you receive an error-free download of the file. Remember that there is a surcharge applied to these programs. Therefore, it is in your best interest to use XMODEM transfer. If your terminal program does not support XMODEM, then you may want to download *MTERM* to use when downloading.

We encourage regular uploads to be in ASCII format to enable buffer capture of the files. This allows all of our members to access them. An error is easily dealt with by downloading the program again, and doesn't add any surcharge to your Delphi account.

We also encourage members to upload public domain programs to be included in our database for other members to share. We wish to thank the following people for taking the time to upload files to our database this month:

Rodger Alexander (SALZARD), *Diet:* This program keeps a daily account of calorie input by food description and daily weight records. A monthly weight chart is available to keep track of your progress.

Devin Cook (ELECTROMAGIC), *MASTER/TRM:* A terminal program for use with the Deluxe RS-232 Pak. It supports 300/1200 Baud and has a 40-column Hi-Res screen.

Marty Goodman (MARTYGOODMAN), *"Complete Newbox Series":* The up-to-date compilation of Marty's thoughts on how the CoCo should have been handled by Tandy.

Bill K. Haesslein (BILLH), *Disk Utility:* A utility program that makes life with your disk drives easier.

Stephane Venne (SVENNE), *STREKSV/BAS:* A graphics picture made using *CoCo Max* — the "NCC 1701 Enterprise."

Douglass Trites (RUGBY), *Xmastags:* This program generates Christmas tags on a CGP-115 Color printer. The instructions are embedded in the program using REMark statements.

Look forward to better things on Delphi and more conferences with "Who's Who of the CoCo World" in the near future on the CoCo SIG. Also, we plan to initiate an interesting contest very soon. Delphi has promised to take care of several things that you, our members, have complained about.

If you have any questions or suggestions you would like to be addressed, either leave me a message on the CoCo SIG under username RAINBOWMAG, or write to me in care of THE RAINBOW.

Until next month, meet me and the rest of THE RAINBOW staff on Delphi's CoCo SIG and share in the wealth the Color Computer Community has to offer.

"The CBASIC Compiler"

Now anyone can create fast efficient Machine Language Programs Easily and Quickly without having to use an Editor/Assembler

CBASIC is a fully integrated, easy to use Basic program Editor and Compiler package. CBASIC is 99% syntax compatible with Disk Extended Color Basic programs, so most Basic programs can be loaded and compiled by CBASIC with little or no changes required. The compiler is an optomizing two-pass integer Basic compiler that can convert programs written in Disk Extended Color Basic into 100% pure 6809 Machine Language programs which are written directly to disk in a LOADM compatible format.

The programs generated by the compiler can be run as complete stand alone programs. A built-in linker/editor will automatically select one and only one copy of each subroutine that is required from the internal run-time library and insert them directly in the program. This eliminates the need for cumbersome, often wasteful separate "run-time" packages.

CBASIC WAS DESIGNED FOR BOTH BEGINNING & ADVANCED USERS

CBASIC is a Powerful tool for the Beginner or Novice programmer as well as the Advanced Basic or Machine Language programmer. The Beginner or Novice programmer can write and compile programs without having to worry about Stack Pointers, DP registers, memory allocation, and so on, because CBASIC will handle it for you automatically. All they have to do is write their programs using the standard Basic statements and syntax. For the advanced Basic and Machine Language programmers, CBASIC will let you take command and control every aspect of your program, even generating machine code directly in a program for specialized routines or functions.

CBASIC adds many features not found in Color Basic, like Interrupt, Reset, and On Error handling. It also has advanced programming features that allow machine level control of the Stack and Direct Page registers, variable allocation, automatic 64K RAM control, program origin and even multiple origins. It can even have machine language code generated within a program that executes just like any other Basic program line.

FULL COMMAND SUPPORT & SPEED

CBASIC features well over 100 Basic Commands and Functions that fully support Disk, Tape, Printer and Screen I/O. It also supports ALL the High and Low Resolution Graphics, Sound, Play and String Operations available in Extended Color Basic, and all with 99.9% syntax compatibility.

CBASIC is FAST. Not only will CBASIC compiled programs execute 10 to 1000 times faster than Basic, but the time it takes to develop a CBASIC program versus writing a machine language program is much, much shorter. A machine language program that might take several months to write and debug could be created using CBASIC in a matter of days or hours, even for a well experienced machine language programmer. We had a report from a CBASIC user that claimed "a Basic program that used to take 3 hours to run, now runs in 7 to 8 minutes". Another user reported a program that took 1 to 1½ hours to run in Basic, now runs in 5 to 6 minutes!!!

MORE THAN JUST A COMPILER

CBASIC has its own completely integrated Basic Program Editor. The Editor contained in CBASIC is used to Create and/or Edit programs for the compiler. It is a full featured editor with functions designed specifically for writing and editing Basic programs. It has built-in block Move and Copy functions with automatic program renumbering. Complete, easy to use inserting, deleting, extending and overtyping of existing program lines. It is also used for Loading, Saving, Appending (merging), Killing disk files and displaying a Disk Directory. It also has automatic line number generation for use when creating programs or inserting sequencial lines between existing lines. You can set the printer baud rate and direct normal or compiled listings to the printer for hard copy. The built-in editor makes program corrections and changes as easy as "falling off a log". If CBASIC finds an error when compiling, it points to the place in the program line where the error occurred. All you have to do is tell the editor what line you want to start editing and when it is displayed, move the cursor with the arrow keys to the place where the error is and correct it. Just like that, it's simple.

HI-RES & 80 COLUMN DISPLAYS

CBASIC is the only Color Basic Compiler that includes its own Hi-Resolution 51, 64 or 85 by 24 line display. It is also the only compiler that supports both the PBJ "Word-Pak" and the Double Density 80 column cards. All of these display formats are part of the standard CBASIC compiler package. Not only can these display formats be used for normal program editing and compiling, but CBASIC will also include them in your compiled programs! If you want CBASIC to include the display driver in your program, all you have to do is use a single CBASIC command "HIRES". The run-time display driver that CBASIC includes in your program is not just a simple display, but a full-featured display package. With the Hi-Resolution display package you can mix text & graphics, change characters per line, underline, character highlight, erase to end of line or screen, home cursor, home & clear screen, protect screen lines, and much more. All commands are compatible with our HI-RES II Screen Commander so you can easily develop screen layouts using HI-RES and Color Basic before you compile your program. The same applies to using the 80 column card drivers. What other Basic compiler offers you this kind of flexibility?

64K RAM SUPPORT

CBASIC makes full use of the power and flexibility of the 6883 SAM (Synchronous Address Multiplexer) in the Color Computer. It will fully utilize the 96K of address space available in the Color Computer (64K installed) during program Creation, Editing and Compilation. CBASIC has a special command for automatic 64K RAM control. When used in a program, it allows the user to use the upper 32K of RAM space automatically for variables or even program storage at run-time. It will automatically switch the ROMs in and out when needed. There are also two other commands that allow you to control the upper 32K of RAM manually, under program control. No other Color Basic compiler directly supports the use of 64K RAM like CBASIC.

ALL MACHINE LANGUAGE

CBASIC is completely written in fast efficient Machine Language, not Basic, like some other Color Basic compilers. Because of this, CBASIC can edit and compile very large programs. Even using the Hi-Resolution 51 by 24 line display, it can work with about a 34K program, and the 80 column card versions can handle almost 40K of program. Some of the other Basic compilers can only work with 16K or about 200 lines. Even working with large programs, CBASIC compiles programs with lightning fast speed. It will compile a 24K program to disk in less than 2 minutes! That's without a listing being generated. We've heard stories about some other compilers that take almost 10 minutes to compile a simple 2-3K program. You might inquire about this when you look at some of the other compilers available.

THE FINISHED PRODUCT

Since CBASIC contains statements to support ALL of the I/O devices (Disk, Tape, Screen & Printer), Hi-Res Graphics, Sound, and Enhanced Screen displays, it is well suited for a wide range of programming applications. It generates a complete, Ready to Run machine language program. The finished product or program does not have to be interfaced to a Basic program to perform some of its functions or commands. This may seem obvious to you, but some of the other Color Basic compilers don't necessarily work this way. Some of their compiler commands need a separate Basic program in order for them to work. In some cases, require that a separate Basic program be interfaced to the compiled program to perform I/O functions, like INPUT, PRINT and so on. CBASIC doesn't do this. ALL of its commands are compiled into a single machine language program that does not require any kind of Basic program to make it work.

COMPATIBILITY

You may be wondering about those statements we made earlier concerning 99% or 99.9% syntax compatibility. What does that other 1% consist of? The biggest part of that 1% has to do with string arrays and variables. CBASIC does not use a "String Pool" like Color Basic. It uses absolute memory addresses to locate string variables and arrays. This is why CBASIC's string processing is so fast, it also eliminates the time consuming "Garbage Collection" problem. When CBASIC allocates space for strings, it must know how much space to use for each string. When you Dimension a string variable in CBASIC, you must tell it how much space you want to save for each element. To Dimension an array of 40 strings, 64 characters each, you would DIM DA$(40,64). If a string is not dimensioned, CBASIC will automatically allocate 32 bytes for it. If you want a single string to have enough room for 200 characters you would DIM AX$(200). For string arrays, you would still access the element you want, the same as Color Basic, to get string #30 from the array DA$, you would still use DA$(30), the only real change is in the DIM statement. For undeclared string arrays of 10 elements or less, CBASIC will automatically reserve space for 10 (0-9) strings of 32 characters. In some other Color Basic compilers, you have to declare EVERY string variable used in the progrm in a DIM statement. And, to create an array of 40 strings with 64 characters each, you would have to DIM AD$(2560), and then to access string #30, you would have to multiply 30 × 64 and use a special variable name format or access it one character at a time. Not very compatible or convenient to use, and difficult at best.

CBASIC REQUIREMENTS

CBASIC requires a minimum of 32K RAM and at least one Disk drive. We strongly recommend that you have 64K. CBASIC is compatible with all versions of Color & Extended Basic and both Disk Basic V1.0 and V1.1. Programs compiled on either system will run on systems with different ROMs. CBASIC is NOT compatible with JDOS.

DOCUMENTATION

The Documentation provided with any program is very important to the user. This is especially true when you talk about a program as complete and complex as CBASIC. Even though CBASIC was designed to be the most User Friendly compiler on the market, we went to great lengths to provide a manual that is not only easy to use and understand, but comprehensive and complete enough for even the most sophisticated user. The manual included with CBASIC consists of approximately 120 pages of real information, not like some manuals that put just one or two short paragraphs on a page. If we did it that way, we could have easily created a three or four hundred page manual. The manual index breaks down each section of the manual and gives a 3 or 4 word description of each section and its items along with page numbers. The manual has three sections, the Editor, Compiler and Appendix. Each of these is divided into subsections, with Section and Subsection titles printed at the top of each page. If you want to, you could find the information you are looking for by simply flipping through the pages and scanning the Section titles on the top of the pages. The Manual itself is an 8½ by 11 Spiral Bound book with durable leather textured covers. Some of the reports we have had from CBASIC users describe the manual as being the Best program manual they have ever used.

COMPARE THE DIFFERENCE

CBASIC is not just another Color Basic Compiler. It is the only complete Basic Compiler System for the Color Computer. Compare CBASIC's features to what other compilers offer and you'll see the difference. When comparing CBASIC to other compilers, you might want to keep some of these questions in mind. Does it support I/O functions? You can't write much of a program without PRINT, INPUT and so on. What about complex string statements, or string statements at all? How large of a program can you write? Can you compile a complex string like: MID$(RIGHT$(DA$(VAL(IN$),LEN(LE$)),3,3)? Can you use two character variable names for string & numeric variables, like Basic. Does it support all the Hi-Res graphics statements including PLAY, DRAW, GET and PUT, using the same syntax as Basic? Do you ever have to use a separate Basic program? Can you take complete Basic programs and compile them without extensive changes? Will they work? How do you edit a program when it has errors compiling?

PRICE VERSUS PERFORMANCE

The price of CBASIC is $149.00. It is the most expensive Color Basic Compiler on the market, and well worth the investment. We spent over 2 years writing and refining CBASIC, to make it the Best, most Compatible Color Basic compiler available. Most of our CBASIC users already bought one or more of the other compilers on the market and have since discarded them. We even traded in a few of them. If you want a cheap compiler, we'll sell you one of those traded in, at a good price. Before you buy a compiler, compare the performance of CBASIC against any Color Basic compiler. Dollar for Dollar, CBASIC gives you more than any other Color Basic compiler available.

ORDERING INFORMATION

To order CBASIC by mail, send check or money order in the amount of $149.00 plus $3.00 for shipping and handling to the address listed below.

To order by VISA, MASTERCARD or COD, call us at: (702) 452-0632 (Monday thru Saturday, 8am to 5pm PST).

CER-COMP
5566 Ricochet Ave.
Las Vegas, NV 89110
(702) 452-0632

DISK $44.95

NEW

Introducing The "Super Smart"

DATA PACK II

TERMINAL COMMUNICATIONS SOFTWARE

NEW

TAPE $34.95

Also Supports The PBJ 80 Column "Word Pak", Deluxe RS-232 Pak, Parallel Printer Card and PBJ 2SP Pak

28-64x24 Hi-Resolution Display

9 Unlimited Variable Length Macro Key Buffers

64K Support Up To 55K Text Buffer

BUFFER EDITOR Insert, Delete Change or Add To Buffer

"FEATURES"

- No Lost Information When Using Hi-Resolution Display On Line
- ASCII Compatible File Format
- Full Text Buffering
- Terminal Baud Rates 300 to 9600
- Automatic Word Wrap Eliminates Split Words
- Full/Half Duplex
- Automatic File Capture
- Programmable Word Length, Parity and Stop Bits
- Save and Load Text Buffer and Program Key Buffers to Tape or Disk
- 9 Hi-Resolution Display Formats, 28 to 255 x 24
- True Upper/lower Case Display
- Kill Graphics Option for an Extra 6K
- Supports Line Break
- Freeze Display and Review Information On Line
- Send Files Directly from Buffer or Disk
- Full Disk Support for Disk Version
- Send Control Codes from Keyboard
- Separate Printer Baud Rates 110-9600
- Display on Screen or Output Contents of Buffer to Printer
- Automatic Memory Sense 16-64K
- 9 Programmable Function Key Variable Length Macro Buffer
- Programmable Prompt Character or Delay to Send Next Line
- Programmable Control Character Trapping
- Programmable Open/Close Buffer Characters
- Automatic Key Repeat For Editing
- Program and Memory Status Displays

"The Source" has arrived!

The Source brings the cost of Disassembler and Assembler Source code generation down to Earth.

Now you can Disassemble Color Computer machine language programs and generate beautiful, Assembler Source Code for a fraction of the cost of other Disassembler/Source Generator programs.

The Source has all the features and functions you are looking for in a Disassembler.

- Automatic label generation.
- Allows specifying FCB, FCC and FDB areas.
- Disassembles programs directly from Disk.
- Supports multiple origin disk files.
- Output complete Disassembled listing with labels to the Printer, Screen or both.
- Generates Assembler compatible source files directly to disk.
- Generated source files are in standard ASCII format that can be edited by most word processors.
- Built in Hex/Ascii dump/display to help locate FCB, FCC and FDB areas in a program.
- Fast Disassembly mode for testing & checking FCB, FCC and FDB mapped areas.
- Built in Disk Directory and Kill file commands.
- Menu display with single key commands for smooth, Easy, almost foolproof operation.

32K Disk $34.95

Starship Falcon

Graphics Adventure Game

Six months ago a terrorist group demanded to be designated the rulers of Alpha Sigma III, under the threat of world starvation on the planet Earth. The Federation denied their demands, so they released a biological weapon which has destroyed all known edible plant species from throughout the known galaxy. To date no plant life has been able to survive on Earth. Recently, Federation undercover agents have reported a story told by a roving space trader, of a planet with abundant edible plant life. These plants have a reputation of being able to survive in all climates and in fact, are supposed to grow at an incredible rate. The Federation is desperate! If Earth's food source is not replaced soon, the Federation will have to evacuate all animal and Human life. Your mission is to go to the planet Zephyr and obtain the seed of these plants and return to Earth. Several Federation agents have been sent to obtain the seeds and none has returned! Can you get the seed and survive??? GOOD LUCK!

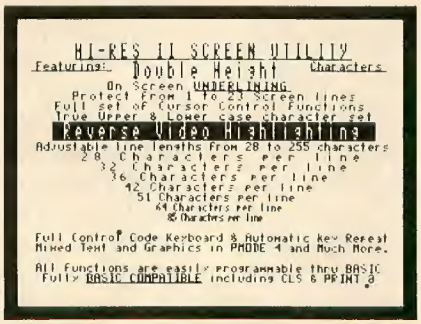
32K Disk $21.95

HI — RES II SCREEN UTILITY

NEW IMPROVED VERSION

- ***UP TO 85 CHARACTERS PER LINE READABILITY***
- ***ADJUSTABLE AUTOMATIC KEY REPEAT***
- ***PROPTECT 1-23 SCREEN LINES***
- ***CONTROL CODE KEYBOARD***

- FULLY BASIC COMPATIBLE
- DISPLAY FORMATS OF 28 to 255 CHARACTERS PER LINE
- FULL 96 UPPER/LOWER CASE CHARACTERS
- MIXED GRAPHICS & TEXT OR SEPARATE GRAPHIC & TEXT SCREENS
- INDIVIDUAL CHARACTER HIGHLIGHTING
- REVERSE CHARACTER HIGHLIGHT MODE
- WRITTEN IN FAST MACHINE LANGUAGE
- AUTOMATIC RELOCATES TO TOP OF 16/32K
- AUTOMATICALLY SUPPORTS 64K of RAM WITH RESET CONTROL
- REVERSE SCREEN
- ON SCREEN UNDERLINE
- DOUBLE SIZE CHARACTERS
- ERASE TO END OF LINE
- ERASE TO END OF SCREEN
- HOME CURSOR
- BELL TONE CHARACTER
- HOME CURSOR & CLEAR SCREEN
- REQUIRES ONLY 2K OF RAM
- COMPATIBLE WITH ALL TAPE & DISK SYSTEMS



$24.95 TAPE $29.95 DISK

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Screen Enhancement Program Comparison Chart

PROGRAM FEATURES	HI-RES II NEW	HI-RES I OLD	BRAND X
Upper/Lower case characters	Yes	Yes	Yes
Mixed Text and Graphics	Yes	Yes	Yes
Separate Text & Graphics	Yes	Yes	No
Print @ fully implemented	Yes	Yes	Yes
Print @ on all line lengths	Yes	Yes	51 only
Different line lengths	28 to 255 (9)	28 to 255 (9)	51 only (1)
Automatic Key Repeat	Yes	Yes	Yes
Adjustable Key Repeat	Yes	No	No
Auto Repeat Disable	Yes	No	No
Erase to end of line/screen	Yes	Yes	Yes
Home Cursor	Yes	Yes	Yes
Solid or Blinking Cursor	Yes	No	Yes
CLS command supported	Buff/Black	Buff/Black	Buff/Black
X,Y Coordinate Cursor Positioning	Yes	Yes	No
Double Size Characters	Yes	Yes	No
Individual/Continuous Highlighting	Yes	Yes	No
On Screen Underlining	Yes	Yes	No
Clear Key functional	Clear/L keys	Clear key	No
16,32 & 64K Supported	Yes	Yes	Yes
Green or Black Background Color	Yes	No	No
Dual Character sets for Enhanced 64 and 85 Characters per line display	Yes	No	No
Protected Screen Lines (programmable)	1 to 23	No	No
Full Control Code Keyboard for Screen control directly from the keyboard	Yes	No	No
Programmable Tab Character Spacing	Yes	No	No
Full Screen Reverse Function	Yes	Yes	No
Switch to & from the Standard 16 by 32 Screen for full compatability	Yes	No	No
On Error Goto Function	No	No	Yes
Extended Basic Required	No	Yes	Yes
All Machine Language Program	Yes	Yes	Yes
RAM Required in addition to Screen RAM	2K	2K	2K
Program Price (Tape)	$24.95	$19.95	$29.95

VISA master charge

VISA, MASTERCARD AND C.O.D. ACCEPTED

File Search allows you to store files on disk sorted by program type

Gathering Up Scattered Programs

By Pete Eichstaedt

When I found I had several disks with only a few programs on each, I wrote *File Search*, a disk file "search and copy" utility. It seemed that every time I had a new idea for a program, I used a new disk. Although I still use the programs on the varied disks, most of them don't require their own disk, especially the machine language programs. *File Search* allowed me to put them on disks sorted by program type (BASIC, machine language and data). Those with 16K and only one drive will be happy to know that the program works fine on your machine. If you have two drives, the program will work faster because you don't have to keep swapping disks.

Here's how the program works: On startup, the program asks which is the source drive and which is the destination. If you only have one drive, answer '0' to both prompts. If you have more than one drive, you can use any single valid drive in your system, or any two drives from '0' to '3'. Next, CoCo asks which type of file you want to copy or if you want to copy all files from the source disk. If you want to copy all your BASIC files, but have some of them saved as ASCII files, don't worry. They're still identified as BASIC programs. Once the questions have been answered, CoCo takes off and does the rest. The only interaction required is if only one drive is being used and a disk swap is required.

As the program runs, it reads the source disk directory, then checks the target disk directory to see if the program is there already. This saves the dreaded AE Errors common in copying. A message is displayed to show which file is being checked. You might see a

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(Pete Eichstaedt lives in Downers Grove, Illinois, and is a field service engineer for Digital Transmission, Inc., a manufacturer of telecommunications systems. He has been using his Color Computer for work and play for the last five years. This is his second program published in THE RAINBOW.)

MORETON BAY SOFTWARE

MORE GOOD SOFTWARE

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3 disk package $29.95
64K EXB disk

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32K EXB disk

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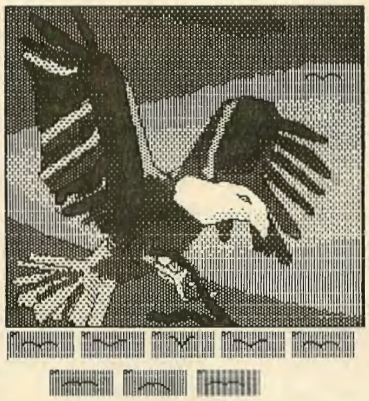
casino simulation $24.95
32K EXB disk or tape

ECLIPSE
excellent pixel editor . . $19.95
64K EXB disk



THE MOTION PICTURE

A complete animation development system for your CoCo! An object oriented graphic screen developer. Using this tool you can quickly and simply animate your pictures. Take standard graphic screens that you develop and incorporate them into MOTION PICTURES. Animate up to eight frames, yielding smooth animation. Generate screens from objects and build screens from stored object files. Included are routines to display animation from BASIC. We believe you'll like this program, so we make this offer: We will send you a demonstration disk for $4.00 which you can apply as a credit if you buy the program. Requires 64K. Disk, $39.95.

MORE KEYS

At last a quality numeric keypad for your Color Computer. This 15 key numeric pad plugs inside your computer and gives you the convenience of rapid numeric data entry. Dimensions: length 6½" (165mm), width 4" (101 mm), height 3" (76 mm). Baked black enamel finish. Specify computer model. MORE KEYS complete with cable and connector.

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DOUBLE DRIVER I

The BEST monitor driver available. Color composite, monochrome and audio output. For original CoCo D, E and F boards. $24.95.

MONO II

Mono II for Color Computer 2. An excellent monochrome monitor driver that has audio output also. Specify model needed.

$24.95.

RESET-POWER-SWITCHES
A REAL IMPROVEMENT

Move the power switch and reset switch where they belong. An LED power on light too! High quality parts, D and E boards totally solderless. The F board and some models of the CoCo II require soldering.

Reset 1 Coco 1 $24.95
Reset 2 CoCo 2 $27.95

Either kit add $2.00 shipping and handling.

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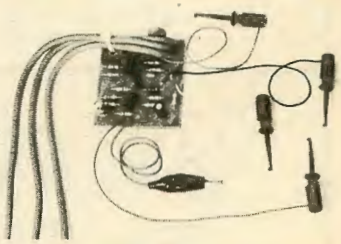

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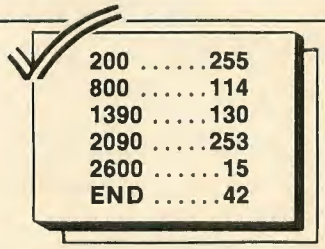
comparison check being made on a file that doesn't look right. This is probably from a killed file, but don't worry — if the file isn't there, it can't be copied. If a file of the same name and format exists on both disks, it won't be copied, either. A message is displayed when a file is transferred.

When the copy is complete, CoCo asks if you want to transfer files from yet another disk. This keeps up as long as you answer "yes" and as long as the disk has room. If you run out of room while a copy is in progress, the program crashes with a DF Error — Disk Full. This is an acceptable concession when compared to having to type each COPY command manually.

When all the files are copied, answer "no" to the "search another disk" prompt. When you key in 'N', CoCo performs a cold start, just like on power up. If you just want to stop, change Line 1800 to CLOSE:END.

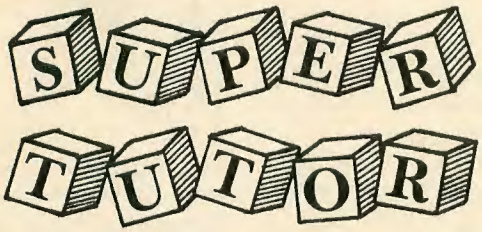
Of special note to single drive users: The program changes your selected single drive to the default drive for the system. As well, when disk changing prompts are displayed, a tone is generated to get your attention. Two tones are used: A low tone is emitted for required disk changes in the program proper; a higher tone is emitted when the BASIC system's COPY command is executed. If you don't change disks in the order requested, you get either an NE Error from the target disk not having the source program, or an AE Error from the source disk in the drive when CoCo is looking for the target disk.

If you don't get RAINBOW ON TAPE and have to type the program in manually, you can leave out all REMark (') lines and lines 10 through 80. Suggestions and questions can be sent to me at the address at the start of the program listing. □



The listing: FILESRCH

```
Ø '* LINES Ø THROUGH 9Ø AND ALL
REMARKS LINES CAN BE DELETED WIT
HOUT
1 '* AFFECTING PROGRAM OPERATION
2 '* SINCE I'M PROUD OF THE PROG
RAM, I'D RATHER YOU LEFT LINES
3 '* 1Ø THROUGH 8Ø ALONE.
5 CLS
1Ø PRINT "     ******************
******"
2Ø PRINT "     * FILESRCH - DISK
FILE *"
3Ø PRINT "     * COPY ROUTINE FOR
 THE *"
4Ø PRINT "     * COLOR COMPUTER W
/16K *"
5Ø PRINT "     * BY PETE EICHSTAE
```

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RAINBOW CERTIFICATION SEAL

```
DT    *"
6Ø PRINT "     * APT D-3Ø8
     *"
65 PRINT "     * 2Ø45 PRENTISS DR
IVE   *"
7Ø PRINT "     * DOWNERS GROVE, I
L     *"
75 PRINT "     *                6Ø5
16    *"
8Ø PRINT "     ****************
******"
9Ø '* CLEAR AND ALLOCATE STRING
SPACE
95 GOTO 36ØØ
1ØØ CLEAR 1ØØØ:DIM PG$(72):DIM P
P$(72)
2ØØ INPUT "WHICH IS INPUT DRIVE"
;ID$:ID = VAL(ID$):IF ID <Ø OR I
D > 3 GOTO 25ØØ
3ØØ INPUT "WHICH IS OUTPUT DRIVE
";OD$:OD = VAL(OD$):IF OD <Ø OR
OD > 3 GOTO 25ØØ
5ØØ PRINT "WHICH FILE TYPE SOULD
 BE SOUGHT":PRINT "  Ø = BASIC P
ROGRAM":PRINT "  1 = BASIC DATA
FILE":PRINT "  2 = MACHINE LANGU
AGE PROGRAM":PRINT "  3 = TEXT E
DITOR SOURCE FILE"
51Ø LINE INPUT "  4 = ALL ";FT$:
:IF FT$ <"Ø" OR FT$ >"4" GOTO 5Ø
Ø
52Ø FT = VAL(FT$)
55Ø IF ID <> OD THEN SOUND 5Ø,3:
PRINT "PUT SOURCE DISK IN DRIVE"
;ID:INPUT "AND PRESS <ENTER>";Z$
59Ø '* EACH DISK HAS 9 SECTORS F
OR RECORD ENTRIES
6ØØ FOR S = 3 TO 11
69Ø '* CLEAR THE PROGRAM RECORD
COUNTER
7ØØ PG = Ø:IF ID = OD THEN CLS:S
OUND 5Ø,3:PRINT "PUT SOURCE DISK
 IN DRIVE";ID:LINE INPUT "AND PR
ESS 'ENTER'";Z$
79Ø '* READ THE DIRECTORY SECTOR
S
8ØØ DSKI$ ID, 17, S, DR$(1),DR$(
2)
89Ø '* IDENTIFY THE STRING TO MA
NIPULATE
9ØØ FOR H = 1 TO 2
99Ø '* EACH RECORD HAS 32 BYTES
1ØØØ FOR EN = 1 TO 128 STEP 32
1Ø9Ø '* INCREMENT THE COUNTER
11ØØ PG = PG+1
119Ø '* WE ONLY NEED THE FIRST 1
```


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```
2 BYTES OF EACH RECORD
1195 '* BYTES 1-8 HAVE THE NAME,
 9-11 THE EXTENSION, AND 12 HAS
THE FILE TYPE
12ØØ PG$(PG) = MID$(DR$(H),EN,12
)
121Ø '* IF THE FIRST BYTE IS $Ø
THE RECORD WAS KILLED, GET THE N
EXT RECORD
125Ø '* IF THE FIRST BYTE IS $FF
 THERE ARE NO MORE ENTRIES (UNLE
SS YOU HAVE SOME WEIRD PROGRAM N
AMES)
126Ø IF LEFT$(PG$(PG),1) = CHR$(
255) GOTO 15ØØ
129Ø '* CHECK THE FILE TYPE.  IF
 IT MATCHES, PROCEED, ELSE GET N
EXT RECORD
13ØØ IF RIGHT$(PG$(PG),1) = CHR$
(FT) THEN GOSUB 19ØØ ELSE IF FT=
4 GOSUB 19ØØ
139Ø '* GET NEXT ENTRY, CURRENT
STRING, SECTOR
14ØØ NEXT EN, H, S
149Ø '* TRY AGAIN?
15ØØ CLS
16ØØ INPUT "SEARCH ANOTHER DISK"
;YN$
17ØØ IF LEFT$(YN$,1) = "Y" OR LE
FT$(YN$,1) = "y" THEN CLS:GOTO 2
ØØ
179Ø '* CLOSE OPENED FILES AND P
ERFORM A COLD START.  REPLACE WI
TH "CLOSE:END" TO STOP COLD STAR
T
18ØØ CLOSE:POKE 113,Ø:EXEC &HAØ2
7
189Ø '* PUT A "." BETWEEN THE NA
ME AND EXTENSION (SAME AS A "/")
19ØØ OP$ = LEFT$(PG$(PG),8)+"."+
MID$(PG$(PG),9,3)
191Ø IF G<=1 THEN GOTO 26ØØ ELSE
 GOTO 263Ø
199Ø '* IF YOU'RE ONLY USEING ON
E DRIVE, MAKE SURE IT'S THE DEFA
ULT DRIVE
2ØØØ IF ID = OD THEN DRIVE ID
2Ø3Ø PRINT:PRINT "COPYING ";OP$;
" TO DRIVE";OD
2Ø5Ø IF LEFT$(PG$(PG),1) = CHR$(
Ø) GOTO 23ØØ
2Ø9Ø '* IF YOU'RE USING TWO DRIV
ES, COPY FROM THE INPUT DRIVE AN
D TO THE OUTPUT DRIVE
21ØØ IF ID <> OD THEN COPY OP$+"
:"+RIGHT$(ID$,1) TO OP$+":"+RIGH
T$(OD$,1) ELSE COPY OP$
219Ø '* IF YOU'RE USING ONLY ONE
 DRIVE, PROMPT DISK SWITCH
22ØØ IF ID = OD AND PG <= 1 THEN
 CLS:PRINT "INSERT SOURCE DISKET
TE AND      PRESS 'ENTER'";:SOUN
D5Ø,3:LINE INPUT NX$
229Ø '* GET THE NEXT RECORD
23ØØ RETURN
24ØØ END
249Ø '* IF YOU MESS UP, COCO TEL
LS YOU AND RESTARTS
25ØØ CLS 4:SOUND 1ØØ,1:SOUND 15Ø
,1:SOUND 1ØØ,1:PRINT @ 232, "INV
ALID DRIVE!";:FOR X = 1 TO 1ØØØ:
NEXT:CLS:GOTO 2ØØ
255Ø '* SHORTSTOP OVERFLOW INTO
THE NEXT ROUTINE
256Ø '* IF IT GETS HERE IT DOESN
'T BELONG ... END!
259Ø END
2595 '* CHECK FOR SINGLE DRIVE O
PERATION
26ØØ IF ID = OD THEN CLS:SOUND 5
Ø,1:PRINT "INSERT DESTINATION DI
SKETTE IN  DRIVE";OD;:LINE INPUT
 "AND PRESS 'ENTER'";Z$
262Ø '* SEE IF FILE ALREADY EXIS
TS
263Ø PRINT:PRINT "CHECKING DESTI
NATION DISKETTE":PRINT "FOR ";OP
$:PRINT "TO PREVENT <AE ERROR>"
265Ø PP=Ø: FOR SS = 3 TO 11
27ØØ DSKI$ OD,17,SS,CK$(1),CK$(2
)
28ØØ FOR HH = 1 TO 2
29ØØ FOR EE = 1 TO 128 STEP 32
3ØØØ PP = PP +1
31ØØ PP$(PP) = MID$(CK$(HH),EE,1
2)
32ØØ IF PP$(PP) = PG$(PG) THEN R
ETURN
3225 IF LEFT$(PP$(PP),1) = CHR$(
255) GOTO 335Ø
325Ø PP$(PP) = ""
33ØØ NEXT EE,HH,SS
333Ø '* IF YOU GET THIS FAR, THE
 FILE MUST BE COPIED
334Ø '* CHECK FOR SINGLE DISK OP
ERATION, THEN CALL THE COPY ROUT
INE
335Ø IF ID = OD THEN CLS:SOUND 5
Ø,1:PRINT "INSERT SOURCE DISK IN
 DRIVE";ID:LINE INPUT "AND PRESS
 'ENTER'";Z$
34ØØ GOTO 2ØØØ
345Ø '* SHORTSTOP RUNAWAY OPERAT
ION
35ØØ END
355Ø '* CLEAR AS MUCH MEMORY AS
YOU CAN THROUGH BASIC
36ØØ PCLEAR 1:GOTO 1ØØ
```

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The last of a four-part series on operating with this BBS software

CoBBS:

How to Modify the Program to Use the CoCo 'Serial Port'

By Richard Duncan

Written for use with the RS-232 Pak, *CoBBS* takes advantage of it being a true serial port. The "serial port" on the back of the CoCo was designed as a printer port, but through the miracle of software can be used as a communications port (but still not a true RS-232 port, just voltage compatible). *CoBBS* can be modified to use the serial port, but it loses a lot of its features, including advanced key input, no pausing or stopping while a message or file is being displayed, no uploads, no 1200 Baud, slower operation and awkward termination of a call.

If I sound pessimistic about serial operation using the serial printer port, I am! We will discuss briefly some of the modifications required to convert *CoBBS* and its operation. You will have to do the installation depending on your needs. I strongly suggest obtaining an RS-232 Pak if you are serious about running this BBS software, but for those who want to experiment . . . here we go.

Changing *CoBBS* over to the serial port requires modification of the serial driver and all the BASIC routines. The main difference is that the serial version pauses anytime it is polled and waits for a character, where the Pak returns a CHR$(0) and returns to BASIC. Throughout the programs, the system jumps to the single key input routine of the driver to strip any extra character waiting to be received, making sure no extraneous character is in the buffer.

The following lines of *USER/SYS* have the statement EXEC4314, or EXEC&H10DA, in them and should be removed: 40, 68, 70, 150, 180, D266, 345, D1205, 1225 and D7035. If there is a 'D' preceding the number, delete the whole line and replace it with a REM statement. The following lines in *COBBS/SYS* to change are: 410, 440, 960, D975, 1005, 1270, 1345, 1420, 1465, 2085, 2410, D7050 and 7057.

The carrier detect routine must also be changed. The way to do this is to check the CD flag set via the serial port. The port should first be reset by the command K=PEEK(&HFF20). Then, by monitoring the location of $FF21 for a change in state, you will know when a carrier is coming in. The command CD=PEEK(&HFF21) checks the flag. If the value of 'K' is greater than 100, the system has detected a carrier. After detecting a carrier, again issue the command K=PEEK(&HFF20). From this point on the value of 'K' should be less than 100. If not, it means the last user has dropped his carrier, this is a new caller and the system needs to be rebooted. The carrier detect subroutine for *USER/SYS* should read: 9700 '-CD CHECK-9705 IFPEEK(&HFF21)=

(Richard Duncan is a broadcast technician for WMC-TV in Memphis, Tennessee. He is active in amateur radio [WD5B] and especially interested in Packet communications. Richard lives in West Memphis, Arkansas.)

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- PHONE BOOK—OK, so we all keep a personal phone book . . . whether it's in the kitchen drawer or our briefcase. If you used the Elite•Home phone book, you could ask for a display of all the card club phone numbers, do a search for the "contractor" that did that work last year (what was his name anyway?), etc.
- CAR REPAIRS—When was the last time you changed oil in that car(s) of yours? When is state inspection due? Let Elite•Home keep track of your service records, and inspection dates.
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```
48Ø L=JOYSTK(1)
49Ø PUT(U,R)-(U+2Ø,R+2Ø),M2,PSET
5ØØ IF K>31 THEN U=U+4
51Ø IF K<31 THEN U=U-4
52Ø IF L>31 THEN R=R+4
53Ø IF L<31 THEN R=R-4
54Ø PK=PEEK(6528Ø)
55Ø IF PK=126 OR PK=254 THEN GOS
UB 59Ø
56Ø XG$=INKEY$
57Ø IF XG$="X" THEN GOSUB 98Ø
58Ø GOTO 39Ø
59Ø IF K>31 THEN GOSUB 71Ø
6ØØ IF K<31 THEN GOSUB 79Ø
61Ø RETURN
62Ø G=RND(255)
63Ø P=RND(191)
64Ø IF G>U-21 AND G<U+42 AND P>R
-21 AND P<R+42 THEN 7ØØ
65Ø CIRCLE(G,P),HG,8
66Ø PAINT(G,P),8
67Ø NN=NN+1
68Ø IF NN=1Ø THEN HG=HG+5: NN=Ø:
 JK=JK+1: IF JK=2 THEN PG=PG-1
69Ø IF PG<1 THEN PG=1
7ØØ RETURN
71Ø M=U+22
72Ø N=R+9
73Ø IF M>253 THEN RETURN ELSE PS
ET(M,N,3)
74Ø S=RND(PG+2Ø)
75Ø IF S=1 THEN GOSUB 62Ø
76Ø V=PPOINT(M+2,N)
77Ø IF V<>5 AND V<>7 THEN 93Ø EL
SE PRESET(M,N): M=M+5: GOTO 73Ø
78Ø RETURN
79Ø M=U-1
8ØØ N=R+1Ø
81Ø IF M<2 THEN RETURN ELSE PSET
(M,N,3)
82Ø S=RND(PG+2Ø)
83Ø IF S=1 THEN GOSUB 62Ø
84Ø V=PPOINT(M-2,N)
85Ø IF V<>5 AND V<>7 THEN 93Ø EL
SE PRESET(M,N): M=M-5: GOTO 81Ø
86Ø RETURN
87Ø FOR T=1 TO 15
88Ø PUT(U,R)-(U+2Ø,R+2Ø),M1,NOT
89Ø PLAY PL$
9ØØ NEXT T
91Ø XX=1
92Ø GOTO 98Ø
93Ø IF V=6 THEN 95Ø
94Ø IF V=8 THEN CIRCLE(M,N),25,5
: PAINT(M,N),5,5: PLAY PL$: SC=S
C+(HG*1Ø)
95Ø IF V=6 THEN PRESET(M,N)
96Ø CIRCLE(128,96),255,6
97Ø RETURN
98Ø IF XX=1 THEN POKE 65494,Ø: P
RINT @ 331,"F I N A L";
99Ø PRINT @ 235,"BUBBLE WAR";
1ØØØ PRINT @ 363,"S C O R E";
1Ø1Ø PRINT @ 394,SC;
1Ø2Ø IF XX=1 THEN YU=YU+1: PLAY
PL$
1Ø3Ø IF XX=1 AND YU<4Ø THEN 1Ø2Ø
 ELSE IF YU=4Ø THEN END
1Ø4Ø PRINT @ 448,"TAP A KEY TO R
ETURN TO GAME";
1Ø5Ø XX$=INKEY$
1Ø6Ø IF XX$<>"" THEN CLS: SCREEN
 1,1: RETURN ELSE 1Ø5Ø
1Ø7Ø END
1Ø8Ø FOR BN=[illegible] TO 15Ø STEP 3
1Ø9Ø CIRCLE(129,96),BN,1+RND(3),
1
11ØØ IF BN<2Ø THEN PLAY "T128;CD
EFGAB"
111Ø NEXT BN
112Ø PCLS1
113Ø CIRCLE(128,96),255,6
114Ø RETURN
115Ø END
116Ø REM * END OF LISTING
```


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". . . a confidence check for the RAM-SAM portion of your Color Computer."

What's the Diagnosis?

By Craig V. Bobbitt

An assembly language memory checker for the Color Computer, *Memory Diagnostic* has two modes:

1) Short — Every byte is tested to see that each of its bits can be cleared and set (compared to correct values in Register A), then the bytes adjacent to the target byte, which contain the complement of the target, are tested to make sure they don't follow the target (a common memory chip problem).

2) Long — All bit combinations are written into each memory location and checked against Register A.

The program is relocatable and jumps over itself during execution. It is heavily commented and should be fairly easy to follow. It has only been tested on a 64K machine, but it should work in any system configuration of the CoCo.

Lines 45-75	display the title and request memory size.
Lines 78-84	move BASIC to RAM if 64K is selected.
Lines 86-95	request long or short diagnostic.
Lines 96-157	are the body of the short option.
Lines 159-177	are the body of the long option.
Lines 179-END	display error messages.

The listing details how to force an error to see how that part of the program works. *Memory Diagnostic* is intended as a confidence check for the RAM-SAM portion of the Color Computer.

(If you have any questions regarding this program you may contact the author at P.O. Box 584, Greenville, TX 75401, phone 214-457-4476. Please include an SASE when writing.) □

(Craig Bobbitt lives in Greenville, Texas, and works on computer and peripheral hardware as a test engineer.)

The listing: MEMDIAG

```
ØØØ1         NAM   MEMDIAG 2.2
ØØØ2         OPT   NOG
ØØØ3 *MEMORY DIAGNOSTIC FOR 64K TRS8Ø COLOR COMPUTER
ØØØ4 *2Ø APRIL 84
ØØØ5 *(C) BY CRAIG V. BOBBITT
ØØØ6 *P.O BOX 584
ØØØ7 *GREENVILLE,TX 754Ø1
ØØØ8 ********************************************************
ØØØ9 *                                                      *
ØØ1Ø *   THIS PROGRAM RUNS A MEMORY TEST ON ALL             *
ØØ11 *   LOCATIONS IN THE COLOR COMPUTER FROM               *
ØØ12 *   ØØØØ TO END OF MEMORY.  ANY DATA                   *
ØØ13 *   ERRORS ARE REPORTED TO                             *
ØØ14 *   THE SCREEN AND THE OPERATOR HAS THE OPTION         *
ØØ15 *   OF ENDING THE TEST OR CONTINUING WITH              *
ØØ16 *   THE NEXT LOCATION.                                 *
ØØ17 *   THE SHORT TEST PUTS A PATTERN OF ALL ONES          *
ØØ18 *   AND ALL ZEROS IN EACH LOCATION COMPARING           *
```

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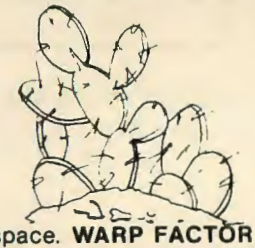

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WARP FACTOR X was written by an engineer for the Kennedy Space Center and has been three years in the making. You will appreciate the attention to detail and complex inner workings of the program. The program is supported by eight pages of documentation important to the success of your mission. Your progress through the eighteen sectors of the galaxy will be recorded and saved for your next adventure into space. **WARP FACTOR X** includes versions for 32K, 64K, and COCO 2. It requires one disk drive and comes packaged in a vinyl library case. **$34.95**

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```
                    ØØ19 *   IT VERIFIES BOTH OF THOSE VALUES.  THE     *
                    ØØ2Ø *   ADJACENT BYTES CONTAIN COMPLEMENTED DATA   *
                    ØØ21 *   AND THEY ARE CHECKED TO INSURE THEY DON'T  *
                    ØØ22 *   FOLLOW THE TARGET BYTE.                    *
                    ØØ23 *   THE LONG TEST WRITES ALL COMBINATIONS IN   *
                    ØØ24 * EACH  BYTE OF MEMORY VERIFYING THAT THEY ARE *
                    ØØ25 *   READ BACK CORRECTLY.  EXECUTION TIME FOR   *
                    ØØ26 *   THE SHORT TEST IS ABOUT 12 SECONDS, THE    *
                    ØØ27 *   LONG TEST TAKES ABOUT 6 MINUTES            *
                    ØØ28 *   ALL LOCATIONS ARE RESTORED TO THEIR        *
                    ØØ29 *   ORIGINAL VALUES                            *
                    ØØ3Ø *   THE PROGRAM JUMPS AROUND ITSELF.          *
                    ØØ31 *   TO FORCE AN ERROR, LOAD PROGRAM AT $3ØØØ   *
                    ØØ32 *   (DEFAULT) AND EXEC &H3Ø66 SELECT SHORT OPT *
                    ØØ33 *                                              *
                    ØØ34 **********************************************
                    ØØ35
                    ØØ36
                    ØØ37
                    ØØ38 *PROGRAM IS RELOCATABLE
3ØØØ                ØØ39         ORG    $3ØØØ
A1C1                ØØ4Ø GETCHR  EQU    $A1C1       KEYBOARD INPUT
AØØ2                ØØ41 CHROUT  EQU    $AØØ2       SCREEN OUTPUT
                    ØØ42
3ØØØ 1A5Ø           ØØ43 START   ORCC   #$5Ø        TURN OFF INTERRUPTS
                    ØØ44
3ØØ2 BDA928         ØØ45 .MSIZE  JSR    $A928       CLEAR SCREEN
3ØØ5 318DØ2Ø3       ØØ46         LEAY   MSG1,PCR    FIND THE MESSAGE
3ØØ9 17Ø141         ØØ47         LBSR   DISPLA      WRITE IT
3ØØC BDA1C1         ØØ48 GETSIZ  JSR    GETCHR      LOOK FOR A CHARACTER
3ØØF 27FB           ØØ49         BEQ    GETSIZ      WAIT FOR KEYPRESS
3Ø11 8131           ØØ5Ø         CMPA   #'1         /16K/
3Ø13 271Ø           ØØ51         BEQ    .16K
3Ø15 8132           ØØ52         CMPA   #'2         /32K/
3Ø17 271C           ØØ53         BEQ    .32K
3Ø19 8133           ØØ54         CMPA   #'3         /64K/
3Ø1B 2728           ØØ55         BEQ    .64K
3Ø1D 8134           ØØ56         CMPA   #'4         /ABORT/
3Ø1F 1Ø27Ø2B5       ØØ57         LBEQ   DONE
3Ø23 2ØE7           ØØ58         BRA    GETSIZE     ILLEGAL OPTION
                    ØØ59
3Ø25 8E3FFF         ØØ6Ø .16K    LDX    #$3FFF      TOP OF RAM FOR 16K
3Ø28 AF8DØ2C5       ØØ61         STX    MEMEND,PCR  SAVE IT
3Ø2C 8E3136         ØØ62         LDX    #"16
3Ø2F AF8DØ136       ØØ63         STX    HEADER+23,PCR PUT 16 IN OUTPUT STRING
3Ø33 2Ø31           ØØ64         BRA    WRTHDR      CONTINUE
                    ØØ65
3Ø35 8E7FFF         ØØ66 .32K    LDX    #$7FFF      TOP OF RAM FOR 32K
3Ø38 AF8DØ2B5       ØØ67         STX    MEMEND,PCR  SAVE IT
3Ø3C 8E3332         ØØ68         LDX    #"32
3Ø3F AF8DØ126       ØØ69         STX    HEADER+23,PCR
3Ø43 2Ø21           ØØ7Ø         BRA    WRTHDR
                    ØØ71
3Ø45 8EFEFF         ØØ72 .64K    LDX    #$FEFF      TOP OF RAM FOR 64K
3Ø48 AF8DØ2A5       ØØ73         STX    MEMEND,PCR  SAVE IT
3Ø4C 8E3634         ØØ74         LDX    #"64
3Ø4F AF8DØ116       ØØ75         STX    HEADER+23,PCR
                    ØØ76
                    ØØ77 *GO TO 64K MODE
3Ø53 8E8ØØØ         ØØ78         LDX    #$8ØØØ      START OF ROM
3Ø56 B7FFDE         ØØ79 MOVE    STA    $FFDE       SWITCH PAGE
3Ø59 A68Ø           ØØ8Ø         LDA    ,X+         GET BYTE FROM ROM
3Ø5B B7FFDF         ØØ81         STA    $FFDF       SWITCH PAGE BACK
3Ø5E A71F           ØØ82         STA    -1,X        STORE IN RAM
3Ø6Ø AC8DØ28D       ØØ83         CMPX   MEMEND,PCR  END OF ROM
3Ø64 25FØ           ØØ84         BLO    MOVE
                    ØØ85
```

```
3Ø66 BDA928      ØØ86 WRTHDR JSR   $A928        CLEAR SCREEN
3Ø69 318DØØE5    ØØ87         LEAY  HEADER,PCR  GET ADX OF HEADER
3Ø6D 17ØØDD      ØØ88         LBSR  DISPLA      WRITE IT
3Ø7Ø BDA1C1      ØØ89 INPUT   JSR   GETCHR      GO GET A CHARACTER
3Ø73 27FB        ØØ9Ø         BEQ   INPUT       WAIT FOR IT
3Ø75 AD9FAØØ2    ØØ91         JSR   [CHROUT]    ECHO CHARACTER
3Ø79 814C        ØØ92         CMPA  #'L         LONG DIAGNOSTIC?
3Ø7B 1Ø27ØØ9E    ØØ93         LBEQ  LONG        YES
3Ø7F 8153        ØØ94         CMPA  #'S         SHORT?
3Ø81 26E3        ØØ95         BNE   WRTHDR      BAD INPUT RETURN
3Ø83 8EFFFF      ØØ96         LDX   #$FFFF      FIRST LOCATION -1
3Ø86 318DFF76    ØØ97         LEAY  START,PCR
3Ø8A 1ØAF8DØ26Ø  ØØ98         STY   TEMP,PCR    SAVE START OF PROGRAM
3Ø8F 3ØØ1        ØØ99 SLOOP   LEAX  1,X
3Ø91 E684        Ø1ØØ         LDB   ,X          SAVE THE BYTE
3Ø93 E78DØ25D    Ø1Ø1         STB   TARGET,PCR
3Ø97 E61F        Ø1Ø2         LDB   -1,X        GET LOWER ADJACENT BYTE
3Ø99 E78DØ258    Ø1Ø3         STB   LOWER,PCR   STORE IT AWAY
3Ø9D E6Ø1        Ø1Ø4         LDB   1,X         GET UPPER ADJACENT BYTE
3Ø9F E78DØ25Ø    Ø1Ø5         STB   UPPER,PCR   STORE IT
3ØA3 C6FF        Ø1Ø6         LDB   #$FF        COMPLEMENT OF TARGET BYTE
3ØA5 E71F        Ø1Ø7         STB   -1,X        SET ADJ BYTES TO COMPLEMENT
3ØA7 E7Ø1        Ø1Ø8         STB   1,X
3ØA9 6F84        Ø1Ø9         CLR   ,X          CLEAR CURRENT LOCATION
3ØAB 4F          Ø11Ø         CLRA              ZERO TO START
3ØAC A184        Ø111         CMPA  ,X          ARE THEY EQUAL??
3ØAE 27Ø3        Ø112         BEQ   SCONT       YES GO AHEAD
3ØBØ 17Ø1BB      Ø113         LBSR  ERROR       ERROR IF NOT EQUAL
                 Ø114 *  DON'T DO ADJACENT BYTES IF AT START
                 Ø115 *  OR END OF MEMORY
3ØB3 8CØØØØ      Ø116 SCONT   CMPX  #Ø          START OF MEMORY?
3ØB6 2714        Ø117         BEQ   SCONT2      YES DON'T DO ADJ BYTES
```


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```
3ØB8 AC8DØ235   Ø118         CMPX  MEMEND,PCR  END?
3ØBC 27ØE       Ø119         BEQ   SCONT2      YES DON'T CHECK ADJ BYTES
                Ø12Ø *HAVE ADJACENT BYTES CHANGED?
3ØBE E1Ø1       Ø121         CMPB  1,X         UPPER ADJACENT
3ØCØ 27Ø3       Ø122         BEQ   SCONT1
3ØC2 17Ø1A9     Ø123         LBSR  ERROR       REPORT ERROR
3ØC5 E11F       Ø124 SCONT1  CMPB  -1,X        LOWER ADJACENT
3ØC7 27Ø3       Ø125         BEQ   SCONT2
3ØC9 17Ø1A2     Ø126         LBSR  ERROR
3ØCC 43         Ø127 SCONT2  COMA              COMPLEMENT THE GOOD VALUE
3ØCD 53         Ø128         COMB              COMPLEMENT ADJ BYTES
3ØCE 63Ø1       Ø129         COM   1,X
3ØDØ 631F       Ø13Ø         COM   -1,X
3ØD2 6384       Ø131         COM   ,X
3ØD4 A184       Ø132         CMPA  ,X          ALL BITS SET??
3ØD6 27Ø3       Ø133         BEQ   SCONT3      YES GO AHEAD
3ØD8 17Ø193     Ø134         LBSR  ERROR
3ØDB 8CØØØØ     Ø135 SCONT3  CMPX  #Ø           FIRST LOCATION?
3ØDE 2714       Ø136         BEQ   SCONT5
3ØEØ AC8DØ2ØD   Ø137         CMPX  MEMEND,PCR
3ØE4 27ØE       Ø138         BEQ   SCONT5
3ØE6 E11F       Ø139         CMPB  -1,X        B SHOULD = ADJ BYTES
3ØE8 27Ø3       Ø14Ø         BEQ   SCONT4
3ØEA 17Ø181     Ø141         LBSR  ERROR
3ØED E1Ø1       Ø142 SCONT4  CMPB  1,X
3ØEF 27Ø3       Ø143         BEQ   SCONT5
3ØF1 17Ø17A     Ø144         LBSR  ERROR
                Ø145 *RESTORE ALL BYTES
3ØF4 E68DØ1FB   Ø146 SCONT5  LDB   UPPER,PCR
3ØF8 E7Ø1       Ø147         STB   1,X
3ØFA E68DØ1F6   Ø148         LDB   TARGET,PCR
3ØFE E784       Ø149         STB   ,X
31ØØ E68DØ1F1   Ø15Ø         LDB   LOWER,PCR
```


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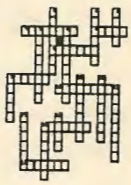

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```
31Ø4 E71F      Ø151         STB   -1,X
31Ø6 AC8DØ1E7  Ø152         CMPX  MEMEND,PCR  HAS ALL MEMORY BEEN TESTED
31ØA 1Ø27Ø1CA  Ø153         LBEQ  DONE       IF ALL MEMORY TESTED
31ØE AC8DØ1DD  Ø154         CMPX  TEMP,PCR   ARE WE IN THE PROGRAM AREA
3112 1Ø26FF79  Ø155         LBNE  SLOOP      NO KEEP GOING
3116 3Ø8DØ1DD  Ø156         LEAX  EXIT,PCR   FIND PROGRAM END
311A 16FF72    Ø157         LBRA  SLOOP      GO TO IT
               Ø158
311D 8EØØØØ    Ø159 LONG    LDX   #Ø         FIRST LOCATION
               Ø16Ø
312Ø E684      Ø161 LLOOP   LDB   ,X         SAVE BYTE IN B
3122 6F84      Ø162         CLR   ,X         CLEAR TARGET BYTE
3124 4F        Ø163         CLRA             CLEAR COMPARATOR
3125 A184      Ø164 LCONT   CMPA  ,X         COMPARE
3127 27Ø3      Ø165         BEQ   LCONT1     IF EQUAL NO ERROR
3129 17Ø142    Ø166         LBSR  ERROR      REPORT THE ERROR
312C 6C84      Ø167 LCONT1  INC   ,X         INCREMENT TARGET ADX
312E 4C        Ø168         INCA             INCREMENT COMPARATOR
312F 81ØØ      Ø169         CMPA  #Ø         ALL COMBINATIONS TESTED?
3131 26F2      Ø17Ø         BNE   LCONT      NO DO IT AGAIN
3133 E78Ø      Ø171         STB   ,X+        RESTORE BYTE AND POINT TO NEXT ONE
3135 AC8DØ1B8  Ø172         CMPX  MEMEND,PCR ARE WE FINISHED
3139 1Ø27Ø19B  Ø173         LBEQ  DONE       YES
313D AC8DØ1AE  Ø174         CMPX  TEMP,PCR   PROGRAM AREA?
3141 26DD      Ø175         BNE   LLOOP      DO ANOTHER LOCATION
3143 3Ø8DØ1BØ  Ø176         LEAX  EXIT,PCR   GO  AROUND PROGRAM AREA
3147 2ØD7      Ø177         BRA   LLOOP      GO DO IT AGAIN
               Ø178
3149 AD9FAØØ2  Ø179 DISP1   JSR   [CHROUT]   SEND A CHAR TO SCREEN
314D A6AØ      Ø18Ø DISPLA  LDA   ,Y+         GET A CHAR
314F 26F8      Ø181         BNE   DISP1      PRINT IT
3151 39        Ø182         RTS              RETURN
               Ø183
               Ø184 *SCREEN MESSAGES X'S WILL BE FILLED IN WITH
               Ø185 * CORRECT VALUES IN ERROR ROUTINE
               Ø186
3152 2Ø        Ø187 HEADER  FCS   /     MEMORY DIAGNOSTIC 64K      <ØD>SHORT OR LONG?/
3182 ØD        Ø188 ERMSG   FCS   /<ØD>DATA ERROR:<ØD>ADDRESS=XXXX<ØD>EXPECTED DATA=XX<ØD>ACTUAL
 DATA=XX/
31BC ØD        Ø189 CONTN   FCS   /<ØD>WANT TO CONTINUE? (Y OR N)/
31D8 ØD        Ø19Ø LAST    FCS   /<ØD>DIAGNOSTIC COMPLETE<ØD><ØD>**PRESS ANY KEY TO CONTINUE**/
32ØC 43        Ø191 MSG1    FCS   /COLOR COMPUTER MEMORY DIAGNOSTIC<ØD>  !ENTER MEMORY SIZE (1-4
)<ØD><ØD>  1) 16K<ØD>  2) 32K<ØD>  3) 64K<ØD>  4)ABORT/
               Ø192
326E 3436      Ø193 ERROR   PSHS  D,X,Y       SAVE REGISTERS
327Ø AF8DØØ78  Ø194         STX   LOCTN,PCR   SAVE LOCATION
3274 A78DØØ76  Ø195         STA   AREG,PCR    SAVE GOOD VALUE
3278 318DFFØ6  Ø196         LEAY  ERMSG,PCR   FIND ERROR MSG
327C 31A815    Ø197         LEAY  21,Y        POINT TO OUTPUT BUFFER
327F 3Ø8DØØ69  Ø198         LEAX  LOCTN,PCR   CONVERT THE LOCATION TO ASCII
3283 8D2E      Ø199         BSR   CONVRT
3285 3121      Ø2ØØ         LEAY  1,Y         NEXT OUTPUT LOC
3287 8D2A      Ø2Ø1         BSR   CONVRT      CONVERT IT
3289 31A81Ø    Ø2Ø2         LEAY  16,Y        OUTPUT LOCATION DATA EXPECTED
328C 8D25      Ø2Ø3         BSR   CONVRT      CONVERT IT
328E AE62      Ø2Ø4         LDX   2,S         GET OLD X VALUE
3291Ø 312E     Ø2Ø5         LEAY  14,Y        LOCATION FOR ACTUAL VALUE
3292 8D1F      Ø2Ø6         BSR   CONVRT      CONVERT
3294 318DFEEA  Ø2Ø7         LEAY  ERMSG,PCR   FIND ERROR MSG
3298 17FEB2    Ø2Ø8         LBSR  DISPLA      WRITE IT TO SCREEN
329B 318DFF1D  Ø2Ø9         LEAY  CONTN,PCR   FIND CONTINUE MESSAGE
329F 17FEAB    Ø21Ø         LBSR  DISPLA      WRITE IT
32A2 176F1C    Ø211 ANSWER  LBSR  GETCHR
32A5 27FB      Ø212         BEQ   ANSWER      KEEP LOOKING
32A7 AD9FAØØ2  Ø213         JSR   [CHROUT]    ECHO ANSWER
32AB 8159      Ø214         CMPA  #'Y         IS IT A YES?
32AD 27Ø2      Ø215         BEQ   GOBACK      YES GO BACK WHERE YOU CAME FROM
```

```
32AF 2Ø27       Ø216         BRA   DONE
32B1 35B6       Ø217 GOBACK  PULS  D,X,Y,PC     RETURN
                Ø218
32B3 A684       Ø219 CONVRT  LDA   ,X           GET FIRST BYTE
32B5 84FØ       Ø22Ø         ANDA  #$FØ        GET LEFT 4 BITS
ØØØ4            Ø221         RPT   4
                Ø222         LSRA
                Ø223         ENDR
32B7 44             +        LSRA
32B8 44             +        LSRA
32B9 44             +        LSRA
32BA 44             +        LSRA
32BB 81Ø9       Ø224         CMPA  #9          IS THIS A NUMBER
32BD 2EØ4       Ø225         BGT   LETR        NO ITS A LETTER
32BF 8B3Ø       Ø226         ADDA  #$3Ø
32C1 2ØØ2       Ø227         BRA   CONCNT
32C3 8B37       Ø228 LETR    ADDA  #$37        CHANGE IT TO ASCII
32C5 A7AØ       Ø229 CONCNT  STA   ,Y+          PUT IT IN OUTPUT STRING
32C7 A68Ø       Ø23Ø         LDA   ,X+          GET IT AGAIN
32C9 84ØF       Ø231         ANDA  #$ØF        GET RIGHT BITS
32CB 81Ø9       Ø232         CMPA  #9
32CD 2EØ4       Ø233         BGT   LETR1
32CF 8B3Ø       Ø234         ADDA  #$3Ø
32D1 2ØØ2       Ø235         BRA   CNCNT
32D3 8B37       Ø236 LETR1   ADDA  #$37
32D5 A7A4       Ø237 CNCNT   STA   ,Y
32D7 39         Ø238         RTS
                Ø239
32D8 318DFEFC   Ø24Ø DONE    LEAY  LAST,PCR
32DC 17FE6E     Ø241         LBSR  DISPLA
32DF BDA1C1     Ø242 DONE1   JSR   GETCHR       IS THERE A KEY PRESSED
32E2 27FB       Ø243         BEQ   DONE1
32E4 1CAØ       Ø244         ANDCC #$AØ        RESTORE INTERRUPTS
32E6 B7FFDE     Ø245         STA   $FFDE       TURN OFF 64K MODE
32E9 7EAØ27     Ø246         JMP   $AØ27       GO TO BASIC RESET ROUTINE
32EC            Ø247 LOCTN   RMB   2
32EE            Ø248 AREG    RMB   1
32EF            Ø249 TEMP    RMB   2
32F1            Ø25Ø MEMEND  RMB   2
32F3            Ø251 UPPER   RMB   1
32F4            Ø252 TARGET  RMB   1
32F5            Ø253 LOWER   RMB   1
32F6            Ø254         RMB   1
32F7 12         Ø255 EXIT    NOP
3ØØØ            Ø256         END   START
        NO ERROR(S) DETECTED
```

```
   SYMBOL TABLE:

.16K   3Ø25     .32K   3Ø35     .64K   3Ø45     .MSIZE 3ØØ2
ANSWER 32A2     AREG   32EE     CHROUT AØØ2     CNCNT  32D5
CONCNT 32C5     CONTN  31BC     CONVRT 32B3     DISP1  3149
DISPLA 314D     DONE   32D8     DONE1  32DF     ERMSG  3182
ERROR  326E     EXIT   32F7     GETCHR A1C1     GETSIZ 3ØØC
GOBACK 32B1     HEADER 3152     INPUT  3Ø7Ø     LAST   31D8
LCONT  3125     LCONT1 312C     LETR   32C3     LETR1  32D3
LLOOP  312Ø     LOCTN  32EC     LONG   311D     LOWER  32F5
MEMEND 32F1     MOVE   3Ø56     MSG1   32ØC     NARG   ØØØØ
SCONT  3ØB3     SCONT1 3ØC5     SCONT2 3ØCC     SCONT3 3ØDB
SCONT4 3ØED     SCONT5 3ØF4     SLOOP  3Ø8F     START  3ØØØ
TARGET 32F4     TEMP   32EF     UPPER  32F3     WRTHDR 3Ø66


CMD=MEMDIAG.TXT >/P
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The Secret to Loading Those Double-Speed Tapes

By Craig Carmichael

"Too many people buy disk drives because cassettes are slow to use, without realizing that the full speed of the cassette is not exploited."

Have you got lots of long files to CLOAD and CSAVE? Or, have you accidentally taped your favorite game at double speed? Anyone who is familiar with the Color Computer, and whose POKE 65495,0 works, is probably also familiar with the double-speed CSAVE. These individuals also know that a simple POKE 65495,0, unfortunately, does not enable them to load the tapes back into the computer.

The problem is this: POKE 65495,0 takes the Color Computer from "slow" (normal) clock mode to "address-dependent" mode. In address-dependent mode, the computer runs at normal speed when the memory being accessed is RAM, from zero to 32767, and at double speed when accessing ROM, 32768 and up (BASIC, Extended BASIC). During a CSAVE, there aren't many calls to RAM, so the operation is nearly double speed. However, CLOAD makes considerable use of RAM, and thus does not operate at the same speed as the CSAVE. The exasperating thing is that double-speed tapes are perfectly good! All we need is a way to load them.

The first method I tried involved connecting my tape recorder's drive belt to a variable speed electric drill and running the tape recorder at my guess of half speed! As an emergency measure, it had its merits, working about one time in four with a steady hand, but this is not the method I shall detail here.

My next idea was to rewrite the cassette routines as machine language utility programs, which could be run as much as three times as fast as the regular ones, but luckily, other commitments and procrastination eliminated this idea.

Then I got a copy of *The Facts for the TRS-80 Color Computer* (a technical book by Spectral Associates, $15.95)

(Craig Carmichael is a British Columbia Institute of Technology digital electronics graduate who has learned machine language programming at home. His favorite chip is the 6809. He is presently designing and programming industrial computers for heating system control. Craig and his wife, Carla, live in Victoria, British Columbia.)

and browsing through it, I noticed an overlooked detail. Memory Locations 8F, 90 and 91 Hex in RAM determine the width of pulses the computer accepts as a '0' or a '1' from the tape. So, here is the priceless secret: After you POKE 65495,0, POKE 143,15:POKE 144,20:POKE 145,7 and all those double-speed tapes will load perfectly!

Too many people buy disk drives because cassettes are slow to use, without realizing that the full speed of the cassette is not exploited. The cassette interface on my homemade computer runs at 4.5K Baud, three times the regular speed of the Color Computer's.

I usually program in machine language, and I have now incorporated the double-speed cassette functions as an automatic feature of my assembly editor and as an optional feature of my test editor for saving lengthy files. I have had no I/O Errors using double speed, except with a bad tape. There is, of course, less possibility of running over a bad section of tape since the programs save in a shorter time!

Comments

1) To recap: When recording, simply use POKE 65495,0 "DOUBLE SPEED POKE", and when loading, use POKE 65495,0 with POKE 143,15:POKE 144,20:POKE145,7.

2) If your computer doesn't work in address-dependent mode, see Page 78 in the January 1983 RAINBOW for ideas on how to get it running.

3) To get back to regular speed loading without turning off the computer, POKE 65494,0:POKE 143,18:POKE 144,24:POKE 145,10.

4) If your tapes don't load flawlessly, you could try POKE 146,1 (or more) before you record to increase the length of leader tape sent at the start of each block, since this is the most common trouble spot with any tape. Next, tape recorders that have a manual record level adjustment make better quality recordings than those with ALC record levels.

5) You could also try changing the POKE values at 143, 144 and 145. The values given are simply the first ones that gave me good results.

6) If all else fails, get a couple of adapters and hook up your stereo cassette deck. I confess to using an AKAI CS-34D at all times, which means I am only guessing about whether many people will have trouble with portable tape recorders at the higher speed.

Rules

1) Use double speed only for your personal tapes. Even if others know how to load a tape at double speed, they won't be expecting to receive a tape in this format. The regular speed *is* standard.

2) Clearly indicate on the cassette label "FAST" when you have recorded a tape at double speed.

Due to speed differences between cassette recorders, the POKE values may have to be adjusted a bit if a program is CSAVEd on one unit and CLOADed with another model of cassette recorder.

There you have it! So simple, yet such a timesaver if you do a lot of CSAVEing and CLOADing, and a lifesaver if you've accidentally saved a tape at double speed.

(You may write to the author with any questions at 820 Dunsmur Road, Victoria, British Columbia, Canada, V9A 5B7. Please include an SASE.)

About The One-Liner Contest . . .

THE RAINBOW's One-Liner Contest has now been expanded to include programs of either one or two lines. This means a new dimension and new opportunity for those who have "really neat" programs that simply just won't fit in one line.

Here are the guidelines: The program must work in Extended BASIC, have only one or two line numbers and be entirely self-contained — no loading other programs, no calling ROM routines, no poked-in machine language code. The program has to run when typed in directly (since that's how our readers will use it). Make sure your line, or lines, aren't packed so tightly that the program won't list completely. Finally, any instructions needed should be *very* short.

Send your entry (preferably on cassette) to:

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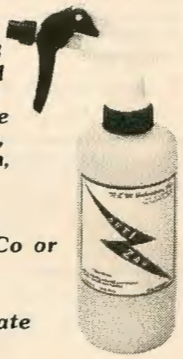

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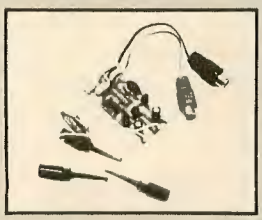

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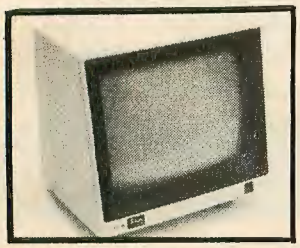

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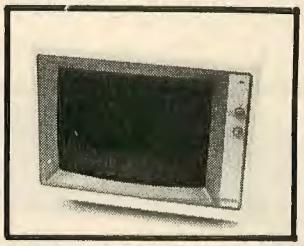

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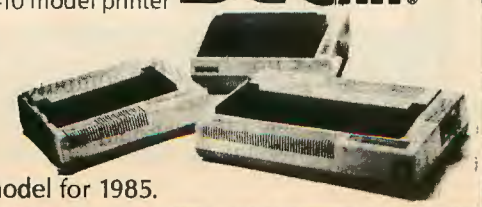

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Rainbow, Nov. '84 *"Easy File is one program that lives up to its name. . . Easy File is so easy it speaks for itself."*

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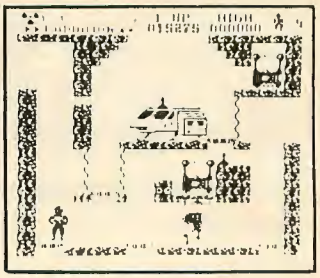

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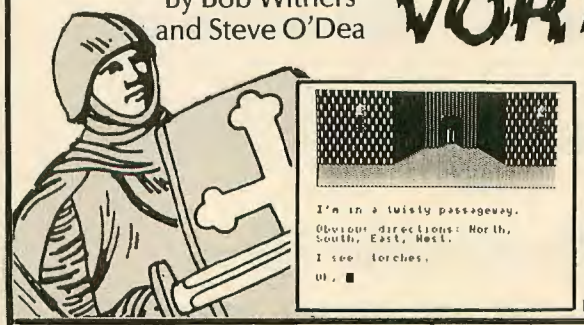

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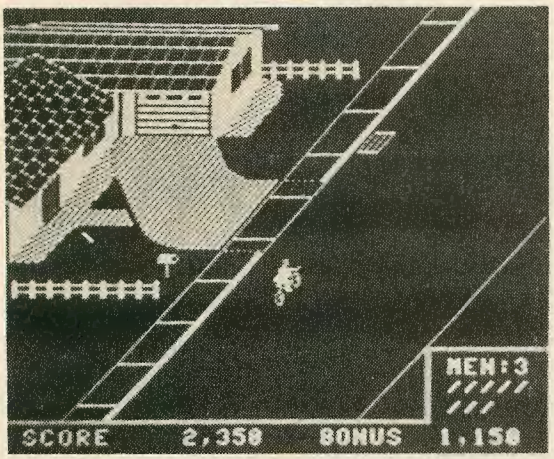

As a paper boy, you ride your bike along your route delivering papers to your customers. Break customers' windows or damage their property and they will cancel their subscriptions! Earn bonus points by damaging non-subscribers' property. Avoid pedestrians, cars, and maybe even a mad dog in your attempt to deliver all your papers! Detailed graphics and lots of surprises make this game a real challenge for everyone.

64 k and joystick required
tape or disk **$28.95** U.S.
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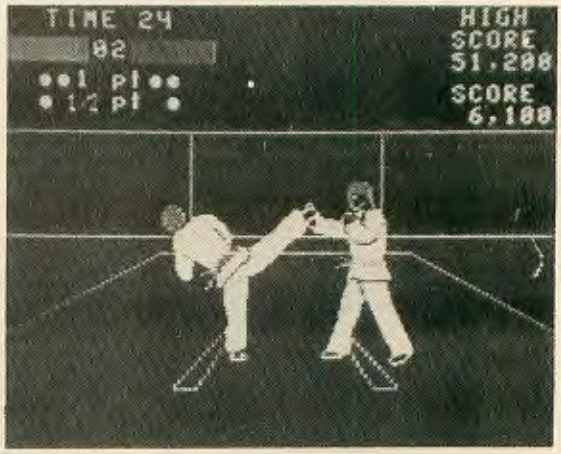
KARATE



Challenge the computer, or a friend to a Karate match! You can even challenge an opponent across town if you have a modem. In this game, you will use various Karate punches and kicks to knock your opponent down and earn points to win the match. When challenging the computer, your opponent's Karate skills increase as you win matches. This game is a challenge for even the expert game player.

64 k and joystick required
tape or disk **$28.95** U.S.
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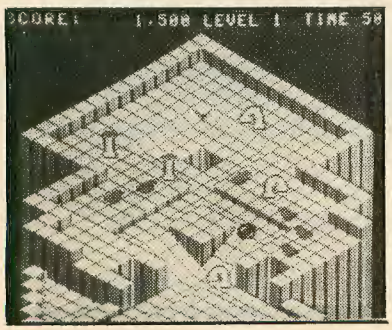
MARBLE MAZE



Move your marble around the mazes in your search for the finish line! Avoid the marble eaters, acid puddles and other creatures that inhabit the mazes. Avoid falling into holes or off the edges of the maze. Eight different levels and great graphics make this game a must for your collection. Congratulations to the contest winners!

64 k and joystick required
tape or disk **$28.95** *U.S.*
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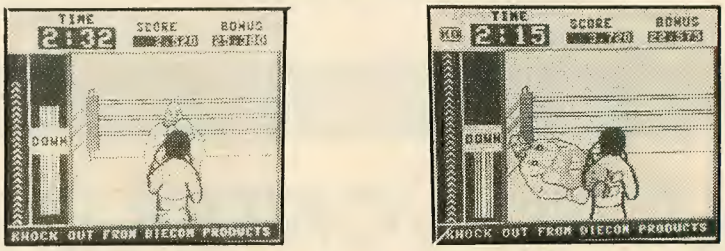

Fight against five different boxers in this great boxing game! At first the boxers are easy to knock out, but beware, it gets harder as you move on. The boxers are out to stop you in your quest to become champion of the world. But once you become champion your task is not over. You will then have to defend your title against those trying to regain the championship from you. Outstanding graphics make this a must for your collection!

64 k required
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The RAINBOWfest Reporter

Vol. 1, No. 3
October 1985

Prospect, Kentucky
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Editor: Tamara Dunn
Writer: Jeffrey S. Parker

Nearly 13,000 break attendance record at RAINBOWfest-Princeton

Princeton, N.J. — Nearly 13,000 people thronged to Princeton, New Jersey, Oct. 11-13 for the largest RAINBOWfest to date. Under rainy and cold New England fall skies, the record-breaking crowd arrived at the Hyatt Regency-Princeton Hotel to hear seminars on the latest developments in the CoCo Community, see new products being introduced, like *CoCo Max II* and *PenPal*, purchase disk drives for well under $100, and have an opportunity to meet noted members of the CoCo Community.

The keynote speaker for this RAINBOWfest was Bill Barden, author of some 30 books and Color Computer technical expert. Bill's words at the Community Breakfast were optimistic as he spoke of a strong future for the CoCo and said that "Radio Shack will be around forever."

CoCo users came from as far away as Canada and even Australia to speak with OS-9 expert, Dale Puckett, about his new book. Many favorite CoCo celebrities and software and hardware dealers came to Princeton, such as Frank Hogg, who kept busy demonstrating his powerful new OS-9 machine, the QT+, running OS-9/68K. Also seen in the crowd were such notables as Terry Kepner, Tony DiStefano, Dan Downard and Wayne Day, who ran the CompuServe CoCo SIG right from the exhibit hall of RAINBOWfest.

The Radio Shack booth had show specials on everything from CoCos and Model 100s and 200s to Tandy 1000s, software and peripherals.

When attendees were not crowding into the exhibit hall, a myriad of seminars on many aspects of CoCo computing were filled to capacity . The topics ranged from graphics to telecommunications, and included question-and-answer seminars.

Interest in OS-9, Tandy's powerful operating system, continued to grow in Princeton. Two seminars were given by Dale Puckett, co-author of *The Complete Rainbow Guide to OS-9*. The topics covered OS-9 and BASIC09 for beginners, and attracted more people than could fit into the seminar rooms.

An interesting feature that added to the fun and excitement of this RAINBOWfest was the concurrent running of PCMfest, hosted by Falsoft's sister publication PCM The Personal Computer Magazine for Tandy ® Computer Users, focusing on Tandy's MS-DOS and portable computers. PCMfest gave Color Computer users an opportunity to view what many consider the next logical step — MS-DOS.

CoCo Max II has its debut

New from Colorware is *CoCo Max II*, the latest version of one of the most popular Color Computer products ever. Tim Jenison, who developed *CoCo Max* and the new *CoCo Max II*, was kept busy at Colorware's booth demonstrating all the new features of *CoCo Max II*.

The new version includes all of the existing features plus 14 new fonts, a dynamic two-dimensional shrink and stretch, click to load, rotate, multiple drive capability and a clipboard of graphics stamps.

The Colorware booth stayed about 10 people deep as RAINBOWfest goers took advantage of the bargain show price of just $20 for the *CoCo Max II* upgrade.

Tim Jenison commented, "I think this is the best thing going now. Nobody else has these features to offer, especially the clipboard in memory. People just have to see it once, and then they have to have it." Tim proved to be right, as Colorware had almost run out of *CoCo Max II* packages by Saturday afternoon.

Thunder RAM thunders out the door

The first 256K memory expansion board for the Color Computer, by Spectrum Projects of Woodhaven, New York, was a smash hit at Princeton RAINBOWfest. Selling for just $99.99, by noon Saturday Bob Rosen was entirely sold out of *Thunder RAM*. This board features the capability to load four 32K programs at once, has a 60K print spooler and can emulate a 40-track RAM disk.

Also popular was the new Spectrum *Super Controller*, allowing up to four DOSs to be implemented from the same controller. *OS-9 Solution*, user-friendly software for the OS-9 environment, and *Telepatch 64*, an enhancement to *Telewriter-64* that includes a print spooler, sold for just $19.95. OS-9 users in particular were interested in both *Thunder RAM* and the OS-9 driver for it, which sells for $24.95.

Even disguised as a convict, the glasses gave him away

We've seen him with a long beard. We've seen him clean-cut. Now we've seen him with a shaved head, wearing convict's clothes! Dennis Kitsz entertained and amused us all at yet another RAINBOWfest. This time, Dennis, owner of Green Mountain Micro of LowerKit III fame, and publisher of the now defunct *Under Color* Magazine, appeared as a convict.

"I had to shave my head recently," he explained. "Someone said I look like a convict now that it's just starting to grow back, so I figured I might as well dress the part!" And dress it he did. He even gave a well-attended seminar, entitled "Your Own Color Computer Hardware," dressed as a con.

Dennis can always be recognized by his distinctive eyeglasses, which no matter what his attire, reveal his true identity. Along with his *Micro Language Lab, Color Quaver* and expansion interface cables, Dennis is best known for his outstanding customer support.

For Your Health Software introduces *House Doc*, a home medical/diagnostic program

New to the CoCo Community is For Your Health Software, developer of *House Doc*. This program was written and developed by Dr. Darrell Wells, M.D./Ph.D., and is designed to cut medical costs, treat illness at home and educate the user about diseases.

House Doc can diagnose more than 48 diseases or ailments, and Dr. Wells spent most of the show demonstrating it to prospective buyers. The program uses a unique series of matching and evaluation of symptoms entered by the user to arrive at a possible diagnosis. *House Doc* then gives several possible diagnoses, listing the percentage probabilities of which illness you might have and its recommended treatment. In several cases, the recommendation is to seek medical help from a professional physician.

Howard Medical slashes monitor prices

Howard Medical Computers of Chicago, Illinois, slashed its monitor prices during the show, dropping the bottom out of the price war and leaving no clear second place.

The company featured a Zenith 13-inch 131 color monitor, with RGB and composite input, built-in speaker and 240 by 200 dot resolution for $168. The package usually has a retail price of $344.

Amidst the flurry of sales of these monitors, the price for a high resolution Zenith 123A 12-inch monochrome monitor was cut to $67.50. The monitors carry a 30-day, money-back warranty. These were the stars in a presentation of printers, stands, drives and other accessories offered at special prices.

Prickly-Pear presents new graphics Adventure

Joanne Chintis had her hands full in the Prickly-Pear Software booth without the aid of her husband and co-owner, Mike. Excited CoCo fans mobbed the booth to see the new two-disk graphics Adventure *Hall of the King*. The Adventure features high quality, fast-paced graphics and text displays, extensive game save features and a real challenge.

Prickly-Pear's new *Hall of the King* comes only a few months after the introduction of *To Preserve Quandic*, which is a two-disk Adventure also in 300K length.

Also on display were the new *Warp Factor X*, designed as a *Star Trek* Simulation by a NASA engineer; *Dr. Who*, a graphics and arcade game based on the British TV series of the same name; and an artificial intelligence program called *Crystal*.

Rosen of Spectrum Projects discovers new CoCo

Yet another CoCo version was discovered on Saturday by Bob Rosen of Spectrum Projects. This version features three ways to upgrade your CoCo and bears the new Tandy Color Computer nameplate. Until now, it had been thought that the new CoCo 2 manufactured in Korea was the only new version released. Could this be a portent of the elusive and unknown CoCo 3?

L.R. Technology connects three CoCos

Manufacturing and designing peripheral equipment for personal computers, and the CoCo in particular, is L.R. Technology of Warrington, Pennsylvania. L.R. Technology introduced its hard disk interface, its EPROM programming system and its multipurpose interface module. Among other things, this multipurpose interface module allows up to three CoCos to be connected and used together.

Attendees at the L.R. Technology booth inspected this exceptional new system. This system has excellent applications for the business user or serious OS-9 enthusiast. The interface includes two RS-232 ports, a parallel printer port and a real-time clock with a battery backup. This multipurpose package substantially enhances the power and performance of the Color Computer.

CompuServe raffles off free connect time

Wayne Day, SysOp of the Color SIG, and CompuServe hosted a raffle with a prize of several hours of free connect time on CompuServe. A new winner was announced every hour. Day also ran the SIG right from the exhibit hall during the show.

Also in the booth was Mike Ward, author of the public domain terminal program *MikeyTerm*. They were deluged with questions about CompuServe and the SIGs. People who had only known Day and Ward through their computer screens were thrilled to make face-to-face introductions with their SIG friends. Said Day, "It's not just the raffle. It's been so busy here, I get finished shaking one hand and there's another in front of me. It's been wall-to-wall people. People are fascinated with learning more about CompuServe and getting their questions answered."

Four Star Software heralds *PenPal* integrated software

Four Star Software of Ontario, Canada, introduced its new *PenPal* integrated software. Featuring a Hi-Res 51 by 24 screen and full telecommunications capabilities, this package also includes a text editor, spreadsheet, graph generator and database program.

PenPal is designed to be user friendly. Twelve function keys and a command reminder as well as online help are always available to the user. All of *PenPal*'s modules interface with one another.

Because the program is designed to be learned in a day and is very easy to use, interest was high in this innovative new development. With so many powerful features, and at the special price of $69.95, show-goers leaped at this one-time-only opportunity.

Computer Plus cuts price of the Gemini SG-10

Computer Plus of Littleton, Massachusetts, was in fine style at this RAINBOWfest. Their big show special was the Gemini SG-10 package for $225, a price that could not be matched. In addition to huge discounts on printers, Computer Plus also discounted all prices on Radio Shack equipment and software by 10 to 20 percent. Computer Plus is an authorized Radio Shack dealer and well-known for its excellent prices and incomparable customer support.

Frank Hogg's new QT+ is put on display

Frank Hogg Labs has recently introduced the QT+ package. This machine is not much larger than a CoCo, but is a powerful new machine based on a Motorola 68000 chip and operates under the new OS-9/68K operating system. This multi-user system is very fast and powerful indeed, and compant president Frank Hogg spent quite a bit of time at RAINBOWfest showing off the virtues of his new QT+. Interest in this machine was quite high, particularly among the many OS-9 users present.

According to Hogg, "This machine is so powerful running OS-9/68K that nothing can even come close. We have all the software needed to support it, too. This is an OS-9 user's dream come true!" In addition to the QT+, FHL had many software and hardware items available at special show prices.

J&M Systems, Ltd. introduces 3½-inch Winchester with OS-9 driver

J&M Systems, Ltd., of Albuquerque, New Mexico, featured its new JFD-CP controller. This controller has ROM sockets for both Disk BASIC and J-DOS 1.2. The controller features a switch to toggle between DOSs. Also built into the new CP controller is an eight-bit parallel port for printer support. The port can be used to drive a Winchester hard disk drive. With its gold contacts, this controller is among the most sophisticated pieces of equipment for the CoCo.

In addition to the JFD-CP controller, J&M also introduced its new 3½-inch 10-megabyte Winchester hard drive for the CoCo. This drive is small, fast and efficient, and with its massive storage capabilities and OS-9 driver, came under serious consideration by avid OS-9 users. J&M Systems also featured 5-, 10- and 20-meg hard drives for the CoCo.

Price war erupts between Southwestern Digital and Computer Center

Southwestern Digital and Computer Center went toe to toe on disk drive prices. From the start, these two companies' prices were only a few dollars apart, but by Sunday, the price war had grown to epic proportions as attendees flooded the booths in an impassable barrier of buyers.

The winner? The RAINBOWfest attendees, of course, as Southwestern Digital dropped their price for a single-sided, double-density Drive 0 with a J&M controller to just $130.

The Computer Center came in right behind with a price tag of $134 for a single-sided, double-density Drive 0 with Radio Shack controller.

Falsoft arrives in full force, fine style

"When someone comes to a RAINBOWfest," said Lonnie Falk, publisher of RAINBOW and PCM magazines, as he gazed over the Saturday afternoon crowd, "I want them to know they have come to something special. This is an event, an important happening. People need to know that, particularly after coming all this way to see it."

Lonnie took the time at the CoCo Community Breakfast to introduce well-known CoCo Community personalities and most of the members of his staff from Falsoft, Inc. He commented on the trials and tribulations involved in moving into a new building, which was Falsoft's current big matter at hand. "Our move-in date is in the middle of November," he commented, "but we've been hearing about occupancy next month since last year! I'll believe it when we've moved in."

Lonnie was also presiding over a new show, PCMfest, running concurrently with RAINBOWfest for the first time. He was pleased both with the results of the show and the CoCo Community's reaction to this added attraction at RAINBOWfest.

The Falsoft booth had its hands full as Submissions Editor Jutta Kapfhammer and RAINBOW Technical Editor Dan Downard, together with Danny Humphress of PCM Magazine and Willo Falk, RAINBOWfest site manager, attempted to handle the swarm of eager attendees. Falsoft was selling its full line of products: RAINBOW magazines, binders, books and RAINBOW ON TAPE. Falsoft also introduced *The Second Rainbow Book of Adventures* at the show.

"The CoCo is so much more than a game machine," said Falk. "When people come to an event like this and show their support, you can feel it in the air. Serious products like OS-9 show it, and the people prove it. The future for this machine is a strong future, and the people know it. Falsoft is strong, too, and getting stronger all the time. When people come to a RAINBOWfest they know we'll always be there to support them."

MichTron debuts *Rommel 3D*

MichTron, Inc. of Pontiac, Michigan, introduced its newest arcade-style game, *Rommel 3D*. This fast-paced action game is controlled from the keyboard with the arrow keys, and is a remarkable version of the popular arcade game involving tanks on a battlefield. The game is true to the original, including smart tanks and radar, a pause game feature and extremely high quality 3-D graphics that will delight the user.

In addition to *Rommel 3D* being sold at a special show price of $24.95, MichTron featured other well-known software and hardware specials both for the CoCo and Tandy 1000.

Moreton Bay Software highlights new RAM Disk

Moreton Bay Software stayed busy as Steve Bjork, of *Bjork Blocks* fame, demonstrated his newest program, *Motion Pictures*. This graphics editor makes extensive use of layers and foreground/background image processing.

Also highlighted was the new killer video 256K, featuring a 16-color, 80-column CoCo 2 with an internal RAM Disk, and More Keys, the keypad developed for serious number crunching, was on display. A great deal of attention was paid to *Hot Slot*, a casino Simulation program — not just another slot machine!

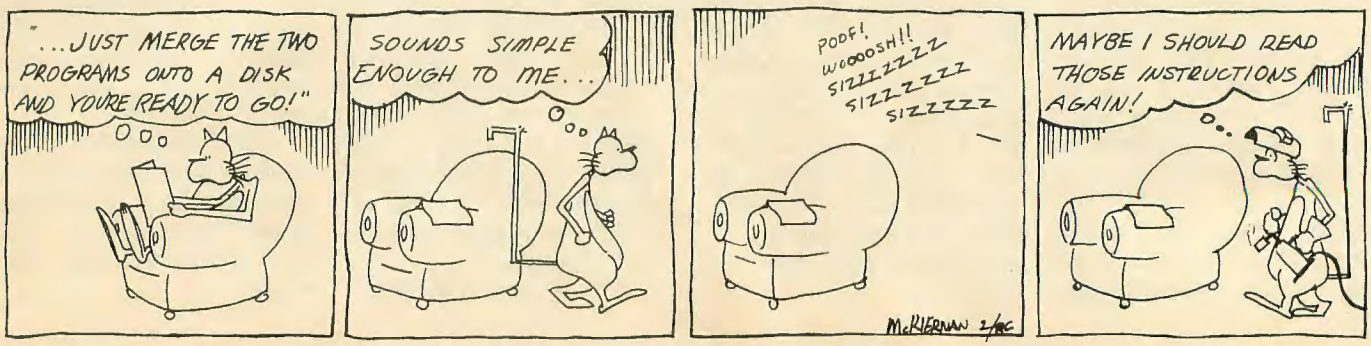
Don't panic!

If you missed RAINBOWfest-Princeton, or if you were there and can't wait for the next one, come join us February 14-16 in Palo Alto, California.

The Hyatt Hotels will again be our host, and special room rates of $71 per night will be offered. Advance tickets may be ordered until February 7, 1986.

Come and meet your favorite authors and CoCo personalities, as well as view all the latest in "CoCoware." Don't miss it!

CoCo Cat



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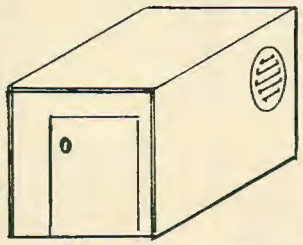

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Some Notes on Downloading

By John R. Curl
Rainbow's CoCo SIGOP

"The best download protocol is XMODEM. This is an eight-bit, error-free checksum file transfer. To do an XMODEM download, type XM and press ENTER at the action prompt."

Welcome back to the "Delphi Bureau"! If one of your presents from Santa was a new modem, we welcome you to the wonderful world of telecommunications and invite everyone to join us on Delphi's CoCo SIG.

Since last month's column was an introduction to the CoCo SIG, this month I hope to give you some insight on the workings of the CoCo SIG. The abbreviated, modified "Delphi Command Card" has been printed with Delphi's permission for RAINBOW readers. It contains the commands and options used in the major areas of Delphi, including the CoCo SIG. The information is on one page, front and back, so that it may be removed from the magazine and kept beside your computer if you wish. One note about the command card: Whenever it refers to transferring a file to your disk, it actually means to your *buffer*. Delphi automatically transfers to disk only if your terminal program supports this feature.

THE RAINBOW staff has been hard at work continually trying to enhance the CoCo SIG. Back issues of RAINBOW ON TAPE are being uploaded to the RAINBOW ON TAPE topic section of our database. The source code listings for machine language programs and the OS-9 listings from THE RAINBOW are also being uploaded into the RAINBOW ON TAPE section. This is one thing that we are unable to include on the RAINBOW ON TAPE cassette.

We now have our "Shopping Service" fully activated. You can order various products or services from this area: individual cassettes of RAINBOW ON TAPE or a year's subscription, RAINBOW magazine binders, books from The Rainbow Bookshelf. You can even subscribe to or extend your subscription to RAINBOW magazine. Soon, you should be able to purchase products from other vendors in the "Shopping Service." This is an attempt to serve you quickly and more efficiently.

Because of a need expressed by our

(Rainbow technical assistant and Delphi CoCo SIGOP John Curl is also a military policeman in the Army National Guard. He has had his Color Computer since 1982. He and his wife, Becky, live in Louisville, Kentucky.)

DELPHI™

This abbreviated, modified version of Delphi's command card has been created to help our readers who use Tandy® Color Computers get started quickly on Rainbow's new COCO SIG. It is being reproduced here for your convenience and can be removed, if you wish, and kept near your computer for easy reference.

WELCOME TO DELPHI

Most Delphi commands are self-explanatory. This card will serve as a handy backup reference.

Signing onto Delphi Directly

1. Dial (617)-576-0862.
2. When you have carrier, press [ENTER] once or twice.
3. At "USERNAME" type your membername and [ENTER].
4. At "PASSWORD" type your password and [ENTER].

How To Sign On Using Uninet

1. Dial your local Uninet number.
2. Hit [ENTER] [.] [ENTER] at the |x| or "L?" prompt.
3. Type DELPHI or GVC at the SERVICE prompt.
4. Then type your USERNAME and PASSWORD as outlined above.

How To Sign On Using Tymnet

1. Dial your local Tymnet number.
2. When "PLEASE TYPE YOUR TERMINAL IDENTIFIER" appears, type A.
3. When "PLEASE LOG IN" appears, type DELPHI.
4. Then type your USERNAME and PASSWORD as outlined above.

How To Sign On Using Datapac (Canada)

1. Dial your local Datapac number.
2. Type [.] for 300 baud or [.] [.] for 1200 baud.
3. Type Set 2:1, 3:126 for full duplex allowing deletes.
4. Type p 1 3106, DELPHI; [ENTER] (Tymnet)
5. Then type your USERNAME and PASSWORD as outlined above.

To obtain your local access number you may call Tymnet at 800-336-0149 or Uninet at 800-821-5340. If you have problems at any time, call Delphi toll-free at 1-800-544-4005. (Mass. 617-491-3393)

Note: Most commands require only enough letters to be entered to make them unique. For example, to enter CONFERENCE from the Main Menu, simply type "C" and [ENTER]. Do not press [ENTER] after commands using the Control Keys. Most other commands require pressing [ENTER] to activate them.

Typing BYE from any prompt (except the MAIL prompt) will log you off of Delphi.

Typing [?] [ENTER] will generally display a full menu or provide help.

IMMEDIATE COMMANDS (Can be used at any time.)

/HELP — lists Immediate Commands.
/ECHO — turn on character echo.
/NOECHO — turn off character echo. (Used after setting terminal or Uninet or Tymnet node to produce echo.)
/EXIT — exit to next higher menu or command level.
/GAG — turn off incoming /PAGE or /SEND messages.
/LENGTH — shows current number of lines per page on your screen or sets new length.
/NOGAG — turn on incoming /PAGE or /SEND messages after using /GAG.
/PROMPT (1, 2, or 3) — 1=no menu, no explanation; 2=no menu, some explanation; 3=menu plus explanation.
/TIME — show current Eastern time and date.
/WHOIS (username) — shows profile of member (if available).
/WIDTH — shows current screen width format or sets new width.

DATABASE

DIRECTORY — display a directory of all files in the topic.
EXIT — exit database.
HELP — get help on database actions and commands.
READ — read a description of a file. (You must read the file before you download it.)
SEARCH — search a topic by keyword.
SET TOPIC — switch from one topic to another without leaving the database section.
SUBMIT — submit a file for inclusion in a topic. The file must be in your workspace.
WORKSPACE — enter your workspace area.

In order to access a file, you must first READ (filename). Once you have read a file, the following actions are available:

DESCRIPTION — displays the file's description again.
DISPLAY — display/list the file on your screen.
DOWNLOAD — use with the buffer capture method of downloading.
EXIT — return to the database prompt.
HELP — get help on commands and actions.
LIST — like display; list a file in an unformatted format.
NEXT — advance to the next group or file. ([ENTER] defaults to NEXT.)
XMODEM DOWNLOAD — download the file using the Xmodem protocol.

WORKSPACE

Workspace is an area for you to store files and messages of all types. This is where you must first upload a file before submitting it to a database. You can file forum messages for retrieval later. Mail messages can be stored here.

From the COCO SIG> prompt type DA, and pick a topic, then type WO to reach Workspace.

APPEND — append one file to another.
CATALOG — shows which files you have created.
COMMON — go to the Delphi Common work area.
CREATE — creates file and stores it in your area.
DELETE — deletes files you no longer need.
DOWNLOAD — download a file from Delphi to your disk.
EDIT — create and edit your own text files.
EXIT — return to Main Menu.
HELP — explanation of WORKSPACE commands.
HOME — return home to your private work area.
LIST — lists contents of any file in your catalog.
PURGE — delete all but current version of duplicate files.
UPLOAD — upload a file from your computer to Delphi.
XDOWNLOAD — download via XMODEM protocol.
XUPLOAD — upload via XMODEM protocol.

COCO SIG FORUM

ADD — start a new message thread with a different topic.
BACK — moves backwards within a thread.
DELETE — delete a message.
DIRECTORY — display a directory of messages.
EDIT — edit the current message.
EXIT — exit forum.
FILE — put a copy of a message in your workspace.
FOLLOW — follow a message thread. Read only the messages of a particular thread.
FORWARD — send a copy of a message by mail.
HELP — get help on forum actions and commands.
HIGH — set/show the high message number.
MAIL — take you directly to mail.
NEXT — read next message. ([ENTER] defaults to NEXT.)
READ — read a message. (Typing message number will read that message.)
REPLY — reply to a message.
TOPICS — set/show message topic.

CONFERENCE

EXIT — return to Main Menu.
JOIN (groupname) — join existing group or start new one.
NAME (newname) — change your name or "handle".
PAGE (username) — pages another user in the system.
SCHEDULE — transfer you to the Conference Schedule.
WHO — lists all current users and Conference groups.
Conference Immediate Commands (use while in Conf).
/ACCEPT — accept another's page from within current group.
/ANSWER — respond to or decline PAGE from another user.
/CANCEL — terminate a PAGE to another user.
/EXIT — like CONTROL-Z; gets you out of wherever you are.
/GAG — disable /SEND's from people outside your conference group.*

/GLOCK — lock the group's attributes.*
/GNAME (newname) — change current group name.
/GPASS (password) — select a group password.*
/GPRIVATE — make the group private.*
/GQUIET — makes the group have silent entry and exit.*
/HELP — get help on conference actions and commands.*
/JOIN (groupname) — join an existing group.
/LOG — save a transcript of your conference in your workspace.*
/MAIL — takes you directly to Mail.
/NAME — create a conference nickname (handle).
/PAGE — ask another user to join your group.
/PASS (password) — say the password for admittance into password groups.
/REJECT — a pleasant "No thank you" to whomever is paging.
/REPEAT — turns Echo on or off.*
/RNAME (nickname) — show the username of a person using a handle.
/SCHEDULE — transfer you to the Conference Schedule.
/SEND (username) — send message to current user.
/SQUELCH (username) — ignore messages from a user.*
/TALK — like /JOIN, but doesn't leave current group. /# also works, where # is the number of a conference group. Allows you to participate in more than one group at the same time.
/WHO — lists all current users and Conference groups.
/WHOIS (username) — displays (username) Profile.

*Note: Many of these commands may be preceded by NO. For example, /GAG disables sends, but /NOGAG resumes them.

DELPHI MAIL

Primary Mail Menu (DMAIL)
CATALOG — lists all Mail files you have created.
EXIT — return to Main Menu.
HELP — explanation of Mail commands.
MAIL — send or read mail. Enters Secondary Mail Menu.
SCAN — display the headers for all unread mail.

Secondary Mail Menu (MAIL)
[ENTER] — depressing the return or carriage return key, will read the next message or more of the current message.
BACK — displays previous message.
DELETE — deletes current (last read) message.
DIRECTORY — lists summary of your mail messages.
DIRECTORY /FOLDER — lists folder names.
DIRECTORY (folder name) — lists summary of messages in the specified folder. For instance, DIR Pending.
EXIT — returns to Main Menu.
EXTRACT (filename) — adds current message to named file.
FILE (folder name) — adds current message to the named folder.
FORWARD — forward present message to others.
NEXT — skips to next Mail message. ([ENTER] defaults to NEXT.)
READ — displays your Mail messages.
READ (folder name) — reads contents of named Mail folder.
READ (n) — allows you to read selected message number.
READ /NEW — for new MAIL arriving while in MAIL.
REPLY — sends a reply to sender of current message.
SEARCH (string) — searches current Mail file for specified character string.
SELECT — pick messages for delete operation.
SEND — sends message to another user or users.
SEND (filename) — sends file (filename) to other user(s).
SEND /EDIT — calls editor to edit message being sent.
SEND /LAST — uses last message as text for current message.

HELP

Contains a full description of all Delphi services using the same structure as the Delphi Menus.

PEOPLE ON DELPHI

Enter information about yourself; find out about others.

This section is accessed from the Delphi Main Menu. When someone does a /W command in conference, this is the information that will be displayed about a member.

I-AM — add or change information about yourself.
ADD — adds to existing information.
CHANGE — removes all current information about you and request new info.
DELETE — deletes all information under a given keyword heading.
DISPLAY — prints your personal profile.
EXIT — returns to Main Menu.
WHOIS (membername) — displays member profile if available.
SEARCH — find members with particular interests.
BROWSE — browse through member profiles.
LIST-KEYWORDS — shows keywords used in member profiles.

USING-DELPHI

ADVICE FROM DELPHI — answers to most frequently asked questions.
CREDIT POLICY — explanation of current DELPHI policy.
GUIDED-TOUR — a brief version of the tour you took at signon.
MAIL TO SERVICE — send comments and suggestions to DELPHI.
NETWORK-INFO — phone numbers and login procedures for data networks.
PREMIUM-SERVICES — information concerning the extra cost services.
RATES-AND-PRICES — official Delphi rates and prices.
SETUP — terminal and network configuration.
LENGTH — lets you find your screen length and tailor Delphi accordingly.
MENU — choose default menu at sign-on.
PASSWORD — change your password. (frequent changes are recommended.)
PROMPT — select level of menu prompting desired.
SET-TYMNET — experiment with setting network parameters.
TERMINAL — special features for DEC VT100 and VT52 users.
WIDTH — tailor Delphi to fit your screen width.
USAGE-HISTORY — view your to-date activities on Delphi.

DELPHI TERMINAL CONFIGURATION GUIDE

8 bit ASCII*
1 stop bit*
no parity*
asynchronous
full-duplex
no auto-linefeed or carriage-return linefeed
XON-XOFF or Handshaking should be enabled

*sometimes you have to experiment with other combinations such as: (7 bit, 1 stop, noparity) or (8 bit, 1 stop, even or odd parity).

NOTES

To erase a character, Delphi uses the ASCII delete/rubout key which is decimal 127. If necessary, the terminal program should translate the backspace key to a delete/rubout. Unfortunately the networks do not echo the delete/rubout correctly however it will have the desired effect.

Delphi uses the following control characters:

CONTROL-Z — end of input or exit to next higher menu.
CONTROL-S — suspends sending.
CONTROL-Q — resumes sending.
CONTROL-O — skips to end of file or message.
CONTROL-U — cancels input for current line.
CONTROL-R — redisplays current line.
CONTROL-X — cancels everything typed ahead but unsent.
CONTROL-C — cancel current activity and start over.

If a particular control key is causing the terminal program to take some other action, then the terminal program should be reconfigured to use any of the other available control keys in place of the one required by Delphi.

Modified Command Card for Rainbow Readers

DELPHI™

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Tandy is a © trademark of Tandy Corporation.
Tymnet is a © trademark of Tymshare, Inc.
Uninet is a © trademark of Uninet, Inc.

members, the Database section has been expanded to include a Data Communications topic section. This was neccessary because of the growing number of telecommunications-related files. All of the telecommunications files that were in the Home Applications topic section have now been moved to their new home in the Data Communications section.

This brings up another subject of member needs, *MTERM* (*Mikeyterm*). *MTERM 4.0* is now available in the Data Communications section. This version supercedes all other versions of *MTERM*. This group of files includes the machine language program, the BASIC loaders to POKE the machine language program into memory, the configuration program and the document files. You no longer have to search for the different versions to drive the serial port, the Deluxe RS-232 Pak or the PBJ *Word-Pak*; *Mikeyterm 4.0* supports any combination of these.

This is an excellent terminal program that is free for the downloading and supports XMODEM file transfer protocol. If your current program supports XMODEM, you can download the machine language file and execute it. If your terminal program does not have advanced file transfer capabilities, you may need to use the buffer capture method to download the BASIC loaders and then create the machine language program offline.

Several members have expressed problems about the downloading process. In order to download a file, go to the Database section from the CoCo SIG prompt. This is accomplished by typing DA and pressing ENTER at the prompt. Then choose which topic section you would like to go to. At the topic prompt, you can do a DIR and see a list of all of the files in that topic section. If you see a file that interests you, read the file (READ filename) — this presents you with a description of the file. You are now at the action prompt. If you want to return to the topic prompt, use the EXIT command or CONTROL-Z. If you would like to read the next file or group of files, type NEXT and press ENTER or just press ENTER alone. If, however, you would like to download the file, you have several options.

The best download protocol is XMODEM. This is an eight-bit, error-free checksum file transfer. To do an XMODEM download, type XM and press ENTER at the action prompt. You are then informed when to initiate XMODEM receive on your terminal program. Your terminal program must specifically support XMODEM in order to use this function. This type of transfer ensures that the program does not have any dropped characters or erroneous characters when downloaded.

Also, there is the DOWNLOAD option. This can be used with the buffer capture method of downloading. When this function is invoked, you are prompted to press ENTER to begin. This allows you to open your buffer. Once the file has been displayed, close the buffer and dump it to either disk or cassette. You may have to use a word processor to remove any extra characters from the file so the program can be run.

"We encourage regular uploads to be in ASCII format to enable buffer capture of the files. This allows all of our members to access them."

There are also the LIST and DISPLAY commands. These are unformatted listings of the file. When using these options, you definitely have to use a word processor to clean up the file. This is the least desirable type of file transfer.

RAINBOW ON TAPE programs have been uploaded in binary form to promote the use of XMODEM downloading of the files. The reason for this is to make certain you receive an error-free download of the file. Remember that there is a surcharge applied to these programs. Therefore, it is in your best interest to use XMODEM transfer. If your terminal program does not support XMODEM, then you may want to download *MTERM* to use when downloading.

We encourage regular uploads to be in ASCII format to enable buffer capture of the files. This allows all of our members to access them. An error is easily dealt with by downloading the program again, and doesn't add any surcharge to your Delphi account.

We also encourage members to upload public domain programs to be included in our database for other members to share. We wish to thank the following people for taking the time to upload files to our database this month:

Rodger Alexander (SALZARD), ***Diet:*** This program keeps a daily account of calorie input by food description and daily weight records. A monthly weight chart is available to keep track of your progress.

Devin Cook (ELECTROMAGIC), ***MASTER/TRM:*** A terminal program for use with the Deluxe RS-232 Pak. It supports 300/1200 Baud and has a 40-column Hi-Res screen.

Marty Goodman (MARTYGOODMAN), ***"Complete Newbox Series":*** The up-to-date compilation of Marty's thoughts on how the CoCo should have been handled by Tandy.

Bill K. Haesslein (BILLH), ***Disk Utility:*** A utility program that makes life with your disk drives easier.

Stephane Venne (SVENNE), ***STREKSV/BAS:*** A graphics picture made using *CoCo Max* — the "NCC 1701 Enterprise."

Douglass Trites (RUGBY), ***Xmastags:*** This program generates Christmas tags on a CGP-115 Color printer. The instructions are embedded in the program using REMark statements.

Look forward to better things on Delphi and more conferences with "Who's Who of the CoCo World" in the near future on the CoCo SIG. Also, we plan to initiate an interesting contest very soon. Delphi has promised to take care of several things that you, our members, have complained about.

If you have any questions or suggestions you would like to be addressed, either leave me a message on the CoCo SIG under username RAINBOWMAG, or write to me in care of THE RAINBOW.

Until next month, meet me and the rest of THE RAINBOW staff on Delphi's CoCo SIG and share in the wealth the Color Computer Community has to offer.

"The CBASIC Compiler"

Now anyone can create fast efficient Machine Language Programs Easily and Quickly without having to use an Editor/Assembler

CBASIC is a fully integrated, easy to use Basic program Editor and Compiler package. CBASIC is 99% syntax compatible with Disk Extended Color Basic programs, so most Basic programs can be loaded and compiled by CBASIC with little or no changes required. The compiler is an optomizing two-pass integer Basic compiler that can convert programs written in Disk Extended Color Basic into 100% pure 6809 Machine Language programs which are written directly to disk in a LOADM compatible format.

The programs generated by the compiler can be run as complete stand alone programs. A built-in linker/editor will automatically select one and only one copy of each subroutine that is required from the internal run-time library and insert them directly in the program. This eliminates the need for cumbersome, often wasteful separate "run-time" packages.

CBASIC WAS DESIGNED FOR BOTH BEGINNING & ADVANCED USERS

CBASIC is a Powerful tool for the Beginner or Novice programmer as well as the Advanced Basic or Machine Language programmer. The Beginner or Novice programmer can write and compile programs without having to worry about Stack Pointers, DP registers, memory allocation, and so on, because CBASIC will handle it for you automatically. All they have to do is write their programs using the standard Basic statements and syntax. For the advanced Basic and Machine Language programmers, CBASIC will let you take command and control every aspect of your program, even generating machine code directly in a program for specialized routines or functions.

CBASIC adds many features not found in Color Basic, like Interrupt, Reset, and On Error handling. It also has advanced programming features that allow machine level control of the Stack and Direct Page registers, variable allocation, automatic 64K RAM control, program origin and even multiple origins. It can even have machine language code generated within a program that executes just like any other Basic program line.

FULL COMMAND SUPPORT & SPEED

CBASIC features well over 100 Basic Commands and Functions that fully support Disk, Tape, Printer and Screen I/O. It also supports ALL the High and Low Resolution Graphics, Sound, Play and String Operations available in Extended Color Basic, and all with 99.9% syntax compatibility.

CBASIC is FAST Not only will CBASIC compiled programs execute 10 to 1000 times faster than Basic, but the time it takes to develop a CBASIC program versus writing a machine language program is much, much shorter. A machine language program that might take several months to write and debug could be created using CBASIC in a matter of days or hours, even for a well experienced machine language programmer. We had a report from a CBASIC user that claimed "a Basic program that used to take 3 hours to run, now runs in 7 to 8 minutes". Another user reported a program that took 1 to 1½ hours to run in Basic, now runs in 5 to 6 minutes!!!

MORE THAN JUST A COMPILER

CBASIC has its own completely integrated Basic Program Editor. The Editor contained in CBASIC is used to Create and/or Edit programs for the compiler. It is a full featured editor with functions designed specifically for writing and editing Basic programs. It has built-in block Move and Copy functions with automatic program renumbering. Complete, easy to use inserting, deleting, extending and overtyping of existing program lines. It is also used for Loading, Saving, Appending (merging), Killing disk files and displaying a Disk Directory. It also has automatic line number generation for use when creating programs or inserting sequencial lines between existing lines. You can set the printer baud rate and direct normal or compiled listings to the printer for hard copy. The built-in editor makes program corrections and changes as easy as "falling off a log". If CBASIC finds an error when compiling, it points to the place in the program line where the error occurred. All you have to do is tell the editor what line you want to start editing and when it is displayed, move the cursor with the arrow keys to the place where the error is and correct it. Just like that, it's simple.

HI-RES & 80 COLUMN DISPLAYS

CBASIC is the only Color Basic Compiler that includes its own Hi-Resolution 51, 64 or 85 by 24 line display. It is also the only compiler that supports both the PBJ "Word-Pak" and the Double Density 80 column cards. All of these display formats are part of the standard CBASIC compiler package. Not only can these display formats be used for normal program editing and compiling, but CBASIC will also include them in your compiled programs! If you want CBASIC to include the display driver in your program, all you have to do is use a single CBASIC command "HIRES". The run-time display driver that CBASIC includes in your program is not just a simple display, but a full-featured display package. With the Hi-Resolution display package you can mix text & graphics, change characters per line, underline, character highlight, erase to end of line or screen, home cursor, home & clear screen, protect screen lines, and much more. All commands are compatible with our HI-RES II Screen Commander so you can easily develop screen layouts using HI-RES and Color Basic before you compile your program. The same applies to using the 80 column card drivers. What other Basic compiler offers you this kind of flexibility?

64K RAM SUPPORT

CBASIC makes full use of the power and flexibility of the 6883 SAM (Synchronous Address Multiplexer) in the Color Computer. It will fully utilize the 96K of address space available in the Color Computer (64K installed) during program Creation, Editing and Compilation. CBASIC has a special command for automatic 64K RAM control. When used in a program, it allows the user to use the upper 32K of RAM space automatically for variables or even program storage at run-time. It will automatically switch the ROMs in and out when needed. There are also two other commands that allow you to control the upper 32K of RAM manually, under program control. No other Color Basic compiler directly supports the use of 64K RAM like CBASIC.

ALL MACHINE LANGUAGE

CBASIC is completely written in fast efficient Machine Language, not Basic, like some other Color Basic compilers. Because of this, CBASIC can edit and compile very large programs. Even using the Hi-Resolution 51 by 24 line display, it can work with about a 34K program, and the 80 column card versions can handle almost 40K of program. Some of the other Basic compilers can only work with 16K or about 200 lines. Even working with large programs, CBASIC compiles programs with lightning fast speed. It will compile a 24K program to disk in less than 2 minutes! That's without a listing being generated. We've heard stories about some other compilers that take almost 10 minutes to compile a simple 2-3K program. You might inquire about this when you look at some of the other compilers available.

THE FINISHED PRODUCT

Since CBASIC contains statements to support ALL of the I/O devices (Disk, Tape, Screen & Printer), Hi-Res Graphics, Sound, and Enhanced Screen displays, it is well suited for a wide range of programming applications. It generates a complete, Ready to Run machine language program. The finished product or program does not have to be interfaced to a Basic program to perform some of its functions or commands. This may seem obvious to you, but some of the other Color Basic compilers don't necessarily work this way. Some of their compiler commands need a separate Basic program in order for them to work. In some cases, require that a separate Basic program be interfaced to the compiled program to perform I/O functions, like INPUT, PRINT and so on. CBASIC doesn't do this. ALL of its commands are compiled into a single machine language program that does not require any kind of Basic program to make it work.

COMPATIBILITY

You may be wondering about those statements we made earlier concerning 99% or 99.9% syntax compatibility. What does that other 1% consist of? The biggest part of that 1% has to do with string arrays and variables. CBASIC does not use a "String Pool" like Color Basic. It uses absolute memory addresses to locate string variables and arrays. This is why CBASIC's string processing is so fast, it also eliminates the time consuming "Garbage Collection" problem. When CBASIC allocates space for strings, it must know how much space to use for each string. When you Dimension a string variable in CBASIC, you must tell it how much space you want to save for each element. To Dimension an array of 40 strings, 64 characters each, you would DIM DA$(40,64). If a string is not dimensioned, CBASIC will automatically allocate 32 bytes for it. If you want a single string to have enough room for 200 characters you would DIM AX$(200). For string arrays, you would still access the element you want, the same as Color Basic, to get string #30 from the array DA$, you would still use DA$(30), the only real change is in the DIM statement. For undeclared string arrays of 10 elements or less, CBASIC will automatically reserve space for 10 (0-9) strings of 32 characters. In some other Color Basic compilers, you have to declare EVERY string variable used in the progrm in a DIM statement And, to create an array of 40 strings with 64 characters each, you would have to DIM AD$(2560), and then to access string #30, you would have to multiply 30 × 64 and use a special variable name format or access it one character at a time. Not very compatible or convenient to use, and difficult at best.

CBASIC REQUIREMENTS

CBASIC requires a minimum of 32K RAM and at least one Disk drive. We strongly recommend that you have 64K. CBASIC is compatible with all versions of Color & Extended Basic and both Disk Basic V1.0 and V1.1. Programs compiled on either system will run on systems with different ROMs. CBASIC is NOT compatible with JDOS.

DOCUMENTATION

The Documentation provided with any program is very important to the user. This is especially true when you talk about a program as complete and complex as CBASIC. Even though CBASIC was designed to be the most User Friendly compiler on the market, we went to great lengths to provide a manual that is not only easy to use and understand, but comprehensive and complete enough for even the most sophisticated user. The manual included with CBASIC consists of approximately 120 pages of real information, not like some manuals that put just one or two short paragraphs on a page. If we did it that way, we could have easily created a three or four hundred page manual. The manual index breaks down each section of the manual and gives a 3 or 4 word description of each section and its items along with page numbers. The manual has three sections, the Editor, Compiler and Appendix. Each of these is divided into subsections, with Section and Subsection titles printed at the top of each page. If you want to, you could find the information you are looking for by simply flipping through the pages and scanning the Section titles on the top of the pages. The Manual itself is an 8½ by 11 Spiral Bound book with durable leather textured covers. Some of the reports we have had from CBASIC users describe the manual as being the Best program manual they have ever used.

COMPARE THE DIFFERENCE

CBASIC is not just another Color Basic Compiler. It is the only complete Basic Compiler System for the Color Computer. Compare CBASIC's features to what other compilers offer and you'll see the difference. When comparing CBASIC to other compilers, you might want to keep some of these questions in mind. Does it support I/O functions? You can't write much of a program without PRINT, INPUT and so on. What about complex string statements, or string statements at all? How large of a program can you write? Can you compile a complex string like: MID$(RIGHT$(DA$(VAL(IN$),LEN(LE$)),3,3)? Can you use two character variable names for string & numeric variables, like Basic. Does it support all the Hi-Res graphics statements including PLAY, DRAW, GET and PUT, using the same syntax as Basic? Do you ever have to use a separate Basic program? Can you take complete Basic programs and compile them without extensive changes? Will they work? How do you edit a program when it has errors compiling?

PRICE VERSUS PERFORMANCE

The price of CBASIC is $149.00. It is the most expensive Color Basic Compiler on the market, and well worth the investment. We spent over 2 years writing and refining CBASIC, to make it the Best, most Compatible Color Basic compiler available. Most of our CBASIC users already bought one or more of the other compilers on the market and have since discarded them. We even traded in a few of them. If you want a cheap compiler, we'll sell you one of those traded in, at a good price. Before you buy a compiler, compare the performance of CBASIC against any Color Basic compiler. Dollar for Dollar, CBASIC gives you more than any other Color Basic compiler available.

ORDERING INFORMATION

To order CBASIC by mail, send check or money order in the amount of $149.00 plus $3.00 for shipping and handling to the address listed below.

To order by VISA, MASTERCARD or COD, call us at: (702) 452-0632 (Monday thru Saturday, 8am to 5pm PST).

CER-COMP
5566 Ricochet Ave.
Las Vegas, NV 89110
(702) 452-0632

DISK $44.95

NEW

Introducing The "Super Smart"

DATA PACK II

TERMINAL COMMUNICATIONS SOFTWARE

Also Supports The PBJ 80 Column "Word Pak", Deluxe RS-232 Pak, Parallel Printer Card and PBJ 2SP Pak

NEW

TAPE $34.95

28-64x24 Hi-Resolution Display

64K Support Up To 55K Text Buffer

9 Unlimited Variable Length Macro Key Buffers

BUFFER EDITOR Insert, Delete Change or Add To Buffer

"FEATURES"

- No Lost Information When Using Hi-Resolution Display On Line
- ASCII Compatible File Format
- Full Text Buffering
- Terminal Baud Rates 300 to 9600
- Automatic Word Wrap Eliminates Split Words
- Full/Half Duplex
- Automatic File Capture
- Programmable Word Length, Parity and Stop Bits
- Save and Load Text Buffer and Program Key Buffers to Tape or Disk
- 9 Hi-Resolution Display Formats, 28 to 255 x 24
- True Upper/lower Case Display
- Kill Graphics Option for an Extra 6K
- Supports Line Break
- Freeze Display and Review Information On Line
- Send Files Directly from Buffer or Disk
- Full Disk Support for Disk Version
- Send Control Codes from Keyboard
- Separate Printer Baud Rates 110-9600
- Display on Screen or Output Contents of Buffer to Printer
- Automatic Memory Sense 16-64K
- 9 Programmable Function Key Variable Length Macro Buffer
- Programmable Prompt Character or Delay to Send Next Line
- Programmable Control Character Trapping
- Programmable Open/Close Buffer Characters
- Automatic Key Repeat For Editing
- Program and Memory Status Displays

"The Source" has arrived!

The Source brings the cost of Disassembler and Assembler Source code generation down to Earth.

Now you can Disassemble Color Computer machine language programs and generate beautiful, Assembler Source Code for a fraction of the cost of other Disassembler/Source Generator programs.

The Source has all the features and functions you are looking for in a Disassembler.

- Automatic label generation.
- Allows specifying FCB, FCC and FDB areas.
- Disassembles programs directly from Disk.
- Supports multiple origin disk files.
- Output complete Disassembled listing with labels to the Printer, Screen or both.
- Generates Assembler compatible source files directly to disk.
- Generated source files are in standard ASCII format that can be edited by most word processors.
- Built in Hex/Ascii dump/display to help locate FCB, FCC and FDB areas in a program.
- Fast Disassembly mode for testing & checking FCB, FCC and FDB mapped areas.
- Built in Disk Directory and Kill file commands.
- Menu display with single key commands for smooth, Easy, almost foolproof operation.

32K Disk $34.95

Starship Falcon

Graphics Adventure Game

Six months ago a terrorist group demanded to be designated the rulers of Alpha Sigma III, under the threat of world starvation on the planet Earth. The Federation denied their demands, so they released a biological weapon which has destroyed all known edible plant species from throughout the known galaxy. To date no plant life has been able to survive on Earth. Recently, Federation undercover agents have reported a story told by a roving space trader, of a planet with abundant edible plant life. These plants have a reputation of being able to survive in all climates and in fact, are supposed to grow at an incredible rate. The Federation is desperate! If Earth's food source is not replaced soon, the Federation will have to evacuate all animal and Human life. Your mission is to go to the planet Zephyr and obtain the seed of these plants and return to Earth. Several Federation agents have been sent to obtain the seeds and none has returned! Can you get the seed and survive??? GOOD LUCK!

32K Disk $21.95

HI — RES II SCREEN UTILITY

NEW IMPROVED VERSION

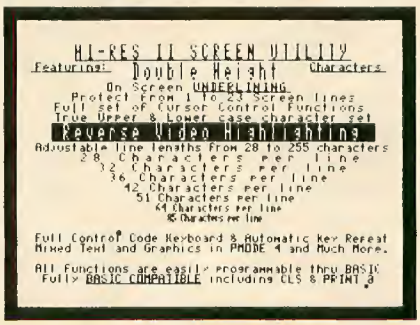
- UP TO 85 CHARACTERS PER LINE READABILITY

- ADJUSTABLE AUTOMATIC KEY REPEAT

- PROPTECT 1-23 SCREEN LINES

- CONTROL CODE KEYBOARD

- FULLY BASIC COMPATIBLE
- DISPLAY FORMATS OF 28 to 255 CHARACTERS PER LINE
- FULL 96 UPPER/LOWER CASE CHARACTERS
- MIXED GRAPHICS & TEXT OR SEPARATE GRAPHIC & TEXT SCREENS
- INDIVIDUAL CHARACTER HIGHLIGHTING
- REVERSE CHARACTER HIGHLIGHT MODE
- WRITTEN IN FAST MACHINE LANGUAGE
- AUTOMATIC RELOCATES TO TOP OF 16/32K
- AUTOMATICALLY SUPPORTS 64K of RAM WITH RESET CONTROL
- REVERSE SCREEN
- ON SCREEN UNDERLINE
- DOUBLE SIZE CHARACTERS
- ERASE TO END OF LINE
- ERASE TO END OF SCREEN
- HOME CURSOR
- BELL TONE CHARACTER
- HOME CURSOR & CLEAR SCREEN
- REQUIRES ONLY 2K OF RAM
- COMPATIBLE WITH ALL TAPE & DISK SYSTEMS



$24.95 TAPE $29.95 DISK

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ADD $2.50 POSTAGE

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CER COMP

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(702) 452-0632

Screen Enhancement Program Comparison Chart

PROGRAM FEATURES	HI-RES II NEW	HI-RES I OLD	BRAND X
Upper/Lower case characters	Yes	Yes	Yes
Mixed Text and Graphics	Yes	Yes	Yes
Separate Text & Graphics	Yes	Yes	No
Print @ fully implemented	Yes	Yes	Yes
Print @ on all line lengths	Yes	Yes	51 only
Different line lengths	28 to 255 (9)	28 to 255 (9)	51 only (1)
Automatic Key Repeat	Yes	Yes	Yes
Adjustable Key Repeat	Yes	No	No
Auto Repeat Disable	Yes	No	No
Erase to end of line/screen	Yes	Yes	Yes
Home Cursor	Yes	Yes	Yes
Solid or Blinking Cursor	Yes	No	Yes
CLS command supported	Buff/Black	Buff/Black	Buff/Black
X,Y Coordinate Cursor Positioning	Yes	Yes	No
Double Size Characters	Yes	Yes	No
Individual/Continuous Highlighting	Yes	Yes	No
On Screen Underlining	Yes	Yes	No
Clear Key functional	Clear/L keys	Clear key	No
16,32 & 64K Supported	Yes	Yes	Yes
Green or Black Background Color	Yes	No	No
Dual Character sets for Enhanced 64 and 85 Characters per line display	Yes	No	No
Protected Screen Lines (programmable)	1 to 23	No	No
Full Control Code Keyboard for Screen control directly from the keyboard	Yes	No	No
Programmable Tab Character Spacing	Yes	No	No
Full Screen Reverse Function	Yes	Yes	No
Switch to & from the Standard 16 by 32 Screen for full compatability	Yes	No	No
On Error Goto Function	No	No	Yes
Extended Basic Required	No	Yes	Yes
All Machine Language Program	Yes	Yes	Yes
RAM Required in addition to Screen RAM	2K	2K	2K
Program Price (Tape)	$24.95	$19.95	$29.95

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File Search allows you to store files on disk sorted by program type

Gathering Up Scattered Programs

By Pete Eichstaedt

When I found I had several disks with only a few programs on each, I wrote *File Search*, a disk file "search and copy" utility. It seemed that every time I had a new idea for a program, I used a new disk. Although I still use the programs on the varied disks, most of them don't require their own disk, especially the machine language programs. *File Search* allowed me to put them on disks sorted by program type (BASIC, machine language and data). Those with 16K and only one drive will be happy to know that the program works fine on your machine. If you have two drives, the program will work faster because you don't have to keep swapping disks.

Here's how the program works: On startup, the program asks which is the source drive and which is the destination. If you only have one drive, answer '0' to both prompts. If you have more than one drive, you can use any single valid drive in your system, or any two drives from '0' to '3'. Next, CoCo asks which type of file you want to copy or if you want to copy all files from the source disk. If you want to copy all your BASIC files, but have some of them saved as ASCII files, don't worry. They're still identified as BASIC programs. Once the questions have been answered, CoCo takes off and does the rest. The only interaction required is if only one drive is being used and a disk swap is required.

As the program runs, it reads the source disk directory, then checks the target disk directory to see if the program is there already. This saves the dreaded AE Errors common in copying. A message is displayed to show which file is being checked. You might see a

---

(Pete Eichstaedt lives in Downers Grove, Illinois, and is a field service engineer for Digital Transmission, Inc., a manufacturer of telecommunications systems. He has been using his Color Computer for work and play for the last five years. This is his second program published in THE RAINBOW.)

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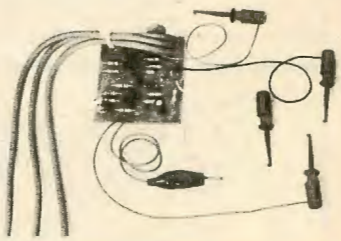

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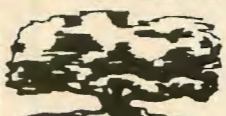

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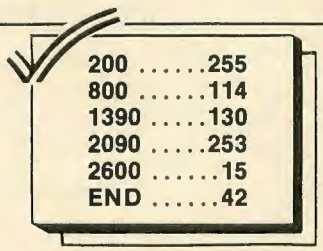
comparison check being made on a file that doesn't look right. This is probably from a killed file, but don't worry — if the file isn't there, it can't be copied. If a file of the same name and format exists on both disks, it won't be copied, either. A message is displayed when a file is transferred.

When the copy is complete, CoCo asks if you want to transfer files from yet another disk. This keeps up as long as you answer "yes" and as long as the disk has room. If you run out of room while a copy is in progress, the program crashes with a DF Error — Disk Full. This is an acceptable concession when compared to having to type each COPY command manually.

When all the files are copied, answer "no" to the "search another disk" prompt. When you key in 'N', CoCo performs a cold start, just like on power up. If you just want to stop, change Line 1800 to CLOSE:END.

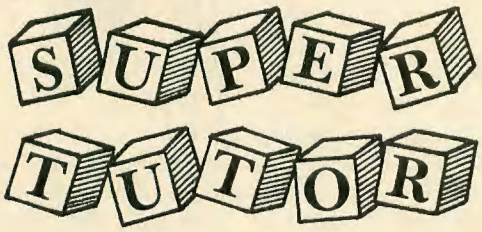
Of special note to single drive users: The program changes your selected single drive to the default drive for the system. As well, when disk changing prompts are displayed, a tone is generated to get your attention. Two tones are used: A low tone is emitted for required disk changes in the program proper; a higher tone is emitted when the BASIC system's COPY command is executed. If you don't change disks in the order requested, you get either an NE Error from the target disk not having the source program, or an AE Error from the source disk in the drive when CoCo is looking for the target disk.

If you don't get RAINBOW ON TAPE and have to type the program in manually, you can leave out all REMark ('*) lines and lines 10 through 80. Suggestions and questions can be sent to me at the address at the start of the program listing. □



The listing: FILESRCH

```
Ø '* LINES Ø THROUGH 9Ø AND ALL
REMARKS LINES CAN BE DELETED WIT
HOUT
1 '* AFFECTING PROGRAM OPERATION
2 '* SINCE I'M PROUD OF THE PROG
RAM, I'D RATHER YOU LEFT LINES
3 '* 1Ø THROUGH 8Ø ALONE.
5 CLS
1Ø PRINT "     ****************
******"
2Ø PRINT "     * FILESRCH - DISK
FILE *"
3Ø PRINT "     * COPY ROUTINE FOR
 THE *"
4Ø PRINT "     * COLOR COMPUTER W
/16K *"
5Ø PRINT "     * BY PETE EICHSTAE
```

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```
DT    *"
6Ø PRINT "     * APT D-3Ø8
     *"
65 PRINT "     * 2Ø45 PRENTISS DR
IVE   *"
7Ø PRINT "     * DOWNERS GROVE, I
L     *"
75 PRINT "     *                6Ø5
16    *"
8Ø PRINT "     ******************
******"
9Ø '* CLEAR AND ALLOCATE STRING
SPACE
95 GOTO 36ØØ
1ØØ CLEAR 1ØØØ:DIM PG$(72):DIM P
P$(72)
2ØØ INPUT "WHICH IS INPUT DRIVE"
;ID$:ID = VAL(ID$):IF ID <Ø OR I
D > 3 GOTO 25ØØ
3ØØ INPUT "WHICH IS OUTPUT DRIVE
";OD$:OD = VAL(OD$):IF OD <Ø OR
OD > 3 GOTO 25ØØ
5ØØ PRINT "WHICH FILE TYPE SOULD
 BE SOUGHT":PRINT "  Ø = BASIC P
ROGRAM":PRINT "  1 = BASIC DATA
FILE":PRINT "  2 = MACHINE LANGU
AGE PROGRAM":PRINT "  3 = TEXT E
DITOR SOURCE FILE"
51Ø LINE INPUT "  4 = ALL ";FT$:
:IF FT$ <"Ø" OR FT$ >"4" GOTO 5Ø
Ø
52Ø FT = VAL(FT$)
55Ø IF ID <> OD THEN SOUND 5Ø,3:
PRINT "PUT SOURCE DISK IN DRIVE"
;ID:INPUT "AND PRESS <ENTER>";Z$
59Ø '* EACH DISK HAS 9 SECTORS F
OR RECORD ENTRIES
6ØØ FOR S = 3 TO 11
69Ø '* CLEAR THE PROGRAM RECORD
COUNTER
7ØØ PG = Ø:IF ID = OD THEN CLS:S
OUND 5Ø,3:PRINT "PUT SOURCE DISK
 IN DRIVE";ID:LINE INPUT "AND PR
ESS 'ENTER'";Z$
79Ø '* READ THE DIRECTORY SECTOR
S
8ØØ DSKI$ ID, 17, S, DR$(1),DR$(
2)
89Ø '* IDENTIFY THE STRING TO MA
NIPULATE
9ØØ FOR H = 1 TO 2
99Ø '* EACH RECORD HAS 32 BYTES
1ØØØ FOR EN = 1 TO 128 STEP 32
1Ø9Ø '* INCREMENT THE COUNTER
11ØØ PG = PG+1
119Ø '* WE ONLY NEED THE FIRST 1
```


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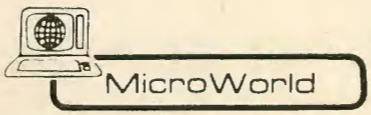

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```
2 BYTES OF EACH RECORD
1195 '* BYTES 1-8 HAVE THE NAME,
 9-11 THE EXTENSION, AND 12 HAS
THE FILE TYPE
12ØØ PG$(PG) = MID$(DR$(H),EN,12
)
121Ø '* IF THE FIRST BYTE IS $Ø
THE RECORD WAS KILLED, GET THE N
EXT RECORD
125Ø '* IF THE FIRST BYTE IS $FF
 THERE ARE NO MORE ENTRIES (UNLE
SS YOU HAVE SOME WEIRD PROGRAM N
AMES)
126Ø IF LEFT$(PG$(PG),1) = CHR$(
255) GOTO 15ØØ
129Ø '* CHECK THE FILE TYPE.  IF
 IT MATCHES, PROCEED, ELSE GET N
EXT RECORD
13ØØ IF RIGHT$(PG$(PG),1) = CHR$
(FT) THEN GOSUB 19ØØ ELSE IF FT=
4 GOSUB 19ØØ
139Ø '* GET NEXT ENTRY, CURRENT
STRING, SECTOR
14ØØ NEXT EN, H, S
149Ø '* TRY AGAIN?
15ØØ CLS
16ØØ INPUT "SEARCH ANOTHER DISK"
;YN$
17ØØ IF LEFT$(YN$,1) = "Y" OR LE
FT$(YN$,1) = "y" THEN CLS:GOTO 2
ØØ
179Ø '* CLOSE OPENED FILES AND P
ERFORM A COLD START.  REPLACE WI
TH "CLOSE:END" TO STOP COLD STAR
T
18ØØ CLOSE:POKE 113,Ø:EXEC &HAØ2
7
189Ø '* PUT A "." BETWEEN THE NA
ME AND EXTENSION (SAME AS A "/")
19ØØ OP$ = LEFT$(PG$(PG),8)+"."+
MID$(PG$(PG),9,3)
191Ø IF G<=1 THEN GOTO 26ØØ ELSE
 GOTO 263Ø
199Ø '* IF YOU'RE ONLY USEING ON
E DRIVE, MAKE SURE IT'S THE DEFA
ULT DRIVE
2ØØØ IF ID = OD THEN DRIVE ID
2Ø3Ø PRINT:PRINT "COPYING ";OP$;
" TO DRIVE";OD
2Ø5Ø IF LEFT$(PG$(PG),1) = CHR$(
Ø) GOTO 23ØØ
2Ø9Ø '* IF YOU'RE USING TWO DRIV
ES, COPY FROM THE INPUT DRIVE AN
D TO THE OUTPUT DRIVE
21ØØ IF ID <> OD THEN COPY OP$+"
:"+RIGHT$(ID$,1) TO OP$+":"+RIGH
T$(OD$,1) ELSE COPY OP$
219Ø '* IF YOU'RE USING ONLY ONE
 DRIVE, PROMPT DISK SWITCH
22ØØ IF ID = OD AND PG <= 1 THEN
 CLS:PRINT "INSERT SOURCE DISKET
TE AND      PRESS 'ENTER'";:SOUN
D5Ø,3:LINE INPUT NX$
229Ø '* GET THE NEXT RECORD
23ØØ RETURN
24ØØ END
249Ø '* IF YOU MESS UP, COCO TEL
LS YOU AND RESTARTS
25ØØ CLS 4:SOUND 1ØØ,1:SOUND 15Ø
,1:SOUND 1ØØ,1:PRINT @ 232, "INV
ALID DRIVE!";:FOR X = 1 TO 1ØØØ:
NEXT:CLS:GOTO 2ØØ
255Ø '* SHORTSTOP OVERFLOW INTO
THE NEXT ROUTINE
256Ø '* IF IT GETS HERE IT DOESN
'T BELONG ... END!
259Ø END
2595 '* CHECK FOR SINGLE DRIVE O
PERATION
26ØØ IF ID = OD THEN CLS:SOUND 5
Ø,1:PRINT "INSERT DESTINATION DI
SKETTE IN  DRIVE";OD;:LINE INPUT
 "AND PRESS 'ENTER'";Z$
262Ø '* SEE IF FILE ALREADY EXIS
TS
263Ø PRINT:PRINT "CHECKING DESTI
NATION DISKETTE":PRINT "FOR ";OP
$:PRINT "TO PREVENT <AE ERROR>"
265Ø PP=Ø: FOR SS = 3 TO 11
27ØØ DSKI$ OD,17,SS,CK$(1),CK$(2
)
28ØØ FOR HH = 1 TO 2
29ØØ FOR EE = 1 TO 128 STEP 32
3ØØØ PP = PP +1
31ØØ PP$(PP) = MID$(CK$(HH),EE,1
2)
32ØØ IF PP$(PP) = PG$(PG) THEN R
ETURN
3225 IF LEFT$(PP$(PP),1) = CHR$(
255) GOTO 335Ø
325Ø PP$(PP) = ""
33ØØ NEXT EE,HH,SS
333Ø '* IF YOU GET THIS FAR, THE
 FILE MUST BE COPIED
334Ø '* CHECK FOR SINGLE DISK OP
ERATION, THEN CALL THE COPY ROUT
INE
335Ø IF ID = OD THEN CLS:SOUND 5
Ø,1:PRINT "INSERT SOURCE DISK IN
 DRIVE";ID:LINE INPUT "AND PRESS
 'ENTER'";Z$
34ØØ GOTO 2ØØØ
345Ø '* SHORTSTOP RUNAWAY OPERAT
ION
35ØØ END
355Ø '* CLEAR AS MUCH MEMORY AS
YOU CAN THROUGH BASIC
36ØØ PCLEAR 1:GOTO 1ØØ
```

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The last of a four-part series on operating with this BBS software

CoBBS:

How to Modify the Program to Use the CoCo 'Serial Port'

By Richard Duncan

Written for use with the RS-232 Pak, *CoBBS* takes advantage of it being a true serial port. The "serial port" on the back of the CoCo was designed as a printer port, but through the miracle of software can be used as a communications port (but still not a true RS-232 port, just voltage compatible). *CoBBS* can be modified to use the serial port, but it loses a lot of its features, including advanced key input, no pausing or stopping while a message or file is being displayed, no uploads, no 1200 Baud, slower operation and awkward termination of a call.

If I sound pessimistic about serial operation using the serial printer port, I am! We will discuss briefly some of the modifications required to convert *CoBBS* and its operation. You will have to do the installation depending on your needs. I strongly suggest obtaining an RS-232 Pak if you are serious about running this BBS software, but for those who want to experiment . . . here we go.

Changing *CoBBS* over to the serial port requires modification of the serial driver and all the BASIC routines. The main difference is that the serial version pauses anytime it is polled and waits for a character, where the Pak returns a CHR$(0) and returns to BASIC. Throughout the programs, the system jumps to the single key input routine of the driver to strip any extra character waiting to be received, making sure no extraneous character is in the buffer.

The following lines of *USER/SYS* have the statement EXEC4314, or EXEC&H10DA, in them and should be removed: 40, 68, 70, 150, 180, D266, 345, D1205, 1225 and D7035. If there is a 'D' preceding the number, delete the whole line and replace it with a REM statement. The following lines in *COBBS/SYS* to change are: 410, 440, 960, D975, 1005, 1270, 1345, 1420, 1465, 2085, 2410, D7050 and 7057.

The carrier detect routine must also be changed. The way to do this is to check the CD flag set via the serial port. The port should first be reset by the command K=PEEK(&HFF20). Then, by monitoring the location of $FF21 for a change in state, you will know when a carrier is coming in. The command CD=PEEK(&HFF21) checks the flag. If the value of 'K' is greater than 100, the system has detected a carrier. After detecting a carrier, again issue the command K=PEEK(&HFF20). From this point on the value of 'K' should be less than 100. If not, it means the last user has dropped his carrier, this is a new caller and the system needs to be rebooted. The carrier detect subroutine for *USER/SYS* should read: 9700 '-CD CHECK-9705 IFPEEK(&HFF21)=

(Richard Duncan is a broadcast technician for WMC-TV in Memphis, Tennessee. He is active in amateur radio [WD5B] and especially interested in Packet communications. Richard lives in West Memphis, Arkansas.)

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180 THEN CLOSE:RUN 9710 RETURN. In *COBBS/SYS* replace the RUN with LOAD"USER/SYS",R.

Next, you must devise a way to hang up your modem when you want to terminate a call. This might be done with the "+++" and "ATH" with the Hayes modem, or through use of the cassette relay and the MOTOR ON/OFF command. This is done in the 9800's subroutine.

The listing provided is used to load in *COTERM/BIN* for the RS-232 Pak, convert it for the serial port and save it back out *under the same name.* You cannot use the C/R modification with the serial port version. It is hard to modify a big program to be used a different way from the way it was originally written.

With some effort and patience you will be able to get a basic version of *CoBBS* running with the printer port. If you want the Pak version along with a documentation disk, send $25 to me at 2504 N. Gathings Drive, West Memphis, AR 72301. □

The listing: LOADER

```
10 'THIS ROUTINE WILL LOAD IN
20 'COTERM/BIN, MODIFY IT FOR
30 'THE SERIAL PORT AND SAVE
40 'THE MODIFIED VERSION OUT TO
50 'DISK.  this routine will
60 'overwrite the original versi
on!
70 LOADM"COTERM"
80 A=4240
90 READ D$:IF D$="END" THEN 110
100 POKE A,VAL(D$):A=A+1:GOTO90
110 SAVEM"COTERM/BIN",&H0E00,&H1
2BF,&H1090
120 CLS:PRINT@260,"COTERM/BIN MO
DIFIED":END
130 DATA 67,48,141,0,81,188,1,10
4,39,50
140 DATA 182,1,103,167,141,0,218
,190,1,104
150 DATA 175,141,0,212,182,1,106
,167,141,0
160 DATA 207,190,1,107,175,141,0
,201,134,126
170 DATA 183,1,106,183,1,103,48,
141,0,36
180 DATA 191,1,104,48,141,0,4,19
1,1,107
190 DATA 57,15,112,13,111,16,38,
0,169,127
200 DATA 255,64,50,98,141,44,129
,3,38,2
210 DATA 134,42,183,17,129,57,52
,2,18,18
220 DATA 18,18,18,18,18,18,18,18
,150,111
230 DATA 53,2,16,38,0,129,141,62
,129,13
240 DATA 38,6,134,10,141,54,134,
13,32,115
250 DATA 52,21,26,80,173,159,160
,0,39,2
260 DATA 32,36,182,255,34,71,37,
242,141,84
270 DATA 182,255,34,71,37,242,79
,52,2,198
280 DATA 7,141,69,182,255,34,18,
71,102,96
290 DATA 90,38,244,141,55,53,2,6
8,53,149
300 DATA 52,23,26,80,246,255,33,
193,180,38
310 DATA 2,32,31,127,255,32,141,
34,52,2
320 DATA 198,8,100,96,73,73,183,
255,32,18
330 DATA 141,20,90,38,243,134,2,
183,255,32
340 DATA 141,8,50,97,53,151,141,
0,141,0
350 DATA 141,0,141,0,174,141,0,5
,48,31
360 DATA 38,252,57,0,182,126,203
,74,126,197
370 DATA 143,13
380 DATA END
```


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CoCocad Modification

"CoCocad: The Schematic Scoundrel" (October 1985, Page 130): Peter Kerckhoff writes to tell us that some other printers besides the Gemini-10X can be used with this program.

First of all, there is a rather roundabout method that works with any printer that can be used to make screen dumps of regular CoCo graphics, if you have a screen dump program for your printer. Delete Line 1990 from the main program. When you request a printout, *CoCocad* will now save nine screen files on the disk. Each has the name *PRT.PGn*; 'n' is the page number (so *PRT.PG3* would be the third page).

Now load in your screen print program and type the command PMODE 4,1:SCREEN1,1 and press ENTER. Then, for each file type LOADM"PRT.PGn", and after the file is loaded activate the screen print routine. Once you have printed all nine pictures, cut them out and tape them together.

Peter also included a new version of the *Cadprint* printer driver that is designed for the Tandy/Radio Shack DMP series printers. Here it is:

The listing: CADPRINT

```
10 'CADPRINT VR1.0 BY P.KERCKHOF
F 4335 HENDRIX WAY SAN JOSE CA -
 1985 RAINBOW MAG (OCT)
20 'MODIFIED FOR USE WITH RADIO
SHACK DMP-120 PRINTER BY DAVISSO
N ON 10/15/85
30 CLEAR100,&H379A:CLS:PRINT"cad
print RUNNING":FORX=&H379B TO &H
37FA:READ A:POKEX,A:NEXTX
40 POKE150,41 '1200 BAUD
50 PRINT#-2,CHR$(18)
60 FOR PG=0TO8STEP3
70 LOADM"PRT.PG"+RIGHT$(STR$(PG)
,1),&H2A00
80 LOADM"PRT.PG"+RIGHT$(STR$(PG+
1),1),&H4200
90 LOADM"PRT.PG"+RIGHT$(STR$(PG+
2),1),&H5A00
100 EXEC&H379B
110 KILL"PRT.PG"+RIGHT$(STR$(PG)
,1):KILL"PRT.PG"+RIGHT$(STR$(PG+
1),1):KILL"PRT.PG"+RIGHT$(STR$(P
G+2),1):NEXT PG
120 PRINT:PRINT"DONE.":PRINT#-2,
CHR$(30):STOP
130 DATA 134,254,151,111,134,1,1
42,126,224,48,134,52,2,141,38,53
,2,142,102,224,48,134,52,2,141,2
7,53,2,142,78,224,48,134,52,2,14
1,16,134,13,173,159,160,2,53,2,7
6,129,31,38,212,15,111,57
140 DATA 198,156,52,20,230,132,1
6,142,0,8,16,191,55,249,88,70,12
2,55,250,16,190,55,249,38,245,67
,138,128,173,159,160,2,53,20,48,
136,224,90,38,218,57,0,0
```


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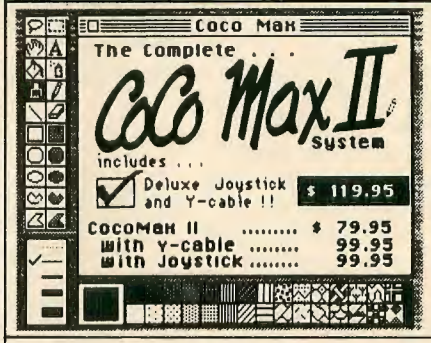

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PIPELINE

PASSING PICTURES — A new programming standard now allows pictures drawn on one microcomputer to be transferred to a different microcomputer for editing or printing.

The new standard is known as PIX — for Picture Exchange.

Currently, PIX conversion programs exist for the TRS-80, IBM PC, Apple Macintosh, Commodore 64, Atari XL, KayPro and Televideo TPC-I computers and the Epson, Tally and Okidata printers. All programs are in the public domain.

For information on how to obtain these programs, send a legal-size self-addressed stamped envelope to: *Telecommunications Users Group, P.O. Box 45254, Seattle, WA 98145-0254.*

* * *

COMPUTER FAIR — ECCO, the Educational Computer Consortium of Ohio, is issuing a call for presenters on all topics relating to the integration of computers into the curriculum, including research papers, workshops, projects and panels. All proposals are due April 1, 1986. Send proposals to: ECCO's Sixth Annual Educational Computer Fair, "The Computer Connections: Using the Computer in the Classroom," October 9 and 10, 1986, Cleveland, Ohio.

For further information contact *Alice Fredman, ECCO, 1123 S.O.M. Center Road, 44124, or call (216) 461-0800.*

* * *

AIDING THE DISABLED — Plans were announced today for the "Western Regional Computer Technology For The Handicapped" conference to be held at the Los Angeles Convention Center April 9-13, 1986. Sponsored by *Closing The Gap*, the conference will be held in conjunction with Dick Wooten's Eighth Annual "Abilities Expo," the largest exhibit in the nation devoted exclusively to meeting the needs of persons with disabilities.

"There is a wealth of information on just how computers can help the handicapped and we hope to bring it all together with the Abilities Expo," says Dolores Hagen, *Closing the Gap* publisher. This combined effort will provide intensive training workshops, a sharing conference, and more than 200 exhibits in the largest public show of equipment, services, employers, organizations and publications for the disabled in the U.S.

"Adding computer technology to an already established exposition of products will serve to expand awareness of technology's impact on the lives of all disabled individuals," Hagen added. "Our hope is to provide intensive microcomputer training as well as networking opportunities in this highly specialized field."

For more information contact: *Closing The Gap, P.O. Box 68, Henderson, MN 56044, (612) 248-3294 or (507) 345-8233.*

* * *

GUIDE FOR FREELANCERS — Despite the "gloom and doom" reports on the future of the software industry, the good news is that the market is still growing, now at a healthy, instead of an explosive rate. And the market for freelance programmers is better than ever, reports Brad McGehee, editor of the annual directory *Programmer's Market: Where & How to Sell Your Software.*

To compile the 1986 edition of *Programmer's Market*, questionnaires were sent to over 6,000 software publishers asking them if they published software written by freelance programmers. Over 700 software publishers confirmed that they did solicit software submissions from freelance programmers and these questionnaires provided the basis for the directory listings in the book.

There are two lists resulting from the survey that will interest anyone wanting to write and sell freelance software. The first list is composed of software categories that are solicited by software publishers who publish freelance programs. The second list is of the Top 10 brands of computers that software publishers want freelancers to write software for.

For information, see the 1986 edition of *Programmer's Market, edited by Brad M. McGehee, Writer's Digest Books, $16.95.*

* * *

HEADLINES OF THE FUTURE — Nicholas Negroponte, director of MIT's New Media Laboratory, predicted the demise of traditional newspapers before an audience of newspaper publishers. According to Negroponte, newspapers will soon be replaced by home computers, scanning news services, other news sources and equipped with a profile of the user, giving the user/reader a personalized newspaper.

"A complete redefinition of the concept of newsworthiness; for instance a piece of electronic mail from my son at boarding school as the headline, is one way of dealing with the exploding mass of information. We can't do it the old way any more," said Negroponte. "We must have other agents, which happen to be computers . . . reading for us."

* * *

HOW I SPENT MY SUMMER VACATION — Those ubiquitous essays will never be the same, at least not for youngsters attending the 1986 National Computer Camps. Camp locations are: Westminster Prep School, Hartford, Ct., Oglethorpe University, Atlanta, Ga., and Ursuline College, Cleveland, Ohio.

From June 22 to August 1, 1986, the coed campers, ages 8-18, may sign up for one or more weeks and enjoy small group instruction on Radio Shack, Apple and IBM computers for ample "hands-on" experience.

National Computer Camps is now in its ninth year, and is for youngsters of all levels of experience, including those with no experience whatsoever.

For further information, contact *Michael Zabinski, Ph.D., (203) 795-9667, or write to National Computer Camps, P.O. Box 585, Orange, CT 06477.*

* * *

HARDWARE AGAINST HARD FACTS — WMD Micro Distributors Inc., one of the ten largest distributors of computer hardware in the U.S., will provide its 10,000-plus customer and distributor lists as a resource to the National Center for Missing and Exploited Children for regional and nationwide search programs.

WMD is spearheading a move to form a high-tech network for missing children comprised of Southern California companies in the computer industry that would use their vast communications networks to help distribute and gather information on missing children.

William Orr, WMD National Director of Systems Marketing said, "It is a conservative guess that high-tech companies in Southern California reach millions of people a month, many of whom could play an important role in locating children across the country." Orr said that he hopes the network will be expanded to national proportions.

WMD uses special messages on its postage machines as an additional method of asking people to look out for useful information on missing children.

Orr said, "It takes a very small amount of time to insert the missing children sheets into WMD's mailings," noting that envelopes including the missing children sheets seem to get more attention from employees.

WMD has asked that companies interested in forming a high-tech network for missing children to contact *William Orr at WMD Micro Distributors, 17351 Murphy Avenue, Irvine, CA 92714, (714) 660-1679.*

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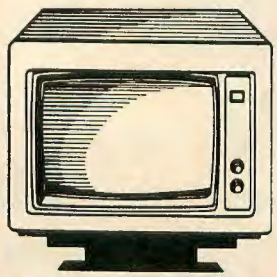

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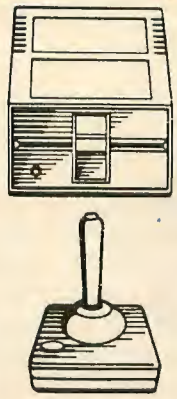

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Speed up the search process of restoring to a specified line number in your BASIC programs that use a lot of data

Quick Restore

By John Galus

If you write BASIC programs that use a lot of data or long tables, such as in an Adventure game, you know how long it takes a program to search for a particular data item. Here is a short machine language routine called *Quick Restore* that allows you to restore to a specified line number.

As you may know, the RESTORE command permits repetitive use of the same data. It does this by resetting the data item pointer in $33 to the beginning of your BASIC program. Whenever a READ command is performed, the interpreter looks through the entire BASIC program until it finds a DATA statement, a somewhat slow process.

This machine language program gets the line number (in the variable LN) passed by the USR function and stores it in $2B. Then the line search routine is called at $AD01. If this line is found, the address pointed to by Register X is bumped back by one and stored in $33. If the line number is not found, a RESTORE is performed to the next higher numbered line in your program.

I have included a short program to illustrate the usefulness of this routine. It is written for a 32K Extended BASIC computer, but it is relocatable and will work on any size machine you have.

(Any questions you have about this program may be sent to John at 55 Wilkesbarre Avenue, Lackawanna, NY 14218, phone 716-823-3144. Please include an SASE when writing.) □

(John Galus, a free-lance programmer/writer, lives in Lackawanna, New York. He and his brother, Mike, enjoy working with the Color Computer. He has an associate degree in data processing and is interested in playing guitar, amateur astronomy and Dungeon and Dragon games.)

The listing: RESTORE

```
1 'QUICK RESTORE
2 'JOHN GALUS
3 '55 WILKESBARRE AVENUE
4 'LACKAWANNA, NEW YORK 14218
1Ø CLEAR1Ø,&H7FEF
2Ø CLS:X=&H7FFØ:DEFUSRØ=X
3Ø READ A:IF A=-99 THEN 5Ø
4Ø POKE X,A:X=X+1:GOTO3Ø
5Ø INPUT"ENTER ROOM NUMBER 1-4";
NU
6Ø LN=9Ø+NU*1Ø
7Ø Z=USRØ(LN)
8Ø READ A$:PRINTA$:GOTO5Ø
9Ø DATA 189,179,237,221,43,189,1
73,1,158,71,48,31,159,51,57,-99
1ØØ DATA ROOM ONE
11Ø DATA ROOM TWO
12Ø DATA ROOM THREE
13Ø DATA ROOM FOUR
```

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RENUM with a Twist

By Fredric M. Haberer

Ordinarily, using RENUM is simple and straightforward: You have been working on a BASIC program for some time, and additions and revisions have filled all the gaps between line numbers, yet another line needs to be inserted. A little work space at the beginning of the program would be nice, so your new start line becomes 100. You want to renumber from the start, and the present first line is '7'. Line increments of 10 keep things simple and leave room for new lines. So, you type RENUM 100,7,10, and ENTER.

If the program is just a few lines long, OK appears on the screen. If the program contains 300 lines, the processing takes a few seconds. In either case, the lines are renumbered. And, significantly, every GOSUB and GOTO is renumbered to its new target line number.

There's nothing so unusual about that, but the CoCo's method of renumbering GOSUBs and GOTOs makes possible quite a different use for the RENUM function. Suppose you have been developing a program for some time. It has numerous branches; even the branches have branches. As you revise, reorganize and consolidate program lines, you lose track of the GOSUBs, the GOTOs and their target lines. As you run the program, UL (Undefined Line) Errors come up in frustrating profusion. RENUM is the answer to your problem — if you employ a special twist.

When you enter RENUM 100,7,10, as in the example, the CoCo attempts to reconcile all GOSUBs and GOTOs with their target lines. If, in editing, you have deleted target lines (REM statements, for example, which never should have been GOSUB targets in the first place), a statement such as the following appears on the screen: UL 3766 in 550. Roughly translated, this means: "In Line 550, there is an instruction to go to Line 3766, but no such line is in your program."

Now you know that newly designated Line 550 contains a GOSUB or GOTO targeted to Line 3766. Unfortunately, Line 3766 did not exist in the first place, and you haven't the slightest idea where it would be in the newly numbered sequence. If the program is a long one, you're better off reloading the original program and starting over. If only the CoCo could have identified those ULs before renumbering, you would have been saved hours of tracing and decoding.

As it turns out, the CoCo can do just that, but you will have to do some minor subterfuge. Just ask the CoCo to do the impossible: tell it to renumber using a starting line number that doesn't exist — a line beyond the range of your program. For example, your program starts on Line 10 and ends on Line 15277. You tell CoCo to renumber starting at Line 16000; enter RENUM 16000,16000,1. (It's important that both the start line and the new first line be numbered higher than the highest line in the program. Otherwise, you'll get an FC Error.)

The CoCo first searches for line numbers that can't be reconciled, then attempts to renumber. There is no Line 16000 from which to start renumbering. Therefore, it gives up, dutifully lists the unreconciled lines and says, "OK." There's no error message, no cough and no sputter. CoCo has done its best to renumber as asked, and has instantly done a heap of work for you. On your screen appears the number of each line containing an unreconciled GOSUB or GOTO and the number of its target line.

Your original line numbering remains intact. The tedious job of finding the errors is done. You now know which lines to list and edit. After you've made your corrections, if you still want to renumber, you may go ahead and do it.

You might not have wanted to renumber in the first place. In this case, renumbering is a debugging tool that locates your UL problems, and keeps its "fingers" off of your numbering system.

Of course, this procedure cannot identify incorrect target lines if the lines actually exist. However, it is a real headache-reliever in the case of a long program with holes in it.

(Fred Haberer teaches junior and senior high school English at WACO High School in Olds, Iowa.)

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— Exhibits open at 10 a.m. and close at 6 p.
Sunday
— OS-9 Users Group Breakfast at 9 a.m.
— Exhibits open from 11 a.m. to 4 p.m

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RAINBOWfest is the only computer show exclusively dedicated to your Tandy Color Computer. Nowhere else will you see as many products, have access to the top experts, or be able to attend free seminars. It's the next best thing to receiving the latest issue of THE RAINBOW in your mailbox!

Every RAINBOWfest features many delightful surprises. It's a great opportunity for commercial programmers to show off new and innovative products for the first time. You get the jump on new capabilities for your CoCo. In exhibit after exhibit, there are demonstrations, opportunities to experiment with software and hardware, and special RAINBOWfest prices.

You can set your own pace between visiting exhibits and attending the valuable, free seminars on all aspects of your CoCo — from improving BASIC skills to working with the sophisticated OS-9 operating system.

Many of the people who write for THE RAINBOW — as well as those who are written about — are there to meet you and answer your questions. You'll also meet lots of other people, just like you, who share your interest in the Color Computer. It's a person-to-person event, as well as a tremendous learning experience, in a fun and relaxed atmosphere.

To make it easier for you to participate, we schedule RAINBOWfests in three parts of the country. If you missed the fun in Princeton, N.J., why don't you make plans now to join us in Palo Alto, Calif.? For members of the family who don't share your affinity for CoCo, you'll be comfortable knowing that RAINBOWfest is located in an area with many other attractions.

The Hyatt Hotels - Palo Alto offer special rates ($71, single or double room) for RAINBOWfest. The show opens Friday evening with a ses-

sion from 7 p.m. to 10 p.m. It's a daytime-only show Saturday — the CoCo Community Breakfast (separate tickets required) is at 8 a.m., then the exhibit hall opens promptly at 10 a.m. and runs until 6 p.m. There will be no exhibition hours or seminars Saturday evening. On Sunday, the OS-9 Users Group will host a breakfast at 9 a.m. (separate tickets required). The exhibit hall opens at 11 a.m. and closes at 4 p.m.

William D. Gattis, Vice President of the Education Division of Radio Shack, will keynote the highly popular CoCo Community Breakfast. These traditional gatherings allow you to stay abreast of significant CoCo Community happenings in an intimate setting.

Tickets for RAINBOWfest may be obtained directly from THE RAINBOW. We'll also send you a special reservation form so you can get your special room rate.

Come to RAINBOWfest!

PCMfest Your admission to RAINBOWfest also entitles you to visit PCMfest! It's a show focusing on Tandy's new generation of computers — the Tandy 1000, 1200, 2000 and 3000 MS-DOS computers, and the Tandy 100, 200 and 600 portables.

PCMfest is sponsored by our sister publication, PCM, *The Personal Computer Magazine for Tandy Computer Users.* The show will be in the same location as RAINBOWfest and the exhibit hours will be exactly the same. If you use one of the newer Tandy computers, don't miss it.

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CoCo Community Breakfast

William D. Gattis
Vice President of the Education Division of Radio Shack will be the keynote speaker of the CoCo Community Breakfast, Saturday.

Join us at future RAINBOWfests!

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Advance ticket deadline: February 7, 1986. Orders received less than two weeks prior to show opening will be held for you at the door. Tickets will also be available at the door at a slightly higher price. Tickets will be mailed six weeks prior to show.
Children 4 and under, free; over 4, full price.

Move over Richard Simmons and Jane Fonda! Now you can exercise with CoCo at a pace that suits your style

Robocise

By W.J. Moore

The next time you excercise and would like to have a companion, try "Robert the Robot." He can exercise at any speed and never gets tired. You can adjust Robert's speed by pressing the 'F' key to go faster or by pressing the 'S' key to go slower. Holding the key down does not work; press the key repeatedly.

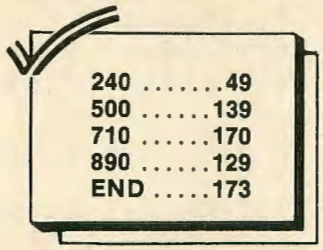
After typing in this program, use the RAINBOW Check Plus program (see "Rainbow Info" listed under Departments in the table of contents for an explanation on how to use the Check Plus). You may also type in the following in the direct command mode to check if all DATA statements are entered correctly.

```
CLEAR ENTER
FOR I=1 TO 610:READ A:T=T+A:NEXT ENTER
PRINT T ENTER
```

The value of 'T' should equal 15177. If it does not, then something is wrong in the DATA statements. It is important to have the correct data since the program would be wiped out. It is always wise to save what you have while debugging a program or else you may have to retype the entire program.

It is recommended that all users enter PCLEAR 8 before running the program. This should resolve any differences between systems and/or ROM sets. Also, if you have a 32K 'D' board CoCo, the program may not run the first time. If this occurs, simply try it a second time and it should run.

(You may direct any questions you have about *Robocise* to the author at 571 So. Broadway, Pittsburg, CA 94565, phone 415-458-3466 [after 5 p.m. PST]. When writing, please enclose an SASE.) □



The listing: ROBOCISE

```
1Ø REM ROBOCISE BY W.J. MOORE -
PITTSBURG CALF
2Ø '  DISPLAY PICTURE
3Ø PCLEAR8
4Ø L=PEEK(186)*256+PEEK(187)
5Ø PMODE4:POKE179,32:PCLS
6Ø CLS:PRINT@264,"BUILDING A ROB
OT"
7Ø PRINT@327,"ROBERT IS HIS NAME
"
8Ø N=L+19*32:GOSUB63Ø
9Ø N=L+21*32:GOSUB63Ø
1ØØ N=L+24*32:GOSUB63Ø
11Ø N=L+28*32:GOSUB63Ø
12Ø N=L+33*32:GOSUB63Ø
13Ø N=L+39*32:GOSUB63Ø
14Ø N=L+46*32:GOSUB63Ø
15Ø C=Ø:X=L+11:N=X:GOSUB49Ø
16Ø PCOPY1TO3
17Ø C=Ø:X=L+7:N=X:GOSUB49Ø
18Ø PCOPY1TO4
19Ø PCOPY3TO1
2ØØ C=Ø:X=L+16:N=X:GOSUB49Ø
21Ø PCOPY1TO5
22Ø C=Ø:X=L+1924:N=X:GOSUB49Ø
23Ø A$=" PRESS: F=FASTER S=SLOWE
R "
24Ø FORI=1TO LEN(A$):T$=MID$(A$,
I,1):T=ASC(T$)
25Ø IF T<64 THEN T=T+64:MID$(A$,
I,1)=CHR$(T)
26Ø NEXT
27Ø C=Ø:N=L+2884
28Ø FORI=1TO LEN(A$):T=ASC(MID$(
A$,I,1))
29Ø FOR C=ØTO5:POKEN+C*32,T:NEXT
3ØØ N=N+1
31Ø NEXT
32Ø L=PEEK(186)/2:A=65478
33Ø FORP=ØTO6:N=INT(2^P)
34Ø IF L AND N THEN POKE A+P*2+1
,Ø ELSE POKE A+P*2,Ø
35Ø NEXT
36Ø N=PEEK(65314):POKE65314,(N A
ND 7)
37Ø POKE65472,Ø:POKE65474,Ø:POKE
65477,Ø
38Ø X=5Ø:PLAY"O1T2Ø"
39Ø PCOPY4TO1:PLAY"C+":GOSUB44Ø
4ØØ PCOPY3TO1:PLAY"C":GOSUB44Ø
41Ø PCOPY5TO1:PLAY"C+":GOSUB44Ø
42Ø PCOPY3TO1:PLAY"C":GOSUB44Ø
43Ø GOTO39Ø
44Ø FORI=1TOX
45Ø SP$=INKEY$
46Ø IF SP$="F" THEN X=X-5
47Ø IF SP$="S" THEN X=X+5
48Ø NEXT:RETURN
49Ø READ A,B
5ØØ IF A=-1 THEN F=1 ELSE F=Ø
51Ø IF A=-9 THEN 6ØØ
52Ø IF A=-99 THEN 62Ø
53Ø A=A+127
54Ø FOR I=1 TO B
55Ø IF F=1 THEN 57Ø
56Ø POKE N,A
57Ø N=N+32
58Ø NEXT
59Ø GOTO49Ø
6ØØ C=C+1:N=X+C
61Ø GOTO49Ø
62Ø RETURN
63Ø FORI=ØTO31:POKE N+I,223:NEXT
:RETURN
64Ø '  DATA FOR PICTURE
65Ø DATA-1,12,8Ø,14,128,2,123,2,
-9,
66Ø DATA-1,12,8Ø,4,75,1Ø,123,4,-
1,12,118,7,-9,
67Ø DATA8Ø,9,-1,3,8Ø,12,128,1,8Ø
,11,128,1,8Ø,6,128,6,-9,
68Ø DATA8Ø,1,48,2,8Ø,3,64,2,8Ø,1
,7Ø,3,8Ø,12,128,1,8Ø,11,128,1,8Ø
,6,128,6,-9,
69Ø DATA8Ø,4,-1,,8Ø,2,64,1,8Ø,16
,128,1,8Ø,3,-9,
7ØØ DATA8Ø,1,48,2,8Ø,3,64,2,8Ø,1
,75,3,8Ø,12,128,1,8Ø,11,128,1,8Ø
,6,128,6,-9,
71Ø DATA8Ø,9,-1,3,8Ø,12,128,1,8Ø
,11,128,1,8Ø,6,128,6,-9,
72Ø DATA-1,12,8Ø,4,7Ø,1Ø,118,4,-
1,12,123,7,-9,
73Ø DATA-1,12,8Ø,14,128,2,118,2,
-9,
74Ø FORI=ØTO31:POKEN+I,223:NEXT:
RETURN
75Ø DATA-99,
76Ø DATA-1,12,118,1,-1,2,118,1,-
9,
77Ø DATA-1,12,128,4,-9,
78Ø DATA-1,12,8Ø,4,-9,
79Ø DATA-1,12,8Ø,4,-9,
8ØØ DATA-1,16,1,3,96,1,1,1,96,1,
1,2,96,1,1,3,96,1,1,1,-9,
81Ø DATA-1,16,1,3,96,1,1,1,96,1,
1,2,96,1,1,3,96,1,1,4,96,1
```

```
82Ø DATA1,1,118,6,1,5,96,1,1,2,-
9,
83Ø DATA-1,31,128,1,8Ø,4,128,5,1
,5,96,1,1,2,-9,
84Ø DATA-1,31,128,1,8Ø,4,128,5,1
,5,96,1,1,2,-9,
85Ø DATA-99,
86Ø DATA-1,31,128,1,8Ø,4,128,5,1
,5,96,1,1,2,-9,
87Ø DATA-1,31,128,1,8Ø,4,128,5,1
,5,96,1,1,2,-9,
88Ø DATA-1,16,1,3,96,1,1,1,96,1,
1,2,96,1,1,3,96,1,1,4,96,1
89Ø DATA1,1,123,6,1,5,96,1,1,2,-
9,
9ØØ DATA-1,16,1,3,96,1,1,1,96,1,
1,2,96,1,1,3,96,1,1,4,96,1,-9,
91Ø DATA-1,12,8Ø,4,-9,
92Ø DATA-1,12,128,4,-9,
93Ø DATA-1,12,123,1,1,2,123,1,-9
,
94Ø DATA-99,
95Ø DATA32,1,27,2,32,1,27,3,-9,
96Ø DATA32,1,-1,2,32,1,27,1,22,1
,-9,
97Ø DATA27,4,-1,2,27,1,-9,
98Ø DATA7Ø,1,8Ø,1,75,3,8Ø,1,7Ø,1
,-9,
99Ø DATA8Ø,2,-1,3,8Ø,2,-9,
1ØØØ DATA-1,1,75,5,-9,
1Ø1Ø DATA64,1,59,2,64,1,59,2,64,
1,-9,
1Ø2Ø DATA64,1,54,2,64,1,54,2,64,
1,-9,
1Ø3Ø DATA-1,1,59,2,-1,1,59,2,-9,
1Ø4Ø DATA6,1,16,1,11,3,16,1,6,1,
-9,
1Ø5Ø DATA16,2,-1,3,16,2,-9,
1Ø6Ø DATA-1,1,11,5,-9,
1Ø7Ø DATA38,1,48,5,38,1,-9,
1Ø8Ø DATA48,1,-1,5,48,1,-9,
1Ø9Ø DATA43,1,-1,5,43,1,-9,
11ØØ DATA1Ø2,1,-1,5,1Ø2,1,-9,
111Ø DATA112,1,1Ø7,5,112,1,-9,
112Ø DATA-9,
113Ø DATA7Ø,1,8Ø,2,7Ø,1,-1,1,8Ø,
1,-9,
114Ø DATA8Ø,1,-1,2,8Ø,1,7Ø,2,8Ø,
1,-9,
115Ø DATA75,1,-1,3,75,2,-9,
116Ø DATA128,1,123,2,128,1,123,2
,128,1,-9,
117Ø DATA128,1,-1,2,128,1,-1,2,1
28,1,-9,
118Ø DATA123,1,-1,5,123,1,-9,
119Ø DATA-99,
```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Submitting Material To Rainbow

Contributions to THE RAINBOW are welcome from everyone. We like to run a variety of programs which will be useful/helpful/fun for other CoCo owners.

Program submissions must be on tape or disk and it is best to make several saves, at least one of them in ASCII format. We're sorry, but we do not have time to key in programs. All programs should be supported by some editorial commentary explaining how the program works. Generally, we're much more interested in how your submission works and runs than how you developed it. Programs should be learning experiences.

We do pay for submissions, based on a number of criteria. Those wishing remuneration should *so state* when making submissions.

For the benefit of those who wish more detailed information on making submissions, please send an SASE to: Submissions Editor, THE RAINBOW, The Falsoft Building, Prospect, KY 40059. We will send you some more comprehensive guidelines.

Please do not submit programs or articles currently submitted to another publication.

In his premier column, Bill Barden sets out to dispel some common assembly language myths . . .

The Straight, Hard Facts about Assembly Language

By William Barden, Jr.
Rainbow Contributing Editor

"Want to speed up your programs 300 times? Want to learn skills that will make you rich? Try Color Computer assembly language! To see if you have the aptitude, code this problem in BASIC and send us the result: 2 + 2 = ?. If you pass this simple test, we'd like to enroll you in 'Famous Programmers' School!"

I closed the coding pad cover on which this advertisement was printed and sat back in my Realistic DC-5 desk chair, reflecting. That's the trouble with assembly language, it's misunderstood — too many myths abound about it. Maybe I can dispel some of those myths in this column. I'll give you the straight, hard facts about assembly language. If you're satisfied, you might be interested in dropping in from month to month and following this column.

Fact Number 1: Assembly Language is Fast

Assembly language *is* fast! As you know, every microcomputer (indeed, every computer) has a built-in set of machine language instructions. Every program, whether it's written in the OS-9 C language or Extended Color BASIC, must ultimately be translated into sequences of machine language instructions. If you can write *directly* in machine language or its fraternal twin brother, assembly language, you are operating at peak speed on the Color Computer.

As an example of this blinding speed, consider the program in Figure 1. It's a "bubble sort" in Extended BASIC that sorts a "worst case" set of characters on the screen. The Extended BASIC program takes an estimated 4,800 seconds to do the sort. Now look at Figure 2, an assembly language equivalent. (The assembly language here has been converted into machine language and embedded into Extended BASIC DATA statements, which are then moved and executed.) The assembly language version takes six seconds!

Expect to see increases in speed in assembly language from dozens to hundreds of times over "interpretive" BASIC and from three times to dozens of times over compilers such as BASIC09 and C.

Assembly language is the standard by which every other language is based. When programmers want to develop impressive code, they invariably pick assembly language to do the development. Sure, C and PASCAL might be used for some programs where speed is not extremely critical, but assembly language is always the choice when the absolute fastest speed is required.

Fact Number 2: Assembly Language is Tedious to Code

This is the most detrimental thing about assembly language, and I don't want to downplay it. There's no ques-

Figure 1: Bubble Sort in BASIC

```
100 REM EXT BASIC BUBBLE SORT
110 REM FILL SCREEN WITH CHARS
120 CLS
130 FOR I=&H400 TO &H5FF
140 POKE I,RND(127)
150 NEXT I
160 REM ACTUAL SORT
170 BEND=&H5FF
180 I=&H400
190 SWAP=0
200 IFPEEK(I)<=PEEK(I+1)THEN260
210 FIRST=PEEK(I)
220 SECOND=PEEK(I+1)
230 POKE I,SECOND
240 POKE I+1,FIRST
250 SWAP=1
260 I=I+1
270 IF I<>BEND THEN 200
280 BEND=BEND-1
290 IF BEND=&H3FF THEN 310
300 IF SWAP<>0 THEN 180
310 GOTO 310
```

(Bill Barden has written 27 books and over 100 magazine articles on various computer topics. His 20 years' experience in the industry covers a wide background: programming, systems analyzing and managing projects ranging from mainframes to microcomputers.)

Figure 2: Bubble Sort in Assembly Language

```
                        ØØ1ØØ * BUBBLE SORT
4C5B 8E    Ø4ØØ         ØØ11Ø BUBØ1Ø  LDX    #$4ØØ   POINT TO START OF TEXT SCREEN
4C5E 1Ø8E  ØØØØ         ØØ12Ø         LDY    #Ø      SET SWAP FLAG TO Ø
4C62 A6    8Ø           ØØ13Ø BUBØ2Ø  LDA    ,X+       GET ITH ENTRY, INCREMENT
4C64 A1    84           ØØ14Ø         CMPA   ,X        COMPARE TO ITH+1
4C66 23    ØA           ØØ15Ø         BLS    BUBØ3Ø    GO IF LESS THAN OR EQUAL
4C68 E6    84           ØØ16Ø         LDB    ,X        SWAP HERE - GET ITH
4C6A E7    1F           ØØ17Ø         STB    -1,X      STORE IN ITH
4C6C A7    84           ØØ18Ø         STA    ,X        STORE FIRST IN ITH+1
4C6E 1Ø8E  ØØØ1         ØØ19Ø         LDY    #1        SET SWAP FLAG
4C72 8C    Ø5FF         ØØ2ØØ BUBØ3Ø  CMPX   #$5FF     AT END?
4C75 26    EB           ØØ21Ø         BNE    BUBØ2Ø    GO IF NO
4C77 1Ø8C  ØØØØ         ØØ22Ø         CMPY   #Ø      YEY, ANY SWAPS?
4C7B 26    DE           ØØ23Ø         BNE    BUBØ1Ø  IF YES, TRY AGAIN
4C7D 39                 ØØ24Ø         RTS            RETURN
           ØØØØ         ØØ25Ø         END

ØØØØØ TOTAL ERRORS
```

```
100 REM BASIC/AL BUBBLE SORT
110 CLEAR 200,16127
120 CLS
130 DATA &H8E,&H04,&H00,&H10
140 DATA &H8E,&H00,&H00
150 DATA &HA6,&H80,&HA1,&H84
160 DATA &H23,&H0A,&HE6,&H84
170 DATA &HE7,&H1F,&HA7,&H84
180 DATA &H10,&H8E,&H00,&H01
190 DATA &H8C,&H05,&HFF,&H26
200 DATA &HEB,&H10,&H8C,&H00
210 DATA &H00,&H26,&HDE,&H39
211 FOR I=16128 TO 16128+34
212 READ A
213 POKE I,A
214 NEXT I
220 FOR I=&H400 TO &H5FF
230 POKE I,RND(127)
240 NEXT I
241 DEFUSR0=&H3F00
242 SR=USR0(0)
243 GOTO 243
```

tion that assembly language is a very tedious language to code. It may take 10 times longer to code a large program in assembly language than in BASIC. Is there any solution to this? Not really. In spite of "macro" assemblers, interactive editors, debug packages and books that promise to teach you assembly language in days, it remains tough to use.

One approach in using assembly language is to use it sparingly. Use it in short assembly language subroutines to speed up BASIC or other languages in those areas where speed is important. The bulk of the code can be the higher level BASIC, C or PASCAL. That way, you can have the best of both worlds: the programming ease of the higher level language and the speed of assembly language.

Fact Number 3: Assembly Language is Tedious to Learn

One of the reasons assembly language columns are so popular in magazines and why assembly language books sell so well is that computer hobbyists are continually looking for magic approaches to learning it. There really are none.

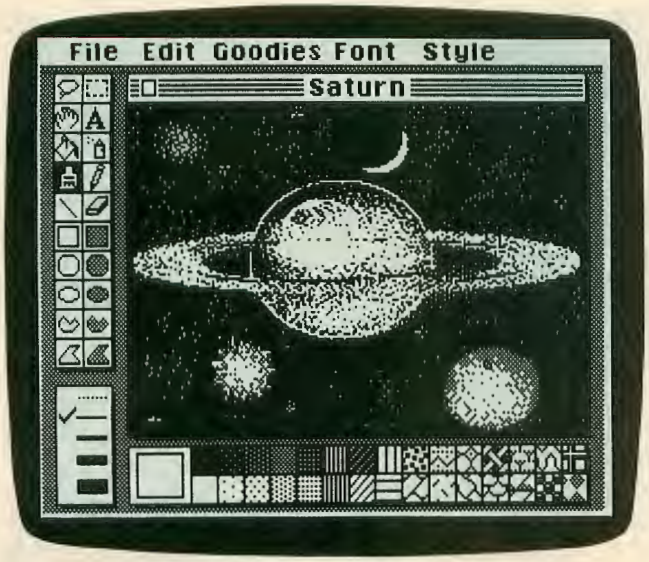
Surprisingly, it's relatively easy to learn how the machine language instructions for a microcomputer work. They are so rudimentary that they're easy to comprehend. One instruction transfers a byte from memory into a register. Another adds two bytes. Another compares two values. It's not too hard to sit down and memorize the actions of about 60 instructions, as found in the Color Computer's 6809 microprocessor.

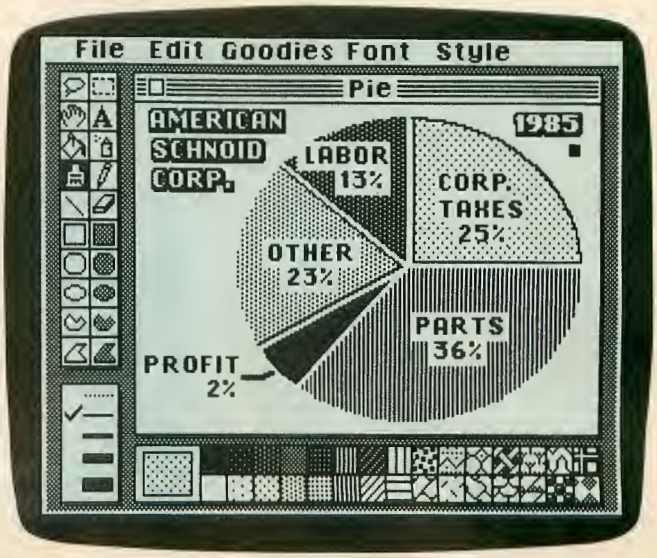
There's much more to assembly language than memorizing the actions of instructions, though. It consists more of learning programming *algorithms* and approaches to doing things — constructing tables of data, sorting lists, using linked lists, building subroutines to print lines, and so forth. Learning assembly language, then, is more a situation of learning its structures, approach and philosophy, a kind of excursion into microprocessor Zen. However, this leads us directly into . . .

Fact Number 4: Once You've Learned One Assembly Language, You Know Them All

Once you've studied the philosophy of one assembly language and mastered the techniques, it becomes extremely easy to learn the instruction set of the next microcomputer. Assembly language for the Apple MacIntosh's 68000 is very similar to the Color Computer's 6809. Assembly language on the Tandy 1000's 8088 microprocessor is really not that different than on the Color Computer. Once you've learned one assembly language, regardless which it is, you're in good stead for the next, since you've mastered the art of using assem-

CoCo Max





Take your CoCo to the MAX.

COLORWARE

CoCo Max

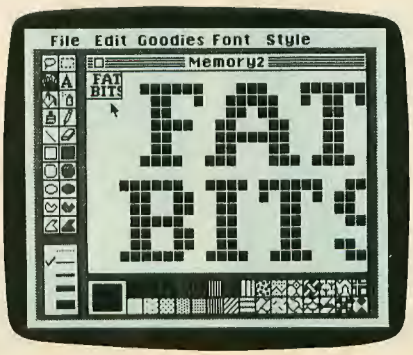
This is one of those rare programs that will captivate everyone in your family.... No one can see CoCo Max and not want to try it!

We are all witnessing an exciting revolution in microcomputers: a radically new kind of computer and software that opens a whole new world of creative power to computer users.

It was inevitable that this exciting approach would be brought to the CoCo. With this in mind, Colorware chose to go all out and maximize this new concept for the color computer. That meant designing not just software but hardware too. It meant thousands of hours of pure machine language programming. Rarely has this much effort been applied to one product for the Color Computer.

UNMATCHED CAPABILITY...

Because we took the maximum approach: highly optimized machine code combined with hardware, CoCo Max truly stands above the rest as the ultimate creative tool for the Color Computer. It's unrivaled performance lets you create with more brilliance and more speed than any similar system – much more than you ever imagined possible. And, you can do it in black & white or color.



All the sophisticated power of the bigger systems is there: ***Icons, Pull-Down Menus,*** full ***Graphic Editing, Font Styles,*** and all kinds of handy tools and shortcuts.

Plug your joystick, mouse or touch pad into CoCo Max's Hi-Res Input Unit. Then use a delightfully simple ***Point-and-Click*** method to get any of CoCo Max's powerful graphic tools. It has them all:

You can ***Brush, Spray*** or ***Fill*** with any ***Color, Shading*** or ***Pattern.*** Use ***Rubber Band Lines*** and ***Shapes*** (square, rectangle, circle, elipse, etc.) to create perfect illustriations with speed and ease. There's a ***Pencil,*** an ***Eraser*** and even a selection of ***Caligraphy Brushes.*** And, as you can see, CoCo Max can do a lot with text.
All of the newest special effects are there: ***Trace Edges, Flip, Invert, Brush Mirrors,*** etc. And all of the very latest supercapabilities like: ***Undo,*** which automatically reverses your mistakes, and ***Fat Bits*** which zooms you way in on any part of your subject to allow dot-for-dot precision.

THE BIG PICTURE

The large image box in the middle of the CoCo Max screen is actually only a window on an even larger image. Use the Point-and Click "Hand" to effortlessly move your window over any portion of the larger image. You have a working area of up to 3-½ times the area of the window itself.

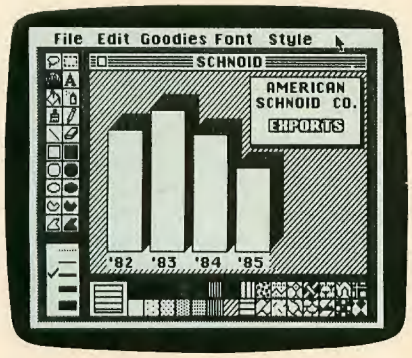
FLEXIBLE PRINTING...

CoCo Max gives you many ways to print. Fill a whole page with your image or condense two full CoCo screens to less than ¼ page for a finely detailed copy. "Dump" your CoCo Max screen full size or shrink it to ⅛ page size.

THE COCO MAX SYSTEM

FREEDOM TO CREATE...

Anyone who wants to create anything at all on their CoCo screen or printer will certainly be very glad to meet CoCo Max. CoCo Max's friendly yet sophisticated graphic and text capabilities let you almost instantly produce illustrations, diagrams, charts,



graphs, and computer art – for serious use or just for creative fun.

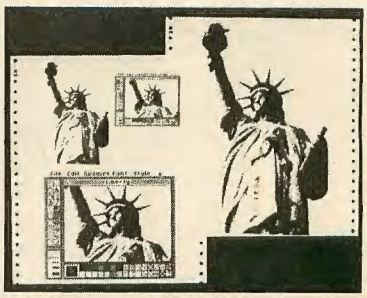
tion by using software schemes such as sliding windows. Although clever, these schemes yield sluggish and awkward results. Only CoCo Max does it the right way. The CoCo Max Hi-Res Input Unit plugs into your ROM slot and adds an entirely new joystick input to your computer – a precision one with a 49,152 point resolution to match the CoCo screen exactly.

Plug your same joystick, mouse or touch pad into this new input and you have a whole new kind of control. The difference is remarkable.

A DIGITIZER OPTION...

We studied all the video digitizers available and picked the best of them to link with CoCo Max. The DS-69 from Micro Works was our choice. This optional device lets you capture the image from any video source (video recorder, camera, etc.) on your Color Computer.

You may then use CoCo Max's graphic magic on it. The DS-69 is available as an option from Colorware from $149.95 complete with its own software on disk or tape. Using the DS-69 with a disk requires an RS multi-pak adaptor.



COCO MAX REQUIREMENTS

The CoCo Max System includes the Hi-Res Input Unit, software on disk or cassette (please specify) and user manual. It will work on any 64K Extended or non-extended Color Computer. You'll need a Radio Shack or equivalent joystick, mouse or touch pad. Disk systems require a Multi-Slot Interface or Y-Branching Cable.

THE COMPLETE COCO MAX SYSTEM,
with software on ***DISK***.....***$69.95***

with software on ***CASSETTE*** (Available Mar '85).....***$69.95***

Y-BRANCHING CABLE-If you have a disk system but do not have a Multi-Slot Interface, use this economical 40-pin, 1 male, 2 female cable to connect the CoCo Max Hi-Res input unit and your disk controller to your CoCo.....***$27.95***

Sorry, COCO MAX is not compatible with JDOS

AN ABSOLUTE GUARANTEE

CoCo Max is a hardware/software system that no software-only system can match. Get CoCo Max and see your CoCo perform as it never could before. If you don't agree that CoCo Max is the ultimate creative tool for the Color Computer, simply return it within 20 days for a full, courteous refund from Colorware.

THE HARDWARE...

This is the key to CoCo Max's unmatched performance. Did you know the normal joystick input built into the Color Computer only allows access to 4,096 (64 x 64) points on the CoCo screen? Yet, the Color Computer's high resolution screen

has 49,152 (256 x 192) pixels. This means that a joystick, mouse or even a touch pad can, at best, only access about one tenth of the pixels on the CoCo screen.

Most graphic programs ignore this hardware limitation of the Color Computer and give you only low-res control. Others attempt to overcome the limita-

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'Real Talker' is compatible with any 16K, 32K, 64K Extended or non-extended Color Computer. It works with any cassette or disk system and comes complete and ready to talk through your T.V. or monitor speaker. Price includes the 'Real Talker' electronic voice synthesizer in a ROM pack, software on cassette (may be transferred to disk), and user manual.

'SAY' command - You'll have your computer talking brilliantly in just minutes thanks to this powerful new command. Type SAY "ANYTHING YOU WANT" and your words are instantly spoken. It's that simple. Think how easy this makes creating speaking Basic programs. Adding speech to your existing programs is a snap too.

'CONVERT' - This is a truly powerful command for the basic programer. CONVERT automatically transforms a machine language dependent speaking program into a stand-alone Basic program. In other words, you can effortlessly write speaking Basic programs that do not require a machine language translator in memory. This is a unique feature of 'Real Talker'. No other voice synthesizer gives you anything even remotely approaching this type of capability - even synthesizers costing considerably more.

'Real Talker' is a full-featured electronic voice synthesizer unit built into a compact cartridge case. You simply plug it into the side of your computer.

NOW INCLUDED WITH 'REAL TALKER'.....

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Other features include software controlled pitch, unlimited vocabulary text-to-speech, and even a program that will recite any ASCII file (such as from Telewriter-64 & other word processors). You also get Colorware's unique full-screen phoneme editor program that let's you experiment with and modify speech at it's most fundimental level.

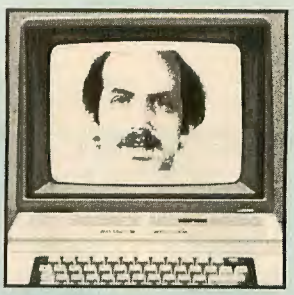
'REAL TALKER-1' (for the original Color Computer).....***$59.95***

'REAL TALKER-2' (for the Color Computer-2).....***$64.95***

'Y - BRANCHING CABLE' For disk systems. If you have a disk system but do not have a Radio Shack Multi-Slot unit, this economical cable will allow to connect and use your Real Talker and Disk system together.....***27.95***

TALKHEAD

If you have a 'Real Talker', do not deprive yourself of this absolutely incredible machine-language Talking Head simulation program. While other talking head simulations use a minimal cartoon-like face, TALKHEAD uses high resolution, full-screen, digitized images of an actual person's face to create a life-like animated effect.



SOFTWARE FOR THE 'REAL TALKER'

TALKHEAD can be easily commanded in Basic to appear on screen and say anything you want. Available on cassette or disk for only $19.95, TALKHEAD requires 64K and a Colorware 'Real Talker'.

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bly language instructions to accomplish useful things.

If you're looking for the ultimate microprocessor from which to learn assembly language, look no further — 90 percent of what you learn on the Color Computer is directly applicable to any other system. Incidentally, the 6809 on the Color Computer is regarded by many to be as good or better than the 8088 on IBM compatibles. The instruction set of the 6809 is built along classical programming lines, while the 8088 has more idiosyncrasies.

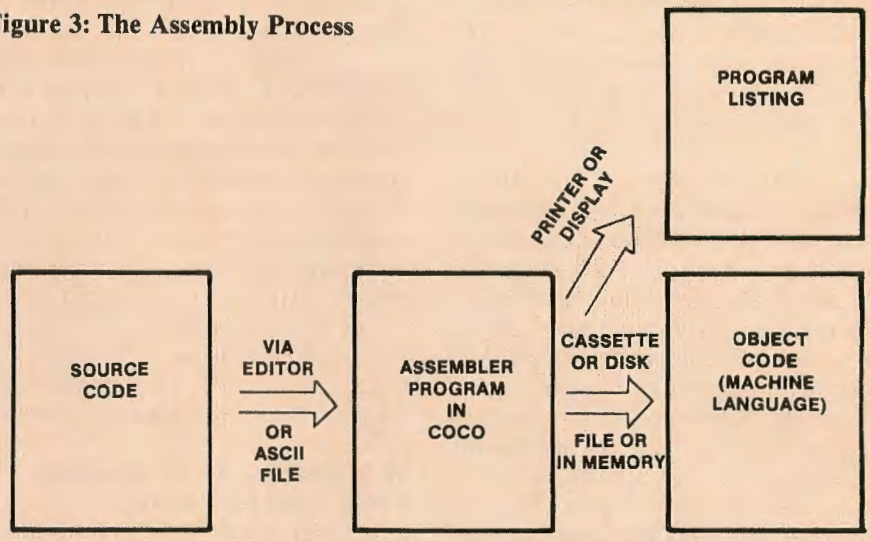
Are You Still with Me?

If so, you're a hard person to discourage. You must be a student, confirmed hacker or masochist, or possibly all three. Sigh . . . If you must learn assembly language, then we'll give you some tips on how to go about it.

Which Assembler is Best?

As you probably know, an *assembler* is a program that takes the *source code* of your assembly language program and translates it into *object code* or machine language. In the process, it provides a listing of the program and the resulting machine language, as shown in Figure 3.

Figure 3: The Assembly Process



I have mixed feelings about recommending an assembler to use. In the case of the Color Computer, the Radio Shack versions are not bad and fairly inexpensive. In addition, they have become a standard. For that reason, we'll refer primarily to Radio Shack products here. Those with other products will find, for the most part, that the code still applies.

Non-Disk System Users

If you have a Color Computer without a disk, you'll probably want to get the Color Computer *EDTASM+* Assembler/Editor (Cat. No. 26-3250). This is a cassette-based system I like very much. The product contains three functions that would ordinarily be separate programs — the editor, assembler and debugger. Because the programs occupy memory at the same time, there's no loading from cassette between functions; you can simply switch from one to another with a single keystroke or two.

The editor does pretty much what Extended BASIC does in editing — characters on lines can be manipulated in different ways. The assembler, of course, translates the source code into object code and provides a listing. It also assembles into memory rather than creating an object file, although this can also be done. Having the machine language code loaded directly into memory bypasses a cassette load of the object file and allows the debugger to be instantaneously called after assembly. The debugger (ZBUG) allows you to systematically debug the program by putting in stopping points (breakpoints), by stepping through instructions, by dumping selected areas of memory, and so forth.

Disk System Users without OS-9

If you're not an OS-9 user and run Disk BASIC, then Radio Shack provides a disk version of *EDTASM+* — *Color Disk EDTASM* (Cat. No. 26-3254). This version contains all of the commands of *EDTASM+* and a few more — it's essentially an upgrade of the cassette product. Using *Disk EDTASM*, you can save source and object files on diskette, a decided advantage with long programs.

Disk System Users with OS-9

I know Dale Puckett is going to kill me for this, but I have to say it: Learning assembly language with the OS-9 editor, assembler and debugger is much more of a task than using *Disk EDTASM*. The OS-9 program development tools are powerful, but more complex than the stand-alone *Disk EDTASM*, and you must pay more attention to the OS-9 environment in which you're operating.

However, if you are a confirmed OS-9 buff, it is certainly possible to learn OS-9 assembly language. The instructions and mnemonics for the 6809 are the same, as are many of the other commands provided for assembly. If you choose the OS-9 route, you'll learn more about how assembly language works in an operating system environment, if you can get past some of the frustration and complexities of OS-9 itself.

Other Assemblers

A non-Radio Shack product I like is the Micro Works Macro-80C Disk Assembler. I started using this product because there was no disk assembler from Radio Shack at the time. Although not as integrated as Radio Shack *EDTASM*, it is a nice, well-thought out product.

Books and Tutorials

It will surprise some readers to find out I can't present an entire course on assembly language in the pages of RAINBOW. Think about it for a moment, though. In each column I have about 3,500 words to present my rambling discourses. That's 42,000 words a year, which might be enough for an introductory text on Color Computer assembly language. There's also the problem of new subscribers and just the overall length of time involved. It's difficult to take a semester course over a year or more. For that reason, I'll use the column to cover interesting points about assembly language programs, present some practical, short programs and, in general, act as a supplement to your own study.

An obvious question you might have is, "What books can I use to learn

assembly language?" It's embarassing to recommend my own Radio Shack book, *Color Computer Assembly Language Programming* (Cat. No. 62-2077), but at $6.95 you can't go too far wrong.

I honestly don't know of many books to recommend on the topic, other than the books on the 6809 microprocessor itself. Some of these do a good job of explaining the operation and use of 6809 instructions. A good one is Lance Leventhal's Osborne/McGraw Hill book *6809 Assembly Language Programming*. However, all of these generic books suffer from the same problem, though no fault of the author — they are not machine specific. They tell you about 6809 microprocessor instructions, but not how these instructions are used on any specific machine, such as the Color Computer. One must, if only for an absolute reference, is Motorola's *MC6809 Programming Manual*, available from Motorola Semiconductor Products, Inc., 3501 Ed Bluestein Blvd., Austin, TX 78721.

Another product is Dennis Kitsz's Green Mountain Micro tutorial course called "Learning the 6809." It comes complete with audio tapes of 24 lessons and programs and a 224-page manual. This course is geared around *EDTASM+*, the cassette version of Radio Shack's editor/assembler/debugger, and is excellent. It covers not only the instruction set of the 6809, but also the structure and hardware of the Color Computer. About the only criticism that can be made of the course is its price of $99, a little dear for many CoCoists.

Another product is the *Assembly Language Tutor* (26-3148, Page 46 of Computer Center Catalog RSC-15). The *Assembly Language Tutor* is a complete subset of an editor, assembler and debugger. It contains 30 lessons loadable from cassette, together with a large manual. The neat thing about the *Tutor* is that it contains an assembly language interpreter that runs your programs or lesson programs. As the interpreter oversees and controls things, it prevents you from making addressing errors, attempting to execute data rather than instructions and clobbering critical memory areas. It holds your hand, so to speak, to make assembly language learning a lot more palatable.

10 Most-Often Asked Questions about Assembly Language

In future columns I'll try to answer your questions about assembly language. If you have questions please drop me a line at RAINBOW, or leave a message on Delphi or the CoCo SIG of CompuServe. I'll try to answer the most common questions. For this first column, I'll answer 10 questions that keep popping up again and again.

Question 1: What are Macros and Why are They Used?

A "macro" is simply a sequence of instructions, ranging from one to hundreds. A typical macro might consist of four instructions, such as the ones shown in Figure 4. The instructions in this figure shift Register A right in a logical shift a specified number of positions. The macro is defined in a definition shown in the first part of the listing. Later, the macro can be "invoked" by writing down the macro name as shown in the SHIFTR mnemonic.

When the assembler sees the macro name in place of the usual instruction mnemonic, it searches a list of macro definitions, finds the instructions defined for the macro and automatically generates the instructions as if you had typed them in at that point. If the macro is invoked 10 times in a program, the same instructions are generated for each occurrence.

The advantage of the macro is that only one line of code can produce many lines automatically. Macros are a sort of "in-line" subroutine. In the example in Figure 4, the macro used one argument, but the line invoking the macro may also contain more arguments that are used within the macro body of code.

"Assembly language is the standard by which every other language is based. When programmers want to develop impressive code, they invariably pick assembly language to do the development."

Question 2: What is Position-Independent Code and Why is it So Important?

Position-independent code is also called relocatable code for some microprocessor instruction sets. Position-independent code is not at all important when instructions are assembled for a specific location in memory. Figure 5, for example, shows an LDA CONST1 instruction, which loads Register A in the 6809 with the contents of a memory location called CONST1, a constant. After assembly, the location of CONST1 is at location $400A and the LDA address is $4000. As long as the program is loaded in the $4000 memory area, the LDA operates as it should, loading Register A with the contents of memory location $400A.

Suppose the machine language code is moved to $7000. The LDA should refer to a location (Hex A) 10 bytes away from the start of the program at $700A. Instead, it refers to location $400A! The LDA is not position independent.

Figure 4: Typical Macro Use in an Assembler

```
                    ØØ1ØØ SHIFTR  MACRO
                    ØØ11Ø \.L     LSRA
                    ØØ12Ø         LDB     #\Ø      } MACRO
                    ØØ13Ø         BNE     \.L      } DEFINITION
                    ØØ14Ø         ENDM
                                  .
                                  .                ARGUMENT PASSED
                                  .                TO MACRO
4BOD 86     7B      Ø1ØØØ         LDA     #123     dummy value
4BOF 8E     Ø4ØØ    Ø1Ø1Ø         LDX     #$4ØØ    dummy value
                    Ø1Ø2Ø         SHIFTR  (5)      macro call
4B18 86     22      Ø1Ø3Ø         LDA     #34      dummy value
MACRO               .
CALL                .
```

Figure 5: Position-Independent Code Example

```
Original Code:          POINTS TO $400A

4ØØØ                ØØ1ØØ          ORG     $4ØØØ
4ØØØ B6     4ØØA    ØØ11Ø START    LDA     CONST1
4ØØ3 C6     1Ø      ØØ12Ø          LDB     #$1Ø      constant
4ØØ5 8E     Ø4ØØ    ØØ13Ø          LDX     #$4ØØ     screen start
4ØØ8 2Ø     34      ØØ14Ø          BRA     NEXT      jump over CONST1
4ØØA        FF      ØØ15Ø CONST1   FCB     $FF       constant
                                   .
                                   .

Relocated Code:         STILL POINTS TO $400A!

7ØØØ                ØØ1ØØ          ORG     $4ØØØ
7ØØØ B6     4ØØA    ØØ11Ø START    LDA     CONST1
7ØØ3 C6     1Ø      ØØ12Ø          LDB     #$1Ø      constant
7ØØ5 8E     Ø4ØØ    ØØ13Ø          LDX     #$4ØØ     screen start
7ØØ8 2Ø     34      ØØ14Ø          BRA     NEXT      jump over CONST1
7ØØA        FF      ØØ15Ø CONST1   FCB     $FF       constant
                                   .
                                   .

Code with PCR:          THIS DISPLACEMENT ADDED TO PC
                        TO GET ADDRESS OF CONST1

4ØØØ                ØØ1ØØ          ORG     $4ØØØ
4ØØØ A6 8D  ØØØ7    ØØ11Ø  START   LDA     CONST1
                                   .
                                   .
```

In the last part of the figure, the LDA CONST1 has been replaced with an LDA CONST1,PCR instruction. This instruction assembles without an absolute memory address — the address is computed from the current contents of the PC (Program Counter) register and an offset value in the instruction. The position-independent form of the LDA always loads the value 10 bytes away from the program start, and is position-independent.

It's important to have position-independent code in several cases. OS-9, for example, loads assembly language code in different memory areas and much of the code must be position-independent. Even if you are not using OS-9, you cannot always guarantee that your program will be loaded in a specific memory area unless you take pains to do so. If your code has been converted to machine language DATA bytes and relocated to an array area in BASIC, for instance, you might not be able to know beforehand where that array area will be.

On the other hand, for simple programs outside of an OS-9 environment, you don't have to worry too much about position-independent code. Simply assemble your programs at a specific memory area and never move the machine language bytes anywhere else.

Question 3: What's the Proper Way to Write Assembly Language Programs?

Actually, there is no single way to solve a problem in assembly language code. There are usually many ways to write the assembly language code for a particular problem. Some ways might be more efficient than others, but assembly language is so fast that you can afford to be sloppy and still get the job done. At first, concentrate only on program design — using the right plan or algorithm to solve the problem. Later, as you become more experienced in assembly language, you can make your code more efficient and elegant.

Assembly language is a great deal less interactive than a higher level language such as BASIC. You must carefully plan out the program design before even starting to code the problem. You should even consider "flow charting" the problem to get a clear idea of how to proceed. Breaking up a large problem into modules (subroutines) is also a good idea.

Question 4: What about I/O Operations in Assembly Language?

Input/output in Color Computer assembly language is best handled by using the BASIC "I/O drivers." The I/O drivers are assembly language code contained in BASIC ROM; they handle such I/O as text screen display, reading a character from the keyboard, reading and writing to tape and disk files, and other operations.

Some of the I/O calls are "documented," that is, defined in Radio Shack documentation. Other I/O calls are usable, but may change in subsequent versions of BASIC or new systems. Of course, you can write your own I/O drivers from scratch within your assembly language program, but it's less work to use standard drivers.

Going Ahead with Extended Color BASIC lists standard I/O drivers near the back of the book, and the Assembler manuals also reference I/O drivers. A typical driver is POLCAT (a little Texas humor there), the "Poll Keyboard for a Character" ROM subroutine, accessible by a call to location $A000. If a key is being pressed, it will be returned in Register A with the 'Z' flag set.

Question 5: What are Condition Codes and What are They Used for?

The condition codes in the 6809 are a set of eight "flags." Although these flags are separate from each other, they are grouped together as the condition codes register to make them easier to handle. The main purpose of the flags is to record the results of arithmetic instructions.

In adding or subtracting two numbers, for example, it's handy to know whether the result of the operation is a negative number, zero or greater than zero. The condition codes record this information as part of the add or subtract instruction. The condition codes can be tested by Branch instructions. This sequence subtracts 12 from the contents of Register B and branches (a BASIC GOTO) to location NEXT1 if the result of the subtract is zero:

```
SUBB  #12      subtract 12
BEQ   NEXT1    branch if result=0
```

Some instructions set the condition codes and some do not. All of the arithmetic instructions *do* set the condition codes so a Branch instruction can be used to alter the path of the program, if necessary.

Question 6: What are Interrupts?

Interrupts are used in computers to temporarily suspend execution of one program, called the "background" program, and to initiate a short new

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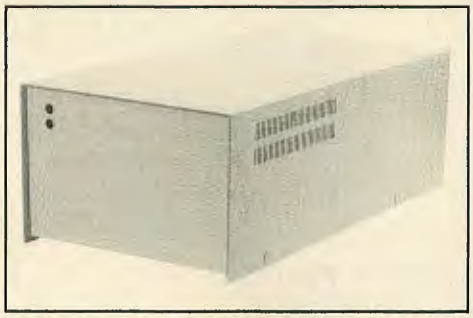

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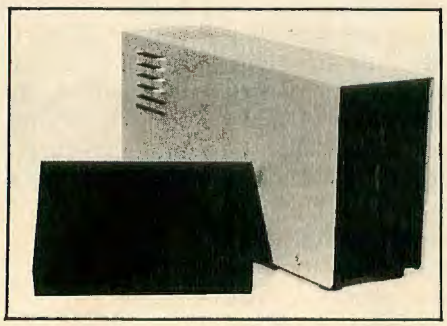

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program called a "foreground" program. If the Color Computer is being used to monitor a nuclear reactor, for example, it might be beneficial to have the CoCo suspend printing paychecks and ring a bell when the coolant temperature reaches a critical point. An interrupt provides this ability.

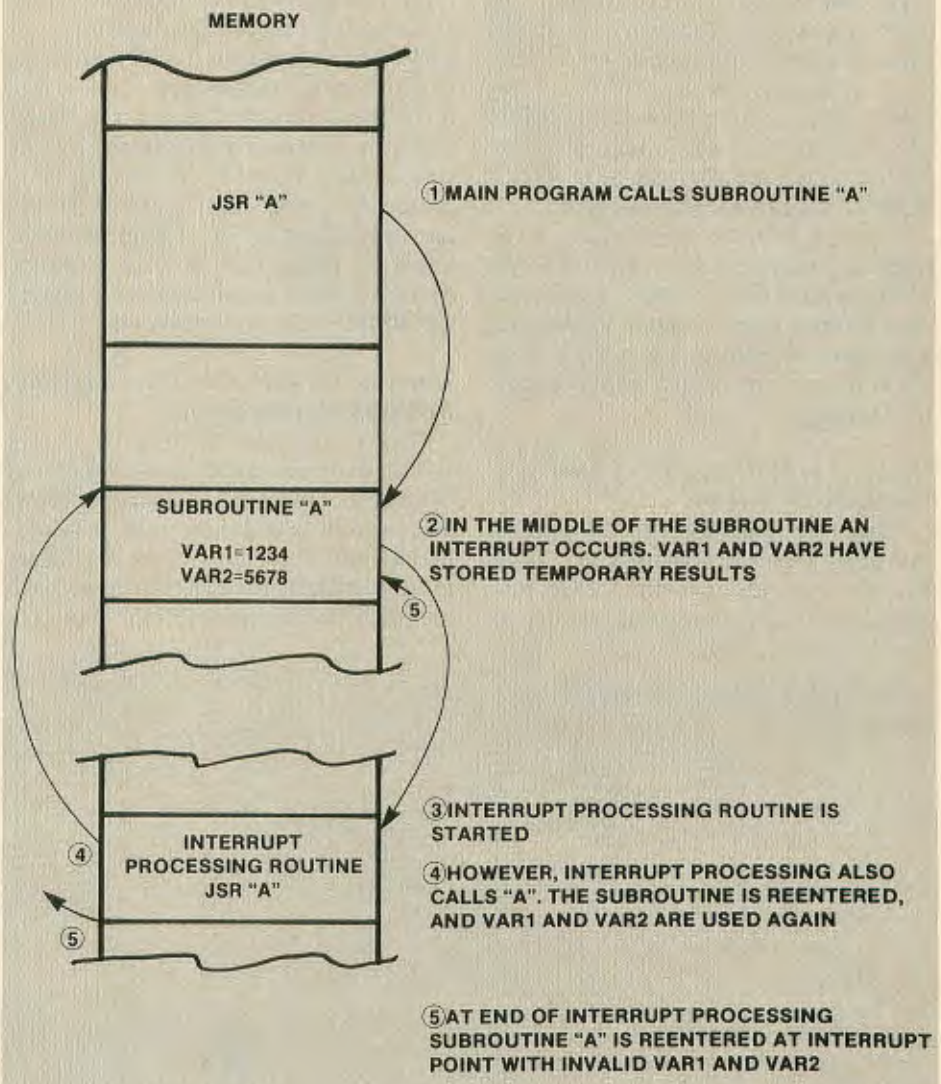
There are two basic types of interrupts, maskable and non-maskable. A maskable interrupt can be enabled or disabled under program control. A non-maskable interrupt is always active and cannot be disabled. The CoCo has both.

When an interrupt occurs and it is not catastrophic, the interrupt action is taken (such as ringing a bell for one second) and the interrupted program is then resumed. The interrupted program isn't aware that the interrupt occurred and goes blithely on its way, churning out the remainder of the paychecks. In a way, then, interrupts allow a type of "multitasking," where one task is a much higher priority than the other.

You may never use interrupts in your beginning assembly language programming and don't have to be aware of them in many short assembly language programs.

"If you're looking for the ultimate microprocessor from which to learn assembly language, look no further — 90 percent of what you learn on the Color Computer is directly applicable to any other system."

Figure 6: Reentrant Problem



Question 7: What is Reentrant and Recursive Code?

Reentrant code relates to the interrupts just discussed. When a subroutine can be interrupted and is used by both the main program and an interrupt, it is said to be reentrant. Unless care is taken in the way variables are handled within the subroutine, it is possible to clobber the variables used by the main program when the interrupt code calls the subroutine again (see Figure 6). This problem is usually handled by not having a common subroutine for both the main program and interrupt procedure, or by using the stack to store temporary data.

Again, as in the case of Question 6, don't worry about reentrant code unless you are doing interrupt processing, and even then it often won't be a problem.

A recursive subroutine calls itself, possibly several times. Like reentrant code, special actions must be taken to save all levels of processing, usually in the stack.

Question 8: How Can I Use Assembly Language to Speed Up My Graphics?

Assembly language *can* be used to speed up graphics and with great success, but you may have more work than

you bargained for. For one thing, to process graphics you'll need your own set of assembly language subroutines to handle graphics actions, such as drawing lines, creating shapes and implementing windows.

An alternative is to use some of the built-in graphics contained in ROM code. However, this latter course has built-in dangers, as most of the ROM calls are not documented by Radio Shack. If they are used, be prepared to change addresses when the next version of BASIC or a new system appears.

Creating your own graphics subroutines may involve a great deal of work. The Extended BASIC CIRCLE command, for example, draws a circle by drawing a polygon of many sides. It takes some effort to implement such code in assembly language!

Question 9: How Can I Use Assembly Language for Sound?

Assembly language can be used for incredible sounds from the CoCo. Sound is produced in the CoCo by a digital-to-analog converter, which allows you to synthesize sounds by creating a wave form, as shown in Figure 7. The tones used for cassette tape, for example, are actually created from a sine wave table in ROM, a series of numeric values that are continually output to the D-to-A converter.

To use this feature of the CoCo, it's necessary to learn a little bit about the CoCo hardware interface. This is not too difficult, and we'll cover it in future columns. Assembly language, by the way, is fast enough to create sounds up to the frequency limits of the sound hardware used in the system, whereas BASIC is much too slow to produce custom sounds outside of the tones in the SOUND or PLAY commands.

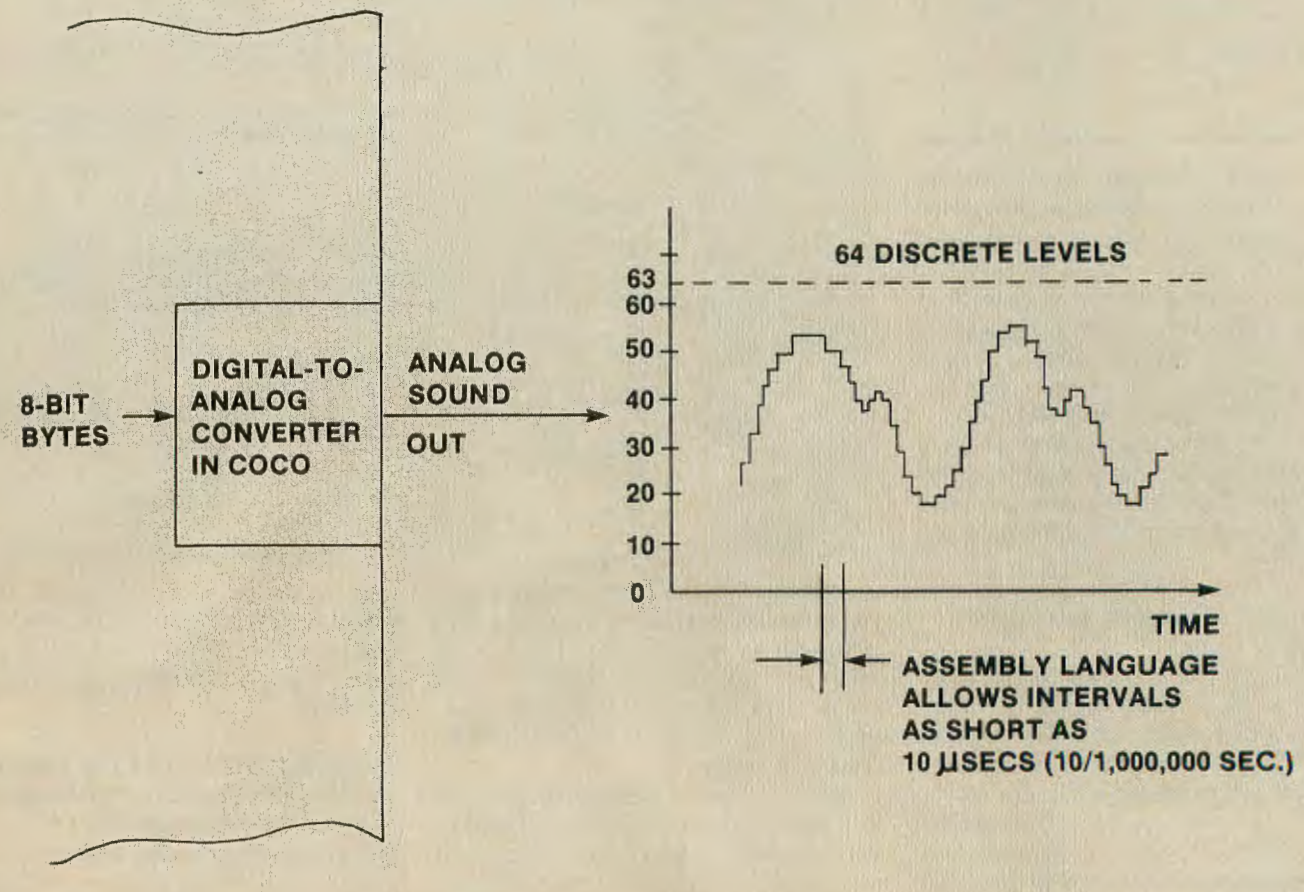
Question 10: How Can I Get a Listing of the BASIC Interpreter?

Microsoft, the author of CoCo BASIC, understandably doesn't pass out listings of the BASIC interpreter. However, several companies have produced listings of all versions of BASIC. These are not official listings, but have been compiled by "disassembling" BASIC to list the instructions used, figuring out what the instructions do, then adding their own comments. For the most part, these listings are very well-done and reveal such things as ROM subroutine calls and BASIC procedures. They're invaluable to anyone interested in the "internals" of BASIC and how functions and commands are implemented in assembly language.

Another alternative to discovering the secrets of BASIC is to disassemble it on your own. This can be done by using the ZBUG mnemonic mode in *EDTASM+* or *Disk EDTASM*. This mode displays the contents of memory as instruction mnemonics by converting the machine code numeric values into the appropriate instructions.

In future columns we'll talk in-depth about all of the topics mentioned here. Once again, if there are any topics you'd like discussed, write me at RAINBOW, contact me at Delphi or CompuServe, or simply write to P.O. Box 3568, Mission Viejo, CA 92692. See you next month. In the meantime, keep assembling! □

Figure 7: Digital-to-Analog Wave Forms



RAINBOW Info

How To Read Rainbow

Please note that all the BASIC program listings in THE RAINBOW are formatted for a 32-character screen — so they show up just as they do on your CoCo screen. One easy way to check on the accuracy of your typing is to compare what character "goes under" what. If the characters match — and your line endings come out the same — you have a pretty good way of knowing that your typing is accurate.

We also have "key boxes" to show you the *minimum* system a program needs. But, *do* read the text before you start typing.

Finally, the little cassette symbol on the table of contents and at the beginning of articles indicates that the program is available through our RAINBOW ON TAPE service. An order form for this service is on the insert card bound in the magazine.

What's A CoCo

CoCo is an affectionate name that was first given to the Tandy Color Computer by its many fans, users and owners.

However, when we use the term CoCo, we refer to both the Tandy Color Computer and the TDP System-100 Computer. It is easier than using both of the "given" names throughout THE RAINBOW.

In most cases, when a specific computer is mentioned, the application is for that specific computer. However, since the TDP System-100 and Tandy Color are, for all purposes, the same computer in a different case, these terms are almost always interchangeable.

The Rainbow Check Plus

The small box accompanying a program listing in THE RAINBOW is a "check sum" system, which is designed to help you type in programs accurately.

Rainbow Check PLUS counts the number and values of characters you type in. You can then compare the number you get to those printed in THE RAINBOW. On longer programs, some benchmark lines are given. When you reach the end of one of those lines with your typing, simply check to see if the numbers match.

To use *Rainbow Check PLUS,* type in the program and CSAVE it for later use, then type in the command RUN and press ENTER. Once the program has run, type NEW and ENTER to remove it from the area where the program you're typing in will go.

Now, while keying in a listing from THE RAINBOW, whenever you press the down-arrow key, your CoCo gives the check sum based on the length and content of the program in memory. This is to check against the numbers printed in THE RAINBOW. If your number is different, check the listing carefully to be sure you typed in the correct BASIC program code. For more details on this helpful utility, refer to H. Allen Curtis' article on Page 21 of the February 1984 RAINBOW.

Since *Rainbow Check PLUS* counts spaces and punctuation, be sure to type in the listing exactly the way it's given in the magazine.

```
10 CLS:X=256*PEEK(35)+178
20 CLEAR 25,X-1
30 X=256*PEEK (35)+178
40 FOR Z=X TO X+77
50 READ Y:W=W+Y:PRINT Z,Y;W
60 POKE Z,Y:NEXT
70 IFW=7985THENB0ELSEPRINT
   "DATA ERROR":STOP
80 EXEC X:END
90 DATA 182, 1, 106, 167, 140, 60, 134
100 DATA 126, 183, 1, 106, 190, 1, 107
110 DATA 175, 140, 50, 48, 140, 4, 191
120 DATA 1, 107, 57, 129, 10, 38, 38
130 DATA 52, 22, 79, 158, 25, 230, 129
140 DATA 39, 12, 171, 128, 171, 128
150 DATA 230, 132, 38, 250, 48, 1, 32
160 DATA 240, 183, 2, 222, 48, 140, 14
170 DATA 159, 166, 166, 132, 28, 254
180 DATA 189, 173, 198, 53, 22, 126, 0
190 DATA 0, 135, 255, 134, 40, 55
200 DATA 51, 52, 41, 0
```

Using Machine Language

Machine language programs are one of the features of THE RAINBOW. There are a number of ways to "get" these programs into memory so you can operate them.

The easiest way is by using an editor/assembler, a program you can purchase from a number of sources.

An editor/assembler allows you to enter mnemonics into the CoCo and then have the editor/assembler assemble them into specific instructions that are understood by the 6809 chip, which controls your computer.

When using an editor/assembler, all you have to do, essentially, is copy the relevant instructions from THE RAINBOW's listing into CoCo.

Another method of getting an assembly language listing into CoCo is called "hand assembly." As the name implies, you do the assembly by hand. This can *sometimes* cause problems when you have to set up an ORIGIN statement or an EQUATE. In short, you have to know something about assembly to hand-assemble some programs.

Use the following program if you wish to hand-assemble machine language listings:

```
10 CLEAR200,&H3F00:I=&H3F80
20 PRINT "ADDRESS:";HEX$(I);
30 INPUT "BYTE";B$
40 POKE I,VAL("&H"+B$)
50 I=I+1:GOTO 20
```

This program assumes you have a 16K CoCo. If you have 32K, change the &H3F00 in Line 10 to &H7F00 and change the value of I to &H7F80.

The Rainbow Seal

RAINBOW
CERTIFICATION
SEAL

The Rainbow Certification Seal is our way of helping you, the consumer. The purpose of the Seal is to certify to you that any product that carries the Seal has been physically seen by us, that it does, indeed, exist and that we have a sample copy here at THE RAINBOW.

Manufacturers of products — hardware, software and firmware — are encouraged by us to submit their products to THE RAINBOW for certification. We ascertain that their products are, in actuality, what they purport to be and, upon such determination, award a Seal.

The Seal, however, is not a "guarantee of satisfaction." The certification process is different from the review process. You are encouraged to read our reviews to determine whether the product is right for your needs.

There is absolutely no relationship between advertising in THE RAINBOW and the certification process. Certification is open and available to any product pertaining to CoCo. A Seal will be awarded to *any* commercial product, regardless of whether the firm advertises or not.

We will appreciate knowing of instances of violation of Seal use.

Gaining Insight Into Your Child's Self-Image

By Steve Blyn
Rainbow Contributing Editor

Schools are in a unique position due to their obligation to reach and teach the entire population. Consequently, they exert a major force in the process of transferring fundamental values from one generation to another. A self-image, hopefully a positive one, is a necessary component of learning these social values.

This article presents a program that can become part of a guidance system at home or in your classroom.

This month's program, *Who Am I?*, deals with the topic of helping children develop a good self-image. The program is in the form of a questionnaire. This type of guidance goal deals with forming attitudes and developing reasoning processes rather than imparting any factual knowledge. There are, therefore, no right or wrong student responses to the questions. On the contrary, we should be prepared for a wide variety of student thoughts and feelings in response to the questions.

The giver of the questionnaire, either parent or teacher, must try to create a climate where empathy and trust are established before beginning this or any similar activity. We do not want children to give answers they think will make us happy. We want, instead, the children to give honest answers that you may explore with them afterward.

Children's answers to such questionnaires are often very revealing. It is not uncommon to find children with obviously very poor self-images. We all go through periods of life where we may have a relatively poor self-image. As adults, we have hopefully learned how to deal with and modify our feelings.

Your work really begins after the questions are answered. The answers may expose problems that are bothering the child about his or her feelings. This is your chance to apply a little guidance. We want to help impart strategies for change or means of coping with these feelings. If done in a group setting, it is often helpful for children to hear their type of negative feelings expressed by others. There's a little bit of the "Charlie Brown" poor self-image in all of us.

Lines 90-130 set the tone of the program by drawing a silhouette of a large letter 'I'. Lines 140-340 print the 13 key questions and the child's responses. This comprises the bulk of the questionnaire. There is little room on the screen for the answers. It is best to instruct children to keep their answers short, although there is really no problem if any of the answers are longer than the space allotted since the entire answer is stored and reappears in the next section of the program.

There is additionally a final question. Lines 380-480 contain ample room for three answers to the statement "What I like about myself." This section appears on a new screen. Pressing the up-arrow key then the ENTER key allows you to utilize the questionnaire that was just completed. Each press of the ENTER key shows the next response in the series. The questions and the child's complete responses will reappear as a reminder or helper for him or her to answer the final question. This can also serve as a review for both of you. The items are recalled by lines 580-650.

An option for a permanent hard copy is provided as the final part of the program. The printout is useful as we tend to forget the responses. An alternative is for you to write the answers down on a sheet of paper as the child enters them into the computer. Line 490 asks you to press the 'E' key to end the program or the up-arrow key to get the printout. The printout is performed by lines 520-560.

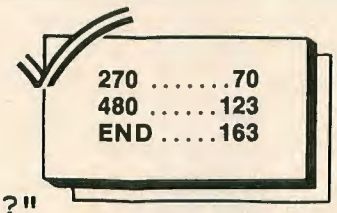
(Steve Blyn teaches both exceptional and gifted children, holds two master's degrees and has won awards for the design of programs to aid the handicapped. He owns Computer Island and lives in Staten Island, New York.)

The questions contained in this program were taken from a guidance bulletin published by the New York City Board of Education. Another activity I like very much from this bulletin presents a slightly different way of helping to look at a child's self-image. It is called the "Coat of Arms" game. The child or class is given a blank outline of a shield divided into four parts. In each of the parts, they draw response to the following four items.

A) Draw two things you do well.
B) Draw your greatest success in life.
C) Draw two things you would do if you had only one more year to live.
D) Draw two things you would like said about you.

The resulting picture represents the child's individual "coat of arms." The adult can glean valuable information about the child's values and self-image. This leads to similar follow-up discussions as with the questionnaire.

The "Coat of Arms" activity is just as good an activity as the questionnaire. Consider, however, the challenges of programming that it presents. Perhaps one of you readers would like to take up this challenge. We at Computer Island would love to see the results of any of your efforts in this direction. In any case, we always enjoy hearing from the readers of our column. □



The listing: WHO AM I

```
1Ø REM"WHO AM I?"
2Ø REM"STEVE BLYN,COMPUTER ISLAN
D,NY,1986"
3Ø CLEAR 2ØØØ
4Ø DIM A$(13),B$(13),N$(3)
5Ø CLSØ
6Ø W$=STRING$(28,143)
7Ø Z$=CHR$(128)+CHR$(128)
8Ø PRINT@11," who am i?";
9Ø PRINT@32," ":PRINT
1ØØ FOR Y=1 TO 9
11Ø PRINT@98+Z,W$;
12Ø Z=Z+32:NEXT Y
13Ø PRINT@384," ":PRINT
14Ø A$(1)="I AM "
15Ø PRINT@32,A$(1);:LINEINPUT B$
(1)
16Ø A$(2)="I FEEL GOOD WHEN "
17Ø PRINT@64,A$(2);:LINE INPUT B
$(2)
18Ø A$(3)="I FEEL BAD WHEN "
19Ø A$(4)="I LIKE PEOPLE WHO "
2ØØ A$(5)="I LIKE TO PLAY "
21Ø A$(6)="I DON'T LIKE "
22Ø A$(7)="I GET ANGRY WHEN "
23Ø A$(8)="I AM BEST AT "
24Ø A$(9)="I AM PROUD WHEN "
25Ø A$(1Ø)="I AM NERVOUS WHEN "
26Ø A$(11)="I AM AFRAID TO "
27Ø FOR T=3 TO 11
28Ø PRINT@98+L,A$(T);:LINEINPUT
B$(T)
29Ø PRINT@126+L,Z$;
3ØØ L=L+32:PLAY"O2L3ØGCG":NEXT T
31Ø A$(12)="I AM BORED WHEN "
32Ø PRINT@384,A$(12);:LINEINPUT
B$(12)
33Ø A$(13)="I DO BEST WHEN I'M "
34Ø PRINT@416,A$(13);:LINEINPUT
B$(13)
35Ø PRINT@486,"PRESS ENTER TO GO
 ON";
36Ø EN$=INKEY$
37Ø IF EN$=CHR$(13) THEN 38Ø ELS
E 36Ø
38Ø CLS:PRINT@3,"WHAT I LIKE ABO
UT MYSELF";
39Ø PRINT@64,"1.";
4ØØ PRINT@16Ø,"2.";
41Ø PRINT@256,"3.";
42Ø PRINT@354,W$;
43Ø PRINT@384,"ENTER ^ TO REVIEW
 YOUR ANSWERS.";
44Ø FOR K=1 TO 3
45Ø PRINT@66+V,"";:LINEINPUT N$(
K)
46Ø IF N$(K)="" OR N$(K)=" " THE
N 45Ø
47Ø IF N$(K)=CHR$(94) THEN GOSUB
 59Ø:GOTO 45Ø
48Ø V=V+96:NEXT K
49Ø PRINT@416," ":PRINT@384,"ENT
ER ^ FOR PRINTOUT OR E TO END";
5ØØ EN$=INKEY$
51Ø IF EN$="^" THEN 52Ø ELSE IF
EN$="E" THEN 66Ø ELSE 5ØØ
52Ø PRINT#-2,TAB(1Ø)"WHO AM I?"
53Ø FOR T= 1 TO 13:PRINT#-2," ":
PRINT#-2,A$(T)B$(T):NEXT T
54Ø PRINT#-2," "
55Ø PRINT#-2,TAB(1Ø)"WHAT I LIKE
 ABOUT MYSELF":PRINT#-2," "
56Ø FOR T=1 TO 3:PRINT#-2," ":PR
INT#-2,N$(T):NEXT T
57Ø GOTO 66Ø
58Ø REM"REVIEW THE ITEMS"
59Ø FOR T= 1 TO 13
6ØØ PRINT@416," ":PRINT@448," "
61Ø PRINT@416,A$(T)+B$(T)
62Ø PLAY"O3L5ØCDEFG"
63Ø EN$=INKEY$
64Ø IF EN$=CHR$(13) THEN NEXT T
ELSE 63Ø
65Ø RETURN
66Ø END
```

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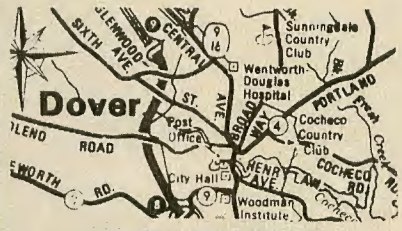

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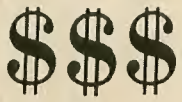

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EDUCATION OVERVIEW

The results of a national Gallup Poll conducted on attitudes toward public schools

The Schools Get a Report Card

By Michael Plog, Ph.D.
Rainbow Contributing Editor

Phi Delta Kappa is a professional education association that provides several services to the educational community. One activity they sponsor is a Gallup Poll of public attitudes toward schools. The Gallup organization has conducted this poll for 17 years, and has released the results of last year's (1985) poll.

One set of key questions asked in the poll is for respondents to give a grade (A, B, C, D or Fail) to public schools. It does seem that turnabout is fair play, and the nation gets a chance to give a grade, just like schools give grades. The public rates schools as favorably in 1985 as in 1984 — when the schools received the highest grades for performance in a decade. In 1985, 43 percent of the respondents gave public schools in their communities a grade of 'A' or 'B'. Only 14 percent said the public schools in their communities deserve a grade of 'D' or Fail.

As might be expected, those people closer to the schools give higher grades to their local institutions. Among respondents with children attending public schools, 52 percent gave their local schools a grade of 'B' or better. For respondents with no children in school, only 39 percent gave the local public schools a grade of 'A' or 'B'.

Respondents give schools in their own communities higher grades than they give public schools nationally. In 1985, 27 percent of the respondents gave the public schools nationally a grade of 'A' or 'B', compared with the 43 percent giving the public schools in their local communities a grade of 'A' or 'B'. That 27 percent may seem low, but people have always rated their local schools higher than schools nationally. And, since this question was first asked in 1974, this is the highest grade the public has given schools on a national level.

Almost half of all respondents (49 percent) gave teachers in the local public schools a grade of 'A' or 'B'. This percentage is up considerably from 1981, when only 39 percent of respondents gave local teachers an 'A' or 'B'. Parents of children in public schools were more likely to give an 'A' or 'B' to local teachers (58 percent) than respondents with no children in school (47 percent). A full 41 percent of respondents with children in nonpublic schools somewhat surprisingly gave public school teachers a grade of 'A' or 'B'.

The grades given to school principals and other administrators are similar to those given teachers. Almost half (48 percent) of all respondents gave principals and other administrators grades of 'A' or 'B'. Again, parents of public school children were more likely to give an 'A' or 'B' (56 percent) than respondents with no children in school (45 percent).

When parents were asked to grade the school their own children attend, the grades were considerably higher. Almost three-quarters (71 percent) gave their children's schools a grade of 'A' or 'B'. Parents are most obviously familiar with their children's school than with any others.

The poll included several other questions. For instance, one-third of the respondents say teachers' salaries are too low, with only six percent saying salaries are too high. (This view of underpaid teachers is held by those who do not have chidren in public schools, as well as by those who do.) The public tends to favor merit pay for teachers (60 percent support) and think teachers should be required to pass a competency test before being hired by a school district (89 percent).

The public also supports sex education in schools, contrary to claims by some lobby groups. Three-fourths of respondents think sex education should be taught in high school, and 52 percent think it should be included in elementary schools.

For our purposes, one significant item on the poll dealt with high school subjects. Respondents were given a card with a list of subjects and were asked: "Would you look over this card, which lists high school subjects. If you were the one to decide, what subjects would you require every high school student who plans to go on to college to take?"; followed by: "What about those public

(Michael Plog received his doctorate degree from the University of Illinois. He has taught social studies in high school, worked in a central office of a school district and currently is employed at the Illinois State Board of Education.)

school students who do not plan to go to college when they graduate? What courses would you require them to take?"

The results of these two questions are presented in Table 1. The subject is listed in the center of the table. On the right are the responses for those students who plan to go to college; on the left, responses for those students who do not plan to go to college. For instance, 91 percent of the respondents think all students planning to go to college should take mathematics, which is the first ranked subject in the poll. A smaller proportion (85 percent) think all students not going to college should take mathematics.

The subject of computer training is naturally of interest to us. (After all, you would not be reading THE RAINBOW if you were not interested in computers!) It is interesting to note that 71 percent think college-bound students should have computer training in high school, but only 57 percent think that students not planning to attend college should take computer training. Apparently 14 percent of the respondents see computer training as more important to students going to college than students without college plans.

Past polls did not include this subject, so we do not know whether public opinion toward computers in schools has changed in recent years or not. However, the importance placed on computer education by the general public is certainly impressive. Computer training ranks right below the "big four" (math, history, language arts and science). For perceptions of what noncollege-bound students should take in school, more people recommended computer training than science!

I must admit I was surprised when I first saw the information represented in Table 1. First, while I place a high degree of importance on the value of computers in education, I am not sure what the people responding to this survey consider "computer training" to be. I do think that people living in the 21st century should be computer literate, but that does not equate in my mind to computer training. Of even greater importance, I wondered why nine percent of the people did not think all students should take mathematics, why 12 percent did not think students should take English, and why nearly a quarter of the public (24 percent) does not recommend students take history or science!

Polls and surveys often raise disturbing questions as well as provide answers. And, of course, there are some questions that cannot be answered by polls. Even so, you may wish to conduct your own local poll. No matter what you find, the results will be interesting and useful.

If you do want to conduct your own poll, you are welcome to use the same questions asked in the Gallup Poll. The questions are not copyrighted, and neither is any information from the national poll. (Naturally, credit to the source should be given, and you should be very careful to maintain accuracy and completeness of quotes.) If you want more information about how to conduct a small poll, contact me for details. My address is 829 Evergreen, Chatham, IL 62629. □

Table 1

Students planning to go to college			Students not planning to go to college	
Rank	Percent	Subject	Rank	Percent
1	91	Mathematics	1	85
2	88	English	2	81
3	76	History/U.S. Gov't.	4	61
3	76	Science	7	51
4	71	Computer training	6	57
5	59	Business	5	60
6	57	Career education	6	57
7	53	Foreign language	10	17
8	48	Health education	8	43
9	40	Physical education	9	40
10	27	Vocational training	3	75
11	24	Music	11	15
12	23	Art	11	15

Educational Programs

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- ★ Sequential or random presentation of questions
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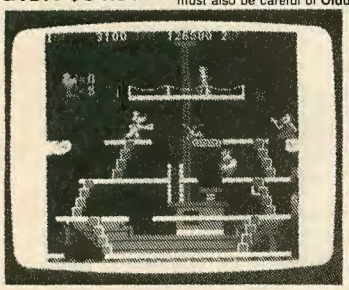
Requires 64K Machine Language

The first screen objective is to catch enough of Elsie's kisses (those Red Heart Shaped Things) to fill in the squares on the Sailorman's house. If you can time your punch just so, you can send the punching bag over to knock the bucket down and, with a little bit of luck, right on **Bigfatbadguy's** head. This will give you a little (but not much) time to catch all those RHSTs.

You must avoid contact with **Bigfatbadguy** who is actively pursuing you. You must also be careful of **Olduglyseawoman** who will appear at higher difficulty levels to chuck empties at you. Either avoid the flying bottles or punch them (with the fire button) to keep from being knocked into the water.



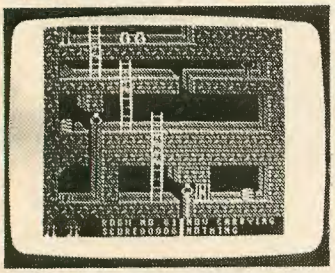
The second screen objective is to collect enough notes to play Elsie a little love song. You may jump off and onto the other end of **Fatguyeatinghamburger's** teetertotter to fly up a deck and even two decks if you manage to catch hold of **Smartaleckkid's** grab handles. Time it right and away you go.

The Third screen objective is to collect enough letters (thrown by Elsie's cries for H-E-L-P) to complete a ladder all the way to the crow's nest where Elsie is calling you. Beware of the Crow, however, who thinks you are after her eggs!

On all screens, eating a can of collard greens (labeled "S" for Collard and grasped by punching the can just right) will give you amazing speed, strength and ability and allow you to send **Bigfatbadguy** into the drink with a single punch.

DRAGON SLAYER

NEW



Save the villagers of Pendor! They live in fear of Icarus, the blood thirsty dragon. The dragon lives in a cave, way up in the mountains. The cave is a treasure chest, full of gems and cashbags. The trail to the cave is as menacing as Icarus himself. Outstanding graphics throughout. 160 screens of exciting action packed arcade excitement.

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FACTPACK is a set of 3 programs designed for home or school use. The programs provide drill and practice with basic addition, subtraction, multiplication and division facts and are appropriate in grades 1-6. Each program requires a 32K Extended BASIC Color Computer. Disk drive and printer are optional.

Requires 32 K Ext. Basic **Tape $24.95** **Disk $29.95**

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DISK ONLY 64K Req.

Teachers' Database (TDB) is a program designed to allow a teacher to keep a computerized file of information about his/her students.

The program requires a 64K Color Computer and at least one disk drive. This completely revised program includes all of the capabilities of the original TDB plus many new features.

- Information on as many as 100 students, or more, may be in the computer at one time.
- Each student may have as many as 20, or more, individual items of data in his/her record.
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NEW

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- As many as 300 vocabulary words and definitions may be in the computer's memory at one time.
- Words and definitions may be saved on disk or tape.
- Remarks and/or comments can be saved with word files.
- A disk loading menu allows students to load disk files without typing file names.
- Word lists may be quickly alphabetized.
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- The printer segments allow full use of your printer's special features.
- The 5 game programs are based on sound educational principles and provide practice in identifying words and matching them with their definitions in a fast-paced set of activities.

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6. Practice converting mixed numerals to mixed numerals.

EQUIVALENCE

1. Definitions of terms and review of finding equivalent fractions.
2. Practice finding equivalent fractions.
3. Practice finding sets of equivalent fractions.
4. Review of dinding if one fraction is equal to, not equal to, less than or greater than another.

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1. Review of placing fractions into lowest terms by dinding the greatest comon factor (GCF) of the numerator and denominator.
2. Practice finding the GCF of pairs of numbers.
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MATH DUEL is a challenging mathematics game that pits you against the computer in a game of wits. You must use all of your knowledge of factors, multiples and prime numbers to develop a strategy that allows you tog ather more numbers and thus more points than the computer.

The game is deceptively simple. you select the size of the playing field that is composed of from 8 to 100 numbers. You must then choose numbers that will give you the maximum number of points and the computer the least number of points. There are only 6 rules.

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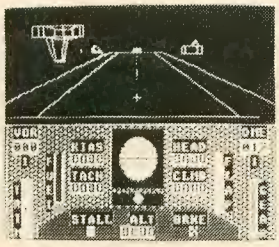
"World's of Flight is the best out-the-window simulation available for the CoCo". Dr. Scott L. Norman, Hot CoCo, Dec. 1984.

Worlds of Flight (WOF) is a machine language, real-time flight simulation (of a sophisicated ultra-light aircraft). The program is available on DISK but was specifically designed to bring unprecedented detail and power to CASSETTE systems. WOF generates panoramic 3-D views of ground features as the pilot flies within one of nine different "worlds". Instrument flight capability has been provided along with some aerobatic performance. The simulation models over 35 different aircraft and flight performance parameters including winds and cloud ceilings. Sound effects have been faithfully reproduced to provide an even greater sense of realism. A 25 page light manual explains the instrument panel, the basis of flight control, instrument navigation and even walks the pilot through a take off / landing sequence about the airport. Complete with charts bound in an attractive binder, the entire WOF package challenges you to find a more advanced flight simulation for **any computer** You simply can't! If you are a serious simulation buff this one is for you!



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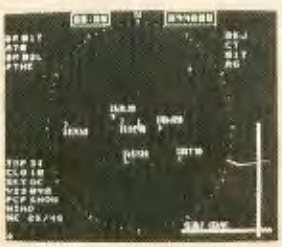

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The Beginning Musician's 'Tin Ear Lament'

By Joseph Kolar
Rainbow Contributing Editor

This session is dedicated to the CoCo enthusiast without a musical background. Beginners with tin ears will profit.

CoCo has an excellent PLAY command in Extended Color BASIC that is a mystery to many newcomers. They throw up their hands in dismay and revert to utilizing the relatively primitive SOUND command to get a bit of sound into their programs. I have good news for the newcomer to CoColand. You *can* utilize the PLAY command and compose your own "phrases" or tunes to accent various parts of your programs. It will also be helpful at this time to review the chapter on PLAY in your manual.

Although not vital, you are urged to purchase a pad of graph paper with four squares to the inch. You will find quad-ruled paper an aid when you are laying out graphics designs. If you do not have graph paper, you may rule out the required shapes necessary for this tutorial on blank paper. The dimensions will be in inch units to enable you to easily follow instructions.

(Florida-based Joseph Kolar is a veteran writer and programmer and specializes in introducing beginners to the powers of CoCo.)

Lay the 8 by 10½-inch sheet on its side, and 1 inch from the top and 1½ inches from the left edge, draw an 8-inch line on top of the nearest graph line. Draw a parallel 8-inch line ½ inch below the first line. Rule a ½-inch line at each end connecting the two 8-inch lines to create an oblong shape. Make four more identical shapes underneath, maintaining a ¾-inch vertical space between oblongs. Divide each oblong into 1-inch segments with a ruled line. If you are using a blank sheet of paper, further divide each 1-inch section into four ¼-inch parts (see Figure 1). You have just created the work area upon which you will create whatever sounds are pleasing to you.

Now, hear this! We will use the key of 'C'. This means we will not contend with any sharps or flats. We will use:

Note	Code	Space
Half	L2	8
Quarter	L4	4
Eighth	L8	2
Sixteenth	L16	1

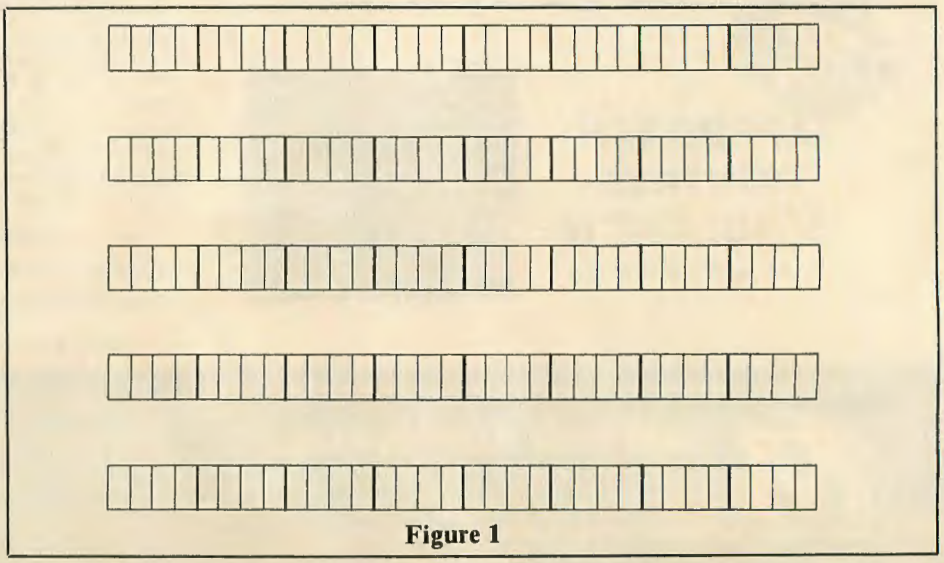

Figure 1

We will raise or lower the volume in five-unit increments: V25, V20, V15 and V10. We will use two octaves, O2 and O3, and a pause between notes, P4.

The notes in an octave begin with 'C' and parade up to 'B' in the following order: C, D, E, F, G, A and B, and hop up to the next octave and repeat C, D, etc.

To review: To create interesting sounds and quasi-music, we will use octaves O2 and O3, and use a volume of V25, V20, V15 and perhaps V10. We will use notes L2, L4, L8 and L16 and the pause P4. This is not to preclude you from using the whole range in each category. Therefore, we will merely use the bull's-eye portion of each option.

What makes an interesting series of sounds? To maintain interest, it is nice to go up and down the scale. It is also nice to lengthen and shorten the time interval in a group of notes. It adds variety to run up and down the octaves, and finally, it gives the whole composition a little zest to vary the volume from time to time.

Rest assured that the little tune, "Tin Ear Lament," was created without changing any notes. Whatever came to mind was entered into CoCo and then onto the work sheet. Each program line was keyed and checked out. If it sounded OK, we advanced to the next segment.

The idea was to fill each oblong with notes and pauses. Pay close attention to the explanation. You will agree, even though the "Lament" is homemade, for us non-musicians it has an assortment of sounds. This song is just a demo to stir your creative juices. When you are finished, you will surely want to create a string of sounds using the PLAY statement for your programs.

Each one of the segmented oblong boxes you prepared are considered to be one line of music. The object is to fit notes into each oblong to make a complete unit. Here are the rules to follow in this tutorial:

A half note takes up eight spaces (two segments of an oblong); a quarter note takes up four spaces (one segment); an eighth note takes up two spaces (½ segment); and the sixteenth note takes up one space (¼ segment). The notes are indicated in the oblong by drawing a vertical boundary line for each note.

Now, fire up your panting CoCo! The first line of music will be four eighth notes, C, D, E and C. Since each eighth note requires two spaces, add a vertical line in pencil after the second space. The fourth and eighth spaces are the ends of the first two segments (see Figure 2). Enter in pencil the four notes we chose into each successive compartment so they are centered over the line in the middle of each compartment (see Figure 3).

To indicate how loud we want the notes to be sounded, we must choose a volume level. We chose V20 so that the sound is fairly loud. Since there are only two of the five octaves we are using, we settled on the higher one, O3 (remember, it is the letter 'O', *not* a zero). Place these two options above and to the left of the first note. Place the 'V' value first, followed by the 'O' value (see Figure 4). Please do not copy Listing 1 at this time.

We are ready to create our first PLAY program line. Key in:

```
2 CLS
20 PLAY"V2003L8CDEC"
500 GOTO500
```

Each PLAY line will be an even number in this tutorial. All the information we develop must be enclosed in quotation marks. The data will be consistently listed in the following order: volume, octave, length of note and note. Each program line will contain only notes of the same length.

If you are creating your own music, you should RUN and listen. If you do not like what you hear, change the notes and try something else. When it sounds OK, go on to the next segment.

To make it sound interesting, note 'C' is followed by 'D' and then 'E'; each is slightly higher in pitch, then it goes back down to 'C'. Run the program lines and listen. Next, press BREAK and key in 40 PLAY"V1502L4EF".

The idea was to lengthen the next notes, drop the volume and lower the pitch by going to a lower octave. Now run again. When played with Line 20 it sounded OK, so it was entered in the next spaces in the working oblong (see Figure 5).

Since L4, a quarter note, is four spaces (one segment) long, enter the note names covering the middle line in each segment. Every time the 'V' or 'O' is changed, indicate it directly over the left side of the first note involved.

The four notes in Line 20 sounded fine and it was decided to repeat them in a lower octave at the original volume level. Now key in 60 PLAY,"V2002L8C DEC". Fill in your next work segment and compare it with Figure 6.

Note: If the 'V', 'O' or 'L' is unchanged from a preceding program line, it is not necessary to insert it in the following program line.

Run the program, then press BREAK and delete 02 from Line 60. Now run it again — see? I mean, hear?

There are two more segments left in this first oblong. To jazz it up, it was decided to fill in the balance of the oblong with sixteenth notes, lower the 'V' and raise the 'O'. F, A, C and E were tried and then reversed, E, C, A and F. Enter the information into the last two oblong segments and check against Figure 7.

Now key in 80 PLAY,"V1503L16FA CEECAF". Each note was placed in a separate box and the changed 'V' and 'O' were entered to the left, over the first note.

The oblong is completely filled. You should try to fill in all the boxes of an oblong so that it does not flow over into the next oblong. If you added an extra sixteenth note or deleted the last sixteenth note, it just doesn't sound right. If you have an extra space or two, you may use P16 or P8 to fill out the oblong with a slight pause.

Now run the program. It sounds interesting running up and down and changing the 'V' and 'O'. But, isn't it boring looking at a blank screen? To drum up some interest and use the BASIC graphics capability of CoCo, we could put in a bit of color to indicate the value of each note as it is being played. Let us practice using POKE. We will poke at a specific location, X (1263), the color value of note length.

```
3 X=1263 'POKE LOCATION
5 A=255 'ORANGE 16TH NOTE
6 B=159 'YELLOW 8TH NOTE
7 C=207 'BUFF 4TH NOTE
8 D=239 'MAGENTA HALF NOTE
```

Line 20 consists of eighth notes so we will add:

```
10 POKEX,8
```

Line 40 consists of quarter notes, so:

```
30 POKEX,C
```

Figure out and insert lines 60 and 80 and RUN. Don't forget lines 50 and 70. It might also look better to highlight the blocks, so add 4 POKE1262,128: POKE1264,128 and run the program.

On to the next oblong! F-A-C-E sounded pretty good, so for starters let's lower the octave and lengthen the value of the notes, keeping the same notes and volume level. Add Line 100 using the information in Figure 8. It should read: `100 PLAY"O2L8FACE"`. Satisfied with Line 100, we can add: `90 POKEX,8` and `RUN`.

To slow it down further, a half note, 'C', in a higher 'O'; 'V' remaining unchanged, is added. See Figure 9 and convert the information into a program line. It should read: `120 PLAY"O3L2C"`.

Note: A half note is eight spaces (two segments) long, so the 'C' is written over the line dividing the two segments. Did you notice that the volume isn't indicated above this and Figure 8 because it *is* unchanged? Now run the program. If this sounds OK, add the appropriate `POKE`: `110 POKEX,D`.

Then is was decided to raise the 'V' and shorten the notes. F-A-C-E sounded good before, so we decided to scramble them up (E-C-A-F). Write it in and check with Figure 10; if OK, create Line 140.

```
140 PLAY"V20L8ECAF"
```

After settling on these notes, add `130 POKEX,8` and `RUN`.

Since we have eight spaces left, it was decided to fill them with sixteenth notes, F-A-C-E. After the fourth note, it was decided to lower the volume a bit and repeat the same notes. Did you notice that since only the volume is changed and then only beginning with the fifth note the V15 is placed over the second 'F' in Figure 11? Now type in `160 PLAY"L16FACEV15FACE"` and add `150 POKEX,A`.

At this point, two oblongs are complete. Continue by keying in each even numbered program line, taking the information from Listing 2 and adding the odd-numbered line to show the correct color played. Complete the work sheet.

Look at Line 220 and notice that the last box has a pause of quarter note duration to fill the oblong nicely. Add `9 E=128 'ALL PAUSE DURATIONS. 128, (BLACK)` indicates "no sound." Do not insert Line 205 yet! See 'P' in Figure 12 and add:

```
220 PLAY"P4"
210 POKEX,E
```

Finish up the last two oblongs, comparing your work with the listing.

As a final fillip, it was decided to repeat the last part of the song. `FOR Q=1 TO 2` was tried in various parts of the program and sounded best before the pause. Add:

```
205 FOR Q=1 TO 2
390 NEXT Q
```

You may notice that Line 280 has O2 even though it was not changed since Line 200. It is harmless to add the redundant O2 provided it isn't changed. If you omitted the one in Line 280, faithful CoCo *still* knows what you had in mind.

Create your own tune in small units and run it until it sounds good to you. Then, add another section, being sure to vary the volume, notes, note length and run up and down the octaves. Use other octaves such as O1 and O4, and don't forget to make a work sheet. Be assured that whatever you compose, it will be an original tune that will be a vast improvement over anything you might have worked up using `SOUND`. You could also create smaller compositions to accent or enhance certain parts of your programs.

What do you say, Mozart? Make a new work sheet and give us your all! □

Figure 2

Figure 3

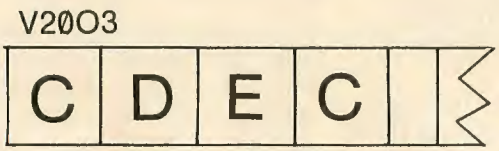

Figure 4

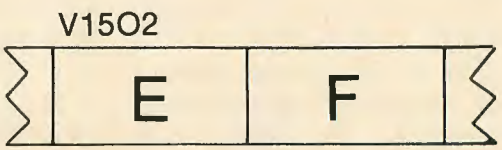

Figure 5

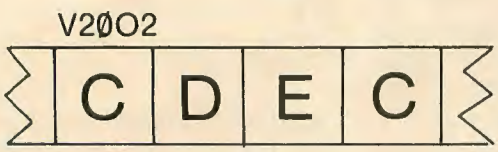

Figure 6

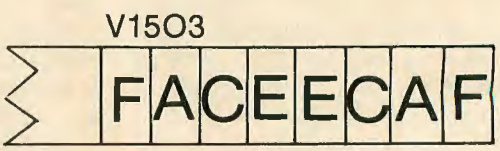

Figure 7

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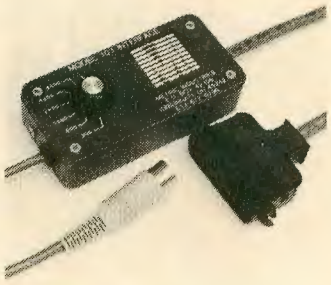
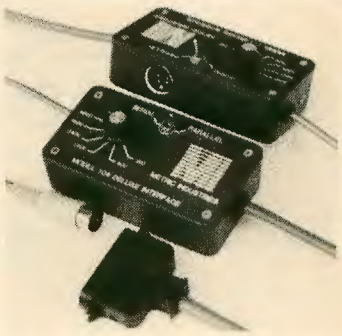


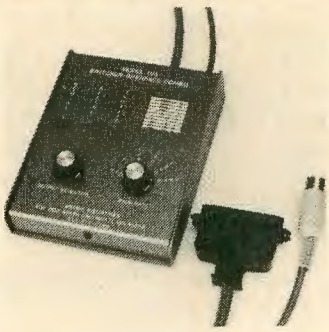
Model 104 Deluxe Interface $51.95 NEW

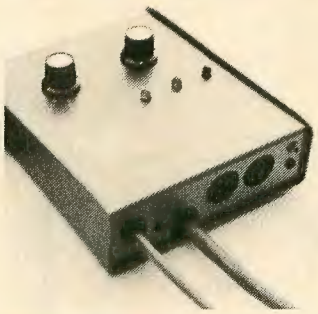
The Model 104 is a serial to parallel interface like the Model 101 but it has the added feature of a serial port (sometimes referred to as a modem switch). This feature allows the connection of a parallel printer and any serial device (modem, serial printer etc.) to your computer. You may then select either output, serial or parallel, with the flip of a switch. The 104 is only 4.5" × 2.5" × 1.25" and comes with all cables and connectors for your computer. You supply the serial cable for your modem or other serial device.



Model 103 Combo $68.95

With the turn of a knob the model 103 switches your computer's RS232C serial port to any one of 3 outputs — 2 serial and 1 parallel. The serial ports may be used for modems, serial printers or even another computer. The parallel port can be used with any Centronics compatible printer. The 103 has the best features from the 101 and 102: color coded position indicator lights, 6 switch selectable baud rates, heavy anodized aluminum cabinet, and many more.





IMPORTANT!

THE 101, 103 AND 104 ALL REQUIRE POWER IN ORDER TO OPERATE. MOST PRINTERS CAN SUPPLY POWER TO YOUR INTERFACE. STAR, RADIO SHACK, AND OKIDATA ARE JUST A FEW THAT DO. EPSON DOES NOT. THE INTERFACES CAN ALSO BE POWERED BY AN AC ADAPTER (RADIO SHACK MODEL 273-1431 PLUGS INTO ALL MODELS). IF YOU REQUIRE A POWER SUPPLY, ADD A "P" TO THE MODEL NUMBER AND $5.00 TO THE PRICE. (MODEL 101P $44.95, MODEL 104P $56.95 AND MODEL 103P $73.95)

Model 102 Switcher $35.95

The Model 102 has 3 switch positions that allow you to switch your computer's serial output between 3 different devices (modem, printers or another computer). The 102 has color coded lights that indicate the switch position. These lights also act as power indicators to let you know your computer is on. Supplied with the 102 are color coded labels that can be applied to your accessories. The 102 has a heavy guage anodized aluminum cabinet with non-slip rubber feet.

The Model 101, 102, 103 and 104 will work with any COCO, any level basic and any memory size. These products are covered by a **1 year warranty.**

The Model 101, 103 and 104 work with any standard parallel input printer including Gemini, Epson, Radio Shack, Okidata, C. Ioth and many others. They support BASIC print commands, word processors and graphic commands.

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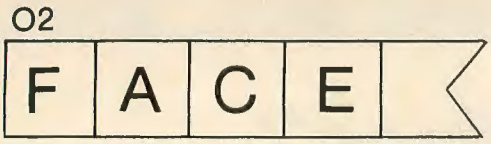


Figure 8

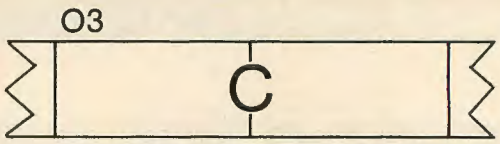


Figure 9

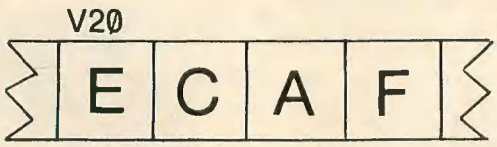


Figure 10

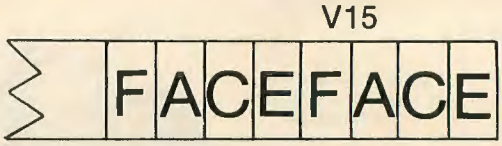
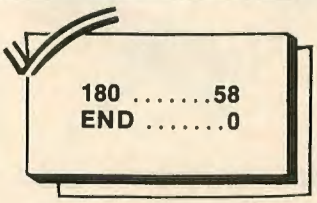


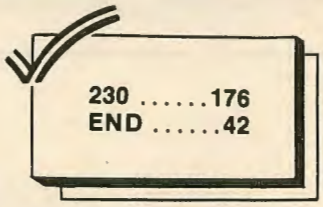
Figure 11

Figure 12



Listing 1: TIN EAR

```
Ø '<LISTING1>
1 '(C) 1984, J. KOLAR
2 CLS:PRINT@ 137,"TIN EAR LAMENT
"
3 X=1263 'POKE LOCATION
4 POKE1262,128:POKE1264,128
5 A=255 'ORANGE 16TH NOTE
6 B=159 'YELLOW 8TH NOTE
7 C=2Ø7 'BUFF 4TH NOTE
8 D=239 'MAGENTA 1/2 NOTE
9 E=128 'ALL PAUSE DURATIONS
1Ø POKEX,B
2Ø PLAY"V2ØO3L8CDEC"
3Ø POKEX,C
4Ø PLAY"V15O2L4EF"
5Ø POKEX,B
6Ø PLAY"V2ØO2L8CDEC"
7Ø POKEX,A
8Ø PLAY"V15O3L16FACEECAF"
9Ø POKEX,B
1ØØ PLAY"O2L8FACE"
11Ø POKEX,D
12Ø PLAY"O3L2C"
13Ø POKEX,B
14Ø PLAY"V2ØL8ECAF"
15Ø POKEX,A
16Ø PLAY"L16FACEV15FACE"
17Ø POKEX,B
18Ø PLAY"V15O2L8ECAFO3FA"
19Ø POKEX,C
2ØØ PLAY"V1ØL4ECO2GE"
2Ø5 FOR Q=1 TO 2
21Ø POKEX,E
22Ø PLAY"P4"
23Ø POKEX,C
24Ø PLAY"V2ØL4FV15AV1ØCV15E"
25Ø POKEX,B
26Ø PLAY"L8DEGC"
27Ø POKEX,A
28Ø PLAY"O2L16GGAAGGEV15C"
29Ø POKEX,B
3ØØ PLAY"V2ØO3ED"
31Ø POKEX,A
32Ø PLAY"V25L16CO2BAGBAGO3C"
33Ø POKEX,B
34Ø PLAY"V2ØL8ED"
35Ø POKEX,C
36Ø PLAY"V15L4CO2A"
37Ø POKEX,D
38Ø PLAY"V1ØL2C"
39Ø NEXT Q
```



Listing 2: KOLAROLA

```
Ø 'KOLAROLA
1Ø '(C) 1984, J. KOLAR
3Ø PMODE2:PCLS:PMODE4
4Ø A=17Ø:B=1Ø6:P=1.7
5Ø DIM B(2), D(2), F(2), H(2), I
(2), J(2)
61 DRAW"BM14,ØD4"
63 DRAW"BM38,4L4"
65 DRAW"BM54,8U4"
67 DRAW"BM7Ø,4R4"
68 DRAW"BM8Ø,ØF8BU8G8"
69 CIRCLE(94,4),1,1:CIRCLE(94,4)
,3,1
71 GET(1Ø,Ø)-(18,8),B,G
73 GET(3Ø,Ø)-(38,8),D,G
75 GET(5Ø,Ø)-(58,8),F,G
77 GET(7Ø,Ø)-(78,8),H,G
78 GET(8Ø,Ø)-(88,8),I,G
79 GET(9Ø,Ø)-(98,9),J,G
9Ø PCLS:SCREEN1,1
1Ø5 FOR R=8Ø TO 24 STEP-8
11Ø FOR Z=2ØØØ TO 1538 STEP-33:C
=P*Z-R
12Ø C=C+P^2/18Ø
222 X=INT(A-6+R*COS(C-.6)):Y=INT
(B-6+R*SIN(C-.3))
225 PUT(X-4Ø,Y-1Ø)-(X-32,Y-2),B,
NOT
23Ø PUT(X-4Ø,Y-1Ø)-(X-32,Y-2),D,
NOT
235 PUT(X-4Ø,Y-1Ø)-(X-32,Y-2),F,
NOT
24Ø PUT(X-4Ø,Y-1Ø)-(X-32,Y-2),H,
NOT
242 PUT(X-4Ø,Y-1Ø)-(X-32,Y-2),J,
PSET:SOUND45,1:NEXTZ
254 FORQ=1TO 5:PUT(X-4Ø,Y-1Ø)-(X
-32,Y-2),J,PRESET
255 PUT(X-4Ø,Y-1Ø)-(X-32,Y-2),J,
PSET
256 SOUND1Ø,2:SOUND1ØØ,1:NEXTQ:N
EXTR
257 FORQ=1TO2ØØ:NEXT:PLAY"V2ØO3D
DL8EEL16FACEL8AAL32FL16FEL8DEP8V
25L16GBO4DO3DBDCCL4EEV15DCL2P2V2
ØL16FACEL8FACEL16FACEL4EDL2CV15O
1BABO2CEFGL16GGDDEEO1BBL8O2CCDCL
2DCC"
26Ø FORQ=1TO1ØØØ:NEXT:GOTO9Ø
```

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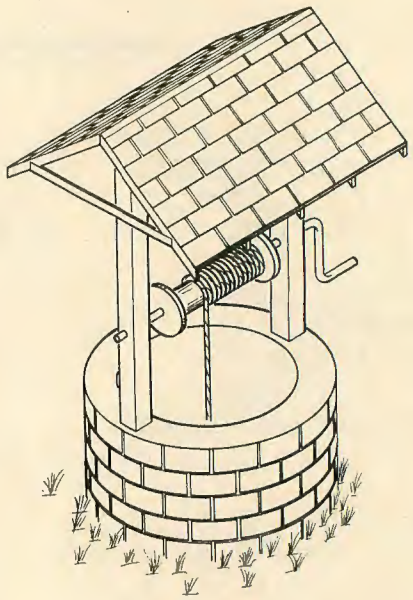
A Simulation of Life Skills



By Fred B. Scerbo
Rainbow Contributing Editor

Editor's Note: If you have an idea for the "Wishing Well," submit it to Fred c/o THE RAINBOW. Remember, keep your ideas specific, and don't forget that this is BASIC. All programs resulting from your wishes are for your use but remain the property of the author.

When the movie *2001: A Space Odyssey* came out in the late '60s, many people had not come into direct contact with a computer. *2001*'s computer, Hal, with his big red eye, gave these movie viewers the impression that a computer could simulate many of the functions of a human, or better still, the environment and conditions that humans operate in. It is little wonder as personal computers have made their impact more greatly felt on society that individuals still expect them to offer the ultimate in both entertainment and education: the Simulation.

Many Simulations have appeared in the pages of THE RAINBOW. This month, the "Wishing Well" starts what I hope to be a series of Simulations that will appear at various stages throughout the year. They will be "Life Skills" Simulations. They will cover a variety of life skills that will be of value to students both at home and in school. As always, the direction of these Simulations depends on your suggestions and needs.

The Wish

An awful lot of my mail has recently been in the form of "thank yous" instead of requests. Often letters will say, " . . . thanks for not forgetting the MC-10 or the 16K Color BASIC models!" Quite frankly, where else but in THE RAINBOW or with a machine like a CoCo could you meet such a wide variety of needs so easily?

These comments can easily be translated to wishes for the "Well." Working in a classroom with special needs students serves as fertile ground for ideas for Simulations. This first Life Skills Simulation deals with one such skill that is rarely presented to students in a fashion they can easily relate to or apply.

The Program

The title of this program is *Subtraction Skills*. Its idea is to take names, products, prices and cash on hand, and have students make decisions on their use in a given situation. Many of my own students work on subtraction, but many times have difficulty figuring out when to use this skill, or how to correctly apply it to a given situation. For example, John has $15 in cash. How much change will he get if he spends $12.95 today? Some of my students will approach a problem like this and say, "Do I add or take away?" If they do know that they have to "take away," they often are not sure of which number to put on top and which number to put on the bottom.

Therefore, in designing this Simulation, I have tried to create a number of situations that a student might find while shopping for everyday items. The items may range from albums and tapes to clothing. Each situation involves a different person's name and a different

(Fred Scerbo is a special needs instructor for the North Adams Public Schools in North Adams, Massachusetts. He holds a master's in education and has published some of the first software available for the Color Computer through his software firm, Illustrated Memory Banks.)

amount of money. The easiest level always keeps quantities singular instead of plural. As the difficulty levels increase, the amounts of money used also increase.

The reason for this variety is quite obvious. Students get bored with the same activity if the conditions remain the same over and over again. That is why this quiz offers a number of different questions and tests two skills at the same time. For example, a problem presented may read:

> Steve has $8.64 in cash. The disks he wants cost a total of $5.56. Does Steve have enough money to buy the new disks? (Y)es or (N)o

As a result, the first question the students must answer is a determination of whether or not the person has enough money to make the purchase. Depending on the circumstances and student response, there are four different responses the computer will give to the answer that is entered.

As mentioned earlier, sometimes the problems may be just the opposite and read:

> Sally has $9.76 in cash. The tapes she wants cost a total of $15.56. Does Sally have enough money to buy the new tapes? (Y)es or (N)o

In this case, the student's response is "no," and the computer's response is based on whether or not the input is correct.

In cases where the individual has enough money, the screen will next ask: How much change will Steve get? In cases where the individual does not have enough money for the purchase, the screen will ask: How much more money does Sally need? The computer waits for the response and indicates whether or not the response is correct. As you can see, we are dealing with subtraction in two different circumstances. Many times students will not grasp that the same skill can be used for more than one task.

After completion of a problem, the program presents another new problem for the user to tackle. The first thing you will notice is that *Subtraction Skills* does not have the student do all the work on the screen. A paper and pencil are required to do the actual calculations for each response. This is especially important since many students are starting to rely too heavily on mechanical devices to do simple math calculations.

Granted, some people could choose to use this Simulation with a calculator. If your goal is to help your youngster learn how to use a calculator, then this Simulation will help. If your goal is to sharpen subtraction skills, it will do that, also. As you can see, this program can be pretty flexible in that regard.

Running the Program

Subtraction Skills fits in a 16K Extended CoCo without having to PCLEAR any extra memory. Therefore, it will fit into a 16K BASIC CoCo without any difficulty. I have also made sure to write out any BASIC key words that do not appear in MC-10 BASIC, such as ELSE or STRING$. The program is not small enough to fit into an MC-10 without the 16K expansion port, however.

On running the program, our new title screen appears, and the user is asked to select a difficulty level from one to nine. Nine is the most difficult while Level one gives only singular quantities with dollar totals under $10. Next the screen will ask:

> ALLOW HINTS? (Y/N)

This hint option, if used, restates the problem before the input of the answer (i.e., 17.56 - 3.49). Since some students have difficulty determining which number goes on top, this helps with developing this skill. As a student progresses, you can later have the quiz run without allowing the hints. This allows the program to grow with the student.

Any time you wish to check a student's progress, you may press the '@' key. This shows the score card. The first line shows the number of problems completed. The next two lines show correct responses and incorrect responses. Since each problem has two questions asked, your screen may read:

> PROBLEMS COMPLETED=20
> CORRECT RESPONSES=38
> INCORRECT RESPONSES=2

Do not let this confuse you. (Some might ask, "How can I have 38 correct if I only did 20?) I trust you see what this means based on my explanation.

You are given a total score and asked if you would like another try. Pressing 'Y' reruns the program while pressing

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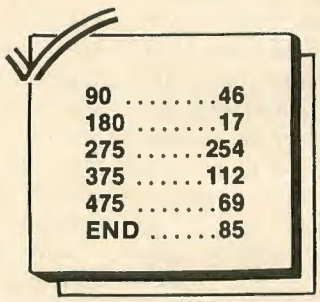
'N' ends it. A new feature is the "continue" option, which is obtained by pressing the letter 'C'. The '@' key can be pressed at any time in the program so you can check your work, yet still return to where you left off. Pressing 'C' also repeats the same question if you have not completed it yet. This may cause some confusion in the score card since some questions will be answered twice, while the number of problems completed will not look correct. Don't let this bother you. The numbers are accurate if you keep this in mind.

One of the features I put in this program is one that appeared in last month's *Math Miner* educational Adventure. I have rewritten the INPUT command using INKEY$ so the CLEAR key is effectively disabled without getting into any machine language POKEs. Let me assure you, nothing is more frustrating to a student than hitting the CLEAR key during an INPUT statement. This routine helps prevent this type of needless aggravation.

Conclusion

Let your youngster or students try *Subtraction Skills*. If he or she is in need of remediation or training in these skills, this Simulation provides a new way of approaching them. As always, I await your suggestions as to what other skills you might like to see covered in this new Life Skills series of programs. Your suggestions can help us create a library of useful programs that "Wishing Well" readers are bound to treasure. See you next month. □



The listing: SUBTRACT

```
1Ø REM**************************
15 REM* LIFE SKILLS SIMULATION *
2Ø REM*   SUBTRACTION SKILLS   *
25 REM*    BY FRED B.SCERBO    *
3Ø REM*     6Ø HARDING AVE     *
35 REM*  NORTH ADAMS,MA Ø1247  *
4Ø REM*   COPYRIGHT (C) 1985   *
45 REM**************************
5Ø CLSØ
55 FORI=1TO32:PRINTCHR$(172);:NE
XT
6Ø FORI=1TO192:READA:PRINTCHR$(A
+128);:NEXT
65 FORI=1TO32:PRINTCHR$(163);:NE
XT
7Ø DATA1Ø9,1Ø4,96,1Ø9,1Ø4,1ØØ,11
Ø,1Ø8,1Ø6,1Ø9,1Ø8,1Ø9,,,3Ø,28,26
,29,,,3Ø,2Ø,3Ø,2Ø,3Ø,16,2Ø,3Ø,,2
1,28,29
75 DATA1Ø1,,,1Ø1,,,1Ø6,96,1Ø4,1Ø
1,,1ØØ,,,26,,24,21,16,22,16,,26,
,26,,16,26,,21,,2Ø
8Ø DATA1Ø1,,,1Ø1,,,1Ø7,1Ø6,96,1Ø
1,99,98,,,27,19,18,21,22,16,,,26
,,26,,16,26,,21,19,19
85 DATA1Ø1,,,1Ø1,,,1Ø6,1Ø4,,1Ø1,
,,,,,,26,21,2Ø,18,,,26,,26,,16,2
6,,,,21
9Ø DATA1Ø1,,1Ø6,1Ø1,,,1Ø6,,,1Ø1,
,97,,16,26,,26,21,,2Ø,18,,26,,26
,21,16,26,21,21,,21
95 DATA1Ø3,99,1Ø6,1Ø3,98,97,1Ø7,
,,1Ø3,99,1Ø3,,,27,19,26,23,18,,2
7,17,27,17,27,23,17,27,23,21,19,
23
1ØØ PRINT@293," COMPUTER  SIMULA
TION ";
1Ø5 PRINT@325,"  SUBTRACTION SKI
LLS  ";
11Ø PRINT@357,"   BY FRED B.SCER
BO   ";
115 PRINT@389,"  COPYRIGHT (C) 1
985  ";
12Ø PRINT@453,"  SKILL LEVEL  (1
-9)  ";
125 X$=INKEY$:IFX$=""THEN125
13Ø W=VAL(X$):IFW=ØTHEN125
135 PRINT@453,"  ALLOW HINTS? (Y
/N)  ";
14Ø X$=INKEY$:IFX$="Y"THEN155
145 IFX$="N"THEN16Ø
15Ø GOTO14Ø
155 DL=1:GOTO165
16Ø DL=Ø
165 CLSØ
17Ø Z=5ØØ
175 DIMA$(4Ø),B$(1Ø):FORI=1TO4Ø:
READA$(I):NEXT:FORI=1TO1Ø:READB$
(I):NEXT:X=RND(-TIMER)
18Ø CLSØ:Q=RND(1Ø):P=RND(4Ø):IFP
>2ØTHEN SX$="SHE"
185 FD=Ø
19Ø IFP<=2Ø THEN SX$="HE"
195 X=INT(RND(Z))*W*2:A=X/1ØØ
2ØØ Y=INT(RND(Z))*W*2:B=Y/1ØØ
2Ø5 CL=INT(RND(15)/2)
21Ø N$="##.##"
215 CLSØ:PD=PD+1
22Ø GOSUB525:PRINT" "A$(P)" HAS
";:PRINTUSING"$##.##";A;:PRINT"
IN CASH."
225 PRINT" THE ";B$(Q);:IFW=1THE
N235
23Ø PRINT"S";
235 PRINT" ";SX$;" WANTS COST";:
IF W>1THENPRINT" A"
24Ø IF W=1THENPRINT"S A"
245 PRINT" TOTAL OF ";:PRINTUSIN
G"$##.##";B;:PRINT". DOES ";A$(P
)
25Ø PRINT" HAVE ENOUGH MONEY TO
```

QT STEALS THE SHOW!!

QT steals the show at Microware's OS9 Seminar!!! There were more QT's at the seminar than any other computer! The QT was everywhere. Microware used one for registration. The OS9 Users Group used two. Other companies used them to demonstrate their software. The QT has become THE computer for OS9/68K!

FHL announced five new products at the OS9 Seminar:

QT 20 - 68020 based computer system. The **QT 20** is based on the powerful 68020 microprocessor. The **QT 20** is a full 32 bit computer with 2048K RAM running at 12.5 mhz. Two **QT 20** prototypes were being shown with production expected to begin in late December 1985. Price for a **QT 20** with a 20 meg hard disk is 5195 without software and 6995 with software. Send for more details.

Mint^{tm} Dental Office System. **Mint^{tm}** combines the **QT** computer with FHL's Dental Office software to create the most powerful and cost effective system available today. **Mint^{tm}** provides Multi-User power at PC prices. Complete systems start at 9,995. Send for complete brochure with sample reports.

FHL Office System with QCom. The **FHL Office System** is a large group of programs written in Sculptor+ for OS9/68K. They include: Invoice/Point of sale, Purchase Order with mini inventory, Mailing List System, Phone Date File, Multi-Key Card file, Notebook, and Tri-File sales lead package. The system sells for $1,700 but is included with the QT along with the Sculptor+ runtime,which sells for $175. **QCom** is a communications program with XModem file transfer that sells for $150 by itself, but it is also included with each QT.

Sculptor+ Microprocessor Developments Ltd. and FHL have made the **Sculptor+** Software Development System available for OS9/68K. The development was done on FHL's QT computer system, (of course). **Sculptor+** offers automatic program generation, a query program and development menu. The system sells for $995 unless you own a QT. QT owners can get **Sculptor+** for only 695! Send for details.

QT Certified Developer Program. This program is intended for software programmers who plan to develop QT applications with the QT. The program offers these features: Special developer price for QT development systems, Free promotion to the 16,00+ readers of '**QT News**', Access to inside information via the '**Developers Newsletter**'. Send or call for an '**QTCD**' application today, it's FREE!

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```
BUY THE"
255 PRINT" NEW ";B$(Q);:IFW>1THE
NPRINT"S";
26Ø PRINT" ?  (Y)ES OR (N)O"
265 GOSUB525
27Ø X$=INKEY$:IFX$=CHR$(3)THEN27
Ø
275 IFX$="N"THEN31Ø
28Ø IFX$="Y"THEN295
285 IFX$="@"THEN53Ø
29Ø GOTO27Ø
295 IF A>B THEN PRINT" CORRECT!
";SX$;" HAS ENOUGH.":CR=CR+1
3ØØ IF B>A THEN PRINT" SORRY! ";
SX$;" NEEDS MORE MONEY.":WR=WR+1
3Ø5 GOTO32Ø
31Ø IF A>B THEN PRINT" SORRY! ";
SX$;" HAS ENOUGH.":WR=WR+1
315 IF B>A THEN PRINT" CORRECT!
";SX$;" NEEDS MORE MONEY.":CR=CR
+1
32Ø GOSUB525
325 IF B>A THEN 365
33Ø PRINT" HOW MUCH CHANGE WILL
";A$(P):PRINT" GET?";
335 IFDL=ØTHEN345
34Ø PRINT" (";:PRINTUSINGN$;A;:P
RINT"-";:PRINTUSINGN$;B;:PRINT")
";
345 PRINT"=> $ ";
35Ø GOSUB4Ø5
355 IF INT(C*1ØØØØ+.5)=INT((A-B
)*1ØØØØ+.5)THEN465
36Ø IF INT(C*1ØØØØ+.5)<>INT((A-
B)*1ØØØØ+.5)THEN485
365 PRINT" HOW MUCH MORE MONEY D
OES ";A$(P):PRINT" NEED? ";
37Ø IF DL=ØTHEN38Ø
375 PRINT"(";:PRINTUSINGN$;B;:PR
INT"-";:PRINTUSINGN$;A;:PRINT")"
;
38Ø PRINT"=> $ ";
385 GOSUB4Ø5
39Ø IF INT(C*1ØØØØ+.5)=ABS(INT(
(B-A)*1ØØØØ+.5))THEN475
395 IF INT(C*1ØØØØ+.5)<>ABS(INT
((B-A)*1ØØØØ+.5))THEN495
4ØØ END
4Ø5 Y$=""
41Ø X$=INKEY$:IFX$=""THEN41Ø
415 IFX$=CHR$(13)THEN45Ø
42Ø IFX$=CHR$(8)THEN44Ø
425 IFX$="@"THEN53Ø
43Ø IF ASC(X$)<13THEN41Ø
435 Y$=Y$+X$:PRINTX$;:GOTO41Ø
44Ø WW=LEN(Y$):IFWW=ØTHEN4Ø5
445 PRINTX$;:Y$=LEFT$(Y$,WW-1):G
OTO41Ø
45Ø C=VAL(Y$):IFLEN(Y$)=Ø AND X$
=CHR$(13)THEN4Ø5
455 PRINT:GOSUB525
46Ø RETURN
465 PRINT" CORRECT! ";A$(P);" GE
TS ";:PRINTUSING"$##.##";C:CR=CR
+1
47Ø GOTO5ØØ
475 PRINT" CORRECT! ";A$(P);" NE
EDS ";:PRINTUSING"$##.##";C:CR=C
R+1
48Ø GOTO5ØØ
485 PRINT" WRONG! ";A$(P);" GETS
 ";:PRINTUSING"$##.##";A-B:WR=WR
+1
49Ø GOTO5ØØ
495 PRINT" WRONG! ";A$(P);" NEED
S ";:PRINTUSING"##.##";B-A:WR=WR
+1
5ØØ GOSUB525:PRINT" PRESS <<<ENT
ER>>> TO CONTINUE. ";:FORI=1TO3Ø
Ø:NEXTI
5Ø5 FD=1
51Ø X$=INKEY$:IFX$=CHR$(13)THEN1
8Ø
515 IFX$="@"THEN53Ø
52Ø GOTO51Ø
525 SQ=(143+(CL*16)):FORQS=1TO32
:PRINTCHR$(SQ );:NEXTQS:RETURN
53Ø CLS:PRINT:PRINT:PRINT
535 PRINTTAB(3)"PROBLEMS COMPLET
ED  = "PD:PRINT
54Ø PRINTTAB(3)"CORRECT RESPONSE
S   = "CR:PRINT
545 PRINTTAB(3)"INCORRECT RESPON
SES = "WR:PRINT
55Ø TR=CR+WR:IFTR=ØTHENTR=1
555 SC=INT(CR/TR*1ØØ)
56Ø PRINTTAB(3)"YOUR TOTAL SCORE
    = "SC"%":PRINT
565 PRINTTAB(3)"ANOTHER TRY (Y/N
) OR (C) ?";
57Ø X$=INKEY$:IFX$=""THEN57Ø
575 IFX$="Y"THEN RUN
58Ø IFX$="N"THEN CLS:END
585 IFX$="C"THEN 595
59Ø GOTO57Ø
595 IF FD=Ø THEN PD=PD-1:GOTO215
6ØØ IF FD=1 THEN 18Ø
6Ø5 DATA SAM,TOM,MARK,BILL,HARRY
,WAYNE,DICK,DAVE,TORYN,MIKE
61Ø DATA JEFF,EDDIE,RAY,TODD,PET
ER,BRENT,SEAN,JASON,STEVE,PHIL
615 DATA SALLY,SUE,DEBRA,KAREN,T
ANYA,LISA,DONNA,KATHY,PEGGY,JILL
62Ø DATA ROSE,ANN,SONJA,CAROL,LE
AH,CANDY,LAURA,FLO,KAY,LIBBY
625 DATA SHIRT,ALBUM,PARKA,DISK,
BOOK,PAD,PEN SET,CARPET,RADIO,TA
PE
```

QT Price List

	QT	*QT Plus*	*QT 20*
Single Board Computer level	995.00	1495.00	2750.00*
1 80 Track DSDD Floppy	1595.00	2095.00	-
2 80 Track DSDD Floppy	1750.00	2250.00	3900.00*
2 80 Track DSDD Floppy w/software	-	-	5700.00
10 meg Hard disk and floppy	2695.00	3195.00	-
20 meg Hard disk and floppy	2995.00	3495.00	5195.00*
20 meg Hard disk w/software	-	-	6995.00

*A version of the 68020 Motorola Bug monitor is the only software that is included with these systems.

Note: The *QT 20* is available with and without the software package that is included with the *QT* and the *QT Plus*. The individual prices for the software are below:

OS9/68K OS with all utilities	350.00
Basic09 and Runb	250.00
Stylo with Mail Merge and Spell check	625.00
Dynacalc electronic spreadsheet	595.00
QCom communications with Xmodem	150.00
Sculptor+ run time	175.00
FHL Office System	1700.00
Total separate cost	3845.00

The ***QT*** , ***QT Plus*** and the ***QT 20*** w/software include the above.

Sculptor+ developement system	**995.00 (695 for QT owners)**
Pascal compiler	**400.00**
C compiler	**400.00**
512K (Upgrade the QT Plus to 1 meg)	**395.00**
Qume QVT 101 terminal	**395.00**
Serial cable for terminal	**25.00**
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20 meg upgrade	**1425.00**
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A Beginner's Hardware Course

Part 2

By Tony DiStefano
Rainbow Contributing Editor

Last month we took a look at binary bits and different numbering systems. So far, there doesn't seem to be any relation between these and computers. All we did is express numbers in different forms. But, we are a little closer to computers than you think. We know the computer is made up of a lot of chips that use bits of zeros and ones. In order to understand the ins and outs of these chips, I will go into detail of how chips use zeros and ones.

The heart of all digital computers is the logic circuit elements. They perform binary arithmetic operations, make logical decisions and perform operations such as counting and temporary storage. The basic type of logic element is called a "gate." Gates are circuits that look at two or more binary signals and produce a binary output, which depends upon the conditions of the input signals.

In order to comprehend this better, let's look at an equivalent circuit that is easier to understand, using conventional components you are likely to find around the house. If you want to build and test these circuits yourself, Radio Shack has all the parts. The switches are single pole, single throw. Any battery and bulb combination will do, just be sure the battery and the light bulb are the same voltage rating, otherwise you may end up burning out the bulb or get no results at all. Such a circuit is shown in Figure 2.

This circuit contains three components: a battery, a switch and a bulb. Here, the switch is considered the input and the bulb is considered the output. When the switch is on (a logical 1) the bulb is lit (this is also considered a logical 1). When the switch is off (logical 0) the bulb is off, also giving us a logical 0. In a logical element such as this, the input (the switch) and the output (the bulb) follow each other, one to one or zero to zero.

The symbol used to represent this circuit or logical element in a logic (or computer) schematic is shown in Figure 1a. This gate is called a "buffer." The input is exactly the same as the output. Not very useful in a logical sense, in that it does nothing, but it is needed under certain circumstances. For instance, when the output of a gate (logic element) is connected to many other gates, it may not have enough power to drive all the gates properly. In this case a buffer is used. Whenever a gate is used there is always a small delay between when the input changes and the output changes; a buffer is sometimes used just for that delay.

To continue our understanding of gates, let's introduce another factor in our battery circuit. Now study the circuit in Figure 3. It has two switches. The two switches are in a series, that is, one after the other. Therefore, they must both be on before the bulb will turn on. This circuit or logical element is known as an AND gate. The definition of an AND gate is: "The AND gate is a logical element with two or more inputs and a single output. Both (or all in the case of more than two) inputs must be binary '1' to produce an output of binary '1'."

The symbol for an AND gate is shown in Figure 1b. The main value of the AND gate is its ability to detect when all inputs are binary '1'. For example, in a control system when all the motors are on, turn on the extra generator. A quick way to remember this gate is, when 'A' AND 'B' are '1', then 'Y' is '1'. Hence the term AND.

(Tony DiStefano is well-known as an early specialist in computer hardware projects. He lives in Laval Ouest, Quebec.)

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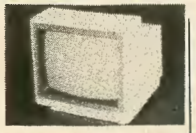

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The next gate we will study is the OR gate. Again, we have two switches in our next diagram, Figure 3. The difference is that now they are wired in parallel, one on top of the other. If either switch is on, then the bulb will be on. If both are on, the light is, of course, still on. This circuit or gate is known as an OR gate. The definition of an OR gate is as follows: "The OR gate is a logical element with two or more inputs and a single output. If any one input is a binary '1' then the output is binary '1'."

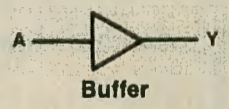
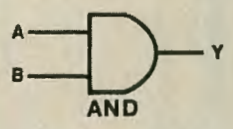
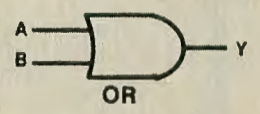
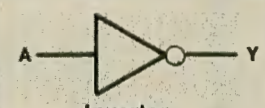
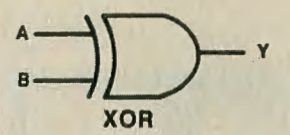
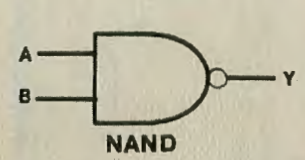
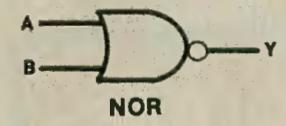
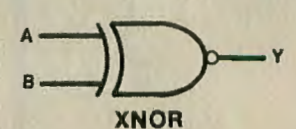
The symbol for an OR gate is shown in Figure 1c. The main value of the OR gate is its ability to detect when any input is binary '1'. An example of this use is when any door or window opens, an alarm sounds. A quick way to remember this gate is when 'A' OR 'B' is '1', then 'Y' is '1'. Hence the term OR.

If we look back to our first gate, the buffer, we notice the input matches the output. Since the input and the output are the same, it is called a "non-inverting" output. This gate, and most other gates, can also come in an "inverting" output. In the case of our buffer, it becomes an inverter, or better known as a NOT gate. Figure 1d shows the symbol of an inverter. The definition of an inverter is: "An inverter is a logic element whose output is always the complement (the opposite) of its input."

Notice the difference between a buffer symbol and an inverter symbol. The inverter symbol has a small circle on the output side. Any inverting output gate has a small circle on the output. This is true for the AND and the OR gate, too. If you take the output of an AND gate and tie it to the input of a NOT gate, the result (the output of the NOT gate) is an inverted AND gate (see Figure 5). This requires two gates and some wiring. It is so often used that the IC designers decided to put it all in one chip. This is called a NAND gate. The same thing goes with an OR gate — it becomes a NOR gate. These two gates are defined as follows: "NAND and NOR gates are the complements of AND and OR gates, respectively."

The last gate we will look at is the EXCLUSIVE-OR gate. The symbol for the EXCLUSIVE-OR gate is shown in Figure 1e. For short, this gate is called XOR. It is a little different than the OR gate and is used mostly when a signal needs to be inverted in some cases and not in others. The definition of an XOR gate is: "The logical XOR is defined as a binary '1' output when either of the

Figure 1

	Symbol	Truth Table	Boolean Expression
a		A | Y 0 | 0 1 | 1	Y = A
b		A | B | Y 0 | 0 | 0 0 | 1 | 0 1 | 0 | 0 1 | 1 | 1	Y = A • B
c		A | B | Y 0 | 0 | 0 0 | 1 | 1 1 | 0 | 1 1 | 1	Y = A + B
d		A | Y 0 | 1 1 | 0	$Y = \overline{A}$
e		A | B | Y 0 | 0 | 0 0 | 1 | 1 1 | 0 | 1 1 | 1 | 0	Y = A⊕B
f		A | B | Y 0 | 0 | 1 0 | 1 | 1 1 | 0 | 1 1 | 1 | 0	$Y = \overline{A \cdot B}$
g		A | B | Y 0 | 0 | 1 0 | 1 | 0 1 | 0 | 0 1 | 1 | 0	$Y = \overline{A + B}$
h		A | B | Y 0 | 0 | 1 0 | 1 | 0 1 | 0 | 0 1 | 1 | 1	$Y = \overline{A \oplus B}$

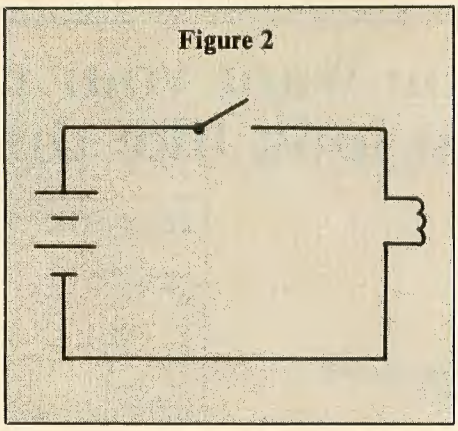
two inputs is a binary '1'. The other input being a binary '0'."

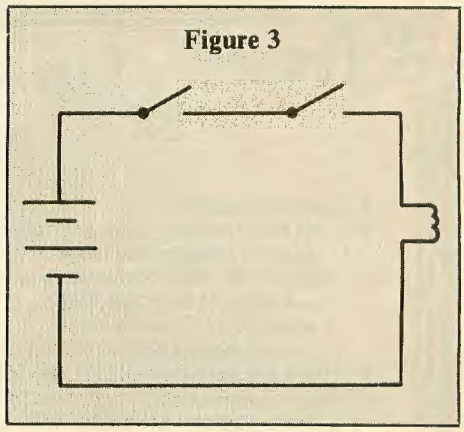
A quick way to remember the function of this gate is when the inputs are different, the output is '1'. Like the other gates, it, too, has the inverted version. It is called the EXCLUSIVE-NOR or XNOR for short. The definition of an XNOR gate is the same as the XOR, but has its output inverted to a binary '0' when either of the two inputs is a binary '1'.

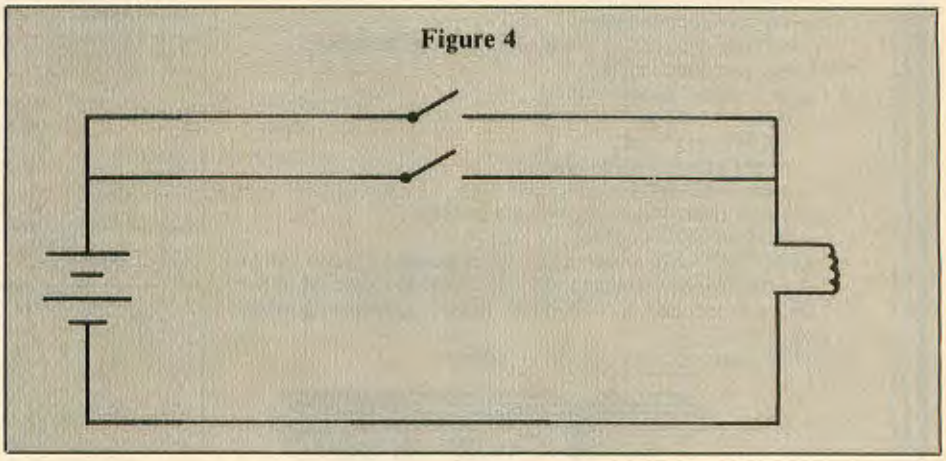
The gates described so far are quite simple in structure. They have one or two inputs and one output. They are the fundamental elements in creating more complex chips, and even the basis of complete computer CPUs. In the case of the simple two-input AND gate, there are four discrete combinations of inputs. The two inputs are represented by a two-digit binary number. Remember last month? They are 00, 01, 10 and 11, and the output for each given condition is 0, 0, 0 and 1, respectively. Not so hard to remember or display. But, in other chips, where there might be five or six inputs and eight or 10 outputs, it can be too much to remember. Now is when the "truth table comes in. The definition of a truth table is: "A truth table is a graphic representation of all possible combinations of inputs versus outputs of a particular logic element."

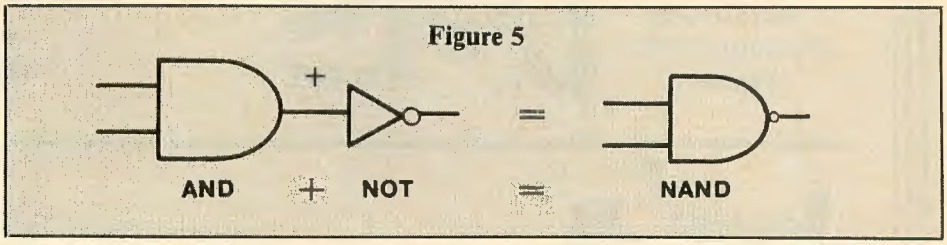
The second column of Figure 1 represents the truth tables for the given gates. Notice that all possible combinations of inputs are given. Columns A and B are the inputs, as you can see from the gates in Column 1. Column Y is the output. Read the truth table as you read text, one line at a time. Each line is one condition. The condition is given for 'A' and 'B'. The output, 'Y', is the result for a given gate. Every line is different, and continues until all possible combinations for that gate are shown. This way, at a glance, you can tell what the output is for a given input of any gate. In these cases, it is not too difficult to follow or remember. Later on, when I show you the truth tables for some of the chips that make up our good ol' CoCo, you will be glad I introduced you to these tables.

Though I will not be getting into great detail in this series of articles, I feel it is necessary to talk a little about Boolean algebra. The definition of Boolean algebra is: "A system of mathematical logic used to represent digital logic signals and express the logic operations performed by digital signals."









To put it into simple terms, Boolean algebra is an equation that represents the function of a logical element. Take, for instance, the buffer in Figure 1. The output is equal to the input. A Boolean equation would be:

Y = A

Now an inverter would look like this:

Y = NOT A or Y = *A

The AND symbol in a Boolean expression is a dot in the middle of the line, like the multiplication sign in regular math. Notice its occurrences in Figure 1. The OR symbol in a Boolean expression is a plus sign (+). Again, the Boolean OR symbol can be seen in Figure 1. The next Boolean symbol is the EXCLUSIVE-OR. This is no more than the plus symbol with a circle around it. Figure 1 also shows the XOR symbol. Any of the inverting symbols in Boolean algebra are represented by a small horizontal bar above the equation in question. You can see the inverting gates in Figure 1.

That is it for this month. If you are going to the Palo Alto RAINBOWfest, Feb. 14-16, come and see me at the DISTO booth.

References

1) *Contemporary Electronics*, McGraw-Hill Continuing Education Center.

2) *Digital Computer Logic and Electronics*, The Algorithms Press.

3) *Model 100 Service Manual*, Radio Shack, Tandy Corporation.

4) *The TTL Data Book*, Texas Instruments, Incorporated.

5) *Microcomputer Interfacing*, Prentice-Hall, Inc.

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Enhancing the CLS Command

This machine language subroutine completely replaces the CLS command and adds several options to its standard features

By Gerry Schechter

With the possible exception of PRINT, the CLS command is probably the most often-used command when it comes to writing text-based BASIC programs. The CLS command has nine variations that correspond to the available colors in the text mode. I concluded these nine variations were not enough and decided to do something about it.

SuperCLS is a machine language subroutine that enhances the CLS command. Aside from the standard options accessible with the normal CLS command, several other options are also available. These include clearing the screen to any character that can be displayed, clearing only a portion of the screen and inversing the video of the characters on the screen.

The short demonstration program accompanying this article should serve to illustrate most of these features. However, some additional explanation is in order. The machine language subroutine is completely relocatable, so it can be placed anywhere in memory that won't be clobbered by BASIC. The subroutine uses BASIC's current cursor position in order to determine the starting point for the *SuperCLS* operation. This is controlled from your BASIC program by using the PRINT and PRINT@ statements. Therefore, the subroutine starts its operation from wherever BASIC normally prints its next character.

Control is passed to the subroutine via a USR call. The value in the parentheses is the value that is used for the *SuperCLS* operation. This can be any value ranging from zero to 255. These are the same values you normally use in a PRINT CHR$ statement. The only exception to this is the value of 32, which inverses the video on the screen instead of clearing it.

If it is still unclear as to how the subroutine works, take a few minutes to type in and run the demonstration program. As someone once said, "A picture is worth a thousand words." Have fun, and feel free to use this subroutine in your next program.

(Any questions you have regarding *SuperCLS* may be directed to the author at 75 Midland Terrace, Yonkers, NY 10704, phone 914-965-8102. Please include an SASE when writing.) □

(Gerry Schechter has over 13 years of data processing experience. He is currently employed at Mercy College, where he is the manager of systems and programming. His hobbies include programming his CoCo and IBM PC. Gerry lives in Yonkers, New York.)

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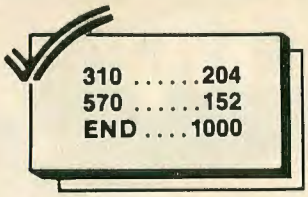
February 1984 — *Rainbow Check PLUS*, a utility that counts the number and values of characters typed in for comparison to THE RAINBOW's printed version; *Family Tree*, a genealogy utility; *Bskbinit*, a basketball statistics program; *Keyboard Shorthand*, a keystroke multiplier for BASIC programmers; *Compatibility Test*, for rating your spouse and friends; and *Creating the Well-Blended Adventure*, a tutorial and demonstration of Adventure game programming techniques. Plus, two Adventure games, *The Crown of Merro* and *Karrak*; two Simulation games, *Basketball* and *Championship Golf*; and more!



The listing: SUPERCLS

```
1 '=>SUPERCLS V1.Ø<=
2 ' GERRY SCHECHTER
3 '75 MIDLAND TERRACE
4 'YONKERS, NY 1Ø7Ø4
5 '  FEBRUARY 1984
6 '"'"'"'"'"'"'"'"'"'"'"'
1ØØ CLS
11Ø PRINT"    **  S U P E R  C L
 S  **"
12Ø GOTO 42Ø
13Ø X = USRØ(169):GOSUB 51Ø
14Ø X = USRØ(32):GOSUB 51Ø
15Ø PRINT@64,"SUPER CLS"
16Ø X = USRØ(179):GOSUB 51Ø
17Ø X = USRØ(32):GOSUB 51Ø
18Ø PRINT@128,"  SUPER CLS"
19Ø X = USRØ(154):GOSUB 51Ø
2ØØ X = USRØ(32):GOSUB 51Ø
21Ø PRINT@192,"    SUPER CLS"
22Ø X = USRØ(236):GOSUB 51Ø
23Ø X = USRØ(32):GOSUB 51Ø
24Ø PRINT@256,"      SUPER CLS"
25Ø X = USRØ(42):GOSUB 51Ø
26Ø X = USRØ(32):GOSUB 51Ø
27Ø PRINT@32Ø,"";
28Ø FOR Z = 1 TO 255
29Ø X = USRØ(Z)
3ØØ SOUND Z,1
31Ø NEXT Z
32Ø PRINT@Ø,"";
33Ø X = USRØ(32)
34Ø FOR Z = 32 TO 48Ø STEP 32
35Ø PRINT@Z,"";
36Ø X = USRØ(32)
37Ø PLAY"T255L255O1V31;1V<1V<1"
38Ø GOSUB 52Ø
39Ø NEXT Z
4ØØ PRINT@448,"";:END
41Ø 'PROTECT MEMORY AND
     DEFINE USER CALL
42Ø IF PEEK(116) = 127
    THEN CLEAR 2ØØ,32735
    ELSE CLEAR 2ØØ,16351
43Ø IF PEEK(116) = 127
    THEN ML = 32736
    ELSE ML = 16352
44Ø DEF USRØ = ML
45Ø 'POKE ML PROGRAM INTO MEMORY
46Ø FOR X = ML TO ML+29
47Ø READ X$
48Ø POKE X,VAL("&H"+X$)
49Ø NEXT X
5ØØ GOTO 13Ø
51Ø SOUND 255,2
52Ø FOR X = 1 TO 5ØØ
53Ø NEXT X
54Ø RETURN
55Ø 'DATA FOR ML SUBROUTINE
56Ø DATA BD,B3,ED
57Ø DATA 9E,88
58Ø DATA C1,2Ø
59Ø DATA 26,ØD
6ØØ DATA A6,84
61Ø DATA 88,4Ø
62Ø DATA A7,8Ø
63Ø DATA 8C,Ø5,FF
64Ø DATA 23,F5
65Ø DATA 2Ø,Ø7
66Ø DATA E7,8Ø
67Ø DATA 8C,Ø5,FF
68Ø DATA 23,F9
69Ø DATA 39
7ØØ 'SOURCE FOR ML SUBROUTINE
71Ø '         ORG   $7FEØ
72Ø 'CURSOR   EQU   $88
73Ø 'START    JSR   $B3ED
74Ø '         LDX   CURSOR
75Ø '         CMPB  #32
76Ø '         BNE   LOOP2
77Ø 'LOOP1    LDA   ,X
78Ø '         EORA  #$4Ø
79Ø '         STA   ,X+
8ØØ '         CMPX  #$5FF
81Ø '         BLS   LOOP1
82Ø '         BRA   RETURN
83Ø 'LOOP2    STB   ,X+
84Ø '         CMPX  #$5FF
85Ø '         BLS   LOOP2
86Ø 'RETURN   RTS
87Ø '         END   START
```

One-Liner Contest Winner . . .

This one-liner makes a warbling sound similar to a fire siren.

The listing:

```
1 PLAY"V31T255L1O4":FORX=1TO65ØØ
Ø:PLAY"1;2;3;4;5;6;7;8;9;1Ø;11;1
2;11;1Ø;9;8;7;6;5;4;3;2;1":NEXTX
:REM SIREN
```

Darrell Behrmann
Napoleon, OH

(For this winning one-liner contest entry, the author has been sent copies of both *The Rainbow Book Of Simulations* and its companion *Rainbow Simulations Tape*.)

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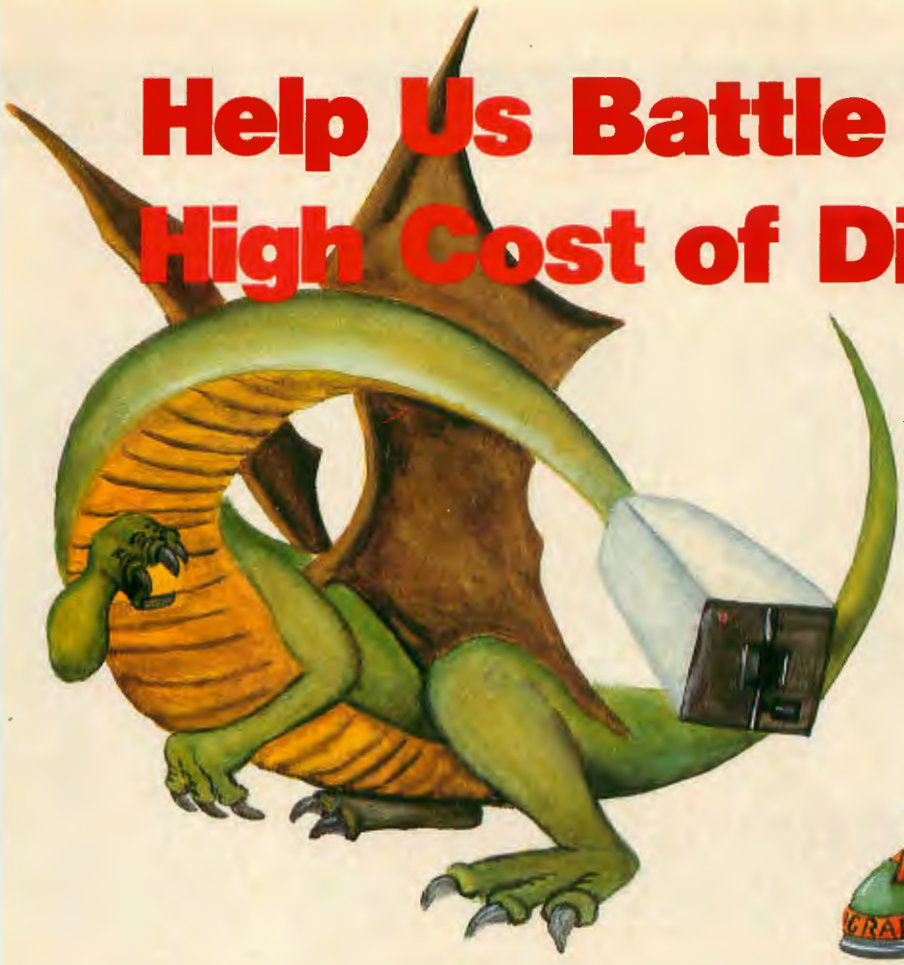

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Further Adventuring Into SOUND Experimentation

Producing sounds without the PLAY or SOUND commands

By Bill Bernico

(Editor's Note: This article is an addendum to "An Adventure Into Sound Experimentation," which appeared in the October 1985 RAINBOW, Page 124. For more complete information, please refer to this previous article.)

Half the fun of programming is trying to discover the unusual, the bizarre and the humorous. I think I've combined all three elements in *Sound Story 2*, a continuation of my original *Sound Story* program from the October 1985 RAINBOW. The significant difference with this installment is that it doesn't use any SOUND or PLAY commands. That's right, there's another way to generate sounds — one I stumbled on purely by accident. Remember, experimentation often leads to some of the best ideas.

In order to generate the odd sounds contained in this program I had to POKE values into memory. By trial and error, I found the combination of values that were right for each sound. I had some help finding these values, though, in the form of the second program listing, *Random Sound Generator.* With it, you can hear randomly created sounds *and* see the values that went into making up the sound. From there you can jot down the values and insert them into the proper slots in the main program.

If you'd like to make up your own sounds, be it for part of a program or a menu-driven sound selection such as SS2, first run *Random Sound Generator.* Immediately you'll hear an odd sound, followed by a listing like this:

```
Number of times   (N)= 2
Duration value    (D)= 88
Start address     (S)= 1327
Ending address    (E)= 2784
```

The number of times is fixed at '2', but the duration, start address and end address are random. The values for 'N' and 'D' can be from one to 255. The start and end addresses can be any value up to 65,536. Keep this in mind when you use values from here for your program. The difference between the 'S' and 'E' values is restricted to a maximum of 3,000 simply because it might randomly generate a start address of, for example, 123, and an end address of 65,000 with a duration of 255. You could wait a long time to hear that kind of sound played twice (the value of 'N').

The Main Program

I purposely stayed away from sounds you might hear in any run-of-the-mill program and instead created some unusual sounds from which to pick. When the menu page appears, simply press any number key from 1-9 to hear a

(Bill Bernico is a self-taught computerist who enjoys golf, music and programming. He is a drummer with a rock band and lives in Sheboygan, Wisconsin.)

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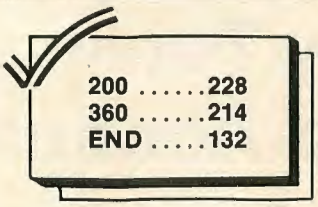
sound, or press 'E' to end the program. Each sound selection features a short description of what you're hearing.

The idea behind selection number '9' is just what it says. It's a randomly selected sound that can be named whatever you like. Unless you select number '9' 3,000 times, chances are you won't hear the same sound twice. Sometimes it's short and barely audible and sometimes it's 10 seconds long, so listen closely for it.

(Questions about these programs may be directed to the author at 708 Michigan Ave., Sheboygan, WI 53081, phone 414-459-7350. Please include an SASE when writing.) □



Listing 1: SOUND 2

```
1Ø 'SOUND STORY 2 (THE SEQUEL)
2Ø 'BY BILL BERNICO
3Ø '7Ø8 MICHIGAN AVE.
4Ø 'SHEBOYGAN, WI 53Ø81
5Ø '(414) 459-735Ø
6Ø '
7Ø DATA 16,19Ø,63,Ø,19Ø,63,3,166
,128,72,72,183,255,32,141,12,31,
16,179,63,5,38,24Ø,49,63,38,233,
57,182,63,2,74,38,253,57
8Ø FOR I=16135 TO 16169
9Ø READ A
1ØØ POKE I,A
11Ø NEXT I
12Ø DEFUSRØ=16135
13Ø POKE 65281,(PEEK(65281) AND
247)
14Ø POKE 65283,(PEEK(65283) AND
247)
15Ø POKE 65315,(PEEK(65315) OR 8
)
16Ø CLS:PRINT@3,"SOUND STORY 2 (
THE SEQUEL)
17Ø PRINT@75,"selections:
18Ø N=Ø:D=Ø:S=Ø:E=Ø
19Ø PRINT@128,"1. 78 RPM RECORD
SCRATCHING
2ØØ PRINT@16Ø,"2. WILD AMINAL MA
TING CALL
21Ø PRINT@192,"3. SOMEONE DIALIN
G '555'
22Ø PRINT@224,"4. FRONT DOOR BUZ
ZER
23Ø PRINT@256,"5. WILLIE WONKA'S
 FACTORY
24Ø PRINT@288,"6. A PEG-LEG CENT
IPEDE
25Ø PRINT@32Ø,"7. DEATH RAY SPAC
E GUN
26Ø PRINT@352,"8. NUCLEAR POWERE
D HUMMINGBIRD
27Ø PRINT@384,"9. (RANDOM) YOU N
AME IT
28Ø PRINT@448,"SELECT (1-9) OR e
ND
29Ø A$=INKEY$:IF A$=""THEN 29Ø
3ØØ IF A$="E"THEN CLS:END
31Ø M=VAL(A$):ON M GOTO 33Ø,34Ø,
35Ø,36Ø,37Ø,38Ø,39Ø,4ØØ,41Ø
32Ø GOTO 29Ø
33Ø CLS:PRINT@132,"A 78 RPM PHON
OGRAPH NEEDLE      AT THE END OF
 THE RECORD.":N=6:D=33:S=56789:E
=6ØØØØ:GOTO42Ø
34Ø CLS:PRINT@132,"IT'S THE MATI
NG CALL OF         PURPLE-BELLIE
D, FRILLY-         CROWNED, 3-TO
OTH SNIPE.":N=6:D=143:S=44:E=999
:GOTO42Ø
35Ø CLS:PRINT@13Ø,"THIS IS WHAT
IT SOUNDS LIKE     FROM YOUR END
 WHEN YOU DIAL     '555'.":N=3:D
```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```
=19Ø:S=888:E=2222:GOTO42Ø
36Ø CLS:PRINT@132,"IT COULD ALSO
 BE THE BACK       DOOR BUZZER."
:N=255:D=2:S=11:E=111:GOTO42Ø
37Ø CLS:PRINT@132,"YOU'RE INSIDE
 THE FACTORY       WHERE THEY MA
NUFACTURE THE      EVERLASTING G
OB STOPPERS!":N=1Ø:D=33:S=333:E=
3333:GOTO42Ø
38Ø CLS:PRINT@132,"   READY...MA
RCH.               LEFT,RIGHT,RI
GHT,RIGHT,         LEFT,RIGHT,RI
GHT,RIGHT,         LEFT,RIGHT,RI
GHT,RIGHT...":N=8:D=1Ø8:S=8Ø9:E=
2334:GOTO42Ø
39Ø CLS:PRINT@132,"YOU JUST GOT
ZAPPED BY          COMMANDER COM
MOTION OF          THE 33RD STAR
 FLEET!":N=35:D=44:S=66:E=444:GO
TO42Ø
4ØØ CLS:PRINT@132,"IF THERE WAS
SUCH A THING,      THIS IS WHAT
IT WOULD SOUND     LIKE...OR WOU
LD IT?":N=77:D=7:S=77:E=777:GOTO
42Ø
41Ø CLS:PRINT@132,"WHAT THE HECK
 WAS THAT?":N=2:D=RND(255):S=RND
(3ØØØ):E=RND(3ØØØ)+S
42Ø POKE 16128,INT(N/256):POKE 1
6129,N-INT(N/256)*256
43Ø POKE 1613Ø,D
44Ø POKE 16131,INT(S/256):POKE 1
6132,S-INT(S/256)*256
45Ø POKE 16133,INT(E/256):POKE 1
6134,E-INT(E/256)*256
46Ø A=USRØ(Ø)
47Ø GOTO 16Ø
```

```
1Ø 'RANDOM SOUND GENERATOR
2Ø 'USED TO PRODUCE SOUNDS IN
    SOUND STORY 2 (THE SEQUEL)
3Ø '
4Ø DATA 16,19Ø,63,Ø,19Ø,63,3,166
,128,72,72,183,255,32,141,12,31,
16,179,63,5,38,24Ø,49,63,38,233,
57,182,63,2,74,38,253,57
5Ø FOR I=16135 TO 16169
6Ø READ A
7Ø POKE I,A
8Ø NEXT I
9Ø DEFUSRØ=16135
1ØØ POKE 65281,(PEEK(65281) AND
247)
11Ø POKE 65283,(PEEK(65283) AND
247)
12Ø POKE 65315,(PEEK(65315) OR 8
)
13Ø CLS
14Ø N=2:D=RND(255):S=RND(3ØØØ):E
=RND(3ØØØ)+S
15Ø POKE 16128,INT(N/256):POKE 1
6129,N-INT(N/256)*256
16Ø POKE 1613Ø,D
17Ø POKE 16131,INT(S/256):POKE 1
6132,S-INT(S/256)*256
18Ø POKE 16133,INT(E/256):POKE 1
6134,E-INT(E/256)*256
19Ø A=USRØ(Ø)
2ØØ PRINT@6,"random sound genera
tor"
21Ø PRINT:PRINT
22Ø PRINT"NUMBER OF TIMES (N)=";
N
23Ø PRINT"DURATION VALUE  (D)=";
D
24Ø PRINT"START ADDRESS   (S)=";
S
25Ø PRINT"ENDING ADDRESS  (E)=";
E
26Ø PRINT@484,"HIT ANY KEY TO DO
 ANOTHER";:EXEC44539
27Ø GOTO 13Ø
```


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CORRECTIONS

"Around the World in 18 Frames" (August 1985, Page 73): Tino, Daniel and Bob Delbourgo wrote to tell us that some readers had problems saving the frames to tape. This can be fixed in Line 150 of the *Earthrot* listing by inserting a colon (:) between the commands THEN and CSAVEM. This problem has no effect when using the program with disk systems.

"KISSable OS-9" (December 1985, Page 272): Albert Pinto tells us that his C tip on Page 285 has two typographical errors. The location 133d should read 135d, and the "Old (two disks)" value in the right-hand column, which now reads as 59, should be E9 (left column reads 27aa).

"Downloads" (January 1986, Page 232): The listing on Page 233 lost portions of some lines due to a printer problem. Here is the corrected listing:

```
1Ø 'DISK DIR LISTER-RAINBOW MAG
MAR 82 PG 31
2Ø 'REWRITTEN BY DAN DOWNARD 2/8
3
3Ø CLEAR15ØØ:DIM GR(68)
4Ø INPUT"PRINTER(Y/N)";P$:IFP$="
Y"THENP=-2
5Ø FT$(Ø)="LOAD":FT$(1)="DATA"
6Ø FT$(2)="LOADM":FT$(3)="EDIT"
7Ø AF$(Ø)="BIN":AF$(1)="ASC"
8Ø U1$="%      % % % %   % % % #
#"
9Ø U2$=" ## ###"
1ØØ U3$="   %   %
   ## ###"
11Ø PRINT#P:INPUT"DISK NAME";D$:
INPUT"DATE";DA$:GT=Ø:ST=Ø
12Ø PRINT#P,"DISK NAME: "D$:IFDA
$<>""THEN PRINT#P,"AS OF DATE:"D
A$
13Ø IFP=-2 THENPRINT#-2
14Ø PRINT#P,"NAME     EXT TYPE
FMT G1 #G  #S START,END  ,EXEC"
15Ø DSKI$ Ø,17,2,A$,B$:FB$=LEFT$
(A$,68)
16Ø FORI=1TO68:GR(I-1)=ASC(MID$(
FB$,I,1)):NEXTI
17Ø FORX=3TO11
18Ø DSKI$ Ø,17,X,AA$,BB$
19Ø AA$=AA$+LEFT$(BB$,12Ø)
2ØØ FORN=ØTO7
21Ø NA$=MID$(AA$,N*32+1,8):EX$=M
ID$(AA$,N*32+9,3):GR=ASC(MID$(AA
$,N*32+14,1))
22Ø FG=GR
23Ø FT$=MID$(AA$,N*32+12,1):AF$=
MID$(AA$,N*32+13,1)
24Ø IF LEFT$(NA$,1)=CHR$(Ø) THEN
38Ø
25Ø IF LEFT$(NA$,1)=CHR$(255)THE
N39Ø
26Ø AF=ASC(AF$)AND1
27Ø FORI=1TO68
28Ø IF GR(GR)<128THEN GR=GR(GR):
NEXTI
29Ø IF ASC(FT$)=2 THEN42Ø
3ØØ PRINT#P,USINGU1$;NA$;EX$;FT$
(ASC(FT$));AF$(AF);FG;
31Ø GN=1:SN=Ø
32Ø GV=ASC(MID$(FB$,FG+1,1)):IF(
GV AND&HCØ)=&HCØ THEN34Ø
33Ø GN=GN+1:SN=SN+9:FG=GV:GOTO32
Ø
34Ø SN=SN+(GV AND&H3F):PRINT#P,U
SINGU2$;GN;SN;
35Ø GT=GT+GN:ST=ST+SN
36Ø IF ASC(FT$)=2 THEN PRINT#P,T
AB(34)"$";BP$;",$";EP$;",$";EA$;
37Ø PRINT#P
38Ø NEXT N,X
39Ø PRINT#P,USINGU3$;"TOTAL";GT;
ST
4ØØ PRINT#P,USINGU3$;"FREE";68-G
T
41Ø GOTO 11Ø
42Ø LG=GR(GR):LS=LG AND 31:LL=GR
43Ø LB=ASC(MID$(AA$,N*32+16,1))
44Ø IF FG<34 THEN TN=INT(FG/2) E
LSE TN=INT(FG/2)+1
45Ø SN=1+(FG AND 1)*9
46Ø DSKI$Ø,TN,SN,A$,B$
47Ø BP=ASC(MID$(A$,4,1))*256+ASC
(MID$(A$,5,1))
48Ø BP$=HEX$(BP):BP$=STRING$(4-L
EN(BP$),"Ø")+BP$
49Ø EP=BP+ASC(MID$(A$,2,1))*256+
ASC(MID$(A$,3,1))-1
5ØØ EP$=HEX$(EP):EP$=STRING$(4-L
EN(EP$),"Ø")+EP$
51Ø IF LL<34 THEN TN=INT(LL/2) E
LSE TN=INT(LL/2)+1
52Ø SN=(LL AND 1)*9+LS
53Ø DSKI$Ø,TN,SN,A$,B$:A$=A$+LEF
T$(B$,127)
54Ø EA=ASC(MID$(A$,LB-1,1))*256+
ASC(MID$(A$,LB,1))
55Ø EA$=HEX$(EA):EA$=STRING$(4-L
EN(EA$),"Ø")+EA$
56Ø GOTO 3ØØ
```

Also, in the answer to the first letter on Page 232 ("CoCo Goes to Spain"), the statement "a 14.31818 crystal" should read "a 14.31818 MHz crystal."

In our effort to advise you quickly of any revisions, omissions, corrections or enhancements to our program listings, these will be posted on our new Delphi CoCo SIG as soon as they are reported, and will then be printed in the earliest possible issue of THE RAINBOW. From the CoCo SIG> prompt, pick TOPICS, then INFO ON RAINBOW.

Now you can use CoCo's assistance for compiling program documentation

Cross-Reference Your Programs with XREF

By Douglas Van Dusen

Have you ever had to go back to a program you wrote several months ago and couldn't find your way around the program? Well, you have fallen to the bane of all programmers: documentation! The worst part of writing a program is documenting it. *XREF* helps make it easier to do that documentation by making the CoCo do most of the work for you.

XREF will list your program and cross-reference it. It is easy to modify *XREF* since the line length and number of references per line have been placed in variables. This program also works for tape users as the device number has been placed in a variable, also.

Some of the rules for using this program are: 1) The program must be saved in ASCII; 2) In present form a `PCLEAR 0` must be done for disk operation (see "Program Modifications" for more on this); 3) You must have a printer (any width will do); 4) Don't use the high speed `POKE`s in the program with a software spooler program. It will mess up the printout; and 5) Be sure you have no machine language programs in memory — you need all the memory you can get.

Let's have a look at the program section by section:

(Douglas Van Dusen is the chief of computer operations for Holloman AFB in New Mexico. He has worked in data processing for over 10 years and served in the U.S. Air Force for 18 years.)

Line	Description
1	Sets the printer Baud rate (9600 in my case).
2 - 3	Displays the status and statistics while the program operates (so you can tell it's doing something).
4 - 8	Sets up the parameters, finds out what options you have selected and enters the program line.
9 - 40	Breaks (parse) the input lines and finds the reserved words using the data in the RW$ array. These come from the `DATA` statements.
41 - 58	Prints the cross-reference portion of the listing.
59 - 71	This is the page break portion of the program. It works no matter how wide the listing is to be created.
72 - 73	Clears the string space and dimensions the arrays that are necessary for program operation. This is where you can customize the program to suit your system (see "Program Modifications").
74 - 75	Displays the credits for the program (I request that these lines remain unchanged).
76 - 80	Reads the `DATA` statements and places the reserved words in the RW$ array.
81 - 86	Takes the programs to be "XREFed" (10 MAX). The program may or may not have the extension, however,

Files
View
Disk
Data Directory
File1
Datafile
Budget
April85
Friends
Bulletin
Kidstuff
Resumes
Year1985
Compusrv
DowJones
Picture1
May85
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Entrpriz
1
2
3

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LEDGER

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INDEX CARDS

TELECOM

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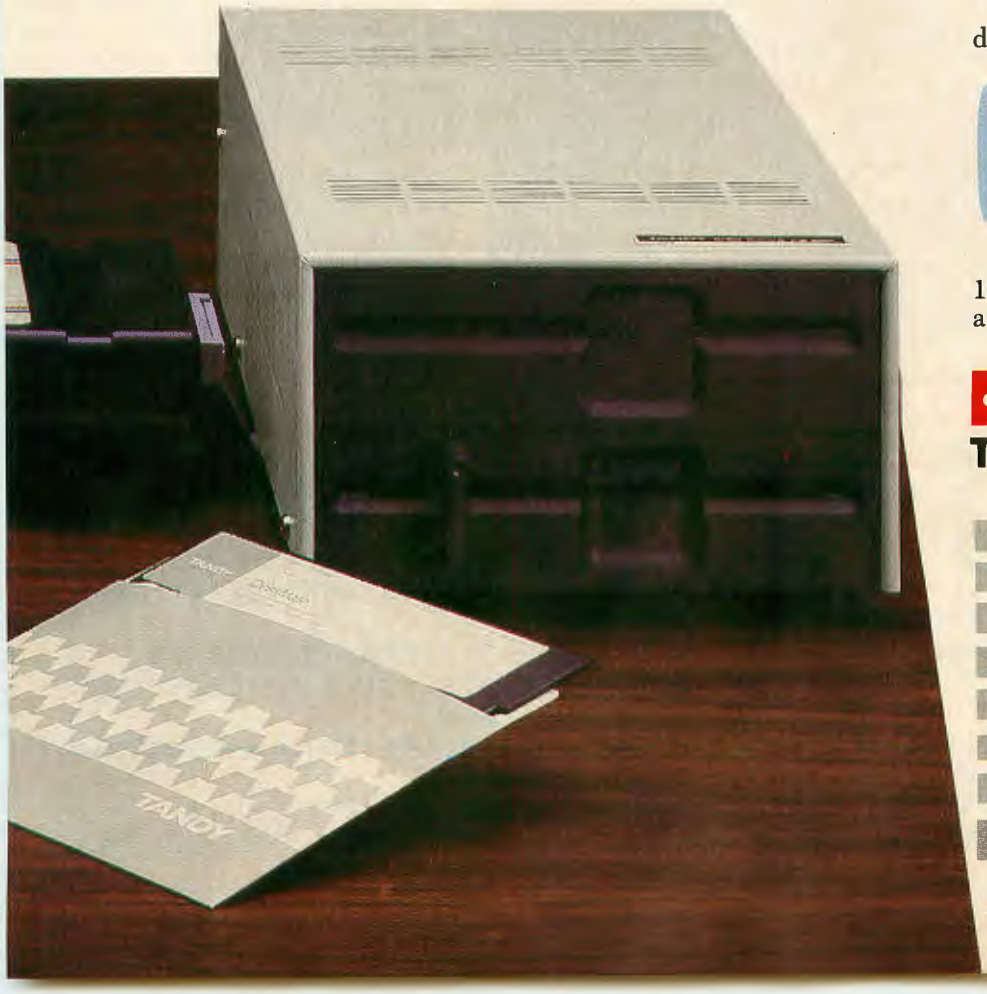
CALENDAR



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XREF Sample Run

```
                                                              PAGE   1
"XREF"  -  February 26, 1986

SYMBOL              REFERENCE LINE
------------------------------------------------------------------------
   2                1Ø
   4                9Ø
------------------------------------------------------------------------
   7                 8       12       16       17       26       27
  12                15       16       18       21       26       29       41
                    42
  22                14
------------------------------------------------------------------------
  23                24
  3Ø                12       16       17       2Ø       25
  33                33
------------------------------------------------------------------------
  35                33
  37                34
  38                31       34
------------------------------------------------------------------------
  39                18       19
  41                14
  42                23
------------------------------------------------------------------------
  43                 7
  46                57
  5Ø                55
------------------------------------------------------------------------
  58                46
  62                44       47       54
  63                47       48
------------------------------------------------------------------------
  64                 8
  66                66
  67                67
------------------------------------------------------------------------
  68                 6       62       65
  69                68
  72                 1
------------------------------------------------------------------------
  76                78
  79                76
  82                86
------------------------------------------------------------------------
  85                84
  87                83
  88                 4       88
------------------------------------------------------------------------
------------------------------------------------------------------------
BC                  2        5        9       6Ø
BN                  9       22       28       41
BR                 15
------------------------------------------------------------------------
C                  22       23       31       32
```

if the extension is not BAS you must enter the extension (disk users don't use the drive number).

87 Used to input the date (it may also be used to put some comment of no more than 50 characters).

88 Enters the selection of what you want the program to do.

89 - 93 The loop that runs all of your programs you want to cross-reference.

94 - 96 The DATA statements that have the reserved words.

Program Modifications

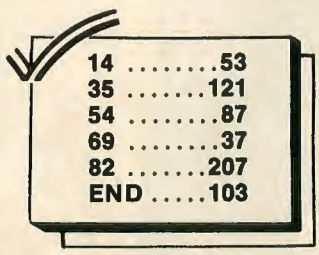
Line 1: This may be changed to reflect the Baud rate used for your printer.

Line 72: The arrays RF and NX may be enlarged (for tape system or 40K BASIC program use). These arrays must be the same size. The HI and LO variables are used for the high speed POKE; these may be deleted if your machine won't handle it. Be sure to remove all POKE HI and POKE LO references in the rest of the program.

Line 73: The DN variable is set to '1'. If it is set to –1 you will enter from tape. LW is the line width. Set it as you wish for your printer. ZR is the number of references per line. Use 6 for 80 cpl, 7 for 96 cpl and 11 for 132 cpl.

You can use the PCLEAR 0 POKE (POKE 25,6 for tape and POKE 25,14:POKE 3584,0:NEW for disk) to clear more memory for the program's use. The program needs a minimum of 500 bytes to operate.

(Any questions you have about *XREF* may be directed to the author at 2541-A Valencia Drive, Holloman AFB, NM 88330, phone 505-479-4035. Please enclose an SASE for a reply when writing.) □



The listing: XREF

```
1 POKE15Ø,1:GOTO72
2 PRINT@Ø,STRING$(46,128);"xref"
;STRING$(46,128);:PRINT@129,"PRO
GRAM-ID: ";F$(F):PRINT@196,"LINE
 NO: ";:PRINTUSING"######";LN:PR
INT@257,"LINE COUNT: ";:PRINTUSI
NG"######";LC-1:PRINT@321,"BYTE
COUNT: ";:PRINTUSING"######";BC
3 PRINT@386,"REF COUNT: ";:PRINT
USING"######";RC+1:PRINT@453,"ME
MORY: ";:PRINTUSING"######";MEM:
RETURN
4 M=VAL(M$):IFM<ØORM>3THEN88
5 LC=Ø:BC=Ø:PZ=Ø:V$="":C$="":VC=
91:RC=-1:SZ=Ø
6 CLS:FORI=ØTO91:VN(I)=-1:NEXT:G
OSUB68
7 POKELO,Ø:IFEOF(DN)THEN43
8 LINEINPUT#DN,L$:POKEHI,Ø:IFM>1
```

```
GOSUB64:IFM=2THEN7
9 LG=LEN(L$):BN=Ø:ER$="":LC=LC+1
:BC=BC+LG
1Ø LP=INSTR(L$," "):LN=VAL(LEFT$
(L$,LP)):GOSUB2
11 IFLN>32767THENLN=LN-65536
12 LP=LP+1:IFLP>LG GOSUB3Ø:GOTO7
13 C$=MID$(L$,LP,1)
14 IFC$>="A"ANDC$<="Z"THEN22ELSE
IFC$>="Ø"ANDC$<="9"THEN41
15 IFC$=" "THEN12ELSEIFC$<>","TH
ENBR=Ø
16 IFC$=CHR$(34)GOSUB3Ø:LP=INSTR
(LP+1,L$,C$):IFLP>ØTHEN12ELSE7
17 IFC$="'"GOSUB3Ø:GOTO7
18 IFC$="$"GOSUB39:GOTO12
19 IFC$="("GOSUB39
2Ø GOSUB3Ø:IFC$<>","THENER$=""
21 GOTO12
22 C=ASC(C$):P=PT(C-65):BN=Ø
23 IFC<ASC(RW$(P))THEN42
24 IFINSTR(LP,L$,RW$(P))<>LP THE
NP=P+1:GOTO23
25 GOSUB3Ø:RW$=RW$(P)
26 IFRW$="DATA"THENLP=INSTR(LP,L
$,":"):IFLP>ØTHEN12ELSE7
27 IFRW$="REM"THEN7
28 IFRW$="GOTO"ORRW$="THEN"ORRW$
="ELSE"ORRW$="GOSUB"THENBN=1
29 LP=LP+LEN(RW$)-1:GOTO12
3Ø IFV$=""THENRETURN
31 IFV$>="A"THENV$=V$+ER$:C=ASC(
V$)+1ELSEIFV$>="Ø"THENV$=RIGHT$(
"    "+V$,5):C=VAL(LEFT$(V$,2))E
LSE38
32 IL=-1:I=C
33 IFV$>V$(I)THENIL=I:I=VN(I):IF
I>ØTHEN33ELSE35
34 IFV$=V$(I)THENJ=LS(I-91):IFRF
(J)=LN THEN38ELSERC=RC+1:NX(J)=R
C:GOTO37
35 VC=VC+1:IFIL>=ØTHENVN(IL)=VC
36 V$(VC)=V$:VN(VC)=I:RC=RC+1:FR
(VC-91)=RC:I=VC
37 RF(RC)=LN:NX(RC)=-1:LS(I-91)=
RC
38 V$="":RETURN
39 IFV$<>""THENV$=V$+C$
4Ø RETURN
41 IFV$=""ANDBN=ØTHEN12
42 V$=V$+C$:GOTO12
43 IFM=2THENRETURN
44 PZ=Ø:GOSUB62
45 FORJ=ØTO91:V=J
```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```
46 V=VN(V):IFV<ØTHEN58
47 IFLZ>54GOSUB62ELSESZ=SZ+1:IFS
Z=3GOSUB63
48 IFLEFT$(V$(V),1)<>" "ANDQQ=ØA
NDRZ<>3THENQQ=1:GOSUB63
49 RZ=Ø:I=FR(V-91):POKELO,Ø:PRIN
T#-2,V$(V);:POKEHI,Ø
5Ø IFRZ=ØTHENPOKELO,Ø:PRINT#-2,T
AB(16);:POKEHI,Ø
51 LN=RF(I):IFLN<ØTHENLN=LN+6553
6
52 POKELO,Ø:PRINT#-2,USING"    #
####";LN,:POKEHI,Ø
53 RZ=RZ+1
54 IFRZ>ZR THENRZ=Ø:POKELO,Ø:PRI
NT#-2:POKEHI,Ø:LZ=LZ+1:IFLZ>74GO
SUB62
55 I=NX(I):IFI>ØTHEN5Ø
56 IFRZ>ØTHENPOKELO,Ø:PRINT#-2:P
OKEHI,Ø:LZ=LZ+1
57 GOTO46
58 NEXTJ
59 POKELO,Ø:PRINT#-2,STRING$(LW,
"=")
6Ø PRINT#-2,"LINE: ";LC-1;"
BYTE:";BC;"     SYMBOLS:";VC-91;
"     REFERENCES:";RC+1
61 LZ=LZ+3:POKEHI,Ø:RETURN
62 GOSUB68:POKELO,Ø:PRINT#-2,"SY
MBOL";TAB(2Ø)"REFERENCE LINE":LZ
=LZ+1
63 POKELO,Ø:PRINT#-2,STRING$(LW,
"-"):LZ=LZ+1:SZ=Ø:POKEHI,Ø:RETUR
N
64 X=1
65 IFLZ>56ORRIGHT$(L$,3)=",PG"GO
SUB68
66 Y=INSTR(X,L$,CHR$(1Ø)):IFY>ØT
HENPOKELO,Ø:PRINT#-2,MID$(L$,X,Y
-X):LZ=LZ+1:POKEHI,Ø:X=Y+1:GOTO6
6
67 POKELO,Ø:PRINT#-2,MID$(L$,X,L
W):LZ=LZ+1:POKEHI,Ø:X=X+LW:IFX<L
EN(L$)THEN67ELSERETURN
68 POKELO,Ø:IFZZ=ØTHENZZ=1:GOTO6
9ELSEPRINT#-2,CHR$(12)
69 PZ=PZ+1:PRINT#-2:PRINT#-2,TAB
(LW-8)"PAGE ";:PRINT#-2,USING"##
#";PZ
7Ø PRINT#-2,PR$:PRINT#-2
71 LZ=4:POKEHI,Ø:RETURN
72 CLEAR15ØØ:I=4ØØ:DIMVN(49Ø),V$
(49Ø),FR(4ØØ),LS(4ØØ),RF(13ØØ),N
X(13ØØ),RW$(12Ø),PT(25):HI=65495
:LO=65494
73 DN=1:LW=8Ø:ZR=6:CLS:PRINTSTRI
NG$(32,166);
```

```
74 PRINT"  XREF COLOR BASIC VERS
ION 1.Ø":PRINTSTRING$(32,166);:P
RINT"   (C)1984 WESTERN HORIZON"
:PRINTTAB(11)"SOFTWARE LTD.":PRI
NTSTRING$(32,166);
75 PRINT"LISTS ALL VARIBLES & RE
F LINE #":PRINTSTRING$(32,166);:
POKEHI,Ø:RW=Ø
76 READRW$:RW=RW+1:RW$(RW)=RW$:I
FRW$="\"THEN79
77 I=ASC(RW$)-ASC("A"):IFPT(I)=Ø
THENPT(I)=RW
78 GOTO76
79 FORI=ØTO25:IFPT(I)=ØTHENPT(I)
=RW
8Ø NEXT:POKELO,Ø
81 FX=Ø
82 PRINT"PROGRAM-ID"FX+1":";:LIN
EINPUTL$
83 IFL$=""THENIFFX<1THENENDELSE8
7
84 IF(DN=-1)THEN85ELSEIFINSTR(L$
,"/")=ØTHENL$=L$+"/BAS"
85 FX=FX+1:F$(FX)=L$
86 GOTO82
87 PRINT:POKE282,Ø:LINEINPUT"DAT
E = ";D$:POKE282,255:PRINT:PRINT
"1) XREF 2) LIST 3)BOTH "
88 M$=INKEY$:IFM$=""THEN88
89 FORF=1TOFX
9Ø POKELO,Ø:CLOSE:OPEN"I",#DN,F$
(F):PR$=CHR$(34)+""+F$(F)+CHR$(3
4)+"  -  "+D$:POKEHI,Ø:GOSUB4
91 NEXTF
92 POKELO,Ø:PRINT#-2,CHR$(12)
93 END
94 DATAABS,AND,ASC,AS,ATN,AUDIO,
CIRCLE,CLS,CHR$,CLEAR,CLOSE,COLO
R,COS,CSAVE,CSAVEM,CLOAD,CLOADM,
CVN,DATA,DEF,FN,DLOAD,USR,DEL,DI
M,DSKI$,DSKO$,DRAW,ELSE,END,EOF,
EXP,EXEC,FREE,FIELD,FILES,FIX,FO
R,GET,GOSUB
95 DATAGOTO,HEX$,IF,INKEY$,INPUT
,INSTR,INT,JOYSTK,KILL,LEFT$,LEN
,LINE,LOAD,LOADM,LOC,LOF,LOG,LSE
T,MID$,MKN$,MEM,RENAME,NEW,NEXT,
NOT,ON,OPEN,OR,MOTOR,OFF,PEEK,PO
INT,PPOINT,POKE,POS,PUT,PRESET,P
SET,PAINT,PCLS,PCLEAR,PCOPY,PLAY
,PMODE,PRINT
96 DATAREAD,REM,RESET,RESTORE,RE
TURN,RIGHT$,RND,RSET,RUN,SAVE,SA
VEM,SGN,SIN,SQR,STEP,STOP,STR$,S
TRING$,SCREEN,SKIPF,SOUND,STOP,T
AB,TAN,THEN,TIMER,TO,UNLOAD,USIN
G,VAL,VARPTR,WRITE,VERIFY,"\"
```


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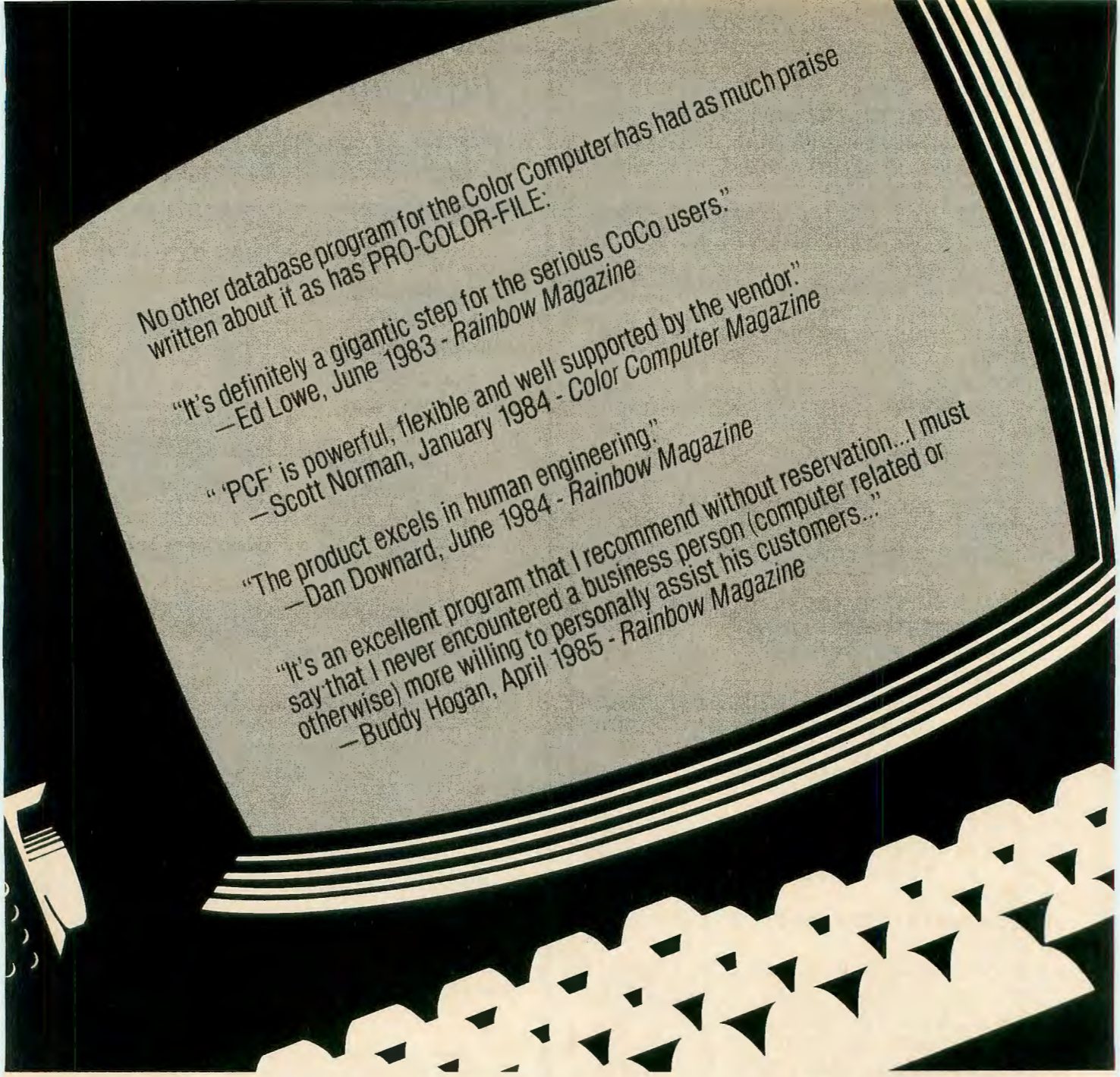

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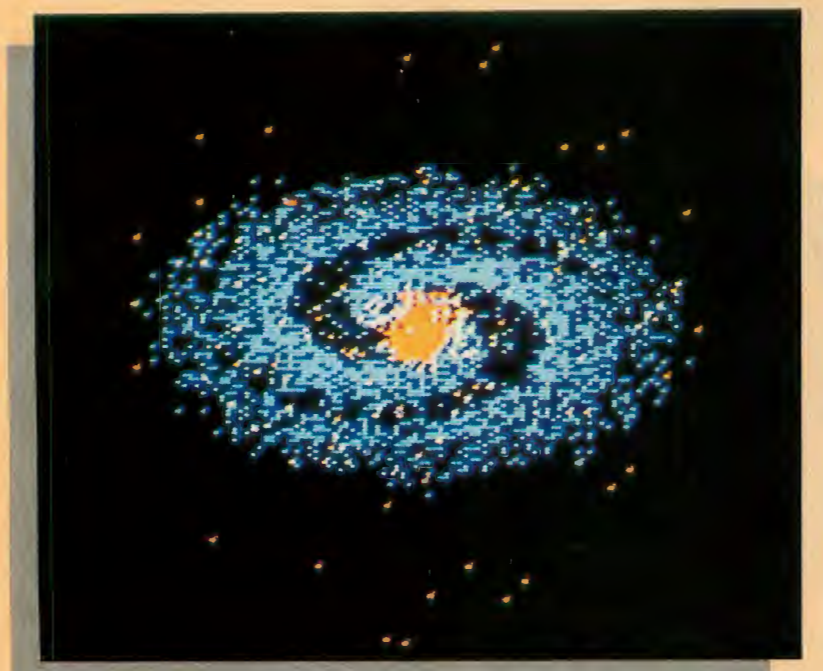
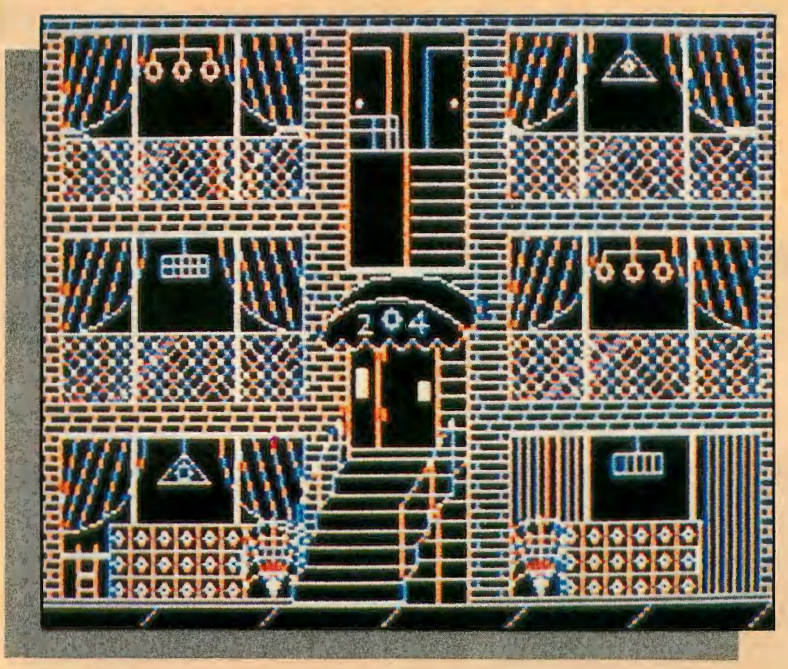


1st PRIZE

Larry Robinson
Galaxy
Larry opens this eclectic edition of "CoCo Gallery" with a vista of part of the Milky Way drawn using BASIC. Larry lives in Bloomington, Indiana.

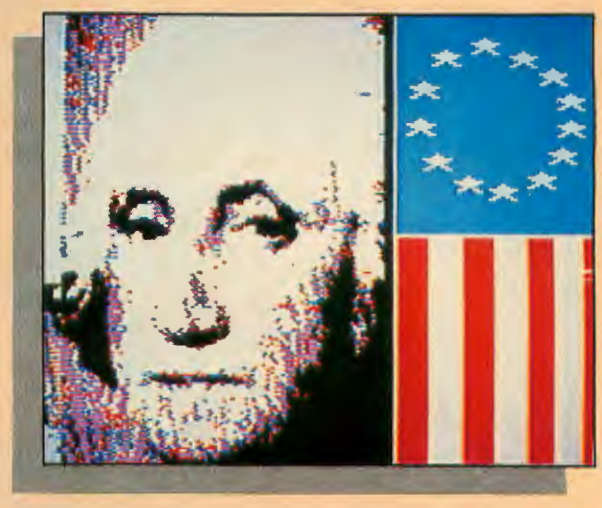
2nd PRIZE

Tom Ives
Pond Scene
Tom used the X-Pad and a BASIC program he wrote to depict this pastoral setting. Tom lives in Culp Creek, Oregon.



3rd PRIZE

Clifford M. Reuter, Jr.
Park Terrace
From Vienna, Virginia, Clifford sent this view of the facade of his condominium building drawn using BASIC.



HONORABLE MENTION

Robert C. Montowski
George W.
Robert used the DS-69 Digitizer and *CoCo Max* to portray the first president of the United States. Robert lives in Norristown, Pennsylvania.

HONORABLE MENTION

Darren Belanger
Ninja
Darren lives in Swan River, Manitoba, and used *Graphicom* to draw this portrait of a Ninja warrior meditating after battle.

SHOWCASE YOUR BEST!

You are invited to nominate original work for inclusion in upcoming showings of "CoCo Gallery." Share your creations with the CoCo Community!

Be sure to send a cover letter with your name, address and phone number, detailing how you created your picture (what programs you used, etc.) and how to display it. Also, please include a few facts about yourself.

Don't send us anything owned by someone else; this means no game screens, digitized images from TV programs or material that's already been submitted elsewhere.

We will award a first prize of $25, a second prize of $15 and a third prize of $10. Honorable mentions will also be given.

— Monica Dorth, Curator

Send your entry on either tape or disk to:
CoCo Gallery
THE RAINBOW
P.O. Box 385
Prospect, KY 40059
Attn: Monica Dorth

The Commandos

Want You!

By Anthony Frerking

Welcome recruit, you have just been assigned to Camp Ike, training camp of the Commandos. The Commandos are an elite army force of skilled pilots and athletes. They are able to get in and out of any situation. You, in your infinite wisdom, have chosen to join them. There's only one problem: You must survive basic training. You must complete a three-stage test six times to achieve the beloved rank of Commando First Class. Each test increases in difficulty as one progresses up in levels.

Stage 1: Hundred-Yard Dash

A Commando must be fit, so to prove your agility you must run from the camp to the A.F.1 spider jet on the other side of the compound. Sounds easy, but look up; as you run bombs will drop. You are gone if the explosion or radioactivity reaches you. Upon reaching the jet it takes you to the next stage of the test.

Stage 2: Rescue

In this stage you control the jet in an attempt to rescue a helpless captive trapped in the valley. You must maneuver the jet down through the opening in the valley and avoid being shot. Once in the valley, you place the jet over the victim and press the firebutton to beam him up. Caution: On higher levels the tank moves toward the victim. If the tank runs over the victim, you both die. Once you have the victim, leave the valley and fly toward the left side of the screen to complete the second part of the test. Note: Hitting the valley walls will also kill you.

Stage 3: Obstacle Course

The final phase of each test is to successfully travel through the obstacle course. This requires starting at the top of Snake Rock, avoiding cannon fire and entering the cave at the bottom left of the screen to complete the test. As levels increase, moving walls are added to impede your progress. Should you get shot or crash into walls, you will die.

End of Game

The game is over when you have lost all of your men (there are three of them) or you finish six complete tests. At the end of the game you receive your score, your rank, the level last completed and number of lives you saved. If you complete all six levels, you are also given the total time to complete the tests and receive the Commando Medal of Honor. After seeing your statistics, the screen clears and displays the high scores (up to 10).

The first two levels are meant to give you a chance to get familiar with the game and how to handle the joystick.

You are awarded 100 points multiplied by the level you are on for each stage completed, plus extra points for finishing each stage under the required time limit. Good luck, Cadet!

(Anthony may be contacted with questions about *Commando* at 15505 E. 43rd. Street, Independence, MO 64055, phone 816-373-7409. Please enclose an SASE when writing.) □

(Anthony Frerking is a student at Central Missouri State University with a double major in business computers and commercial art. He works as a programmer for a small computer company, Artifacts Rarely Found.)

260	81	2320	102
430	222	3052	16
640	25	3220	224
1170	205	4090	151
1400	34	6070	108
1560	152	END	84
2120	102		

The listing: COMMANDO

```
1ØØ 'BEGIN
11Ø DIM C(15,15),D(15,15),N$(11)
,SC(11),LV(11)
15Ø 'INTRO
16Ø CLS
17Ø PRINT@68,"ARTIFACTS RARELY F
OUND";:PRINT@133,"PROUDLY PRESEN
TS ...";
18Ø PRINT@2Ø3 ,"COMMANDO";:PRINT
@27Ø,"BY";:PRINT@396,"1985";
19Ø PRINT@327,"ANTHONY FRERKING"
;:PRINT@455,"<PRESS ANY KEY>";
2ØØ A$=INKEY$:IF A$="" THEN 2ØØ
21Ø CLS:INPUT"YOUR NAME";N$
213 GOSUB7ØØØ
215 IF N$="ARF       " THEN 23Ø
22Ø GOSUB 5ØØØ
23Ø PMODE 3,1:PCLS:SCREEN1,1
235 IF N$="ARF       " THEN 265
24Ø FORI=1TO17Ø:R=RND(8):CIRCLE(
127,96),I,R:NEXT
25Ø FORJ=1TO5:FORI=1 TO 8:I$=STR
$(I):DRAW"C"+I$+";BM1Ø,6Ø;NR3ØD4
ØR3ØBR1ØNR2ØU2ØR2ØD2ØBR1ØU2ØF1ØE
1ØD2ØBR1ØU2ØF1ØE1ØD2ØBR1ØU1ØE1ØF
1ØNL2ØD1ØBR1ØU2ØF2ØU2ØBR1ØNR1ØD2
ØR1ØE1ØH1ØBR2ØD2ØR2ØU2ØL2Ø":NEXT
:NEXT
26Ø GOSUB5ØØØ
265 R$(1)="GARBAGE SCRUBBER":R$(
2)="COOK":R$(3)="FOOT SOLDIER":R
$(4)="MINER":R$(5)="COMMANDO 2ND
 CLASS":R$(6)="COMMANDO 1ST CLAS
S"
27Ø TT=Ø:LV=1:PH=1:SC=Ø:LI=3
28Ø PL$(1)=";L2D2R2D8L2":PL$(2)=
";L2D2R2NG4NF4D4NG4F4"
29Ø C$=";G5ND5R5ND5R5ND5H5U5L5D2
R5":PL$(3)=";G6ND2BU4NU2F4NE4R4N
H4E4NU2BD4ND2H4NL4H2":B$(1)=";R4
G8NR8D2NR8F4NU4E4U2H8L4D8"
3ØØ B$(2)=";BR4G2H2G2NH2D6E2F2NU
6R2G2D2NL4G2H2U2H2R2"
31Ø T$=";G2D1F2L3G2NR15D1F2R11E2
U1H2L3NL5E2U1NR3H2L5NU2"
32Ø BL$=";NU15ND15NR1ØNL1ØNE5NH5
NG5F5"
35Ø 'LV1
36Ø PH=1:AR=Ø:H=23Ø:V=148:V$=STR
$(V):E=1:H$=STR$(H):R=7:Q=LV*1Ø+
2Ø:R=R-L:TI=Ø
37Ø PCLS(1):DRAW"C2;BMØ,14Ø;R4ØG
5L15D15R22ØU1ØH1ØR25":PAINT(Ø,16
Ø),2,2
38Ø DRAW"C3;BM1Ø,13Ø"+PL$(3)
39Ø DRAW"C4;BM24Ø,13Ø"+C$
4ØØ 'MOVE
41Ø DRAW"C1;BM"+H$+","+V$+PL$(E)
42Ø J(1)=JOYSTK(Ø)
43Ø IF J(1)<=15 THEN H=H-5 ELSE
IF J(1)>=55 THEN H=H+5 ELSE 46Ø
44Ø IF H>=23Ø THEN H=23Ø ELSE IF
 H<=3Ø THEN 4Ø1Ø
45Ø IF E=1 THEN E=2 ELSE E=1
46Ø H$=STR$(H):DRAW"C3;BM"+H$+",
"+V$+PL$(E)
47Ø TI=TI+1
5ØØ 'ENEMY
51Ø IF AR=1 THEN59Ø
52Ø Y=RND(2):IF Y<>1 THEN 4ØØ
53Ø Y=RND(2):ON Y GOTO 54Ø,55Ø
54Ø F=32:X=(RND(14)*1Ø)+65:Y=1:G
OTO 56Ø
```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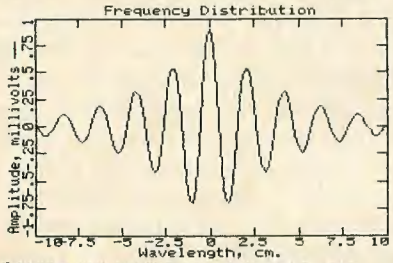

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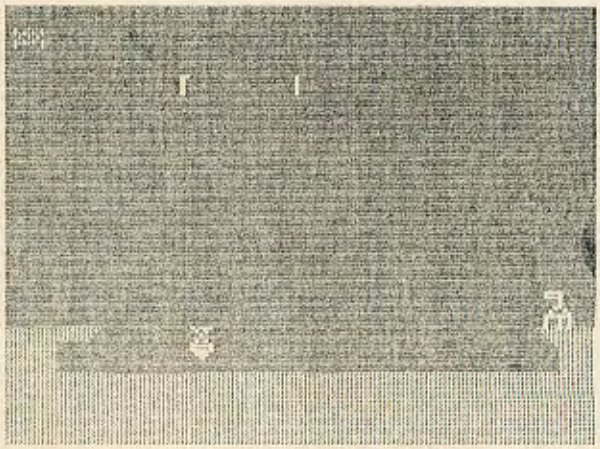
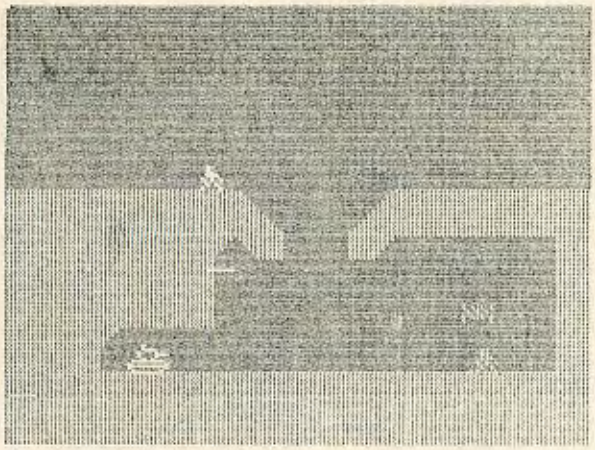
```
55Ø F=2Ø:X=(RND(16)+1Ø)+5Ø:Y=2
56Ø HB$=STR$(X):VB$=STR$(Q):DRAW
"C4;BM"+HB$+","+VB$+B$(Y)
57Ø Z=Q:AR=1
58Ø GET(X-5,Z)-(X+5,Z+15),C,G
59Ø PUT(X-5,Z)-(X+5,Z+15),D
6ØØ Z=Z+1Ø:SOUND 16Ø-Z,1:IF Z<15
Ø THEN 66Ø
61Ø Z=8:PLAY"V3ØO3T4L1C":ON Y GO
TO 62Ø,64Ø
62Ø COLOR Z,8:LINE(X-7,16Ø)-(X+7
,135),PSET,BF
63Ø FORI=1TO2ØSTEP3:CIRCLE(X-I,1
25),1Ø,Z:CIRCLE(X+I,125),1Ø,Z:NE
XT:Z=Z-3:IF Z<4 THEN 65Ø ELSE 62
Ø
64Ø FORI=1TO2ØSTEP3:FORJ=4TO1 ST
EP-1:CIRCLE(X,16Ø),I,J,1,.5,1:NE
XT:NEXT
65Ø IF H>=X-F AND H<=X+F THEN 3Ø
ØØ ELSE AR=Ø:GOTO 4ØØ
66Ø PUT(X-5,Z)-(X+5,Z+15),C,PSET
:GOTO 4ØØ
1ØØØ 'LV2
1Ø1Ø PH=2:N=1Ø:H=225:U=1Ø3:V=3Ø:
AR=Ø:TI=Ø:AA=115:AB=Ø
1Ø15 Y=5Ø:R=15Ø
1Ø2Ø PCLS(1)
1Ø3Ø DRAW"C2;BMØ,8Ø;R1ØØF2ØD1ØL1
ØH1ØG1ØD3ØL4ØG1ØD1ØR2ØØU6ØL7ØG1Ø
L1ØU1ØE2ØR9Ø":PAINT(Ø,1ØØ),2,2
1Ø4Ø DRAW"C4;BM6Ø,15Ø"+T$
1Ø5Ø FORI=1TOLV
1Ø6Ø LINE(9Ø,(I*5)+11Ø)-(1ØØ,(I*
5)+11Ø),PSET
1Ø65 NEXT
1Ø7Ø DRAW"C3;BM21Ø,15Ø"+PL$(2)
1Ø8Ø DRAW"C4;BM9Ø,7Ø"+PL$(2)
1Ø9Ø IF LV >2 THEN DRAW"C4;BM18Ø
,7Ø"+PL$(2)
11ØØ IF LV<3 THEN Q=1 ELSE IF LV
<4 THEN Q=2 ELSE Q=3
111Ø GET(Y,R)-(Y+15,R+1Ø),D,G
115Ø 'MOVE
116Ø COLOR1,1:LINE(H,V)-(H+12,V+
9),PRESET,BF
117Ø J(1)=JOYSTK(Ø):J(2)=JOYSTK(
1):FR=PEEK(6528Ø)
118Ø FORI=1TO2:IF J(I)<=15 THEN
X(I)=-5 ELSE IF J(I)>=55 THEN X(
I)=5 ELSE X(I)=Ø
119Ø NEXT
12ØØ H=H+X(1):V=V+X(2)
121Ø IF H>=24Ø THEN H=24Ø ELSE I
F H<=3Ø AND AB=Ø THEN H=3Ø
122Ø IF V<=2Ø THEN V=2Ø
123Ø PUT(H,V)-(H+15,V+1Ø),C,PSET
124Ø IF PPOINT(H-1,V-1)=6 OR PPO
INT(H+14,V)=6 OR PPOINT(H+14,V+1
Ø)=6 OR PPOINT(H-1,V+1Ø)=6 THEN
3ØØØ
125Ø IF H<=3Ø AND AB=1 THEN 415Ø
126Ø IF FR=254 OR FR=126 THEN GO
SUB13ØØ
127Ø TI=TI+1:GOTO 14ØØ
13ØØ 'FIRE
131Ø IF H<2ØØ THEN SOUND1,1:RETU
RN
132Ø IF V<11Ø THEN SOUND 1,1:RET
URN
133Ø AB=1:COLOR4,1:LINE(H+6,V+5)
-(21Ø,135),PSET:SOUND25Ø,1:LINE(
H+6,V+5)-(21Ø,135),PRESET
134Ø DRAW"C5;BM21Ø,15Ø"+PL$(2)
135Ø RETURN
14ØØ 'ENEMY
141Ø IF AR=1 THEN 146Ø ELSE AR=1
142Ø IF Q=1 THEN 144Ø ELSE Z=RND
(2)
143Ø N=17Ø:IF Z=1 THEN X=Ø ELSE
X=-5
144Ø Z=RND(2):IF Z=1 THEN M=Ø EL
SE M=5
145Ø SOUND 1Ø,1:Z=1ØØ:T=8Ø
146Ø IF Q=1 THEN 147Ø ELSE PRESE
T(N,T):N=N+X
147Ø PSET(Z,T,1):Z=Z+M:T=T-5:PSE
T(Z,T,2):IF Q>1 THEN PSET(N,T,2)
148Ø IF T<=25 THEN PSET(Z,T,1):P
SET(N,T,1):PSET(U,AA,1):AR=Ø:GOT
O151Ø
149Ø IF T<=V+8 AND T>=V THEN 15Ø
Ø ELSE 151Ø
15ØØ IF (Z<=H+15 AND Z>=H)OR(Q>1
 AND N>=H+15 AND N<=H) THEN 3ØØØ
151Ø IF Q<3 OR AB=1 THEN 154Ø
152Ø LINE(Y-5,R-5)-(Y+11,R+1Ø),P
RESET,BF:Y=Y+INT(LV/2):H$=STR$(Y
):V$=STR$(R):DRAW"C4;BM"+H$+","+
V$+T$
153Ø IF Y+15>=21Ø THEN LINE(Y,R)
-(Y+16,R+1Ø),PRESET:GET(Y,R)-(Y+
16,R+1Ø),D,G:GOTO 3ØØØ
1535 PLAY"V3ØT8O1L16;C;D"
154Ø IF AR=1 THEN 156Ø
155Ø AA=RND(LV):AA=11Ø+(AA*5):U=
1Ø3
156Ø PSET(U,AA,1):U=U+5:PSET(U,A
A,4)
157Ø IF AA>=V AND AA<=V+1Ø THEN
158Ø ELSE 115Ø
158Ø IF U >=H AND U<=H+15 THEN 3
ØØØ ELSE 115Ø
2ØØØ 'LV3
2Ø1Ø R2=2Ø:S2=11Ø:TI=Ø:PCLS(1):R
1=13Ø:S1=17Ø:HA=22Ø:X=1Ø:Y=16Ø:H
```

```
=45:V=1Ø:PH=3:AA=135:ZA=18Ø:AR=Ø
:E=Ø
2Ø15 R3=135:S3=13Ø
2Ø2Ø GET(2Ø,2Ø)-(35,35),D,G
2Ø3Ø DRAW"C2;BMØ,4Ø;R1ØØBG1ØG2ØR
2ØE1ØH1ØBE1ØF2ØR3ØF2ØD1ØL14ØG1ØD
1ØG1ØD2ØG1ØD1ØR3ØF1ØR17ØE2ØU13ØH
25"
2Ø4Ø PAINT(1Ø,1ØØ),2,2:PAINT(1Ø,
18Ø),2,2
2Ø5Ø COLOR 4,1:FORI=1TOLV:LINE(2
2Ø,15+(I*5))-(23Ø,15+(I*5)),PSET
:LINE(22Ø,85+(I*5))-(23Ø,85+(I*5
)),PSET
2Ø6Ø NEXT
2Ø7Ø PUT(H,V)-(H+16,V+1Ø),C,PSET
2Ø8Ø DRAW"C2;BM5Ø,11Ø;D2ØR1ØØE2Ø
L12Ø":PAINT(6Ø,125),2,2
21ØØ 'MOVE
211Ø PUT(H,V)-(H+16,V+1Ø),D
212Ø J(1)=JOYSTK(Ø):J(2)=JOYSTK(
1)
213Ø FORI=1TO2
214Ø IF J(I)<=15 THEN X(I)=-5 EL
SE IF J(I)>=55 THEN X(I)=5 ELSE
X(I)=Ø
2145 NEXT
215Ø H=H+X(1):V=V+X(2)
216Ø IF V>=14Ø AND H+16 <=35 THE
N 4Ø7Ø
217Ø IF PPOINT(H-1,V)=6 OR PPOIN
T(H-1,V+1Ø)=6 OR PPOINT(H+14,V)=
6 OR PPOINT(H+14,V+1Ø)=6 THEN 3Ø
ØØ
218Ø IF V<=Ø THEN V=5
219Ø IF H<=1Ø THEN H=1Ø
22ØØ PUT(H,V)-(H+15,V+1Ø),C,PSET
221Ø TI=TI+1
225Ø 'ENEMY
226Ø IF AR=1 THEN 23ØØ
227Ø AR=1:IF V<=3Ø THEN 228Ø ELS
E 229Ø
228Ø T=218:M=(RND(LV)*5)+15:N=15
Ø:GOTO 23ØØ
229Ø T=218:M=(RND(LV)*5)+85:N=17
Ø
23ØØ PSET(T,M,1):T=T-3:PSET(T,M,
3)
231Ø IF (H<=T AND H+15>=T) AND (
V<=M AND V+1Ø>=M) THEN 3ØØØ
232Ø IF T<=N THEN AR=Ø:PSET(T,M,
1)
233Ø IF LV >=3 THEN 234Ø ELSE 21
ØØ
234Ø PSET(R1,S1,2):R1=R1+1:IF R1
>135 THEN R1=13Ø:S1=S1-1
235Ø IF LV>=4 THEN 236Ø ELSE 21Ø
Ø
236Ø PSET(R2,S2,2):S2=S2+1:IF S2
>115 THEN S2=11Ø:R2=R2+1
237Ø IF LV >=5 THEN 238Ø ELSE 21
ØØ
238Ø PSET(R3,S3,2):R3=R3+1:IF R3
>14Ø THEN S3=S3+1:R3=135
239Ø GOTO 21ØØ
```



```
3ØØØ 'DEATH
3ØØ1 II=Ø
3ØØ5 IF PH >1 THEN 3Ø4Ø
3Ø1Ø 'LV1
3Ø2Ø DRAW"C5;BM"+H$+","+V$+PL$(E
)
3Ø3Ø FORI=15Ø TO 5Ø STEP-5:CIRCL
E(H,I),5,3:CIRCLE(H,I),5,5:NEXT:
V=45:H=H-5
3Ø4Ø 'LV1,LV2,LV3
3Ø5Ø FORJ=1TO1Ø:FORI=8 TO5 STEP-
1
3Ø52 I$=STR$(I):H$=STR$(H+5):V$=
STR$(V+5)
3Ø54 DRAW"C"+I$+";BM"+H$+","+V$+
BL$
3Ø56 NEXTI,J
3Ø6Ø LI=LI-1:IF LI<=Ø THEN 3Ø8Ø
3Ø7Ø ON PH GOTO 35Ø,1ØØØ,2ØØØ
3Ø8Ø CLS:PRINT"YOUR TEST IS OVER
"
3Ø9Ø PRINT"     **RATING**"
31ØØ PRINT"LAST LEVEL COMPLETED:
";LV-1
311Ø PRINT" # OF LIVES SAVED:";
312Ø IF PH>2 THEN PRINTLV ELSE P
RINT LV-1
313Ø PRINT"RANK:";:IF LV =1 THEN
  PRINTR$(1) ELSE IF LV =6 AND I
I=1 THEN PRINTR$(6) ELSE PRINT R
$(LV-1)
314Ø PRINT"SCORE:";SC
315Ø IF LV<6 OR II=Ø  THEN 3155
ELSE PRINT"TIME TO COMPLETE COUR
SE:";TT/1ØØ:GOTO 316Ø
3155 PRINT"PRESS ANY KEY"
```

```
3156 A$=INKEY$:IF A$="" THEN 315
6 ELSE 6ØØØ
316Ø PRINT"PRESS ANY KEY"
317Ø A$=INKEY$:IF A$=""THEN 317Ø
318Ø PMODE3,1:PCLS:SCREEN1,Ø
319Ø CIRCLE(15Ø,5Ø),22,2:PAINT(1
5Ø,5Ø),2,2:CIRCLE(15Ø,5Ø),3Ø,2
32ØØ PAINT(15Ø,25),3,2
321Ø DRAW"C2;BM16Ø,8Ø;ND7ØG1ØH1Ø
```



```
ND7ØL1ØD8ØE1ØD2ØE1ØF1ØU2ØF1ØU8ØN
L1ØR1ØU2ØE1ØH1ØU2ØL2ØH1ØG1ØL2ØD2
ØG1ØF1ØD2ØR1Ø"
322Ø DRAW"C3;BM14Ø,4Ø;R2ØBG2ØR2Ø
BH2ØBG5D1ØR7U1ØBR5NR7D5R7D5NL7BR
5U5NR1ØE5F5D5"
323Ø PAINT(135,1ØØ),4,2:PAINT(16
5,1ØØ),3,2
324Ø COLOR2,1:LINE(4Ø,6Ø)-(1ØØ,6
Ø),PSET:LINE(2ØØ,6Ø)-(254,6Ø),PS
ET
325Ø DRAW"BM11Ø,2Ø;NH2ØBR8ØNE2ØB
D8ØNF3ØBL8ØG3Ø"
326Ø A$=INKEY$:IF A$="" THEN 326
Ø
327Ø GOTO 6ØØØ
4ØØØ 'WIN
4Ø1Ø 'LV1
4Ø2Ø GET(5,13Ø)-(2Ø,139),C,G
4Ø3Ø H=5:V=13Ø
4Ø4Ø PUT(H,V)-(H+15,V+1Ø),D
4Ø5Ø V=V-5:PUT(H,V)-(H+15,V+1Ø),
C,PSET
4Ø6Ø IF V<=1Ø THEN 415Ø ELSE 4Ø4
Ø
4Ø7Ø 'LV3
4Ø75 IF LV=6 THEN 415Ø
4Ø8Ø PCLS(1)
4Ø9Ø DRAW"C2;BM2Ø,85;D1ØR1ØBR5NR
1ØU5NR5U5R1ØBR5D5F5E5U5BR5NR1ØD5
NR5D5R1ØBR5NR1ØU1Ø"
41ØØ FORI=1TO LV+1:LINE(95+(I*5)
,85)-(95+(I*5),95),PSET:NEXT
411Ø FORI=1TO1ØØØ:NEXT
415Ø 'WIN1,2,3
4155 II=1:GOSUB5ØØØ
4156 SC=SC+(LV*1ØØ)
4157 IF TI<2ØØ THEN SC=SC+(2ØØ-T
I)
4158 TT=TT+TI
416Ø PH=PH+1:IF PH>3 THEN PH=1:L
V=LV+1
417Ø IF LV>6 THEN 3Ø8Ø
418Ø ON PH GOTO 35Ø,1ØØØ,2ØØØ
5ØØØ 'THEME
5Ø1Ø Z$="O2BG":X$="AO3C"
5Ø2Ø PLAY"T6O3L4DDXZ$;ACBGO3DDXZ
$;XX$;O2L2AO3L4DD"
5Ø3Ø PLAY"XZ$;XX$;O2BGAO3CXZ$;AO
3DO2L2G"
5Ø4Ø RETURN
6ØØØ 'HIGH SCORE
6Ø1Ø IF SC>SC(1Ø) THEN 6Ø2Ø ELSE
 614Ø
6Ø2Ø SC(11)=SC:N$(11)=N$:LV(11)=
LV
6Ø3Ø SC=Ø
6Ø4Ø IF SC=1 THEN 614Ø
6Ø5Ø SC=1
6Ø6Ø FORI=1TO1Ø
6Ø7Ø IF SC(I)<SC(I+1) THEN 6Ø8Ø
ELSE 611Ø
6Ø8Ø SC=Ø:S=SC(I):SC(I)=SC(I+1):
SC(I+1)=S
6Ø9Ø N$=N$(I):N$(I)=N$(I+1):N$(I
+1)=N$
61ØØ LV=LV(I):LV(I)=LV(I+1):LV(I
+1)=LV
611Ø NEXT
612Ø GOTO 6Ø4Ø
614Ø CLS:PRINT@1Ø,"*HIGH SCORE*"
615Ø PRINT"----------------------
----------"
616Ø FORI=1TO1Ø:IF SC(I)=Ø THEN
618Ø
617Ø PRINTN$(I)"   "SC(I)"    LE
VEL:"LV(I)
618Ø NEXT
619Ø PRINT:INPUT"WANT TO PLAY AG
AIN(Y/N)";A$
62ØØ IF A$="Y" THEN 15Ø
621Ø END
7ØØØ '1
7Ø1Ø N=LEN(N$)
7Ø2Ø IF N>1Ø THEN 7Ø3Ø ELSE IF N
<1Ø THEN 7Ø4Ø ELSE RETURN
7Ø3Ø N$=LEFT$(N$,1Ø)
7Ø35 RETURN
7Ø4Ø FORI= 1 TO 1Ø-N
7Ø5Ø N$=N$+" "
7Ø6Ø NEXT:RETURN
```

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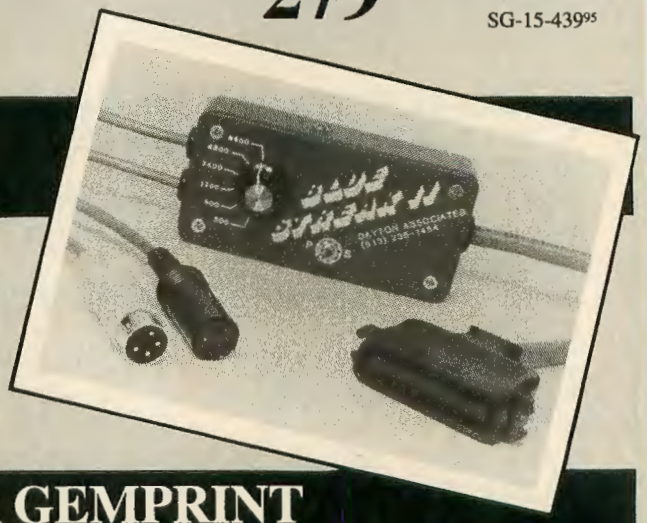

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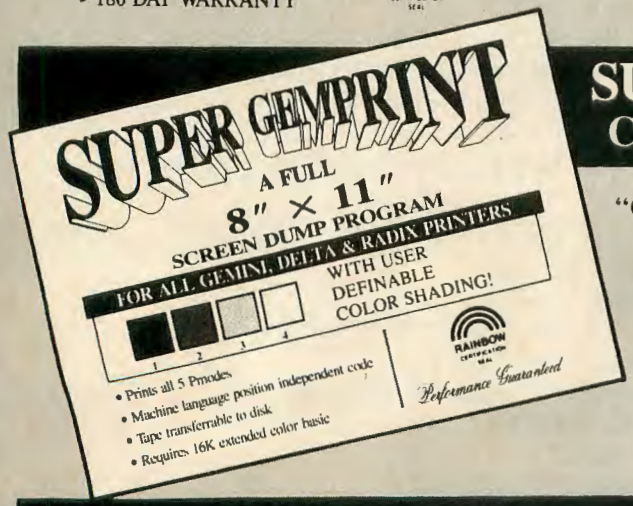

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Find the Hidden Treasure/*Novasoft* 219

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RECEIVED & CERTIFIED

The following products recently have been received by THE RAINBOW, examined by our magazine staff and approved for the *Rainbow Seal of Certification*, your assurance that we have seen the product and have ascertained that it is what it purports to be.

This month the *Seal of Certification* has been issued to:

MONEY MATH, a 32K ECB education utility designed for first through third grades and useful for remediation in upper elementary grades. Fifteen-level menu includes coin recognition, spelling coin names, count to $1 using pennies, nickels, dimes and quarters, and graphics are large for utilization in small groups. Cassette comes with both talking and non-talking versions on the tape. *CY-BURNET-ICS, 5705 Chesswood Drive, Knoxville, TN 37912, cassette $29.95, disk $32.95 plus $2 S/H*

26 Hardware Projects for the Home Computer, a book by Dan Cross-Cole written for the intrepid hobbyist or student and composed of such projects as peripheral interface adaptor, bidirectional port, oscilloscope video board and optical spectrometers, among others. Diagrams are included. *Dan Cross-Cole, 208 N. Abingdon Street, Arlington, VA 22201, $5.95*

French Package, a 32K education utility for home skills in learning French. Composed of drills, exercises and practices, *French Package* contains brief reviews of particular points of grammar and is capable of addition and modification to coincide with personal texts and/or classes. *David M. Compton, 252 N. Main Street, Suffield, CT 06078, disk $39.95 plus $3 S/H*

The Enhancer Version 6.0, a 64K programming utility designed to reside above Disk BASIC and featuring these commands: RECOVER, to retrieve programs from accidental usage of NEW, BREAK key disable; HIPRINT, to display all print in Hi-Res; SCROLL, to freeze portions of the screen and change the home position; and CUSTOM, to allow creation of special characters (disk version only). *H.D.R. Software, 27 Doyle Street, St. John's Newfoundland, Canada, A1E2N9, cassette or disk $18*

Algebra, a 32K mathematical utility requiring a disk drive designed to act as a string variable equation solver capable of solving for any variable in any equation composed of the integers zero through nine, letters A through Z and the functions of addition, subtraction, multiplication, division, in parentheses multiplication and exponential. *MF Estes Softhead Co., P.O. Box 335, Elba, NY 14058, disk $49 plus $3 S/H*

SGS, SemiGraphics Support Utility, a 5.3K graphics utility requiring a disk drive. This revised version's enhancements include printing of screen images to a Gemini or Epson printer, 18 commands added to BASIC, copy protection after systems loading and a revised users manual. *Micro Computer Systems, 1404 Sunset Drive, Friendswood, TX 77546, cassette $14.95 disk $17.95*

XMENU, a 64K OS-9 utility to allow the creation and maintenance of menus to access OS-9 commands. *Microtech Consultants, Inc., 1906 Jerrold Avenue, St. Paul, MN 55112, disk $29.95, with source $59.95 plus $3 S/H*

XDIR & XCAL, a 64K OS-9 utility package to allow users to print full hierarchal directories with full sorting, complete pattern matching and wild card and character classes with *XDIR*. *XCAL* calculates for programmers and general usage. Features include ability to work in hexadecimal, decimal and binary, the functions AND, OR, NOT, XOR and 25 results are stored. *Microtech Consultants, Inc., 1906 Jerrold Avenue, St. Paul, MN 55112, disk $24.95, with source $49.95 plus $3 S/H*

XTERM, a 64K OS-9 communications package that works with normal text screen, *XSCREEN* or the *Word-Pak* 80-column board. Features include: full upload and download ability with remote buffer operation; support of XON/XOFF protocol, five, six, seven or eight bits; even/odd/no parity; and the ability to execute an OS-9 Shell command from within the program. Works with standard serial interface as well as a hardware serial port. Comes with XMODEM protocol and function keys. *Microtech Consultants, Inc., 1906 Jerrold Avenue, St. Paul, MN 55112, disk $59.95, with source $99.95 plus $3 S/H*

XSCREEN, a 64K OS-9 utility to create Hi-Res screens with 24 lines of text with 51, 64 or 85 characters per line. Characters can be either white on black screen or vice versa. *Microtech Consultants, Inc., 1906 Jerrold Avenue, St. Paul, MN 55112, disk $19.95, with source $39.95 plus $3 S/H*

XWORD, a 64K OS-9 word processing utility. Features include: true character oriented full-screen editor, support of normal text screen, *XSCREEN*, *O-PAK* or *Word-Pak* 80-column card, full block commands for block manipulation, full find and replace commands with wild card characters, proportional spacing formats supported, printer control, headers/footers, page numbering in decimal or Roman numerals and margin differentiation for even and odd pages. *Microtech Consultants, Inc., 1906 Jerrold Avenue, St. Paul, MN 55112, disk $79.95, with source $139.95 plus $3 S/H*

XSPELL, a 64K OS-9 word processing utility to allow checks for spelling errors in OS-9 text files. Comes with 20,000- and 40,000-word dictionaries. *Microtech Consultants, Inc., 1906 Jerrold Avenue, St. Paul, MN 55112, disk $44.95 plus $3 S/H*

XMERGE, a 64K OS-9 utility to allow users of *XWORD* to mail merge or merge in data from data files or the keyboard. *Microtech Consultants, Inc., 1906 Jerrold Avenue, St. Paul, MN 55112, disk $29.95, with source $59.95 plus $3 S/H*

CoCo Windows, a 64K utility requiring a disk drive to give users a Hi-Res 51 by 24 character screen display with windows and enhanced keyboard with key click. Users can create multiple windows from BASIC using character control codes including menu-driven printer setup, function key programming, auto-line numbering for BASIC and four-function calculator with memory. *The Other Guy's Software, P.O. Box H, Logan, UT 84321, disk $19.95 plus $2.50 S/H*

Connections: Telecommunicating On A Budget, a 248-page, soft bound book by Robert Chapman Wood to help guide beginners through the different stages, outlets and services of telecommunicating. Comes with an index and nine pages of discount coupons and special offers. *Scott, Foresman and Company, 1900 East Lake Avenue, Glenview IL 60025, $15.95*

The CoCo Knitter, a 32K home utility designed to produce the instructions necessary to knit a variety of sweaters. Menu-oriented, the program allows choices of various weights of yarn, neckline styles, sleeve variations and sweater front styles. Instructions can be generated for any of 40 sizes and dumped to most printers. *Sugar Software, 1710 North 50th Avenue, Hollywood, FL 33021, cassette or disk $24.95 plus $1.50 S/H*

TRADING POST, a 32K educational game requiring a disk drive. Two students play the game using strategy and problem-solving skills to be the first to collect all shapes needed to match a goal. Graphics are used to keep attention levels up as students practice memory, cognitive and creative skills. Comes with teacher's guide. *Sunburst Communications, Inc., 39 Washington Avenue, Pleasantville, NY 10570, disk $59*

SUPERDISK UTILITY, a 32K utility requiring a disk drive and featuring the capabilities to make a spare copy of Track 17, display the directory when using the KILL, COPY and RUN commands, and reading a disk by file, track or sector. *Sunrise Software, 8901 NW 26 Street, Sunrise, FL 33322, disk $9.95*

RADIOLOG.4 & RADIOLOG.5, a 32K Ham radio utility requiring a disk drive. Ham radio operators can maintain and print out their log book using their CoCos. *Sunrise Software, 8901 NW 26 Street, Sunrise, FL 33322, disk $9.95*

The Electronic Assistant Lighting Designer, a 64K utility requiring a disk drive that acts as a database manager in producing and maintaining the lists, schedules and supports necessary to design lighting for theatrical productions, as well as assessing the capabilities of lighting instruments according to tasks assigned and flagging errors to the user in cases of overload. *Theater Literate Software, 1361 Springfield St., Kissimmee, FL 32743, disk $50*

The *Seal of Certification* program is open to all manufacturers of products for the Tandy Color Computer, regardless of whether they advertise in THE RAINBOW.

By awarding a *Seal*, the magazine certifies the product does *exist* — that we have examined it and have a sample copy — but this *does not* constitute any guarantee of satisfaction. As soon as possible, these hardware or software items will be forwarded to THE RAINBOW's reviewers for evaluation.

— Monica Dorth

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If you live in Canada and you own a Color Computer, you should have a copy of our latest Catalog. We distribute most of the software available for the Color Computer. Our Catalog also contains articles, reviews, and tips for the Canadian COCO user. We are also avid OS-9 and hard drive users.

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REVIEWING REVIEWS

COSMIC PAINT

Editor:

Concerning the review of my program in the November issue [Page 193], I would like to make these comments.

Most of the "quirks" that Mr. Rahim criticized in the program were quite intentional. The only unintentional one was the problem with the PCLEAR bug in the original Color Computers. I was surprised to find that he, as an owner of an older Color Computer, failed to mention that *Cosmic Paint* is one of the only major graphics editors on the market that runs in 32K. It is one of the minority of programs that will even operate on an unmodified gray machine.

Originally, a BREAK key disable was included in the coding of the program, but while using the program to write a screen for a separate animated graphics program, I needed to have a line going from one numbered coordinate to another. I could not get out of the program to type in the LINE statement, which would perform the action. After removing the BREAK disable coding, I was able to easily move back and forth between the program and immediate entry modes.

About the problem with this program being "crashable": I find it much more convenient for a program to abort with an error message than for it to return to editing without an indication that you made a mistake. With *Cosmic Paint*, if you attempt to save a picture with insufficient free space on the disk, you will receive an error message. You can return, as documented, by typing GOTO 20. Computers provide error messages because programmers cannot anticipate every use the public will find for a program. The use of an ON ERROR GOTO statement is often a simple way to dodge hardware errors by having the program ignore them.

About the PAINT error, this is not an error with the program; it is a problem with the Extended BASIC PAINT command. Since the coding of the command itself is recursive, it can easily eat up a lot of memory for a short time. After the PAINTing is complete, the memory is returned. As mentioned in the manual, it only shows up when painting something very complex (like an eight-bit pattern washed over most of the screen). It is simple to recover and you will know exactly what went wrong.

Some apparent fundamental problems can allow more user-convenience than the first glance shows.

John Hattan
Cosmic Software

WORD-PAK II

Editor:

I find the comments, by D. Dean Rector of Midland, Texas, in the "Reviewing Reviews" of the December 1985 issue [Page 222] a little harsh.

I purchased *Word-Pak II* from PBJ in October 1985. I, too, found the screen editor clumsy to work with and a little slow. My thanks to Mr. Rector for the two pokes to disable the editor.

The documentation supplied with *Word-Pak II* is a little on the thin side, but there is enough to get the board up and running.

The slow scroll advertised is indeed slow, but you can change the scroll speed from zero (for very fast) to 255 (for very slow). The zero speed looks the same as a normal scroll.

He also complains of having to reset the computer to get back into the standard 32 by 16 screen format. This is true, but with one look at the 80-column screen on a CoCo, why anyone would want to go back to the 32 by 16 screen is beyond me.

My opinion of *Word-Pak II* is that if you look at the product as an 80-column screen driver, the product is well worth the money invested. The screen editor, slow scroll and software switch are all just icing on the cake.

I'm running *Word-Pak II* on a gray 64K CoCo with two drives and a Multi-Pak Interface. I'm writing this letter from deep inside OS-9 and using *Word-Pak II*. Writing a letter now is like a walk in the park.

Allen Genitski
Augusta, GA

CITY WAR

Editor:

In reviewing *City War* [December 1985, Page 246], Dan Smith pointed out some aspects of the game he disliked—I would like to address these points.

First, he states that using the "Arm" and "Unarm" options while a player's missiles are already armed or unarmed unnecessarily costs a turn. True; this is by design. These options allow a player to sit out a turn and wait for the other player to make a move. We don't suggest this as a playing habit, but this "non"-option allows the possibility of capitalizing on the other player's inattention to missile count.

Second, Mr. Smith disliked how *City War* re-prompted incorrect input during launch sequences. This is due to BASIC's REDO error, which occurs when letters or symbols are entered when numeric input is expected. The instructions state repeatedly that cities' numbers, not names, are asked for.

Lastly, he states that he saw no need for access codes and the "Reduce" (missile count) command served no purpose. It appears Mr. Smith reviewed the game by playing it solitarily or had unusually honest opponents. Toby Skoal, the co-author of the game, and I played many times and took advantage of every opportunity to cheat and strengthen our positions at the other's expense. This made access codes imperative. While the "Reduce" command plays no big part in advancing the game's progress, it is vital to the interaction between two players pitting their strategies against each other.

City War is not a Simulation, but a game; any similarity to the movie *War Games* was never intended.

Dan Tharp
Co-author of City War

COCO GARDENER

Editor:

Thank you for the opportunity to comment on Larry Goldwasser's review of our program *CoCo Gardener* [Page 204].

First, regarding Mr. Goldwasser's problem of not knowing exactly how to load the program — our tapes have the loading instructions printed on the cassette label. The program name itself is, of course, unnecessary.

Second, let me make a single comment on all of the other "problems" mentioned. They are merely differences in opinion. For example, the first problem is that the black bar was found to be "difficult to interpret." Well, if the black bar has dwindled to half of its original size it means that the garden space is half used up. We don't think that is difficult to interpret at all, and we much prefer the bar graphics to the numerical approach he suggests. We could respond similarly to his other "problems."

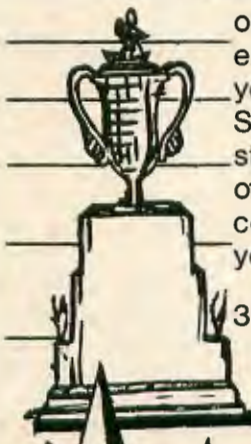
As Mr. Goldwasser says, "the program offers some very good features." And though we appreciate his attempts to help us by suggesting revisions, we really do prefer the program in its current form.

Jim Toth
Tothian Software, Inc.

We welcome letters to "Reviewing Reviews" and remind you that they may also be sent to us through the MAIL section of our new Delphi CoCo SIG. From the CoCo SIG> prompt, pick MAIL, then type SEND and address to: EDITORS.

SPEED RACER

by Steven Hirsch



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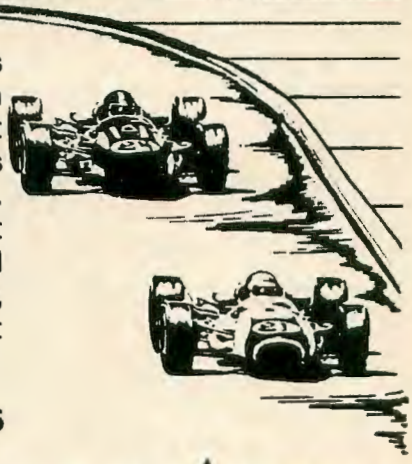

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ROMMEL 3-D

By Kary McFadden

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Dazzling graphics and lifelike sound take you a step beyond the ordinary in this fast, machine-language arcade game. Enter the next dimension, ROMMEL's troops are waiting for you!

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Kansas City BASIC Scores a Home Run

Since the Kansas City Royals won the 1985 World Series, this seems an appropriate time to review *Kansas City BASIC* (*KCB*). *KCB* is an inexpensive BASIC interpreter for OS-9 written by Steve Odneal. In order to use *KCB* you must have a 64K Color Computer, at least one disk drive and OS-9 Level 1 Version 1.00.00 or later. While it does not have the power to rival BASIC09, *KCB* should be considered before buying a BASIC language for OS-9.

KCB is distributed on a Radio Shack Color Computer OS-9 formatted diskette. There are six files on the distribution disk:

KCB — This is the main-line source code for *Kansas City BASIC*. There are USE statements in *KCB* that pull in the next three source files.

TOKENIZE — This is the logic that tokenizes and de-tokenizes the command and function words used in *KCB*.

DISKIO — This is the logic for *KCB* that handles most of the disk input/output functions.

CMDTABLE — This is the look-up table for all of the command and function words used in *KCB*.

KCBASIC — This is the binary load module that was created from an assembly of *KCB* and the other source modules.

MEMDUMP — This is a sample program for *KCB*. It is a simple memory dump/examine program.

To load *KCBASIC*, you must first boot OS-9, then at the OS-9 prompt, type KCBASIC #xxK, where xx is the amount of memory you want *KCB* to have. This needs to be done so you will not run out of memory for your BASIC program. From this point on, *KCB* performs like Radio Shack BASIC to a large extent. In general, the syntax of *Kansas City BASIC* is very similar to Microsoft BASIC used under Radio Shack's Disk Extended BASIC. It even supports the use of the '?' for the PRINT command, however, not all of the capabilities are implemented. For example, no graphics commands have been included.

KCB only supports integers from -32768 to 32767 (the Hex and binary equivalents, also). BASIC programs are saved and loaded from disk in ASCII text format. This is done so you can use any text editor or OS-9's EDIT command to create BASIC programs. *KCB* does not have an EDIT command.

The manual states that variables can be any one or two alphanumeric characters, of which the first must be alphabetic. However, in the version I reviewed, numeric characters produced an error. *KCB* does not support arrayed variables, either. The author needs to make some improvements in variable handling in order to make *KCB* a top-notch version of BASIC.

KCB supports the following functions:

```
ABS(X)          MID$(X,Y,Z)
AND             RIGHT$(X,Y)
CHR$(X)         RND(X)
HEX$(X)         MEM
JOYSTK(X)       OR
LEFT$(X,Y)      PEEK(X)
STRING$(N,<char>)
```

Arithmetic and Compare Operators:

```
/       *
-       +
>       <
=       <>
>=      <=
```

Direct Commands:

```
$ (fork)    NEW
SAVE        LIST
LOAD        QUIT
LLIST
```

Program Control Commands:

```
RUN                 CLS
REM or '            FORK
LET                 PRINT or ?
PRINT USING         PRINT @
INPUT               IF/THEN/ELSE
GOTO                GOSUB
RETURN              FOR/NEXT/STEP
STOP                END
ONERROR GOTO        RESUME
```

The last two (ONERROR GOTO and RESUME) deal with *KCB*'s error-trapping routine.

Disk I/O Commands:

```
OPEN        PRINT #
LOF         CLOSE
GET #       EOF
INPUT #     PUT #
```

As you can see, *KCB* supports most of Radio Shack's BASIC commands and adds a few of its own. The author states if you are good at machine language programming, feel free to add other commands and functions since the source code is included.

The documentation on *KCB* is excellent. It does not teach you BASIC (refer to your BASIC manuals for this), but it does describe every detail of *Kansas City BASIC*. The 24 pages of documentation come in a three-clasp folder and are printed on a dot-matrix printer (which can still be easily read).

You might be thinking, "If BASIC09 has more power, why should I consider *KCB* over BASIC09?" The answer, quite plainly, is price. BASIC09 costs $99.95 — that's quite a bit of money just to be able to program in BASIC under OS-9. *Kansas City BASIC* costs only $25! That's right! For one-fourth of the money, you get an excellent interpreter.

In conclusion, *Kansas City BASIC* is not a replacement for BASIC09, but if you do not plan on performing major applications in BASIC under OS-9, then *KCB* is the one for you in the combined aspects of performance and cost. If the author fixed the problem with the variable names and added arrayed variables, *Kansas City BASIC* could handle major applications.

(Steve Odneal, 8609 East 73 Terrace, Kansas City, MO 64133, $25)

— John R. Curl

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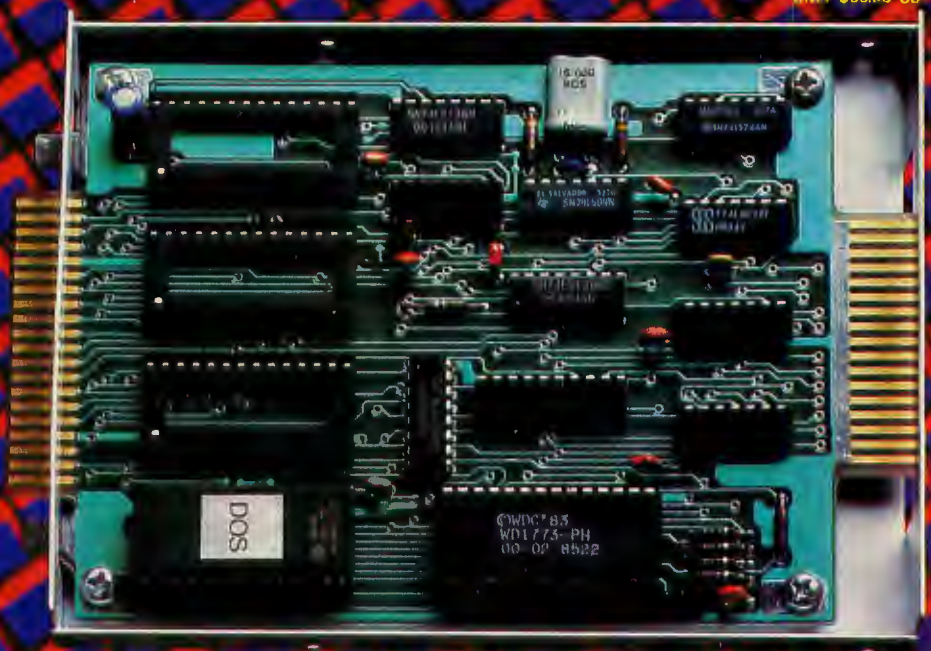

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The DISTO Super Controller, add-ons and all its documentation are conceived and designed by Tony Distefano. The DISTO Super Controller and add-ons are manufactured and distributed by; C.R.C. COMPUTER INC.
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Warp Factor X is an Excellent 'Trekker' Simulation

As a long-time "Trekker" and self-styled Starfleet captain, I have searched long and hard for a quality Simulation of one of my favorite adventures. When *Warp Factor X* from Prickly-Pear Software arrived, my hopes were set high for a good *Star Trek* Simulation. I was not disappointed. In fact, of the four or five "Trek" Simulations I have experienced, *Warp Factor X* clearly provides the best overall package.

The program comes in an attractive fold-over plastic binder with a nine-page instruction manual. The documentation does an adequate job of explaining the program, even if it is difficult to understand initially. Users are warned not to use the original disk for playing purposes because the drive is accessed often for both reads and writes.

Prospective "Captains" (initial status is a "Cadet") must first log in their names and serial numbers before venturing into Federation space. After some quick configuration questions, the game is underway. The objective of a commander is to emancipate all starships, bases and planets from the domination and repression of the Klingons. In the case of planets, you must destroy all Klingon defenses and stage a successful invasion/alliance with the subsequently neutral planet. The starship commander is much less merciful, however, when it comes to bases and enemy starships, which must be destroyed. There is a total of 18 different sectors to be secured, each with its own characteristics and set of data.

To achieve these goals, the starship commander has a myriad of commands available. Through these two-letter commands, today's Captain Kirks can call the warp and impulse drives, phasers, shields, scanners and a fully implemented tracking computer to their disposal immediately. The function of these devices is fairly straightforward to experienced "Trekkers," but a thumbnail sketch is in order:

Shields — Protect ship and store energy that may be transferred in critical situations.

Phasers/Torpedoes — Offensive firepower of ship.

Warp/Impulse Drive — Provide both short and long range movement.

Scanner — Provides information on friendly and hostile ships, bases and planets; aids combat.

Ship's Computer — Collects data on the position of known objects in current sector.

Inevitably, it is not long after a captain enters an enemy controlled sector that the ship is attacked by hostile craft. The Klingons in *Warp Factor* are particularly difficult because their battle style is quite advanced. Unlike many other Simulations, these antagonists fight with common sense: They run when their energy starts to get low, they attempt to dock at Klingon outposts, and scheme to lure you near one of their planets so your ship can be hit from both sides. This factor alone makes the game very enjoyable to play because the outcome is always unsure. Even a full-fledged admiral can be defeated by a strong enemy fleet.

Although the game is heralded as "The Ultimate Graphics Simulation Game," the graphics are weak at best. The long range scanner and the display that depicts warp movement are adequate, but not spectacular. Certainly some of the extra disk space could be used for enhanced graphics routines, as the great bulk of the program is spent in text mode. The existing graphics are certainly a nice touch, but fall short of being "Ultimate Graphics."

Warp Factor, however, is an excellent Simulation of the *Star Trek* adventures. Great care has obviously been taken to ensure the playability and logic of the program. The scoring system, which allows a player to continue his game at anytime with no penalty, is of monumental utility. The cunning and poise of the Klingons in battle is a major step towards excellent CoCo Simulations, even though it could use some minor refinements.

I wholeheartedly recommend *Warp Factor X* to anyone in need of a good *Star Trek*-type Simulation. The program is an excellent implementation that provides many hours of entertainment without becoming dull. *Warp Factor X* is a program you will keep coming back to after the "hottest" video game has sat on the shelf for months.

(Prickly-Pear Software, 2640 North Conestoga Avenue, Tucson, AZ 85749, $34.95 plus $1.50 S/H)

— Eric Oberle

Adventure Contest Update

The judging of THE RAINBOW's Third Annual Adventure Contest is underway, as we have begun the journey through the maze of entries that have poured in from all parts of the world. Undertaking the CoCo Adventure world's most exciting assignment has evolved into an Adventurer's fantasy. We have been so intrigued by this year's entries that staying away from them hasn't been easy. Still in the early stages of judging, we have spent days traveling through domestic estates and foreign castles; trounced through everything from treacherous jungles to magical wonderlands; blasted off to far away galaxies; and ended up in a different time dimension, not unlike the "Twilight Zone."

But, when the CoCo must be turned off, and our minds slowly slide back into reality, we remember that there are thousands of other Adventurers out there anxiously awaiting their chance to endure the challenges and agonies of the winning Adventures. Although judging the entries that have already been viewed has been thrilling, our venture through the remaining stack of entries must be continued. Then, the scores can be tallied and the winners chosen, and we will announce the results in the April 1986 issue of THE RAINBOW. Also, for everyone who can't wait to see what all the excitement is about, two programs, considered to be the best, will be published in the same issue. Of course, a fantastic collection of some 25 of the remaining winning programs can be thoroughly explored when *The Third Rainbow Book of Adventures* is released later this year.

We realize there are many programmers out there with great Adventure ideas and creations who missed out on entering this year's competition. Well, now would be a good time to prepare for THE RAINBOW's Fourth Annual Adventure Contest. Watch for an announcement in an upcoming summer issue!

— Contest Judges

Marooned Stages an Extraterrestrial Adventure

Adventure games serve as an escape for me. There is no way I can think about the office, the bills, the weather or anything else while I am pitting my analytical skills and dumb luck against an Adventure game (or actually, the game's programmer). Through the game, you leave your present environment and are taken into the Adventure's setting. No longer are you bound by reality or mortal limitations. You play by the rules of the game; what limitations there are, you have to find.

Saguaro Software has released a new Adventure where the limitations are extraterrestrial. Called *Marooned*, the game's premise is that a strange spacecraft has landed and, being a curious creature, you are drawn to the ship, enter it and are whisked away on a journey to a mysterious red planet. Your mission is to venture through the spaceship, discovering what you can, and by using these discoveries, safely land the craft — or at least survive the landing.

Ah, but things do not stop there. Once you figure out how to control the spacecraft and land it, part two of *Marooned* begins. Then you must survive on the red planet and figure out how to get back home. This is no easy task.

Marooned uses most of the capabilities of the CoCo to provide an interesting and exciting Adventure. It is a graphics Adventure game using high resolution and artifacted moire colors with very detailed images to illustrate your location and give hints to solving the Adventure. It is not enough to just read the clues, you must also look around to figure out where you are and what is a logical thing to do in this situation.

In addition to great graphics, *Marooned* uses sound and animation. When the spacecraft lands, you see the silver orb touch down on the field as well as hear it come down. While these enhancements are not necessities, they make the Adventure more realistic and enjoyable. However, such complexity requires a 64K Extended BASIC CoCo with a disk drive. The program accesses the disk to redraw the screen as you move about, and to reference its master library when a command is given.

The vocabulary of this Adventure is quite large. With a lot of Adventures, you get "I don't understand" responses when your command is not in its vocabulary. You don't get much of that in *Marooned*.

If you get tired of playing and wish to return to reality, *Marooned* gives the opportunity to save the game and reappear where you were at a later time. You can also use this option if you fear that a move could result in your doom. In *Marooned*, reincarnation is a possibility by just reloading the saved game.

Overall, I found *Marooned* to be an exciting, engrossing Adventure. The graphics are outstanding, and the plot and method of deduction necessary to solve the puzzle are rational. The only frustrating thing I found is the lack of description of objects in some rooms. What do you call the big box with the flashing lights? The description says "you see nothing," but there is a big box with flashing lights standing right there. You must figure out what it is before figuring out what you can do with it. Experienced Adventurists will breeze past this obstacle. Novice players will have some difficulties here.

If you have a wish to leave the bounds of earthly entrapments and do some Adventuring in space and on a red planet, *Marooned* may be your ticket.

(Saguaro Software, P.O. Box 1864, Telluride, CO 81435, disk $29.95)

— Bruce Rothermel

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One-Liner Contest Winner. . .

I use this program in my capacity as an assistant Brownie leader. It prints out name tags that are used on outings. I will sometimes expand on it by adding our troop number, depending on where we go.

The listing:

```
1 FORA=1TO5:INPUTA$:PRINT#-2,CHR
$(27) CHR$(14):PRINT#-2,TAB(2)"M
Y NAME IS":PRINT#-2,CHR$(13):PRI
NT#-2,A$:PRINT#-2,CHR$(13):NEXT
```

Jo Ann Karaffa
Wilmerding, PA

(For this winning one-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape.*)

VIDCODIT Video Digitizer is a Real Gem for Image Processing

I was excited when I was given the opportunity to review the VIDCODIT Video Digitizer. Being an amateur radio operator and a long-time follower of slow scan television (SSTV), I've always been curious about new ideas in video image processing. Kinney Software has developed a neat package for digitizing, displaying and saving video images. The video source can be from a VCR, a video camera or other sources of standard NTSC video.

The materials supplied for this review consisted of a working model of the digitizer, the software on disk and a pre-drilled, bare printed circuit board. (It should be pointed out that the digitizer is supplied only in the form of the bare circuit board and software on either tape or disk. No assembled units are available since this is a build-it-yourself project; that's one reason the price is so reasonable.) The working model was furnished so a quick evaluation of how it works could be made — and a quick evaluation it was. After I hooked up the cables to my right joystick and cassette ports, I connected my black-and-white TV camera to the digitizer input.

After loading and executing the machine language program, a title page and credits appear on the screen. Hitting 'M' brings up the menu page from which all subsequent operations originate. The menu provides for three, five or seven shades of gray and different "dither" patterns used to create the illusion of various shades of gray. The PMODE 4 format used results in a borderless picture with a resolution of 256 by 192 pixels. While the small number of gray shades limits the overall picture quality, it's not bad and really needs to be seen to be believed.

Other menu options are:

- H — Hold for constant viewing.
- A — Automatically selects each gray level in sequence and constantly updates the display.
- P — Positive video (normal picture).
- N — Inverted video (negative picture).
- R — Repeat. Continously cycles in the same gray level and dither pattern. Used to adjust the brightness and contrast controls for the most pleasing display.
- Q — Quit. Option is used when ready to exit the program, save the image to tape or disk, or to get a hard copy on your printer.

I used the digitizer and my camera to photograph pictures out of magazines, my kids and even the family dog! All looked very nice, although movement of the subject matter is somewhat of a problem since the digitizing process takes about three or four seconds. Best results are obtained on stationary objects.

No external power supply is needed since power is derived from the joystick port. The cassette relay in the CoCo is used to reset the digitizer for each subsequent frame. To print the digitized picture you must exit the program and use any graphics screen dump program for your particular printer.

I was so impressed with the operation of the assembled model that I decided to build one for myself. I attended a local "hamfest" and purchased all the components needed for less than $15. If you figure the added cost of the board and software at $39.95 plus $2 for shipping and handling, the total cost came out to about $57. If you already have an assortment of resistors and capacitors, chances are you could put one together for even less money. All of the parts, including a plastic or metal project box, can be purchased at Radio Shack stores. The instructions consist of a parts list, schematic and board layout. It's not hard to build but some experience in soldering to printed circuit boards is necessary. I spent one evening getting mine up and running.

For the money, you can't go wrong with this little gem. You don't get the number of gray shades as with some of the more expensive models, but then they all cost a lot more, too. And besides, this unit does not plug into your expansion port like the others do, so you don't need a Y-cable or multislot interface if you're using disk.

You know, I've been thinking . . . with my CoCo, camera, printer and VIDCODIT Video Digitizer, I could run a booth at the next State Fair and make some money printing those "computer pictures"!

(Kinney Software, Dept. 1, 121 N. Hampton Rd., Donnelsville, OH 45319, $39.95 plus $2 S/H)

— Jerry Semones

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GRAPHICS — CLS, SET, POINT

CASSETTE — LOAD, SAVE, CLOSE, LOADWS, SAVEWS, AUDIO, MOTOR, SKIPF

DISK — DLOAD, DSAVE, DCLOSE, DSAVEWS, DLOADWS, DIR, KILL, VERIFY

MISCELLANEOUS — BASIC, PRINTER, PEEK, POKE, USR, SOUND, JOYSTK, FIRE(BUTTON)

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Requires a 32K Radio Shack Color Computer with Extended BASIC. Disk version requires RS DOS 1.0 or 1.1.

Price: $39.95 Cassette, **$49.95** Disk plus $2.00 shipping and handling ($5.00 foreign). VT residents add 4% sales tax. Send check or money order.

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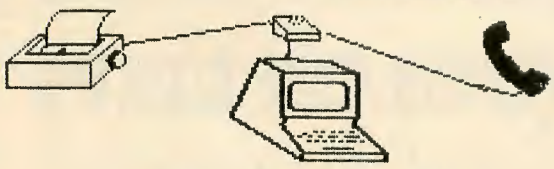
CBASIC: A Complete Editor/Compiler Well Worth its Price

By Dale Shell

The most complete editor/compiler I have seen for the CoCo, *CBASIC* is a programming system designed for a 32/64K Color Computer with at least one disk drive. The documentation states that it will take full advantage of the 96K of address space available if 64K is installed. I did not have the program long enough to try out all the options because they are very extensive. They include, but are not limited to, having built-in Hi-Res and 80-column drivers.

CBASIC supports both PBJ's and Double Density's 80-column cards, but there is a small catch if you plan on marketing your software. Cer-Comp grants the owner of *CBASIC* a limited license for incorporating it to create marketable software as long as it does not include the use of the high resolution screen or 80-column video drivers generated by the compiler. If this is done the author must agree to the following: 1) No reproduction of *CBASIC* documentation; 2) Author or publisher must supply Cer-Comp with a complete copy of the finished software package within 30 days of first publication; and 3) The author or publisher must pay a royalty of $5 for each copy of the program produced, paid quarterly. This needs to be kept in mind if you have software you might want to market.



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You can use the 80-column or Hi-Res displays with the editor without having to incorporate these screens into your compiled program. The default screen is 51 characters. Line numbers of the BASIC program are limited to four digits in length, but 9,999 lines should cover most programs.

The editor is a very good one and could be the subject for review all by itself, so I will try to go over the features I considered exceptional. Most of the regular BASIC editing commands are available, i.e., LIST, RENUM, DELETE, LOAD etc. The "EDIT line number" command has been replaced by two commands, LEDIT and AEDIT. LEDIT (line edit) works similar to BASIC EDIT but the arrow keys are used to go to the letter you want to change — the SHIFT-down arrow to delete and a SHIFT-up arrow to insert spaces. The SHIFT-left and right arrows move to the beginning and end of the line. The SHIFT-@ key toggels the multiple character insert mode on and off. The AEDIT (auto edit) works the same, except the ENTER key is used to replace the old line with the new one and the editor automatically moves to the next line and stays in the EDIT mode. The BREAK key is used with AEDIT instead of ENTER to exit the EDIT mode.

COPY and MOVE are two other very powerful tools. COPY allows you to copy a portion of the program to another place in the program and, if necessary, it automatically renumbers upon completion of the copy. The portion copied is left intact so you will have two copies of that portion. The MOVE command works almost the same except the orginal lines are removed from the program. The editor also uses the AUTO command for auto-line numbering as you enter the program, and RDELAY is used for auto-key repeat.

BRATE is used to set the Baud rate or set the output to the PBJ parallel printer card. Except when you are using one of the 80-column cards, one of nine different screen width formats can be selected. Your choices are 28, 32, 36, 42, 51, 64, 85, 128 or 255. Of course the last three are unreadable, but are useful for seeing print formats. As mentioned earlier, the default is 51 characters per line. The 51 characters are not for the 80-column cards; if you have the PBJ *Word-Pak II*, SRATE can be used to disable or alter the smooth scroll rate. *CBASIC* also allows for protecting screen lines. This is great for protecting program menus. It can also be used with mixed text and graphics.

One place where *CBASIC* is similar to other compilers is that it uses decimal numbers from +32767 to -32768 (sorry, no real numbers). Numeric variables are limited like regular BASIC to one- or two-letter names or a single letter and one digit. Variable names can be longer but only the first two are used by the compiler. Dimensioned arrays may be one or two dimensions only. *CBASIC* considers a simple variable as the same as the first element in the array with the same name, i.e., A=A(0,0). *CBASIC* uses base zero subscripting. It does include a scheme to deal with numbers larger than the basic two-byte representation. It does it by using two variables to store each 32-bit number. Similarly it has a scheme for extended and decimal addition and subtraction. One other thing to keep in mind is that variable values are not zeroed as in powering up in BASIC; there is always "trash" left in memory but *CBASIC* includes a simple three-line routine that accomplishes this. Be sure you use it.

String operations are *CBASIC*'s greatest assets. It features a complete set of string processing capabilities. This is one of the big advantages that sets *CBASIC* apart from other compilers. Just as in BASIC, string variable names consist of one or two letters or one letter and a digit followed by a dollar sign. The difference with strings comes with the dimensioning. If a string variable is not dimensioned, it is assigned a length of 32 bytes. If it is dimensioned, it must be done before it is used. A string variable or array may be declared to have a size of one to 255 characters in length. Unlike numerical arrays, string arrays may only be one dimensional. However, the DIM statement is used to specify the string size so a string array will have two subscripts in the DIM statement, one for the variable length and one for the array size. *CBASIC* includes most all string functions available in ECB.

CBASIC supports many options that are not available in BASIC. ON RESET GOTO is supported in case someone hits the Reset button during program execution. It also supports an ON ERROR GOTO statement that is very handy, especially when used with the TRACE command while debugging a program. Additionally, *CBASIC* supports many Interrupt Flag statements along with most of the low resolution and high resolution graphics and play statements. Tape and disk I/O statements are supported with a few modifications. This is where you have to be very careful. I/O operations do not always work exactly the same as BASIC. If you are aware of this, there may be no problem, but with disk and tape I/O, you must be careful and maybe use a little experimentation (always include a backup of the program and data).

CBASIC is a very complete compiler, but there are a few things I would like to see improved. My biggest complaint concerns the documentation. It is about 100 pages long and parts of it are good but, while a few example programs are listed, there are not any examples of a compiled printout. The information may be sufficient for someone who is already familiar with *CBASIC*, but I am a firm believer that there can never be too many examples. The best manuals are the ones that assume the reader knows nothing. You can always skip over parts you already know.

Also left out of the documentation are the instructions on how to include the 80-column drivers in the compiled version. A quick call to Cer-Comp gave the answer: use the HIRES command. When I called Cer-Comp on several occasions for help, it was readily available. Cer-Comp knows this software very well. That may be the reason for the lack of information in the documentation — they know it so well they assume it is clear to everyone. Maybe excerpts from large programs could be included or some of the people who already have *CBASIC* could send Cer-Comp some examples of the problems they had that turned out to be easy once a technique was understood.

Overall, I believe *CBASIC* is the most complete editor/compiler on the market for the Color Computer. Each individual will have to decide whether its price of $149 is too expensive. If some of the compilers I have seen are worth the $50-plus prices they charge, then there can be no doubt *CBASIC* is well worth its price. While there are many programs that compile and run as they were originally written, some of your programs may take some work and time to modify. Starting a program from scratch might be easier.

To take full advantage of *CBASIC*, the user needs to be familiar with BASIC, Extended BASIC and Disk BASIC, have patience, and a little knowledge of machine language sure wouldn't hurt, either.

(Cer-Comp, 5566 Ricochet Ave., Las Vegas, NV 89110, 32/64K disk $149 plus $3 S/H)

One-Liner Contest Winner. . .

Colors shows all the artifact patterns possible with PMODE 4 and SCREEN 1,1. Press 'S' and the corresponding POKE 178 value is shown.

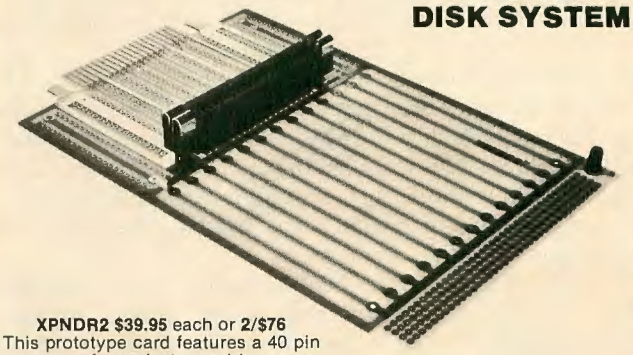
The listing:

```
1 PMODE4:PCLS1:SCREEN1,1:FORX=ØT
O255:POKE178,X:LINE(199,42)-(69,
145),PSET,BF:EXEC44539:X$=INKEY$
:IFX$="S"THENCLS:PRINT"POKE 178,
"X:EXEC44539:PMODE4,1:SCREEN1,1:
NEXTELSENEXT
```

Brian Biggs
Galloway, OH

(For this winning one-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape*.)

XPNDR2
for the CoCo
DISK SYSTEM



XPNDR2 $39.95 each or **2/$76**
This prototype card features a 40 pin connector for projects requiring an on-line disk system or ROM paks. The CoCo signals are brought out to wire-wrap pins. Special gold plated spring clips provide reliable and noisefree disk operation plus solid support for vertical mounting of the controller. The entire 4.3×7 inch card is drilled for ICs. Assembled, tested and ready to run.

XPNDR1 $19.95 each or **2/$36**
A rugged 4.3×6.2 inch bare breadboard that brings the CoCo signals out to labeled pads. Both XPNDR cards are double-sided glass/epoxy, have gold plated edge connectors, thru-hole plating and are designed with heavy power and ground buses. They're drilled for standard 0.3 and 0.6 inch wide dual in-line wirewrap sockets; with a 0.1 inch grid on the outboard end for connectors.

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Track Events Gets a High Score in All Categories

It is almost uncanny the way RAINBOW matches the review material with the reviewer. How could they possibly know that I was the captain of the high school track team when they sent me the program *Track Events* to review?

Track Events is a computer game/Simulation of several individual track events that can be played on the Color Computer. Included are the 100-yard dash, long jump, javelin, hurdles, hammer throw and high jump. If my Latin is correct, this game might be called a "hexacathalon" because there are six events. Each event is displayed in very realistic, high resolution graphics. The best part is that you control the action of the contestant by using several keyboard keys. To make the man run, you tap the 'Q' key at a rate that is almost physically exhausting. The various actions required to jump, throw and run take very precise timing and skill. This is not a "point the man with the joystick" game.

The contest begins with the 100-yard dash. You must finish with a time of 7.2 seconds or less, or you do not qualify and must start again. This gives you the practice in running that is needed for several other events. As you progress through the contest, each event must be finished in order to qualify for the next. I'll confess that the only way I saw some of the later events was by watching my kids play. I had difficulty with some of the events even after considerable practice. This is not a problem with the game. It is better for it to be challenging than boring, because it would be mastered too soon. I suppose the author could have allowed for a couple of difficulty levels.

Track Events is designed to be a single-player game. The score is shown after each event and the contest is over after either failing to qualify for an event or finishing the game. The high score is then recorded on disk. One minor criticism is that it would be more fun for multiple players if they could take turns competing in each event, showing their scores as they progress through the contest.

I'll admit that I am prejudiced about the entertainment value of an action game written in BASIC. When I received this program and noted in the instructions that it is written in BASIC, I thought I possibly had a dog on my hands. Boy, was I wrong! This program is one of the best examples of graphics animation I have ever seen created in BASIC. It took someone a long time to develop these graphics.

Overall, I give *Track Events* good marks: a perfect "10" for the excellent use of graphics, a "9.5" for being innovative and a "9.8" for being challenging. Even though you are only playing at the computer, *Track Events* can really tire you out. Keep in mind that this program is not meant for small children because of the skill level required. By the way, where do I go to try out for the next Olympic games?

(Baron Products, P.O. Box 1111, Lewisville, TX 75067, disk $22)

— Tom Szlucha

Become an Ace Pilot with *Fighter Pilot*

If you wait awhile, one of those big planes, which your guns have to be emptied into about 10 times to shoot down, will fly by. But, if you aren't careful, all those other fighters will get you! There are also those mid-range planes that have good tail-gunners — almost too good!

Fighter Pilot, from Saguaro Software, is an exciting game. If you want a challenge that will give you a sore trigger finger, stiff muscles and eye strain from trying to shoot down all those planes, this new shoot-'em-up is for you.

Fighter Pilot displays a screen of an aerial view. There is no color, but the graphics depictions of fighters, medium range attack/pursuit planes and huge flying fortresses are well-done and realistic. Since all the planes have props, this seems to be a World War II Simulation-type game.

It's not easy to get bonuses and extra planes. The first extra plane is awarded at 20,000 points, but that means you must make it through Wave I, collect bonuses for a substantial percentage of planes shot down and, hopefully, bonus points from shooting down the biggest planes. There is a good variety of bonuses available, all of which are helpful and necessary. Don't worry, you won't get bored with *Fighter Pilot*!

The scoring is easy to follow — fighters are worth 150 points, paratroopers are worth 250, medium planes are worth 1,000 and large ones, 2,500. The game has a convenient pause feature, too, for when your hand gets tired from gripping the joystick!

Another excellent feature of this game is the maneuverability of your fighter. The fighter can move halfway up the screen and right to the edges of the screen, but watch out — if you touch anything other than sky, bang! One more mission wiped out!

There are only a couple of disappointments: There are no color graphics, which is understandable given the resolution needed to view the planes. The sound effects are excellent in the title screen, but only good in the program itself, and those could have been enhanced to add realism to the game. The game has a feature that allows you to save the top 10 highest (disk version only) scores, but it doesn't display them unless you choose the option to view them. Finally, there is a selection for keyboard or joystick, and since this game is just about impossible to play without a joystick, that seems a little ridiculous. Future pilots, take my advice — don't play this game without a good joystick!

The documentation accompanying *Fighter Pilot* is excellent, thorough and easy to read. I recommend this game to anyone; it is challenging, fast-paced, exciting and, let's face it, you'll end up spending hours in front of your CoCo trying to beat that high score.

(Saguaro Software, P.O. Box 1864, Telluride, CO 81435, requires 32K, joysticks optional, tape $24.95, disk $29.95)

— Jeffrey S. Parker

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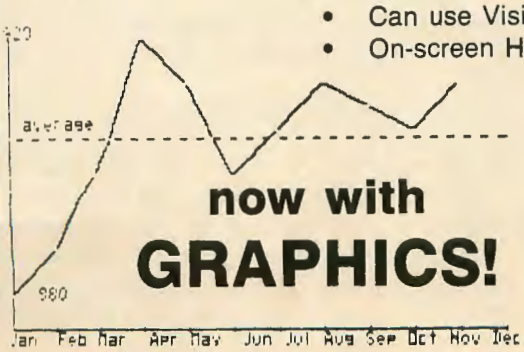

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Crossover — a Fun Game for the Whole Family

Have you ever played an arcade game that pitted you against your best friend? Or a game that, after playing it two or three times, you could play with your eyes closed? *Crossover* is a unique game from Rococo Software that solves these dilemmas.

First, even if two people play, there is only one score. The players do not attempt to compete against each other, but instead, they work together. Second, at the beginning of this program you have the option of selecting one or all of the starting parameters of play. A parameter is the upper and/or lower limits of a specified function. In *Crossover*, you have the option of setting the limits of the game in either one or all five of the following ways: 1) overall speed; 2) number of crossovers; 3) number of lines; 4) line rate; or 5) number of hits per wave.

Option one selects the overall speed of the game. A '1' is the fastest speed and a '9' is the slowest speed.

Option two selects the number of crossovers the computer will have to make. Number 10 is the least amount and number 90 is the largest amount of crossovers allowed.

Option three selects the number of lines the computer will be using to try to crossover. You can have from one to nine lines for the computer to use.

Option four selects the speed of the computer's lines. Again, a number '1' is the fastest speed, and a number '9' is the slowest speed.

Option five selects the number of lines that you must stop at each level of play. Number 10 is the least amount, and number 90 is the largest amount of lines allowed at each level.

After you have selected all of the starting parameters, you will see the following prompt : "Increasing Difficulty (Y/N)." If you choose "no," all of your starting parameters remain the same throughout the game. If you choose "yes," then the overall speed, number of computer lines, and the computer's line speed continually increase during the game.

Crossover also includes another option that I really appreciated. If during play you need to stop for some reason (nature's calling or you would like to take a break), just press the 'P' key. This causes the game to pause. When you're ready to play again, just press RETURN. If the game is getting too fast and furious for you (and believe me, with this game that is a distinct possibility), just press the BREAK key and it returns you to the title screen.

After you have selected all of the starting parameters and decided on the difficulty level, you will advance to the next screen. This screen has a row of numbers down the left side, and you will see a speeding line that travels across the top of the screen; down the right side the line points to the level you are about to start. This screen clears and you will be on the game screen. You can change the color of this screen by pressing the left joystick button. Start the game by pressing the right joystick button.

The object of the game is to stop the computer controlled lines from crossing over one side of the screen to the other. You control your lines with either the right or left joystick. If two people play, they will be playing as a team. If only one person plays, he can choose which line he would like to control.

To stop the computer's line, you need to run into the front of it with your line. But (yes, there is a catch), the computer's lines are one of two colors, and your line must be the same color as the computer's line. To change the color of your line, just press the joystick button.

The screen displays your score, the number of crossovers the computer must make during the game, the number of computer lines you must stop during each level of play, and the high score.

After the program was loaded and running (it is written entirely in machine language), my son Eddie and I sat down for what turned out to be a very enjoyable and challenging evening — we had a blast! With the ability to select the starting parameters, I set the level of difficulty so that it wasn't too hard for Eddie, who is 7 years old. When we were finished playing, I reset the difficulty level and got my wife to play; she really enjoyed the game, even though she is usually not too thrilled by computer games.

I really enjoyed *Crossover*, and recommend buying it to anyone who enjoys arcade-style games.

(Rococo Software, 3019 Sylvester Drive, Hartland, WI 53029, tape $14.95, disk $17.95)

— John H. Appel

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Robotize Your CoCo with EMC's Circuit Boards

Electronic Motion Control Company has developed a full line of hardware to enable the use of your CoCo for all sorts of control applications, including robotics. The hardware offered consists of a variety of fully assembled and tested circuit boards ready to plug into your CoCo for specific applications.

Model 100 Parallel Port — This board provides you with 16-bit parallel control. Two eight-bit programmable registers are provided and all outputs can be programmed to specific TTL levels. This board can be plugged into the CoCo expansion port for stand-alone operation or into a multislot card such as the Model 400 Mother Board.

Model 200 Buss Driver — This board plugs into the expansion port and provides some distinct advantages:

- The buss signals provided at the CoCo expansion port are not buffered or amplified since they are wired directly to the 6809 microprocessor. If you connect multiple project cards as with a Y-cable, you may pull too much current from the microprocessor and cause damage. We have sometimes seen inductive coupling caused by the use of Y-cables that often results in erratic operation of the devices using the Y-cable. The Model 200 solves this problem by isolating and amplifying all signal voltages; if you make a mistake in your project card wiring or plug a board into the mother board incorrectly, you will not damage your CoCo.
- The Model 200 also has a built-in address decoder that recognizes only valid address codes from attached project cards, thus reducing system errors caused by incorrect address codes in your program experiment.
- The CoCo's internal power supply is fairly small and can be overloaded if too much of a load is applied to the expansion port. The Model 200 provides a connection for an external power source in those cases where several project cards are connected to the system.

Model 400 Mother Board — This is EMC's version of a multislot card. It's made to connect either to the expansion port by using EMC's No. 1000 connector or to the Model 200 Buss Driver. Either way it provides four slots for the user, but as explained above, the Model 200 Buss Driver is recommended to prevent overloading the microprocessor. One other option provided is a way to link up two or even three mother boards together to create an eight- or 12-slot system.

Model 500 Motor Driver Amplifier — This board drives DC motors or solonoids up to 0.5 amps at 12VDC. The inputs accept TTL level from the Model 100 Parallel Port. Each amplifier requires two data lines for control, so as many as eight Model 500s can run off of one parallel port. Speed control is also provided. With these boards and a little imagination, a pretty sophisticated robot could be built.

All of the circuit boards are top-quality glass-epoxy with gold-plated contacts at circuit edge connections. The electronic components are also top grade. Documentation is adequate and very technically oriented; you must have some technical knowledge to sucessfully use these products. Don't expect to build a robot if you don't know much about electronics. If you're not a real "hardware hacker," this package may not be for you.

I would like to see EMC offer some sort of cabinet or box to house these various boards. I realize that in most cases the builder would create a variety of applications all requiring "custom" enclosures, but for the sake of neatness and safe operation, enclosures would be desirable.

Service for all these boards is available, if needed, at about $25 with a two-week turnaround. The prices for the various boards are listed below and, in my opinion, are very reasonable.

(Electronic Motion Control, P.O. Box 27271, ARPT Station, Clearwater, FL 33516, Model 100 Parallel Port $39.95, Model 200 Buss Driver $89.95, Model 400 Mother Board $44.95, Model 500 Motor Control Amplifier $29.95 plus $3 S/H or free shipping with money orders)

— David Gerald

Hint . . .

Printer Baud Rate POKEs

On Color Computers having the newer Color BASIC 1.2 or 1.3 ROMs, the default Baud rate POKE (in location 150) for 600 Baud is 88 instead of 87. As far as I know there is no real difference between the two, and the POKEs for other Baud rates are the same on all CoCos.

–Ed Ellers

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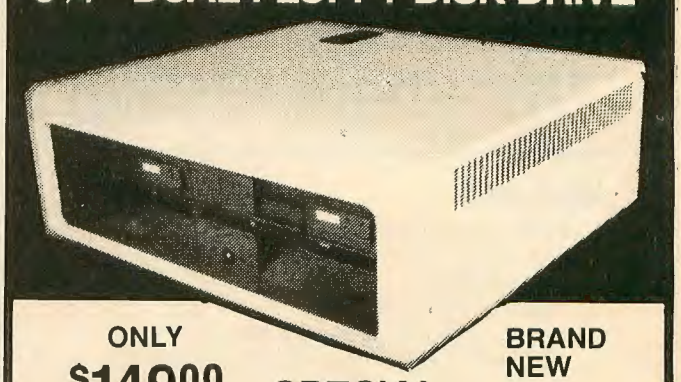

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Start Garden Planning Early with *CoCo Gardener*

I love to grow things. We moved from the city to 33 acres in the country in order to have more room for our garden. Gardening is one of the few things that can tear me away from the computer and vice versa. Receiving *CoCo Gardener* gave me a chance to exercise both of my favorite avocations.

CoCo Gardener is basically a garden planner and shopping list generator. The program also supplies information on various vegetables' propagation requirements. Use of a printer enables the user to take advantage of one of the nicer features of the program (i.e., the seed shopping list that is compiled by the program from user input in other program sections).

The program is completely menu driven. The menu gives six choices: 1) Crop information on the screen; 2) Crop information sent to the printer; 3) Garden planning; 4) Crop planting guide (information obtained from Selection three); 5) Print shopping list (information obtained from Selection four); and 6) Exit the program.

Selection one first asks for a row size. It then asks if you are interested in a listing of several vegetables. If you answer "yes," information on a vegetable is displayed on the screen, including amount needed per row, inches between plants, inches between rows, yield per row, days to maturity and amount needed per person for both fresh and frozen.

Selection two is almost the same as selection one except the information can be sent to the printer in chart form instead of just appearing on the screen.

Selection three asks for garden length and width. It then asks how many rows or decimal portions of a row of each vegetable you would like to plant. As these values are entered, a black bar is gradually replaced with white. When the black bar is totally white the proposed garden is filled.

Selection four relies on the information from Selection three, which is used to create a planting guide sent to the printer. This planting guide is a chart that gives the order in which to plant, starting from the north end and proceeding to the south with the rows running from east to west. Each row is marked with which vegetable to plant and how many rows you have allocated.

Selection five prints out a seed and plant shopping list. It gets its information from Selection three and includes the name of the vegetable, amount required and a blank for the variety.

The program is supplied on a cassette and includes one page of documentation describing the bare bones of each section. When I put the cassette in the machine I didn't know whether to `CLOAD` the program or to `CLOADM` it. This wasn't really too important as I also didn't know the name of the program. Neither piece of information is in the documentation. I used the `SKIPF"x"` technique to discover the name GARDENER. I then `CLOAD`ed it and it ran with no problems.

Selection one worked as expected and really gives useful information on planting each vegetable. Selection two also ran without a hitch and printed its information in a neatly formatted chart.

Selection three had several problems. The black bar, which is supposed to represent how much garden you have left, is difficult to interpret. It is very hard to get an accurate picture of the remaining space. To make matters worse, the program does not prompt when the space is used up, but forces you to continue allocating space that is not there. A much better idea is to have two numbers on the top of the screen. One would be the total number of row feet that are allocated and the other would be the total number of row feet remaining. The program should stop when all space in the planned garden is allocated and then, if there are vegetables that are selected and not planted, the program should ask you if you want to change any of the amounts. Both of these changes would be fairly easy to implement and require little extra memory.

Selection four had several problems, also. The printed garden plot gives vegetables in rows; unfortunately, there are no indications of the spacings between these rows, nor are there any clues as to how many plants per row and their spacing within the row. The program obviously intends the spacing to be varied in the garden as the printed plan varies the spacing on its printed rows. However, no indication of how much spacing is recommended is printed on the form. These problems require going back to the information from previous program sections and scribbling in the relevant information on the printout.

An additional problem stems from using fractions of rows as the program suggests. The printed plot gave each of these fractions a complete row of space in spite of the fact that they were only one-tenth of a row long. These problems left me feeling that the garden plot was not very useful in its present form. I'm sure a little work on this section would make it the nicest part of the program.

Selection five worked well and, from my own computations, quite accurately in computing the required amounts of seed or plants necessary to buy. The shopping list was neatly done and should prove very useful.

One other problem I noticed is there are no form feeds after each printout. This results in the three forms running together. This could be remedied easily by adding a `PRINT#-2,CHR$(12)` (form feed) after each printing action.

I have mixed feelings about the *CoCo Gardener.* As a computer user and gardener I would like to support the programming efforts of others to combine the two however, even though the program offers some very good features, I feel there is too much work needed to recommend it. The concept of the program is good; I really hope the authors will do some revisions and re-release it. With the necessary changes, it should make a nice addition to a gardener's software library.

(Tothian Software, Box 663, Rimersburg, PA 16248, 16K ECB, printer optional, cassette $19.95)

— Larry Goldwasser

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OS-9 Calligrapher is Both Elegant and Powerful

Several high quality programs have made the leap from Radio Shack BASIC up to OS-9. Sugar Software's calligraphy program is one of them. *OS-9 Calligrapher* is big brother to *CoCo Calligrapher* (reviewed in the October 1985 RAINBOW, Page 215). It has all of the beauty of its little brother and a great deal more power.

OS-9 Calligrapher is distributed on a Radio Shack OS-9 formatted diskette and requires a 64K Color Computer, at least one disk drive, OS-9 Level 1 Version 1.01.00 or later, and a dot-matrix printer capable of bit-image printing. A working knowledge of the OS-9 operating sytem is also needed since *OS-9 Calligrapher* is not an interactive program, but merely a filter. In general, a filter reads input, does something to it and writes output. *OS-9 Calligrapher* is not as simple or easy to learn as *CoCo Calligrapher* is.

Like the Disk BASIC version, *OS-9 Calligrapher* is distributed with three print fonts on the diskette. These are Old English, Gay Nineties and Cartoon (see Sugar Software's ad in THE RAINBOW for a sample of each font). There is also a variety of other fonts available from Sugar Software.

Unlike *CoCo Calligrapher*, with *OS-9 Calligrapher* you can control every aspect of printing. You control print font, page width, page length, page break, indentation, justification, centering, vertical tab, line fill, top margin, bottom margin, print density and the output path. The printer Baud rate is dependant upon OS-9's printer Baud rate. You must read the directions very carefully. Since *OS-9 Calligrapher* is so powerful, it does tend to be a little complex.

OS-9 Calligrapher allows you to use multiple fonts in the same output. Using a combination of fonts allows you to create some very impressive printouts. This is a feature that *CoCo Calligrapher* does not have.

You may use any text editor to create files for *OS-9 Calligrapher*. However, you must use lowercase letters when specifying directives. You can activate lowercase letters in OS-9 by using the tmode -upc command along with CLEAR 0 (zero). If uppercase is used in a directive line, an error occurs. You can also create disk files to be printed later using *OS-9 Calligrapher*.

The program comes configured for an Epson or equivalent printer. Five other printer set-up files are included on the diskette. These are for the Gorilla Banana, Radio Shack LP and DMP series, Gemini-10 (different from the 10X), Okidata and Prowriter printers. If you own a different brand, instructions are included for writing a customized version for your particular printer. This is not too difficult. Most of the necessary data comes straight from your printer manual.

The 20-page instruction manual is complete and precise. Several examples are included to help clarify the commands and syntax. A label-printing example demonstrates the power and flexibility of *OS-9 Calligrapher*. This is informative as well as very useful.

I highly recommend this program. It is an excellent utility and it worked flawlessly. Because of its flexibility and power, *OS-9 Calligrapher* tends to be a little complicated, but if you carefully read the instructions and use the examples, you will have no problem. If you want the most muscle and capability, buy *OS-9 Calligrapher*!

(Sugar Software, 1710 North 50th Avenue, Hollywood, FL 33021, $39.95 plus $1.50 S/H)

— John R. Curl

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Moneyopoly: An Old-Time Favorite Comes to the CoCo

Moneyopoly is a rather thinly veiled name for a CoCo version of the time-proven game of "Monopoly." Although we are always warned to "never assume," I feel safe in assuming that you, the reader, have at least a basic understanding of "Monopoly" and, therefore, I will not go into the details of how the game is played.

In *Moneyopoly*, the CoCo, through the use of some very well-done PMODE 3 graphics, displays the game board. Communication with the game is handled by scrolling text in the center of the playing area. The game begins by entering the names of two to four players in the order in which they will be playing. You then determine how the game will end — three choices are available: time limit based on the number of rolls of the dice (up to 64,000 rolls); cash goal based on some predetermined level of cash attained; or one player gaining control of the entire board.

You must next decide whether the money from fines, taxes, etc., goes to the bank or under "Free Parking." If Free Parking is selected, you must indicate whether it is re-seeded with $500 or left at zero after it is won. The next question is whether the income tax (fourth box after "GO") is paid at $200 or 10 percent. Players must then decide whether they will be allowed to borrow money from the bank. Finally, you must enter whether one or two joysticks will be used. At this point play begins.

CoCo acts as the banker, each player's personal accountant and generally controls the play of the game. This is done by presenting menus of possible options at each point of play. The game is played using the left joystick. Pressing the firebutton rolls the dice, while moving the joystick and pressing the firebutton selects the menu options.

When the dice are rolled, the player advances the number of spaces automatically. If the property landed on is not owned, the option to buy is presented. The auctioning option in the original game is not available in *Moneyopoly*. If the property is owned, rent is collected and paid to the owner. Owned properties are indicated on the board by displaying the owner's initials on the property. Chance, Community Chest, etc., are also handled automatically. The location and cash status of the players is constantly displayed in two to four lines at the top of the inside of the playing board.

The game handles purchase and trading of property, buying and selling of houses and hotels, and the mortgaging of property. Using the computer as a controller of a board game such as "Monopoly" has some advantages in speeding up the play of the game and, of course, provides greater accuracy in the handling of finances. There are also some cute touches in the computer graphics, for example, the waterworks has a constantly dripping faucet.

Are there any disadvantages to playing "Monopoly" this way? I must say "yes." Some of these could be overcome by additions to the documentation. Documentation is well-done and adequate for using this as a piece of software. However, because of space and resolution limitations, there are some things missing from the game board that could by compensated for in the documentation. In the four colors of PMODE 3 it is impossible to accurately depict the colors of all the properties. In addition, the names of the properties are not shown on the board — the text tells you that you have, for example, landed on Park Place and your status line entry shows Park Place. It would be helpful to have a small picture of the board with the properties labeled.

Another shortcoming comes when it is necessary to mortgage property — there is no way for a player to scan his properties to determine their mortgage values. Instead, you select a property to be mortgaged and the game tells you its mortgage value. A listing in the documentation of each piece of property and its value would be helpful here.

Finally, there is no indication on the board itself of where each player is — the status line shows each player's location but, unless you know the board by heart, it doesn't help much. There is an option called "Where is everybody?" that flashes each name on the status line and the square on which that player is sitting. Since there are four colors available and a maximum of four players allowed, it seems the location of each player could be shown by some small symbol on the square. One other change would be to give each player the option of $200 or 10 percent on income tax at the time a player lands on it, rather than at the start of the game.

I recommend *Moneyopoly* for the avid "Monopoly" player; it does a great job as banker and generally enables the game to proceed more smoothly. To the authors of *Moneyopoly*, I recommend adding two items to the documentation; a picture of the game board with the property names superimposed, and a listing of all properties with their prices, rents, cost of houses and mortgage values.

(Novasoft, 4285 Bradford N.E., Grand Rapids, MI 49506, requires 32K and joystick, tape $19.95, disk $22.95)

— James G. Kriz

One-Liner Contest Winner. . .

This one-liner is a very useful machine language routine that subtracts 64 from the ASCII value of each character on the screen, in effect reversing the screen. This is done whenever a Z=USR0(0) is executed. The characters can be restored to normal with the command Z=USR0(255).

The listing:

```
10 DEFUSR0=32400:CLEAR200,32400:
DATA52,32,189,179,237,193,255,39
,16,142,4,0,166,132,128,64,167,1
28,140,6,0,39,18,32,243,142,4,0,
166,132,139,64,167,128,140,6,0,3
9,2,32,243,53,32,57,255:FORX=324
00TO32400+44:READ Y:POKEX,Y:NEXT
X
```

Mike Wright
Gardiner, ME

(For this winning one-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape*.)

Adventure Graphics to Go with *PIXGEN*

By Eric W. Tilenius

PIXGEN is a graphics utility by Scott A. Cabit, author of the popular graphics Adventures *Syzygy* and *The Martian Crypt*. It is designed to let anyone easily draw pictures, which can then be stored in a compact form in memory and recreated on the screen in a couple of seconds. It is a program with many fantastic features and many limitations. Spectacular Software is marketing *PIXGEN* as "an Adventure Graphics Generator," and its intended use is for developing graphics for Adventures. It is not, however, an Adventure generator — you'll still have to program your own Adventure — and it does not provide any routines for putting text on the screen.

One particular advantage of *PIXGEN* is that it does not store the whole screen in memory. Rather, it stores only the commands for re-creating the picture. Because of this the average screen takes up only about 500 bytes, thus allowing the development of "memory contained" Adventures, such as those by Mark Data. Surprisingly, this advantage is also a limitation since you can only use the commands built in to *PIXGEN* to draw a picture. *PIXGEN* does not allow picture input with a digitizer, touch up with a "pixel blaster," or use of pre-drawn images from anywhere else in your program. Thus, it is very important to know ahead of time the purpose of *PIXGEN*'s tools.

The three main tools are the LINE, CIRCLE and PAINT commands. Since the program's main function is Adventure graphics, all three commands are limited in area to the top half of the screen, leaving room on the bottom half for text. In addition to these drawing tools, options are provided for viewing all pictures in memory, killing a picture, overlaying pictures and displaying the present program conditions (free memory, the position of the cursor on the screen and the number of pictures in memory). A handy menu of these commands is available at any time by pressing 'M'. All commands are entered via the keyboard, while all graphics movement is controlled by a joystick or mouse.

The LINE command is fairly straightforward. You can select what color in which to draw the line and even use a "mixed" color by entering a number from zero to 255. On the whole, I found the red, blue, black and white worked best. After that, drawing a line is as simple as positioning your cursor where you want the line to start, tapping the firebutton, moving the flashing cursor to the end of the line and pressing the joystick button again. Voila! The line appears on the screen. Cursor movement is fairly smooth, although exact positioning with a joystick may be a little tricky.

The CIRCLE command works well, but it is limited in that it cannot do ellipses or arcs. Again, you have a choice of 256 colors, plus you can choose a pixel width of one or two: A width of one produces a fine, detailed circle, while a width of two produces a thicker loop. Creating circles is just as easy as drawing lines. Simply "position and press" for the center of the circle, then move away and press the button at the desired radius length. The drawing speed for a circle is rapid — usually less than half a second for an average-size circle. Unlike Extended BASIC, the parts of a circle that go off the screen are not drawn as straight edges along the border of the screen. This lets you create some interesting effects, and even produce an arc (with a bit of trial and error). Speaking of trial and error, an UNDO command erases your last action if you wish.

One-Liner Contest Winner. . .

This one-liner sounds the Morse code for any letter key pressed. Wait until each character is complete before pressing the next key.

The listing:

```
1 Y$="?ETIANMSURWDKGOHVF?L?PJBXC
YZQ":X$=INKEY$:IFX$=""THEN1ELSE:
X=2*INSTR(1,Y$,X$):X$="":FORC=1T
O5:X=INT(X/2):X$=X$+CHR$(X+7Ø):N
EXT:X=INSTR(1,X$,"G"):X$=LEFT$(X
$,X-1):FORC=LEN(X$)TO1STEP-1:G=A
SC(MID$(X$,C,1)):SOUND2ØØ,((G/2-
INT(G/2))*4+1)*2:NEXT:RUN
```

Keith Stamps
Prentiss, MS

(For this winning one-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape.*)

BASIC COMPILER

WASATCHWARE believes that users of the Color Computer deserve the right to use all 64k of RAM that is available in the computer, and have fast machine language programs that use the full potential of the 6809 microprocessor. That is why the BASIC compiler, called MLBASIC was developed. Here are some of the reasons that make this compiler one of the best bargains in this magazine:

- Programs can use all 64k of RAM for either program storage or for large numbers of variables and arrays like A(20000)
- Full Floating Point arithmetic expressions with functions
- SUBROUTINE and CALL commands allows for structured programming and more independent program development
- Full sequential and direct access disk files allowed
- BASIC source and M.L. output I/O to disk, tape or memory

COMMANDS SUPPORTED

1. I/O -Commands
   CLOSE CLOADM CSAVEM DIR DRIVE DSKI$
   DSKO$ FIELD FILES GET INPUT KILL
   LSET OPEN PRINT PUT RSET
2. Program Control Commands
   CALL END EXEC FOR STEP NEXT
   GOSUB GOTO IF THEN ELSE ERROR
   ON..GO RETURN STOP SUBROUTINE
3. Math Functions
   ABS ASC ATN COS CVN EOF
   EXP FIX INSTR INT LEN LOG
   LOC LOF PEEK POINT PPOINT RND
   SGN SIN SQR TAN TIMER VAL
4. String Functions
   CHR$ INKEY$ LEFT$ MID$ MKN$ RIGHT$
   STR$ STRING$
5. Graphic/Sound Commands
   COLOR CLS CIRCLE DRAW LINE PAINT
   PCLEAR PCLS PLAY PMODE PRESET PSET
   RESET SCREEN SET SOUND
6. Other/Special Commands
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   DST IBSHFT LREG PCOPY PMODD PTV
   REAL SREG SWP VECTD VECTI

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The PAINT feature is where *PIXGEN* really shines. Two painting modes are available, Ultra paint and Textured paint. The two are similar, with the exception that Ultra paint is slightly faster and paints until it hits either a solid black or white line, but won't go around corners (it just goes straight up and down, spreading out sideways until it hits any border). The Textured paint asks you to specify a border color and can get in tight corners better. The PAINT option allows you to specify two numbers, each from zero to 255, for the odd/even bit color codes. This means that over 32,000 color/texture combinations are possible!

One other important feature is the OVERLAY option. It allows you to take a picture previously drawn in memory and overlay new items on it (an additional object, color, etc.) without taking up memory for a whole new picture.

All of the functions are a breeze to use. This is partly due to the fact that there isn't all that much to use. Essentially, you have to create pictures using only dots, lines and circles. To someone who's used the full graphics capability of *CoCo Max*, for example, this may take a little getting used to. Though I'm not much of an artist, I was able to get some halfway decent pictures drawn without too much hassle.

The program's one shortcoming is that there is no way of editing commands already entered. If, for instance, you've created a brilliant drawing only to see that a line is slightly off, there is absolutely no way to move it. An editing feature would improve *PIXGEN* immensely.

After you have finished a set of pictures, they can be saved and compiled with an included compiler program. Once compiled, this "picture file" can be loaded into memory from BASIC. Selecting which picture appears on the screen is as simple as a POKE and an EXEC statement. The compiled file is saved in machine code. *PIXGEN* re-creates pictures quickly — a detailed picture takes less than three seconds, and a less detailed one can be drawn in under a second.

The documentation is well-written, and the program's simplicity makes it almost unnecessary to consult it after reading it once.

When it comes to error handling, though, *PIXGEN* leaves a lot to be desired. Once, when drawing a line, I hit the joystick button twice in the lower right-hand corner of the screen only to be greeted with a crash back to BASIC and a friendly "?FC ERROR IN 106" message. Also, if the Texture paint function is not carefully bounded, it spreads off the screen and ravages about in memory. The program crashed once on me that way, too.

Overall, I give *PIXGEN* the following ratings (1=poor, 3=average, 5=excellent): price vs. value, 3; documentation, 4; performance, 3; ease of use, 5; error handling, 1; and speed, 4. I recommend *PIXGEN* to anyone interested in writing graphics Adventures where storing pictures on the disk is not a valid option. I think you will find *PIXGEN* a powerful tool, provided you can live within its limitations.

A suggestion to make the program better would be to provide editing features and more drawing tools. Also, a "text on the graphics screen" routine would be a nice touch. As it is, though, its speed and memory conservation make it worthy of consideration.

One interesting note: Spectacular Software gives purchasers of *PIXGEN* the right to market graphics Adventures created with it, provided they approve the final product. If approved, they will let you use the compiled *PIXGEN* pictures without any royalty fees.

(Spectacular Software, P.O. Box 363, Mansfield Center, CT 06250, requires 64K, tape $27.95, disk $29.95 plus $2 S/H)

One-Liner Contest Winner. . .

Mini-life is a "linear" game of "Life." The program displays the "Life" colonies on the PMODE 4 Hi-Res screen. After filling the screen, the program waits for a key press before ending.

The listing:

```
Ø Y=RND(-TIMER):PMODE4,1:SCREEN1
,1:PCLS:FORI=1TO9:PSET(RND(254),
2,1):NEXT:FORY=2TO19Ø:FORX=1TO25
4:C=Ø:G=1:FORI=ØTO2:C=PPOINT(X+1
-I,Y)ORC:G=PPOINT(X,Y-I)ANDG:NEX
T:P=(NOT(PPOINT(X-1,Y)ANDPPOINT(
X+1,Y))ANDC)ANDNOTG:PSET(X,Y+1,P
):NEXTX,Y:EXEC44539
```

Pete Hays
Newark, OH

(For this winning one-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape.*)

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CoCo Solver and *Program Generator* is a Powerful, Useful Package

By Donald M. McGarry

CoCo Solver and *Program Generator* is a truly interesting, well-done and powerful package. The author has created a program that does some nearly impossible tasks, such as adding lines to a running BASIC program — a neat trick. Also, there are uses for this program for people of all levels of expertise. The non-programming beginner can use it to do useful calculations without learning a lot of programming, and the experienced programmer can make the package do some complex and powerful jobs with relative ease. Finally, the package is well-conceived, well-presented for the most part and fairly simple to use.

The version I reviewed came on disk with a printed manual, notes for disk users and some printed sample programs from *The CoCo Solver Newsletter.* The disk is not copy protected. There are also a number of sample templates on the distribution disk. These illustrate different facets of the program. The samples are really needed since the author has avoided describing what the program is used for in the manual. In all fairness, I found it difficult, too.

CoCo Solver could be compared to a small number of cells in a spreadsheet. Each cell can be named according to Color BASIC variable naming rules. There is also room for a 10-character comment, which is displayed on the screen. Each variable can either be assigned a value or be defined in terms of other variables and constants. There is room on each "page" of the display for up to eight variables. Once all variables are entered and assigned values or defined, a single keypress "loads" this information into the program and the page can be "run." Whatever calculations were defined are completed and the results are displayed. After running the template, new values can be assigned to variables and the template can be run again.

Using this simple mode of operation you can set up some interesting calculation procedures. This is also the level where *CoCo Solver* most resembles a spreadsheet. Once a problem is entered, many "what if" type calculations can be tried. A good example is a simple template I ran to calculate payments on a car loan given the amount financed, interest rate and length of the loan. It took only a few keystrokes to try different combinations of input to see the effects on the size of the monthly payment.

If *CoCo Solver* could do no more than this, I would recommend it as a handy tool for nearly anyone. It is quick and simple to define a problem, then try different variations of the input values. The program can do much more, however. One of the options is "vary." It allows you to vary the value of one of the input variables over a range using your own step size, and send output to the screen or printer. This is convenient for printing tabular information quickly.

I should emphasize the speed of setup because that is what makes the program handy for a lot of small jobs, especially to someone who is comfortable with programming. Running *CoCo Solver* to find the effect of interest rate on loan payment size is much quicker than writing even a short BASIC program to do the same thing. I use the program often to do things that would otherwise take more time — even if writing a simple program would do the same thing.

I still haven't delved deeply into the capabilities of *CoCo Solver.* The author has thoughtfully provided a list of program variables and their uses, and has shown how to manipulate them to do some really powerful things. The program is absolutely terrific at producing tables of calculated values such as mortgage amortization tables. The generated program lines are numbered consistently, so that with some knowledge of programming and a little work you can build elaborate mathematical models.

In fact, although the program lends itself to mathematical calculations as well as table generation, nearly any BASIC program statements can be included in a definition. This means if you can do it using BASIC, you can probably do it from within *CoCo Solver.* If for some reason you can't accomplish what you want to do from within the program, you can always write a subroutine and add it to the program. The possibilities are almost endless. Of course, for the advanced applications a good knowledge of BASIC programming is needed.

I certainly was not able to try every possibility that *CoCo Solver* allows, but I think it is fair to say that it would be a long time before even a skilled programmer would outgrow the program. It takes awhile to get used to the style of the program and the environment. During that time you might be tempted to quit and write a separate program to do the job, but there is value in sticking to it. The more you get to know the program, the more possibilities seem to open up.

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The most use could be made of *CoCo Solver* by someone who begins using it early on as one of his or her first programs. Then, as the user's confidence and programming ability grows, his or her understanding of and insight into the program would also grow. *CoCo Solver* can help someone build programming skill while offering an immediate method of doing useful work.

There is still one more capability. The package I received for review included *Program Generator.* This program has the ability to take a working model and turn it into a program. If no one else ever uses one of your models, I don't see any great value in this option. You have to run the generated program from the main menu in order to have a machine language support program properly loaded.

The real value to me is in the generated program's permanence. A user cannot change definitions, for example. I teach high school physics and have put generated programs to some trial use in my classroom. Laboratory calculations can be defined and tested, and then a program generated using *Program Generator.* Students using the program can calculate results, change input values and recalculate, etc. However, they cannot change the model. (That would hurt those who had to use the program later.) The generated programs offer a consistent user input method, also. This means once the program is mastered, all other generated programs will be easy for students to use.

CoCo Solver is not without its problems. One of the major drawbacks is the manual. It is clearly written, but doesn't describe some rather important points. For example, when the menu program is run from BASIC, there are two choices for *CoCo Solver.* Nowhere in the manual is there a description of the differences between these programs.

I also found it difficult to determine the exact method to do some things that the program is obviously capable of doing. A little experimentation and a peek at the examples on the disk were all that was needed to point me in the right direction, but a clearer manual would have helped. As I mentioned earlier, the manual gives no clear description of the major reasons for the program's existence. After some practice with both programs, I can understand that problem — any description would be incomplete or would sound impossible. Still, I wish they had tried.

The only other complaints are due more to the limitations of the computer than the program. The display is really too small. It would be nice to be able to see definitions entered and to have long comments. The 16 by 32 screen format eliminates either of these possibilities. Finally, BASIC does not have error-trapping functions, and *CoCo Solver* relies on the user to deal with errors. If the program halts on an error, the user must type `GOTO 1150` to restart without losing all previously entered information. This method works, but it seems inelegant. It should be possible to add error trapping and translation to the program. I hope the author considers doing so in a future release.

Overall, I was impressed with *CoCo Solver* and *Program Generator.* At first, I was unsure it was worth very much at all. But after using it for a while and working around the manual, I find it a valuable as well as useful package.

(JTJ Enterprises, P.O. Box 110841, Nashville, TN 37211, requires 32K ECB, cassette or disk $49.95 plus $2 S/H)

The RAINBOW
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RAINBOW INDEX A complete index to our first three years, July 1981 through June 1984, is printed in its entirety in our July 1984 issue. Separately bound copies are also available. $2.50 ☐

Note: Our Fourth Year Index, including an index to all editions of RAINBOW ON TAPE, is included in the July 1985 issue.

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The Best of Both Worlds with DOS Switcher

One of the nicer features of our friendly CoCo is that the Disk Operating System resides in a ROM chip located inside the disk controller. Many computers require that you "boot up" with a DOS disk before you can do anything else. The DOS being in ROM means that as soon as we turn on our CoCo, it's ready to go to work for us . . . no muss, no fuss. If you stop and think about it, this plug-in IC chip can be used to our advantage. For those using the J&M Disk Controller, it's even easier to make use of this feature.

But, how many times have you found that your JDOS will not work with certain programs? How many times have you wished you could go back to Disk BASIC "just temporarily"? Now you can do just that! The Spectrum DOS Switcher is a very small, compact printed circuit board with two DOS sockets and a three-position switch attached. The board measures 1½ by 2 inches and simply plugs into the socket on your J&M Controller that your current DOS chip occupies. The instructions with the switcher are easy to understand, so even a novice should be able to hook it up.

The switch can be mounted to any convenient place on the controller, however, this requires drilling a ¼-inch hole in the case. In order to be able to switch between DOSs, you obviously need two DOS chips. If all you have is JDOS, then you will need to purchase another DOS chip or burn your own on an EPROM, but if you have your old Disk BASIC chip stored away all you have to do is plug it into the other DOS socket. After that, it's just a matter of deciding which DOS you want to use and setting the switch to that position. The switch supplied is a three-position toggle type with the center as off. The center position disconnects both DOSs so you end up with Extended BASIC only.

Even though this switcher is advertised for the J&M controller only, Disk BASIC users with the Radio Shack controller need not despair! I soldered a socket to a small piece of vector board, hooked up a few inches of 24-conductor ribbon cable and put the whole thing in a small plastic box that can be stuck to either the top or bottom of the disk controller with a couple of pieces of double-sided tape.

One other feature worth mentioning is that one of the sockets on this switcher is a 28-pin, while the other is a 24-pin. This is a handy feature that enables use of the larger 128K chips if you're into burning your own EPROM. Otherwise, just plug in two 24-pin chips per the instructions for two-DOS operation.

If you've been looking for a way to have the best of both worlds, the Spectrum DOS Switcher may be just what you need.

(Spectrum Projects, Inc., P.O.Box 21272, 93-15 86th Drive, Woodhaven, NY 11421, $24.95 plus $3 S/H)

— David Gerald

XPNDR2 and Super Guide — an Ideal Expansion Card Set

The diversity and number of expansion boards available for the CoCo never ceases to amaze me. Robotic Microsystems plays a major role in this area with their XPNDR2 plug-in expansion card. This card measures 7 by 4¼ inches and provides traces connected to the CoCo 6809 microprocessor via the game or "expansion port," as I prefer to call it. The board is very well-made and features gold-plated edge connectors and plated through holes.

A nice addition is a red LED mounted at one corner of the board to remind you that CoCo is turned on. It's also a reminder not to unplug the board with the power turned on.

Attached to about the center of the card is a sturdy 40-pin edge connector socket suitable to plug in your disk controller, voice pack or any other applicable cartridge. The controller or cartridge sits vertically, leaving space on either side of the connector available for experimental circuits. The 40-pin socket is mounted with wire-wrap pins so easy connection can be made for experimenting. In fact, the board is designed to accommodate wire-wrap sockets for ease of experimenting. A full 24 square inches of component layout space is also available.

Documentation is complete and detailed. A well-illustrated booklet titled "Application Notes" is included. This eight-page booklet is geared toward the experimenter and especially the beginner with its light touch of technical subject matter associated with microcomputer interfacing techniques.

Another item included in the package is called Super Guide. This little plastic gadget mounts inside the expansion port and contains a slot that serves to add support to the XPNDR2 card. This is a very helpful accessory to any expansion card and is recommended since it prevents stress and strain on the expansion connector. It also holds the flap door open and its thin slot (⅛ inch) prevents accidental contact with the connector. It does a great job in accomplishing all these tasks and it's not expensive!

If you're into interfacing, you need to look at what Robotic Microsystems has to offer.

(Robotic Microsystems, Box 30807, Seattle, WA 98103, Super Guide $3.95, XPNDR2 $39.95)

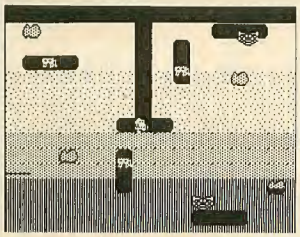
— Jerry Semones

Hint . . .

The Most Memory

By typing `POKE 27,0:CLEAR0:RUN` (on a non-disk system), you get the highest `MEM` value possible on a CoCo system. This is 16367 for a 16K system and 32751 on a 32K system.

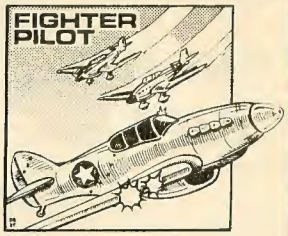
A Susquehanna Reader



Fighter Pilot

An original arcade game! Wave after wave of attacking aircraft attempt to shoot you down as you maneuver your fighter into the wild blue yonder, blasting enemy fighters, bombers and paratroopers out of the sky. Joystick or keyboard operation. "Pause game" feature. Disk version saves high scores. 32K, 100% Machine Language.

Tape $24.95
Disk $29.95



Pumpman

You'll dig this 100% machine language arcade game! The Pumpman carries a pump that he fires at aliens Pooky and Dragon as they change forms and chase him around under the ground, 15 different screens, "pause game" feature. As fun and challenging as the original arcade version! 32K, one joystick required.

Tape $24.95
Disk $29.95

Mission of Vengeance

A fantasy graphics adventure. You are Garotte Severinn, master thief, spy, and assassin. Your mission is to kill the evil wizard Neeman, recover the holy scepter of Tash, and escape from Neeman's castle. The reward is a fortune in gold, but beware...many dragons and monsters stand between you and the gold! 32K, one disk drive required.

Disk or Amdek $24.95

Hires +
High Resolution Screen Enhancer

HIRES + is a programmer's utility that adds a number of features to BASIC: A high resolution screen with true upper and lower case letters and variable screen width, scroll protect, key repeat, error-trapping, visual input routine, reset protection, true break disable and more! 16K tape.

$19.95

Menu Maker

The Ultimate in easy disk access and organization! Menu Maker is a 100% machine language utility that allows you to place attractive, customized menus on all of your diskettes and, with one one key press, load any program of your choice. Menu Maker is compatible with RS DOS 1.0 and 1.1 (soon with others!) and supports multiple-drive systems. 32K, one disk drive required.

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Disk Utility Package Makes Life Easier for Disk Users

By Robert E. Foiles

Bob van der Poel opens his manual with "Thank you for purchasing *Disk Utility Package*." At this point I disagree with Mr. van der Poel — the purchaser should be saying "thank you" to him for putting together the *Disk Utility Package*! I feel it is always nice to say "thank you," but I feel even better when a program comes to market and it does what it is supposed to do without problems. I am also pleased that he provided his programs unprotected, allowing the user to make a backup copy to use on a day-to-day basis.

Disk Utility Package is really 11 utility programs designed for 35-track or 40-track disk system users. The 11 programs include *ARCHIVE, BACKUP, COMPARE, FIND, FORMAT, MENU* and *OCCOUNT.*

The *ARCHIVE* program is designed to make a backup copy on tape of the disk in Drive zero. "Routine," you might be tempted to say, but wait, there is more! The program lights up the screen in a colorful graphics display of the word "archive," and on the bottom half it displays all the other instructions and a running description of what the program is doing. This program is designed to work faster than some other backup utilities because it backs up only those tracks that have data recorded. The design includes provisions to do backups from regular Disk BASIC or OS-9 material from either 35- or 40-track disks. Users need only change two lines of the BASIC driver program to accommodate their system. The manual details the required changes and should not be a problem for even the most inexperienced user.

In either of the formats, the program saves a copy of itself to the tape first. This, of course, allows the user to just CLOAD and RUN to restore a disk from the tape. The program handled backups of a disk that had no free space and another disk that had just one short machine language routine on it. In both cases, the programs ran without error after restoring the material to a new disk from the tape.

The *BACKUP* utility is really four versions from which to choose. The choices include a version for the user with 35- (standard Radio Shack model) or 40-track disk systems and those systems with either 32K or 64K. Loading the proper configuration puts the proper machine language program into memory and automatically starts it for the user. The program works with a single drive or up to four drives.

The nice touch with this program is that the user is given a running account on the screen of what the program is doing. Needless to say, the machine language program(s) is fast. How fast? Single drive, with 64K, required only three disk swaps. If the program encounters a "bad" sector, the error-trapping section displays on the screen the sector number giving trouble, and asks the user if the sector should be skipped, try again or quit (which ends the program).

In keeping with the package's versatility, *FORMAT* gives the user two versions to choose from to match either a 35- or 40-track disk system. This section performs the same operation as DSKINI, but it does it a couple of seconds faster per disk and provides the necessary procedure to format as many disks as the user might wish just by putting the next disk into the drive (either 0, 1, 2 or 3) and entering the drive number. So fast and so simple, and the user does not have to be concerned about the "bug" in the earlier versions of DSKINI routine. While the program is working, the user is given a screen display of what is actually being done.

The *FIND, COMPARE* and *OCCOUNT* programs may at first glance seem like a few "bells and whistles" to round out the disk — not so! These three utilities can be true "workhorses" for the user. *COMPARE* reads a program on the same disk or on another drive and tests the second program against the first program, byte by byte. Again, the screen display gives the user a running account of what is being done by the program. However, you have to be on your toes since the program is so fast that the job is done before you realize it. That is, of course, in those cases where there are no errors in the match. If a mismatch is encountered, the readout stops and the program advises the user. The author has provided the more experienced user an opportunity to modify the BASIC driver for this machine language routine for individual use.

OCCOUNT stands for "occurrence count" and is designed to read a disk file and count the number of times a specified string appears. The disk file may be either a text file, a machine language program or a BASIC program. The use of the up-arrow key is considered by the program as a "wild card" in moving through a file. One note of caution: A BASIC program must have been saved in ASCII to be usable by this utility. It is not a fault of the program, however, since the regular SAVE command saves reserved words in token form. Therefore, asking the utility to count

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the number of GOSUBs in a BASIC program that is not saved in ASCII produces a zero. The utility allows the user to specify the search string to be treated as all uppercase or as upper- and lowercase.

The *FIND* utility, as the name implies, finds and prints to screen any lines containing a specified search string. The up-arrow key is also a "wild card" character in this utility, and the option of treating the material as all uppercase or both upper- and lowercase is part of the program. This utility reads an ASCII file and locates the specified string wherever it might be located within the line (or within a block of 500 characters not interrupted by a carriage return). It worked with three different database data files and found each time the specified search string and displayed on the screen the line of text in which it was found. Tapping the space bar moves the search on to the next location.

As with such search programs, the search reports the finding of the sequence even if the letters are part of another word. For example, the search string used in one test was "disk" and the utility found "diskedit," "copydisk," "diskettes" and "mini-disk," as well as all the free standing "disk" in the data file. It also searched through an ASCII-saved BASIC program for a specific variable. (As an aside, this utility helped me locate a bug in another program where the same variable name was assigned to two different variables.) The search routine is in machine language and is fast. The program author offers: "Since this program is attached to a BASIC driver, just RUN "FIND" to use it. And with a bit of imagination you can modify the BASIC portion of the program for your own use."

I saved reviewing the *MENU* utility for last (like dessert). This utility does several things that make life much simpler for the disk user. After putting the utility online, it reads the directories of all the drives in your system, then sorts the titles into alphabetical order and displays them on the screen a screenfull at a time. If more than 32 programs are to be displayed, they are put on "pages," which can be switched back and forth by use of the plus (+) or minus (–) key.

There is more! When the programs are listed on screen, the top-most program appears as light characters on a black background. Tapping the down-arrow key moves the "black box" down to the next program and it then appears with light letters on a black background. The arrow keys move the "black box" to either of the two columns on display or up and down the list.

There is still more! Once a selection is made by leaving the "black box" on a program title, just hitting ENTER will LOAD and RUN that program, no matter on which drive it is resident, or if it is BASIC or machine language. It sure makes finding and running a program from a batch of programs on several drives a real breeze.

The manual for *Disk Utility Package* is only three pages long, but covers all a user needs to know about using the utilities. The only quirk not mentioned in the manual is the need to have BASIC programs saved in ASCII in order for the *FIND* and *OCCOUNT* utilities to locate reserved words. Everything else worked as described in the instructions.

Remember to say "thank you" to Mr. van der Poel when you order *Disk Utility Package*, because I am sure that is what you will want to do after using it!

(CMD Micro Computer Services Ltd., 10447-124 Street, Edmonton, Alberta, Canada T5N 1R7; distributed in the U.S. by Saguaro Software, P.O. Box 1864, Telluride, CO 81435, disk $19.95 plus $2 S/H)

Two-Liner Contest Winner . . .

Trilabel is a label maker for "three-up," self-adhesive labels on 8½ by 11-inch sheets. It is set up to run on Epson, Star Micronics or Panasonic printers. It makes use of present tabs, is self-prompting and allows for a varying quantity of rows to be printed.

The listing:

```
1 CLS:INPUT"NAME";A$:INPUT"STREE
T";B$:INPUT"CITY";C$:INPUT"STATE
 & ZIP";D$:E$=", ":PRINT:PRINT"M
AKE SURE PRINTER IS READY":PRINT
:FOR A=1TO 1Ø:INPUT"HOW MANY ROW
S OF 3 ACROSS";L:FOR X=1TO L
2 PRINT#-2,CHR$(27)"D"CHR$(29)CH
R$(57):PRINT#-2,A$CHR$(9)A$CHR$(
9)A$:PRINT#-2,B$CHR$(9)B$CHR$(9)
B$:PRINT#-2,C$+E$+D$CHR$(9)C$+E$
+D$CHR$(9)C$+E$+D$:PRINT#-2,CHR$
(1Ø)CHR$(1Ø):NEXT X:NEXT A
```

Tim Wright
Minerva, OH

(For this winning two-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape.*)

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The Best Screen Dump Utility for Epson-Type Printers Lives Up to its Name

Taking a cumulative look at things, there seems to be no need for yet another screen dump utility. I have counted five such programs offered for sale in a recent RAINBOW, and another eight graphics programs offer a screen dump among their options. To gain our attention, there must be the promise of unusual convenience, features or price.

The Best Screen Dump Utility for Epson-Type Printers comes on a cassette and is easily transferred to disk. This contains a BASIC loader and two versions of the machine language program, one for 16K and one for 32K. For convenience, most users will prefer the BASIC loader, which enables you to set printer speeds and the like without separate operations. The program is menu driven, and offers such options as emphasized and double-strike print densities, normal, double (sidewise) and two-page printouts, inverse printing, variable line spacing (on the Epson adjustable to $^1/_{216}$ of an inch) and a View option that allows you to move the print area up and down for minor adjustments.

No two people have the same demands, of course, but *The Best Screen Dump Utility* has two great advantages over Custom Software Engineering's *GSPRE*, which has been around long enough to be the standard against which such programs are measured. First, the double screen option gives the most nearly correct aspect ratio (relation of height to width) I have yet seen; second, ease of installation. Where *GSPRE* is still superior is in its ability to use all PMODEs (*The Best Screen Dump Utility* operates only on the PMODE 4 screen) and to put the printout where you like on the paper.

The manual (six typescript pages) explicitly warns you: "This program will print any image you can get onto a Hi-Res graphics screen — getting the image on the screen is your problem," and follows this up with some sound advice. But it remains true that the display screens of some highly protected software are not normally possible to print, and other screens will give unusual problems.

For instance, I cannot prevent the program from swapping the right-most seven pixels over to the left of the page and down one pixel when printing *Graphicom* screens; it does not center itself exactly vertically, either. The latter problem is easily cured by positioning the screen "window" one position off, using the arrow keys in View mode (this is clearly explained in the manual). For the former I have no solution. In many cases this imprecision at the edges makes no difference at all.

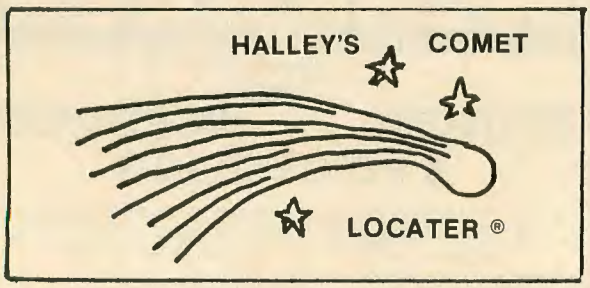
The general advice to at least PCLEAR 4 before running *The Best Screen Dump Utility* is sound, but do not expect very satisfactory results from animated screens. Colored passages print as striped or textured because of the way PMODE 4 gets its colors. Neither of these problems is the fault of the program.

Among its many attractions is the fact that this program is not protected in any way. Another is that it is inexpensive. If the problem with *Graphicom* screens can be tolerated, it is a very good buy.

(CMD Micro Computer Services Ltd., 10447 - 124 Street, Edmonton, Alberta, Canada T5N 1R7; distributed in the U.S. by Saguaro Software, P.O. Box 1864, Telluride, CO 81435, 16K or 32K, requires Epson printer with Graftrax or equivalent, cassette $14.95 plus $2 S/H)

— R.W. Odlin

THE ANYONE-CAN-USE



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One-Liner Contest Winner. . .

This short program, called *Grader*, is mighty useful to students who have a number of test grades and want to compute their grade average. All grades must be entered in number form.

The listing:

```
1 CLS:T=Ø:G=Ø:A=Ø:INPUT"# OF TES
TS";N:FORX=1TON:INPUT"GRADE";G:T
=T+G:NEXTX:A=T/N:PRINT"YOUR AVER
AGE IS ";A:INPUT"AGAIN";A$:IFA$=
"Y"THENGOTO1ELSEEND
```

Judy Zoll Leo
Skillman, NJ

(For this winning one-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape*.)

A Different Adventure Every Time with *Escape from Denna*

Escape from Denna is a role-playing Adventure game in low resolution graphics. This game is in the spirit of a Dungeons and Dragons-type game, with a few twists, a few drawbacks and a lot of fun.

The first drawback is loading the program. According to Ark Royal Games, the documentation should be stamped with a PCLEAR 1, but there are no loading instructions. For the benefit of potential users: To load *Escape from Denna* properly, turn the computer off, wait five seconds, then turn the computer on again. Type in PCLEAR 1, press ENTER and CLOAD "DENNA". After you have loaded the program, type RUN and you are greeted with a colorful title screen.

Next you must build a character, and here there is both some similarity to and some departure from a role-playing game. There is a complete set of character attributes, but you have an unlimited amount of choices before you must accept a character's strength, agility, physique and so forth. Most role-playing games limit your amount of choices to around three attempts per attribute, but here you can wait for the numbers to be to your liking.

After the dungeon has been prepared, you are greeted with a screen consisting of a small window, as though looking down from above, on a maze. The maze contains important items, such as weapons and treasures, furniture of various types and wandering monsters. The overall goal is to escape Denna alive. This is not as easy as it sounds — dead ends, bad monsters, falling blocks of stone, arrow traps, trap doors . . . an Adventurer should break out into a cold sweat at the very thought!

Monster encounters are really well-done, in that each monster has a specific set of attributes just as you do, and may attack you just as you can attack it. Part of what makes the program fun is author Dan Tharp's use of changing screen colors and sound effects that at times resemble an electronic pinball machine. One sound effect I didn't like: When you encounter a monster, the screen flashes on with the monster and a siren goes off; it will not stop until you hit a key to stop it. It can get irritating after a few encounters.

However, surviving and growing in experience points and getting stronger can all be fun. It only took me about a week to escape from Denna (and a lot of characters!), but I was eagerly looking forward to returning since the game does randomize certain factors each time it is run. One especially nice feature of Denna is a command screen (which is entered by hitting the space bar) from which you can look around at certain things in detail, place objects, take inventory or status on your condition, change weapons, etc., without leaving your current position. This is a nice convenience feature, but beware — a monster can be anywhere!

Escape from Denna's documentation consists largely of factors that go into making characters, how attacks are measured and designed, and what factors such as experience, weaponry, etc., are considered in each encounter. This is a thoroughly detailed explanation of play that must be completely digested to really understand the workings of the game. It must also be read carefully for instructions on how to play the game.

All in all, *Escape from Denna* is an interesting, compelling and fun game. It lacks sophisticated graphics, but does have other elements, such as the monster encounters and attempting to solve the maze and escape, which really do make up for the missing graphics. *Escape from Denna* is a little high priced, but for a different game every time and a lot of fun and adventure, it is well worth it.

(Ark Royal Games, P.O. Box 14806, Jacksonville, FL 32238, cassette $25.95, disk $28.95)

— Jeffrey S. Parker

Hint . . .

Repairing Deluxe Joysticks

There have been a number of reports of problems with Radio Shack's Deluxe Joystick, where the stick becomes loose and you no longer have control. I've found that a pin that holds one of the control levers to the joystick ball tends to work itself out of the ball.

After opening the joystick case, you'll see a pin on one of the levers that now faces the case instead of the ball. Hold the stick so that the hole in the ball lines up with this pin, and use needle-nose pliers to push the pin back into place.

– Ed Ellers

Booklet Review

The CoCo Chronicles — A Beginning, of Sorts

My first impression of *The CoCo Chronicles, A History of the CoCo* was that, at $14.95 plus $3 S/H, it was embarassingly overpriced. It is an unbound (edges stapled), 31-page, illustrationless booklet with paper covers and produced using a daisy wheel printer. Unfortunately, subsequent readings did little to alter my opinion.

I finished the entire 26-page history in a single reading. In this very rough first draft, I found an adequate idea, but half-formed, and poorly executed. As a brief and informal history of the Color Computer, spanning from Radio Shack's early cooperative ventures with Motorola (a weather and agriculture computer) in the mid '70s, through the introduction of the CoCo in July 1980 and up to the present, *The CoCo Chronicles* is presentable reading if the emphasis is understood to be on the adjective "informal."

The sources for *The CoCo Chronicles* are advertisements, numerous Color Computer periodicals, both existing and defunct, interviews, correspondence, printouts and files from old bulletin board sessions.

The opinions of the author figure prominently throughout, and the impression received is one of having its author, identified as "Alfredo(!)," sitting in your living room and telling you the history of the CoCo from his personal observations and experiences.

Several pages are also written about the European-made Dragon computer, including a table relating the memory addresses of ROM entry points in the CoCo and Dragon computers. Such a table is of interest to anyone wishing to transport programs from either system to the other.

The editing and production values of this 30 minutes' worth of reading are very poor, and the booklet is chock-full of typos including mispellings of proper names, which is a clear indication of carelessness. Given such slapdash style, we can scarcely assume any greater attention to detail in reporting. Thus, the substance is also brought to question.

The last five pages comprise an appendix; it includes a bibliography of related books, a table showing the Computer Plus (a mail order retailer) prices for most CoCo configurations from 1981 through 1985, a listing of major software and hardware and a list of the author's favorite products — software, hardware, books and magazines.

The author, Alfredo (!), states in his prologue that this booklet "was, to say the least, a labor of love." The love is clearly apparent from his highly personal narrative style, but the labor is sorely lacking. If this reminiscence were nominally priced, this trip through CoCo's history would be an amusing excursion, but in its form and at its price, skip it.

(Spectrum Projects, Inc., P.O. Box 21272, Woodhaven, NY 11421, $14.95 plus $3 S/H)

— Angela Hartford

FOUR STAR SOFTWARE

SHRINKER

This is a very useful disk utility that will help eliminate wasted disk space. Shrinker will take a series of small programs saved on disk and convert them to a space-saving format. Why waste one whole granule of disk space if the program only requires part of one? Disk access will remain the same, the program is RS DOS compatible, and very easy to use. No hassles, just improved use of disk space and more money in your pocket!

DISK $16.95 (U.S.) **$19.95 (CDN.)**

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A fast-paced arcade game with great graphics and sound. CoCo at its best!

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DISK $6.95 (U.S.) **$9.95 (CDN.)**

OS-9 UTILITIES

This is a set of three separate utility groups for use with the OS-9 disk operating system. You may purchase one of the groups separately, or buy two or three and save!

Group No. 1
Contains a series of utilities for programmers. It includes the following:
HEAD - displays a variable number of lines starting at the top of a file.
TAIL - displays a variable number of lines at the end of a file.
MV - moves a file from one directory or disk to any other directory or disk.
PRL - prints a formatted file listing that will add line numbers, pagination, etc.
FF - creates a list of functions from a "C" source listing
MERGE - will merge one or more files together into one single file

Group No. 2
A series of helpful general utilities for all OS-9 users and programmers. Included are:
HELP - disk resident help system that avoids tying up valuable memory but that provides on-line help descriptions of almost all OS-9 commands that are commonly found in the OS-9 system and popular system upgrades
UNIT - this utility provides descriptions, units, and constant conversion factors for hundreds of scientific and technical terms, measures, constants, etc.
ERR - provides on-line descriptions of numeric error codes. Does not take any extra memory as the normal error routine does.

Group No. 3
This third group of utilities is written in BASIC09. It includes:
FILEDEL - will prompt you for deletions of all files resident on a disk without repetitive typing of file and path names.
DISKID - allows users to quickly review and/or change disk ID status.
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Find the Hidden Treasure on *Blackbeard's Island*

"I, Tom Wentworth, am stranded on a forgotten island. was sailing on the H.M.S. Perkins when I became ntoxicated and fell overboard. We were searching for reasure taken from the H.M.S. Elizabeth (circa 1608) and uried by the infamous pirate Edward 'Blackbeard' Teach n this very island.

"To complicate matters, I see in the distance a volcano pewing smoke and ash — as if it's about to erupt!

"My only hope now is to find the treasure and escape this sland before I either die of thirst or the volcano erupts and uries the island in lava."

This describes the Adventure game *Blackbeard's Island*, rom Novasoft. I am not an experienced Adventurer, but found this disk-based, machine language game for 32K Color Computers to be well-done and very entertaining. In ddition to the running narrative, each step is displayed on he screen. In the beginning you are standing on the beach ear a large log. When you discover the volcano, it is shown mitting smoke clouds. As you move about the island, your xploration is graphically depicted.

I "worked" with this Adventure for hours. I have died innumerable deaths from dehydration, fallen to my death from a cliff overlooking the ocean, and plunged to my death into a ravine — but I'm still trying! I found a number of articles that proved useful during my quest, but I have yet to find the treasure.

When playing an Adventure game, one important aid is a list of the verbs the program recognizes. This can be obtained with the command VOCAB. And, in case you forget what items you have found, the command INV (for inventory) provides that list. This game even has a HELP command. (Although I haven't found it to be of any real value. The usual response to HELP is "Who's playing this game — you or me?")

A nice feature of *Blackbeard's Island* is that play can be interrupted and you can save your progress up to that point. This way, you can resume explorations without having to start over at the beginning.

To give a little "flavor" of what you may encounter, I have explored the following scenes: a native hut, a waterfall, a hidden room, a tunnel, a beach, a forest, a pond, a cliff and a staircase with a trap door.

At this stage, I fear I've become addicted — I've resolved to continue my exploration until I discover treasure. (Remember, I've already found a way off the island!)

(Novasoft, 4285 Bradford N.E., Grand Rapids, MI 49506, disk $19.95)

— Jerry Oefelein

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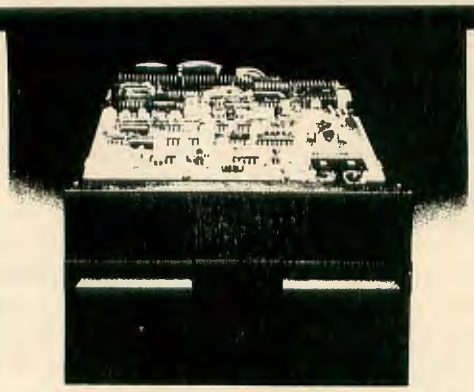

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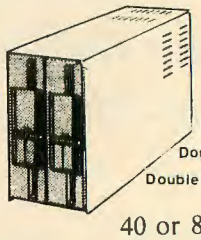

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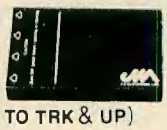

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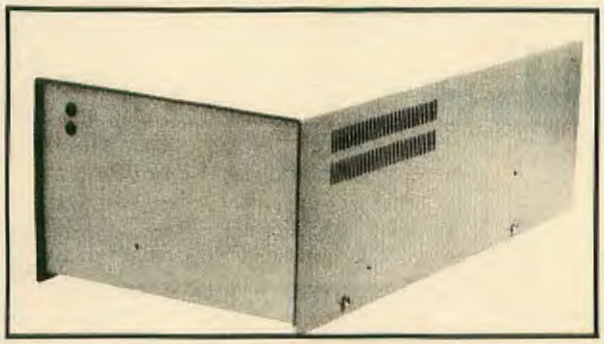

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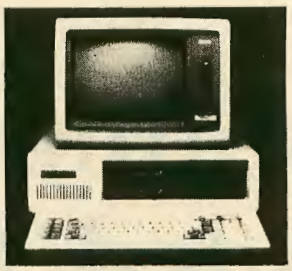

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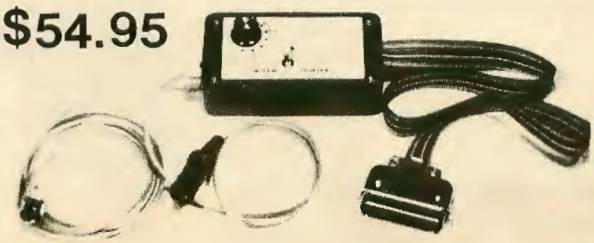

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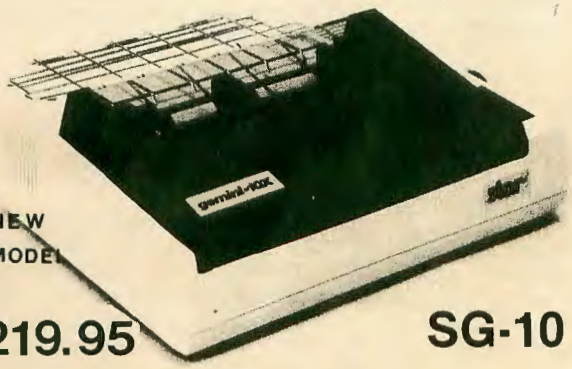

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DOWNLOADS

A Solution for the Dreaded TVI

By Dan Downard
Rainbow Technical Editor

• *My computer is in the basement of my house. Our living room, with a large TV in it, is directly above the computer room. When someone upstairs is watching television and the computer is turned on, two of the five available channels become blurred with wavy lines. My question is: Does the computer being located directly below the TV room have anything to do with the interference? Can I buy some sort of cable that reduces the interference?*

Brian Biggs
Galloway, OH

Your question comes up every RAINBOWfest, Brian, and if you ask 10 people, you will get 10 different solutions. Yes, your computer is interfering with the TV. The circumstances are unpredictable.

A few of the solutions I have recommended have been installing a high-pass filter on the antenna input terminals of the TV. A cable with better shielding could be substituted for the CoCo-to-TV connection.

A seminar attendee at the recent Princeton RAINBOWfest had one of the best solutions I have heard: a product called RFI Conductive Coating, manufactured by Miller-Stephenson. If you want black, order MS-485. The corresponding product in beige is MS-490. MS-485/MS-490 is a coating that may be applied to plastic to absorb RFI/EMI over a broad frequency range. It is fairly expensive (about $7 a can) and can be ordered only in minimum quantities, but should help your problem.

For further information, contact:
Miller-Stephenson Chemical Co., Inc.
George Washington Highway
Danbury, CT 06810
(203)743-4447

Three to four coats of this aerosol to the inside of your CoCo case should eliminate TVI (television interference) from your CoCo.

(Dan Downard is an electrical engineer and has been involved in electronics for 25 years through ham radio [K4KWT]. His interest in computers began about six years ago and he has built several 68XX systems.)

Two Pins are Better than One

• *While reading my* Introducing Your Color Computer 2 *book, I saw in the specifications section that there are two remote control pins in the cassette jack, Pin 1 and Pin 3. Why are there two of them? Could it be possible to control two recorders from the one jack?*

If you look at the pinout on Page 39, pins 1 (remote control) and 4 (EARphone input) are together on the jack's left side, and Pin 3 (remote control) and Pin 5 (MIC output) are together on the right side, with Pin 2 (signal ground) in the middle. Is it just coincidental that they are close together, or was it that at one time the idea of a CoCo with two cassette recorders had been planned and then dropped?

Craig Lillie
Nixa, MO

Pins 1 and 3 are indeed the remote control outputs of the casette port, Craig. Inside your CoCo a relay contact (normally open) is connected between these pins. Otherwise, both pins are necessary to control the motor interface to your tape recorder. This is for isolation purposes, but also gives Tandy the option of using different schemes to turn on the casette motor.

ASCII CLOAD

• *I have a Color Computer 2 (64K Extended BASIC). In a "Letters to Rainbow" [April 1985, Page 6], David L. Watson of Midland, Texas, tells how to save a program using the ASCII format so it can be loaded into* Color Scripsit *for editing. I've found that the same thing can be done with a cassette-based system by using* CSAVE "program name",A.

Here's my question: I can CSAVE *a* BASIC *program in the ASCII format, but how do you* CLOAD *an ASCII format?*

Steve Markley
Sun Valley, CA

A program saved in the ASCII format can be reloaded, Steve, by the regular CLOAD command. When loaded by BASIC all of the ASCII commands are tokenized, or crunched, before being stored in memory.

Computer Buzz

• *I have a 64K Extended CoCo 1. Whenever I leave my computer plugged in, but the power button off, it makes a very annoying buzzing sound. Do all CoCos do that, or is mine eating up valuable energy?*

Mitch Hart
Seattle, WA

Mitch, I'll bet there are very few CoCo owners who realize that even though you turn off the power switch on your CoCo the transformer in the top left corner is still energized. The power switch is on the secondary of this transformer.

There is nothing unsafe as far as the life of your CoCo, but be careful; always unplug your CoCo before attempting any repairs. There are AC voltages present, even if it's turned off.

A Solution for *The Solution*

• *I would like to pass on the following information to THE RAINBOW readers. For those who purchased* The Solution *from Snake Mountain Software (now defunct) and cannot use it with the relatively new Disk BASIC 1.1 ROM, I have "the solution"!*

POKE 31729,215:POKE 31730,95 *after* LOADM *at 30976 ($7900) on a 32K Color Computer and before executing. For 16K, offset 242 ($F2) from the starting address. This replaces the* DSKCON *address of $D66C of the older Disk BASIC 1.0 ROM with the newer $D75F of the 1.1 ROM. I got the idea from a letter to "Downloads" by Dave Bell in the September 1985 issue. Mr. Downard's response to Mr. Bell gave the* DSKCON *addresses. I pulled out my Radio Shack* EDTASM+ *and found where $D66C was.* POKE*ing after loading the program works fine.*

The Solution *gives a nice 42 by 21 (or 51 by 21 with the extender) character screen. With Disk BASIC 1.1 ROM, direct access files cannot be used as the* GET *command returned an error code. I hope this helps purchasers of this fine piece of software.*

Bill Frankart
Spokane, WA

Thanks for the tip, Bill. I have used *The Solution* a few times myself.

Wrestling with ROM Packs

• *I used a program from the October 1984 "Downloads" column to transfer my ROM packs to disk. I ran into several problems not addressed in your article.*

First off, I noticed you suggested loading the programs from tape while in the 64K mode. I assumed you also meant that to apply to disk-based operations. I use the Frank Hogg program to get in the 64K mode. Is it necessary to be in this mode to operate the ROM pack programs from disk?

Secondly, I find that the operation of the programs varies each time I load them. I am unable to get them to load and run consistently. I sometimes get garbage on the screen, or the computer locks up. Occasionally, they load and execute correctly, but that seems to be the exception rather than the rule. The particular ROM packs I have experimented with include the Maze *program and* Backgammon, *both from Radio Shack. Can you offer any suggestions as to what would make them load and execute consistently?*

Also, I have noticed sometimes when the program doesn't execute correctly, I am no longer in the 64K mode. I am able to tell because I step my drives at six milliseconds in the ROMRAM *program, and they change back to the slow speed.*

William Knight
Yakima, WA

You have to be in the 64K mode to transfer ROM packs to disk, William. Your disk system occupies addresses $C000-$DFFF in your CoCo memory map. This just happens to be the same addresses occupied by your ROM packs. That is why you have to save the ROM packs to tape first. If you're not in the 64K mode, Disk BASIC will be active.

As far as your consistent execution, I am not familiar with these two programs. I do know that on some other ROM packs Radio Shack has put a simple protection scheme to prevent RAM execution. It's up to you, or one of our more generous readers, to find it and replace it with NOPs.

You Asked for It!

• *Could you publish a listing of the interupt hooks located in low memory locations beginning at &H160? For instance, I know that locations &H167 - &H169 are for print interrupt, and locations &H16A - &H16C are for input interrupt. These are very useful devices whose programming muscle is limited only by the imagination.*

John Petruna
St. Marys, PA

As Jack Smith used to say, "OK, John Petruna of St. Marys, Pennsylvania, you asked for it!" To have a thorough understanding of RAM hooks you almost have to have a disassembly listing of BASIC, but here is a summary.

Be careful, John. Address $01A0 is used by several different functions. For a further explanation, I suggest obtaining *Color/Extended/Disk BASIC Unravelled*, from Spectrum Projects. This three-book set by Spectral Associates is a complete disassembly of BASIC.

Default Addresses

Address	Color BASIC	Extended BASIC	Disk BASIC	Description
$015E	$A5F6		$C426	Open command
$0161	$A5B9		$C838	Device number check
$0164	$A35F		$C843	Print parameters
$0167	$A282	$8273	$CB4A	Console out
$016A	$A176	$8CF1	$C58F	Console in
$016D	$A3ED		$C818	Input device number
$0170	$A406		$C81B	Print device number
$0173	$A426		$CA3B	Close files
$0176	$A42D	$8286	$CA4B	Close file handler
$0179	$B918	$8E90	$8E90	Print
$017C	$B061		$CC5B	Input
$017F	$A549		$C859	Break check
$0182	$A390		$C6B7	BASIC Input
$0185	$A4BF		$CA36	Term line input
$0188	$A5CE		$C860	EOF
$018B	$B223	$8846	$CDF6	Eval expression
$018E	$AC46		$C6B7	On error GOTO
$0191	$AC49	$88F0	$C24D	Error driver
$0194	$AE75	$829C	$C990	Run
$0197	$BD22	$87E5		ASCII/FP conv
$019A	$AD9E	$82B9		Command interp loop
$019D	$A8C4			RESET/SET/POINT
$01A0	$A910		$C29A	CLS
$01A3	$B821	$8304		Crunch line
$01A6	$B7C2			Uncrunch line

As far as your consistent execution, I am not familiar with these two programs. I do know that on some other ROM packs Radio Shack has put a simple protection scheme to prevent RAM execution. It's up to you, or one of our more generous readers, to find it and replace it with NOPs.

Your technical questions are welcomed. Please address them to: Downloads, THE RAINBOW, P.O. Box 385, Prospect, KY 40059. We reserve the right to publish only questions of general interest and to edit for space and clarity. Due to the large volume of mail we receive, we are unable to answer letters individually.

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OS-9 TUTORIAL

Creating OS-9 System Disks

By Donald D. Dollberg

The OS-9 operating system has been available for the Color Computer for some time now, and many CoCo users have rushed out to buy it. Also, many Radio Shack dealers have claimed that you must have OS-9 to use all 64K on the CoCo. It is a system that has been praised as well as cursed by many. Most would agree that it is an excellent operating system, but, for many, a very complex and difficult system to learn.

With the advent of BASIC09, C and PASCAL09, as well as the release of a number of applications programs such as *DynaStar*, *Stylograph* and *DynaCalc*, the system should now see more widespread use. Similarly, the introduction of enhancements such as *SDISK* and the *Word-Pak II* have added increased capability/versatility. However, some of these enhancements require the user to perform a number of manipulations to create a new system disk. Creation of new system disks is not always an easy task, especially when merging new enhancements to the system. Those who are experts in OS-9 may not agree with such a statement, but the newcomer is certainly not given sufficient information on making new system disks. This article is an attempt to put the topic in perspective.

Before we begin, let's have a look at the system disk in the form it is received from Radio Shack. For those who haven't used OS-9 but may be reading this article out of curiosity, the system disk contains a number of files that are grouped into directories. Unlike Disk BASIC, which allows only one directory per disk, OS-9 allows many directories (within reason).

The system disk includes the OS-9 Boot, the system commands directory, two system directories and a special file known as the start-up file. The Boot file contains a number of modules that allow CoCo to interact with the monitor, keyboard, disk drives, printer, modem, etc. Remember, the BASIC ROMs have been turned off, so OS-9 must provide these functions. The start-up file, while not absolutely necessary for operation, contains a list of instructions determined by the user that tells OS-9 what to do when it is first booted, e.g., set the system clock, set printer parameters, execute an application program, load a language, etc. One of the two system directories contains a number of files for assembly language programming and the other contains the error message file, password file (for time sharing) and any other files the user may wish to add to this directory.

The purpose of this article is to discuss methods of creating system disks, starting with the perhaps mundane task of backing up the original system disk to the somewhat complex task of modifying the Boot file. Actually, you may wish to have several different system disks depending on your needs. For example, a general disk, a disk for BASIC09 and another for word processing.

Let's start at the beginning. You just bought OS-9 and, like any other software package, the first thing to do is create a backup copy of the system disk. This, of course, is the the easiest thing to do since OS-9 has a Backup command. However, before you back up the master disk, you must format a new disk. This is accomplished with the FORMAT command.

```
OS9: format /D0
```

With a freshly formatted disk in hand, you can then proceed to back up the system master. On a single drive system you will have to exchange the master and backup disks just as in Disk BASIC. To begin the process, enter (with the system master still in Drive 0):

```
OS9: backup /D0 #40k
```

It is important to note the #40k. This tells OS-9 to set aside 40K of memory as a buffer for the backup process. Doing this reduces the number of times you have to swap disks. If you happen to forget this statement, I can assure you that you won't do it a second time — it takes forever to make the backup! If you have two drives, backup is quite a bit simpler.

```
OS9: backup /D0 /D1 #40k
```

Even with two drives it is worth setting up the buffer. This way, OS-9 reads in a large segment of the disk into memory and writes it out to the backup disk. If you don't set up the buffer, OS-9 appears to copy sector by sector. Now

(Don Dollberg, a commissioned officer in the U.S. Public Health Service, holds a doctorate in inorganic chemistry and has been programming for over 15 years. With Richard A. White, he is co-author of TIMS, *a database management program.)*

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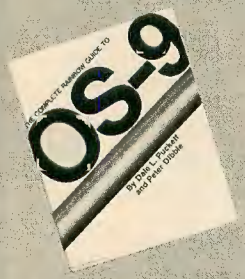

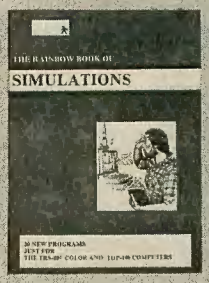

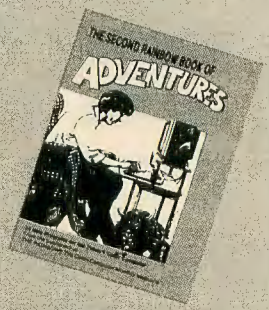

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COBBLER

Suppose you have just purchased BASIC09 and want a separate disk for BASIC programming. Since you don't want to use the BASIC09 master disk, format another disk and use the COBBLER command to place the OS-9 Boot file on the new disk.

```
OS9: cobbler /D1
```

COBBLER writes a boot file to a newly formatted disk that is an exact duplicate of the current boot. Once a boot file has been prepared, the remaining files on the old system disk must be copied to the new system disk using procedures to be described below.

One can do some limited modification of modules before they are added to the boot. Dale Puckett, in his "KISS-able OS-9" columns, has discussed several procedures for modifying Tandy's disk drivers. Also, using XMODE, one can modify the printer module to correspond with the Baud rate of the system printer using the following command: OS9: XMODE /P baud=3 (where '3' is the code for 1200 Baud). If we follow this command with COBBLER, the new system disk will contain the changes.

Once you have a disk with a new Boot file, you can copy the appropriate files and directories to the disk to suit your needs. If you wanted a system disk for BASIC09 and had limited disk space, you could eliminate a number of commands from the CMDS directory that would not be needed while programming in BASIC. BASIC09 can then be copied to the CMDS directory on the new system disk. This topic has been discussed in several issues of THE RAINBOW by Dale Puckett and Frank Hogg, so I won't dwell any further on it.

Actually, what prompted writing this article were the recent purchases of *SDISK* and *Word-Pak II*. Both of these packages come with excellent documentation for their implementation. In fact, each comes with a procedure file that automatically creates a new system disk.

But, what if you want to implement both? Each procedure file assumes you are starting with the original OS-9 system disk as purchased from Tandy. Therefore, the first implementation goes OK, but the second results in an error message because the second procedure file is "looking" for modules that have been replaced by the first implementation. Thus, the smart OS-9 user sees the need for learning the use of the OS9Gen command for future system upgrades.

OS9Gen

Let's look at the OS9Gen command for the preparation of a new system disk where some modules are to be either updated or added/deleted. Adding new modules is the simplest process, so we'll start there.

Suppose you want to add the T2 module for communication with the deluxe RS-232 cartridge. The OS9Gen command can be used to add this module to the Boot. There are actually two ways to use this command. One way, which I will refer to as "manual installation," requires the user to enter from the keyboard the information OS9Gen requires to prepare the Boot file. The alternative approach is to place this information in a text file that will be read by OS9Gen. Let's use the first approach:

```
OS9: OS9Gen /D1
/D0/OS9Boot
/D0/T2
```

In the first line, the OS9Gen command is executed for the preparation of a new Boot file on /D1 using the information supplied on the subsequent lines (i.e., OS9Gen waits as you enter each line). Lines 2 and 3 inform OS9Gen that the new Boot is to be made from the current Boot plus the module T2, which can be found in the root directory /D0. Data entry from the keyboard is terminated by entering an empty line (i.e., a carriage return).

If you prefer the alternate approach, then use BUILD or EDIT to prepare a text file that contains the OS9Gen input. This file can be saved to disk as */D0/makeboot*. To make a new Boot, simply enter the command:

```
OS9: OS9Gen /D1 </D0/makeboot
```

In this command line, we have called OS9Gen and redirected the input from the keyboard to the disk file */D0/makeboot*.

Changing the Boot File

Now suppose you want to change modules in the existing Boot file. As we asked earlier, why would you want to do this? To start with, Radio Shack included in the OS-9 system a module named CCDISK. This module tells OS-9 that the disk drives connected to the Color Computer are 35-track double-density, single-sided and have a step rate of 30 ms. To allow for the use of most types of disk drives, several software houses, D.P. Johnson and Computerware, for example, have developed alternative modules. D.P. Johnson's package is known as *SDISK* and Computerware's revised *CCDisk* is contained in a set of OS-9 utilities. In either case, the process of replacing the original CCDISK module by either of the replacement modules is the same. For this discussion I'll refer to *SDISK*.

To install *SDISK*, the CCDISK module must be replaced by the *SDISK* module. Also, the device descriptors, /D0, /D1, etc., must be changed so they describe the drives on the present system. For example, on my system, /D0 is a Tandon 40-track, single-sided drive with a six ms. step rate and /D1 is the standard Radio Shack drive — 35 tracks with a 30 ms. step rate, but also capable of a 20 ms. step rate. If you only have two drives, it is not necessary to add descriptors for /D2 and /D3. The changes to these device descriptors are easily accomplished with a program supplied with the *SDISK* package and need not concern us further. Assuming the changes have been made, let's make a new system disk.

We start out by creating a directory with the MAKDIR command, e.g., */D0/MODULES*. Next, all of the modules required for OS-9 are saved to this directory, except CCDISK. If you are not sure what these modules are, then use the MDIR command. This command lists all modules currently in memory. If you run MDIR immediately after booting OS-9, you will obtain a list of all modules in the current boot. For a hard copy, simply redirect the output of MDIR to the printer, i.e., MDIR >/P. To save these modules, all you need to do is change the working directory to */D0/MODULES* and use the SAVE command to save each module as in the following example:

```
chd /D0/MODULES
SAVE IOMAN IOMAN
SAVE RBFMAN RBFMAN
SAVE /D0 /D0
etc.
```

Continue in this manner until all the modules contained in the MDIR listing have been saved, except, of course, CCDISK. After saving all the modules in memory, the next step is to copy the *SDISK* module to */D0/MODULES*.

Finally, we create a text file that serves as the input file to OS9Gen. This file, which we'll call */D0/bootlist*, contains a list of all modules, one per line, that are to be added to the Boot. Note: */D0/MODULES* is a directory that contains copies of all the modules to be included in the Boot; */D0/bootlist* is a procedure file that is a list of all modules to be included in the new Boot. Remember, OS9Gen must be able to find all the modules listed in */D0/bootlist*. If the modules listed in *bootlist* are not in the current working directory, then a full pathlist must be specified for each module not in the working directory.

While we are in the process of making a new system Boot, you might wish to add some commonly used commands such as DIR, LIST, DISPLAY, etc., to the Boot file. Once these commands are added to the Boot, they are permanent (until you make a new Boot). The advantage of doing this is speed. For instance, it is the equivalent of Disk BASIC commands because you don't have to wait for disk access. The disadvantage is that memory is taken up by these commands. Therefore, only include in the Boot those commands you use very frequently. DIR and LIST are obvious candidates. I included DISPLAY because it is used for screen and cursor control with *Word-Pak II*.

OK! We now have the modules directory and Boot list, which should look something like that shown in Table 1. To make the new system boot, enter: OS9: OS9Gen /D1 </D0/bootlist. Once the boot has been made, you can use DSAVE (to be discussed below) to copy all the system files and directories to the new disk.

Table 1
Memory Modules

OS9	OS9p2	Init
Boot	SDisk	D0
D1	D2	P
PRINTER	WordPakII	TERM
IOMan	SCF	RBF
SysGo	Clock	Shell
RS232	T1	PipeMan
Piper	Pipe	List
Dir	crt	Printerr

After you have a new system disk, what do you do with */D0/MODULES* and */D0/bootlist*? The smart OS-9 user will not delete them, but rather keep them on a separate disk along with a copy of the CMDS directory for future Boot preparation. In this way, you save all the aggravation and "disk grinding" of copying the modules to disk everytime you need to upgrade the system. All you lose is the price of one disk.

Since I had saved these modules after implementing *SDISK*, I was in good shape when I purchased the PBJ *Word-Pak II*. This device comes with two replacement modules for CCIO and TERM, which are modules in the original OS-9 package. To make a new system disk, I deleted CCIO and TERM from */D0/MODULES* and copied the two modules provided with *Word-Pak* into */D0/MODULES*. Using an editor, I changed the appropriate line in */D0/bootlist*. With these changes made, I used OS9Gen on a freshly formatted disk:

OS9: OS9Gen /D1 </D0/bootlist

When this process is complete, use DSAVE to copy the directories and files

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of the old system disk to the new system disk.

To summarize all of this, if you keep a separate disk that contains */D0/MODULES*, */D0/bootlist* and */D0/CMDS*, you can easily perform a major change to the OS-9 system by following these steps:

1) In */D0/bootlist*, delete the name of the modules that are not to be included in the new Boot.
2) Add to */D0/bootlist* the names of the new modules that are to be included in the Boot.
3) Copy the new or revised modules to */D0/MODULES*.
4) Perform OS9Gen /D1 /D0/boot list.

Copying Directories and Files

Our discussion thus far has focused on the preparation of a Boot file on a new disk. Once this has been accomplished, how do you easily move all of the files and directories on the previous system disk to the new system disk? Enter DSAVE.

The DSAVE command, according to the *OS-9 Commands Manual*, is used to copy all files in one or more directories. DSAVE creates a procedure file that can be executed to copy the directory in question. In other words, DSAVE generates command lines that copy files from the current data directory to the specified directory. DSAVE sends these command lines to the standard output path that can be redirected to a file in the current data directory or piped to a shell for immediate execution.

The advantage of redirecting to a file is that the procedure file may be edited so only selected files are copied. On the other hand, by piping DSAVE's output to a Shell you can have automatic copying in essentially one step. Let's look at both approaches.

The syntax for DSAVE, as described in the Commands manual, is as follows: OS9: dsave <-opts> <devname> <directoryname>, where "opts" are several options the user can select and are defined on Page 81 of the manual. The most useful option is "-s integer," which sets a buffer size of sK for the copy command. For example, -s20 sets up a 20K buffer for the copy command. Any integer value can be used as long as you don't exceed the amount of available memory. "Devname" is the device name of the current data directory. If the current data directory is */D0/CMDS*, then devname would be /D0. Finally, "directoryname" is the name of the directory that will contain the files which are copied from the current data directory. If this directory does not exist at the time DSAVE is executed, then DSAVE calls MAKDIR to create the required directory.

It is recommended that the other options be reviewed as they permit quite a degree of control for copying files and directories, including the Boot file. Since space is limited, I'll restrict this tutorial to the general usage of DSAVE.

If you use DSAVE as described thus far, you won't get too far. As mentioned before, the output of DSAVE is usually redirected to a file or piped to a Shell. Let's look at both approaches using the same example. We'll copy the SYS directory, which contains only a few files, but will illustrate the procedure. Using a two-drive system, we'll place the old system disk in Drive 0 and the new system disk in Drive 1. As previously stated, the first thing to do is change the working directory to the directory to be copied.

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OS9: chd /d0/SYS

Next, we use DSAVE and redirect the output to a procedure file, *makecopy*:

OS9: DSAVE -s20 /d0 /d1/SYS >/
d1/makecopy

This syntax says to copy files from the current working directory on device /d0 to the directory */d1/SYS*. Again, if */d1/SYS* does not exist, DSAVE calls MAKDIR to create the directory. When DSAVE is finished, simply execute the procedure file *makecopy*.

OS9: /d1/makecopy

To give you an idea of how DSAVE performs the directory copy, I have included a listing of *makecopy* in Table 2. If you want to copy all of the files in a directory, you can edit *makecopy* and delete the lines that copy files you don't want in the new directory. However, if you want to copy the complete directory, which is most often the case, direct the output of DSAVE to a pipe that results in immediate execution by the Shell. The syntax for this approach is as follows:

OS9: DSAVE -s20 /d20 /d1/SYS !
shell

I have seen other versions of this syntax that I have found to be confusing and, frankly, didn't work. This syntax has worked with no errors and is easy if you remember these steps:

1) Change the working directory to the directory to be copied with the Chd command.

2) Use DSAVE to copy the directory.
OS9: DSAVE -s drive# newdirec
tory! shell

If you're a member of the OS-9 Users Group (shame on you if you're not), you might want to get some of the library disks that have several directory copying utilities, such as *dcopy* and *graft*, which are useful for copying files and directories.

One final note for those with Disk BASIC 1.0. As you already know, you need two disks to boot OS-9, i.e., you don't have the DOS command that is included in Version 1.1. Several programmers have developed routines that substitute for the DOS command and allow single disk booting of OS-9. I refer the reader to two previously published articles in THE RAINBOW: Melvin Hefter, Page 291, March 1984 and Charles Robitaille, Page 282, February 1985. I have been using the Hefter procedure with no problems and recommend it over the other because it is the simpler of the two.

Table 2
/d1/makecopy

```
t
tmode .1 -pause
makdir /d1/SYS
chd /d1/SYS
load copy
Copy /d0/SYS/password password
Copy /d0/SYS/errmsg errmsg
Copy /d0/SYS/motd motd
unlink copy
tmode .1 pause
```

We've covered a lot of material! It is my hope that this article makes it easier to update/modify your OS-9 system disk with only a minimum of aggravation.

Acknowledgement: I wish to thank my good CINTUG friends Richard White, James Hornsby and Dennis Zaebest, and a fellow computerist, Martin Abell, for their constructive reviews of this manuscript.

(Any questions you have about the procedures mentioned herewith may be directed to the author at 8745 Mockingbird Lane, Cincinnati, OH 45231, phone 513-729-0536. When writing, please include an SASE.)

Two-Liner Contest Winner. . .

This two-liner creates a rainbow on the screen and plays a complementary tune.

The listing:

```
1Ø PMODE4,1:PCLS:POKE178,2:DRAW"
BM1Ø,1ØND2ØR1ØD1ØL1ØF1ØBR1ØNR1ØU
1ØNR5U1ØR1ØBR1ØND2ØR1ØF4D12G4L1Ø
":SCREEN1,1:FORD=1TO5ØØØ:NEXT:CL
S:PRINT@135,"CREATING GRAPHICS":
PMODE4,1:PCLS:FORR=1ØØTO16ØSTEP1
Ø:CIRCLE(128,R),14Ø,,.5,.55,.95:
NEXTR
2Ø FORT=32TO82STEP1Ø:READC:POKE1
78,C:PAINT(128,T),,1:NEXTT:DATA8
,14,21,59,16,6Ø:SCREEN1,1:PLAY "
P4L4CO4CO3L8BGABO4L4CO3CAO3L4GT5
P1T2CAL8ECDEL4FL8DO2BO3CL4DL8EL4
C":FORD=1TO1ØØØØ:NEXT
```

John Fenix
Marion, OH

(For this winning two-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape.*)

Two-Liner Contest Winner. . .

This two-line program rolls a pair of dice each time a key is pressed.

The listing:

```
1 PMODEØ:PCLS:SCREEN1:DRAW"BM48,
48;R6ØD6ØL6ØU6ØBR99R6ØD6ØL6ØU6Ø"
:FORI=ØTO1:X=6Ø+I*99:A=RND(6):B=
A>1:C=A>3:D=A=6:E=A/2=INT(A/2):P
SET(X,6Ø,-B):PSET(X+36,6Ø,-C):PS
ET(X,76,-D):PSET(X+18,76,1-E):PS
ET(X+36,76,-D):PSET(X,96,-C):PSE
T(X+36,96,-B):NEXT
2 I$=INKEY$:IF I$=""THEN2 ELSE1
```

Richard Pitel
Brush Prairie, WA

(For this winning two-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape.*)

Getting Started with BASIC09

By Richard A. White
Rainbow Contributing Editor

You have been reading about spreadsheets in this column for over six months. I know from letters that many of you have been following the articles and are using spreadsheets now. However, broad as the topic may be, there are other interests to be served.

Over the past few months, I have been learning and programming in BASIC09. Dale Puckett is right on target in praising BASIC09. I hope the tutorials I provide in the coming months will bring you to a similar conclusion.

Under OS-9, there is a wealth of programming languages. assembly language is the same as under Disk BASIC, except for the program/machine interface. Brian Lantz has recently covered Assembly language under OS-9 in THE RAINBOW. A series on PASCAL by Dan Eastham graced the pages of "RainbowTech" some time ago. While the very good DEFT Compiler was highlighted, Radio Shack's Microware PASCAL Compiler is likewise a powerful compiler under OS-9. Another programming language available under OS-9 from Radio Shack is Microware's C Compiler, possibly one of the very best C compilers for a microcomputer.

With these options, why program in BASIC09? BASIC09 is designed for structured programming, but so are PASCAL and C. C is very powerful and terse, although it is not particularly easy to learn. If you have done some assembly language programming and want higher programming productivity while staying close to the machine, C is probably for you. I know one programmer who held out for years before trying C and then wondered why he had been so bull-headed for so long.

Then there are the rest of us, many who have been programming under BASIC and want to do more under OS-9. BASIC09 provides a nice transition language since the key words you have learned under BASIC have the same meanings under BASIC09. Some of the pains in BASIC, like line numbers, are gone (you can still use them, but it's like shooting oneself in the foot). The automatic handling of variables you are used to is gone, but it is replaced by powerful structuring options that provide economy, clarity and speed.

BASIC09 provides a rich selection of control structures, including LOOP . . . ENDLOOP, REPEAT . . . UNTIL, WHILE . . . DO . . . ENDWHILE and EXITIF . . . THEN . . . ENDEXIT, in addition to FOR . . . TO . . . NEXT and IF . . . THEN . . . ENDIF. Both the IF and ENDIF constructions permit the use of ELSE. For those who have no previous experience with some of these structures, take my word that they are indeed nice to have.

If you are a fan of disk files, you will find BASIC09 different from the Microsoft BASIC in the CoCo, perhaps a tad more complex, but also more powerful. With one statement such as PUT #PATH, myfile, you can save a whole 10,000-byte data structure to disk as a machine code dump, which is fast and easy. Load it back with GET #PATH, myfile, which is as equally easy and fast.

BASIC09 is designed to encourage writing program modules. Subroutines are named (no more wondering what GOSUB 33 means), stored separately from other modules and run by name. This can save memory since only those procedures being used need be in memory. Such is not the case with PASCAL, where procedures must be defined and be in memory before they can be used. Variable names are local to modules, that is, you can use the same variable name in a number of modules to mean similar things. For example, "count" in the main program does not change when "count" in a subroutine is incremented, unless you specifically write the program so that happens. Long variable names are significant so that "count1" is different from "count2."

Perhaps I have left the status of PASCAL as a fuzzy choice. In fact, the choice between PASCAL and BASIC09 under OS-

(Richard White lives in Fairfield, Ohio, and has a long background with microcomputers and specializes in BASIC programming. With Don Dollberg, he is the co-author of the TIMS *database management program.)*

9 is not easy. One reason to choose PASCAL is that its programs can be compiled to machine language. Those who intend to take high school or college programming courses should opt for PASCAL simply because most institutions encourage beginning students to take PASCAL. Further advanced placement tests are standardized on PASCAL.

For the rest of us, the transition from BASIC to BASIC09 is easier than the transition to PASCAL. And, "byteheads" will probably take the next step to PASCAL as well.

To get started, buy the BASIC09 Compiler ($99.95) from your Radio Shack store. Also, buy *The Official BASIC09 Tour Guide* by Dale Puckett, which is now available from Radio Shack. Then, follow the rest of this article step by step.

When BASIC09 first appeared, the cry went up, "It won't load!" It was a directory problem. Under OS-9, if you just type the procedure name, that procedure must be in memory or in your CMDS directory to load and execute. The BASIC09 disk comes without a CMDS directory. Therefore, the very first order of business is to copy BASIC09 from the distribution disk to the CMDS directory on a system disk or to the CMDS directory on another disk if you are running two or more drives. Unlike C, BASIC09 does not require more than one disk drive.

There are two filenames on the distribution disk, *BASIC09* and *RUNB*. *BASIC09* includes the interpreter, an editor that is nice for a line editor, which as a class, ranges from poor to horrible, and a debugger. *RUNB* is a special interpreter that runs packed BASIC09 modules. *RUNB* is half the size of *BASIC09*, and packed BASIC09 modules are a quarter to a third smaller than their source code. Packed modules run faster, though unpacked ones are fast compared to Color BASIC. Downstream, you will need to have *RUNB* in the CMDS directory along with packed BASIC09 modules.

". . . those who have been programming under BASIC and want to do more under OS-9, BASIC09 provides a nice transition language since the key words you have learned under BASIC have the same meanings under BASIC09."

I am back to a practice I follow under Disk BASIC. I make up a single disk for an application that includes the program modules and my working files. This way, I stick the disk in, boot the application, load any work files and go. This works even better under OS-9 where I have a special start-up file that automatically boots the application, setting a large memory buffer automatically.

I make an OS-9 system disk that includes *OS9boot* and its various utility procedures in the CMDS directory. Some of the procedures that come with OS-9 are never used with BASIC09 and should be discarded while making your BASIC09 system disk. There are a number of ways to approach this project, depending on how fancy you want to get. We will show an easy way, then refer to some more complex approaches that utilize more of OS-9's power.

Making a Single Drive BASIC09 Disk

First, format a disk. Type `FORMAT /D0` at the OS-9 prompt. OS-9 loads the FORMAT modules and asks if you are ready. Now remove your system disk from Drive 0 and insert a fresh disk. Press 'Y' and that disk will be formatted.

The second step is to back up a system disk onto the newly formatted one. Exact examples of how to do this are shown on pages 63 and 64 of your red *OS-9 Commands Manual* for either two-drive or single-drive systems, so I won't duplicate them here. At this point, put your original system disk safely away and work with the backup. Type `FREE` and you will see that of 630 sectors: 84 are free and the largest block is 81 sectors (when using Version 01.01 of OS-9). This is on a 35-track disk.

Though 84 sectors is not much to work with (particularly when we have yet to copy *BASIC09* and *RUNB* onto the disk), there is quite a bit on the disk you will never need with BASIC09, so housecleaning is in order. We can start with the CMDS directory, which starts out like this.

```
Directory of /D0/CMDS 11:36:40

asm       attr      backup
binex     build     cmp
cobbler   copy      date
dcheck    debug     del
deldir    dir       display
dsave     dump      echo
edit      exbin     format
free      ident     link
list      load      login
makdir    mdir      merge
mfree     os9gen    printerr
procs     pwd       pxd
rename    save      setime
shell     sleep     tee
tmode     tsmon     unlink
verify    xmode
```

ASM is the assembler, which you won't need, so take it out. BINEX and EXBIN are worthless here, too, so pitch them. CMP is useful to see if files are identical, but also not worth keeping here. DCHECK and DEBUG can both go, and you can dump DUMP. LOGIN and TSMON are for use with an attached terminal intended for the multi-user mode, so take them both out; TEE can go, too.

Here is the easy way to clean house. Know that when deleting files from your data directory, you only need to specify the filename and not the whole pathlist. All the files listed here are in the CMDS directory. Therefore, make the CMDS directory the data directory by typing `CHD /D0/CMDS`. Now just a few typed lines will clean things up.

```
OS9>DEL ASM BINEX CMP DCHECK DEBUG DUMP
OS9>DEL LOGIN TEE TSMON
OS9>CHD /D0
```

After some OS-9 commands, a number of filenames may be entered up to the input buffer limit. The advantage of this is both reduced typing and speed since DEL is loaded only once to work on a number of entries.

Next we turn our attention to the DEFS files. These are

only used with the assembler we just deleted, so we do the same with the DEFS files and their directory.

```
OS9>CHD /D0/DEFS
OS9>DEL OS9Defs RBFDefs SCFDefs SysType defsfile
OS9>DELDIR DEFS
```

At this point, OS-9 asks a cogent question to which I answer 'Y' and the directory goes away as well. Don't forget to do a CHD /D0 to return your data directory to D0.

Now we can copy *BASIC09* and *RUNB* to our commands directory. I suggest you type LOAD COPY to save a bit of time. Single drive copy works like single drive backup in terms of disk swapping and ready messages. The command lines should look like this:

```
OS9>COPY /D0/basic09 /D0/CMDS/basic09 -s #30K
OS9>COPY /D0/runb /D0/CMDS/runb -s #30K
```

The "-s" tells OS-9 you want a single drive copy and "#30K" allocates 30K bytes of memory buffer for the job. The larger the memory buffer, the fewer times you need to swap disks.

Now our CMDS directory looks like this:

```
Directory of /d1/cmds   21:39:33
BASICØ9    attr       backup
runb       build      cobbler
copy       date       del
deldir     dir        display
dsave      echo       edit
format     free       ident
link       list       load
makdir     mdir       merge
mfree      os9gen     printerr
procs      pwd        pxd
rename     save       setime
shell      sleep      tee
tmode      unlink     verify
xmode
```

And we still have some room on the disk, as FREE will show.

```
"COLOR COMPUTER DISK" created on: 85/11/17
Capacity: 630 sectors (1-sector clusters)
193 Free sectors, largest block 129 sectors
```

One last item to attend to is the start-up file.

```
TMODE .1 -UPC
XMODE /P BAUD=4 -UPC
PRINTERR
SETIME </TERM
LOAD BASIC09
EX BASIC09 #12K </TERM
```

TMODE .1 -UPC sets the terminal for upper- and lowercase. My experiments indicate this must be in all start-up files when lowercase is desired. It can be issued from the keyboard as well. Lowercase is used in BASIC09.

XMODE /P BAUD=4 -UPC sets the printer output to 2400 Baud. Use '2' for 600 Baud and '3' for 1200 Baud. PRINTERR enables OS-9 to get error messages from the disk replacing numbers; it's nice to have. SETIME </TERM gets the date and time entries from the keyboard. Without </TERM, SETIME looks for input from the disk and the system locks up. This is an important point that some of us have learned through much suffering. A start-up file is set up to interact with the disk drive unless instructed otherwise.

We load *BASIC09* (the program) so we can go back and forth between OS-9 and BASIC09 (the language) without having to load *BASIC09* each time. Finally, *BASIC09* is executed using EX, which saves forming another shell. >/TERM must be included or BASIC09 looks for its input from disk.

At this point you have one disk that automatically boots into BASIC09 and has space for some program files. However, we have not optimized memory. On booting, OS-9 loads a standard set of modules. A few of these won't be used and can be tossed, making room for either larger program files in memory or providing space for other modules such as DIR, which you might want in memory. Elsewhere in this issue, Donald Dollberg discusses optimizing your OS-9 boot to tailor in-memory modules to just those you want. His article, "Creating OS-9 System Disks," starts on Page 224.

When you have finished customizing your BASIC09 working disk, keep it as a master disk and make backups for working disks. When you start a new programming project, it's a good idea to start with a new working disk, as well.

Next month, we will pop our completely customized BASIC09 disk in the drive and start programming.

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The CoCo SIG's conference feature allows you to meet electronically with other members of the CoCo Community. You can join conferences with notables such as Fred Scerbo, Dan Downard, Ed Ellers, Lonnie Falk, Dick White, Tony DiStefano and others — on a regular basis. Conference schedules will appear in THE RAINBOW each month. Be sure to check online announcements for changes and additions.

THE OTHER SIDE OF THE RAINBOW

On Delphi, you also are able to buy RAINBOW ON TAPE — order a whole set, or download an individual program immediately. You can also renew your RAINBOW subscription, make a fast and easy order for software or hardware from a multitude of vendors, or inquire about products on the CoCo SIG.

We also have a number of **programs that you can download** and use, just for the cost of the time you spend transferring them. There'll also be **corrections for RAINBOW articles**, helpful hints and many other useful features.

To help you get started, a quick-reference command card is reproduced in this month's "Delphi Bureau" column. See Page 88.

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There are several ways to connect to Delphi and THE RAINBOW's CoCo SIG. In most cities you will not even have to pay long distance charges; you can use special data communications networks, like Uninet, Tymnet and the Canadian Datapac network.

First, set your terminal program to operate at either 300 or 1200 Baud (depending on the modem you have), and also select either 7 bits with even parity or 8 bits with no parity, and one stop bit. (If one combination doesn't work, try another.)

Decide which network you should use. There is no surcharge for Uninet or Tymnet. Canadian residents using Datapac will be charged an additional $3 (U.S.) per hour.

On Uninet: Call (800) 821-5340 to get the Uninet number for your area. After you call the appropriate number for your own area and make connection, you'll see a prompt of "L?" Press ENTER, the period key (.) and ENTER again. At the "service:" prompt, type GVC (for General Videotex Corporation) and ENTER.

On Tymnet: Call (800) 336-0149 to get the Tymnet number for your area. After you dial your designated number and connect, you will see either "garbage" or a message saying "please type your terminal identifier." At this point, even if the screen is garbled, simply press 'A'. When "please log in:" appears, type DELPHI and press ENTER.

From Canada (on Datapac): Call Delphi Customer Service at (617) 491-3393 to get the Datapac number for your area. After you connect, press the period key (.) and ENTER (use two periods if you're using 1200 Baud). Type SET 2:1, 3:126 and press ENTER. Now type p 1 3106, DELPHI; and press ENTER. Delphi will bill you an additional $3 (U.S.) per hour for Datapac connection surcharges.

From other countries: Many countries have their own data networks that can connect to either Uninet or Tymnet. Check with the telephone authorities in your country for details on how to sign up for this service. When you have an account set up, you can reach Delphi with a "host code" of 312561703088 through Uninet, or 310600601500 through Tymnet. (You'll have to pay the toll charges for this connection.)

Type in Your Username

If you're already a subscriber to THE RAINBOW, at the "USERNAME:" prompt, type RAINBOWSUB and press ENTER. At the "PASSWORD:" prompt, type your individual subscription number from the mailing label of your latest issue of THE RAINBOW. (If there are one or more zeros at the beginning of this number, include them.)

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If you make a typing error, just press ENTER and start over. Remember that at any point, when you're on Delphi, you can type HELP to get help on how to use the system. To get off the system just type BYE.

If you find that you're unable to logon to Delphi and enter the CoCo SIG after following these instructions, call us during afternoon business hours at (502) 228-4492. We'll be glad to offer assistance.

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After you sign in, you'll be prompted to set up your own, personal "user name" — Delphi is a friendly service, no numbers to remember — and you'll be asked a number of questions so Delphi can set up your account. You'll also be assigned a temporary password. No time is assessed against your free hour of service while you answer these questions.

Delphi will tell you that your account will be ready after 6 p.m. the same day if you sign up before noon (Eastern time zone.) If not, your account will be ready at 6 p.m. the next day. Once an account is opened, *each RAINBOW subscriber will be credited with an hour of free time!*

When you log back in, use your chosen user name and your temporary password to access the system. At that point, you will meet Max, who will help you configure things and will change your temporary password into your own *personal* password. This is the password you will use for subsequent sessions — or until you change it.

After Max bids you goodbye you'll wind up at the Delphi Main Menu; type in GROUP COCO and **join us on the CoCo SIG!**

KISSable OS-9

Granting Requests for Sample Device Drivers and Descriptors

By Dale L. Puckett
Rainbow Contributing Editor

We've received quite a few requests for sample device drivers and descriptors during the past year. This month, we deliver. Thanks to the generosity and talent of William R. Good in Harborcreek, Pennsylvania, we are featuring the source code for a device descriptor and device driver that turns *The Banker* from J & R Electronics (P.O. Box 2572, Columbia, MD 21045) into a nice OS-9 RAM disk. We'll also pass along information about two new OS-9 "shareware" entries and a terrific deal cooked up by one of our contributors.

Four Short C Programs

"I'm surprised that any good software ever gets to market," writes John Carter of Smyrna, Georgia. "Programmers always have one more idea and are always adding new features and improvements."

Carter knows what he's talking about. A few months ago he contributed a program called *cis.c*. Now, he's back with a new version named *cisnu.c* that's loaded with tutorial tips. In *cisnu.c*, Carter uses predefined strings and the "strncmp" function as he demonstrates how to use a library call that passes two string pointers and an integer value. He also uses a different check to determine which lines to delete from CompuServe's output. When you compile this one use the "-m=2K" option in your OS-9 command line. This will give *cisnu* the memory it needs to run.

We are also listing *noctl.c, printer.c, fox.c* and *wfox.c* from John Carter. Each is short and useful, but more importantly, these programs demonstrate several points. *Noctl.c* strips control characters out of a file. It is written as a filter, which means you can use it in an OS-9 pipeline or redirect the standard input path to it. It is similar to the BASIC09 program *newstrip* that I published more than a year ago. Here are two sample command lines:

```
OS9: list myfile ! noctl
OS9: noctl <myfile
```

Carter wrote *printer.c* to show a friend with an IBM PC how to send text to a printer from a C program. John's OS-9 version worked the first time. His friend's MS-DOS version still doesn't work. In John's words, "There's a lot to be said for a 'friendly' operating system, isn't there?"

By typing in and compiling the programs *fox.c* and *wfox.c*, you can observe the differences between the printf and write calls in C. We'll give you a hint, though. The program that uses write is much faster than the one that uses printf. The code is also much shorter. Have fun!

Incidentally, if you don't have a "time" utility command, you can make one with an OS-9 Shell script of the following format:

```
load date program.one program.two
program.three
date t
program.one
date t
program.two
date t
program.three
date t
```

Type this procedure in a file named *timeit* or anything else you like. John also suggested I pass along a warning about a possible source of memory fragmentation you might not suspect. The problem and the solution can both be found by noting how OS-9 uses memory when you send output to — or read input from — a device. Here's the problem: OS-9 device drivers *do not* take their page of memory until they are called.

Suppose you boot OS-9 and imme-

(Dale L. Puckett, who is author of The Official BASIC09 Tour Guide *and co-author, with Peter Dibble, of* The Official Rainbow Guide to OS-9, *is a free-lance writer and programmer. He serves as director-at-large of the OS-9 Users Group and is a member of the Computer Press Association. Dale works as a U.S. Coast Guard chief warrant officer and lives in Alexandria, Virginia.)*

diately load the device descriptor for your printer, /p. By thinking ahead, you thought you were avoiding memory fragmentation. Not so. For example, if you load the device descriptor, load BASIC09 and redirect some output to your printer, you will find that you are left with fragmented memory after unlinking BASIC09. Fortunately, you will be able to get around the problem with the new version of OS-9. Version 2.00 has a special utility command named "iniz" that lets you initialize any device in your computer. In the meantime, you can get around the problem by typing the following command line immediately after you boot OS-9.

```
OS9: display 7 >/p    ENTER
```

A Device Driver for *The Banker*

We've mentioned from the beginning that one of the main reasons OS-9 is so popular with engineers is the fact that its modular design allows it to be adapted to all types of hardware. To connect a new piece of hardware to your OS-9 computer, you merely need to add a new device descriptor and device driver and plug in the hardware.

This month, William R. Good, of 7297 Belle Road, Harborcreek, PA 16421, offered to share his RAM disk drivers for *The Banker* from J & R Electronics. Hopefully, his efforts will help make you brave enough to attempt your own someday. And, if you're lucky enough to own *The Banker*, you'll be able to put his code to good use immediately. We've included the complete source listings of *bank.256k*, a device driver; *b.256k*, a device descriptor; and *install.256k*, the program used to install both the device descriptor and device driver each time your system is started.

The following start-up procedure file takes care of the operation automatically when you boot your system.

```
tmode .1 -pause
t
printerr
setime </term
chx /d1/CMDS
install.256k
format /b "RAM" < /term
free /b
dir /b
tmode .1 pause
```

We'll attempt to give you an overview of device drivers and device descriptors to go along with Good's nicely commented source code. First, device drivers are short pieces of 6809 code that are smart enough to know how to talk to a particular piece of hardware, a RAM disk for example. A device driver uses a device descriptor when it talks to your hardware. The driver itself is generic, meaning it can talk to any piece of hardware that uses the same chip.

The device descriptor does what its name implies — it describes each piece of hardware for the driver. For example, it gives the driver the absolute physical address of the device, the name of the file manager that will be sending data to it and the address of an initialization table that further describes the device. In Good's example, the device descriptor is named "/b" and the driver is named "bank." OS-9's RBF manager uses bank to read data from or write data to the device named /b.

Each device descriptor starts like any other OS-9 module — with a module header. The only special part of the header in this case is the type/language byte, which is $F0, a type set aside for

Hint . . .

Cassette Recorder Head Cleaning

Although there are a number of special cleaning cassettes on the market, the most effective way to clean tape heads is to use a cotton swab dipped in a head cleaner solution (denatured alcohol and Freon TF are two good choices). Unplug the recorder, press the Play button and wipe the faces of the heads with a side-to-side motion. Plug the recorder back in and hold another moistened swab against the rubber pinch roller to clean it completely.

— Ed Ellers

One-Liner Contest Winner. . .

This program lets CoCo users with two disk drives automatically back up a disk (either normal or OS-9 format) and see what's being copied during the process. If you have a Disk BASIC patch that allows use of 40 tracks (and two 40-track drives), you should change FOR T=0 TO 34 to read FOR T=0 TO 39. (With a 40-track system, disks from Model III, Model 4 and double-density Model I systems can also be copied, but the copies may not be read properly by some Model I/III/4 DOS versions.)

The listing:

```
1Ø CLS:CLEAR 5ØØØ:INPUT"INSERT S
OURCE DISK IN #Ø, DEST. IN #1, H
IT enter WHEN READY";Z$:FOR T=Ø
TO 34:FOR S=1 TO 18:DSKI$Ø,T,S,A
$,B$:PRINT@Ø,"TRACK: ";T;"SECTOR
: ";S:PRINTA$;B$:DSKO$1,T,S,A$,B
$:NEXTS:NEXTT
```

Tony Doimeados
Darien, GA

(For this winning one-liner contest entry, the author has been sent copies of both *The Second Rainbow Book Of Adventures* and its companion *The Second Rainbow Adventures Tape*.)

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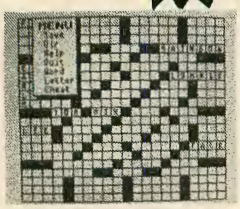

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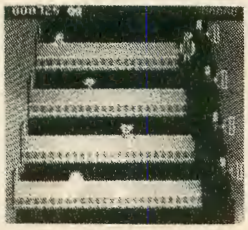

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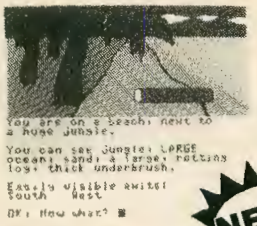

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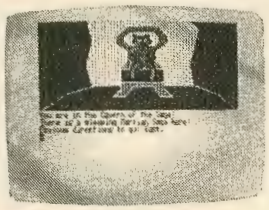

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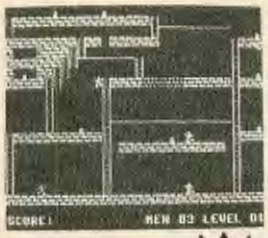

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Editor's Note: Although OS-9 and C programs are not included on RAINBOW ON TAPE, the following program listings are now available for downloading from our new Delphi CoCo SIG (there is a $3.50 per program surcharge). From the CoCo SIG> prompt, pick DATABASE and then, RAINBOW ON TAPE to access these programs.

Listing 1: *b*-OS-9 System Symbol Definitions

```
*******************************************************
* source name : b.256k rev 1.Ø3                       *
* Device descriptor for 194k ram disk                 *
* This descriptor is for the banker board             *
*                                                     *
* look in the listing for mod for 512k banker board   *
*                                                     *
* for 512k change the following address               *
*                                                     *
* $ØØ1b change fcb $Ø2f7 to fcb $Ø6eb                 *
* $ØØ1d change fcb $Ø2f7 to fcb $Ø6eb                 *
*                                                     *
* if you have any sugestions or corections feel free  *
* to contact me by phone or mail (sase only)          *
*                                                     *
* William R. Good       Sept 1985                     *
* 7297 Belle Road                                     *
* Harborcreek Pa. 16421                               *
* 814-899-1953                                        *
* released to public domain for educational use only  *
*                                                     *
* must me loaded after driver bank.256k best to be    *
* as low as you can get it .use install.256k to have  *
* the driver and descriptor loaded as low as possible *
* in memory                                           *
*******************************************************
                    nam   b
                    ifpl
                    endc
                    ttl   Device descriptor for "b"
*******************************************************
* module header                                       *
*******************************************************
ØØØØ 87CDØØ2C       mod   bend,bname,devic+objct,reent+2,bmgr,bdrv
ØØØD FF             fcb   $ff         mode byte
ØØØE FFFF           fdb   $ffff       device controller absolute
ØØ1Ø FF             fcb   $ff         phisical adress (cont.)
ØØ11 ØF             fcb   bname-*-1   option byte count
*******************************************************
* Initalization tabels                                *
*******************************************************
ØØ12 Ø1             fcb   $Ø1         device type 1=rbf
ØØ13 ØØ             fcb   $ØØ         drive number
ØØ14 Ø3             fcb   $Ø3         step rate
ØØ15 4Ø             fcb   $4Ø         device type
ØØ16 Ø1             fcb   $Ø1         media density 1=double
```

device descriptors. The language is 01, for 6809 object code.

Following the module header you'll find the offset from the beginning of the module to the name of the file manager that uses the device. Next is the offset from the start of the module to the name of the device driver. Then comes the mode byte, which determines the file access mode of the device. Can you write to it or just read from it? After the mode byte you'll find the initialization table, which starts with a byte that contains the length of the table. Entries in the table define things like the type of device, the drive number, the step rate of the drives and the density of the media.

"Device driver modules hold a package of subroutines that take care of input and output operations to a specific type of hardware."

Device driver modules hold a package of subroutines that take care of input and output operations to a specific type of hardware. They also use a standard module header with a device type byte of $E0. Device drivers differ from standard OS-9 programs. In a standard OS-9 program, the execution offset address in the module header points to the beginning of the code that

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makes the program work. Not so in a device driver.

In a device driver, the execution offset address points to a branch table with a minimum of six three-byte entries. Each of these entries is usually a 6809 LBRA instruction to a subroutine that performs the appropriate task. A standard table in a typical OS-9 device driver used by the RBF file manager would include these routines at the following offsets:

Offset	Name	Description
0	INIT	Routine to initialize device
3	READ	Routine to read a sector from device
6	WRITE	Routine to write a sector to device
9	GETSTA	Routine to get status of device
$C	SETSTA	Routine to set status of device
$F	TERM	Routine to terminate the device

Good does not provide the GETSTA or SETSTA functions with his driver, so calls to them simply return to the RBF file manager without doing anything. We'll look now at what the random block manager (RBF) does when it makes a call to each subroutine in the driver. Hopefully, this will help you understand what needs to be handled when writing your own subroutines.

When RBF calls the INIT routine in your driver, it passes the address of the device descriptor it is using in 6809's Register Y. Register U has the address of the device's static storage area. The routine initializes the device's permanent storage and the control registers in the device itself.

The READ subroutine expects 6809's Register B to contain the most significant byte of the logical sector number in the file; Register X to contain the lowest significant bytes of the logical sector number; Register Y to contain the address of the path descriptor; and Register U to contain the address of the device's static storage area. The subroutine should read a sector from the disk and place it in the sector buffer. To do this, it must get the sector buffer address from PD.BUF and the drive number from PD.DRV in the path descriptor, compute the actual physical disk address from the logical sector number, then carry out the READ operation. During a READ operation 256 bytes are moved from the proper sector on the disk to the sector buffer.

The WRITE subroutine expects the 6809's registers to be set up the same way. In fact, it must also get the same information from the path descriptor and compute the physical disk address just like the READ routine. However, WRITE takes 256 bytes from the sector buffer and writes them to the disk.

The TERM subroutine is called with the 6809's Register U set to the address of the device's static storage area. It is called when the device is no longer needed. When called, it waits until all present I/O is finished, disables the device interrupts, removes the device from the IRQ polling list and returns any memory used to verify disk writes.

The *install.256k* program is needed to load the device descriptor, /b, and device driver, bank, into memory because of the way the hardware works in *The Banker*. It fills up the entire OS-9 memory space, except the lowest page, by manipulating the system's memory map and then loads the driver and descriptor. This forces them to the bottom page of memory where they can be available all the time. After *install* loads /b and bank, it releases the rest of the memory to OS-9.

If you assemble the device descriptor as Good wrote it you will wind up with a 194K RAM disk. You may, however, want to operate with either 35 or 40 tracks so OS-9's fast Backup command can be used to get your programs and data into your RAM disk. To do this, use the following script with the OS-9 Debug utility command.

For 35 tracks	For 40 tracks
l b	l b
. <SPACE> .+1b	. <SPACE> .+1b
=02	=02
=76	=d0
=02	=02
=76	=d0
q	q

To use these scripts, store them in a file and use a Debug command line like this:

OS9: debug <track.change.script
ENTER

If you want to make the changes permanent, you must save it, use the

```
ØØ17 ØØØ1              fdb   $ØØØ1      number of cylinders(tracks)
ØØ19 Ø1                fcb   $Ø1        number of sides
ØØ1A Ø1                fcb   $Ø1        Ø=verify disk writes
ØØ1B Ø2F7              fdb   $Ø2f7       default # of sect @ track
ØØ1D Ø2F7              fdb   $Ø2f7       default # of sect @ track
ØØ1F Ø1                fcb   $Ø1        sector interleave factor
ØØ2Ø Ø1                fcb   $Ø1        min size of segment allocation
ØØ21 E2          bname fcs   "b"
ØØ22 7262E6      bmgr  fcs   "rbf"
ØØ25 62616EEB    bdrv  fcs   "bank"
ØØ29 9F9C72            emod
ØØ2C             bend  equ   *
                       end
```

Listing 2: *bank.256k*-OS-9 System Symbol Definitions

```
*****************************************************************
* source name : bank.256k rev 1.Ø3                              *
* Device driver for a 193k ram disk                             *
* This driver is for the 256k banker board                      *
* from :                                                        *
* J & R Electronics                                             *
* P. O. Box 2572                                                *
* Columbia, Md. 21Ø45                                           *
*                                                               *
* History                                                       *
*                                                               *
* rev 1.ØØ first position indepentent code                      *
* rev 1.Ø1 moved term position and redid some comments.         *
* this breaks some of os9's rules                               *
* revl.Ø2 fixed the broken rules . added a commented data       *
* area to help see how the data is stored and where.            *
* revl.Ø3 shortened up the code some what did total rewrite     *
* of most of the routines. used with install.256k               *
*                                                               *
* look in the listing for mod for 512k banker board             *
*                                                               *
* for 512k change the following address                         *
*                                                               *
* $ØØ54 change lda #$Ø3 to lda #$Ø7                             *
*                                                               *
* William R. Good                                               *
* 7297 Belle Road                                               *
* Harborcreek, Pa. 16421                                        *
* 814-899-1953                                                  *
*                                                               *
```

verify command with the 'u' option to update the module's CRC and save it in a file named *b.256k*. It must have this name because that is the name of the file the program *install.256k* loads into memory.

The memory map printed with the source listings shows how *The Banker* is configured and how it works to help you understand what Good is doing in the device driver.

Bailey Improves *The Last Word*

I received a package from Mike Bailey at Unified Software. He had just finished a number of improvements to *The Last Word*, the mouse-driven word processor we described in the December issue. What did we see? First, the speed of the new *Word-Pak* version is very impressive.

Bailey had fine tuned his code and is now shipping *The Last Word* with the dictionary Lookup feature in both the Hi-Res and *Word-Pak* versions. He also gives you a *Config* file that the program reads on startup. *Config* gives you a way to tell the program where you want it to store its temporary files and where it can find the dictionary file. It also lets you initialize the tab settings and margins the way you want them during startup. And, there are also new "double-click" shortcuts, a la Macintosh, that make deleting a word or moving a sentence or paragraph easy and fast.

Additionally, since OS-9 Version 2.00 supports the use of the '@' key as an "alternate" key, Bailey is adding 10 user-definable function keys and a few other single key shortcuts. Mike tells me he is getting good feedback from his customers and that Tandy has approached him about selling *The Last Word* through their Express Order program. Congratulations, Mike!

A Start-up Tip from Brian Lantz

OS-9 Users Group President Brian Lantz stumbled upon an exciting trick while experimenting with some new Tandy software recently. Remember the new Tandy policy? All Color Computer software released by them during the past three or four months and all Tandy software released in the future — with the exception of the ROM pak cartridges — will run under OS-9.

Lantz was experimenting with a program called *Rocky's Boots* and studying the CMDS directory on the disk when he noticed something strange. There was a file in the CMDS directory — the standard execution directory — named *startup*. And to think we all thought "startup" was always a procedure file.

When Lantz looked a little closer he found the file contained only a few bytes of code. The programmer had reserved memory on the stack, pointed the 6809's Register X to the location of a string containing the name of the program, put the language and type code in Register A, initialized the rest of the 6809's registers and issued an OS-9 F$Chain system call. This short piece of code starts the application program when you type DOS at the Disk BASIC prompt. When you exit the program, a new Shell is born and you'll find an OS-9 prompt on your screen.

Now, here's the trick. When Lantz saw what the programmer was doing, he decided to experiment. The result is a quick and dirty trick you can use to start your own favorite application program when booting OS-9.

Do you remember how OS-9 works? When you type an OS-9 command line, what happens? After the Shell interprets the words on your command line it looks for the program you named in OS-9's module directory. If it finds it, it links to the code in the module and executes it.

But, what happens if the program you named is not in memory? Where does it look next? First, it looks in the current execution directory, then, if it does not find a file with the name you typed, it looks in the current data directory. If it finds a file there, it assumes it contains a procedure file, or Shell script.

Normally, when OS-9 is booted, SysGo has set up the root directory of device /D0 as your current data directory. Hence, that's where the procedure file named *startup* is normally found. But — and here's Brian's trick — what happens if you name a file that contains executable code "startup" and store it in /D0/CMDS, the current execution directory when OS-9 boots? You guessed it! OS-9 executes that file. Thus, if you want OS-9 to come up in *DynaStar* when booting the system, you need only rename the *DynaStar* file, *DS*, to *Startup* and watch what happens. OS-9 runs *DynaStar* until you exit it. Then, upon exit, OS-9 starts a new Shell and you'll find yourself looking at the OS-9 command prompt. Slick! It's amazing how you learn something new everyday.

```
          * released to public domain for educational use  only.      *
          * Sept. 1985                                                 *
          *                                                           *
          * if you have any sugestions or corections feel free to     *
          * contact me by phone or mail (sase only)                   *
          *                                                           *
          * 256k banker 3 banks of ram $ØØØØ(Ø) - $FDFF(65Ø23)        *
          * $Ø2f7(759) sectors 1943Ø4 bytes  $fd(253) sectors per bank*
          *                                                           *
          * 512k banker  7 banks of ram $ØØØØ(Ø)  - $FDFF(65Ø23)      *
          * $Ø6eb(1771) sectors 453376 bytes $fd(253) sectors per bank*
          *                                                           *
          * must be loaded in the lower 32k of memory.                *
          * use install.256k to do this. must be loaded before the    *
          * descriptor b                                              *
          *************************************************************
                              nam   bank.256k
                              ifpl
                              endc
                              ttl   Device driver for banker
          *************************************************************
          * Module header                                             *
          *************************************************************
ØØØØ 87CDØØFF                 mod   bankend,bankname,type,revs,start,size
ØØØD FF                       fcb   $ff        mode byte
ØØØE 62616EEB    bankname     fcs   /bank/
ØØE1             type         set   drivr+objct
ØØ81             revs         set   reent+1
ØØ12 Ø3                       fcb   $Ø3        edition
          *************************************************************
FEØØ             hiwrite      equ   $feØØ      adr. of himem write rout
FEØ9             hiread       equ   $feØ9      adr. of himem read routi.
FFCØ             bankØ        equ   $ffcØ      bankØ select address
ØØ1Ø             dm.tot       equ   drvbeg+dd.tot+1
          *************************************************************
          * data section                                              *
          *************************************************************
          *     Device Static Storage Offsets
          *
          * V.PAGE rmb 1 Port Extended Address
          * V.PORT rmb 2 Device 'Base' Port Address
          * V.LPRC rmb 1 Last Active Process ID
          * V.BUSY rmb 1 Active Process ID (Ø=UnBusy)
          * V.WAKE rmb 1 Active PD if Driver MUST Wake-up
          * V.USER equ . Driver Allocation Origin
          * V.NDRV rmb 1 Number of drives
```

Users Group Library now in Dragon OS-9 Format

I received a pleasant surprise one day at work when I answered the phone to hear, "I'm calling from London." The voice belonged to Lionel Peters, an active OS-9 Users Group member in the United Kingdom. Peters is a Dragon owner and wanted me to let everyone know that he and Robin Hamilton have converted most of the OS-9 Users Group library disks from the CoCo OS-9 format to the Dragon format. This could be a real blessing for Dragon owners who have had trouble finding OS-9 software to run on their machines. You may write him at 40 Berkeley Road, London NW9, United Kingdom. His phone number is (441) 204-7869. By the way, Peters loves the tree utility command from the Users Group Library and suggests that you will, also.

Two New Shareware Packages and One Terrific Deal

We promised last month to pass along some information about two new shareware products and a terrific deal. Stephen Goldberg, 695 Plainview Road, Bethpage, NY 11714, a regular contributor to this column, came up with the deal.

"As a CoCo OS-9 user, I feel much of the OS-9 software is priced too high for many CoCo owners to take full advantage of this fantastic operating system," he writes. "To help promote the use of OS-9 on the CoCo, I have obtained the permission of the original distributor of *Utilipak*, DSS Peripherals of Farmingdale, New York, to offer Version 2.0 of this utility package at one-fourth the original $99 price if ordered directly from me."

The price for *Utilipak* through Steve is now $1 per utility — $22 for all 22 — plus $3 for shipping and handling. Here is a list of these $1 utilities. Order from Goldberg at the address above.

ALARM	—	an alarm clock
APPEND	—	add text to end of a file
CODE	—	ASCII code display
COUNT	—	count characters, lines and words
CRYPT	—	encode or decode a file for security
D	—	unformatted directory with "wild cards"
DL	—	enhanced delete utility
ERROR	—	define error numbers
GREP	—	get regular expression and print
HEAD	—	separate out lines at start of a file
TAIL	—	separate out ones at end of a file
LOWER	—	convert to all lowercase
UPPER	—	convert to all uppercase
MV	—	move a file
PK	—	pack a file to occupy less disk space
UP	—	unpack a previously packed file
SORT	—	ASCII sort for files, directories, etc.
TR	—	transliterate characters and strings in files
VAL	—	numerical value in decimal, Hex and binary
VNAME	—	change volume name (disk name)
ZCOPY	—	multiple file copy with standard input
ZLIST	—	enhanced list utility

Goldberg said *Utilipak* includes a machine language transfer utility that lets CoCo owners with single drive systems install all 22 programs in their CMDS directory in a single pass, as well as a procedure file that multidrive owners can use.

"All Color Computer software released by them during the past three or four months and all Tandy software released in the future — with the exception of the ROM pak cartridges — will run under OS-9."

A Driver for Your Favorite Plotter

One of the most active BASIC09 authors around is William L. Brady, 1503-I Flanders Lane, Harwood, MD 20776, phone (301) 952-1761, CIS ID: 70126,267. His *HiTerm* terminal program has been popular on CompuServe's OS-9 SIG for more than a year. Now, Brady has released *M-XY*, a multi-XY plotter, multifile chart generation program as a freeware product.

```
         *  rmb 8 rmb 8 reserved
D 0000                   rmb   DRVBEG     Beginning of drive tables
         * DD.TOT rmb 3 number of sectors
         * DD.TKS rmb 1 track size (in sectors)
         * DD.MAP rmb 2 number of bytes in the allocation bit map
         * DD.BIT rmb 2 number of sectors per bit (cluster size)
         * DD.DIR rmb 3 address (LSN) of the root directory
         * DD.OWN rmb 2 owner's user number
         * DD.ATT rmb 1 disk acess attributes
         * DD.DSK rmb 2 disk id
         * DD.FMT rmb 1 media format
         * DD.SPT rmb 2 number of sectors per track
         * DD.RES rmb 2 reserved for future use
         * rmb DD.SIZ Device descriptor, sector 0
         * V.TRAK rmb 2 Current track
         * V.BMB rmb 1 Bit-map use flag
         * V.FileHd rmb 2 open file list for this drive
         * V.DiskID rmb 2 Disk ID
         * V.BMapSz rmb 1 Bitmap Size
         * V.MapSct rmb 1 lowest reasonable bitmap sector
         * V.ResBit rmb 1 reserved bitmap sector (for compaction)
         *  rmb 7 reserved
D 000F                   rmb   DRVMEM     end of drive table
D 0035           wcode   rmb   7          start of hiwrite
D 003C           jump1   rmb   2          return address #1
D 003E           rcode   rmb   2          start of hiread
D 0040           patch   rmb   1          change std to ldd
D 0041           rest    rmb   4          rest of read code
D 0045           jump2   rmb   2          return address #2
D 0012           himemlen equ   .-wcode   length of himem code

D 0047           size    equ              data area memory size
         ********************************************************
         * Start of executiable  driver function vectors defined in  *
         * os9 techinal information manual                           *
         ********************************************************
W 0013 16000F    start   lbra  init       initalize driver
W 0016 16007E            lbra  read       read sector
W 0019 160060            lbra  write      write sector
W 001C 160045            lbra  term       (getsta)
W 001F 160042            lbra  term       (setsta)
W 0022 16003F            lbra  term       terminate device
         ********************************************************
         * init : initalize the device and its memory area          *
         *                                                          *
```

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Brady says *M-XY* is designed for serious OS-9 users who need applications software to drive a Pen-Type plotter. His package supports all Tandy plotters and may also be easily modified to drive Houston Instruments Machines and Hewlett Packard plotters. *M-XY* generates many types of charts from input files created by spreadsheets, databases, text editors or other applications software. It is written in BASIC09.

To run *M-XY* you need a 64K CoCo or other OS-9 computer, OS-9 and BASIC09 with *RUNB*. You can use the CGP-115, FBP-215 or Multipen plotter. If you're using the Multipen plotter, you'll also need the hardware RS-232 Pak or other ACIA-type port. This plotter requires two-way communications to work properly. You'll also need a screen that displays at least 51 columns by 16 lines. Brady recommends *Word-Pak* but says that both FHL's *O-Pak* and Computerware's *RS51* screens work just fine with *M-XY*.

M-XY is a perfect example of the power and speed of the BASIC09/OS-9 combination. It was developed on a 64K CoCo using standard OS-9 Level I, Version 1.01 and BASIC09. There is enough memory on a properly configured CoCo to run *M-XY* and *MIXY* under BASIC09 and still use DEBUG. Of course, you can save more memory if you use *RUNB*. Order from Brady at the address above. The price is $20 for a printed manual and a deluxe menu version plus at least one update. Be sure to specify if you are using *Word-Pak* or *O-Pak* and note the type you use, i.e., type=00 (standard) or type=80.

News about *PrintForm*

Also on the freeware or user-supported software front, we have news about *PrintForm*, a printer formatting program written by Frank N. Malaney, 8708 Mink St., SW, Pataskala, OH 43062. *PrintForm* gets around several of the shortcomings of the original *DynaForm* print formatter and gives the ability to send a predetermined series of control codes to your printer by inserting a two-character string in the text file. Written in Microware C, it is fast and relatively small at 12K. The required donation for *PrintForm* is $10. Remember, your donation to a freeware author compensates him by covering part of the cost of his time and materials.

PrintForm is a general purpose document printing formatter that takes the output file from an editor and produces a finished document. It assumes the text has been previously formatted into lines of the desired length and that each line is terminated with a carriage return. This means your editor must be able to organize the text into lines and paragraphs. *PrintForm* will not reorganize your text to combine lines or change the length of the lines.

Features of *PrintForm* include:

1) You can send complete Control Codes to your printer with a two-stroke entry in the text file.

2) You can define header and footer lines, which are printed automatically. And, you can include page numbers at any location on either line.

3) You have dynamic control over the left margin, header margin, footer margin and page length, as well as the header and footer location on the page.

4) You can call for conditional or non-conditional page breaks.

5) You can enter data into your document from the keyboard while it is being printed.

6) You may "next" a number of files so you can edit and print extremely long documents.

7) You may insert text — a name or address for example — from a separate file at the appropriate place in your master document using *PrintForm*'s mail merge capability.

8) You may print multiple copies of the same document without retyping the command line.

Malaney has given *PrintForm* the ability to use printer personality files. This makes it easy to configure the program to your printer and take advantage of all the capability built into your printer. This file makes it possible to send up to eight bytes of control codes to the printer by inserting only two keystrokes in your file. Up to 15 control code sequences may be defined and five of them can be set to toggle two different code sequences each time they are sent. This means you can both start and stop common printer functions, such as superscripts, subscripts, italics

```
      * entry conditions :                                          *
      * u = start address of the device memory area                 *
      * y = start address of the device descriptor                  *
      *                                                             *
      * exit conditions :  none                                     *
      *                                                             *
      * if error : cc = c bit set  b = error code                   *
      ***************************************************************
0025 86FF       init    lda   #$ff
0027 A74F               sta   15,u        allow read & write of sector
      ***************************************************************
0029 C609       strcopy ldb   #totlen     length of the code
002B 318D00C4           leay  wrutn,pcr   point to start of the code
002F 30C835             leax  wcode,u     point to device memory
      ***************************************************************
      * strcode : store code in device memory
0032 A6A0       strcode lda   ,y+         read one byte
0034 A709               sta   9,x         write one byte
0036 A780               sta   ,x+         write one byte
0038 5A                 decb              two bytes done
0039 26F7               bne   strcode     not done yet
      ***************************************************************
      * fix the two jump's for hiwrite & hiread
003B 308D004C   fixit   leax  rtrn1,pcr   point to return address #1
003F AFC83C             stx   jump1,u     save it in jump1
0042 308D005E           leax  rtrn2,pcr   point to retrun address #2
0046 AFC845             stx   jump2,u     save it in jump2
0049 86EC               lda   #$ec        make it a ldd
004B A7C840             sta   patch,u     fix read routine
      ***************************************************************
      * copy hiwrite & hiread to himem area of all banks
004E 31C835     cpyhimem leay wcode,u     point to himem wr&rd routine
0051 CEFFC0             ldu   #bank0      bank0 page0 & page1
0054 8603               lda   #3          # of banks ( 3 or 7 )
0056 3422       copyhi  pshs  a,y         # of banks & adr of wcode
0058 1F30               tfr   u,d         bank select address
005A 5C                 incb              bump up bank select adr. by 1
005B 1F03               tfr   d,u         back in u where it was
005D 8D07               bsr   copybank    go write some code
005F 3522               puls  a,y         # of banks & adr of wcode
0061 4A                 deca              one bank done
0062 26F2               bne   copyhi      not done with all banks
      ***************************************************************
      * term : terminate the device. This routine is called when    *
      * a device is no longer in use in the system (when the link   *
      * count of its device descriptor module becomes zero).        *
      *                                                             *
      * entry conditions : u = address of the device memory area    *
      *                                                             *
```

and underlining, with a single control-letter combination.

"I don't know your feeling on the concept of freeware, but if OS-9 is going to get moving, we have got to get more application-oriented software," Malaney said. "Benchmark programs and other system utilities are good and useful, but no one can justify buying an OS-9 machine to run them. We need a solid base of good useful application programs with adequate documentation for their use."

Agreed, Frank (see my December 1985 column)! Malaney is running an 80-track, double-sided drive as device, /D2. He said he wanted it as /D2 because of the incompatibility of the 80-track drive with many Disk BASIC disks. He modified many of his programs so they look for the programs on the proper drive using the dump utility to locate the references to the drive number, the debug utility to change them from a '0' to a '2' and the verify utility to update the CRC. Programs he modified include *Printerr, DynaSpell*, the *help* utility (from the OS-9 Users Group Software Exchange Library) and the Microware C Compiler.

```
          * exit conditions :  none                                    *
          *                                                            *
          * if error : cc = c bit set   b  = error code                *
          ************************************************************
 ØØ64 5F          term     clrb              no errors
 ØØ65 39                   rts               return to RBF
          ************************************************************
 ØØ66 C612        copybank ldb   #himemlen   loop count
 ØØ68 8EFEØØ              ldx   #hiwrite    start write address
          ************************************************************
          * writebnk : writes copy code on all ram banks for ram disk *
          *                                                            *
          * exit : b = loop count u = bank select address              *
          * x = address on ram bank where program is                   *
          * y = point to copy program in device memory                 *
          ************************************************************
 ØØ6B 1A5Ø        writebnk orcc  #$5Ø       mask interupts
 ØØ6D A6AØ                 lda   ,y+         read 1 byte of code
 ØØ6F A548                 bita  8,u         select bank
 ØØ71 A78Ø                 sta   ,x+         write 1 byte of code
W ØØ73 B5FFCØ              bita  bankØ       bankØ pageØ & page1
 ØØ76 5A                   decb              one byte written
 ØØ77 26F2                 bne   writebnk    not done writing code
 ØØ79 1C8Ø                 andcc #$8Ø        done, reset interupts
 ØØ7B 39                   rts
          ************************************************************
          * write : writes a 256-byte sector buffer to the disk.       *
          *                                                            *
          * entry condition : u = address of the device memory area    *
          * y = address of the path descriptor                         *
          * b = MSB of the disk LSN x = LSB of the disk LSN            *
          *                                                            *
          * exit conditions : the sector buffer is written out to the  *
          * disk                                                       *
          * if error :  cc = c bit set   b  = error code               *
          ************************************************************
 ØØ7C 347Ø        write    pshs  x,y,u
 ØØ7E 8D48                 bsr   lsnck       check LSN
          ************************************************************
          * wrsect : writes a sector to the ramdisk                    *
          *                                                            *
          * d = data to write  b = loop count  y = points to PD.BUF    *
          * u = bank select  x = address of LSN(x) on ramdisk          *
```


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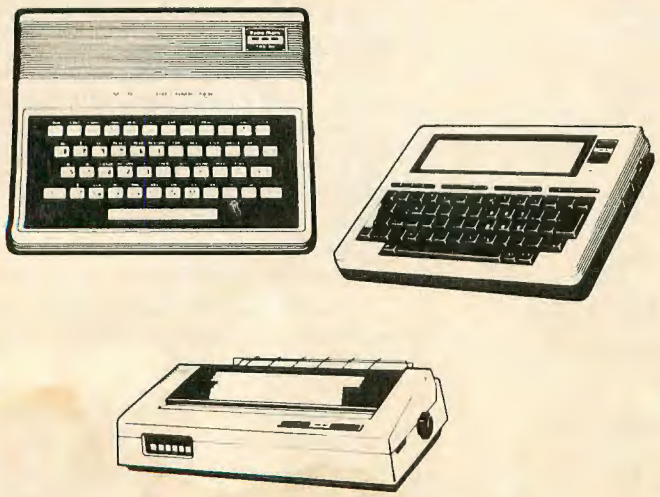

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```
      ************************************************************
  ØØ8Ø 1A5Ø        wrsect   orcc  #$5Ø        mask interupts
  ØØ82 34Ø4                 pshs  b           save # of bytes done
  ØØ84 ECA1                 ldd   ,y++        read two bytes from PD.BUF
  ØØ86 A548                 bita  8,u         bank select
W ØØ88 7EFEØØ               jmp   hiwrite     jump to write routine
      ************************************************************
W ØØ8B B5FFCØ      rtrn1    bita  bankØ       bankØ pageØ & page1
  ØØ8E 35Ø4                 puls  b           get loop count
  ØØ9Ø 5A                   decb              one loop done
  ØØ91 26ED                 bne   wrsect      not done writing sector
  ØØ93 1C8Ø                 andcc #$8Ø        reset interupts
  ØØ95 2Ø1D                 bra   exit        go back to RBF
      ************************************************************
      * read : reads a 256-byte sector from the disk and place it *
      * in the 256-byte buffer.                                   *
      *                                                           *
      * entry conditions : u = address of the device memory area  *
      * y = address of the path descriptor                        *
      * b = MSB of the disk LSN   x = LSB of the disk LSN         *
      *                                                           *
      * exit conditions : the sector is returned in the sector    *
      * buffer                                                    *
      *                                                           *
      * if error :  cc = c bit set  b  = error code               *
      ************************************************************
  ØØ97 347Ø         read     pshs  x,y,u
  ØØ99 8D2D                  bsr   lsnck       check LSN
      ************************************************************
      * rdsect : reads 256-bytes from ram disk to 256-byte buffer *
      *                                                           *
      * entry : d = data to read  b = loop count                  *
      * y = points to PD.BUF  x = address of LSN(x) on banker ram *
      *                                                           *
      * exit : sector read from ramdisk to sector buffer          *
      ************************************************************
  ØØ9B 1A5Ø         rdsect   orcc  #$5Ø        mask interupts
  ØØ9D 34Ø4                  pshs  b           save # of bytes done
  ØØ9F A548                  bita  8,u         bank select
W ØØA1 7EFEØ9                jmp   hiread      jump to read routine
      ************************************************************
W ØØA4 B5FFCØ      rtrn2    bita  bankØ       bankØ pageØ & page1
  ØØA7 EDA1                 std   ,y++        write two bytes to PD.BUF
  ØØA9 35Ø4                 puls  b           get # of bytes done
  ØØAB 5A                   decb              one loop done
  ØØAC 26ED                 bne   rdsect      not done reading sector
  ØØAE 1C8Ø                 andcc #$8Ø        done, reset interupts
      ************************************************************
  ØØBØ AEE4         cklnsØ   ldx   ,s          get LSN off stack
  ØØB2 27Ø3                  beq   rdlsnØ      LSNØ ?
      ************************************************************
  ØØB4 5F           exit     clrb               no errors
      ************************************************************
  ØØB5 35FØ         return   puls  x,y,u,pc    restore stack, return
      ************************************************************
      * rdlsnØ : reads lsnØ                                       *
      ************************************************************
  ØØB7 357Ø         rdlsnØ   puls  x,y,u
  ØØB9 AE28                  ldx   PD.BUF,y    point to PD.BUF
  ØØBB 314F                  leay  drvbeg,u    point to DD.TOT
  ØØBD C614                  ldb   #DD.SIZ-1   # of bytes to copy
      ************************************************************
      * cdrvtl : copy drive table                                 *
      * copy first part of lsnØ (up to DD.SIZ) into drive table   *
      ************************************************************
  ØØBF A685         cdrvtl   lda   b,x         read a byte
  ØØC1 A7A5                  sta   b,y         write a byte
  ØØC3 5A                    decb              one byte copied
  ØØC4 2AF9                  bpl   cdrvtl      done writing ? no
  ØØC6 2Ø9C                  bra   term        yes
      ************************************************************
  ØØC8 ACC81Ø       lsnck    cmpx  dm.tot,u    LSN > dm.tot ?
  ØØCB 2FØ7                  ble   setup       no
  ØØCD 3262                  leas  2,s         yes kill return
  ØØCF 53                    comb              set carry
  ØØDØ C6F1                  ldb   #$f1        sector error
  ØØD2 2ØE1                  bra   return      go back to RBF
      ************************************************************
  ØØD4 5F           setup    clrb
      ************************************************************
      * ckbank : check to see what bank of ram disk to use        *
      *                                                           *
      * exit : x = LSN offset  b = bank #                         *
      ************************************************************
  ØØD5 5C           ckbank   incb              bank count
  ØØD6 8CØØFD                cmpx  #$fd        check bank number
  ØØD9 25Ø6                  bcs   bank        done checking
  ØØDB 3Ø89FFØ3              leax  -$fd,x      subtract $fd from x
  ØØDF 2ØF4                  bra   ckbank      check again
      ************************************************************
```

Hard Disk Interface Card from L.R. Technology

While fighting our way through the crowded aisles at RAINBOWfest-Princeton, we met Lloyd Barnett and Ron Schmidt of L.R. Technology, 2010 Grey Horse Drive, Warrington, PA 18976, phone (215) 343-0423. They were showing their new HDI hard disk interface. For $98, you get a card that lets you connect a hard disk controller like those from Xebec or Western Digital to your Color Computer.

The good news is that L.R. Technology supplies an OS-9 device descriptor, /H0, and a device drive, /Hdisk, for the card. The source code comes with the package. This is an interesting package for hardware hackers who like to roll their own, even though you can also buy complete five- ($550), 10- ($750) or 20- ($999) megabyte systems from L.R. Tech. The HDI gives a subset of the industry standard SCSI bus interface, data transfer rates up to five megabits per second, hardware support of up to eight hard disk controllers and interrupt capability. It works with all known buss extenders.

To build a complete system, you need an HDI, a 50-pin female ribbon cable three to five feet long, a hard disk controller (Xebec S1410A or equivalent), a 34-pin ribbon cable with two-card edge connectors, a 20-pin ribbon cable with one-card edge and one female connector, any hard disk with an ST506 interface and a power supply for the hard disk and controller. By the way, L.R. Tech also sells a Super Board that features dual serial ports, a parallel printer port and a real-time clock. The OS-9 device drivers that come with the package are interrupt driven and allow multitasking.

Don't Forget to Update OS9DEFS File

We were reading the mail on the OS-9 SIG recently and noticed several people were having the same problem assembling a new program. Since it turned out they all had the same problem — the programmer had used names from the OS9DEFS file that comes with Version 1.01 of OS-9 and the users were trying to assemble it using the OS-9DEFS file from Version 1.00 of OS-9 — perhaps a reminder is in order.

When you change versions of OS-9, make sure you also copy the new OS-9DEFS files onto the new system disk. By using the names defined in the files in the DEFS directory, you can ensure that the programs you write stay com-

patible with new versions of the operating system. But, you must assemble those programs using the write OS-9DEFS file.

Coming Next Month

In March we hope to make room for a C math library donated by a reader in Puerto Rico, two assembly language utilities, REP and UNLOAD, from Stephen Goldberg, and a sound generating program from Fred Swatelle. With a little bit of luck we'll take a close look at the growing library of *X* programs from Microtech. In the meantime, if you live in northern California be sure to catch the OS-9 breakfast at RAINBOWfest-Palo Alto, Feb. 16. Have a great Valentine's Day!

OS-9 Users Group News

At a recent OS-9 Users Group meeting, outgoing president Dale Puckett presented the gavel to the Group's newly elected president, Brian Lantz.

One of the exciting things that came out of the recent agreement between Falsoft and the OS-9 Users Group regarding the publication of the group's newsletter, *MOTD*, is increased cooperation in several additional areas. For example, Brian Lantz, the group's new president, hosted the very first Group CoCo conference on Delphi during October. Also, Lonnie has agreed to let the Users Group play a more important role during each RAINBOWfest: In addition to our BASIC09 and OS-9 seminars for beginners, Brian Lantz will join the roster of seminar speakers to present additional technical information and tips. And, the users group will most likely sponsor a booth in the exhibit hall.

But, here's the big news! The OS-9 Users Group will sponsor a breakfast Sunday morning at the Palo Alto RAINBOWfest (Feb. 16) for anyone interested in the OS-9 operating system. You need not be a member to attend. Lantz tells me he hopes to bring a popular speaker to each Users Group breakfast. During RAINBOWfest-Palo Alto, Paul Searby of Computerware will be the keynote speaker at the Users Group breakfast. Paul has been a staunch supporter of OS-9 for several years and has been responsible for the development and introduction of many new OS-9 products. I hope you'll show your support by joining him at the first OS-9 Users Group breakfast Sunday morning. □

```
      * bank                                                          *
      *                                                               *
      * entry : x = LSN offset  b = bank#                            *
      * exit  : d = LSN offset  u = bank select address              *
      ****************************************************************
00E1 86FF        bank    lda   #$ff        MSB bank select
00E3 CBC0                addb  #$c0        add offset
00E5 1F03                tfr   d,u         put bank select in u
00E7 1F10                tfr   x,d         LSN offset
      ****************************************************************
      * dotfr : do transfer to ramdisk                               *
      *                                                               *
      * entry : d = LSN offset   u = bank select address             *
      *                                                               *
      * exit : b = 128                    y = pointing to PD.BUF     *
      * x =address of LSN(x) on banker ram                           *
      * u = bank select address                                      *
      ****************************************************************
00E9 1E89        dotfr   exg   a,b         LSN offset into memory adr.
00EB 1F01                tfr   d,x         adr. of LSN(x) in banker ram
00ED C680                ldb   #$80        # of bytes/2 to read or write
00EF 10AE28              ldy   PD.BUF,y    point to PD.BUF
00F2 39                  rts               back to read or write
      ****************************************************************
      * write routine writen on the top page of all ram banks        *
      * org $fe00                                                    *
      ****************************************************************
00F3 A5C4        wrutn   bita  ,u          select bank
00F5 ED81                std   ,x++        write two bytes
00F7 A548                bita  8,u         select bank
00F9 7E                  fcb   $7e         op code for jmp
00FA 0000        jpl     fdb   0           jump address
0000             totlen  equ   *-wrutn
      ****************************************************************
00FC A8EF94              emod
00FF             bankend equ   *
                         end
```

Listing 3: *install.256k*-OS-9 System Symbol Definitions

```
      ****************************************************************
      * source name : install.256k rev 1.03                          *
      * program to install bank.256k and b.256k into low memory      *
      *                                                              *
      * released to public domain for educational use only           *
      * Sept 1985                                                    *
      *                                                              *
      * William R. Good                                              *
      * 7297 Belle Road                                              *
      * Harborcreek Pa. 16421                                        *
      * 814-899-1953                                                 *
      *                                                              *
      * if you have any suggestions or comments please               *
      * feel free to contact me by phone or mail(sase).              *
      *                                                              *
      * makes the memory full except for three pages in low          *
      * memory then loads bank.256k and b.256k into memory then      *
      * puts memory back the way you found it                        *
      *                                                              *
      * this should put the two programs as low as possible in       *
      * anybody machine.                                             *
      ****************************************************************
                       nam   install.256k
                       ifpl
                       endc
                       ttl   installs ramdisk driver and descriptor
      ****************************************************************
      * Module header                                                *
      ****************************************************************
0000 87CD00BB            mod   instend,instname,type,revs,start,size
000D 696E7374  instname  fcs   /install/
0011           type      set   prgrm+objct
0081           revs      set   reent+1
0014 03        edition   fcb   $03
      ****************************************************************
      * data section                                                 *
      ****************************************************************
D 0000           bitnum1   rmb   2          starting bit #1
D 0002           bitnum2   rmb   2          starting bit #2
D 0004           bitcnt1   rmb   2          # of bits to clear
D 0006           bitcnt2   rmb   2          # of bits to clear
D 0008           chkbyte   rmb   1          test byte
D 0009           stack     rmb   200
D 00D1           size      equ               data area memory size
      ****************************************************************
      * os9 f$schbit                                                 *
      *                                                              *
      * function : searches the specified allocation bit map         *
      * for a free block (cleared bits) of the required length.      *
      *                                                              *
```

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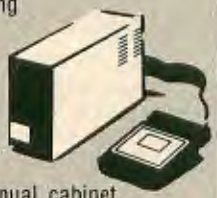

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```
      * the search starts at the starting bit number. if no    *
      * block of the specified size exists, the call returns   *
      * with the carry set, starting bit number, and size of   *
      * the largest block.                                      *
      *                                                         *
      * entry conditions : y = bit count (free bit block size) *
      * x = starting address of the map d = starting bit number*
      * u = ending address of the map                           *
      *                                                         *
      * exit conditions : d = starting bit number y = bit count*
      ***********************************************************
0015              start    equ   *
0015 CC0000       schbit   ldd   #$0000      starting bit number
0018 8E02Ø0               ldx   #$02Ø0       starting address of the map
001B CE021F               ldu   #$Ø21f       ending address of the map
001E 10Ø8E0ØFF            ldy   #$ff         bit count-free bit block size
0022 103F12               os9   f$schbit     do search
0025 2500                 bcs   allbit       failed ?
      ***********************************************************
      * os9 f$allbit                                            *
      *                                                         *
      * function : sets bits in the allocation bit map          *
      * specified by register x.                                *
      * bit numbers range from Ø to n-1, where n is the of bits*
      * in the allocation bit map.                              *
      *                                                         *
      * entry conditions : y = number of bits to set            *
      * x = starting address of the allocation bit map          *
      * d = number of the first bit to set                      *
      *                                                         *
      *                                                         *
      * exit conditions :  none                                 *
      *                                                         *
      * if error : cc = c bit set  b = error code               *
      ***********************************************************
0027 DD00         allbit   std   bitnum1     starting bit num#1
0029 1F20                  tfr   y,d          this makes a
002B C003                  subb  #$Ø3         three page hole
002D 1F02                  tfr   d,y          in low memory
002F DC00                  ldd   bitnum1      get starting bit num#1
0031 CB03                  addb  #$Ø3         fix starting number
0033 109F04                sty   bitcnt1      save bit count#1
0036 DD00                  std   bitnum1      save starting bit num#1
0038 8E02Ø0                ldx   #$2Ø0        starting adr. of map
003B 103F13                os9   f$allbit
003E 2575                  bcs   error
0040 2000                  bra   cktop        check top 32k
      ***********************************************************
      * cktop : check top memory                                *
      ***********************************************************
0042 CC00Ø0       cktop    ldd   #$00Ø0       starting bit number
0045 8E02Ø0                ldx   #$Ø2Ø0       starting address of the map
0048 CE021F                ldu   #$Ø21f       ending address of the map
004B 10ØE007F              ldy   #$7f         bit count
004F 103F12                os9   f$schbit     do search
0052 2502                  bcs   fixtop       failed ?
0054 200F                  bra   fixit        no
      ***********************************************************
      * fixtop : fix the top or memory                          *
      ***********************************************************
0056 109F06       fixtop   sty   bitcnt2      save bit count
0059 DD02                  std   bitnum2      save starting bit num#2
005B 8E02Ø0                ldx   #$2Ø0        starting adr. of map
005E 103F13                os9   f$allbit
0061 2552                  bcs   error
0063 2Ø1Ø                  bra   load
      ***********************************************************
      * fixit                                                   *
      ***********************************************************
0065 86Ø1         fixit    lda   #$Ø1
0067 97Ø8                  sta   chkbyte      save check byte
0069 200A                  bra   load
      ***********************************************************
006B 62616E6B     loadrv   fcs   "bank.256k" filename
0074 ØD                    fcb   $Ød          end of line
0075 30Ø8DFFF2    load     leax  loadrv,pcr point to name
0079 8600                  lda   #$Ø          language/type
      ***********************************************************
      * os9 f$load                                              *
      * function : loads a modules from the file specified by  *
      * the pathlist or from the working execution directory   *
      * (if no pathlist is given)                               *
      *                                                         *
      * entry conditions :                                      *
      * x = address of the pathlist(filename)                   *
      * a = language/type code;Ø = any language/type            *
      *                                                         *
      * exit conditions : u = address of the module header      *
      * x = address of the last byte of the pathlist(filenam    *
      * e) + 1  y = primary module entry point address          *
```

```
     * a = language/type code b = attributes/revision level   *
     *                                                        *
     * if error : cc = c bit set     b = error code           *
     **********************************************************
0007B 103F01              os9   f$load
0007E 2535                bcs   error
00080 2007                bra   load2       load next program
     **********************************************************
00082 622E3235   loadsc   fcs   "b.256k"    filename
00088 0D                  fcb   $0d         end of line
     **********************************************************
00089 308DFFF5   load2    leax  loadsc,pcr point to name
0008D 8600                lda   #$0         language/type
     **********************************************************
0008F 103F01              os9   f$load
00092 2521                bcs   error
     **********************************************************
     * f$delbit                                               *
     *                                                        *
     * function : clears bits in the allocation bit map       *
     * pointed to by register x                               *
     * bit numbers range from 0 to n-1, where n is the number *
     * of bits in the allocation bit map                      *
     *                                                        *
     * entry conditions : y = number of bits to clear         *
     * x = starting address of the allocation bit map         *
     * d = number of the first bit to clear                   *
     *                                                        *
     *                                                        *
     * exit conditions : none                                 *
     *                                                        *
     * if error :  cc = c bit set    b = error code           *
     **********************************************************
00094 9608                lda   chkbyte     get check byte
00096 8101                cmpa  #$0001      is it $01
00098 2602                bne   delbit      no, # of the 1st bit to clear
0009A 200B                bra   next        yes
0009C DC02        delbit  ldd   bitnum2     first num to clear
0009E 109E06              ldy   bitcnt2     get number of bits to clear
000A1 8E0200              ldx   #$2000      get starting address of map
000A4 103F14              os9   f$delbit
000A7 DC00        next    ldd   bitnum1     next # of first bit to clear
000A9 109E04              ldy   bitcntl     next # of bits to clear
000AC 8E0200              ldx   #$2000      get starting address of map
000AF 103F14              os9   f$delbit
000B2 2501                bcs   error
     **********************************************************
000B4 5F          quit    clrb              no errors
000B5 103F06      error   os9   f$exit
000B8 2CB1BF              emod
000BB             instend equ   *
                          end
```

MEMORY MAP
Banker Board

	BANK 0	BANK 1	BANK 2	BANK 3
$ffff				
	end of ram	end of ram	end of ram	end of ram
$fff0	$feff I/O	$feff	$feff	$feff
$ffef		ram disk copy	ram disk copy	ram disk copy
	OS9	program from	program from	program from
		$fe00 - $fe12	$fe00 - $fe12	$fe00 - $fe12
PAGE 1				
		select this	select this	select this
		32k bank	32k bank	32k bank
		bita $ffc9	bita $ffca	bita $ffcb
		also get	also get	also get
$8000		bank0 page0	bank0 page0	bank0 page0
$7fff				
PAGE 0				
	driver must be in this page			
	select this	select this	select this	select this
	64k bank	64k bank	64k bank	64k bank
	bita $ffc0	bita $ffc1	bita $ffc2	bita $ffc3
$0000				

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Listing 4: *cisnu.c*

```
/* cisnu.c - revised version of cis.c */
/* last update 10-8-85 */
/* uses strncmp() and isdigit() */
#include <stdio.h>
#include <ctype.h>
static char TO[]="To: ";
static char UA[]="(UA RE T)";
static char REP[]="* Repl";
static char CHO[]="Enter choice";
static char CMD[]="Enter command";
static char RR[]="* RR ";
static char SPC[]="        ";
static char SSPC[]="    ";
static char MES[]="Message number (0";
static char PND[]="#: ";

main()
{
 int c, j, i, k;
 char lin[256];

 for(i=0;i<256;i++)
   lin[i]='\0';
 i=j=0;
 while((c=getchar()) != EOF) {
  if(c != '\f')
   lin[i++]=c & 127;
  if(c == 10 || c == 13) {
   lin[i] = '\0';
   lin[--i] = '\n';
   if(strncmp(lin,TO,4) == 0)
    j++;
   if(strncmp(lin,RR,5) == 0)
    j++;
   if(strncmp(lin,CMD,13) == 0)
    j++;
   if(strncmp(lin,CHO,12) == 0)
    j++;
   if(strncmp(lin,UA,9) == 0)
    j++;
   if(strncmp(lin,REP,6) == 0)
    j++;
   if(strncmp(lin,MES,17) == 0)
    j++;
   if((strncmp(lin,SSPC,4) == 0) && (lin[4] == '\n'))
   j++;
   if((strncmp(lin,SPC,8) == 0) && isdigit(lin[8]))
    j++;
   if(j == 0 && lin[0] != '\n') {
     printf("%s",lin);
     i=0;
     j=0;
   }
   else
    {
     j=0;
     i=0;
    }
  }
 }
```

Listing 5: *noctl.c*

```
#include <stdio.h>

main()
{
  int c, i;

  i= -1;
  while((c=getchar()) != EOF) {
    i++;
    if(i == 79) {
      putchar('\n');
      i=0;
    }
    if(c > 31 && c < 128)
      putchar(c);
    if(c == 10 || c == 13) {
      putchar('\n');
      i=0;
    }
  }
}
```

Listing 6: *printer.c*

```
#include <stdio.h>

main()
{
 FILE *lst, *fopen();
 if((lst=fopen("/p","w")) == NULL) {
   fprintf(stderr,"cannot open list device\n");
   exit(1);
   }
   fprintf(lst,"Test line\n");
   fclose(lst);
}
```

Listing 7: *fox.c*

```
/*      #(@)    fox.c 1.0       05-22-85        jec             */
/*      generates lines of text for terminal/printer testing    */
#include <stdio.h>

main(argc,argv)
int argc;
char *argv[];

{
        double atof();
        double i;
        long x;
        pflinit();

        switch (argc) {
                case 1:
                        i = 1000000;
                        break;
                case 2:
                        i = atof(argv[1]);
                        break;
                default:
                        printf("usage: %s [number_of_lines]\n",argv[0]);
                        exit(1);

         for( x = 1; x <= i; x++ )
                 printf("\007abcdefghijklmnopqrstuvwxyz!@#$%^&*()ABCDEFGHIJKLMNOPQRSTUVWXYZ123456
789%71d\n",x);

        exit(0);
}
```

Listing 8: *wfox.c*

```
/*      #(@)    wfox.c 1.0      11-09-85        jec             */
/*      generates lines of text for terminal/printer testing    */
#include <stdio.h>

main(argc,argv)
int argc;
char *argv[];

{
        double atof();
        double i;
        long x;
        pflinit();

        switch (argc) {
                case 1:
                        i = 1000000;
                        break;
                case 2:
                        i = atof(argv[1]);
                        break;
                default:
                        write(1,"usage: wfox [number_of_lines]",29);
                        putchar('\n');
                        exit(1);
        }

        for( x = 1; x <= i; x++ ) {
                write(1,"abcdefghijklmnopqrstuvwxyz!@#$%^&*()ABCDEFGHIJKLMNOPQRSTUVWXYZ123456789
",71);
                putchar('\n');
        }

        exit(0);
}
```


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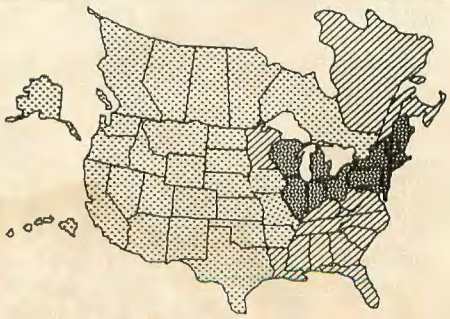

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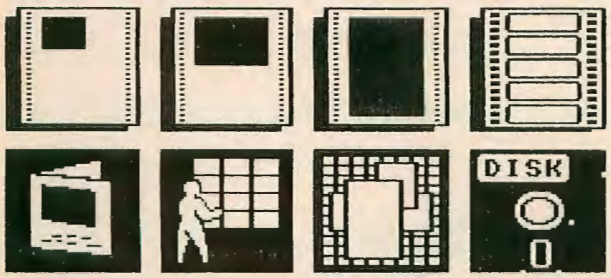

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HARDCOPY* requires a 64K Color Computer or Color Computer II, and at least one disk drive. It supports 1 to 4 disk drives, keyboard or joystick input. Please specify printer and cat. number when ordering.
* Due to hardware differences, some features may function differently on certain printers.

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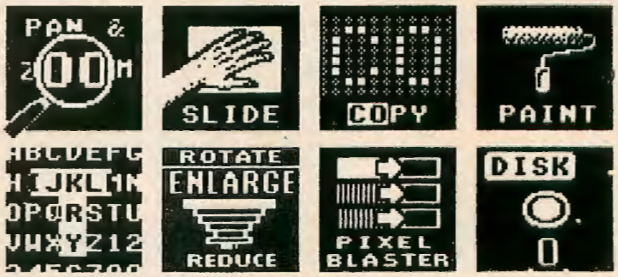

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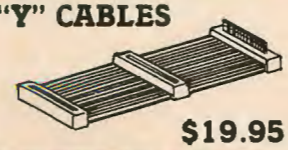

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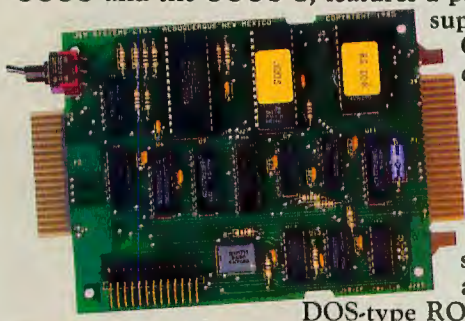

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