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January 1991 Vol. X No.6

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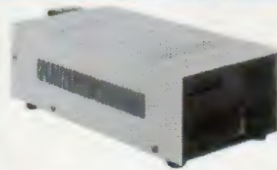
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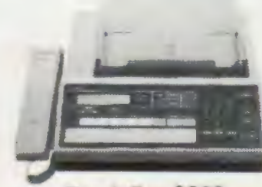
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 The cassette tape/disk symbols beside features and columns indicate that the program listings with those articles are on this month's RAINBOW ON TAPE and RAINBOW ON DISK. Those with only the disk symbol are not available on RAINBOW ON TAPE. For details, check the RAINBOW ON TAPE and RAINBOW ON DISK ad.


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# Letters to the RAINBOW

## Filing with Tapes

Editor:

In the March 1988 issue of THE RAINBOW in the Utilities section of Novices Niche, I read about creating data files for a 16K disk system (Page 74). The article was written by Raymond Doss. Mr. Doss stated his program can be modified for tape systems. What do I have to change to get this file system working with tapes?

Charles Crutchfield  
5649 W. Virginia Avenue  
Phoenix, AZ 85035

*First, since you are planning to use the routine for tape, remove the request for a filename extension from Line 100. Now change the device number, #1, to #-1 in lines 100, 110, 120, 140, 150 and 180. Finally change EOF(1) in Line 160 to EOF(-1).*

## Kudos to Eversoft, Ltd.

Editor:

I'm writing to tell you about the heart-warming treatment I received from Eversoft of Arlington, Washington. I was looking for two software programs, and I wrote to several of THE RAINBOW's advertisers. I received a letter from Eversoft stating they did not have the programs. A short time later I received another letter from Eversoft directing me to an ad in the October issue of THE RAINBOW for a similar program, but from a different company. I thought this was a very caring thing to do. Hurrah for people like those at Eversoft.

L. Grube  
St. Petersburg, Florida

## Looking for Flippies

Editor:

I commend THE RAINBOW for a great CoCoFest in Atlanta. The accommodations and sponsors were outstanding. The seminars were very informative and I learned about the programs I am currently using and even more about structuring my own. With the help of Three C's Projects I was able to eliminate a glitch in my backup copy of their software, and I am now on to conquering other worlds.

I have been unable to locate DSDD diskettes for my FD-501 drive. The disks I purchased would not format — I received the infamous 1/0 Error. I returned them and went to Radio Shack where I saw the DSDD 40-track disks, but these did not have twin

notches or alignment holes. I bought a few and notched one, but still could not format. Where can I find true double-sided disks?

Once again, thank you for your CoCoFest. It brought a new era of programming into my home. Keep up the good work!

Roger Rance  
4700 Brossy Circle #98  
Charleston, SC 29418

*We are glad to hear you enjoyed the CoCoFest in Atlanta. However, while we attended the show, it was sponsored by CoCo Pro!, a RAINBOW advertiser. We're sure they'll be happy, too.*

*Standard DSDD disks do not have the necessary second write-protect and index timing hole. The timing hole is required for formatting a new disk. Several wholesale disk companies offer these disks at special request, but you may find the higher price makes it impractical.*

## A Powerful Caret

Editor:

I've just purchased a CoCo 3 and a subscription to THE RAINBOW. I have noticed in some of your programs that the ^ is used. Is there another key on the CoCo 3 that replaces it?

Billy Batton  
Winter Haven, Florida

*The ^ symbol is called a caret. It is used by computers to denote a variable or number raised to a power. For example, X^2 means "square the value stored in Variable X." The CoCo uses an up-arrow symbol to denote the caret, but printers accurately print the actual character. To generate a caret, simply press the up arrow key.*

## The Trouble with Home Publisher . . .

Editor:

I am having a problem with Tandy's Home Publisher. What appears on the screen is not what I get on the printer. If I select 80 characters per line, I get 60. If I select 60, I get 40. No matter what point size I choose, the printer gives me the next larger size. I have written to Tandy and received a corrected driver disk, but I'm getting the same results. I wrote to Tandy again and was informed that there is no problem with the program. I have visited my local Radio Shack stores without results.

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Since I can't seem to get support from Tandy, I am turning to THE RAINBOW and the CoCo Community for help. If anyone has any advice, I would greatly appreciate it. My equipment consists of a 128K CoCo 3, FD-502 drive and DMP 132 printer with the Tandy High Resolution Joystick Interface and Metric Industries Model 101 serial-to-parallel interface.

Douglas Bacon  
108 Maromas Road  
Middletown, CT 06457

**Editor:**

I have a Color Computer 3 with one disk drive, a B/W television and a DMP-107 printer. I've purchased several programs and find only one of them difficult to understand and use. The culprit is *Home Publisher*. My problems are numerous and I'm getting tired of not being able to adequately use the program.

First of all, the program only prints in Tandy mode, which is OK until I want to use another program with the printer. Also, I can never get the printer to print one column of print (newsletter style) as opposed to two or three columns the first time despite following all start up procedures. I must select three columns, then two columns, then it might print the one column. When entering information on the screen, the margins are not set as wide as the program's visual display shows. It's approximately 4½ inches from the left margin, which is extremely misleading. I've gotten used to having the boundaries displayed to know where to stop, but this slows the input process as well as my creative juices. The print is very large, which is not Tandy mode print. Can you offer assistance in solving my problems with *Home Publisher*?

My second major problem is with the

basic use of the computer and the printer. I am not a programmer, but would like to know how to just type something on the computer and have it print without having to type line numbers. Is a definitive program necessary to accomplish this? If so, what is it and how much does it cost?

So far I'm not finding the CoCo 3 too terribly user-friendly!

Sanceria Thomas  
1105 Mount Olive Avenue  
University City, MO 63130

*Printing text with your computer, such as a letter or memo, requires a word processor or text editor. Many advertisers carry such products. See the ads for Microcom, Danosoft, Owl-Ware and Cer Comp. In the meantime, every computer has a learning curve. Hang in there and you'll do fine.*

### Exploring a New World

**Editor:**

I should be tinkering with my naive attempts at windows, but instead, here I am writing another letter to the Editor.

A few months ago I wrote to gripe about what's happening to our magazine. I stand firm on my complaint. I don't like the trend I'm seeing. There must be a way to reverse this backward evolution. (And I hate the saddle-stitch format!) However, this time I'm writing in defense of THE RAINBOW and the CoCo Community as a whole. (And, by the way, to thank you for giving us back our protective wrapper. It's a step in the right direction.)

The letter from Jim Price in your September issue has been gnawing on me and it demands a response. He would have us believe that the evil forces of "OS-9 and machine language gibberish" have lately invaded, and are taking over, THE RAINBOW. If his feelings are, as he suggests, shared by other CoCo users, then we are in big trouble.

I believe Mr. Price should take a close look at the very issue in which his letter appears. Of course, he probably won't buy the issue, since those horrible words "Assembly Language" appear right on the front cover.

The theme of the issue is education and Lonnie sums it up rather nicely in "Print #2." Isn't the CoCo, among other things, a tool for learning? Of course it is! Isn't THE RAINBOW our prime support for that learning? Of course it is! Is Mr. Price's stagnant outlook infecting our community? I certainly hope not!

I've been learning with the CoCo for several years and have found the more I learn the more useful my CoCo becomes. I never would have tried my hand at assem-

bly language had it not been for Bill Barden's ravings in THE RAINBOW. I've learned to work with it and now know how useful it can be. I've gained this knowledge through articles devoted to such "gibberish" published in THE RAINBOW.

Until last Christmas, I was frustrated because THE RAINBOW was becoming primarily a CoCo 3 magazine with little "good usable material" for my CoCo 2. Unlike Mr. Price, though, I accepted reality. THE RAINBOW was simply growing with the CoCo and I was fast becoming part of a dwindling minority.

I was also intimidated by OS-9. It was intriguing, but seemed too complex and hostile. I didn't have it and had no plans to buy it. I'd always read the articles, though, trying to learn why those "weirdos" were so attached to it.

Last Christmas I finally gave in and bought a CoCo 3. A month later I dared and bought OS-9. Now I'm just as lost and confused as I was several years ago when I powered up my first 4K "Gray box." And I'm just as excited. OS-9 Level II is mind-boggling, but its power is even more mind-boggling. I'm learning and, even as a stumbling novice, I've stunned a couple of friends by casually making my "cheap little CoCo" do things their high-dollar PCs can't. Why? Because articles devoted to such "gibberish" are published in THE RAINBOW!

Will I shun BASIC just because I'm trying to learn something new? No! I've used BASIC for years. It's an old friend and I'll continue using it. (I did, however, purchase Burke & Burke's RSB. Running BASIC while exploring OS-9 has great potential.)

Do I expect THE RAINBOW to devote itself to OS-9 just because it's what I'm trying to learn? Not on your tintype! I'll type in the one-liners and the listings in "Novices Niche" or anything else. I'll read "Turn of the Screw" since I'm an engineer and a hardware hacker. I'll read the consultations and the product reviews. I'll digest every word cover-to-cover and grumble because the covers are too close together these days. I may or may not find some "good usable material". The odds are I'll learn, or re-learn, something before I'm done and will enjoy the reading.

The fact that I'll also type in the OS-9 listings does not mean I'm some kind of freak, as Mr. Price suggests. It simply means I'm exploring a new world. It's a very impressive new world and, though I'll consider myself a novice for a long time to come, I already understand why those "weirdos" have been pushing it for so long. I also understand why OS-9 and machine

### For the Love of CoCo

Cecil Houk, owner of Rulaford Research, sent us this picture of the license plate on his car. We've seen the plate game played countless ways, but few are as simple and meaningful as this. Hmmmm . . . we wonder if anyone has put 6809#1 on their plates?



Continued on Page 93

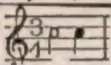
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Create beautiful greeting cards, signs and banners for holidays, birthdays and other occasions. Features easy-to-use point and click interface and user-friendly operation. Picture, font and Border collections included. **Only \$29.95** (Req CoCo 2/3, disk drive, mouse or joystick, Printers: EPSON, GEMINI, Star, DMP, Panasonic/POP 1080/80/91/92, Citoh 8510, Okidata 92/93/182/183 & more)

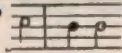
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**CoCo Max III Fonts (95 fonts): \$49.95**

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The absolute best BBS for CoCo 3. Features XMODEM, Up/Downloading, menus, login, message base, clock/calendar, execution of external programs, full Sysop Control & remote system access. Even HYPER-IO Compatible. **Only \$49.95**. Min. Req. CoCo 3, 1 Drive & RS232

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In-memory disk drive! A must for every OS9 user. Req 512K. Disk **Only \$29.95**

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**OS9 Level II BBS:** Best BBS for OS9. Comes with terminal program. Req. 512K & RS232 Pack. **Only \$29.95**

**Level II Tools:** 25 Utilities such as windowing, wildcards, tree, etc. **\$29.95**

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under Level 1/2. Req SDISK/SDISK 3. **Only \$44.95**

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**SDISK: \$29.95**

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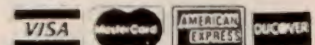
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# Keeping the Spirit

**W**hat is special about the CoCo Community? I think it is best exemplified by the word *ruarch*, a Hebrew word that means spirit and vigor. Even a decade after the first Color Computer was introduced, there is still new spirit and vigor in our community. This ongoing vitality is due to new programs for our CoCos, more powerful upgrades and also the new members of our Community.



Those who regularly read this space have seen examples of how the CoCo can change lives. To borrow from Ivory Soap, I claim that 99 and  $\frac{4}{100}$  percent of these changes have been improvements. How hath some of these changes been wrought? Let me share with you a letter I received a couple of months ago, and my response.

*Dear Lonnie,*

*I have just completed what will be my final article for THE RAINBOW. It has been my pleasure to contribute to your fine publication, the little newsletter that grew!*

*Computer Island is approaching the end of its run. Orders and inquiries are few and far between. We are winding down gracefully and with no regrets.*

*What an experience this has been. We have learned so much, met so many people and savored their differences as well as their similarities. In addition to all the practical things we learned, such as accounting, advertising, programming, off-set printing, state sales tax returns and non-reproducing graph paper, we also learned that opportunity still exists. A simple statement, "let's see if we can sell this program," can lead to Computer Island. We grew from the experience, as did our children.*

*Speaking of children, we have some news. Our oldest child, Adam, was married on October 28th. Can you believe the little guy who helped at RAINBOWfests and worked with us at home is now a college graduate and a married man? He's a big guy now! Our other RAINBOWfest helper, David, is a high school senior and Shari (the baby), an infant when Computer Island began, is in fourth grade. The years have certainly flown by, but they surely have been good years.*

*Thanks for all your help over these years. Having THE RAINBOW as an advertis-*

*ing vehicle was the key to Computer Island's success. Lots of companies have good products, but no way to let the public know about them. You provided us the means to get the message out to a targeted market. What could be better? We appreciate it so much.*

*Keep in touch and stay well. Regards to your family. Best of luck in all Falsoft endeavors.*

*Sincerely,*

*Steve and Cheryl Blyn*

Dear Steve and Cheryl,

I remember when I would call to discuss advertising or one of your new products and Cheryl would interrupt negotiations because Shari was crying for her bottle. I also remember when Adam "disappeared" at RAINBOWfest for a half an hour to look at games somewhere else. And that sales at the shows picked up considerably when Cheryl was present. She became the "boss of the booth."

But most of all I think the whole CoCo Community remembers the thousands of hours you have devoted to it down through the years with both Computer Island and also through Steve's magnificent columns! You have touched so many lives. We all owe you a debt of thanks.

Steve, I know with your successful career you have had little time to develop your line in the past years, but your columns have been excellent. And your contributions to this Community beyond comprehension. We will miss you and your entire family.

Best of luck, good wishes and fond thoughts from all of us.

— Lonnie Falk



...Just think of any word processing feature, chances are Word Power has it...packs a lot of features...excellent word processor..." **Word Proc. Comparison**-April 1989 Rainbow, Pg 26.

# Word Power 3.3


## The Best Just Got Better!

"...friendly...amazing execution speed...much easier to use than VIP software & 2 other systems I've tried...very user friendly...highest among word-processors"-Rainbow Oct 88 Rev.




### SPEED

Blazing Fast! Runs at **2 Mhz** and uses the standard text screens for lightning fast execu-




### MEMORY

Word Power 3.3 allows **72K** of workspace on a 128K CoCo and **460K** on a 512K CoCo. More memory than any other word processor. Period.



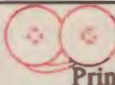
### DISPLAY

Choice of **40** or **80** columns with your choice of colors. Can be used with RGB/Composite/Monochrome Monitors and TV. Pull down menus, plain english prompts, on-screen underlining and page break display make




### EDITING

Powerful full-screen editor w/ word-wrap. 4-way cursor, scrolling; Line Positioning; Block Commands; Search, Replace; OOPs recall during delete, adjustable key-repeat, key-click, typeahead, Tabs, Word-Count and much more! . Built-in extensive **HELP** screen can be accessed anytime during edit.




### SPOOLER

Print and Edit documents at the same




### CALCULATOR

Built-in 4 function calculator!




### SORTING

Sort lists in a flash!



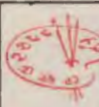
### 2 COLUMN PRINTING

Align your text in 2 columns with a few keystrokes!



### SPLIT-SCREEN EDITING

Freeze a portion of text and edit another. Its fantastic!




### GRAPHICS

Insert **graphics** in your documents! Allows you to import PMODE 3/4, HSCREEN and CoCo Max




### MAIL MERGE

Type a letter, follow it with a list of names & addresses and have Word Power print out personalized letters. Its that easy!




### SAVING / LOADING

Creates ASCII files that are compatible with other word-processors, terminal programs, etc. Allows directory point & select for easy loading/saving, **Automatic Backup**, file erase, free space display. **ARE YOU SURE?** prompts prevent accidental deletes. The **Auto-Save** feature automatically saves text to disk during user-defined intervals for peace of mind. Supports double-sided drives.




### MACROS

Playback up to 250 keystrokes with a single key! Automate multiple tasks with a single key! You'll love it!




### SPELLING CHECKER

Word Power 3.3 include a **80,000** word spelling checker which finds and corrects mistakes in your text.




### PRINTING

Works with **all** printers that work with the CoCo. Allows options such as baud rates, spacing, page/print pause, partial print, page numbering/ placement, linefeeds, multi-line headers/footers, right justification and number of copies. The values of these options can be changed in the text by embedding Printer Option Codes. The **WHAT YOU SEE IS WHAT YOU GET** feature allows you to preview the text on the screen as it will appear on the printer. You can view margins, page breaks,



### PUNCTUATION CHECKER

This checker will proofread your text for punctuation errors such as capitalization, double-words, a/an usage, spaces and more. Its the perfect addition to any word-processor.



### DOCUMENTATION

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# DISK MASTER 3

Seven menu-driven  
utilities allowing  
you to take control  
of your disk system  
on a CoCo 3



by Mike Jorgenson

**D**isk Master 3 is a comprehensive system of utility modules for the Color Computer 3. The system consists of a boot program, a configuration program and seven utility programs that operate in a modular fashion. *Disk Master 3* allows you to edit disks, copy tagged files, sort disk directories and more.

I have taken considerable care to ensure uniformity and compatibility of *Disk Master 3* with most custom BASIC enhancement utilities such as *ADOS-3*. All of the utility programs have three common features: Pressing D allows you to change the working drive; pressing V lets you view a disk's directory and you can press Q to quit and return to the menu.

The *Disk Master 3* system uses PCLEAR1 for many of its routines. If PMODE graphics have been used prior to loading, the system will not operate — even though this system is both reliable and efficient, it should be used only on start-up. The high-speed mode (POKE65497,0) is used in various routines for data processing, but never during disk access.

Follow the system prompts carefully when changing disks, especially when working with your master. The system makes use of error-trapping routines, but some custom BASIC enhancement utilities sidestep these traps when a disk-access error occurs.

Before using *Disk Master 3* be sure to run CONFIG to establish your custom operating parameters, which have been pre-set for Disk BASIC. It is a good idea to make a backup copy of your system master disk immediately after creating the custom master. Now run BOOT when you want to use the system.

### The Configuration Program

This program allows you to set up the various operating parameters and/or helpful features used with this system. As a safety measure, *Disk Master 3* will not operate unless the master disk has been configured. The system can check this since CON-

*Mike Jorgenson is an outdoorsman who likes to read and write fiction stories. He also enjoys music, sports, computer programming and working with electronic equipment. Mike can be contacted at 749 Tower Blvd., Lorain, OH 44052, (216) 282-9355. Please include an SASE when requesting a reply.*

FIG saves your custom configuration data in an unused portion of the directory track, Track 17. The features that can be pre-set are shown in Figure 1.

Once the system is configured, these operating features are always provided on start-up. Should you find it necessary to change a pre-set parameter, you will have to reconfigure the system master disk. However, disk verification and the default text-screen width can be alternately toggled from the utility loader program.

### The Loader Program

BOOT is the system loader for the utility modules. It can also be used to customize your BASIC DOS, depending on how it is configured. Pressing ESC clears the system from memory and exits to BASIC while restraining any customized features.

F1 is used to alternate between the 40- and 80-column text screen default. Pressing F2 toggles disk verification on or off as needed. Pressing ALT displays the disk directory on the default screen. The display includes extensions, granule allocations and any free space that remains.

### Edit Master 3

This module is used to scan or edit a disk by track and sector. When editing a disk, move the cursor to the character to be changed and enter the CHR\$ code for a new character. Then resave the sector to disk by pressing W when finished. Press ESC to abort the Edit mode.

Monochrome monitor display — disables colorburst  
Foreground/background colors — 32/40/80 column text  
Default text screen width — select 40/80 columns  
Read/write I/O verification — set verify on or off  
True lowercase in 32-column width — as 40/80 column text  
40-track drive operation — allows 78 granules per disk  
Drive step rate — for smoother drive operation  
Double-sided drives option — 0/2 and 1/3 configuration  
Select a printer baud rate — 6 options (600-9600)

Figure 1: *Disk Master 3* Configuration Parameters

When scanning a disk, the up and down arrow keys provide continuous scrolling. The Spacebar can be used to pause and resume the display. The left and right arrow keys cause the program to display the next sector of the track and then pause for an input command.

### List Master 3

This module is useful for reviewing an ASCII text or data file. The output can be

directed to the monitor/TV or printer. You can specify characters per line, lines per page, space between paragraphs and auto-page numbering as needed. You can also review or make a hardcopy of any BASIC program that is saved in ASCII format.

When making a hardcopy, pressing ENTER sets the output default as indicated. The printout is intended for standard or legal typewriter paper and printing pauses at the end of each page.

When reviewing a file onscreen, the Spacebar pauses and resumes the display. The F1 key is used to toggle between the user's pre-set screen-color selections and the inverse of those colors. Pressing F2 starts a file and sends the output to the printer. Use ESC to exit the File Review mode.

### Test Master 3

This module provides an extensive diagnostic drive test. As a safety precaution, you should always insert a blank, formatted disk into the working drive before proceeding with *Test Master 3*. This module performs the following tests:

- Step the working drive in or out
- Step the head to a specified track
- Re-set the drive head to Track 0
- Toggle the drive motor on or off
- Check the drive indicator light and the write-protection routine
- Read and write verification test
- Check drive speed (RPM test)

Note that the read/write verification test will not work with any disk having data on its directory track. The disk must be blank.

### Track Master 3

This module allows you to make a 35- or 40-track backup to any combination of drives. The module copies five tracks on each pass and has an optional read/write-error bypass routine for problem disks. When the backup is completed, this module will run again with the same configuration, if needed. A normal 35-track, non-verified, multi-drive backup takes approximately 90 seconds.

### Copy Master 3

This module is used to copy or super-copy files to any combination of drives. You can copy everything from one disk to another with the press of a key or copy one or more specified files with a Yes/No/All-

The-Rest prompt. When making a single-drive copy, this utility handles files of up to 10 granules with just one swap.


Note: If you have ADOS-3 in memory or EPROM, using this module to replace existing disk files will distort the display screen.

### Kill Master 3

This is similar to *Copy Master 3*, except that a *Want to Reconsider?* prompt has been added before command execution as a safety measure.

### Sort Master 3

This module is used to sort a disk's directory alphabetically, by extension or by file type. This is quick, efficient and quite helpful when organizing a software collection.

CoCo 3 Disk 

<input checked="" type="checkbox"/>	55 .....	120
	95 .....	70
	140 .....	81
	190 .....	197
	240 .....	217
	285 .....	149
	330 .....	193
	END .....	21

### Listing 1: CONFIG

```
0 'DISK MASTER 3
  WRITTEN BY MIKE JORGENSEN
  COPYRIGHT (C) JANUARY 1991
  BY FALSOFT, INC.
10 ' Disk Master 3
15 ' Configure File
20 ' Coco 3 Utility
25 ' Mike Jorgenson
30 '
35 CLEAR2500:D1=PEEK(2394)
40 ONERR GOT0360:ONBRK GOT0370
45 DSKI$ D1,17,18,Y$,Z$:V=VAL(MI
D$(Y$,1,1)):IFV<1 OR V>2THENPALE
TTE0,11:PALETTE8,59:GOTO65
50 BG=VAL(MID$(Y$,8,2))
55 FG=VAL(MID$(Y$,10,2))
60 PALETTE0,BG:PALETTE8,FG
65 PALETTE9,52:MID$(Y$,1,1)="1":
FORX=2TO18:MID$(Y$,X,1)="0"
70 NEXT:WIDTH40:CLS1:LOCATE7,0:A
TTR1,0,B:PRINT"<<< Configure Mas
ter 3 >>>":ATTR0,0
75 LOCATE3,5:PRINT"Monochrome Mo
nitor: <Y/N> ? ";
80 GOSUB375:IFQ$="Y"THEN MID$(Y$,
1,1)="2"ELSEIFQ$<"N"THEN80
85 PRINTQ$:LOCATE3,8:PRINT"32 Co
lumn Color Set <0-63>":PRINT
90 LINEINPUT" Background Palet
te - ":Q$:Q=VAL(Q$):IF
```

```
(Q<1AND Q$<"0")OR Q>63THEN90
95 IFQ<10THENQ$="0"+Q$
100 MID$(Y$,2,2)=Q$
105 LINEINPUT" Foreground Pale
tte - ":Q$:Q=VAL(Q$):I
F(Q<1AND Q$<"0")OR Q>63THEN105
110 IFQ<10THENQ$="0"+Q$
115 MID$(Y$,4,2)=Q$
120 LINEINPUT" Foreground Disp
lay - ":Q$:Q=VAL(Q$):I
F(Q<1AND Q$<"0")OR Q>63THEN120
125 IFQ<10THENQ$="0"+Q$
130 MID$(Y$,6,2)=Q$
135 PRINT:PRINT" 40/80 Column
Colors <0-63>":PRINT
140 LINEINPUT" Background Pale
tte - ":Q$:Q=VAL(Q$):I
F(Q<1AND Q$<"0")OR Q>63THEN140
145 IFQ<10THENQ$="0"+Q$
150 MID$(Y$,8,2)=Q$
155 LINEINPUT" Foreground Pale
tte - ":Q$:Q=VAL(Q$):I
F(Q<1AND Q$<"0")OR Q>63THEN155
160 IFQ<10THENQ$="0"+Q$
165 MID$(Y$,10,2)=Q$
170 PRINT:PRINT:PRINT" Set Tex
t Width To 80: <Y/N> ? ";
175 GOSUB375:IFQ$="Y"THEN MID$(Y$,
12,1)="1"ELSEIFQ$<"N"THEN175
180 PRINTQ$:PRINT:PRINT" Want
Disk Verify On: <Y/N> ? ";
185 GOSUB375:IFQ$="Y"THEN MID$(Y$,
13,1)="1"ELSEIFQ$<"N"THEN185
190 PRINTQ$:PRINT:PRINT" Do Yo
u Have Lowercase":PRINT" Conf1
ged For WIDTH32: <Y/N> ? ";
195 GOSUB375:IFQ$="Y"THEN215
200 IFQ$<"N"THEN195
205 PRINTQ$:PRINT:PRINT" Want
Lowercase Poke: <Y/N> ? ";
210 GOSUB375:IFQ$="Y"THEN MID$(Y$,
14,1)="1"ELSEIFQ$<"N"THEN210
215 PRINTQ$:PRINT:PRINT" Do Yo
u Have 40-TRACK":PRINT" Disk D
rive Operation: <Y/N> ? ";
220 GOSUB375:IFQ$="Y"THEN240
225 IFQ$<"N"THEN220
230 PRINTQ$:PRINT:PRINT" Want
a 40-TRACK Poke: <Y/N> ? ";
235 GOSUB375:IFQ$="Y"THEN MID$(Y$,
15,1)="1"ELSEIFQ$<"N"THEN235
240 PRINTQ$:PRINT:PRINT" Want
Step Rate Poke: <Y/N> ? ";
245 GOSUB375:IFQ$="N"THENPRINTQ$
:GOTO285 ELSEIFQ$<"Y"THEN245
250 PRINTQ$:PRINT
255 PRINT:PRINT" <1> - 30 Ml
lisecond Step Rate.":PRINT:PRIN
T" <2> - 20 Millisecond Step
Rate.":PRINT:PRINT" <3> - 1
2 Millisecond Step Rate.":PRINT
260 PRINT" <4> - 06 Millisec
ond Step Rate.":PRINT:PRINT"
Enter a choice ... ";
265 GOSUB375:Q=VAL(Q$)
270 IFQ<1 OR Q>4THEN265
275 MID$(Y$,16,1)=Q$
280 PRINTQ$:PRINT
285 PRINT:PRINT" Double-Sided
Drives: <Y/N> ? ";
290 GOSUB375:IFQ$="N"THEN310
295 IFQ$<"Y"THEN290
300 PRINTQ$:PRINT:PRINT" Drive
Configure Poke: <Y/N> ? ";
305 GOSUB375:IFQ$="Y"THEN MID$(Y$,
17,1)="1"ELSEIFQ$<"N"THEN305
310 PRINTQ$:PRINT:PRINT" Print
er Output Poke: <Y/N> ? ";
```

```
315 GOSUB375:IFQ$="N"THEN350
320 IFQ$<"Y"THEN315
325 PRINTQ$:PRINT:PRINT:PRINT"
<1> - 0600 Baud Rate Output."
:PRINT:PRINT" <2> - 1200 Bau
d Rate Output.":PRINT:PRINT" <
3> - 2400 Baud Rate Output."
330 PRINT:PRINT" <4> - 4800
Baud Rate Output.":PRINT:PRINT"
<5> - 7200 Baud Rate Output.
":PRINT:PRINT" <6> - 9600 Ba
ud Rate Output.":PRINT:PRINT"
Enter a choice ... ";
335 GOSUB375:Q=VAL(Q$)
340 IFQ<1 OR Q>6THEN335
345 MID$(Y$,18,1)=Q$
350 PRINTQ$:DSK0$ D1,17,18,Y$,Z$
:CLEAR200:WIDTH32:PRINT"OK, YOUR
DISK IS NOW CONFIGURED."
355 PRINT:END
360 PRINT:PRINT" System Functi
on Error Detected !!!":SOUND5,7
365 FORX=1TO1650:NEXT
370 CLEAR200:WIDTH32:END
375 Q$=INKEY$:IFQ$=" "THEN375
380 RETURN
385 ' END
```

<input checked="" type="checkbox"/>	65 .....	24
	135 .....	21
	185 .....	167
	265 .....	51
	345 .....	114
	370 .....	123
	420 .....	98
	450 .....	47
	495 .....	76
	550 .....	101
	595 .....	180
	END .....	247

### Listing 2: BOOT

```
0 'DISK MASTER 3
  WRITTEN BY MIKE JORGENSEN
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  BY FALSOFT, INC.
10 ' Disk Master 3
15 ' Boot Load File
20 ' Coco 3 Utility
25 ' Mike Jorgenson
30 '
35 PCLEAR1:CLEAR2500
40 RGB:WIDTH32:CLS0:P=1
45 IF PEEK(32762)=1THEN60
50 CLEAR2500,32762:POKE113,0
55 POKE32762,1:VERIFYOFF
60 D1=PEEK(2394):IFP=1THEN120
65 DSKI$ D1,17,18,Y$,Z$:V=VAL(MI
D$(Y$,1,1)):IFV=2THEN POKE57395,
16:POKE57404,19:POKE57413,19
70 IFV<1 OR V>2THEN550
75 FORX=32763 TO 32767:K=K+2:POK
EX,VAL(MID$(Y$,K,2)):NEXT
80 POKE32768,VAL(MID$(Y$,12,1))
85 VF = VAL(MID$(Y$,13,1))
90 LC = VAL(MID$(Y$,14,1))
95 TK = VAL(MID$(Y$,15,1))
100 SR = VAL(MID$(Y$,16,1))
105 DS = VAL(MID$(Y$,17,1))
```

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```

110 PB = VAL(MID$(Y$,18,1))
115 '
120 X=32763:B1=PEEK(X)
125 F1=PEEK(X+1):FD=PEEK(X+2)
130 B2=PEEK(X+3):F2=PEEK(X+4)
135 TW=PEEK(X+5):PALETTE8,0:DIM
FL$(78),GR(78):F$=STRING$(32,191
):G$=STRING$(32,175):H$=CHR$(175
)+STRING$(30,32)+CHR$(175)
140 ON ERR GOTO560:ON BRK GOTO58
0:PALETTE12,FD:PALETTE13,0:CLS
145 PRINT@0,F$:PRINT@32,F$:PRINT
@3," <<< DISK MASTER 3 >>> "':
PRINT@64,G$:FORX=96T0384 STEP32:
PRINT@X,H$:NEXT:PRINT@416,G$:PR
INT@448,F$:PRINT@482,"COPYRIGHT
<C> JANUARY 1988":
150 '
155 IF P=1THEN355
160 IF VF=1THENVERIFYON
165 IF LC<>1THEN180
170 POKE &H167,57
175 POKE &HFF22,21
180 IF DS<>1THEN205
185 POKE &HD89D,1
190 POKE &HD89E,2
195 POKE &HD89F,65
200 POKE &HD8A0,66
205 IF SR=1THENSPP=23:ST=3
210 IF SR=2THENSPP=22:ST=2
215 IF SR=3THENSPP=21:ST=1
220 IF SR=4THENSPP=20:ST=0
225 IF SP<1THEN240
230 POKE &HD7C0,ST
235 POKE &HD816,SP
240 IF PB=1THENBPP=87
245 IF PB=2THENBPP=40
250 IF PB=3THENBPP=18
255 IF PB=4THENBPP=7
260 IF PB=5THENBPP=3
265 IF PB=6THENBPP=1
270 IF BP<1THEN280
275 POKE &H96,BP
280 IF TK<>1THEN355
285 TK=40:GR=TK*2-2
290 POKE &HD29D,TK
295 POKE &HD65F,TK
300 POKE &HD682,TK
305 POKE &HD44D,GR
310 POKE &HC735,GR
315 POKE &HC7BB,GR
320 POKE &HC7D0,GR
325 POKE &HC7EF,GR
330 POKE &HCD26,GR
335 POKE &HCEB5,GR
340 POKE &HD534,TK-1
345 POKE &HC75A,1
350 '
355 D$(1)="<1> - LOAD: Copy Ma
ster 3":D$(2)="<2> - LOAD: Edi
t Master 3":D$(3)="<3> - LOAD:
Kill Master 3":D$(4)="<4> - L
OAD: List Master 3"
360 D$(5)="<5> - LOAD: Sort Ma
ster 3":D$(6)="<6> - LOAD: Tes
t Master 3":D$(7)="<7> - LOAD:
Trak Master 3"
365 POKE65497,0:Q=0:FORX= 129T03
21 STEP32:Q=Q+1:FORX= 1T027:PRIN
T@X+Y,MID$(D$(Q),Y,1):NEXTY,X
370 POKE65496,0:X=0:PRINT@391,"E
nter A Choice ...":PRINT@482,"
<F1> <ALT> <ESC> <F2> "':
375 Q$=INKEY$:IFQ$=""THEN520
380 A=ASC(Q$):IFA=4THEN405
385 IFA=103 OR A=226THEN410
390 IFA=64THEN430

```

```

395 Q=VAL(Q$):ON Q GOTO605,610,6
15,620,625,630,635
400 SOUNDS,3:GOTO375
405 IF PEEK(2439)=255THENVERIFY
OFF:PRINT@482,"Disk Verification
Is Now Off":GOTO420 ELSEVERIFY
ON:PRINT@482,"Disk Verification
Is Now On.":GOTO420
410 IFTW=1THENTW=0 ELSETW=1
415 PRINT@482,"Text Display Widt
h Is Now"TW*40+40:POKE32768,TW
420 SOUND100,6:FORX=1T01000
425 NEXT:GOTO370
430 PRINT@482,"View Disk Of What
Drive: 0/3":GOSUB540
435 Q=VAL(Q$):IFQ>3THEN370
440 PRINT@482,"Reading Directory
Of Drive"Q:DSKI$ Q,17,2,X$,Y$
445 DF=0:FORX=3T09:DSKI$ Q,17,X,
Y$,Z$:FORK=1T0128 STEP32:GOSUB45
0:NEXTK:Y$=Z$:FORK=1T0128 STEP32
:GOSUB450:NEXTK,X:GOTO465
450 SB$=MID$(Y$,K,14):L$=LEFT$(S
B$,1):IF ASC(SB$)>127 OR L$=CHR$(
0)THENRETURN ELSEIFL$=CHR$(255)
THEN465 ELSEDF=DF+1:Y=ASC(RIGHT$(
SB$,1))+1:FL$(DF)=LEFT$(SB$,8)+
". "+MID$(SB$,9,3)
455 GR(DF)=GR(DF)+1:Z=ASC(MID$(X
$,Y,1)):IFZ<78THENY=Z+1:GOTO455
460 RETURN
465 IFDF<1THENPRINT@482,"NO FILE
S IN DISK'S DIRECTORY":SOUNDS,7
:FORX=1T01500:NEXT:GOTO370
470 K=1:F=FREE(Q)
475 POKE65497,0:ON ERR GOTO555
480 PALETTE0,B2:PALETTE8,F2
485 IFTW=1THENTW=STRING$(23,32):
WIDTH80 ELSETW="" :WIDTH40
490 CLS1:PRINTT$ <<< Direc
tory Of"Q">>>:LOCATE0,6
495 FORX=1T0 DF:IF GR(X)<10THENF

```

```

L$(X)=FL$(X)+" "+STR$(GR(X))ELSE
FL$(X)=FL$(X)+STR$(GR(X))
500 IFK=1THENK=0:PRINTT$:FL$(X)"
":ELSEK=1:PRINT" "FL$(X)
505 NEXT:IFK=1THENPRINTT$Free =
"F ELSEPRINT" Free ="F:PRINT
510 PRINT:Q$=INKEY$:POKE65496,0
515 PRINTT$ Press Any Key When
Ready ... ":GOSUB540:RUN
520 IFX=0THENX=1:PRINT@406," "
:ELSEX=0:PRINT@406,"...":
525 FORK=1T030:NEXT:GOTO375
530 SOUNDS,7:FORX=1T01650
535 NEXT:RETURN
540 Q$=INKEY$:IFQ$=""THEN540
545 RETURN
550 PRINT << DISK MUST BE CONFI
GURED! >>":GOSUB530:EXEC40999
555 POKE65496,0:GOSUB530:GOTO570
560 POKE65496,0:IF ERNO=26THENPR
INT@482,"File Not In Disk's Dire
ctory":GOSUB530:RUN
565 PRINR@481,"System Function E
rror Detected":GOSUB530
570 WIDTH32:PALETTE12,F1
575 PALETTE13,B1:END
580 WIDTH32:POKE65496,0
585 PALETTE12,F1:PALETTE13,B1
590 CLEAR200,32768:PRINT" ENHAN
CED DISK EXTENDED BASIC DISK
MASTER 3 UTILITY SYSTEM Mike
Jorgenson / JAN 01 1988"
595 PCLEAR4:PRINT:PRINT:NEW
600 '
605 LOAD "COPY/SYS",R
610 LOAD "EDIT/SYS",R
615 LOAD "KILL/SYS",R
620 LOAD "LIST/SYS",R
625 LOAD "SORT/SYS",R
630 LOAD "TEST/SYS",R
635 LOAD "TRAK/SYS",R
640 ' *** END ***

```

60	.....	247
95	.....	0
140	.....	44
175	.....	168
255	.....	207
310	.....	61
355	.....	218
385	.....	91
END	.....	105

**Listing 3: EDIT.SYS**

```

0 'DISK MASTER 3
WRITTEN BY MIKE JORGENSON
COPYRIGHT (C) JANUARY 1991
BY FALSOFT, INC.
10 ' Edit Master 3
15 ' Coco 3 Utility
20 ' Mike Jorgenson
25 '
30 CLEAR5000:POKE65497,0
35 DIMFL$(78),GR(78):X=32763
40 D1=PEEK(2394):B1=PEEK(X)
45 F1=PEEK(X+1):FD=PEEK(X+2)
50 F$=STRING$(30,128):G$=STRING$

```

```

(32,191):H$=STRING$(32,175)
55 X$=STRING$(128,128)
60 PALETTE12,FD:ON BRK GOTO30
65 PALETTE13,0:ON ERR GOTO410
70 CLS:PRINT@0,G$:PRINT@32,G$:PR
INT@4," <<< EDIT MASTER 3 >>> "':
:FORX=96T0352 STEP32:PRINT@X,H$:
NEXT:PRINT@416,G$:POKE65496,0
75 PRINT@129," <D>= Change Worki
ng Drive "':PRINT@193," <E>=
Edit Working Drive Disk "':
80 PRINT@257," <V>= View Working
Drive Disk "':PRINT@321," <Q>=
Quit / Return To Menu "':
85 PRINT@482,"The Working Disk D
rive = "D1:
90 GOSUB400:Q=INSTR("QVED",Q$)+1
:ONQ GOTO90,420,355,110
95 PRINT@482,"Which Drive 0-3: <
ENTER=0> ? "':GOSUB400
100 D=VAL(Q$):IFD>3THEN85
105 D1=D:DRIVE D1:GOTO85
110 PRINT@129," Edit The Working
Drive Disk "':PRINT@193,F$:PR
INT@257,F$:PRINT@321," <BREAK>
= Abort Disk Editor "':
115 PRINT@194,"":LINEINPUT"Ente
r a Track: <0-39> ? "':T$:T=VAL(
T$):PRINT@223,CHR$(175):
120 IFT<0 OR T>39THEN70
125 PRINT@258,"":LINEINPUT"Ente

```

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```

r a Sector: <1-18> ? ":S$:S=VAL(
S$):IFS<1 OR S>18THEN70
130 PRINT@384,H$::PRINT@481,F$;
135 PRINT@128,X$:X$;
140 PRINT@66,"DRIVE"D1" TRACK" T
SECTOR"S:DSKI$ D1,T,S,Y$,Z$:POK
E65497,0:FORX=1152T01279:POKEX,A
SC(MID$(Y$,X-1151,1)):NEXT:FORX=
1280T01407:POKEX,ASC(MID$(Z$,X-1
279,1)):NEXT:POKE65496,0
145 IFA$<>"THENA$="":GOTO165
150 PRINT@449," <F1> = Abort
<F2> = Edit Arrow Keys Scro
ll By Sector";:GOSUB400
155 Q=ASC(Q$):IFQ=8THEN190 ELSEI
FQ=9THEN180 ELSEIFQ=103 OR Q=226
THEN30 ELSEIFQ=4THENX=1152:GOTO2
95 ELSEIFQ<>10 ANDQ<>94THEN150
160 PRINT@450,"Scanning By: Tra
ck & Sector <SPACEBAR> - Pa
use Display";:GOTO175
165 B$=INKEY$:IFB$<>CHR$(32)THEN
175 ELSEPRINT@493,"= Resume";
170 B$=INKEY$:IFB$="":THEN170 ELS
EIFB$=CHR$(32)THEN160 ELSE150
175 A$=Q$:IFQ$=CHR$(10)THEN190
180 S=S+1:IFS>18THEN T=T+1:S=1
185 IFT>39THENRUN ELSE135
190 S=S-1:IFS<1THEN T=T-1:S=18
195 IFT<0THENRUN ELSE135
200 Y=PEEK(X)
205 POKE X,43:FORK=1T020
210 Q$=INKEY$:IFQ$<>"":THEN230
215 NEXT:POKEX,Y:FORK=1T030
220 Q$=INKEY$:IFQ$<>"":THEN235
225 NEXT:GOTO205

```

```

230 POKE X,Y
235 IFQ$="A"THEN150
240 IFQ$="E"THEN300
245 IFQ$="W"THEN315
250 IFQ$=CHR$(8)THENX=X-1
255 IFQ$=CHR$(9)THENX=X+1
260 IFQ$<>CHR$(10)THEN270
265 X=X+32:IFX>1407THENX=X-32
270 IFQ$<>CHR$(94)THEN280
275 X=X-32:IFX<1152THENX=X+32
280 IFX<1152THENX=1407
285 IFX>1407THENX=1152
290 GOTO200
295 PRINT@449,"<A>=Abort <E>=Ed
it <W>=Write Arrows Scroll Th
rough Sector";:GOTO200
300 PRINT@449,F$:PRINT@481,"<ENT
ER> = Abort Edit Mode ...":PRIN
T@449,"Change CHR$"Y" To What ? "
::LINEINPUTQ$:IFQ$="":THEN295
305 Q=VAL(Q$):IFQ>255THEN300
310 POKE X,Q:GOTO295
315 PRINT@449,F$:PRINT@481,"Wr1
te Sector To Disk: <Y/N> ?":GO
SUB400:IFQ$<>"Y"THEN295
320 PRINT@481,"OK, Writing Secto
r To Disk ...";
325 Y$="":FORK=1152T01279
330 Y$=Y$+CHR$(PEEK(K)):NEXT
335 Z$="":FORK=1280T01407
340 Z$=Z$+CHR$(PEEK(K)):NEXT
345 DSKO$ D1,T,S,Y$,Z$
350 Y$="":Z$="":GOTO150
355 DF=0:PRINT@482,"Reading Your
Disk Directory.":DSKI$ D1,17,2
,X$,Y$:FORX=3T09:DSKI$ D1,17,X,Y

```

```

$,Z$:FORK=1T0128 STEP32:GOSUB360
:NEXTK:Y$=Z$:FORK=1T0128 STEP32:
GOSUB360:NEXTK,X:GOTO375
360 SB$=MID$(Y$,K,14):L$=LEFT$(S
B$,1):IF ASC(SB$)>127 OR L$=CHR$(
0)THENRETURN ELSEIFL$=CHR$(255)
THEN375 ELSEDF=DF+1:Y=ASC(RIGHT$(
SB$,1))+1:FL$(DF)=LEFT$(SB$,8)+
". "+MID$(SB$,9,3)
365 GR(DF)=GR(DF)+1:Z=ASC(MID$(X
$,Y,1)):IFZ<78THENY=Z+1:GOTO365
370 RETURN
375 IFDF<1THENPRINT@482,"NO FILE
S IN DISK'S DIRECTORY";:SOUND5,7
:FORX=1T01500:NEXT:GOTO75
380 K=1:F=FREE(D1):PALETTE12,F1:
PALETTE13,B1:CLS:PRINT@5,"<<< D1
rectory Of"D1">>>":PRINT
385 FORX=1T0 DF:IFGR(X)<10THENFL
$(X)=FL$(X)+" "+STR$(GR(X))ELSEF
L$(X)=FL$(X)+STR$(GR(X))
390 IFK=1THENK=0:PRINTFL$(X) " ":
:NEXT ELSEK=1:PRINTFL$(X):NEXT
395 PRINT"Free ="F:PRINT:Q$=INKE
Y$:PRINT@482,"Press Any Key When
Ready ...":GOSUB400:RUN
400 Q$=INKEY$:IFQ$="":THEN400
405 RETURN
410 PRINT@481,"System Function E
rror Detected";:SOUND5,7
415 FORX=1T01650:NEXT:RUN
420 PRINT@482,"Insert System Dis
k & 'ENTER'";:GOSUB400
425 IFQ$<>CHR$(13)THEN420
430 LOAD"BOOT".R

```

60	.....	144
95	.....	30
135	.....	171
175	.....	153
230	.....	133
290	.....	223
340	.....	139
370	.....	219
410	.....	127
440	.....	58
END	.....	143

**Listing 4: LIST.SYS**

```

0 'DISK MASTER 3
WRITTEN BY MIKE JORGENSON
COPYRIGHT (C) JANUARY 1991
BY FALSOFT, INC.
10 ' List Master 3
15 ' Coco 3 Utility
20 ' Mike Jorgenson
25 '
30 CLEAR7500:X=32763
35 DIMFL$(78),GR(78),X$(9)
40 POKE65497,0:D1=PEEK(2394)
45 B1=PEEK(X):F1=PEEK(X+1)
50 FD=PEEK(X+2):B2=PEEK(X+3)
55 F2=PEEK(X+4):TW=PEEK(X+5)
60 F$=STRING$(30,128):G$=STRING$(
32,191):H$=STRING$(32,175):PALE
TTE8,0:PALETTE12,FD:PALETTE13,0:
ON ERR GOTO395:ON BRK GOTO455

```

```

65 WIDTH32:PRINT@0,G$:PRINT@32,G
$:PRINT@4," <<< LIST MASTER 3 >>
>":PRINT@416,G$
70 FORX=96T0352 STEP32:PRINT@X,H
$:NEXT:POKE65496,0
75 PRINT@129," <D>= Change Worki
ng Drive "":PRINT@193," <I>=
Input a Text / Datafile ";
80 PRINT@257," <V>= View Working
Drive Disk "":PRINT@321," <Q>=
Quit / Return To Menu ";
85 PRINT@482,"The Working Disk D
rive = "D1;
90 GOSUB480:Q=INSTR("QVID",Q$)+1
:ONQ GOTO90,490,410,110
95 PRINT@482,"Which Drive 0-3: <
ENTER=0> ? "":GOSUB480
100 D=VAL(Q$):IFD>3THEN85
105 D1=D:DRIVE D:GOTO85
110 PRINT@129," Review ASCII Tex
t / Datafile "":PRINT@193," Ente
r a Filename / Extension "":PRIN
T@257,F$:PRINT@321," <BREAK> =
Abort ASCII List ";
115 PRINT@258,"":LINEINPUTA$
120 PRINT@287,CHR$(175)::L=LEN(A
$):IFL<3 OR L>12THEN75
125 GOSUB465:PRINT@482,"Output T
o Printer: <Y/N> ?":GOSUB480
130 PALETTE0,B2:PALETTE8,F2:IFTW
=1THENA=77:B=76:C=23:WIDTH80 ELS
EA=37:B=36:C=3:WIDTH40
135 CLS1:IF PEEK(359)=57THEN LC=
1:POKE359,126:POKE65314,4
140 ON ERR GOTO390:IFQ$="Y"THEN2
65 ELSEGOSUB460
145 LOCATE4+C,8:PRINT"<F1> -
Change Colors":LOCATE4+C,10:P

```

```

RINT"<F2> - Restart Again"
:LOCATE3+C,13:PRINT"<SPACE> =
Pause Display":LOCATE3+C,15
150 PRINT"<BREAK> = Abort Ro
utine":LOCATE3+C,19:PRINT"Press
Any Key When Ready.":GOSUB480:
Q=ASC(Q$):IFQ=103ORQ=226THEN240
155 GOSUB460:LOCATE0,7
160 X=EOF(1):IFX=-1THEN385
165 LINEINPUT#1,X$(1)
170 POKE65497,0:Y=1
175 L=LEN(X$(Y)):IFL<A THEN200
180 Y$=X$(Y):X$(Y)=MID$(Y$,1,B):
Z=Y+1:X$(Z)=MID$(Y$,A,L-B)
185 Y$=X$(Z)
190 IF LEFT$(Y$,1)=" "THENX$(Z)=
MID$(Y$,2,LEN(Y$)-1):GOTO185
195 Y=Y+1:GOTO175
200 FORT=1T0Y:PRINT "X$(T)
205 NEXT:POKE65496,0
210 Q$=INKEY$:IFQ$="":THEN160
215 PRINT:PRINTSTRING$(C,32)"
<F1> <SPACE> <BREAK> <F2>":GO
SUB480:IFQ$=CHR$(103)THEN240
220 IFQ$=CHR$(226)THEN240
225 PRINT:IFQ$<>CHR$(4)THEN160
230 PRINTSTRING$(C,32)" Output
To Printer: <Y/N> ? "":GOSUB480
:IFQ$="Y"THENGOSUB465:GOTO265
235 CLS1:GOSUB465:GOTO155
240 IFP=1THEN255
245 PALETTE0,F2:PALETTE8,B2
250 P=1:GOTO235
255 PALETTE0,B2:PALETTE8,F2
260 P=0:GOTO235
265 GOSUB460:LOCATEC-1,8:LINEINP
UT"Chars Per Line 32-95: <ENTER=
80> ? "":Q$=M=VAL(Q$)

```



# DISTO PRODUCTS

All Disto Products now carry a 1-Year Warranty. All Disto Add-Ons (& Super Controller II) include OS9 Driver Disks, unless otherwise specified.

- Disto Mini Controller (with RSDOS or CDOS) : \$74.95
  - Disto Super Controller (with RSDOS or CDOS): \$99.95
  - Disto Super Controller II (with RSDOS or CDOS): \$129.95
    - Mini Eprom Programmer Add On: \$54.95
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  - RT Clock & Printer Interface: \$34.95 (OS9 Driver: \$19.95)
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    - MEB Adapter II: \$34.95
  - 4-in-1 Board: Parallel Port, RT Clock, RS232 & Hard Disk Interface: \$129.95
- RS232 Super Pack: True RS232 Port for your CoCo! Compatible with Tandy® RS232 Pack. Includes DB25 Cable. 100% Compatible with OS9 ACIA Software. Req. Multipak. Only \$54.95

# HARD DRIVES

Systems w/ Seagate Hard Drive, Controller, Cables, CoCo XT Interface, Cables, Case (with fan, Power Supply and room for second drive), Software & Instruction Manuals. Assembled/Tested/Formatted. Just Plug'N'Run. Req. Multipak.

Seagate 20 Meg System: \$459!  
Seagate 40 Meg System: \$549!

**HARD DRIVE SALE**

CoCo XT: Use 2 5-120 Meg Drives with your CoCo. Only \$69.95 w/ Real Time Clock: \$99.95  
CoCo XT ROM: Boots OS9 from hard/floppy. Only \$19.95  
HYPERIO: Allows Hard Drive use with RSDOS. Only \$29.95.  
HYPERIO Disto Version. Only \$29.95  
HYPERIII: RAMDisk & Spooler to CoCo 3 HYPER I/O. \$12.95

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There are a lot of dealers selling disk drives for the CoCo. Why buy from us? First, all our drives are BRAND NEW DOUBLE SIDED Drives. They are sleek, fast (6ms!), quiet and have a reputation of superb performance and reliability. Second, our Drive 0 & 2 Drive Systems come with the acclaimed DISTO Controller - with gold plated contacts & built-in ROM which allows you to access BOTH sides of our drives!. Third, our Drive 0 & 2 Drive Systems come with the Official 200 page Radio Shack Disk Manual. Fourth, you get \$50 worth of our utility software (Disk Util 2.1A & Super Tape/Disk Transfer). Our drive systems are head & shoulders above the rest!

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- DS69B Digitizer: Use your CoCo to display pictures from your VCR. Comes complete with CSEE Software. Only \$149.95. CoCo 2 Version: \$99.95
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- 5 1/4" Colored DS/DD Disks: \$.89 each
- 3 1/2" DS/DD Disks: \$1.29 each
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- 3 1/2" Disk Case (for 40 disks): \$7.50
- Black Ribbon: \$8.50
- NX1000 Color Ribbon: \$12.95

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  - Designed by Marty Goodman so you know its quality.
  - Unlike other converters, this uses CRYSTAL oscillator which is VERY reliable at higher baud rates and different temperatures.
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w / Serial Modem Switch: \$54.95

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Magnavox RGB Cable for CoCo 3 and Composite Video / Audio Cable Set with Purchase of Monitor: \$19.95

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(9AM-8PM 7 Days/Week)

Tech Info (between 4-8 pm), Order Status, Info: 716-292-1786, To Fax your order: 716-292-1775



```

270 IFW<32 OR W>95THENW=80
275 LX=W+1:LY=INT(W/2)-7
280 LOCATEC-1,10:LINEINPUT"Lines
Per Page 10-85: <ENTER=52> ? ";
Q$:K=0:LP=VAL(Q$)
285 IFLP<10 OR LP>85THENLP=52
290 LOCATEC-1,12:PRINT"Space Bet
ween Paragraphs: <Y/N> ? ";
295 GOSUB480:IFQ$="Y"THENSP=1
300 PRINTQ$:LOCATEC-1,14:PRINT"Pa
ge Numbering From 2 On: <Y/N>
? ";:GOSUB480:IFQ$="Y"THENPN=1
305 PRINTQ$:LOCATEC+2,18:PRINT"Pa
rintout Will Pause At The End"
310 LOCATEC+2,19:PRINT"Of Page.
<ENTER> - Continue ";
315 X=EOF(1):IFX= -1THEN380
320 LINEINPUT#1,X$(1)
325 POKE65497,0:Y=1
330 L=LEN(X$(Y)):IFL<LX THEN365
335 Y$=X$(Y):X$(Y)=MID$(Y$,1,W):
Z=Y+1:X$(Z)=MID$(Y$,LX,L-W)
340 XL=W-1:IFMID$(Y$,XL,1)=" "TH
ENX$(Y)=MID$(Y$,1,XL):X$(Z)=MID$
(Y$,W,L-XL)
345 Y$=X$(Z):IFLEN(Y$)<3THENX$(Y
)=X$(Y)+Y$:GOTO365 ELSEIFLEFT$(Y
$,1)<>" "AND MID$(Y$,2,1)=" "THE
NX$(Z)=MID$(Y$,3,LEN(Y$)-2):X$(Y
)=X$(Y)+MID$(Y$,1,1)
350 Y$=X$(Z)
355 IF LEFT$(Y$,1)=" "THENX$(Z)=

```

```

MID$(Y$,2,LEN(Y$)-1):GOTO350
360 Y=Y+1:GOTO330
365 POKE65496,0:FORS=1TOY:PRINT#
-2,X$(S):K=K+1:IFK<LP THEN375
370 SOUND100,6:GOSUB480:IFQ$<>CH
R$(13)THEN370 ELSEK=0:IF PN>0THE
NPN=PN+1:PRINT#-2,STRING$(LY,32)
::PRINT#-2,"<<< PAGE"PN">>>":K=4
:FORT=1TO3:PRINT#-2:NEXTT
375 NEXTS:IFSP=1THENPRINT#-2:K=K
+1:GOTO315 ELSE315
380 SOUND100,6:GOTO455
385 PRINT:PRINT:PRINTSTRING$(C,3
2)" Press Any Key When Ready ..
.":SOUND100,6:GOSUB480:GOTO455
390 CLS:SOUND5,7:GOTO455
395 IF ERNO<>26THEN405
400 PRINT@482,"File Not In Disk'
s Directory":GOSUB470:RUN
405 PRINT@481,"System Function E
rror Detected":GOSUB470:RUN
410 DF=0:PRINT@482,"Reading Your
Disk Directory.":DSKI$ D1,17,2
,X$,Y$:FORX=3TO9:DSKI$ D1,17,X,Y
$,Z$:FORK=1TO128 STEP32:GOSUB415
:NEXTK:Y$=Z$:FORK=1TO128 STEP32:
GOSUB415:NEXTK,X:GOTO430
415 SB$=MID$(Y$,K,14):L$=LEFT$(S
B$,1):IF ASC(SB$)>127 OR L$=CHR$
(0)THENRETURN ELSEIFL$=CHR$(255)
THEN430 ELSEDF=DF+1:Y=ASC(RIGHT$
(SB$,1))+1:FL$(DF)=LEFT$(SB$,8)+

```

```

". "+MID$(SB$,9,3)
420 GR(DF)=GR(DF)+1:Z=ASC(MID$(X
$,Y,1)):IFZ<78THENY=Z+1:GOTO420
425 RETURN
430 IFDF<1THENPRINT@482,"NO FILE
S IN DISK'S DIRECTORY":SOUND5,7
:FORX=1TO1500:NEXT:GOTO75
435 K=1:F=FREE(D1):PALETTE12,F1:
PALETTE13,B1:CLS:PRINT@5,"<<< Di
rectory Of"D1">>>":PRINT
440 FORX=1TO DF:IFGR(X)<10THENFL
$(X)=FL$(X)+" "+STR$(GR(X))ELSEF
L$(X)=FL$(X)+STR$(GR(X))
445 IFK=1THENK=0:PRINTFL$(X)" ":
:NEXT ELSEK=1:PRINTFL$(X):NEXT
450 PRINT"Free ="F:PRINT:Q$=INKE
Y$:PRINT@482,"Press Any Key When
Ready ...":GOSUB480:RUN
455 CLOSE:IF LC=1THENPOKE359,57:
POKE65314,21:RUN ELSERUN
460 CLS:LOCATE6+C,1:PRINT"<<< LI
ST MASTER 3 >>>":RETURN
465 CLOSE:OPEN"I",#1,A$:RETURN
470 SOUND5,7:FORX=1TO1650
475 NEXT:RETURN
480 Q$=INKEY$:IFQ$=" "THEN480
485 RETURN
490 PRINT@482,"Insert System Dis
k & 'ENTER'":GOSUB480
495 IFQ$<>CHR$(13)THEN490
500 LOAD"BOOT",R

```

50	.....	203
85	.....	7
145	.....	103
170	.....	114
230	.....	230
305	.....	66
340	.....	73
390	.....	74
425	.....	83
480	.....	95
510	.....	194
END	.....	72

**Listing 5: TEST.SYS**

```

0 'DISK MASTER 3
WRITTEN BY MIKE JORGENSON
COPYRIGHT (C) JANUARY 1991
BY FALSOFT, INC.
10 ' Test Master 3
15 ' Coco 3 Utility
20 ' Mike Jorgenson
25 '
30 CLEAR5000:POKE65497,0
35 DIMFL$(78),GR(78):X=32763
40 D1=PEEK(2394):B1=PEEK(X)
45 F1=PEEK(X+1):FD=PEEK(X+2)
50 F$=STRING$(30,128):G$=STRING$
(32,191):H$=STRING$(32,175):PALE
TTE8,0:PALETTE12,FD:PALETTE13,0:
ON ERR GOTO470:ON BRK GOTO530
55 CLS:PRINT@0,G$:PRINT@32,G$:GO
SUB525:PRINT@416,G$
60 FORX=96TO352 STEP32:PRINT@X,H
$:NEXT:POKE65496,0
65 PRINT@129," <D>= Change Worki

```

```

ng Drive "":PRINT@193," <T>=
Work Drive Systems Test ";
70 PRINT@257," <V>= View Working
Drive Disk "":PRINT@321," <Q>=
Quit / Return To Menu ";
75 PRINT@482,"The Working Disk D
rive = "D1;
80 GOSUB540:Q=INSTR("QVTD",Q$)+1
:ONQ GOTO80,560,480,100
85 PRINT@482,"Which Drive 0-3: <
ENTER=0> ? "":GOSUB540
90 D=VAL(Q$):IFD>3THEN75
95 D1=D:DRIVE D:GOTO75
100 PRINT@481,"Insert Formatted
Disk: 'ENTER'":GOSUB540
105 IFQ$<>CHR$(13)THEN100 ELSECL
S:PALETTE12,F1:PALETTE13,B1
110 CLEAR2500,32000
115 DEFUSR0=54981
120 SR=&HFF49:SS=&HFF48
125 SL=&HFF40:D1=PEEK(2394)
130 DM=0:TX=39:SI=80:S0=112
135 ONERR GOTO465:ONBRK GOTO530
140 IFD1=0THENC=41:D4=1 ELSEIFD
1=1THENC=42:D4=2 ELSEIFD1=2THEN
C=44:D4=4 ELSECP=104:D4=64
145 GOSUB225:CLS:GOSUB525:PRINT@
65,"<1> - Step Disk Drive In."
150 PRINT" <2> - Step Disk Drive
Out.":PRINT" <3> - Step To Trac
k Number.":PRINT" <4> - Restore
To Track Zero.":PRINT" <5> - Tog
gle Motor ON / OFF."
155 PRINT" <6> - Disk Read & Wri
te Test.":PRINT" <7> - Drive Spe
ed, RPM Test.":PRINT" <8> - Writ
e Protection Test.":PRINT" <9> -
Quit / Return To Menu."
160 PRINT@391,"Enter A Choice ..
.":PRINT@449,"TRACK = ZERO
SWITCH ="":PRINT@481,"DISK DRIVE
="D1" / MOTOR =";

```

```

165 K=0:POKE SL,CP
170 PK=PEEK(SS) AND 4
175 IF DM<>1THENPOKE SL,0
180 IF PK=4THENPRINT@476,"On ":E
LSEPRINT@476,"Off";
185 IF DM=1THENPRINT@508,"On ":E
LSEPRINT@508,"Off";
190 TK=PEEK(SR):PRINT@457,TK,:FO
RX= 2430TO2433:POKEX,TK:NEXT
195 Q$=INKEY$:IFQ$=" "THEN430
200 Q=VAL(Q$):ON Q GOTO250,265,2
90,210,215,325,410,360,530
205 SOUND5,3:GOTO195
210 GOSUB225:GOTO165
215 IF DM=1THENDM=0 ELSEDM=1
220 GOTO165
225 GOSUB280:POKE SS,3
230 FORX=1TO60:CK=PEEK(SR)
235 PK=PEEK(SS) AND 4
240 IFCK=0 AND PK=4THENRETURN
245 NEXT:GOTO465
250 IF TK=TX THEN165
255 IF DM<>1THENGOSUB280
260 POKE SS,SI:GOTO165
265 IF TK=0THEN165
270 IF DM<>1THENGOSUB280
275 POKE SS,S0:GOTO165
280 POKE SL,CP:FORX=1TO50
285 NEXT:RETURN
290 PRINT@391,"":LINEINPUT"Ente
r A Track ? "":Q$:TK=VAL(Q$)
295 IF TK>TX THEN290
300 GOSUB225:IF TK=0THEN160
305 GOSUB280:FORX=1TO TK
310 POKE SS,SI
315 IF PEEK(SS)AND 1THEN315
320 NEXT:GOTO160
325 DSKI$ D1,17,3,Y$,Z$:X$=STRIN
G$(128,255):IFY$<>X$ OR Z$<>X$TH
ENPRINT@389,"Your Disk Isn't Bla
nk!":SOUND5,7:GOTO350 ELSEPRINT@
389,"40-Track Disk: <Y/N> ?":GOS

```

## 512K UPGRADES

Fully assembled and TESTED. Our design allows a firm contact and mounting chips on top to prevent any heating problems. Fast 120ns chips. No soldering; Easy picture instructions for 2 minute installation! Comes with following software (value \$100):

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- 512K Print Spooler
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**64K Upgrade** (2 chip) for 26-3134 A/B CoCo II: **\$39.95**

**\$99**

## 1 MEG UPGRADE

- Upgrade your CoCo 3 to 1 MEG!
- Kit includes 512K Memory and necessary Hardware
- Includes OS9 Drivers by Kevin Darling
- Requires 512K CoCo 3 and soldering experience.

Zero K Kit: \$119

1 MEG Kit: \$159

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Get 92K from your 128K CoCo 3 and 476K on 512K for Basic Program and variables!! Only \$39.95  
**Super Big Basic (for Disto 1 MEG Upgrade): \$49.95**

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- (1) ZOOM 2400 Modem: Fully Hayes Compatible 300/1200 /2400 w speaker, Auto Dial/Answer & **Seven Year Warranty!**
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- (3) Autoterm Software (Reg \$39.95)
- (4) Free Compuserve Offer & Access Time
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Only **\$169.95**

Zoom 2400 Modem: \$129

Avatex 1200e Modem Only : \$85

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**DATARASE Eprom Eraser:** For 24/28 pin Eproms. Erases up to 4 EPROMs at a time. Only **\$49.95**  
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**6 Feet Keyboard Extension Cable.** Have up to 2 keyboards hooked up to your CoCo. Only **\$39.95**

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```

UB540:IFQ$<>"Y"THENTX=34
330 PRINT@389," Writing To Disk
...":IF PEEK(2439)=255THENVF=1
335 VERIFY OFF:FORX=0TO TX:PRINT
@457,X,:FORY=1TO18:DSK0$ D1,X,Y,
X$,X$:NEXTY,X
340 PRINT@391,"Read & Verifing .
..":FORX=0TO TX:PRINT@457,X,:FOR
Y=1TO18:DSKI$ D1,X,Y,Y$,Z$:IFY$=
X$ AND Z$=X$THENNEXTY,X ELSE355
345 PRINT@391,"Verify Complete .
..":SOUND100,6:GOSUB550
350 GOSUB535:GOTO110
355 GOSUB550:GOTO465
360 POKE SL,D4:PRINT@388,"Drive
Light On: <Y/N> ?"
365 GOSUB540:IFQ$="N"THEN465
370 X=USR0():PRINT@387,"Does Sy
stem Work: <Y/N> ?"
375 PRINT@449,"Slide Disk In And
Out Of Drive":
380 PK=PEEK(SS)
385 WP= PK AND 64:IF WP<1THENPRI
NT@481," WRITE PROTECT IS NOT EN
ABLED ":ELSEPRINT@481," THE WRIT
E PROTECT IS ENABLED ":
390 Q$=INKEY$:IFQ$=" "THEN380
395 IFQ$="N"THEN465
400 POKE SL,0:GOTO110
405 GOSUB540:GOTO400
410 PRINT@389,"Custom Basic: <Y
/N> ?":GOSUB540:GOSUB280:IFQ$="Y
"THENL=5347 ELSEL=5440
415 FORK= 32001TO32036:READ D:PO

```

```

KEK,D:NEXT:Y=K:Z=Y+1:X=0:T=0:PRI
NT@389," Drive RPM -":POKE235,
D1:EXEC32001:FORK=1TO43:NEXT
420 EXEC32001:P=PEEK(Y)*256+PEEK
(Z):IFP=0THEN465 ELSE$(L/P)*300
:T=T+S:X=X+1:PRINT@405,USING"###
.#.#":S:IF INKEY$=" "THEN420
425 POKE SL,0:AV=T/X:PRINT@391,"
AVG Speed -":PRINT@405,USING"#
.#.#":AV:GOSUB535:GOTO110
430 IF K=0THENK=1:PRINT@406,"
":ELSEK=0:PRINT@406,"...":
435 FORX=1TO50:NEXT:GOTO195
440 DATA 52,18,142,0,0,182,255
445 DATA 72,48,1,39,18,132,2,38
450 DATA 245,142,0,0,182,255,72
455 DATA 48,1,39,4,132,2,39,245
460 DATA 175,141,0,2,53,146
465 PRINT@449,"DRIVE FUNCTION ER
ROR DETECTED, Press Any <KEY> W
hen Ready ...":POKE &HFF40,0:SO
UND5,7:GOSUB540:GOTO110
470 PRINT@481,"System Function E
rror Detected":SOUND5,7
475 FORX=1TO1650:NEXT:RUN
480 DF=0:PRINT@482,"Reading Your
Disk Directory.":DSKI$ D1,17,2
,X$,Y$:FORX=3TO9:DSKI$ D1,17,X,Y
$,Z$:FORK=1TO128 STEP32:GOSUB485
:NEXTK:Y$=Z$:FORK=1TO128 STEP32:
GOSUB485:NEXTK,X:GOTO500
485 SB$=MID$(Y$,K,14):L$=LEFT$(S
B$,1):IF ASC(SB$)>127 OR L$=CHR$
(0)THENRETURN ELSEIFL$=CHR$(255)

```

```

THEN500 ELSEDF=DF+1:Y=ASC(RIGHT$(
SB$,1))+1:FL$(DF)=LEFT$(SB$,8)+
"+MID$(SB$,9,3)
490 GR(DF)=GR(DF)+1:Z=ASC(MID$(X
$,Y,1)):IFZ<78THENY=Z+1:GOTO490
495 RETURN
500 IFDF<1THENPRINT@482,"NO FILE
S IN DISK'S DIRECTORY":SOUND5,7
:FORX=1TO1500:NEXT:GOTO65
505 K=1:F=FREE(D1):PALETTE12,F1:
PALETTE13,B1:CLS:PRINT@5,"<<< D1
rectory Of "D1">>>":PRINT
510 FORX=1TO DF:IFGR(X)<10THENFL
$(X)=FL$(X)+" +STR$(GR(X))ELSEF
L$(X)=FL$(X)+STR$(GR(X))
515 IFK=1THENK=0:PRINTFL$(X)" ":
:NEXT ELSEK=1:PRINTFL$(X):NEXT
520 PRINT"Free ="F:PRINTQ$=INKE
Y$:PRINT@482,"Press Any Key When
Ready ...":GOSUB540:RUN
525 PRINT@4,"<<< TEST MASTER 3
>>> ":RETURN
530 POKE &HFF40,0:RUN
535 FORX=1TO1850:NEXT:RETURN
540 Q$=INKEY$:IFQ$=" "THEN540
545 RETURN
550 IFVF=1THEN VERIFYON
555 RETURN
560 PRINT@482,"Insert System Dis
k & 'ENTER'":GOSUB540
565 IFQ$<>CHR$(13)THEN560
570 CLEAR200,32762
575 ON ERR GOTO470
580 LOAD"BOOT",R

```

✓	25.....	142
	55.....	137
	85.....	149
	110.....	248
	140.....	57
	END.....	67

**Listing 6: TRAK.SYS**

```

0 'DISK MASTER 3
WRITTEN BY MIKE JORGENSON
COPYRIGHT (C) JANUARY 1991
BY FALSOFT, INC.
10 ' Track Master 3
15 CLEAR23275:POKE65497,0
20 X=32763:B1=PEEK(X):F1=PEEK(X+
1):K=PEEK(X+2):IP=PEEK(2394):DIM
Y$(5,18),Z$(5,18),FL$(78):F$=STR
ING$(30,128):G$=STRING$(32,191):
ONBRK GOTO15:ONERR GOTO115
25 PALETTE12,K:PALETTE13,0:CLS:P
RINTG$:PRINT@32,G$:PRINT@4,"<<<
TRACK MASTER 3 >>> ":FORX=96TO
352 STEP32:PRINT@X,STRING$(32,17
5):NEXT:PRINT@416,G$:
30 PRINT@129," <D>= Change Worki
ng Drive ":PRINT@193," <B>=
Backup The Working Disk ":PRINT
@257," <V>= View Working Drive D
isk ":PRINT@321," <Q>= Quit / R
eturn To Menu ":
35 POKE65496,0:PRINT@481," The W
orking Disk Drive = "IP:
40 GOSUB175:Q=INSTR("BVQD",Q$)+1
:ONQ GOTO40,55,120,185

```

```

45 PRINT@482,"Which Drive 0/3: <
ENTER=0> ?":GOSUB175:D=VAL(Q$):
IFD<4THENIP=D:DRIVED
50 GOTO35
55 PRINT@130,"The Source Disk Dr
ive is: "IP:PRINT@194,"Destinat
ion 0/3: <ENTER=0> ?":PRINT@257
,F$:PRINT@321,F$:PRINT@481,"<B
REAK> - Abort Backup Routine":G
OSUB175:OP=VAL(Q$):IFOP>3THEN30
60 PRINT@194,"The Destin Disk Dr
ive is: "OP:PRINT@258,"Tracks:
<F1=35> <F2=40> ?":TK=35:GOS
UB175:IFQ$=CHR$(4)THENTK=40
65 PRINT@322,"Bypass Disk Errors
: <Y/N> ?":GOSUB175:ONERR GOTO
105:G$="":X=1:IFQ$="N"THENBY=1
70 PRINT@258,"Reading: 0 "TK"Tr
ack Backup":PRINT@322,"Errors:
Read = 0 Write = 0":PRINT@481
,F$:ER=0:EW=0:T=1:GOTO85
75 T=1:IFIP=OP THENQ$="Source":G
OSUB165
80 PRINT@258,"Read":
85 PRINT@266,TN,:POKE65496,0:FOR
S=X TO18:DSKI$ IP,TN,S,Y$(T,S),Z
$(T,S):NEXT:POKE65497,0:TN=TN+1:
T=T+1:X=1:IFT<6THEN85 ELSE1:IF
IP=OP THENQ$="Destin":GOSUB165
90 TN=TN-5:PRINT@258,"Writ":
95 PRINT@266,TN,:POKE65496,0:FOR
S=X TO18:DSK0$ OP,TN,S,Y$(T,S),Z
$(T,S):NEXT:POKE65497,0:TN=TN+1:
T=T+1:X=1:IFT<6THEN95 ELSEFORY=1
TO5:FORZ=1TO18:Y$(Y,Z)="":Z$(Y,Z
)="":NEXTZ,Y:IFTN<TK THEN75
100 PRINT@481,"Run Same Config A
gain: <Y/N> ?":SOUND5,7:GOSUB17
5:IFQ$="Y"THENPRINT@481,"Insert
Subject Disks & 'ENTER'":GOSUB1

```

```

70:TN=0:GOTO70 ELSE1:RUN
105 IFS=18 OR BY=1THEN115
110 X=S+1:IF ERLIN=85THENER=ER+1
:PRINT@337,ER,:GOTO85 ELSEIF ERL
IN=95THENEW=EW+1:PRINT@348,EW,:G
OTO95
115 PRINT@481,"System Function E
rror Detected":SOUND5,7:FORX=1T
O1650:NEXT:RUN
120 PRINT@482,"Reading Your Disk
Directory.":FL=0:FORX=3TO9:DSK
I$ IP,17,X,A$,B$:GOSUB125:A$=B$:
GOSUB125:NEXTX:GOTO135
125 FORK=1TO128 STEP32:FL=FL+1:F
L$(FL)=MID$(A$,K,11):A=ASC(LEFT$(
FL$(FL),1)):IFA=0THENFL=FL-1 EL
SEIFA=255THENFL=0:GOTO135
130 NEXTK:RETURN
135 IFFL<1THENPRINT@482,"NO FILE
S IN DISK'S DIRECTORY":SOUND5,7
:FORX=1TO1500:NEXT:RUN
140 FORX=1TOFL:FL$(X)=LEFT$(FL$(
X),8)+" +MID$(FL$(X),9,3):NEXT
145 PALETTE12,F1:PALETTE13,B1:CL
S:PRINT@5,"<<< Directory of "IP">
>>":PRINT:X=1:FORK=1TOFL
150 IFX=1THENX=0:PRINT" "FL$(K)
" ":ELSEX=1:PRINTFL$(K)
155 NEXT:PRINT:Q$=INKEY$
160 PRINT@482,"Press Any Key Whe
n Ready ...":GOSUB175:RUN
165 PRINT@482,"Insert "Q$" Disk
& 'ENTER'":SOUND5,7
170 GOSUB175:IFQ$=CHR$(13)THENPR
INT@481,F$:RETURN ELSE170
175 Q$=INKEY$:IFQ$=" "THEN175
180 RETURN
185 Q$="System":GOSUB165
190 LOAD"BOOT",R

```

✓	40	.....	0
	65	.....	217
	85	.....	194
	115	.....	160
	150	.....	193
	175	.....	251
	END	.....	203

**Listing 7: COPY.SYS**

```

0 'DISK MASTER 3
  WRITTEN BY MIKE JORGENSON
  COPYRIGHT (C) JANUARY 1991
  BY FALSOFT, INC.
10 ' Copy Master 3
15 ' Coco 3 Utility
20 ' Mike Jorgenson
25 '
30 CLEAR1500:POKE65497,0
35 DIM FL$(78),GR(78):D1=PEEK(23
94):X=32763:B1=PEEK(X):F1=PEEK(X
+1):Q=PEEK(X+2):F$=STRING$(30,12
8):G$=STRING$(32,191):H$=STRING$
(32,175):ONBRK GOTO30:ONERR GOTO
200:PALETTE12,Q:PALETTE13,0
40 CLS:PRINT@,G$:PRINT@32,G$:PR
INT@4," <<< COPY MASTER 3 >>> ";
:PRINT@416,G$:FORX=96T0352 STEP3

```

```

2:PRINT@X,H$:NEXT:POKE65496,0
45 PRINT@129," <D>= Change Worki
ng Drive ";:PRINT@193," <C>=
Copy Working Disk Files ";:PRINT
@257," <V>= View The Disk Direct
ory ";:PRINT@321," <Q>= Quit / R
eturn To Menu ";:PRINT@482,"Th
e Working Disk Drive = "D1";
50 GOSUB215:Q=INSTR("QVCD",Q$)+1
:ONQ GOTO50,225,150,65
55 PRINT@482,"Which Drive 0-3: <
ENTER=0> ? ";:GOSUB215:D=VAL(Q$)
:IFD<4THEND1=D:DRIVED
60 GOTO45
65 PRINT@129," <1>= Copy a Singl
e Disk File ";:PRINT@193," <2>=
Supercopy Several Files ";:PRINT
@257," <3>= Supercopy All The Fi
les ";:PRINT@321," <BREAK> = Abo
rt Copy Routine ";
70 PRINT@482,"Enter Your Choice
When Ready";:GOSUB215:Q=VAL(Q$):
IFQ<1 OR Q>3THEN45
75 IFQ=1THENPRINT@129," Copying
a Single Disk File ";ELSEIFQ=2
THENPRINT@129," Supercopy Severa
l Disk Files ";ELSEPRINT@129," S
upercopy All The Disk Files ";
80 PRINT@193," The Source Disk D
rive Is: "D1";:PRINT@257," Enter
Destin Drive: <0/3> ? ";:PRINT@
321,F$:PRINT@482,"<BREAK> = Abo
rt Copy Routine";
85 GOSUB215:D2=VAL(Q$):IFD2>3THE

```

```

N45 ELSEPRINT@257," The Destin D
isk Drive Is: "D2;
90 D$=Q$:IFD2<1THEND$="0"
95 IFQ>1THEN100 ELSEPRINT@482,"E
nter a Filename / Extension";:PR
INT@322,"";:LINEINPUTFL$(1):PRIN
T@351,CHR$(175);:L=LEN(FL$(1)):I
FL<3 OR L>12THEN40 ELSE105
100 GOSUB170:K=0:IFDF>1THEN115
105 IFD2<>D1 THENPRINT@481,F$;:P
RINT@482,"COPYING: "FL$(1)" To
"D2";:COPY""+FL$(1)TO""+FL$(1)+":
"+D$:RUN
110 CLS:COPY""+FL$(1):SOUND100,6
:CLS:LINEINPUT" Insert Source Di
sk & 'ENTER' ";:Q$:RUN
115 IFQ=3THEN125 ELSEPRINT@322,"
<F1> = And Copy All The Rest";:F
ORX=1TO DF:PRINT@482,"COPY: "FL
$(X)" <Y/N> ?";
120 Q$=INKEY$:IFQ$="Y"THENNEXT E
LSEIFQ$="N"THENFL$(X)=""":NEXT EL
SEIFQ$<>CHR$(226)THEN120
125 IFD1=D2 THEN140 ELSEFORX=1TO
DF:IFFL$(X)<>""THENK=1:PRINT@48
2,"COPYING: "FL$(X)" To"D2";:CO
PY""+FL$(X)TO""+FL$(X)+": "+D$
130 NEXT:IFK=1THENSOUND100,6
135 RUN
140 FORX=1TO DF:IFFL$(X)<>""THEN
CLS:COPY""+FL$(X):SOUND100,6:CLS
:LINEINPUT" Insert Source Disk &
'ENTER' ";:Q$
145 NEXT:RUN

```

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- All types of I/O (disk, screen, printer, RS232)
- All available commands offered with BASIC
- Floating point functions and expressions
- Integer, floating point and string type variables and arrays
- Use of all available 512K RAM in the COCO 3
- 80,40 or 32 column text displays

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```

150 GOSUB170:K=1:F=FREE(D1):PALE
TTE12,F1:PALETTE13,B1:CLS:PRINT@
5,"<<< Directory Of"D1">>>"
155 PRINT:FORX=1TO DF:IFGR(X)<10
THENFL$(X)=FL$(X)+" "+STR$(GR(X)
)ELSEFL$(X)=FL$(X)+STR$(GR(X))
160 IFK=1THENK=0:PRINTFL$(X) ";
:NEXT ELSEK=1:PRINTFL$(X):NEXT
165 PRINT"Free =":F:PRINT:Q$=INKE
Y$:PRINT@482,"Press Any Key When
Ready ...":GOSUB215:RUN
170 DF=0:PRINT@482,"Reading Your
Disk Directory.":DSKI$ D1,17,2
,X$,Y$:FORX=3TO9:DSKI$ D1,17,X,Y

```

```

$,Z$:FORK=1TO128 STEP32:GOSUB175
:NEXTK:Y$=Z$:FORK=1TO128 STEP32:
GOSUB175:NEXTK,X:GOTO190
175 SB$=MID$(Y$,K,14):L$=LEFT$(S
B$,1):IF ASC(SB$)>127 OR L$=CHR$(
0)THENRETURN ELSEIFL$=CHR$(255)
THEN190 ELSEDF=DF+1:Y=ASC(RIGHT$(
SB$,1))+1:FL$(DF)=LEFT$(SB$,8)+
"."+MID$(SB$,9,3)
180 GR(DF)=GR(DF)+1:Z=ASC(MID$(X
$,Y,1)):IFZ<78THENY=Z+1:GOTO180
185 RETURN
190 IFDF<1THENPRINT@482,"NO FILE
S IN DISK'S DIRECTORY":SOUND5,7

```

```

:FORX=1TO1500:NEXT:GOTO45
195 RETURN
200 IF ERNO=26THENPRINT@482,"Fil
e Not In Disk's Directory": ELSE
PRINT@481,"System Function Error
Detected":
205 SOUND5,7:FORX=1TO1650
210 NEXT:RUN
215 Q$=INKEY$:IFQ$=""THEN215
220 RETURN
225 PRINT@482,"Insert System Dis
k & 'ENTER':":GOSUB215
230 IFQ$<>CHR$(13)THEN225
235 LOAD"BOOT",R

```

✓	55	.....	219
	95	.....	243
	120	.....	157
	150	.....	169
	190	.....	163
	220	.....	251
	END	.....	22

### Listing 8: KILL.SYS

```

0 'DISK MASTER 3
WRITTEN BY MIKE JORGENSON
COPYRIGHT (C) JANUARY 1991
BY FALSOFT, INC.
10 ' Kill Master 3
15 ' Coco 3 Utility
20 ' Mike Jorgenson
25 '
30 CLEAR5000
35 DIM FL$(78),GR(78)
40 POKE65497,0:X=32763
45 D1=PEEK(2394):B1=PEEK(X)
50 F1=PEEK(X+1):FD=PEEK(X+2)
55 F$=STRING$(30,128):G$=STRING$(
32,191):H$=STRING$(32,175):ON B
RK GOTO30:ON ERR GOTO245
60 PALETTE12,FD:PALETTE13,0
65 CLS:PRINT@0,G$:PRINT@32,G$
70 PRINT@4," <<< KILL MASTER 3 >
">":PRINT@416,G$
75 FORX=96TO352 STEP32
80 PRINT@X,H$:NEXT:POKE65496,0
85 PRINT@129," <D>= Change Worki
ng Drive "":PRINT@193," <K>=
Kill Working Disk Files "":PRIN
T@257," <V>= View The Disk Direct
ory "":PRINT@321," <Q>= Quit / R
eturn To Menu "":GOSUB240
90 GOSUB270:Q=INSTR("QVKD",Q$)+1
:ONQ GOTO90,280,195,105
95 PRINT@482,"Which Drive 0-3: <
ENTER=0> ? "":GOSUB270:D=VAL(Q$)
:IFD<4THEND1=D:DRIVE D
100 GOSUB240:GOTO90
105 PRINT@129," <I>= Kill a Sing
le Disk File "":PRINT@193," <2>=
Superkill Several Files "":PRIN
T@257," <3>= Superkill All The F
iles "":PRINT@321," <BREAK> = Ab
ort Kill Routine "":
110 PRINT@482,"Enter Your Choice
When Ready "":GOSUB270:Q=VAL(Q$)
:IFQ<1 OR Q>3THEN85
115 IFQ>1THEN195 ELSEPRINT@130,

```

```

"Killing A Single Disk File ";
120 PRINT@194,"Enter a Filename
/ Extension":PRINT@257,F$;:GOSU
B240:PRINT@258,"":LINEINPUTFL$(
1):PRINT@287,CHR$(175);:L=LEN(FL
$(1)):IFL<3 OR L>12THEN75
125 PRINT@481,F$;:PRINT@482,"KIL
LING: "FL$(1)" On"D1::KILL""+F
L$(1):RUN
130 PRINT@130,"The Working Disk
Drive = "D1::IFQ=2THENPRINT@194
,"Superkill Several Disk Files":
ELSEPRINT@194,"Superkill All Th
e Disk Files":GOTO145
135 PRINT@258,"<F1> = And Kill A
ll The Rest":FORX=1TO DF:PRINT@
482,"KILL: "FL$(X)" <Y/N> ?":
140 Q$=INKEY$:IFQ$="Y"THENNEXT E
LSEIFQ$="N"THENFL$(X)="" :NEXT EL
SEIFQ$<>CHR$(226)THEN140
145 PRINT@257,F$;:PRINT@481,F$;
150 PRINT@322,"Want To Reconside
r: <Y/N> ?":GOSUB270
155 K=0:IFQ$<>"N"THEN85
160 FORX=1TO DF:IFFL$(X)=""THENN
EXT ELSEK=1:PRINT@481,F$;:PRIN
T@482,"KILLING: "FL$(X)" On"D1::
KILL""+FL$(X):NEXT
165 IFK=1THENSOUND100,6
170 RUN
175 K=1:F=FREE(D1):CLS:PALETTE12
,F1:PALETTE13,B1:PRINT@5,"<<< Di
rectory Of"D1">>>":PRINT
180 FORX=1TO DF:IFGR(X)<10THENFL
$(X)=FL$(X)+" "+STR$(GR(X))ELSEF
L$(X)=FL$(X)+STR$(GR(X))
185 IFK=1THENK=0:PRINTFL$(X) ";
:NEXT ELSEK=1:PRINTFL$(X):NEXT
190 PRINT"Free =":F:PRINT:Q$=INKE
Y$:PRINT@482,"Press Any Key When
Ready ...":GOSUB270:RUN
195 DF=0:PRINT@482,"Reading Your
Disk Directory.":
200 DSKI$ D1,17,2,X$,Y$
205 FORX=3TO9:DSKI$ D1,17,X,Y,Z
$:FORK=1TO128 STEP32:GOSUB210:NE
XTK:Y$=Z$:FORK=1TO128 STEP32:GOS
UB210:NEXTK,X:GOTO225
210 SB$=MID$(Y$,K,14):L$=LEFT$(S
B$,1):IF ASC(SB$)>127 OR L$=CHR$(
0)THENRETURN ELSEIFL$=CHR$(255)
THEN225 ELSEDF=DF+1:Y=ASC(RIGHT$(
SB$,1))+1:FL$(DF)=LEFT$(SB$,8)+
"."+MID$(SB$,9,3)
215 GR(DF)=GR(DF)+1:Z=ASC(MID$(X
$,Y,1)):IFZ<78THENY=Z+1:GOTO215
220 RETURN
225 IFDF<1THENPRINT@482,"NO FILE

```

```

S IN DISK'S DIRECTORY":SOUND5,7
:FORX=1TO1500:NEXT:GOTO85
230 IFQ$=""THEN175
235 IFDF>1THEN130 ELSE125
240 PRINT@482,"The Working Disk
Drive = "D1::RETURN
245 IF ERNO<>26THEN255
250 PRINT@482,"File Not In Disk'
s Directory":GOSUB260:RUN
255 PRINT@481,"System Function E
rror Detected":GOSUB260:RUN
260 SOUND5,7:FORX=1TO1650
265 NEXT:RETURN
270 Q$=INKEY$:IFQ$=""THEN270
275 RETURN
280 PRINT@482,"Insert System Dis
k & 'ENTER':":GOSUB270
285 IFQ$<>CHR$(13)THEN280
290 LOAD"BOOT",R

```

✓	60	.....	206
	95	.....	226
	140	.....	112
	190	.....	127
	215	.....	228
	255	.....	244
	END	.....	178

### Listing 9: SORT.SYS

```

0 'DISK MASTER 3
WRITTEN BY MIKE JORGENSON
COPYRIGHT (C) JANUARY 1991
BY FALSOFT, INC.
10 ' Sort Master 3
15 ' Coco 3 Utility
20 ' Mike Jorgenson
25 '
30 CLEAR10000:POKE65497,0
35 DIMFL$(78),GR(78):X=32763
40 D1=PEEK(2394):B1=PEEK(X)
45 F1=PEEK(X+1):FD=PEEK(X+2)
50 ON BRK GOTO30:ON ERR GOTO285
55 F$=STRING$(30,128):G$=STRING$(
32,191):H$=STRING$(32,175)
60 PALETTE12,FD:PALETTE13,0:CLS:
PRINT@0,G$:PRINT@32,G$:PRINT@4,"
<<< SORT MASTER 3 >>> "":FORX=9

```

```

6T0352 STEP32:PRINT@X,H$:NEXT:PR
INT@416,G$:POKE65496,0
65 PRINT@129." <D>= Change Worki
ng Drive "":PRINT@193." <S>=
Sort The Disk Directory "":PRINT
@257." <V>= View The Disk Direct
ory "":PRINT@321." <Q>= Quit / R
eturn To Menu "":
70 PRINT@482."The Working Disk D
rive = "D1;
75 GOSUB275:Q=INSTR("QVSD",Q$)+1
:ONQ GOTO75,295,210,95
80 PRINT@482."Which Drive 0-3: <
ENTER=0> ? "":GOSUB275
85 D=VAL(Q$):IFD>3THEN70
90 D1=D:DRIVE D:GOTO70
95 PRINT@129." <1>= Sort Disk By
Filename "":PRINT@193." <2>=
Sort Disk By Extension "":PRINT
@257." <3>= Sort Disk By File Ty
pe "":PRINT@321." <BREAK> = A
port Disk Sort "":
100 PRINT@482."Enter Your Choice
When Ready"::GOSUB275
105 Q=VAL(Q$):IFQ<1 ORQ>3THEN65
110 GOSUB255:FL=0:FORX=3TO9:DSKI
$ D1,17,X,Y$,Z$:GOSUB115:Y$=Z$:G
OSUB115:NEXTX:GOTO125
115 FORK=1TO128 STEP32:FL=FL+1:F
L$(FL)=MID$(Y$,K,32):A=ASC(LEFT$(
FL$(FL),1)):IFA=0THENFL=FL-1 EL
SEIFA=255THENFL=FL-1:GOTO125
120 NEXTK:RETURN
125 IFFL<1THEN260
130 IFFL=1THEN270

```

```

135 POKE65497,0:PRINT@482,"Sorti
ng Your Disk Directory. "":
140 ON Q GOTO145,160,175
145 K=0:FORX=1TO FL:Y=X+1
150 IF LEFT$(FL$(X),11)>LEFT$(FL
$(Y),11)THENZ=1:K=1:X$=FL$(X):FL
$(X)=FL$(Y):FL$(Y)=X$
155 NEXT:IFK=1THEN145 ELSE190
160 K=0:FORX=1TO FL:Y=X+1
165 IF MID$(FL$(X),9,3)>MID$(FL$(
Y),9,3)THENZ=1:K=1:X$=FL$(X):FL
$(X)=FL$(Y):FL$(Y)=X$
170 NEXT:IFK=1THEN160 ELSE190
175 K=0:FORX=1TO FL:Y=X+1
180 IF MID$(FL$(X),12,1)>MID$(FL
$(Y),12,1)THENZ=1:K=1:X$=FL$(X):
FL$(X)=FL$(Y):FL$(Y)=X$
185 NEXT:IFK=1THEN175
190 POKE65496,0:IFZ<>1THEN270
195 SC=3:X=0:PRINT@482,"Writing
Your Disk Directory. "":
200 Y$=""":Z$=""":FORK=1TO4:GOSUB2
05:Y$=Y$+FL$(X+K):NEXT:FORK=5TO8
:GOSUB205:Z$=Z$+FL$(X+K):NEXT:DS
K0$ D1,17,SC,Y$,Z$:SC=SC+1:X=X+8
:IFX<FL THEN200 ELSERUN
205 IFFL$(X+K)=""THENFL$(X+K)=ST
RING$(32,255):RETURN ELSERETURN
210 GOSUB255:DF=0:DSKI$ D1,17,2,
X$,Y$:FORX=3TO9:DSKI$ D1,17,X,Y$
,Z$:FORK=1TO128 STEP32:GOSUB215:
NEXTK:Y$=Z$:FORK=1TO128 STEP32:G
OSUB215:NEXTK,X:GOTO230
215 SB$=MID$(Y$,K,14):L$=LEFT$(S
B$,1):IF ASC(SB$)>127 OR L$=CHR$(

```

```

(0)THENRETURN ELSEIFL$=CHR$(255)
THEN230 ELSEDF=DF+1:Y=ASC(RIGHT$(
SB$,1))+1:FL$(DF)=LEFT$(SB$,8)+
"."+MID$(SB$,9,3)
220 GR(DF)=GR(DF)+1:Z=ASC(MID$(X
$,Y,1)):IFZ<7THENY=Z+1:GOTO220
225 RETURN
230 IFDF<1THEN260
235 K=1:F=FREE(D1):PALETTE12,F1:
PALETTE13,B1:CLS:PRINT@5,"<<< D1
rectory Of"D1">>>":PRINT
240 FORX=1TO DF:IFGR(X)<10THENFL
$(X)=FL$(X)+" "+STR$(GR(X))ELSEF
L$(X)=FL$(X)+STR$(GR(X))
245 IFK=1THENK=0:PRINTFL$(X)" "":
:NEXT ELSEK=1:PRINTFL$(X):NEXT
250 PRINT"Free ="F:PRINTQ$=INKE
Y$:PRINT@482,"Press Any Key When
Ready ..."::GOSUB275:RUN
255 PRINT@482,"Reading Your Disk
Directory.":RETURN
260 PRINT@482,"NO FILES IN DISK'
S DIRECTORY"::SOUND5,7
265 FORX=1TO1500:NEXT:GOTO65
270 PRINT@482,"DISK HAS ALREADY
BEEN SORTED"::SOUND5,7:GOTO290
275 Q$=INKEY$:IFQ$=""THEN275
280 RETURN
285 PRINT@481,"System Function E
rror Detected"::SOUND5,7
290 FORX=1TO1650:NEXT:RUN
295 PRINT@482,"Insert System Dis
k & 'ENTER'"::GOSUB275
300 IFQ$<>CHR$(13)THEN295
305 LOAD"BOOT",R

```

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# Novices Niche

## Border Color Change

by Andrew Bartels

Here is a simple utility that allows you to greatly enhance your CoCo 3 screen displays. With the purchase of your CoCo 3, you were amazed at all the wonderful foreground and background color combinations that are available. Now you can control the border color, too!

*Border* works on 40- and 80-column text screens. To use the program, enter the listing and run it. The screen automatically changes to the 40-column text screen and the border changes to black. It is very easy to change the border. Determine the number of your favorite border color (0 to 63) and poke that value into address 32720. The border color changes instantly.

If you use this program often, you can save yourself the trouble of entering POKE 32720, x every time you run the program. The first number in Line 12 (0) is the default border color. By converting the color number to hexadecimal and substituting it for this number, you can have your favorite border color shown upon initialization.

There are three main parts to the machine-language portion of this utility.

The first portion, INIT in lines 150 through 190, initializes the routine that changes the border color. It trades the interrupt vector at \$010D with the address of the BORDER routine. The original address in \$010D is stored at the label JUMP and INIT returns to BASIC.

The second portion, BORDER in lines 230 through 270, is executed once every time an interrupt occurs, which is usually 60 times per second. When executed, this routine saves Register A on the stack and loads it with the color value stored at address 32720. This value is placed in the Border register of the GIME chip (\$FF9A). Finally, Register A is restored from the stack and the routine jumps to the original interrupt vector. Thus, while BORDER is executed upon any interrupt, other interrupt functions can take place as they would normally occur.

Address \$FF9A contains the border color displayed by the CoCo 3. To change the border color in a BASIC program, this utility can be used but is not needed. Simply poke the appropriate color value into \$FF9A to achieve the desired effect. When in direct mode, the border color

will not remain constant unless you regularly store the appropriate color value into \$FF9A. But *Border* allows the border color change while in direct mode.

The third portion, DONE in lines 200 through 220, is a short routine that takes the original interrupt address located at JUMP and places it back into \$010D. Thus, when an interrupt occurs, the CoCo 3 jumps directly to its interrupt service routine and skips the BORDER routine. If for some reason you need to disable the border color change, you can EXEC &H7FDE (the address of the DONE routine). To enable it again, EXEC &H7FD1 (the address of the INIT routine).

**Warning!** Do not attempt to execute INIT two times consecutively. Doing so will crash your CoCo! Make sure you end the INIT routine with DONE prior to starting INIT.

I hope this routine enhances your CoCo 3 screen displays. You may want to note that *Border* can be used to change the border colors in any of the HSCREEN modes, too. Enjoy!

Listing 1: BORDER

```
0 *****
1 *COPYRIGHT 1990 FALSOFT INC*
2 ** BORDER COLOR CHANGE *
3 ** FOR COCO III *
4 ** BY ANDREW B. BARTELS *
5 ** COPYRIGHT (C) 1986 *
6 *****
7 *EXEC&H7FD1 TO ENABLE *
8 *EXEC&H7FDE TO DISABLE IT *
9 *POKE32720,X - X IS FROM *
10 * 0 TO 63 TO SELECT COLOR *
11 *****
12 CLEAR200,&H7FCF:WIDTH40:FORX=
&H7FD0 TO &H7FF4:READA$:POKEX,VA
L("&H"+A$):NEXT
13 EXEC&H7FD1
```

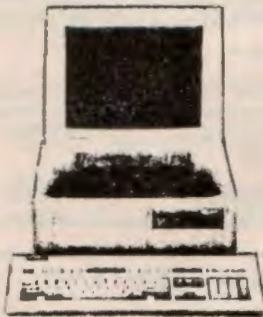
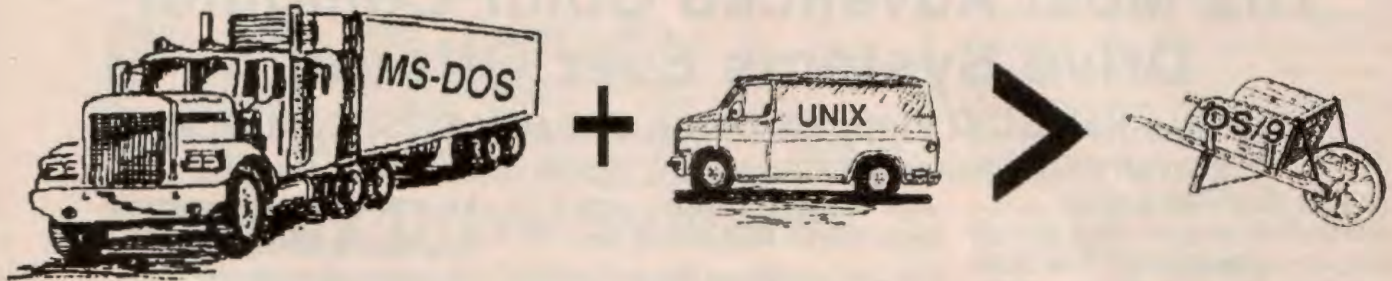
Listing 2: BORDERA

```
00100 *COCO III BORDER COLOR CHANGER
00110 *BY ANDREW B. BARTELS
00120 *COPYRIGHT (C) 1986
00130 ORG $7FD0
00140 CNUM FCB 0
00150 INIT LDX $10D GET VECTOR
00160 STX JUMP SAVE IT FOR LATER
00170 LDX #BORDER POINT TO ROUTINE
00180 STX $10D SAVE IT
00190 RTS RETURN TO BASIC
00200 DONE LDX JUMP GET PREVIOUS ADDR
00210 STX $10D SAVE IT
00220 RTS RETURN
00230 BORDER PSHS A SAVE A
00240 LDA CNUM GET VALUE
00250 STA $FF9A SAVE IN PIA
00260 PULS A GET A BACK
00270 JMP [JUMP] GO TO INTERRUPT SERVICE ROUTINE
00280 JUMP FDB 0
00290 END INIT
```



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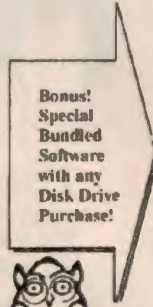
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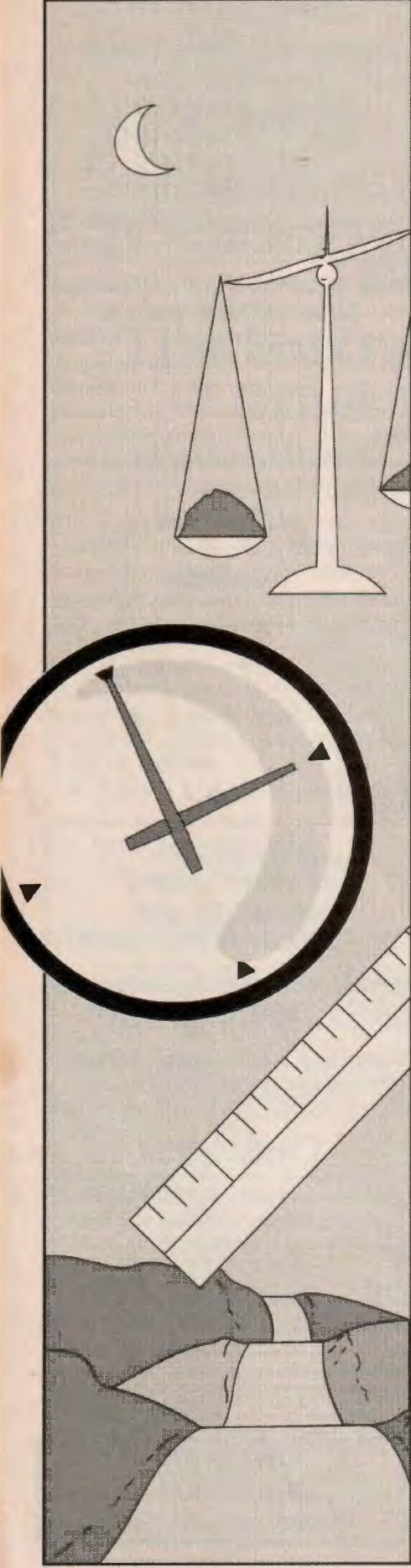
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# Weights & Measures

by Larry Pittman



**W**ould you like to know your weight in stones? Your height in centimeters? Or familiarize yourself with the metric system? *Measure* allows you to quickly convert from one type of measurement to another. I would normally not use a program like this with Disk BASIC since it requires finding the disk, loading the program and returning to the original disk and program. But with OS-9, the program is always available in the CMDS directory. OS-9's multitasking and windowing capabilities allow you to simply move to another window to run the program.

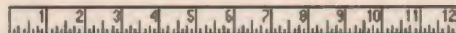
The procedures included in this program are *Measure*, *Calculate* and *LowUp*. *Measure* provides all of the necessary data for the conversion calculations. *Calculate* performs these calculations. *LowUp* changes a lowercase letter to an uppercase letter.

*Measure* examines the data statements for the various types of measurements. I have tried to include as many common measurements in this program as possible. Measurements not useful to the average user have been omitted. This program can be customized to include constants of your own choosing.

## Operation

First enter the three procedures and save the source in a data directory. Then use BASIC09's pack\* command to put them all into an executable file named *Measure* in the CMDS directory. Also make sure *runb* is in your CMDS directory.

One important thing to remember is that the ESC key will not work properly unless



*Larry Pittman is an electrical engineer who enjoys writing programs for his own use. He can be contacted by writing 11406 Majorca Place, Fenton MI 48430; or by calling 313-750-0047.*

the programs have been packed. During normal operation after the programs have been packed, pressing ESC at the Main menu causes the program to quit. Pressing ESC at any other time returns you to the Main menu.

To get the program running, just enter *measure* at the OS9: prompt. The Main menu lists all the measurements available in the program. Options include Linear, Volume, Weight, Force, Power, wOrk, Area, Dry, Temperature, Speed and tiMe. Notice that only one letter in each option is capitalized. Press the key corresponding to that capital letter to select the desired measurement. A sub-menu within the chosen measurement category then appears on the screen. For example, pressing P brings up the Power sub-menu. This menu provides options for Watts, Horsepower, Btu/min, Ergs/sec, Kilowatts, Ft lbs/sec and bTu/hr. Once again, the capital letters represent which key to press to select the input measurement. For example, select Watts by pressing W. You are asked for the value in watts you want to convert and the units to which you want it converted. Press the appropriate capital letter and you will be given the conversion. If you press an invalid letter, a beep sounds and the program waits for a correct response.

## Accuracy

Some of the values in the data statements are carried out to several decimal places. This may seem extreme, but it was done to ensure some degree of accuracy. For example, if 24 inches is the input value and feet is the output measure, the result would be displayed as 2.000 feet. The answer is displayed to four decimal places with the least significant digit accurate to plus or minus one.

## Customizing

*Measure* can be modified to fit the needs

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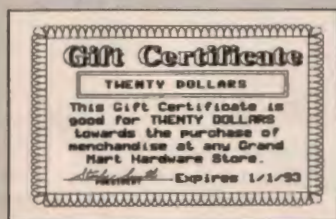
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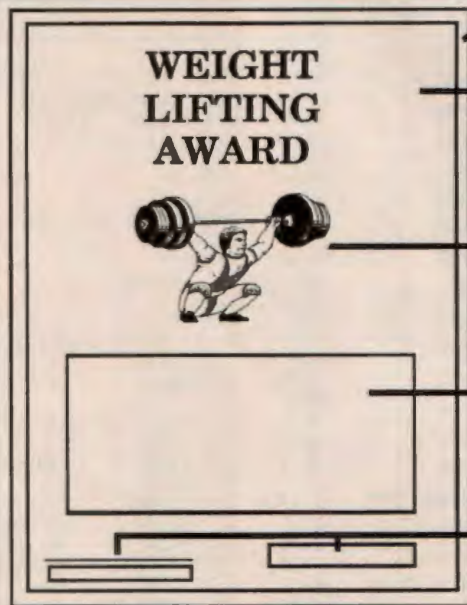


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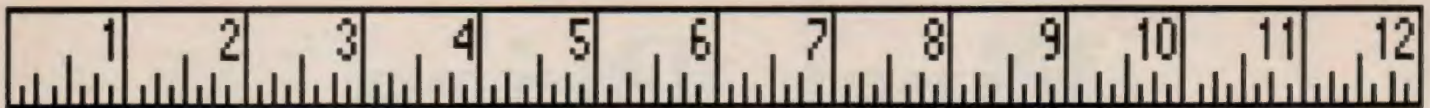
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of the individual user. New measurements and even new categories can be added to the existing program.

To add to an existing category, select a unique capital letter and determine the factor for each new measurement. In the first data statement for each category is a group of seemingly random capital letters. The new capital letter must be added to this sequence in the same location as the new measurement is placed in the data statements. The obvious limit would be the 26 letters available in the alphabet. Exceed this limit and you must use numbers or other symbols. The procedures are currently set to handle a maximum of 21 measurements per category. If you exceed this limit, increase the size of arrays name and value in the TYPE statements at Offset \$006F in Measure and Offset \$0000 in calculate.

Measurements can also be deleted from the program. It is advised, however, that you leave the base measurement intact. The base measurement in each category can be identified as the one with the factor set to one. If the base measurement is deleted, choose a new base measurement by setting its factor to one and revising all the remaining factors.

The factor, the number following the measurement type, is determined by finding the number of base measurements per desired measurement. For example, examine the Linear measures data beginning in Line 110 of the Measure procedure. Note that the base measure is in meters since 1 is its factor. The number following every other measurement represents the number of meters in that other measurement. There are 1000 meters in a kilometer, so the number following kilometer is 1000.

The above examples do not apply to the Temperature category since these conversions are calculated differently. I am not aware of any temperatures other than Kelvin, Centigrade and Fahrenheit.

A new category is added in much the same manner as a new measurement. First, determine a unique name and letter for the category. Modify Offset \$01E5 in the Measure procedure to add the new letter. Add the new category name for the Main menu at Offset \$01AB. Add ,220 to the end of Offset \$0228. Finally add data lines at the end of Measure, beginning with Line 220. Use the format of the already existing DATA lines. Note that this represents a new sub-routine and must be ended with a RETURN statement. □

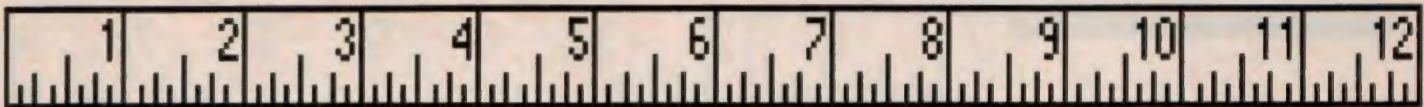
## OS-9 Level 2

### The Listing: Measure.b09

```

PROCEDURE Measure
0000 (* Weights and Measures *)
001A (* Written by Larry Pittman *)
0038 (* Copyright (c) January 1991 *)
0058 (* By Falsoft, Inc. *)
006E
006F TYPE unit=findstr,mname,name(21):STRING; value(21):REAL
0092
0093 DIM measure:unit
009C DIM key:STRING[1]
00A8 DIM count:INTEGER
00AF DIM ptr,en:BYTE
00BA
00BB en=0
00C2
00C3 ON ERROR GOTO 100
00C9
00CA LOOP
00CC 100 en=ERR
00D5
00D6 IF en=2 THEN
00E2 PRINT CHR$(12)
00E7 END
00E9 ENDIF
00EB
00EC PRINT CHR$(12)
00F1 PRINT
00F3 PRINT " CONVERSIONS--MAIN MENU"
0111 PRINT
0113 PRINT " Linear Area"
0130 PRINT " Volume Dry"
014C PRINT " Weight Temperature"
0170 PRINT " Force Speed"
018E PRINT " Power tMe"
01AB PRINT " wOrk"
01B7 PRINT
01B9 PRINT "Make Selection: ";
01CF
01D0 REPEAT
01D2 GET #0,key
01DB RUN LowUp(key)
01E5 ptr=SUBSTR(key,"LAVDWFSPMO")
01FB
01FC IF ptr=0 THEN
0208 PRINT CHR$(7); CHR$(8); " "; CHR$(8);
021A ENDIF
021C UNTIL ptr<>0
0227
0228 ON ptr GOSUB 110,120,130,140,150,160,170,180,190,200,210
0258
025C READ measure.findstr
0265 READ measure.mname
026E
026F FOR count=1 TO LEN(measure.findstr)
0284 READ measure.name(count)
0290 READ measure.value(count)
029C NEXT count
02A7
02A8 RUN Calculate(measure)
02B2 ENDOOP
02B6
02B7 110 DATA "OMCKSIFYENRUHL"
02D1 DATA "Linear Measure Conversions"
02F2 DATA "micrOns",.000001
0307 DATA "Millimeters",.001
0320 DATA "Centimeters",.01
0339 DATA "meTers",1
0349 DATA "Kilometers",1000
035E DATA "mils",.0000254
0370 DATA "Inches",.0254
0384 DATA "Feet",.3048
0396 DATA "Yards",.9144
03A9 DATA "std milEs",1609.344

```



```

03C0 DATA "Naut miles",1853.2663
03D8 DATA "Rods",5.0292
03EA DATA "fUrlongs",201.168
0400 DATA "fAthoms",1.8288
0415 DATA "cHains (surveyor)",20.116
0434 DATA "Links (surveyor)",.201168
0452 RESTORE 110
0457 RETURN
0459
045A 120 DATA "MCTKIFYEAOHR"
0470 DATA "Area Measure Conversions"
048F DATA "square Millimeters",.000001
04AF DATA "square Centimeters",.0001
04CF DATA "square meTers",.1
04E6 DATA "square Kilometers",.1000000.
0505 DATA "square Inches",.00064516
0520 DATA "square Feet",.092903
0539 DATA "square Yards",.836127
0553 DATA "square milEs",2589990.
056D DATA "Acres",4046.8626
0580 DATA "square rOds",25.293
0599 DATA "Hectares",10000
05AC DATA "aRes",100
05BA RESTORE 120
05BF RETURN
05C1
05C2 130 DATA "MCTHFYSLIPQAEURGNDOB"
05E0 DATA "Volume Measure Conversions"
0601 DATA "cubic Millimeters",.000001
0620 DATA "cubic Centimeters",.001
063F DATA "cubic meTers",.1000
0656 DATA "cubic incHes",.01638807
0670 DATA "cubic Feet",28.32
0688 DATA "cubic Yards",254.88
06A1 DATA "milliliters",.001
06BA DATA "Liters",.1
06CE DATA "gills",.1183
06E1 DATA "Pints",.4732
06FA DATA "Quarts",.9463
0708 DATA "teAspoons",.0049291
071F DATA "tablEspoons",.0147875
0738 DATA "cUps",.2366
074A DATA "imperial quaRts",1.13649
0767 DATA "Gallons",3.7854
077C DATA "imperial galloNs",4.54596
079A DATA "Drams",.0036966
07AD DATA "Ounces",.029576
07C1 DATA "Barrels",119.24
07D6 RESTORE 130
07DB RETURN
07DD
07DE 140 DATA "PQKBLAEURHIFMCT"
07F7 DATA "Dry Measure Conversions"
0815 DATA "Pints",.5
0828 DATA "Quarts",.1
0838 DATA "pecKs",.8
0847 DATA "Bushels",.32
0858 DATA "barreLs",104.91428
086D DATA "teAspoons",.0052083
0884 DATA "tablEspoons",.015625
089D DATA "cUps",.25
08AF DATA "imperial quaRts",1.0321
08CC DATA "imperial busHels",33.024
08EA DATA "cubic Inches",.0148808
0904 DATA "cubic Feet",25.714022
091C DATA "cubic Millimeters",9.0808E-07
093B DATA "cubic Centimeters",.00090808
095A DATA "cubic meTers",908.08
0974 RESTORE 140
0979 RETURN
097B
097C 150 DATA "IAOPHOWTLCEYURNDMGKS"
099A DATA "Weight Conversions"
09B3 DATA "graIns",1.4285714E-04
09C7 DATA "drAms (avdp)",.00390625
09E1 DATA "Ounces (avdp)",.0625
09FC DATA "Pounds (avdp)",.1
0A13 DATA "short Hundredweight",100
0A30 DATA "Quarters",25
0A42 DATA "long hundredWeight",112
0A5E DATA "short Tons",2000
0A73 DATA "Long tons",2240
0A87 DATA "ounCes (troy)",.0685687
0AA2 DATA "pEnnyweights",.0034284
0ABC DATA "pounds (troY)",.8228244
0AD7 DATA "scrUples",.002857
0AED DATA "dRams (apoth)",0.85714284E-02
0B08 DATA "ouNces (apoth)",.0685687
0B24 DATA "pounDs (apoth)",.8228562
0B40 DATA "Milligrams",2.2046E-06
0B58 DATA "Grams",.0022046
0B68 DATA "Kilograms",2.2046
0B82 DATA "Stones",.14
0B92 RESTORE 150
0B97 RETURN
0B99
0B9A 160 DATA "KCF"
0BA7 DATA "Temperature Conversions"
0BC5 DATA "degrees Kelvin",273.15
0BE1 DATA "degrees Centigrade",0
0BFD DATA "degrees Fahrenheit",32
0C19 RESTORE 160
0C1E RETURN
0C20
0C21 170 DATA "GDSNP"
0C30 DATA "Force Conversions"
0C48 DATA "Grams",.009803921
0C5B DATA "Dynes",.00001
0C6E DATA "Slugs",143.09216
0C81 DATA "Newtons",.1
0C92 DATA "Pounds",4.448
0CA6 RESTORE 170
0CAB RETURN
0CAD
0CAE 180 DATA "MCNTRKIFELO"
0CC3 DATA "Speed (Velocity) Conversions"
0CE6 DATA "Millimeters/sec",.1968504
0D03 DATA "Centimeters/sec",1.968504
0D20 DATA "ceNtimeters/min",.0328084
0D3D DATA "meTers/sec",196.8504
0D55 DATA "meteRs/min",3.28084
0D6D DATA "Kilometers/hr",54.6832
0D88 DATA "Inches/sec",5."Feet/sec",.60
0DAA DATA "fEet/min",1
0DBC DATA "miLes/hr",88
0DCE DATA "knOts",101.33423
0DE1 RESTORE 180
0DE6 RETURN
0DE8
0DE9 190 DATA "MKHFBTE"
0DFA DATA "Power Conversions"
0E12 DATA "Watts",.1
0E21 DATA "Kilowatts",1000
0E35 DATA "Horsepower",745.7122
0E4D DATA "Ft-lbs/sec",1.35581
0E65 DATA "Btu/min",17.58036
0E7A DATA "bTu/hr",.293006
0E8E DATA "Ergs/sec",.0000001
0EA4 RESTORE 190
0EA9 RETURN
0EAB
0EAC 200 DATA "MDHMSLC"
0EBD DATA "Time Conversions"
0ED4 DATA "Weeks",.168
0EE3 DATA "Days",.24
0EF1 DATA "Hours",.1
0EF0 DATA "Minutes",.016666667
0F15 DATA "Seconds",2.77777778E-04
0F2A DATA "milliSeconds",2.7777778E-07
0F44 DATA "miCroseconds",2.7777778E-10
0F5E RESTORE 200
0F63 RETURN
0F65
0F66 210 DATA "JEBFKH"
0F76 DATA "Work Conversions"
0F8D DATA "Joules",.000948
0FA1 DATA "Ergs",0.948E-10
0FB3 DATA "Btu's",.1

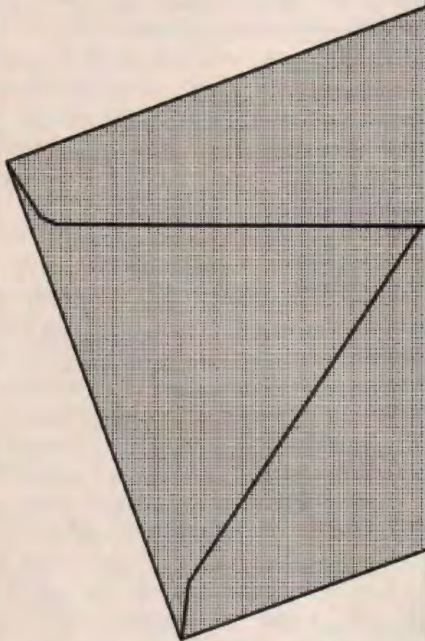
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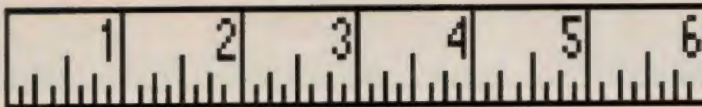
0FC2      DATA "Ft-lbs",.001286
0FD6      DATA "Kilowatt-hours",3415.3
0FF2      DATA "Horsepower-hours",.2543.882
1010      RESTORE 210
1015      RETURN
  
```

PROCEDURE Calculate

```

0000      TYPE unit=findstr,mname,name(21):STRING; value(21):REAL
0023
0024      PARAM measure:unit
002D
002E      DIM key:STRING[1]
003A      DIM count:INTEGER
0041      DIM ptr,en:BYTE
004C      DIM invalue,outvalue,factor:REAL; inname,outname:STRING
0065
0066      en=0
006D
006E      ON ERROR GOTO 100
0074
0075      LOOP
0077 100   en=ERR
0080
0081      IF en=2 THEN
008D          END
008F          ENDIF
0091
0092      PRINT CHR$(12)
0097      PRINT
0099      PRINT " "; measure.mname
00A8      PRINT
00AA
00AB      FOR count=1 TO LEN(measure.findstr) STEP 2
00C5          PRINT measure.name(count);
00D1
00D2          IF count+1<=LEN(measure.findstr) THEN
00E6              PRINT TAB(22); measure.name(count+1)
00F8              ELSE
00FC                  PRINT
00FE              ENDIF
0100          NEXT count
010B
010C      PRINT
010E      PRINT "Select Input Units: ";
0128
0129      REPEAT
012B          GET #0,key
0134          RUN LowUp(key)
013E          ptr=SUBSTR(key,measure.findstr)
014D
014E          IF ptr=0 THEN
015A              PRINT CHR$(7); CHR$(8); " "; CHR$(8);
016C          ENDIF
016E          UNTIL ptr<>0
0179
017A          factor=measure.value(ptr)
0188          inname=measure.name(ptr)
0196          PRINT
0198          PRINT
019A          PRINT "Enter value in "; inname; " you wish to convert: ";
01CC          INPUT invalue
01D1
01D2          IF measure.findstr="KCF" THEN
01E4              factor=invalue-factor
01F0
01F1              IF ptr=3 THEN
01FD                  factor=factor*5/9
020D              ENDIF
020F          ENDIF
0211
0212          PRINT
0214          PRINT "Select Units to Convert to: ";
0236
0237          REPEAT
0239              GET #0,key
0242              RUN LowUp(key)
024C              ptr=SUBSTR(key,measure.findstr)
025B
025C              IF ptr=0 THEN
0268                  PRINT CHR$(7); CHR$(8); " "; CHR$(8);
  
```





```

027A      ENDIF
027C      UNTIL ptr<>0
0287
0288      IF measure.findstr="KCF" THEN
029A      IF ptr=1 THEN
02A6          outvalue=factor+273.15
02B5      ENDIF
02B7
02B8      IF ptr=2 THEN
02C4          outvalue=factor
02CC      ENDIF
02CE
02CF      IF ptr=3 THEN
02DB          outvalue=1.8*factor+32
02EE      ENDIF
02F0
02F1      ELSE
02F5          outvalue=factor*invalue/measure.value(ptr)
030B      ENDIF
030D
030E          outname=measure.name(ptr)
031C      PRINT CHR$(12)
0321      PRINT " "; measure.mname
0330      PRINT
0332      PRINT
0334      PRINT " "; invalue; " "; inname; " = ";
0350
0351      IF outvalue>9999 OR outvalue<.01 AND outvalue>0
THEN
0372          PRINT USING "E12.3",outvalue;
0381      ENDIF
0383
0384      IF outvalue>=100 AND outvalue<=9999 THEN
039A          PRINT USING "R7.1",outvalue;
03A8      ENDIF
03AA
03AB      IF outvalue>=10 AND outvalue<100 THEN
03C0          PRINT USING "R7.2",outvalue;
03CE      ENDIF
03D0
03D1      IF outvalue>=1 AND outvalue<10 THEN
03E6          PRINT USING "R6.3",outvalue;
03F4      ENDIF
03F6
03F7      IF outvalue<1 AND outvalue>=.01 THEN
040F          PRINT USING "R7.4",outvalue;
041D      ENDIF
041F
0420      IF outvalue<=0 THEN
042D          PRINT USING "R8.2",outvalue;
043B      ENDIF
043D
043E      PRINT " "; outname
0447      PRINT
0449      PRINT
044B      PRINT "<ANY KEY>: Return to "; measure.mname
046C      PRINT "<ESC>: Return to MAIN menu"
048B      GET #0,key
0494      ENDOLOOP
0498      END

```

```

PROCEDURE LowUp
0000      DIM char:BYTE
0007      PARAM answer:STRING[1]
0013
0014      char=ASC(answer)
001D
001E      IF char>96 AND char<123 THEN
0031          char=char-32
003C      ENDIF
003E
003F      answer=CHR$(char)
0048      END

```

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# A Trip to the Post Office

by Steve Blyn  
Contributing Editor

**T**his article marks the 101st consecutive installment of my column. I feel I have accomplished what I set out to accomplish many years ago. As a result, this will be my final chapter.

When I purchased my original CoCo in early 1981, it was touted by Radio Shack as mainly a game machine. There were those of us who knew of its other possibilities. My forté was in the field of education. I was determined to use this computer to help my children and students learn. I knew computers could present educational material in new and interesting ways.

My faith was justified. Through my software company, Computer Island Educational Software, I learned firsthand that many schools, throughout not only this country but nations worldwide, had purchased CoCos and successfully used them to further the educational process. The Network II made CoCos very economical for classroom use. Creative minds developed excellent word processors, voice synthesizers, musical programs, touch pads and video digitizers. All of these became wonderful computer adjuncts and subject material for my columns as well as instructional tools in my classroom.

The Color Computer has had the longest life in the history of personal computers. Our early competitors like the Sinclairs, Apple I's and II's, Vic 20's, Commodore 64's, PC Jr.'s and Texas Instruments have all become obsolete. The CoCo is the only one that remains compatible with its origi-

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*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.*

nal version. This did not happen simply by chance. Much of the credit for the CoCo's longevity must go to Lonnie Falk for having the insight to create THE RAINBOW and grow with the industry.

**T**his month's column reviews the life-skill math problem of buying multiples of stamps and postcards at a post office.

In the early years, RAINBOW was not the only Color Computer magazine. Its competitors have long since disappeared. I want to publically thank Lonnie Falk for his guidance and friendship over the years. I must also mention one other pioneer in the CoCo community. Greg Wilson was an Australian educator and businessman who met an untimely death. His early confidence in me and in the CoCo's ability to help children learn is greatly appreciated. These two men have had a positive influence on me. They always kept me thinking

about what else I could do with the CoCo.

This month's column reviews the life-skill math problem of buying multiples of stamps and postcards at a post office. The program helps to review arithmetic through verbal problems. In each example, random numbers of stamps and postcards are to be purchased. The student has four individual tasks to compute in each example. The amount needed for a random number of stamps is figured, followed by the amount for a random number of postcards. Then the amounts are added. Finally, the student computes the change received from \$10.

This program is suitable for middle-grade elementary students or anyone who might benefit from the arithmetic practice. The answers can be calculated mentally or with pencil and paper. Each portion of the problem must be answered correctly for the program to continue. This provides the children a way to monitor their progress. There is no limit on either the number of incorrect answers given to a problem or the time taken to successfully compute a problem. This lack of time restrictions is designed to improve the speed and accuracy of problem solving.

There are limits on the amount of 25-cent stamps and 15-cent postcards purchased in each example. These variables are on Line 50 and are as follows: Variable A is the number of stamps; Variable B is the number of postcards; Variable C is the total; and Variable D is the amount of change from a \$10 bill. You can change variables A and B to modify the program's difficulty for your children.

As stated earlier, this is my final article. However, I repeat my long-standing offer for you to share any thoughts on programs, articles or educational matters with me. I have always enjoyed and appreciated your communications. And I encourage the continuation of this relationship. □



✓	70 .....	245
	160 .....	5
	250 .....	175
	END .....	51

**The Listing: MAIL**

```

0 'EDUCATION NOTES
1 'WRITTEN BY STEVE BLYN
2 'PUBLISHED JANUARY 1991
10 REM"MAILING LETTERS"
20 REM"STEVE BLYN,COMPUTER ISLAN
D,STATEN ISLAND,NY,1990"
30 CLEAR 1000:J=RND(-TIMER):CLS5
:LINEINPUT"SELECT ANY NAME ":N$
40 IF LEN(N$)>12 OR LEN(N$)<2 TH
EN 30
50 A=3+RND(6):B=6+RND(6):C=(A*.2

```

```

5)+(B*.15):D=10-C:P$=STRING$(32,
255)
60 CLS0:PRINT@7,"MAILING LETT
ERS":PRINT@32,P$:
70 PRINT@64,N$;" WENT TO THE POS
T"
80 PRINT"OFFICE TO MAIL SOME LET
TERS."
90 PRINT@160,"THE MAIL FOR THIS
TRIP WAS ..."
100 PRINT@192,A;"REGULAR LETTERS
AND":PRINTB;"POST CARDS."
110 PRINT@128,P$;:GOSUB 280:PRIN
T@256,P$:
120 PRINT@288,"WHAT WAS THE COST
OF";
130 GOSUB 280:PRINT@325," ":PRIN
T@325,"1. THE LETTERS? $";
140 LINEINPUT A$:AA=VAL(A$)
150 IF INT((100*AA)+.01)=INT(A*2
5) THEN PLAY"L50CDEGG" ELSE 130
160 GOSUB 280:PRINT@355," ":PRIN
T@355,"2. THE POST CARDS? ";

```

```

170 LINEINPUT B$:BB=VAL(B$)
180 IF INT((100*BB)+.01)=INT(B*1
5) THEN PLAY"L50CDEGG" ELSE 160
190 GOSUB 280:PRINT@385," ":PRIN
T@385,"3. THE TOTAL OF BOTH? "
;
200 LINEINPUT C$:CC=VAL(C$)
210 IF INT((100*CC)+.01)=INT(C*1
00) THEN PLAY"L50CDEGG" ELSE 190
220 PRINT@416,P$;:GOSUB 280:PRIN
T@448," ":PRINT@448,"WHAT CHANGE
FROM $10.00? ";
230 LINEINPUT D$:DD=VAL(D$)
240 IF INT((100*DD)+.01)=INT(D*1
00) THEN PLAY"L50CDEGG" ELSE 220
250 PRINT@484,"PRESS enter TO CO
NTINUE";
260 EN$=INKEY$
270 IF EN$=CHR$(13) THEN RUN ELS
E IF EN$="E" THEN 290 ELSE 260
280 PLAY"L802L20CDEFGAB;03C":RET
URN
290 CLS:END

```

## Lyra

Lyra, the ever popular music editor that lets you compose music using a mouse, is also available for the IBM PC. All the music you make with the CoCo version is compatible with the PC version. Only \$37 for Lyra and the 100 page Lyra Companion.

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+PLUS+ On a CoCo3 it sets the foreground and background colors.

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# How Cold is it?

by Tony DiStefano  
Contributing Editor

I came across a neat little part the other day and thought it could be used for a great project. Readers are always asking me about connecting their computer to the real world. I have done many projects, but this one is a little different. The part I saw is an LM34. At first glance, it looks like just another transistor. But, don't transistors start with 2N or something? This part number starts with an LM. When I think of LM I think of something linear like an op amp, a voltage regulator or comparator and not a transistor. Maybe this is a *voltage reference*. A voltage reference is a part that provides a very precise voltage.

For example, if you have a 2.5-volt reference it looks just like a plastic transistor. It has three pins; not a base, collector and emitter, but an input, an output and ground. The input is some voltage greater than the expected output, the output is a very precise 2.5 volts and the ground is common to all. Even if the input voltage changes, as long as it is within specs the output voltage will never change. Hence, the name *reference*. If you want to compare another voltage with this reference, you can always tell if the unknown voltage is higher or lower by using a comparator circuit.

This LM34 is much like a voltage reference, but the output voltage changes a bit. Not a very good reference, you might say. But the output voltage changes quite predictably. Most importantly, it is directly proportional to the surrounding temperature. That's right, it gives a precise way of measuring temperature. When properly connected, this device gives you a current that can be translated into a temperature

reading. The specifications for the LM34 state that the output delivers 1 mA per degree Fahrenheit.

**W**hen properly connected, this device gives you a current that can be translated into a temperature reading.

Connect this device to a 100-mA meter, pencil in a scale and you have a temperature gauge. This works, but you could just go out and buy a thermometer to do the same thing. This is not what I have in mind. What I want is for my CoCo to read the current and provide a digital readout. There is only one problem, the CoCo cannot read milliamps. It reads only zeros and ones. But, wait! We can use an A-to-D converter to perform the task. A-to-D means analog-to-digital. I will use one of these along with some other supporting circuitry to read the LM34. In order for a digital computer to talk to an analog device, a lot of circuitry is required. The rest of this column is dedi-

cated to the circuitry required to read the LM34.

In the past, I have used the \*SCS pin as an I/O area. This pin is mapped at \$FF40 to \$FF5F and is the same area that is used by the floppy-disk controller. This tends to confuse many users. Then comes the Multi-Pak Interface, which gives CoCo users four slots, each with its own switchable \*SCS area. It is a simple way to have more than one I/O device connected to the CoCo. But the Multi-Pak has been discontinued and many users go the way of the Y cable. The only problem with this is that anything that uses the \*SCS pin conflicts with the disk controller and will not work. But there is another way. By decoding the complete CoCo address bus, a circuit can reside in an unused area of the memory map.

Look at U1, U2A and U2B in Figure 1. These chips make up a new memory map area. U1 is a 13-input NAND gate. This means the output (Pin 9) goes Low when all of its inputs are High. U2A and U2B act as double-input inverters. When the two inputs are Low, the output goes High. So, if you study which address lines go straight into U1 and which get inverted first, you can calculate what address area causes the output of U1 to go Low. In this case the address area is \$FFA8 to \$FFA9. The reason the output is active for two locations is that Address Line A0 is not connected to the circuit. If A0 is High or Low, there is no change to the output. Since there are no devices active at either of these memory locations, there is no bus conflict and the circuit will work with just a Y cable.

If you have a device connected at this address, change the address lines from the High area to the Low. For example, if you swap A4 with A3, the address location changes to \$FFB6 and \$FFB7. You can change the address lines around to whatever map address you want. You have to be careful where it is mapped though. New devices

*Tony DiStefano is a well-known early specialist in computer hardware projects. He lives in Laval Ouest, Quebec. Tony's user-name on Delphi is DISTO.*

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must be mapped to a free area in the memory map. A good knowledge of the CoCo's memory map is necessary if you want to change the circuit from what it is.

U3 is the heart of the circuit. It is an ADC0804 and is not hard to find. As you can see in Figure 1, U3 has eight data lines that connect directly to the CoCo's bus. The Chip Select line (\*CS) connects to our memory map decoder. This device has two separate lines for reading (\*RD) and writing (\*WR). This is mainly for Intel products that have separate signals coming from the CPU. The CoCo's CPU uses one Read/Write line, so the inverter (U2C) is used to generate the required signal.

On the other side of the chip, we start at the top with VI+. This is the analog input to the device. VI- is set to ground in this circuit, but can be used as a differential input if need be. The next two pins are the CLKR and CLK inputs. The ADC0804 uses a technique known as *successive approximation* to determine the unknown input voltage. A clock input is needed to shift the data to its proper registers. This clock is

controlled by the RC constant at the two clock pins. Without going into many details, the required clock signal is achieved by the values given in the diagram. The complete conversion requires 64 clock cycles. The typical clock frequency is about 640 kHz, which gives this device the ability to do about 9000 conversions per second. This is quite slow by comparison to the flash converter but is fast enough for this application. If you want more details on this ADC, look it up in the National Semiconductor Corporation *Linear Databook 2*.

The next input on the data side is VREF. When used, this Voltage Reference input pin serves as an exterior voltage reference. When not used, the internal VCC voltage is used. We'll look at this pin more closely later when we connect the LM34. The last pin is the Analog Ground signal (AGND). In this circuit it is connected to the computer's ground, but the two can be different.

To construct this circuit, use the standard tools for project building. Apart from the soldering iron and other small tools, the following parts are needed for this portion

of the project:

**Part Number Part name**

- U1 74HC133
- U2 74HC02
- U3 ADC0804
- R1 10K, 1/4-watt resistor
- C1 150pF, 25v cap

- MISC
- 1 - 14-pin socket
  - 1 - 16-pin socket
  - 1 - 20-pin socket
  - 3 - .1µF, 25v cap
  - 1 - project board
  - 1 - Y cable or MPI

Remember to use the sockets when assembling the circuit. Use the three .1µF caps to decouple the power supply. These must be placed close to the sockets. Connect one side to +5 volts and the other to ground. As usual, the +5-volts and ground signals to the ICs are not marked in the diagram to keep the diagram clean. A connection list for the ICs is given below:

Part #	+5v	GND
U1	16	8
U2	14	7
U3	20	10

The two TTL ICs used in this circuit are of the HC family. If you cannot find this family, the LS family will work just as well. Remember these ICs are CMOS and require careful handling. The project board can be any CoCo-bus compatible board. The only place I know to still get them is CRC. See their ad in THE RAINBOW. When soldering in the sockets, make sure to leave space for more ICs. I see a need in the near future for expansion of this circuit.

For those interested in back issues of "Turn of the Screw" I now have a book that includes all of my columns beginning with the first one from January of 1983. The book is called *A Full Turn of the Screw* and is available from several CoCo dealers in both the United States and Canada, as well as from THE RAINBOW.

Next time, I'll finish the circuit for the LM34 and include information on how to gain access to the data from assembly language and BASIC.

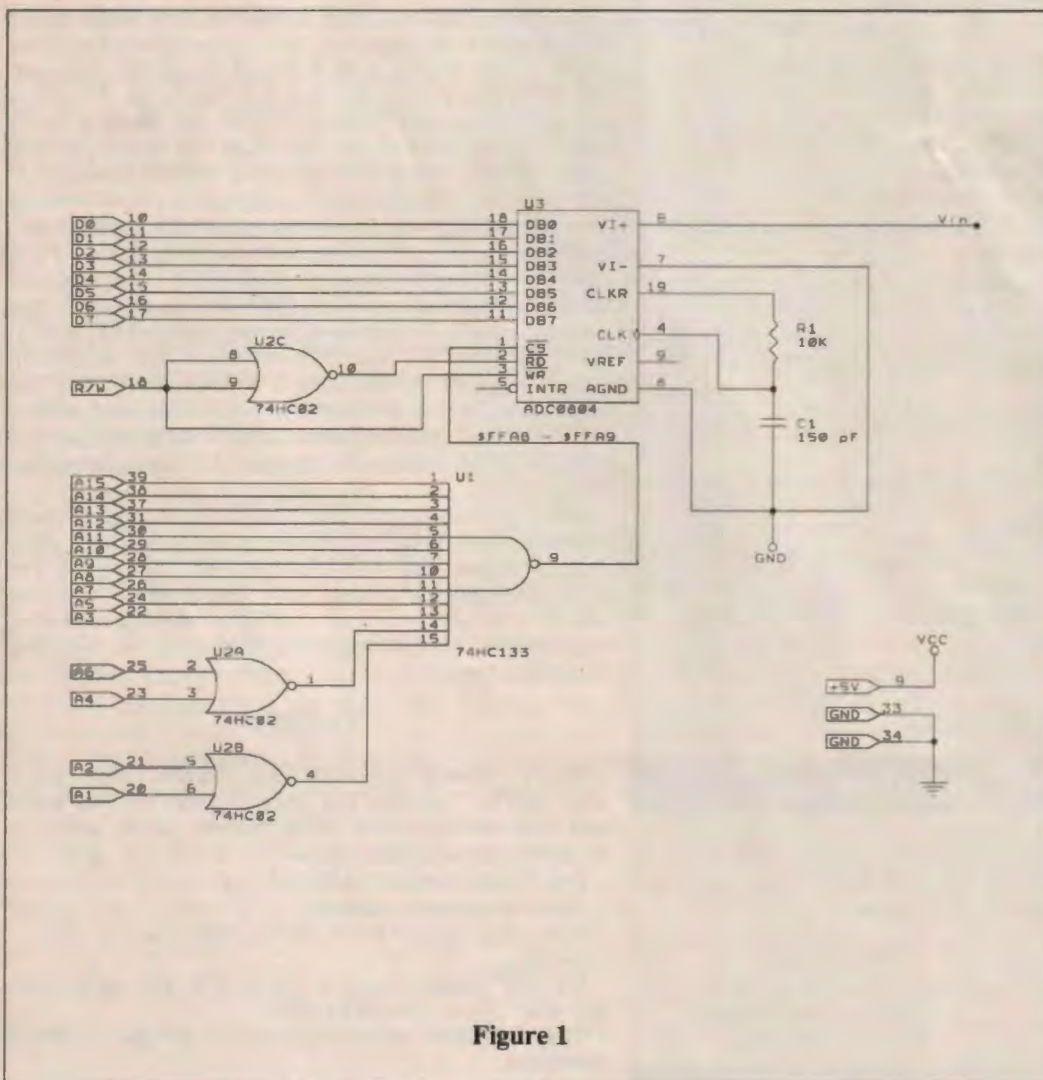


Figure 1

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# Visualizing Fractions 2

by Fred B. Scerbo  
Contributing Editor

*If you have an idea for the "Wishing Well," submit it to Fred clo THE RAINBOW. Remember, keep your ideas specific, and don't forget this is BASIC. All programs resulting from your wishes are for your use, but remain the property of the author.*

**V**isualizing Fractions 1 was a special program created last year for the CoCo. The fact that the program name ended with 1 should have been an indication that a sequel would follow. Unlike most sequels, *Visualizing Fractions 2* is not an inferior copy of the original. Instead, it is the next logical step in our study of fractions. The first version of the program concentrated on simple identification of fractional parts from  $\frac{1}{2}$  to  $\frac{1}{9}$  and used the *Opposites* matrix which allows the user to use only ENTER and the space bar. *Visualizing Fractions 2* is a completely different program.

This program concentrates on the relationship between different fractional parts and uses graphics to demonstrate the concept. For example, the first program showed the relationship between the written and visual representations of the fractions, this second program shows two fractions, both written and visual, and asks if the first fraction is: A) larger than; B) equal to; or C) less than the second fraction. For the correct answer press either A, B or C. As in all

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our programs, pressing the @ key sends you to the score card and pressing C lets you pick up where you left off.

Another major change is the inclusion of instructions at the beginning of the program. Pressing ENTER at the title card allows for four levels of difficulty. Choose your level of play by pressing numbers 1 through 4. The instructions are then displayed on the screen. Press ENTER to start the program.

### Inner Workings

There are some major changes in how this program actually works as compared to our other recent educational programs. First of all this is a quiz, not an instructional program. The student gains knowledge with this program, but this knowledge is tested and graded.

Another difference with this program is that parts of it run slower than other similar programs. This slowness is due to the use of the GET and PUT commands. Since the choice of a wrong response will invert the graphics on the screen in a flashing manner, these commands are used to create the inverted screen on a lower graphics page. This is accomplished by using the NOT switch in the PUT command. This reverses whatever we had for graphics.

These graphics were a little more difficult to draw than in its predecessor. We could not simply draw the lines of the fraction and color in one part. Instead, if we had a fraction like  $\frac{4}{9}$ , we would also have to redraw in white the parts of the fraction which would be obliterated by our PAINT command. Therefore, by using two DRAW commands we are able to reinsert the miss-

32K Extended

25 .....	21	455 .....	125	890 .....	181
55 .....	211	510 .....	35	930 .....	209
105 .....	252	560 .....	91	965 .....	80
130 .....	93	605 .....	128	995 .....	192
150 .....	14	645 .....	103	1025 .....	60
165 .....	120	685 .....	127	1055 .....	32
230 .....	252	720 .....	51	1100 .....	160
290 .....	117	760 .....	93	END .....	54
355 .....	77	800 .....	201		
405 .....	190	850 .....	12		

### The Listing: VISFRAC2

```

1 REM*****
2 REM* VISUALIZING FRACTIONS 2 *
3 REM* COPYRIGHT JANUARY 1991 *
4 REM* BY FRED B. SCERBO *
5 REM* 60 HARDING AVENUE *
6 REM* NORTH ADAMS, MA 01247 *
7 REM*****
10 CLEAR3000
15 CLS0:PRINTSTRING$(32,188);STR
ING$(32,204);:FORI=1TO 224 :READ
A:PRINTCHR$(A+128);:NEXT
20 DATA29,28,28,26,30,28,29,21,2
8,29,21,28,29,21,28,30,29,20,30,
21,28,29,20,30,18,29,24,30,29,85
,92,93
25 DATA21,,24,26,,21,21,,21,21,
```



ing lines for the student to see the division in the graphics. I think you will see the effectiveness of this improvement.

Finally, we had to add the value of each fraction to our equation. The decimal values in the data statements correspond to the fractions being drawn — both  $\frac{1}{2}$  and  $\frac{2}{4}$  are represented by the value .5 in the data. With this method, the fractions can be compared to determine which is larger, smaller or if they are equal.

### Conclusion

I kept this article short and to the point since there is so much typing with this listing. The length of this listing is due to the amount of drawing required.

Let me know what you think of the graphics in this program. I welcome any ideas you might have for parts 3 and 4 of this series.

See you next month.

```
.20,20,,26,20,,26,21,,21,,26,26, -4) ";
21,,26,,,85 80 X$=INKEY$:IFX$=""THEN80
30 DATA1,,,18,26,,21,21,16,21,2 85 X=VAL(X$):IFX<=0THEN80
1,,,,26,,,26,21,,21,,26,21,21,, 90 IF X>4THEN80
26,,,85 95 DIM A$(44),B$(44),A(44),C(400
35 DATA1,28,28,26,30,29,28,21,2 )
8,29,21,,,,26,,,26,21,,21,,26,2 100 XX=RND(-TIMER)
0,23,,28,29,85,92,92 105 CLS:PRINT:PRINT" VISUALIZING
40 DATA1,,,26,21,,21,,21,21,,, FRACTIONS 2 IS A PROGRAM DES
,,26,,,26,21,,21,,26,,31,,21,85 IGNED TO ALLOW THE STUDENT TO
.. ACTUALLY SEE THE RELATIONSHI
45 DATA1,,,26,20,26,21,,21,21, PS BETWEEN THE DISPLAYED F
,21,,,26,,,26,21,,21,,26,,21,18 RACTIONS."
,21,85,,81 110 PRINT" PRESS KEYS <A>, <B>,
50 DATA28,24,,20,28,,28,20,,20,2 OR <C> TO INDICATE IF THE 1ST F
0,28,28,,20,28,,20,28,20,28,20,2 RACTION IS LARGER THAN, EQUAL
0,28,,28,24,28,28,84,92,92 TO, OR LESS THAN THE SECOND
55 PRINTSTRING$(32,195);STRING$( FRACTION. IF YOU ANSWER CORRECT
32,179); LY, THE CORRECT SIGN <,-, OR
60 PRINT@388," VISUALIZING FRACT > WILL BE"
IONS 2 "; 115 PRINT" SHOWN. PRESS <ENTER>
65 PRINT@420," BY FRED B.SCER FOR THE NEXT EXAMPLE, & THE <
BO "":PRINT@452," COPYRIGHT @> KEY TO CHECK YOUR PROGRESS."
T (C) 1990 ";
70 X$=INKEY$:IFX$<>CHR$(13)THEN7 :
0 120 IFINKEY$<>CHR$(13)THEN120
75 PRINT@452," SELECT LEVEL (1 125 CLS0:FORI=1TO44:READ A$(I),B
$(I):NEXT:FORI=1TO44:READ A(I):N
```

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### MVCanvas 2.0

Finally a professional full screen editor for OS-9 Level II and Multi-Vue. MVCanvas is the only CoCo graphics editor to support multiple resolutions with up to 16 colors of 64 displayed in 320 x 200 mode with palette animation and full functional clipboard.

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### ShellMate 2.2

ShellMate is the epitome of what a point and click file management system was meant to be. With ShellMate, you have access to commands such as copy, move, delete, rename, makdir and free at the touch of a button. It also gives you point and click access to the Public Domain picture display utilities VEFShow and GIFOS9, as well as the archive utility Ar.

The biggest benefit of ShellMate is that it allows you to manipulate large batches of files with one mouse click when either copying, moving, deleting or arching. You can also easily move through simultaneously displayed Source and Destination directory trees by either double clicking on a subdirectory name, or clicking on the "Parent" command.

### System Requirements (both programs)

CoCo3, OS-9 LVL II, Multi-Vue, Disk Drive and 512k  
 MVCanvas .....\$49.95  
 ShellMate .....\$24.95  
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 Phone: (702) 362-5346

```

EXT
130 PMODE0,1:PCLSL1:SCREEN0,0:LIN
E(0,0)-(255,192),PRESET,B
135 LINE(0,80)-(255,104),PRESET,
BF
140 LINE(0,168)-(255,192),PRESET
,BF
145 DRAW"BM10,88C1R4ND8R4BR4D8U4
R8U4D8BR4NR8U4NR8U4R8BR12D8U4NR8
U4R8BR4D8BR4U8R8D4L8R4F4BR4R8U4L
8U4R8BR4R4ND8R4BR12D8U4NR8U4R8BR
4ND8R8D4L8R4F4BR4U8R8D4NL8D4BR4N
R8U8R8BR4R4ND8R4BR4D8BR4NR8U8R8D
8BR4U8F8U8BR12D8BR4R8U4L8U4R8BF8
R2BR4R2BR4R2"
150 DRAW"BM20,120C0U8R8D4NL8D4BR
6E2U4H2BR18D8R6BR4U8R8D4NL8D4BR4
U8R8D4L8R4F4BR4NR8U8R8D4NL2D4BR
4NR8U4NR8U4R8BR4ND8R8D4L8R4F4BR1
2BU8R4ND8R4BR4D8U4R8U4D8BR4U8R8D
4NL8D4BR4U8F8U8BR22D8NR4U8R4BR1
2F4G4BR1R2U8L2"
155 DRAW"BM20,140C0R2NU8R6U4NL6U
4NL8BR6F2D4G2BR18NR8U4NR8U4R8BR4
NR8D8R8NH2NF2U8BR4D8R8U8BR4ND8R8
D4NL8D4BR4NU8R6BU8BR12R4ND8R4BR4
D8R8U8NL8BR58NR4D8R4BR10BU2R8BU4
NL8BU2BR10R4D8L4"
160 DRAW"BM20,160C0NR8U8R8BR6F2D
4G2BR18NU8R6BR4NR8U4NR8U4R8BR4NR
8D4R8D4NL8BR4R8U4L8U4R8BR12R4ND8
R4BR4D8U4R8U4D8BR4U8R8D4NL8D4BR4
U8F8U8BR46BD8NR4U8R4BR14G4F4BR14
R2U8L2"
165 DRAW"BM10,174C1R4ND8R4BR4D8U
4R8U4D8BR4NR8U4NR8U4R8BR12NR8D4R
8D4NL8BR4NR8U4NR8U4R8BR4NR8D8R8B
R4NR8U8R8D8BR4U8F8U8BR4R2ND8R8D8
NL10BR12"
170 DRAW"U4NR8U4R8BR4ND8R8D4L8R4
F4BR4U8R8D4NL8D4BR4NR8U8R8BR4R4N
D8R4BR4D8BR4NR8U8R8D8BR4U8F8U8BR
12BD8R2"
175 PCOPY1T04
180 IF X=1 THEN LV=9
185 IF X=2 THEN LV=20
190 IF X=3 THEN LV=35
195 IF X=4 THEN LV=44
200 A=RND(LV)
205 B=RND(LV):IF B=A THEN205
210 PCOPY4T01
215 PMODE0,1
220 CIRCLE(58,42),34,0,.9
225 DRAW"BM0,8C0"+A$(A)
230 PAINT(54,32),0,0
235 DRAW"BM0,8C1"+B$(A)
240 CIRCLE(178,42),34,0,.9
245 DRAW"BM120,8C0"+A$(B)
250 PAINT(174,32),0,0
255 DRAW"BM120,8C1"+B$(B)
260 PMODE0,1:GET(0,0)-(256,192),
C,G:PMODE0,3:PUT(0,0)-(256,192),
C,PRESET:PMODE0,1
265 SCREEN1,1
270 IF A(A)>A(B)THEN R$="A"
275 IF A(A)=A(B)THEN R$="B"
280 IF A(A)<A(B)THEN R$="C"
285 X$=INKEY$:IFX$=""THEN285
290 IFX$="A"THEN295ELSEIFX$="B"
HEN295ELSEIFX$="C"THEN295ELSEIFX
$=""THEN1090ELSE285
295 IFX$<>R$ THEN 300
300 PMODE0,2:PCLSL1
305 CIRCLE(58,92),34,0,.9
310 DRAW"BM0,58C0"+A$(A)
315 PAINT(54,82),0,0

```

```

320 DRAW"BM0,58C1"+B$(A)
325 CIRCLE(178,92),34,0,.9
330 DRAW"BM120,58C0"+A$(B)
335 PAINT(174,82),0,0
340 DRAW"BM120,58C1"+B$(B)
345 IFR$="A"THENDRAW"BM124,82C0F
10G10R2E10H10"
350 IFR$="B"THENDRAW"BM122,90C0R
12BD4L12"
355 IFR$="C"THENDRAW"BM130,82C0G
10F10R2H10E10"
360 DRAW"BM42,30C0NR20D20R20BR6U
20R20D20NL20BR6U20R20D10L20R10F1
0BR6U20R20D10L20R10F10BR6NR20U10
NR20U10R20BR6BD20NR20U20R20BR6R1
0ND20R10":SCREEN1,1
365 IFINKEY$<>CHR$(13)THEN365
370 NC=NC+1
375 GOTO200
380 FORK=1T04:PMODE0,3:SCREEN1,1
:FORY=1T0100:NEXTY:PMODE0,1:SCRE
EN1,1:FORY=1T0100:NEXTY,K
385 NW=NW+1
390 GOTO285
395 GOTO395
400 REM ONE HALF
405 DATA"BR58BD34NU28ND28BR44BD1
2NR8U4R8U4L8BU4L2R12L6BU4U8"
410 DATA"BR"
415 REM TWO HALVES
420 DATA"BR"
425 DATA"BR58BD34NU28ND28BR44BD1
2C0NR8U4R8U4L8BU4L2R12L6BU4R4L8U
4R8U4L8"
430 REM ONE THIRD
435 DATA"BR58BD34NU28M-26,+15M+2
6,-15M+26,+15BR20BU2R8U4NL8U4L8B
U4L2R12L6BU4U8"
440 DATA"BR"
445 REM TWO THIRDS
450 DATA"BR58BD34NU28M+26,+15BR2
0BU2R8U4NL8U4L8BU4L2R12L6BU4R4L8
U4R8U4L8"
455 DATA"BR58BD34M-26,+15"
460 REM THREE THIRDS
465 DATA"BR"
470 DATA"BR58BD34NU28M-26,+15M+2
6,-15M+26,+15BR20BU2C0R8U4NL8U4L
8BU4L2R12L6BU4L4R8U4NL8U4L8"
475 REM ONE FOURTH
480 DATA"BR58BD34NU28ND28NL32R32
BR22BD12U8D4L8U4BU4L2R12L6BU4U8"
485 DATA"BR"
490 REM TWO FOURTHS
495 DATA"BR58BD34NU28ND28R32BR22
BD12U8D4L8U4BU4L2R12L6BU4R4L8U4R
8U4L8"
500 DATA"BR58BD34L32"
505 REM THREE FOURTHS
510 DATA"BR58BD34NU28R32BR22BD12
U8D4L8U4BU4L2R12L6BU4L4R8U4NL8U4
L8"
515 DATA"BR58BD34NL32D28"
520 REM FOUR FOURTHS
525 DATA"BR"
530 DATA"BR58BD34NU28ND28NL32R32
BR22BD12C0U8D4L8U4BU4L2R12L6BU4B
R4U8D4L8U4"
535 REM ONE FIFTH
540 DATA"BR58BD34NU28M-30,-10M+3
0,+10M+30,-10M-30,+10NG22NF22BR4
6BD12R8U4L8U4NR8BU4L2R12L6BU4U8"
545 DATA"BR"
550 REM TWO FIFTHS
555 DATA"BR58BD34NU28M+30,-10M-3
0,+10NG22NF22BR46BD12R8U4L8U4NR8

```

```

BU4L2R12L6BU4R4L8U4R8U4L8"
560 DATA"BR58BD34M-30,-10"
565 REM THREE FIFTHS
570 DATA"BR58BD34NU28M+30,-10M-3
0,+10NF22BR46BD12R8U4L8U4NR8BU4L
2R12L6BU4L4R8U4NL8U4L8"
575 DATA"BR58BD34M-30,-10M+30,+1
0G22"
580 REM FOUR FIFTHS
585 DATA"BR58BD34NU28M+30,-10M-3
0,+10BR46BD12R8U4L8U4NR8BU4L2R12
L6BU4BR4U8D4L8U4"
590 DATA"BR58BD34NU28M-30,-10M+3
0,+10NG22NF22"
595 REM FIVE FIFTHS
600 DATA"BR"
605 DATA"BR58BD34NU28M-30,-10M+3
0,+10M+30,-10M-30,+10NG22NF22BR4
6BD12C0R8U4L8U4NR8BU4L2R12L6BU4L
4R8U4L8U4R8"
610 REM ONE SIXTH
615 DATA"BR58BD34NU28ND28M-26,+1
5M+52,-30M-26,15M+26,+15M-52,-30
BR70BD28NU4R8U4L8U4NR8BU4L2R12L6
BU4U8"
620 DATA"BR"
625 REM TWO SIXTHS
630 DATA"BR58BD34NU28ND28M-26,+1
5M+52,-30M-26,15M+26,+15M-26,-15
BR44BD12NU4R8U4L8U4NR8BU4L2R12L6
BU4R4L8U4R8U4L8"
635 DATA"BR58BD34M-26,-15"
640 REM THREE SIXTHS
645 DATA"BR58BD34NU28ND28M+26,-1
5M-26,15M+26,+15M-26,-15BR44BD12
NU4R8U4L8U4NR8BU4L2R12L6BU4L4R8U
4NL8U4L8"
650 DATA"BR58BD34M-26,-15M+26,+1
5M-26,+15"
655 REM FOUR SIXTHS
660 DATA"BR58BD34NU28M+26,-15M-2
6,15M+26,+15M-26,-15BR44BD12NU4R
8U4L8U4NR8BU4L2R12L6BU4BR4U8D4L8
U4"
665 DATA"BR58BD34ND28M-26,-15M+2
6,+15M-26,+15"
670 REM FIVE SIXTHS
675 DATA"BR58BD34NU28M+26,-15M-2
6,15BR44BD12NU4R8U4L8U4NR8BU4L2R
12L6BU4L4R8U4L8U4R8"
680 DATA"BR58BD34ND28M-26,-15M+2
6,+15M-26,+15M+26,-15M+26,+15"
685 REM SIX SIXTHS
690 DATA"BR"
695 DATA"BR58BD34NU28ND28M-26,+1
5M+52,-30M-26,15M+26,+15M-52,-30
BR70BD28C0NU4R8U4L8U4NR8BU4L2R12
L6BU4L4R8U4L8D4U8R8"
700 REM ONE SEVENTH
705 DATA"BR58BD34NU28M-24,-20M+2
4,+20M-30,+4M+30,-4M-16,+25M+16,
-25M+16,+25M-16,-25M+30,+4M-30,-
4M+24,-20BR28BD32U8L8ND2BU4L2R12
L6BU4U8"
710 DATA"BR"
715 REM TWO SEVENTHS
720 DATA"BR58BD34NU28M-30,+4M+30
,-4M-16,+25M+16,-25M+16,+25M-16,
-25M+30,+4M-30,-4M+24,-20BR28BD3
2U8L8ND2BU4L2R12L6BU4R4L8U4R8U4L
8"
725 DATA"BR58BD34M-24,-20"
730 REM THREE SEVENTHS
735 DATA"BR58BD34NU28M-16,+25M+1
6,-25M+16,+25M-16,-25M+30,+4M-30
,-4M+24,-20BR28BD32U8L8ND2BU4L2R

```

12L6BU4L4R8U4NL8U4L8"  
 740 DATA"BR58BD34M-24, -20M+24,+20M-30,+4"  
 745 REM FOUR SEVENTHS  
 750 DATA"BR58BD34NU28M+16,+25M-16,-25M+30,+4M-30,-4M+24,-20BR28BD32U8L8ND2BU4L2R12L6BU4BR4U8D4L8U4"  
 755 DATA"BR58BD34M-24,-20M+24,+20M-30,+4M+30,-4M-16,+25"  
 760 REM FIVE SEVENTHS  
 765 DATA"BR58BD34NU28M+30,+4M-30,-4M+24,-20BR28BD32U8L8ND2BU4L2R12L6BU4L4R8U4L8U4R8"  
 770 DATA"BR58BD34M-24,-20M+24,+20M-30,+4M+30,-4M-16,+25M+16,-25M+16,+25"  
 775 REM SIX SEVENTHS  
 780 DATA"BR58BD34NU28M+24,-20BR28BD32U8L8ND2BU4L2R12L6BU4NL4R4U4L8ND4U4R8"  
 785 DATA"BR58BD34M-24,-20M+24,+20M-30,+4M+30,-4M-16,+25M+16,-25M+16,+25M-16,-25M+30,+4"  
 790 REM SEVEN SEVENTHS  
 795 DATA"BR"  
 800 DATA"BR58BD34NU28M-24,-20M+24,+20M-30,+4M+30,-4M-16,+25M+16,-25M+16,+25M-16,-25M+30,+4M-30,-4M+24,-20BR28BD32C0U8L8ND2BU4L2R12L6BU4BR4U8L8D2"  
 805 REM ONE EIGHTH  
 810 DATA"BR58BD34NU28ND28NL32NR32NE22NF22NG22NH22BR44BD12NU4R8U8D4L8NR8BU4L2R12L6BU4U8"  
 815 DATA"BR"  
 820 REM TWO EIGHTHS  
 825 DATA"BR58BD34NU28ND28NL32NR32NE22NF22NG22BR44BD12NU4R8U8D4L8U4NR8BU4L2R12L6BU4R4L8U4R8U4L8"  
 830 DATA"BR58BD34NH22"  
 835 REM THREE EIGHTHS  
 840 DATA"BR58BD34NU28ND28NR32NE22NF22NG22BR44BD12NU4R8U8D4L8U4NR8BU4L2R12L6BU4L4R8U4NL8U4L8"  
 845 DATA"BR58BD34NH22NL32"  
 850 REM FOUR EIGHTHS  
 855 DATA"BR58BD34NU28ND28NR32NE22NF22BR44BD12NU4R8U8D4L8U4NR8BU4L2R12L6BU4BR4U8D4L8U4"  
 860 DATA"BR58BD34NH22NL32NG22"  
 865 REM FIVE EIGHTHS  
 870 DATA"BR58BD34NU28NR32NE22NF22BR44BD12NU4R8U8D4L8U4NR8BU4L2R12L6BU4L4R8U4L8U4R8"  
 875 DATA"BR58BD34NH22NL32NG22ND28"  
 880 REM SIX EIGHTHS  
 885 DATA"BR58BD34NU28NR32NE22BR44BD12NU4R8U8D4L8U4NR8BU4L2R12L6BU4L4NU4R8U4L8U4R8"  
 890 DATA"BR58BD34NH22NL32NG22ND28NF22"  
 895 REM SEVEN EIGHTHS  
 900 DATA"BR58BD34NU28NE22BR44BD12NU4R8U8D4L8U4NR8BU4L2R12L6BU4BR4U8L8D2"  
 905 DATA"BR58BD34NH22NL32NG22ND28NF22NR32"  
 910 REM EIGHT EIGHTHS  
 915 DATA"BR"  
 920 DATA"BR58BD34NU28ND28NL32NR32NE22NF22NG22NH22BR44BD12C0NU4R8U8D4L8U4NR8BU4L2R12L6BU4L4R8U4NL8U4L8D8"  
 925 REM ONE NINTH

930 DATA"BR58BD34NU28M-18,-22M+18,+22M-30,-6M+30,+6M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4U8"  
 935 DATA"BR"  
 940 REM TWO NINTHS  
 945 DATA"BR58BD34NU28M-30,-6M+30,+6M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4R4L8U4R8U4L8"  
 950 DATA"BR58BD34M-18,-22"  
 955 REM THREE NINTHS  
 960 DATA"BR58BD34NU28M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4R8U4NL8U4L8"  
 965 DATA"BR58BD34M-18,-22M+18,+22M-30,-6M+30,+6M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4BR4U8D4L8U4"  
 970 REM FOUR NINTHS  
 975 DATA"BR58BD34NU28M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4R8U4L8U4R8"  
 980 DATA"BR58BD34M-18,-22M+18,+22M-30,-6M+30,+6M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4BR4U8D4L8U4"  
 985 REM FIVE NINTHS  
 990 DATA"BR58BD34NU28M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4R8U4L8U4R8"  
 995 DATA"BR58BD34M-18,-22M+18,+22M-30,-6M+30,+6M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4R8U4L8U4R8"  
 1000 REM SIX NINTHS  
 1005 DATA"BR58BD34NU28M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4NU4R8U4L8U4R8"  
 1010 DATA"BR58BD34M-18,-22M+18,+22M-30,-6M+30,+6M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4R8U4L8U4R8"  
 1015 REM SEVEN NINTHS  
 1020 DATA"BR58BD34NU28M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4BR4U8L8D2"  
 1025 DATA"BR58BD34M-18,-22M+18,+22M-30,-6M+30,+6M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4R8U4L8U4R8"  
 1030 REM EIGHT NINTHS  
 1035 DATA"BR58BD34NU28M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4R8U4NL8U4L8D8"  
 1040 DATA"BR58BD34M-18,-22M+18,+22M-30,-6M+30,+6M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4R8U4L8U4R8"  
 1045 REM NINE NINTHS  
 1050 DATA"BR"  
 1055 DATA"BR58BD34NU28M-18,-22M+18,+22M-30,-6M+30,+6M-26,+15M+26,-15M-12,+26M+12,-26M+12,+26M-12,-26M+26,+15M-26,-15M+30,-6M-30,+6M+18,-22BR26BD34R8U4NU4L8U4NR8BU4L2R12L6BU4L4R8U4L8U4R8"  
 1060 DATA .5,1,.333,.667,1  
 1065 DATA .25,.5,.75,1,.2,.4,.6,.8,1  
 1070 DATA .167,.333,.5,.667,.833,1

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```

1075 DATA .143,.286,.429,.571,.7
14,.857,1
1080 DATA .125,.25,.375,.5,.625,
.75,.875,1
1085 DATA .111,.222,.333,.444,.5
56,.667,.778,.889,1
1090 CLS:PRINT:PRINT:PRINT
1095 PRINTTAB(3)"PROBLEMS COMPLE

```

```

TED = "NC+NW:PRINT
1100 PRINTTAB(3)"CORRECT RESPON
ES = "NC:PRINT
1105 PRINTTAB(3)"INCORRECT RESPO
NSES = "NW:PRINT
1110 TR=NC+NW:IFTR=0THENTR=1
1115 SC=INT(NC/TR*100)
1120 PRINTTAB(3)"YOUR TOTAL SCOR

```

```

E = "SC%":PRINT
1125 PRINTTAB(3)"ANOTHER TRY (Y/
N) OR (C) ?";
1130 X$=INKEY$:IFX$=""THEN1130
1135 IFX$="Y"THEN RUN
1140 IFX$="N"THEN CLS:END
1145 IFX$="C"THEN 200
1150 GOT01130

```

## Novices Niche

Graphics

CoCo 3

### Coloring by Phil Elliott, Jr.

*Coloring* is an HSCREEN program for the CoCo 3. Instructions are displayed when you run the program. *Coloring* draws overlapping boxes and circles on the screen. You can color and paint the randomly created shapes with the specified key commands. There are 16 colors from which to choose. See if you can create familiar images by coloring the given shapes. Most of all, have fun!

#### The Listing: COLORING

```

0 *COLORING
  WRITTEN BY PHIL ELLIOTT, JR.
  COPYRIGHT (C) JANUARY 1990
  BY FALSOFT, INC.
1 ONBRKGOTO29:POKE65497,0:GOSUB2
5
2 HSCREEN2:PALETTE0,0:HCLS0:GOSU
B21:HCOLOR15:FORX=1TO20:BX=RND(-
TIMER):IFRND(2)=1THENELSE4
3 A=RND(320)-1:B=RND(192)-1:A1=R
ND(320)-1:B1=RND(192)-1:HLINE(A,
B)-(A1,B1),PSET,B:GOTO5
4 A=RND(320)-1:B=RND(192)-1:R=RN
D(100):HCIRCLE(A,B),R
5 NEXT:HCOLOR0:HLINE(0,180)-(319
,191),PSET,BF:HCOLOR15:HLINE(0,0
)-(319,180),PSET,B
6 S=0:FORX=0TO15:HCOLORX:HLINE(S
,184)-(S+15,191),PSET,BF:S=S+20:
NEXT:C=4:HCOLORC:HLINE(C*20,184)
-(C*20+15,191),PSET,B:X=160:Y=96
:ZZ$=INKEY$
7 AN$=INKEY$:IFAN$=CHR$(103)THEN
9ELSEIFAN$=CHR$(4)THEN10ELSEIFAN
$=CHR$(94)ORAN$=CHR$(95)THEN11EL
SEIFAN$=CHR$(10)ORAN$=CHR$(91)TH
EN13ELSEIFAN$=CHR$(8)ORAN$=CHR$(
21)THEN15ELSEIFAN$=CHR$(9)ORAN$=
CHR$(93)THEN17ELSEIFAN$=CHR$(13)
THEN19
8 IFAN$="Q"THEN29ELSEIFAN$=" "TH
EN20ELSEGOSUB23:GOTO7
9 IFC=0THEN7ELSEXC=C-1:OS=1:GOSUB
22:GOTO7
10 IFC=15THEN7ELSEXC=C+1:OS=-1:GO
SUB22:GOTO7
11 IFAN$=CHR$(95)THENELSEIFY=0TH
EN7ELSEY=Y-1:GOTO7
12 IFY<10THEN7ELSEY=Y-10:GOTO7
13 IFAN$=CHR$(91)THENELSEIFY=180
THEN7ELSEY=Y+1:GOTO7
14 IFY>170THEN7ELSEY=Y+10:GOTO7
15 IFAN$=CHR$(21)THENELSEIFX=0TH
EN7ELSEX=X-1:GOTO7
16 IFX<10THEN7ELSEX=X-10:GOTO7
17 IFAN$=CHR$(93)THENELSEIFX=319
THEN7ELSEX=X+1:GOTO7
18 IFX>309THEN7ELSEX=X+10:GOTO7
19 HPAINT(X,Y),C,15:GOTO7
20 PALETTERND(15),RND(64)-1:FORD
E=1TO50:NEXT:IFINKEY$=""THEN20EL
SECMP:GOSUB21:PALETTE0,0:GOTO7
21 RESTORE:FORM=8TO15:READA:PALE
TTEW,A:NEXT:RETURN:DATA5,9,16,4,
26,44,21,32
22 HCOLOR0:HLINE((C+OS)*20,184)-
((C+OS)*20+15,191),PSET,B:HCOLOR
4:HLINE(C*20,184)-(C*20+15,191),
PSET,B:RETURN
23 P=HPOINT(X,Y):IFP=0THENK=4EL
SEK=0
24 HSET(X,Y,K):FORDE=1TO50:NEXT:
HSET(X,Y,P):FORDE=1TO50:NEXT:RET
URN
25 WIDTH40:CMP:ATTR2,0:CLS1:PRIN
T:PRINTTAB(14);:ATTR2,0,U:PRINT"
INSTRUCTIONS";:ATTR2,0:PRINT:PRI

```

```

NT
26 PRINT" USE THE ARROW KEYS T
O MOVE THE CURSOR(THE SMALL DOT)
ONE PIXEL AT A TIME. PRESS <
SHIFT><ARROW KEY> TO MOVE CURSOR
10 PIXELS AT A TIME."
27 PRINT:PRINT" USE F1 TO MOVE
COLOR BOX TO THE LEFT OR F2 TO
MOVE IT TO THE RIGHT.":PRINT:PRI
NT" HIT ENTER TO PAINT THE ARE
A WHERE THE CURSOR IS LOCATED WIT
H THE CURRENT COLOR."
28 PRINT:PRINT" HIT SPACE BAR
TO BEGIN COLOR CYCLING.HIT ANY O
THER KEY TO RETURN TO NORMAL.":P
RINT:PRINT" PRESS Q TO QUIT":P
RINT:PRINT"HIT ENTER TO BEGIN":Z
Z$=INKEY$:EXEC44539:RETURN
29 CMP:CLS1:POKE65496,0

```

**GET 'EM WHILE  
THEY'RE**

# STILL HOT

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# Basic Instructions

by Dale L. Puckett  
Contributing Editor

**E**ach January we get back to the basics and welcome a new group of potential OS-9 users, those who received a new CoCo 3 for Christmas. We'll take a fresh look at OS-9 and try to eliminate some of the initial apprehension surrounding the use of OS-9 by new users.

OS-9 has earned a bad reputation within the Color Computer community over the years because many people have insisted to newcomers that the operating system is hard to use and impossible to understand. This misconception is probably due to the tremendous computing power built into OS-9. In fact, the OS-9 command set is very similar to and as easily understood as its counterpart on MS-DOS machines.

Many options come with this power; options that give you an opportunity to make various choices. Unfortunately it is easy to become overwhelmed when faced with a command providing too many choices. If this happens you may lose sight of the fact that *no action* is always an option. A professional operating system like OS-9 almost always takes a popular default action if you decide not to make a choice on a command line. At the very least, most utilities print the proper command line and the options available if you feed it something undigestible.

We'll try to make your transition from the ROM-based BASIC language built into your Color Computer to OS-9 a smooth one by comparing several OS-9 commands to similar Disk BASIC commands you may

---

*Dale L. Puckett, a freelance writer and programmer, serves as director-at-large of the OS-9 Users Group and is a member of the Computer Press Association. His username on Delphi is DALEP; on packet-radio, KOHYD @ N4QQ; on GENIE, D.PUCKETT2; and on CIS, 71446,736.*

have already used. To do this, we'll tackle a few similar tasks with the two tools.

## Fundamentals

Imagine you need to print a message on the Color Computer screen. With Disk

**W**e'll take a fresh look at OS-9 and try to eliminate some of the initial apprehension.

BASIC, you can enter a simple command immediately after the computer has been turned on to perform this task. For example, entering

```
PRINT "HELLO, I'M A COLOR
COMPUTER!"
```

makes the CoCo print the following:

```
HELLO, I'M A COLOR COMPUTER!
```

Disk BASIC is a language, and one of the verbs in that language is PRINT. Each time Disk BASIC sees the word PRINT it looks at the string of characters or variables following that word and prints it.

If you need to print the same line on your screen several times, you could type in a short program and run it.

```
10 FOR X=1 TO 10
```

```
20 PRINT "HELLO, I'M A COLOR COM
PUTER!"
30 NEXT X
```

BASIC09 is one of several computer languages that run under the OS-9 operating system. Using an advanced design, it compiles each line of your program into an intermediate code, or I-code, as you enter it. As a result BASIC09 can run your programs four to five times faster than Disk BASIC. Programs written in BASIC09 are much easier to read and understand since they do not require line numbers, and you can use long variable names that convey meaning. Reading a BASIC09 program can be compared to reading the solution to a problem written in English. For example:

```
FOR LINE:=1 TO 10
PRINT "HELLO, I'M A COLOR COM
PUTER!"
NEXT LINE
```

When you run this program, BASIC09 produces the same results on your Color Computer screen as the Disk BASIC program above. If you needed a stand-alone program, you could write the same program using the C compiler that runs under OS-9:

```
main()
{
int line;

for(line = 0; line != 10; line++)
printf("HELLO, I'M A COLOR
COMPUTER!\n");
}
```

Disk BASIC, BASIC09 and C are all languages. While the syntax of each language is a bit different, the resulting screen output in the examples above is the same. Each language lets you do the same job.

OS-9 is *not* a language. Rather, it is an operating system. Its many utility commands let you perform various tasks. For example, the OS-9 echo utility lets you emulate the first Disk BASIC PRINT command line above. When you execute echo with the same parameters, it produces a similar output. Entering

```
echo HELLO. I'M A COLOR COMPUTER
```

at the OS9: prompt prints

```
HELLO. I'M A COLOR COMPUTER
```

Notice we did not put an exclamation point (!) in the command line. An exclamation point is a special character in an OS-9 command line — it is used to set up a command pipeline. We'll show you an example of a pipeline in just a bit.

A feature of many operating systems (including OS-9) is the *procedure file* (known as a batch file in another operating system).

A procedure file is a text file made up of commands. When you run such a file, the commands in it are executed just as if you had typed them directly. By repeating the above echo command line 10 times in a procedure file, you can simulate the Disk BASIC, BASIC09 and C programs above. However, since the OS-9 Shell, which executes procedure files, is not a complete programming language and does not include FOR ... NEXT loops, you will need to put the echo command in your procedure file 10 times.

```
build TenTimes
? load echo
? echo Hello, I'm A Color Computer
? echo Hello, I'm A Color Computer
? ...
? unlink echo
? press ENTER
```

Just type `tenTimes` and press ENTER to execute the procedure file. The solution

above may not be elegant, but it works. It also illustrates the point that OS-9 is not really complicated. It is simply an alternative way to perform a job.

### OS-9 Does Graphics!

OS-9 also lets you create graphics. To illustrate, we'll look at three ways to draw a box on the CoCo graphics screen. We'll use Disk BASIC first.

```
10 PMODE 1,1
20 PCLS
30 SCREEN 1,1
40 LINE (10,10)-(10,176),PSET
50 LINE (10,176)-(240,176),PSET
60 LINE (240,176)-(240,10),PSET
70 LINE (240,10)-(10,10),PSET
80 GOTO 80
```

Alternatively we could have replaced lines 40 through 70 with Line 40 below. But, we wanted to keep our example programs parallel.

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```
40 LINE (0,0)-(255,191),PSET,B
```

To draw the same box on a CoCo 1 or 2 with BASIC09 running under Level I, use:

```
run gfx("clear")
run gfx("color",7)
run gfx("move",16,16)
run gfx("line",16,176)
run gfx("line",240,176)
run gfx("line",240,16)
run gfx("line",16,16)
```

The above commands work on the graphics screen supported by OS-9 Level I. To run the sequence with OS-9 Level II windows on a Color Computer 3, use the line commands built into the handy `gfx2` module that comes with BASIC09. You can use the above `gfx` commands under OS-9 Level II, but you must be working in a *hardware* or *Type 1* window. Note that when you work with OS-9 Level II's graphics windows, as opposed to text windows, the `grfint` module must be in your OS9Boot file. Never fear, stock OS-9 Level II comes built this way. If you have *Multi-View* and a little experience, you can gain better and more powerful access to graphics windows through the `widint` module supplied with *Multi-View*.

The `gfx` in the BASIC09 program lines above is the name of a BASIC09 module that interprets the high-level language parameters within parenthesis and sends the proper control codes to the OS-9 screen driver. The `move` command places OS-9's invisible graphics cursor at a position 16 pixels from the bottom of the screen and 16 pixels to the right of the screen's left edge.

The description of the `gfx` module above implies that you should be able to send these codes to the screen driver module from the OS-9 command line, which is true. In fact, an easy way to draw the box is to build a procedure file using the OS-9 `display` command.

```
build box
? load display
? display F 0 4
? display 10 4
? display 11 7
? display 15 10 10
? display 16 10 80
? display 16 F0 80
? display 16 F0 10
? display 16 10 10
? unlink display
? press ENTER
```

Again, because of the commands it uses, this procedure file must be used in a *Type*

*1* window. You can also type `display` followed by each of the hexadecimal numbers in one command line. In fact, it's much easier to do that way.

```
display F 0 4 10 4 11 7 15 10 10
16 10 80 16 F0 80 16 F0 10 16 10
10
```

We formatted the procedure file in such a way as to make it parallel in structure to the BASIC09 program. The line with `display 15 10 10` places the invisible cursor used by the OS-9 graphics driver 16 pixels up and 16 pixels to the right of the lower left corner of the OS-9 graphics screen just like the `move` command in the BASIC09 program. Notice also that the OS-9 `display` command uses hexadecimal numbers while the BASIC09 program used decimal numbers. Location 80 is 176 pixels up from the bottom of the screen. Location F0 is 240 pixels to the right of the left edge of the screen. Notice how these numbers compare to the decimal numbers in the BASIC09 and Disk BASIC programs.

You can also use the OS-9 `display` utility with the proper control codes to move the graphics cursor, set individual pixels on the screen to a specific color, draw circles and paint an area of the screen with a specific color. While running under OS-9 Level II, you can even use them to open and close windows, create menus, and more.

Since you now understand that OS-9 is merely another way to give directions to your CoCo, we'll show you how to get started using OS-9. Hopefully, we can steer you past a few trouble spots along the way.

### OS-9 is an Operating System

Before moving on, we should take a few moments to talk about operating systems. In the language of a systems designer, an operating system controls the low-level processes within your computer. It gives applications programs a way to talk with and control your hardware. It also manages the memory and other finite resources within your computer.

These *processes* are nothing more than short programs that run and perform important jobs for you. These jobs may include putting characters in a disk file or sending a series of characters to a printer. Your system resources include external devices like your terminal, printer and disk drives. They also include objects inside your computer like memory and the microprocessor's time.

Think of an operating system as a traffic cop on a busy corner. The traffic cop directs the flow of automobiles on a busy street.

OS-9 directs the flow of information inside your computer, making sure that the right data gets to the right place at the right time.

### Getting Started with OS-9

To bring OS-9 to life on your Color Computer, insert your OS-9 master disk in Drive 0 and enter `DOS`. `DOS` is a Disk BASIC command that loads the OS-9 Kernel and starts the system.

Soon after you enter `DOS`, OS-9 asks you to tell it the date and time. (Add one of the many hardware clocks to your CoCo, if you have not already done so.) OS-9 uses the date and time to record when it saves a file. `setime`, the OS-9 utility that asked you for the time, must be run each time you start OS-9. This program starts the software clock that runs within OS-9. If this clock is not running, OS-9 will not be able to run multiple tasks. If you want to know the current date while running OS-9, ask for it by using the `date` utility that comes with the system. Simply type `date` and press `ENTER`. OS-9 will print the date on your screen. If you also need to know the time, ask OS-9 to print it, too, by adding the `t` option. Enter `date t`.

If you type this command right after you start the system, OS-9 looks in its *module directory* (a fancy phrase for *memory*) for a module named `date`. Since you haven't loaded that module, OS-9 will not find it. But OS-9 knows other places to look — it now looks for `date` in its current execution directory (almost always `/dd/CMDS` on standard OS-9 systems). If you haven't deleted the `date` command from your disk, OS-9 will find it, load it into memory and execute it — it does this behind the scenes and in just a few seconds. All you see is the date appear on the screen.

If you know you are going to use `date` several times in a session, load it into memory by entering `load date`. After this, it will appear to run instantly. In fact, you can load a number of program modules into memory and have them instantly available. But, if you try to load too many programs into the crowded 64K work space, you quickly run into problems. There won't be enough memory in your computer to run the large programs that conduct most of your real work. For example, BASIC09 takes up approximately 22K of memory. This means you have to write programs in a number of small modules, loading each module from a disk when needed. The modular structure of BASIC09 is a big plus, but loading a module from disk every time it's needed can be a big pain.

### OS-9 Level II and Memory Problems

If you own a 512K CoCo 3, OS-9 Level II



will make your life much easier. It solves many of your memory problems by setting up a separate 64K of work space for each task running on the computer. Let's briefly compare OS-9 Level I and OS-9 Level II.

OS-9 Level I provides no memory management function beyond the 6809E processor's 64K address space. This limits your access to the 64K maximum.

OS-9 Level II works with two different types of work space. It sets aside a system work space that holds all of the device descriptors and device drivers that control the hardware, as well as the file managers, Kernel and other internals to manage your computer's resources. That same system work space is used for all of the data memory needed by OS-9.

After setting up its own system work space, OS-9 Level II sets up a separate work space for each process. Remember, a process is simply a running program. Each of these "user" work spaces can be up to 64K long.

When you run BASIC09 on your CoCo under OS-9 Level I, memory space is cramped and you have very little room for your own programs. For example, on my older Level I system I have 145 pages or just over 36K of free memory immediately after OS-9 starts.

After BASIC09 is loaded, there are only 55 left (just over 13K). That doesn't leave much space to work.

Now, let's see what happens when you run BASIC09 with OS-9 Level II. After BASIC09 is loaded, it just sits in memory. It will be available almost immediately, but it won't be using any data work space until you start it as a process by running it from the command line. When you do this, you have nearly 64K available for it and its programs. This means BASIC09 is able to use almost 64K, 22K for itself and nearly 42K for its programs and data. Actually, there is closer to 63.5K available in each workspace since the top 512 memory locations are mapped to the hardware.

### Making a New OS-9 Disk

One of the most important lessons when first working with OS-9 is to always work with a copy of the master disk from Tandy. Never work with the original disk. Accidents happen, even to experienced hackers.

Make a backup of your master disk the first time you run OS-9. It isn't difficult and shouldn't take much time. Think of it as an investment.

First, you will need to format a new disk. Enter `load format free` to load format and

free into memory. Now, take the OS-9 System Master disk out of Drive /d0 and insert the new disk. Type `format /d0` and press ENTER. `format` asks you if you really want to format the disk in Drive /d0. After you confirm that the disk in Drive /d0 is indeed your new disk and not your System Master disk, press Y for Yes and the program goes to work.

You are then asked to name the new disk. You can make up any name since that name will be replaced when you backup the System Master disk on the new disk. After you enter the name, `format` verifies the data placed on the new disk.

When you see the OS9: prompt again, enter `free /d0`. The `free` command should report that a total of 630 sectors are on the disk and 620 sectors are available for use. If `format` finds any bad sectors on the new disk, it locks them out, and `free` reports a number smaller than 630. If this happens, do not attempt to backup your System Master disk to the new disk. The OS-9 backup utility requires that the format of the new disk be exactly like the original disk. If the two formats are not identical, backup will not work.

If your new disk is good, remove it and put the System Master disk back in /d0.

```

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Enter unlink format free to remove format and free from memory. Now enter load backup to load the backup command into memory. After the command has loaded, take the original master disk out of the drive and put in the newly formatted disk. Then enter:

```
backup -s /d0 #32K
```

When you are asked if you are ready to backup from /d0 to /d0, press Y for Yes. The program then instructs you to put the destination disk in the drive and press any key. OS-9 then asks if it is all right to write over (scratch) the disk mounted in the drive. Again, press Y for Yes.

You'll then be asked to get the source disk ready. Remove the new disk from Drive /d0, insert the System Master disk and press any key. You will have to repeat this several times, swapping the disks until the original disk is completely copied to the new disk. If you have two disk drives in your system, you will be able to run backup by putting the fresh disk in Drive /d0, the System Master in Drive /d1 and entering:

```
backup #32K /d1 /d0
```

Now that you have a new copy of your system master disk, store the original in a safe place. The important thing to remember about backups is that you can only backup a disk to another disk of identical size. You cannot backup a 35-track disk to a 40-track drive. Nor can you backup a single-sided 40-track disk to a double-sided 40-track disk.

To backup all the files on a disk of one format onto a disk formatted differently, use the OS-9 dsave command. Here is a series of commands that will do the job:

```
chd /d1
dsave /d1 /d0 ! shell
```

Notice that these commands assume you have two disk drives. After you have used OS-9 a few hours, you will discover that two disk drives are pretty much a necessity and not a luxury. The exclamation point in the command line causes OS-9 to send the output of the dsave command to the command interpreter, which is named shell. This is an example of the pipelines mentioned earlier.

### Customizing Your Disks

One of the most important advantages of OS-9 is that it allows you to customize your system. Unfortunately, this also makes a tremendous contribution to the myth that

OS-9 is difficult to use and understand.

Pledge to stick with the basics until you are ready to start modifying your system. Practice running the utility commands that are stored in the /d0/CMD5 directory of your working system disk. Follow the directions in the OS-9 manuals and/or *The Complete RAINBOW Guide to OS-9*. After you understand what is happening with each command, move forward and modify your system.

Many of the problems encountered with OS-9 Level I revolve around the severe memory constraints forced by the limited 64K workspace. In fact, many of the error messages received happen because there is simply not enough free memory to load programs you want.

Another common error message for the beginner is Error 216, File Not Found. This error pops up for beginners since they do not fully understand the OS-9 file system.

The important thing to remember is that OS-9 always maintains two working directories. One of these directories is called the current execution directory. The other is called the current data (working) directory. OS-9 always looks in the current execution directory for the executable programs it needs. It usually stores all data files and looks for procedure files in the current data directory.

Here's the trick. The current execution directory and current data directory are seldom stored in the same physical position on two different disks. This means that even though these directories may have the same names on both disks, they are often not located on the same track or sector. Therefore, OS-9 may not be able to find your current directories if you swap the disk without telling it.

Here's the solution. If you remove one disk from a drive and insert another, type:

```
chd /d0/yourdirectory
chx /d0/cmds
```

Note that the directory names in the two command lines above are simply examples — you need to type the names of actual directories stored on the disk.

Hopefully, we have given you enough information to get you started with OS-9, and pointed out a few of the pitfalls. Hang in there and practice. Stick with the simple utilities until you thoroughly understand what is happening. After you conquer a command, move on to another. Soon, you'll be able to control your Color Computer with OS-9, and you won't feel like it's controlling you.

Until February, keep on hacking! ☺

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# The C Zen Continues

by Greg Law  
Technical Editor

The first stop on our journey is a tour of the *unbuffered I/O* functions, which are also referred to as *low-level I/O* functions. These functions are referred to as low-level since they pass arguments directly to the operating system without any intermediate steps. All of the low-level functions are described in Chapter 3 of the C Compiler Manual.

Before data can be written to or read from a file, the file must be created and/or opened. As demonstrated last month, an existing file is opened by calling `open()`, but this returns an error message if the file does not already exist. In this case, the file can be created by using `creat()`. Although both functions use the same parameters, there is one distinct difference between them. With `open()`, the access mode is specified. That is, to read and/or write data to the file. In the call to `creat()`, the file permission attributes are specified. The permission attributes are

<code>S_ISHARE</code>	Non-Sharable
<code>S_IOEXEC</code>	Public Execute
<code>S_IOWRITE</code>	Public Write
<code>S_IOREAD</code>	Public Read
<code>S_IEXEC</code>	Owner Execute
<code>S_IWRITE</code>	Owner Write
<code>S_IREAD</code>	Owner Read

If a file is created with Owner Execute and/or Public Execute permission, it is created in the current execution directory.

*In addition to being OS-9 Online SIGop, Greg Law enjoys programming on all types of computers and has worked on systems ranging from the CoCo to the Burroughs B6700 super mainframe. He lives in Louisville, Kentucky.*

To create a file with Owner Read and Owner Write permissions, use:

```
creat("datafile.dat", S_IREAD |
S_IWRITE);
```

All of the legal access permissions are defined in the `modes.h` file and are listed on Page 3-11 of the C Compiler Manual. For example, assume we are writing an application that needs to rewrite an existing file or create a new one. As shown in Listing 1, this technique is actually quite simple. First, the program tries to open the file in write mode (`S_IWRITE`). If the file cannot be opened, the program attempts to create it with Owner Read (`S_IREAD`) and Owner Write (`S_IWRITE`) attributes. If the file cannot be opened or created, the program exits with an error. If all goes well, the file is

closed by calling the `close()` function and the program exits without an error.

Another method to determine the existence of a file is the `access()` function. This function works exactly like the `open()` function with one minor difference: `access()` attempts to open the file and returns a value to indicate success or failure. The file is closed if it was successfully opened and a value of 0 is returned. Otherwise a value of -1 is returned. An example of using `access()` is shown in Listing 2. If the file exists, it is opened using the `open()` function. Otherwise the program exits with an error. You would normally include the desired access mode to determine whether or not the attributes allow reading and/or writing data to the file. You can also use an access mode of zero to determine whether or not the file exists at all.

OS-9

## Listing 1: test\_1.c

```
/* BreakPoint
 * Written by Greg Law
 * Published January 1991
 */

#include <modes.h>
#include <stdio.h>

main()
{
    int path;

    if((path = open("datafile.dat", S_IWRITE)) == -1)
        if((path = creat("datafile.dat", S_IREAD | S_IWRITE)) == -1)
            exit(errno);

    close(path);
}
```

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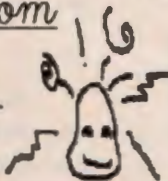
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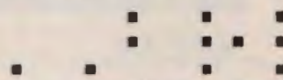
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One commonly asked question is on the use of `access()` as opposed to simply creating or opening the file. Indeed, using `access()` may seem redundant in most cases. For example, if you are writing a terminal program with the Xmodem file transfer protocol it should be obvious that you don't want to overwrite existing files. Examine Listing 3 as I describe the actions taken by the program.

**B**efore data can be written to or read from a file, the file must be created and/or opened.

The three integer variables are used to hold the status returned from `access()`, the path number of the newly created file and the length of the filename. The two character arrays are used to store the filename and an odd-looking thing I call an extension. The brunt of the work is performed by the `while` loop. It first checks to see if the file exists. If the file exists, the original filename is restored by terminating it with a null character and an extension is concatenated onto the chosen filename. Finally the character used for the extension is incremented and the loop checks to see if this new filename exists.

Notice that in the first pass through the loop, the program checks the existence of a file named `datafile.dat`. In the second pass through the loop, the filename is changed to `datafile.dat_a` and then to `datafile.dat_b` in the third pass through the loop. This process continues until the filename finally reaches `datafile.dat_z`. If all 27 files exist, the `exit()` function is called to terminate the program. Feel free to modify and use this routine as you choose. □

#### Listing 2: test\_2.c

```

/* Breakpoint
 * Written by Greg Law
 * Published January 1991
 */

#include <modes.h>
#include <stdio.h>

main()
{
    int status;
    int path;

    if((status = access("datafile.dat", S_IREAD | S_IWRITE)) != -1)
        path = open("datafile.dat", S_IREAD | S_IWRITE);
    else
        exit(errno);

    close(path);
}

```

#### Listing 3: test\_3.c

```

/* BreakPoint
 * Written by Greg Law
 * Published January 1991
 */

#include <modes.h>
#include <stdio.h>
#include <string.h>

main()
{
    int status;
    int path;
    int length;
    char filename[29];
    char extension[3];

    strcpy(filename, "datafile.dat");
    strcpy(extension, "_a");
    length = strlen(filename);

    while((status = access(filename, 0)) != -1)
    {
        filename[length] = '\0';
        strcat(filename, extension);

        printf("Attempting <%s>\n", filename);

        if((extension[1]++) > 'z')
            exit(0);
    }

    path = creat(filename, S_IREAD | S_IWRITE);
    close(path);
}

```



# Best Timing for 512K

by Marty Goodman  
Contributing Editor

**I** just purchased the Disto 512K upgrade board for my CoCo 3. The installation instructions that came with it recommend clipping two capacitors. You seemed to imply in your RAINBOW column of March 1989 that the Hemphill mod (adding a 47-ohm resistor in parallel with R22) is better and would make the DRAM chips run cooler. Can I use the Hemphill mod with my Disto memory board?

Thomas W. Fann (TOMFANN)  
Akron, Ohio

You can try using the Hemphill mod with the Disto or any other memory board. I should clarify, however, that I had reports and not actual personal data on the value of the Hemphill mod. Honestly, my own two 512K CoCo 3s have the clipped capacitor mod and seem to work quite well. The DRAMs are warm to the touch, but not broiling hot. I suggest you just try one timing fix. If you run into problems such as excessive heat on the DRAM chips or too many sparklies on the screen, try the other and see if matters improve. A lot may depend on differences between timing parameters of various brands of DRAM chips you might put in the upgrade.

## Switch-Hitting Monitor

How would I change my Magnavox 1CM135 monitor to allow convenient switch-

*Martin H. Goodman, M.D., a physician trained in anesthesiology, is a longtime electronics tinkerer and outspoken commentator — sort of the Howard Cosell of the CoCo world. On Delphi, Marty is the SIGop of RAINBOW's CoCo SIG and database manager of OS-9 Online. His non-computer passions include running, mountaineering and outdoor photography. Marty lives in San Pablo, California.*

ing between the analog and TTL inputs? I want to have my CGA video and CoCo analog video connected to a switch box so I can easily switch the monitor between the two machines.

Dave Robling (IARMBANDIT)  
Mills, Wyoming

A device to accomplish what you want would involve very tedious modification inside the monitor, as well as construction of a multiple switch box. Not only do you need to switch the seven separate video lines at the input, but the monitor itself must be switched between its analog and TTL mode. You would have to go inside the monitor and externalize whatever is connected to the TTL/Analog switch. All of this would take a lot of time, effort and the use of either a switch with many poles or a bunch of relays. Practically speaking, I doubt it would be worth all that trouble.

## In Search of Soldering Irons

Can you recommend a soldering iron to me? Can you suggest how I might fix a modem in which the 5-volt regulator and heat sink get so hot they often appear to cook other nearby chips causing the modem to seize up after about an hour of use?

Phillip Brown (THEFERRET)  
Berkeley, California

I use old Weller WCTPN solder stations. These sold new for over \$100, but I picked mine up for \$20 each, or less, at ham and other electronics flea markets. Such bargain purchases usually require repair, but repairs on these items are extremely easy to make. The design is very simple and straightforward. Weller is also very good about supplying service information and whatever parts you need at rather reasonable prices. These temperature-regulated, 60-watt units heat quickly and have lots of reserve power for tough jobs. For most of my fine

work I use the Weller PTR-7 tip. This is a screwdriver shaped tip that is 1/32" wide and heats to 750 Fahrenheit. Also consider Radio Shack's "build your own" soldering iron. Specifically, purchase catalog numbers 64-2080 (handle), 64-2081 (700-Fahrenheit heating unit) and one or more of their collections of tips for the same (64-2089, 64-2074, 64-2084). This system is, I believe, actually made by Ungar. Parts for it are probably not only available through Radio Shack, but through suppliers of Ungar soldering equipment as well. Radio Shack's prices are quite reasonable. Several of my friends have used this system and reported it works well for them.

As for your modem, I have fixed similar problems by removing the 5-volt regulator and placing it in a separate box with a heat sink on it. This results in the heat being dissipated outside the modem box where it doesn't affect other nearby chips. [Ed. Note: Marty notes that when this repair was attempted, the modem still had problems, apparently due to other regulators in the area or a flaky VLSI modem chip.]

## File Comparisons

Is there a Compare program that compares two copies of a disk file byte-for-byte to see if they are identical? I ask because I am concerned about possible viruses or worms.

Lorin E. Owens  
Bakersfield, California

Many years ago Don Hutchison wrote a Disk Compare program. I believe a copy of it is posted in the Utilities section of the Delphi CoCo SIG. This program compared every byte of one file to another with the proviso that the files had to be binary program files and one had to reside in memory during the comparison. However, I would not worry about CoCo viruses or worms. There has never been a report of a CoCo Disk BASIC virus. In theory one could be



made, but it is awfully difficult to do and would be easily thwarted; a BACKUP command would cleanse any infected disks. An OS-9 virus is more likely, though to date there have been no such reports.

### Cassette Port Dissected

*I use BASIC09 and assembly language, and want to use the cassette port on the CoCo 3 to communicate with the outside world. Can you help me with the addresses for that port?*

Nyle A. Tack (BTACK)  
Peralta, New Mexico

Fully using the cassette port may be more difficult than you think. The 5-pin port consists of a relay-controlled switch (cassette-motor relay), a zero-crossing detector input and a 6-bit digital-to-analog converter output. Under Radio Shack BASIC, the relay is used to switch the cassette motor on and off. The zero-crossing detector is used in conjunction with appropriate

assembly-language software to detect the frequency and duration of an incoming cassette tone. The D-to-A converter is used, again in conjunction with ML software, to generate tones of specific types. All of these are controlled by a 6821 PIA chip, which is addressed internally in the CoCo from \$FF20 through \$FF23.

The cassette-motor switch is easy to use. Pins 1 and 3 of the cassette port are hooked to SPST relay contacts. The relay is controlled by the CA2 line of the PIA. This is mapped to Bit 3 of the control word at \$FF23. If bits 4 and 5 of \$FF23 are set to 1 (High), Bit 3 of \$FF23 can be used to control the cassette motor by writing a 0 or 1 to it. See the Motorola data sheet for the 6821 chip for details on control of the CA2 line.

The zero-crossing detector is fed by Pin 5 of the cassette port. If a zero crossing is detected, Bit 0 of the PA0 port of the PIA (mapped to \$FF20) is affected. Of course, that bit must be programmed as an input via the appropriate technique involving the

control word at \$FF21. Again, see the data sheet for the Motorola 6821 for details.

The D-to-A converter sends its output to Pin 4 of the cassette port. Pin 2 is ground. The voltage fed to Pin 4 is affected by the value written into bits 2 through 7 at port PA0 (address \$FF20). Again, those bits must be programmed as inputs first.

Unfortunately, OS-9 is a uniquely rotten environment for using either the zero-crossing detector or the A-to-D converter to recognize and generate tones. This is due to the fact that such ports require constant attention by software, which is something OS-9 is unable to do. However, you should have no trouble using the CoCo's cassette-motor relay under OS-9. If you are switching high voltages or a large current, you should add a second relay in cascade that is rated for the voltages and currents you want to switch.

If you plan to pursue this matter, it is almost essential to have the data sheet for the Motorola 6821 chip and the full service



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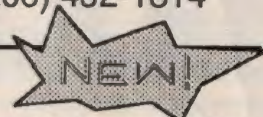
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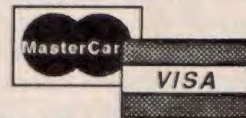
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manual for the CoCo 3. The latter provides not only the CoCo 3's schematic, but also diagrams of the innards of two custom I/O chips in the CoCo 3, which are critical to understanding the cassette input.

To further pursue use of the available possibilities on the CoCo, I highly recommend Bill Barden's new book, *Connecting the CoCo to the Real World*.

### Get a Boot out of DOS

*How do I use the DOS command to achieve auto-execution of a program?*

Alexi. D. Papaleonardos (WTHUNDER)  
Columbus, Ohio

The DOS command causes the CoCo to load all data on Track 34 of the disk into memory starting at Location \$2600. The CoCo then examines the contents of \$2600 and \$2601, which are the first two bytes of the first sector of Track 34. If it finds \$2600 to contain the ASCII code for O and \$2601 to contain the ASCII code for S, it then proceeds to execute the code it finds starting at location \$2602. If it does not find OS in \$2600 and \$2601, program control is returned to BASIC. You must make the first two bytes of sector 1 of Track 34 be \$4F and \$53. Follow that with whatever machine-language loader program you want to start your code. Note that your loader program will probably involve code that loads other sectors from the disk using the DSKCON routine in BASIC or your own DSKCON-like routine in Track 34. You'll also need to lock Track 34 out of use via the granule allocation table to prevent that track from being overwritten. For more information, see Roger Schrag's "A Special Use for the DOS Command" (Rainbow, November 1984, Page 140).

### High-Speed Bit-Banger

*Is there any way to use the timer and serial-port interrupt lines in the CoCo 3 to make a bit-banger device driver for OS-9 that would allow use of the bit-banger port with a modem at speeds of 1200 baud or higher?*

Jason Bucata (JBUCATA)  
Ferndale, Michigan

One problem is the serial-port input interrupt is incorrectly wired on the CoCo 3. It triggers on the wrong edge of the incoming signal making it useless for its intended purpose, which is detection of the start bit of each incoming word. This can be fixed with a very simple hack inside the CoCo 3 (a single trace cut and a jumper to remove an unneeded inverter gate from the circuit). But since a hardware hack is required, few people have developed enthu-

siasm for writing driver software. It is also possible to make a special cable that shorts the bit-banger serial input to the bit-banger carrier detect. Then program the PIA chip that sees the carrier detect to generate an interrupt on each incoming start bit. This eliminates the internal hack, but requires a special cable. Long ago, one company produced an OS-9 terminal program that used such a trick for Level I OS-9 and the CoCo 1. (This matter was further discussed among OS-9 experts on the Delphi OS-9 SIG. Bruce Isted performed some calculations and guesstimations from which he concluded that it should be possible to write a bi-directional bit-banger driver for OS-9 Level II that would work at 1200 baud provided not too many other tasks were being performed. His calculations indicated that at 2400 baud, this hypothetical driver would tie up more than half of the CoCo 3's time, even with use of the interrupt and timer, and would not be acceptable for OS-9 multi-tasking. I know of no attempts to actually write such a driver. Frankly, it would seem to be a worthwhile endeavor.)

### Power from the Multi-Pak

*Where do I find +5v, +12v, -12v and ground on the Multi-Pak Interface?*

Steve Ricketts (STEVEPDX)  
Portland, Oregon

Pin 1 of the Multi-Pak supplies -12 volts at 100mA, Pin 2 supplies +12 volts at 300mA and Pin 9 supplies +5 volts at up to about an amp. Pins 33 and 34, as well as the clips on each side of the 40-pin connectors, are ground. Note that these voltages are also available on the CoCo 1, but a +/-12-volt signal is not found on the CoCo 2 or 3.

### No Semigraphics for CoCo 3

*My Audio Spectrum Analyzer and Plug 'n Power ROM Paks work fine on my CoCo 1 and 2, but give unuseably distorted displays on my CoCo 3. What is the problem and can it be fixed?*

Thomas E Lucas (TOMLUCAS)  
La Grange, Illinois

Both of these ROM paks use the Semigraphics mode of the VDG chip in the CoCo 1 and 2 to achieve a combination of many colors and text on the screen at once with minimal memory for the program. This complex Block Graphics/Text mode is not supported by the GIME chip in the CoCo 3. Fixing the programs would involve considerable rewriting. No fixes are available at this time. Note that in the case of Spectrum Analyzer, Steve Bjork wrote a version that did not use the Semigraphics mode, but it

took more space than the 4K he had available for the ROM pak. Sadly, his non-Semigraphics version is legally tied up and won't be released.

### Picturing the Sega

*How do I connect my Magnavox 8CM515 monitor to a Sega Genesis video game machine? I tried to hook the 8-pin TTL video port on the Magnavox 8CM515 to the 8-pin port on the Sega using Sega pinout information you supplied, but cannot get an image. I am puzzled by the fact that my Sega puts out Hsync and Vsync on the same pin, whereas my Magnavox apparently requires separate lines. Also, what is the use of the +5-volt and composite-video lines on the Sega Genesis and of the Intensity line on the Magnavox video input.*

Jody Ronning  
Melrose, Wisconsin

First of all, you must not use the 8-pin TTL input port on the Magnavox. Instead, use the 6-pin analog-video input port since the Sega Genesis puts out analog video. The sync input circuitry on the Magnavox monitor is set up so it does not care what kind of sync you feed it; separate or combined, positive or negative. Just feed whatever sync you have into either (or both) the Hsync or Vsync inputs of the Magnavox. It will sort it all out and get the sync info it needs. Note this is not the case with the CM-8 monitor, which is less intelligent with respect to sync input. The CM-8 requires separate positive sync signals and will accept nothing else. For your reference, the 6-pin port on the Magnavox analog input has the following pinout:

- 1 — green
- 2 — Hsync
- 3 — gnd
- 4 — red
- 5 — blue
- 6 — Vsync

Pin 6 is the center pin, and pins 1 thru 5 are numbered sequentially clockwise as one looks at the socket on the Magnavox.

The +5-volt line on the Sega is present to allow powering some small circuit to facilitate sync conversion to produce different polarity or separate sync signals for monitors. The video output is present to feed into the composite-video input of monitors that have the same. This is the same type of one-line video signal used between present day VCR's and TV/monitors. This kind of video is also called *NTSC composite video*. Note that this sort of video will not give as nice a picture as RGB

video will. You do not need either the +5-volt line or the video line to connect your Magnavox 8CM515 monitor. You can run a cable that goes from the video line of the Sega to the video input on your Magnavox just to see how much poorer the video image is than the RGB image. The Intensity line is part of the IBM CGA digital video protocol and is of no use with the analog video output of the Sega or CoCo.

### CM-8 for VGA?

Can I use my CM-8 monitor with an IBM VGA card?

Alan Parker  
Grissom AFB, Indiana

No. The VGA card requires a monitor that can sync to a horizontal scan of 31.5 KHz. The CM-8 syncs to only 15.75 KHz. Note that even when emulating CGA video, VGA cards put out a video signal that syncs at 31.5 KHz. In that mode, the VGA card scans each line of the VGA monitor twice in order to achieve lower CGA-type resolution. This is of no help to someone trying to use a CM-8.

Avoid a CoCo 3 Funeral  
My CoCo 3 recently died. When I turn it

on I get a blank screen. Is the GIME chip bad? The 68B09E? Radio Shack wanted \$50 just to diagnose the problem with no guarantee of fixing it for that price. I am not familiar with working on electronic equipment and cannot replace a soldered chip. Who can help me fix the computer?

Brad Renfro  
Owensboro, Kentucky

If you do not have access to a friend who is skilled at desoldering and socketting 40-pin chips, your best alternative may be to just look for a good buy on a new CoCo 3. Note that they occasionally go on sale for \$129 at Radio Shack. CoCo Pro! (a RAINBOW advertiser) sometimes can sell used CoCo 3s for \$100 or less. What I would do is try the GIME chip from the bad computer in a known working computer. If that chip tests good, I'd swap out memory from the bad computer into a good computer to see if the memory was bad. If the memory tested good, we have exhausted the possibilities for socketted chips. The next thing I would do is desolder the 68B09E chip, solder in a socket and insert a new, good 68B09E. 68B09E chips are available from Jameco of Belmont, California, but a \$25

minimum order is required. They are also available through several RAINBOW advertisers, including Microcom and Disto.

[Editor's Note: We recently had a similar problem with one of our CoCo 3s. We removed the cover and pressed firmly on all four corners of the GIME chip. This took care of the problem immediately. Of course, we suggest reseating the GIME with "proper" tools.]

Your technical questions are welcomed. Please address them to CoCo Consultations, THE RAINBOW, P. O. Box 385, Prospect, KY 40059.

We reserve the right to publish only questions of general interest and to edit for brevity and clarity. Due to the large volume of mail we receive, we are unable to answer letters individually.

Questions can also be sent to Marty through the Delphi CoCo SIG. From the CoCo SIG> prompt, pick Rainbow Magazine Services. Then at the RAINBOW> prompt, type ASK (for Ask the Experts) to arrive at the EXPERTS> prompt, where you can select the "CoCo Consultations" online form, which has complete instructions.

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Making numbers as fun as words

## In the Name of EQUALITY

by Bob Delbourgo

*Scrabble* is as popular today as the day it first came out on the market some three decades ago. By contrast, the game *Equable* (the numerical version of *Scrabble*) made a brief appearance about ten years ago but is now almost forgotten. This may be because people feel more comfortable with words than with numbers. Whatever the reason, I thought it would be a good time to resurrect the numerical version as a challenging and educational game. I have dubbed it *Equality*.

The instructions for *Equality* are included in the listing. I will not repeat them except to emphasize that you are dealing with integer arithmetic (whole numbers from 0 to 9). This means the strict order of operations is division followed by multiplication followed by subtraction and then addition — the way the CoCo handles sums.

Move the cursor with the arrow keys and type in the character (from the hand you

---

*Bob is a professor of physics, and he computes as a hobby. His interests lean toward scientific simulations and mathematical games. He may be contacted at 15 Willowdene Avenue, Sandy Bay, Hobart, Tasmania, Australia 7005.*

have been dealt) to make an insertion there. You begin with two "equals" (=) signs. As the game progresses you may run out of them, at which time you can change your hand by pressing C, thereby missing a turn. Please ensure that sums are properly separated and do not involve more than one equals sign. Otherwise CoCo will react. The computer also checks to see that your entries are along a line and that your sums along that line are numerically accurate. It does not check whether they fit in an orthogonal sense (although in principle it could have been programmed to do so — but that would take too long). Your score is based on the number and type of pieces you have placed, not on what has already been laid on the board in a previous round (for the precise values, read the directions in the listing).

The listing has been liberally commented, so I will not say much about it. The only noteworthy part is the subroutine in lines 950 through 1140, which calculates the sum when a string (A\$) is input. The game should appeal to math teachers at the primary level but can nevertheless be played seriously at higher levels. It can even be played solo, the aim being to maximize your score within 24 rounds.



50	.....	76
110	.....	22
170	.....	247
230	.....	141
290	.....	153
330	.....	205
430	.....	98
520	.....	201
609	.....	204
650	.....	101
710	.....	119
760	.....	70
820	.....	185
880	.....	124
960	.....	91
1030	.....	217
1080	.....	39
END	.....	221

### The Listing: EQUALITY

```

0 'COPYRIGHT 1990 FALSOFT, INC.
9 'initialise variables and strings
10 CLEAR500:GOTO1150
20 DIMC(5),A(13),PT(15),PE(15):R
-RND(-TIMER):C$=CHR$(8)+CHR$(9)+
CHR$(10)+CHR$(94)+"0123456789-+
*/RCP"
30 C(1)=61:C(2)=43:C(3)=45:C(4)=
42:C(5)=47:T1$="L9T25V103C":T2$=
"L10T10V901G02G03G04G05G04G03G02
G01G"
40 FORI=1TO7:N$=N$+CHR$(159)+CHR
$(239):NEXTI:N1$=CHR$(239)+N$:N2
$=N$+CHR$(159)
50 FORI=1024TO1534STEP2:N=RND(5)
:R=RND(10):POKEI,47+R:POKEI+1,C(
N):NEXTI
60 PRINT@140,"EQUALITY":PRINT@2
36,"SCRABBLE":PRINT@110,"N":PR
INT@174,"M":PRINT@206,"E":PRIN
T@270,"I":PRINT@302,"C":PRINT@
334,"A":PRINT@272,"Y":PRINT@36
2,"R.DELBOURGO":
70 PLAY"L8CCL4FFL8FL4AL12GP12FGP
12AL4F"
80 PRINT@481,STRING$(5,"-")INST
RUCTIONS<Y/N>?"STRING$(5,"-"):
90 I$=INKEY$:IFI$="N"THEN200ELSE
IFI$="Y"THEN100ELSE90
99 'instructions
100 CLS:GOSUB1130:GOSUB1140
110 PRINT"THIS BOARD GAME (FOR U
P TO FOUR PLAYERS) IS A NUMERIC
VERSION OF SCRABBLE. EVERY PLAYER
IS DEALT 6 INTEGERS (0-9) AND 5
OPERATORS(=,+,-,*,/) AT RANDOM
WHICH ARE USED TO BUILD VALID SU
MS ALONG A HORIZONTAL or VERTIC
AL LINE."
120 GOSUB1140:PRINT"THE BOARD IS
15X15 AND INTEGERS MUST BE LAID
ON "CHR$(239)".OPERATORS ON "CH
R$(159):
130 PRINT"ALL SUMS MUST BE SEPAR
ATED BY "CHR$(239)" AND/OR "CHR$
(159)", CAN ONLY CONTAIN one -BU
T ANY # OF INTEGERS/OPERATORS.":
140 GOSUB1110

```

```

150.CLS:GOSUB1130:GOSUB1140
160 PRINT"THE ORDER OF OPERATION
S IS FIXED TO BE: DIVISION, MULTI
PLICATION,SUBTRACTION AND THEN A
DDITION."
170 GOSUB1140:PRINT"FOR EACH PIE
CE PLAYED SCORING IS #:VALUE OF
DIGIT          -:1   +:3
          -:5   *:7   /:9":
180 GOSUB1140:PRINT"YOU INSERT Y
OUR PIECES BY TYPING THE APPROPRI
ATE CHARACTER. WHEN FINISHED <P>
PASSES PLAY TO NEXT PLAYER. <R>
TO RETRACT INCORRECT ENTRY, <C> T
O CHANGE all PIECES.":
190 GOSUB1110
199 'determine # players and ini
tialise remaining quantities
200 CLSRND(7)+1:GOSUB1130
210 PRINT@64,"HOW MANY PLAYERS (
4 MAX.)":INPUTNP:NP=INT(NP):IFN
P<10RNP>4THENSOUND200,2:GOTO210
220 DIM$(NP),SC(NP),NN$(NP),OO$(
NP):RM=24/NP
230 FORI=1TONP:PRINT@64*(I+1),"P
LAYER #""YOUR NAME":INPUTP$(I)
:IFLEN(P$(I))>8THENP$(I)=LEFT$(P
$(I),8)
240 NEXTI
250 CLS:FORI=0TO15:POKE1504+I,17
5:POKE1039+32*I,175:POKE1072+I,1
75:POKE1232+I,175:POKE1296+I,175
:NEXTI:POKE1048,175
260 FORI=0TO96STEP32:POKE1112+I,
175:NEXTI:FORI=1TONP:SC(I)=0:NN$(
I)=""":OO$(I)=""":NEXTI:RD=0:X=7:
Y=7
270 FORI=0TO448STEP64:PRINT@I,N1
$:NEXTI:FORI=32TO416STEP64:PRIN
T@I,N2$:NEXTI
280 PRINT@17,"PLAYER":PRINT@26,
"SCORE":FORI=1TONP:PRINT@48+32*
I,P$(I):NEXTI
290 PRINT@304,"move cursor with"
::PRINT@336,"the arrow keys.":P
RINT@368,"type character":PRINT
@400,"to insert piece.":PRINT@4
32,"<R> to retract.":PRINT@464,"
<C> to change.":PRINT@496,"<P>
to pass.":
299 'deal pieces to each player,
6 numbers, 3 operators and 2 -
300 FORI=1TONP:FORJ=1TO6:NN$(I)=
NN$(I)+CHR$(47+RND(10)):NEXTJ:FO
RJ=1TO3:OO$(I)=OO$(I)+CHR$(C(RND
(4)+1)):NEXTJ:OO$(I)=OO$(I)+"-":
NEXTI
309 'start game
310 P=0:RD=RD+1:IFRD=RM THEN370
319 'show hand and wait for keyp
ress
320 Q=1:T$=""":S$=""":P=P+1:IFP=NP
+1THEN310
330 PRINT@240,CHR$(229)+NN$(P)+C
HR$(234)+CHR$(149)+OO$(P)+CHR$(1
54)+CHR$(175):
340 I$=INKEY$:GOSUB780:IFI$=""TH
EN340
350 ONINSTR(1,C$,I$) GOTO390,410
,430,450,470,470,470,470,470,470
,470,470,470,470,490,490,490,490
,490,510,560,600
360 GOSUB780:GOTO340
370 PRINT@483,"GAME OVER!":PLAY

```

```

T2$:PRINT@17,"<S> TO RESTART"
380 IFINKEY$<>"S"THENPRINT@17,"<
s> to restart":GOTO370ELSE250
390 X=X-1:IFX<0THENX=0 'left
400 GOTO340
410 X=X+1:IFX>14THENX=14 'right
420 GOTO340
430 Y=Y+1:IFY>14THENY=14 'down
440 GOTO340
450 Y=Y-1:IFY<0THENY=0 'up
460 GOTO340
469 'number insertion
470 I=INSTR(1,NN$(P),I$):IFI=0OR
PEEK(1024+X+32*Y)>239THENSOUND1
00,1:GOTO340
480 GOSUB790:GOTO330
489 'operator insertion
490 I=INSTR(1,OO$(P),I$):IFI=0OR
PEEK(1024+X+32*Y)<>159THENSOUND1
00,1:GOTO340
500 GOSUB820:GOTO330
509 'retraction routine
510 IFQ=1THENSOUND100,1:GOTO340
520 FORI=1TOQ-1:POKEPT(I),PE(I):
NEXTI 'restore board
530 NN$(P)=NN$(P)+S$:S$="" 'read
just strings
540 OO$(P)=OO$(P)+T$:T$=""
550 Q=1:GOTO330
559 'change routine
560 IFQ=1THENSOUND100,1:GOTO330
ELSENN$(P)=""":OO$(P)=""
570 FORJ=1TO6:NN$(P)=NN$(P)+CHR$
(47+RND(10)):NEXTJ
580 FORJ=1TO4:OO$(P)=OO$(P)+CHR$
(C(RND(4)+1)):NEXTJ:OO$(P)=OO$(P
)+"-":
590 PRINT@58+32*P,USING"###":SC
(P):PLAYT2$+T2$+T2$+T2$:GOTO320
600 SC=0:IFQ=2THEN770
609 'pass routine
610 PRINT@484,"CHECKING":D=PT(2
)-PT(1):IFABS(D)>15THEND=32ELSE
D=1
620 FORII=2TOQ-1:IFD=1ANDABS(PT(
II)-PT(1))>15THEN770 'check if h
orizontal
630 IFD=32ANDPT(II)-PT(1)<>32*IN
T((PT(II)-PT(1))/32)THEN770 'che
ck if vertical
640 NEXTII
649 'determine string along line
of play
650 L$=""":IFD=1THENP1=32*INT(PT(
1)/32):FORI=P1 TOP1+14:L$=L$+CHR
$(PEEK(I)-64):NEXTI 'along horiz
ontal
660 IFD=32THENP1=1024+PT(1)-32*I
NT(PT(1)/32):FORI=P1 TOP1+448STE
P32:L$=L$+CHR$(PEEK(I)-64):NEXTI
'along vertical
670 L=LEN(L$)
679 'break up into substrings fo
r analysis
680 FORK=1TOL:IFMID$(L$,K,1)=CHR
$(95)ORMID$(L$,K,1)=CHR$(175)THE
NNEXTK
690 L$=RIGHT$(L$,L-K+1):L=L-K+1
700 FORJJ=1TOL:IFMID$(L$,JJ,1)=C
HR$(95)ORMID$(L$,JJ,1)=CHR$(175)
THEN710ELSENEXTJJ
709 'get substring
710 SS$=LEFT$(L$,JJ-1):SS=LEN(SS
$):IFSS>1THENGOSUB850:IFKK=1THEN

```

```

770
720 IFL<JJ THEN730ELSE$=RIGHT$(
L$,L-JJ+1):L=L-JJ+1:GOTO680
730 FORTT=1TOLEN(S$+T$):TT$=MID$(
S$+T$,TT,1):SC=SC+INSTR(1,"1234
56789",TT$)+INSTR(1,"- + * /",
TT$):NEXTTT
740 SC(P)=SC(P)+SC:PRINT@58+32*P
,USING"####":SC(P):PRINT@484,STR
ING$(8,175);
750 PLAYT2$+T2$+T2$+T2$:IFLEN(S$
)>0THENFORJ=1TOLEN(S$):NN$(P)=NN
$(P)+CHR$(47+RND(10)):NEXTJ
755 IFLEN(T$)>0THENFORJ=1TOLEN(T
$):OO$(P)=OO$(P)+CHR$(C(RND(4)+1
)):NEXTJ
760 GOTO320
770 PRINT@484,"INVALID!":SOUND1
0,20:PRINT@484,STRING$(8,175):G
OTO520
780 PT=1024+X+32*Y:PP=1080+32*P:
PE=PEEK(PT):POKEPT,PE:POKEPT,191
:POKEPP,175:POKEPP,207:PLAYT1$:P
OKEPP,175:PT(Q)=PT:PE(Q)=PE:POKE
PT,PE:RETURN
789 'readjust number string
790 NN=LEN(NN$(P)):NN$(P)=LEFT$(
NN$(P),I-1)+RIGHT$(NN$(P),NN-I)
800 S$=S$+I$:PRINT@X+32*Y,I$,:Q=
Q+1
810 PLAYT2$:RETURN
819 'readjust operator string
820 OO=LEN(OO$(P)):OO$(P)=LEFT$(
OO$(P),I-1)+RIGHT$(OO$(P),OO-I)
830 T$=T$+I$:PRINT@X+32*Y,I$,:Q=
Q+1

```

```

840 PLAYT2$:RETURN
850 KK=0:FORI=1TO13:A(I)=0:NEXTI
:IFSS=2*INT(SS/2)THENKK=1:RETURN
'valid string must be odd
860 FORI=1TOSS STEP2:N$=MID$(SS
,I,1):IFN$<"0"ORN$>"9"THENKK=1:R
ETURN 'test number sequence
870 FORI=2TOSS STEP2:O$=MID$(SS
,I,1):IFO$="/"ORO$="*"ORO$="-"OR
O$="+"ORO$="-"THENNEXTI ELSEKK=1
:RETURN 'test operator sequence
880 E=0:FORI=2TOSS STEP2:IFMID$(
SS,I,1)="-"THENE=E+1 'test # eq
ual signs in substring
890 NEXTI:IFE=0ORE>1THENKK=1:RET
URN
900 FORI=2TOSS STEP2:IFMID$(SS,
I,1)<>"-"THENNEXTI ELSEE=I
910 LL$=LEFT$(SS$,E-1):RR$=RIGHT
$(SS$,SS-E) 'split substrings on
either side of - sign
920 A$=LL$:GOSUB950:LL=A$:A$=RR$:
GOSUB950:RR=A$
930 IFABS(LL-RR)>.000001THENKK=1
940 RETURN
949 'carry out the sums on the s
trings
950 N=(LEN(A$)+1)/2:O=N-1
960 FORI=1TON:A(I)=VAL(MID$(A$,2
*I-1,1)):NEXTI
970 O$="":FORI=1TOO:O$=O$+MID$(A
$,2*I,1):NEXTI
979 'division first
980 DI=INSTR(1,O$,"/"):IFDI=0THE
N1010
990 A(DI)=A(DI)/A(DI+1):FORI=DI+

```

```

1TON:A(I)=A(I+1):NEXTI
1000 O$=LEFT$(O$,DI-1)+RIGHT$(O$
,O-DI):N=N-1:O=O-1:GOTO980
1009 'then multiplication
1010 MU=INSTR(1,O$,"*"):IFMU=0TH
EN1040
1020 A(MU)=A(MU)*A(MU+1):FORI=MU
+1TON:A(I)=A(I+1):NEXTI
1030 O$=LEFT$(O$,MU-1)+RIGHT$(O$
,O-MU):N=N-1:O=O-1:GOTO980
1039 'then subtraction
1040 SU=INSTR(1,O$,"-"):IFSU=0TH
EN1070
1050 A(SU)=A(SU)-A(SU+1):FORI=SU
+1TON:A(I)=A(I+1):NEXTI
1060 O$=LEFT$(O$,SU-1)+RIGHT$(O$
,O-SU):N=N-1:O=O-1:GOTO1040
1069 'then addition
1070 AD=INSTR(1,O$,"+"):IFAD=0TH
EN1100
1080 A(AD)=A(AD)+A(AD+1):FORI=AD
+1TON:A(I)=A(I+1):NEXTI
1090 O$=LEFT$(O$,AD-1)+RIGHT$(O$
,O-AD):N=N-1:O=O-1:GOTO1070
1099 'the final result of the su
m
1100 A=A(1):RETURN
1110 PRINT@481,STRING$(9,"-");"t
ype any key"STRING$(9,"-");
1120 IFINKEY$=""THEN1120ELSERETU
RN
1130 PRINTSTRING$(12,"=")"equal l
ty"STRING$(12,"="):RETURN
1140 PRINTSTRING$(32,"="):RETUR
N
1150 PCLEAR2:GOTO20

```

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Try your creative  
hand at  
writing poetry

# Fishing

## for the Right Words

by Solla Carrock



Computer poetry — a new genre. *Fishbowl* encourages you to let your creative juices flow. The program randomly chooses words or phrases

in the data lines and displays 12 of them. You then use the 12 words to compose a poem. The words I've put in the data lines are geared for a child, but an adult could also use them or modify the selection of words and phrases.

The 12 words act as a stimulus for writing a poem by requiring you to make unusual combinations of ideas and imagery. You can edit your work by replacing old lines with new ones. You can also print the poem at any time.

After the 12 words are shown on the screen, type in lines of the poem based on the words given. Up to 100 lines may be typed in (with an average of 90 characters or less per line). You must press ENTER to indicate the end of a line. To see the 12 words again, enter an asterisk (\*), then continue to add to the lines of the poem. To make a new choice, type a slash (/) and press ENTER.

*Solla Carrock is a writer and artist, with a master's degree in psychology. She has worked with children and has taught and counseled adults as well. She purchased a Color Computer about a year ago — for her daughter — and has been writing programs ever since.*

The program gives you a list of choices: View the poem, Print the poem, Change a line, Add new lines, or Write a new poem.

If you choose Option 1, press the @ key to print the first line of the poem on the screen. Press it repeatedly to print succeeding lines. Press R for a list of choices.

If you choose Option 2, you can print the poem by entering the letter P. If you do not type P, you are returned to the menu.

Option 3 lets you replace an old line with a new one. Type the line number and press ENTER. The old line is displayed, and you are asked to type a new line to replace

32K Extended

43	126	505	32	640	34
62	38	520	61	660	214
85	250	535	106	680	107
215	34	550	202	700	43
240	5	565	12	720	138
269	241	580	189	740	154
290	131	595	162	760	203
325	141	610	92		
420	150	625	86		

### The Listing: FISHBOWL

```

0 *COPYRIGHT 1990 FALSOFT, INC.
1 PCLEAR 1:REM FISHBOWL
10 CLEAR 9000
15 DIM P$(100)
20 DIM A$(1000)
25 DIM W$(15)
30 REM OPENING DISPLAY AND SONG
35 CLS 0:FOR X=23 TO 32
36 SET(X,11,4)
37 NEXT X
38 FOR X=21 TO 32
39 SET (X,19,4):NEXT X
40 FOR Y=11 TO 19
41 SET(41,Y,4)
42 NEXT Y
43 SET(22,12,4):SET(19,15,4):SET
(25,13,4)
44 SET(21,13,4):SET(19,17,4)
45 SET(20,14,4):SET (20,18,4)
46 X=33:Y=11
47 FOR T=1 TO 8
48 SET(X,Y,4)
49 X=X+1:Y=Y+1
50 NEXT T
51 X=33:Y=18
52 FOR T=1 TO 8
53 SET(X,Y,4)
54 X=X+1:Y=Y-1
55 NEXT T
56 SET(20,15,4):SET (21,15,4)

```



it. Then you are returned to make a new choice.

If you choose Option 4, you can again add lines to the end of the poem.

Option 5 asks you to type P and press ENTER to start a new poem with a new list of words. The program reminds you that this means the old poem will be lost, so if you fail to enter P, you are returned to the

choices and given a chance to print or copy the poem before going on.

While entering *Fishbowl*, you may change or add to the data lines, as long as you don't exceed 1000 pieces of data. Remember to put a @ character as the last piece of data (not anywhere else) in the data lines. Type RUN and press ENTER. If the program is typed in correctly, you should

see a fish in a fishbowl and hear music then, after a pause, a word list and instructions.

Make sure the program works correctly by using it — try all the options. Correct any errors by checking your program lines against the program listing. When you are sure the program works correctly, save the program on disk or tape. Enjoy. □

```
57 SET(20,17,4):SET(21,17,4)
60 FOR X=9 TO 59
62 SET(X,7,5)
64 NEXT X
66 FOR X=13T055
68 SET(X,29,5)
70 NEXT X
72 FOR Y=12 TO 26
74 SET(10,Y,5):SET(58,Y,5)
76 NEXT Y
78 SET(10,8,5):SET(11,9,5):SET(12,10,5)
80 SET(11,11,5):SET(11,27,5):SET(12,28,5)
82 SET(58,8,5):SET(57,9,5):SET(56,10,5)
84 SET(57,11,5):SET(57,27,5):SET(56,28,5)
85 PLAY "03L4DDEGF+EDDEGF+EDGF+GAGEL3DL2DL4DEFECO2BA03DEDO2BAGB03DGF3GL2G"
155 PRINT@11,"FISHBOWL"
160 REM READ IN WORDS,RANDOMLY CHOOSE 12 AND PRINT WITH INSTRUCTIONS
165 N=1
170 READ A$(N)
175 IF A$(N)="" THEN 190
180 N=N+1
185 GOTO 170
190 FOR T=1 TO 12
195 R=RND(N-1)
200 W$(T)=A$(R)
205 NEXT T
210 CLS :L=1
215 PRINT"THESE ARE THE WORDS YOU'VE CAUGHT FROM THE FISHBOWL:";
220 GOSUB 252
225 PRINT "USE THESE WORDS TO WR
```

```
ITE A POEM. IF YOU NEED OTHER WORDS YOU MAY USE THEM TOO, BUT LET THESE BE THE MAIN WORDS."
230 LINE INPUT"PRESS ENTER TO CONTINUE.";AN$:CLS 0
235 PRINT"GO AHEAD AND TYPE WHAT EVER YOU THINK OF. IT IS EASY TO CHANGE THINGS LATER.YOU MAY TYPE UP TO 100 LINES(BUT LESS IF YOUR LINES ARE VERY LONG). AFTER EACH LINE PRESS THE ENTER KEY.";
240 PRINT"TYPE AN ASTERICK <*> THEN <ENTER>WHENEVER YOU WANT TO SEE THE WORDS YOU CAUGHT.TYPE SLASH</> THEN <ENTER> TO CHANGE LINES. LOOK AT WHAT YOU'VE WRITTEN, OR PRINT THE POEM."
242 LINE INPUT"PRESS ENTER TO CONTINUE.";AN$
247 CLS 0:GOSUB 252:GOSUB 267:GOTO 270
252 FOR T1=1 TO 12
257 PRINT W$(T1) " ";
262 NEXT T1:RETURN
266 REM PRINT WORDS ON PRINTER
267 LINE INPUT"IF YOU HAVE A PRINTER, AND IT IS ON, TYPE -P- AND ENTER TO PRINT WORDS,OTHERWISE JUST PRESS ENTER";PN$
268 IF PN$="P" THEN FOR T1=1 TO 12: PRINT#-2,TAB(10)W$(T1):NEXT T1
269 RETURN
270 PRINT L":":LINE INPUT P$(L):REM INPUT LINES OF POEM
275 IF LEFT$(P$(L),1)="/" THEN GOTO 290
280 IF LEFT$(P$(L),1)="-*" THEN GOSUB 252:GOTO 270
```

```
285 L=L+1:IF L>100 THEN PRINT"LIMIT OF 100 LINES IN POEM":GOTO 290 ELSE GOTO 270
289 REM MAKE NEW CHOICES
290 CLS0:PRINT"DO YOU WISH TO 1)VIEW POEM;2)PRINT POEM ON PRINTER;3)CHANGE A LINE; 4)ADD NEW LINES;5)WRITE ANOTHER POEM?":INPUT"TYPE NUMBER AND ENTER";AN:IF AN<1 OR AN>5 THEN 290
295 ON AN GOTO 300,350,400,460,450
299 REM PRINT LINES OF POEM ONE LINE AT A TIME
300 F=1:CLS:PRINT"PRESS <@> TO VIEW FIRST LINE AND EACH ADDITIONAL LINE. PRESS <R> TO RETURN FOR NEW CHOICE"
305 AN$=INKEY$:IF AN$="" THEN 305
310 IF AN$="R" THEN 290
315 IF AN$="@" THEN PRINT F":":P$(F)
320 F=F+1:IF F=L OR F>100 THEN PRINT"NO MORE LINES"
325 GOTO 305
349 REM PRINT POEM ON PRINTER
350 LINE INPUT"TURN ON PRINTER. PRESS <P> THEN ENTER TO PRINT.";AN$
355 IF AN$<>"P" THEN 290
360 FOR LI=1 TO L
365 PRINT#-2, TAB(5)P$(LI)
370 NEXT LI
375 GOTO 290
399 REM CHANGE LINE OF POEM
400 INPUT "WHICH LINE DO YOU WANT TO CHANGE";LN
410 PRINT LN":":P$(LN)
```



### Model 101 \$37.95 (101P \$43.45) Serial to Parallel Printer Interface

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415 LINE INPUT"TYPE THE NEW LINE  
 .":P\$(LN)  
 420 GOTO 290  
 449 REM WRITE NEW POEM  
 450 LINE INPUT"PRESS<P> AND ENTE  
 R TO START A NEW POEM, OR JUST E  
 NTER TO MAKE A DIFFERENT CHOICE.  
 REMEMBER YOU WILL LOSE YOUR OLD  
 POEM IF YOU WRITE A NEW ONE. SO  
 COPY OR PRINT IT IF YOU WANT TO  
 KEEP IT.":AN\$  
 455 IF AN\$<>"P" THEN 290 ELSE 19  
 0  
 460 L=L-1:GOTO 285  
 500 DATA MAMA,SEND CHAIN,LONG AG  
 O,BABOON,HANDSOME,ONCE UPON A TI  
 ME,A VERY LOUD VOICE,BIG FEAST,S  
 ECRET  
 505 DATA IN THAT VILLAGE,SO GREE  
 DY, WE HAVE NONE,CHASE,FOUND HER  
 VOICE,SO SAD,NOWHERE TO GO,OUR  
 PEOPLE,CUNNING AND BOLD,MOTHER R  
 ABBIT,A GOOD CLIMBER  
 510 DATA FLAT ROCK,CUT THE CHAIN  
 , OLD MOTHER, WITH A THUMP, FELL  
 IN A HEAP, NEARLY SQUASHED,HOLD  
 ING,SHINING SEAT  
 515 DATA JUICE,TRIED TO KILL, BE  
 AUITFUL LONG HAIR, STAND, AT LAS  
 T, OWN FOUR FEET, A DIFFERENCT A  
 NIMAL,SICKNESS,DEATHJUICE, DEAR  
 ONES, TWO-TIMER, SORE, THE BLOW  
 COMES, EMPTY ROOM, KITCHEN TABLE  
 , CLOTHES PINS, INVENTED, LILACS  
 , HEAT, LEAVE, HOUSE  
 520 DATA SEND THIS MESSAGE, MADE  
 THE WORLD, PROMISED,PRIMROSES,  
 WAGGED HIS TALE, VERY SLOW, WALK  
 ING TO EARTH,VERY WISE, WISHES,  
 FISHES, RAISED HIS LEFT FOOT,DRA  
 GGED HIS BODY, THROUGH THE WIND,  
 CRUNCHING HIS BONE  
 525 DATA HEARD HER,PLODDING ON,  
 TORTOISE, HEAP OF RUBBISH, FOR A  
 BONE,BESIDE THE PATH, CUTTING,  
 SLOWED DOWN, FOUND, SAT DOWN, ST  
 ILL EATING,WINK YOUR EYE, DROPE  
 D, GRAB, FROM THE GROUND,MUNCHIN  
 G, LOUDLY, OUT OF THE BUSH, SATI  
 SFIED,SO THIRSTY, VERY HOT  
 530 DATA WEAKER AND WEAKER, AT E  
 VERY BREATH, SCORNFUL LAUGH, RUN  
 PAST, AN OVEN, IN HER THROAT, B  
 IRDS, DRINK, STREAM,CRYING, NOSI  
 NG ALONG, LOOKING FOR FOOD,FAINT  
 , PANT, REFRESHED AND STRONG  
 535 DATA NAKED,TOUCH,WHISTLE,PLE  
 ASE,MY FAMILY,FRUIT,ALL OF THEM  
 GIRLS, FOUR CHILDREN, WORSE THAN  
 THAT, HARD WORK, IGNORED,MARRIE  
 D AGAIN, SPLIT APART, RANY OR DR  
 Y, TO SELL,GROW, THE BRIGHTEST A  
 ND MOST BEAUTIFUL  
 540 DATA COMPLAINED, MONEY TO BU  
 Y FOOD, IN SECRET, TEND THE GARD  
 EN,LOVED TO PLANT FLOWERS,NEVER  
 GAVE HER THE CHANCE,LOSS, NEVER  
 CHANGED,RED JUICY FRUIT,SEEDS  
 545 DATA WOKE UP, WATER THE PLAN  
 TS, ATE ATE ATE,SHE LOVED,SO MUC  
 H,BELONGED,HER CHILDREN,WANTED T  
 O DANCE,FULLY RIPE,SO BIG AND SW  
 EET,NEVER ALLOW HER,TO HAVE,SELL  
 , RAGED, COULD NOT SLEEP, THAT N  
 IGH  
 550 DATA WIND,SILENCE,DAYLIGHT C

AME,CREPT,STARTED SINGING.TO LIF  
 E AGAIN,BRING ME,OBAY ME,POUNCE,  
 SHRIVELED,ASHAMED GROUND WOULD O  
 PEN, SWALLOW UP,KNEW VERY WELL,B  
 EGAN TO GROW, THEY ASKED HER  
 555 DATA MY BODY, FLAMES, BASKET  
 LOADS OF APPLES, TASTED, SMELLED  
 , TOUCHED, HEARD,SEE,RICHEST,GRA  
 BBED HER AND PULLED,SPOKE SOFTLY  
 , SWEET, DRY BONE,LARGE CAN, WAT  
 ER,CANDY, MELON, PEACH,MONKEYS,L  
 ITTLE MONEY, EARN A LIVING  
 560 DATA STRONG ENOUGH, ACROSS T  
 HE WATER, I LOVED, STOP, WENT TO  
 THE WOODS, LISTEN, TO THE BIRDS  
 , ON THE ISLANDS, RIVER WAS LOW,  
 CROSS SAFELY, THE BEST, EARLY M  
 ORNING, CUT WOOD, BABY, FISHERMA  
 N, FISHERWOMAN, BUSH,CRICKETS, A  
 LITTLE SNAKE  
 565 DATA BACK YARD, JUNK YARD, P  
 ALM WINE, TRAP,MOONLIT,RED OIL,D  
 RY SEASON, RAINY, SNAPPED, TO TH  
 E SHORE,POUNDED,STARTED BIRD, DA  
 SHED,MELTING, FEARS, CANNOT FIND  
 , DOTTED,FARAWAY PLACE  
 570 DATA WOMEN SMILED, DANGER, S  
 TUCK OUT OF HIS HEAD, UTTER, BEL  
 IEVE ME, MIGHTY FIGURE, GIANT, S  
 OUND, WIDE OPEN, THE DOOR, A HUT  
 , SMILED DOWN, ASKED, WHAT HE WA  
 NTED, GIVE ME,EYEBALLS, LISTEN T  
 O ME, EXPECTING  
 575 DATA COULD NOT MOVE, FLEW AW  
 AY, RAN AWAY, CAME TO A HUT, THU  
 MP, SO FAR AWAY, STUMPS OF TREES  
 , LONG WAY TO GO, GIRAFFE, SPOTS  
 , STRIPES, FANCY CLOTHES, A GOOD  
 GIRL,BANJO,SPRING LIKE A LEAPAR  
 D,WARNING, ATTIC,SHOOK THE GROUND  
 D  
 580 DATA IN THE DARK, BLOOD, MOT  
 HER GONE,YELLOW HOUSE, GREEN, RE  
 D, YELLOW, PINK, BLUE, PEARS, CO  
 RN, VEGETABLES, ORANGE, ORANGES,  
 WATERMELON, RAISINS,PEANUTS, PO  
 TATOES, RICE AND BEANS, SPAGHETT  
 I  
 585 DATA LEFT, HUSH, LITTLE BABY  
 , BUILD A HOUSE, GUITAR, PIANO,  
 GO SEE, HEARTS, PLAY CARDS, PLAY  
 GAMES, HOPSKOTCH, GO TO BED, DR  
 INK WATER, DRINK BEER, SO SWEET,  
 EVIL LAUGH,NEARER, BOILED, LARG  
 E CAN, COFFEE, MILK, TEA, CHOCOL  
 ATE,JELLY BEANS  
 590 DATA BLINDED, LEAVES, CHATTE  
 R OF CHILDREN, CHATTER OF MONEY,  
 GROWN UPS, GROWN UP TALK, MONEY  
 BAGS, RUSHED AWAY, CLAPPED HIS  
 HANDS, EARS, FEET, STOMACH, BUTT  
 ERFLIES  
 595 DATA OCEAN, SAND, FEAR, DANC  
 ER, LEGS, ARMS, HANDS, FEET, TOE  
 S, 6 TOES, SWEET BEEF, STEW, COR  
 N MEAL, BREAD, KNIFE, FOOL, BAG  
 OF MONEY, COOKING FIRE, SMOKE, P  
 ATTER OF RAIN, BROKEN POTS  
 600 DATA SCREAMED, MOTHS, MOTHER  
 S WHO YELLED, FROM THAT TIME ON,  
 NOTHING, WARNING, SEIZED BY A L  
 EG, TOSSED, NEVER AGAIN, RACED A  
 WAY, PICKED UP,WORK HARD,PLENTY  
 605 DATA STUMBLER INTO, MISFORTU  
 NE, TOO STUPID, LOST HER MOTHER,  
 LITTLE, FLOWERS, PLAY, WATCH, TH

E HILLS, RIVER BANK, JUST OUTSID  
 E, SWIM, MIMIC, PRETEND, FROGS,  
 THAT HID, TINY SILVER FISH  
 610 DATA BELIEVES IN, CROAKING,  
 MANY, LIKED TO CATCH, OTHER GIRL  
 S, COLORED PETALS,TELL ME, KNEW  
 MANY, ASKING, HEARTS HEAVY, SLIG  
 HTEST TRACES, BUNCHES OF FLOWERS  
 , TINY INSECT, SKIPPING, JUMPING  
 , FORGOT, TOO LATE  
 615 DATA NEVER UNDERSTOOD, WANTE  
 D TO KILL, TUCKED, IN A POCKET,  
 WANDERED, AFRAID, TINY INSECTS,  
 LOSE THEIR WINGS, WING, OUTSIDE,  
 HUNDREDS, NEARLY DONE, HUNTING,  
 THE PATH, HOW TO GET BACK, SOON  
 IT WOULD BE DARK  
 620 DATA START SINGING, LIGHTER,  
 IMAGINE, DARK, GATHERED, CRYING  
 , HEARD THE SINGING, HURRYING, T  
 HE SAME WAY, GROWING LOUDER, HIL  
 LTOP, BREATHLESS, ANGRY SCOLDING  
 , SUN SETTING, EMBRACED, WALKED,  
 SAVED  
 625 DATA SHINING, LEAVE IT THERE  
 , IN TROUBLE, TERRIBLE THINGS, W  
 ONDERFUL THINGS, HELP ME, FATHER  
 , PAPA, BROTHER, DADDY, SISTER,  
 MET IN SECRET, WORKED, SACKS OF  
 CHARCOAL, PILES, BUSH, ANIMALS,  
 TRICKS, TEASING, LOVED, I LOVED  
 630 DATA PETRIFIED FOREST,SWIM L  
 IKE A FISH, GLANCED, FURNACE, EA  
 RTH, HEAVEN, SEA, SEE ME, CELEBR  
 ATE, BORN, INSTEAD, STAYING A HO  
 ME, WENT FISHING, TALES OF SEAME  
 N, FRIEND  
 635 DATA ACRES OF GRAY, FARMING,  
 COULD NOT SEE, BASHFUL, SHY, GR  
 EAD FRIEND, FORGIVE, LISTENED, W  
 RESTLING, HARDLY DARE, GAZING, C  
 OOKING, CANDY, RICHLY DRESSED, N  
 AME, INSISTED, ENVY, MARRY, CAME  
 OPENLY, DID NOT WORRY, SILENT,  
 HOW COULD SHE CHOOSE  
 640 DATA THAWING RIVER, LONGED T  
 O DISAPPEAR, HARDWORKING, OPEN-H  
 EARTED, BEST, HARVEST, KIND, HOM  
 E TIRED, COLORED HER LIPS, OUR M  
 OTHERS, OUR FATHER, BODY, SLEEP  
 WELL, GOOD THING, BAD THING  
 645 DATA COLD BED, DREAMS, STOP  
 COMING,NO PLACE TO TALK, DUST, R  
 EST, WANT, BITTERLY DISAPPOINTED  
 , KEEP OUT, SAD, TRIUMPH, KING,  
 QUEEN, QUICK, GUESTS, BEER  
 650 DATA A USUAL MISTAKE, SINGER  
 S, DANCERS, PIANO PLAYER, PIZZA,  
 POTATO CHIPS, ICE CREAM, LIKED  
 BY, LICKED BY, LOOK AT ME, WHIRL  
 S  
 655 DATA PUZZLE, HAT, COAT, THRE  
 E DWARVES, NEW MOON, IF I COULD,  
 HIDE NOTHING, LITTLE ONE, LOOK  
 A LONG TIME, FELL OFF, TREE, STR  
 ONG BRANCHES, SWING  
 660 DATA BRUSH AWAY, WICKED, SWE  
 ET, HONEYED, LET IT FALL, BOAT,  
 SHIP, SAILING, SURFING, HUMAN BO  
 NES, A COW, LIONS, EARLY MORNING  
 , THE MIDDLE OF THE NIGHT  
 665 DATA UNDER THE CHIN, BATHE,  
 BY THE SNOW, RISE, HANDSOME, WIN  
 DOW, LADY, TUMBLE-DOWN, ONLY A H  
 EAD, LONG JOURNEY, HORROR, EVERY  
 THING SEEMED TO BE FALLING OFF,

**THAT OLD HOUSE**

670 DATA BEARDS, GLISHTENED, FUL L, HALF-DEAD, RIGHT HAND, LEFT TH EM LYING, IN THE ROAD, FIND MY W AY, SO YOU SAY, WRONG, SHAKING, GREAT FIRE, IRON ROD, HEAD

675 DATA STRETCHED, CONQUERED, C HILD, ROAST, UP, COME TO SEE, YO UR BONES, REMEMBERED, HUNTING AT NIGHT, TRY TO SING, EMPTY, TREMBLE, BLACK

680 DATA SURELY WAKE, WHITE, SUSP ICIOUS, KNITTED, ROPE, IN TROUBL E, THROAT, EAT YOU, BOUND, LIGHT OF THE FIRE, WAILING, STOPPED T O LISTEN, MOVED TOGETHER, DREW N EARER

685 DATA DESERT YOU, FOLLOW, DRI FTING, HAUNTED, SAVE, FOREST, AS FAST AS THEY COULD, GOING, TIED UP, ALONE, SHOT AT HIM, A TIGER, THREE BULLETS, BOUNCED OFF

690 DATA PLAYED, NIGHTGOWNS, LON G AND WHITE, FLOATED, STRANGE, L ACE, SNEAKERS, WALKED SOFTLY, BU STLED NOISILY, PIERCING SHRIEK, A GUN, SHAKE HEAD

695 DATA CATCHES TIGERS, DEER, S HAKE AND SHAKE, SPIDER, FLIE, BA TS, WITCHES, VERY FAT, TOP HAT, SLIPPED DOWN, ENOUGH TO EAT, ACC USE, MOTHER YELLED, SO LOUD

700 DATA THE STREET, THIS PLACE, THIS TIME, WHERE I WAS, I DID N OT DO IT, WILD WEATHER, MAGIC, S OUR, NORTH POLE, STAR, NORTH STA

R, WHERE I FOUND IT, MARRIAGE, FA MOUS

705 DATA MOUSE-TRAP, DUST, PERFU ME, STAND OUTSIDE, LOST, HEAVY, LIGHT, WHITE, PRINCESS, WISE, PR ISONER, FISH, OWL

710 DATA LOOK TWICE, MORE AND MO RE CHILDREN, WILD DEER, WANDERER S, SO THIN, SUGAR CANE, AWKWARD, SILLY WOMAN, SILLY MAN, WISE WO MAN, DARK, HE HAD TEN CHILDREN

715 DATA PRIZE, SOFTER, WILD, HO MELESS, FED, PARENTS, MY DAUGHT E R, MY SON, GONE FOR YEARS, WELCO MES, ONLY CHILD, HOUSE, WINDBLOW N, LAST ONE, COOKIES

720 DATA LIKE AN OAK, SHE STOOD, BENEATH THE MOUNTAIN, THICK BR ANCHES, STARS IN MILLIONS, WARM E MOTION, SPREADS HER RAYS, TIS NO T FOR HER

725 DATA TIS NOT FOR HIM, MOONRI SE, WHEN THE BIRDS GO, SWEETEST THING, ACORN, FRAGRANCE, POOREST LEAF, SLENDER LACE-LEAFED BRANC HES

730 DATA WHIRLWINDS, HIDDEN NEST , HONEY-SWEET, HAIR DOWN-STREAMI NG, LIGHTS PAINTING, SUN DRIED, BLEACHING, SOFTLY ROUNDED, PEAC H, PEAR, PLUM

735 DATA HIGH WHEELED WAGONS, FRE IGH T, RICH VINE, CHICKENS, RANCH FOLK, CAMP, BIRDS, BEES, COTTON WOOD TREE, SHALLOW WELL, SHEPARD 740 DATA SNATCHED A LITTLE FOOD,

SMALL CIRCLE, SLOW MOVING, GUAR DIAN, NIGHT HAWK, VALLEY, FROM TH E WORLD, SHUT IN, GOLDEN

745 DATA FAIRY FLUTES, DRAGONFLY , PEACH LEAF BOAT, WHERE THE WIN D, TALL-LEAVED STALK, BLOOMS TWI CE, HONEY THROATED CALL

750 DATA HUMAN LONGING, TENDERNE SS, SUCKLING CHILD, BREASTSFULLS OF MILK, SLOWLY BURNS, GARDEN D IRT, COWMEN, MILKING, BUTTER

755 DATA A SMALL PUMPKIN, CATCH IT, SMOOTH AND FINE, NUTMEG AND GINGER, PLEAD, TO ANTELOPE, CRUM BLING ROCK, VERY BLUE, BLUE CORN

760 DATA FROM THE NORTH, THIS WA Y, INSIDE THE CLOUD, VERY YELLOW , COMES THE CLOUD, TEARS, SHOOK AND TWISTED, JUMPED AND DANCED, BARE SKULL, SHAKING, BEST

765 DATA GETTING HUNGRY, RAIN, G OD, WIND, CHOKE, YOU, ME, EVERYO NE, YEARS, UNEXPECTED, LARGE RED HEN, CROWS, BLACKBIRDS

770 DATA IN THE CITIES, I BECAME A STONE, BACKWARDS AND FORWARD, GREY, LILAC, ALL THE COLORS, SHA KE IT THIS WAY, MUCH TO HOT, COO K, JOKED, TAKE A HINT

775 DATA THICK SMOKE, MENDED CLO THES, BROKEN TEETH, TORN, POOR, READY, WHERE ARE YOU GOING, MANY CHILDREN, FAVORITE, MY CHILD, OP EN

780 DATA BACKYARD, PICK A FRUIT, @

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## A multi-purpose text utility for OS-9

# Append



by Stephen B. Goldberg

**W**hen you want to add a name to your telephone list, wouldn't it be nice to just enter it without having to run your word processor, editor or database program? That is the original purpose of *Append*. It works nicely, but the program has grown into a multi-function utility that can also be used to replace the *build* and *merge* commands. The general syntax for *Append* is

```
append <destination> [source] [...]
```

To add lines to the end of a text file, type *append* followed by the name or pathlist of the file being appended and press ENTER. When the plus sign (+) prompt appears, type the line(s) you want to add, pressing ENTER after each. When you are finished, press ENTER by itself at the + prompt. Here is an example:

```
OS9: append fone ENTER
+ john jones (123) 456-7890 ENTER
+ philip smith (493) 293-4832 ENTER
+ ENTER
```

This adds the telephone numbers of John Jones and Phillip Smith to the end of an

*Stephen Goldberg is a dentist and the author of the Utilipak series of OS-9 utilities. He can be contacted at 695 Plainview Road, Bethpage, NY 11714. Please include an SASE when requesting a reply.*

existing file named *fone*. When you execute the program, if the file *fone* doesn't exist, *Append* automatically creates it. In this case it functions exactly like the *build* utility. It even uses the ? prompt in place of the plus sign.

### Putting Two and Two Together

If you want to merge several files into one large file, use a command line like

```
OS9: append big_fone family
business friends ENTER
```

OS-9

### Listing 1: Append.asm

```
*****
*
* Three in One
* Written by Stephen Goldberg
* Copyright (c) January 1990
* By Falsoft, Inc.
*
* APPEND
*
* Adds text to end of a text file from the keyboard or
* other files. Also replaces Build and Merge utilities.
*
* Use: append <destination> [source] [...]
* Omit source filename for keyboard input.
* Hyphen (-) given as source filename accepts data from
* unprompted standard input (pipeline or redirection).
*
* Use '#' command line modifier for faster operation.
*
        ifpl
        use   /dd/defs/os9defs
        endc
*
        mod   len,name,prgrm+objct.reent+2,entry.ds1z
*
flag    rmb   1           prompt flag
inpath  rmb   1           input path number
outpath rmb   1           output path number
```

```

buffsiz rmb 2 size of buffer
pointer rmb 2 filename pointer
buffer rmb 512 buffer
rmb 200 stack
rmb 200 parameters
dsiz equ .
*
name fcs /Append/
fcb 3 edition number
fcc /(c) January 1990 Falsoft, Inc./
fcc /Written by Stephen B.Goldberg/
*
syntax fcc /Use: append <destination> [source] [...]/
fdb $070a
fcc / use - as source for standard input/
cr fcb $0d
*****
* SYNTAX ERROR PROMPT
*****
bad leax <syntax.pcr syntax prompt
lda #1 standard output
ldy #100 maximum length
os9 $writln prompt to screen
lbc out exit with error
lbra noerr exit append
*****
* INITIALIZE
*****
entry decb parameter?
beq bad no, prompt and quit
stu buffsiz lower data limit
tfr x,d top data limit
subd buffsiz total data size
subd #206 less stack and other data
std buffsiz save buffer size
clr inpath standard input path
clr flag clear prompt flag
*****
* OPEN DESTINATION FILE
*****
stx pointer save parameter pointer
lda #write. write mode
os9 $open open destination file
bcc savepath no error, continue
cmpb #216 can't find file?
lbne cantopen prompt and exit with other error
ldx pointer pointer to filename
ldd #$020b write mode and attr pr r w
os9 $create create new file
lbc cantopen prompt and exit with error
inc flag set '?' prompt flag
pramloop ldb ,x+ next parameter character
cmpb #$20 space?
beq pramloop yes, look for next parameter
leax -1,x reset pointer
savepath sta outpath save output path number
stx pointer save parameter pointer
*****
* GO TO END OF DESTINATION
*****
pshs u,x save registers
ldb #ss.size file size function
os9 $getstt get length of file
bcs out exit with error
os9 $seek move to end of file
bcs out exit with error
puls u,x retrieve registers
*****
* OPEN SOURCE FILE
*****
lda ,x+ next parameter characters
cmpa #$0d more parameters?
beq chkflag no, use prompt for keyboard entry
com flag yes, set no-prompt flag
cmpa #'- standard input path?
bne openin no, open first source file

```

# New Modems



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Standard diskettes are OS-9 format (5.25") - add \$2.50 for 3.5".  
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OS-9 is a trademark of Microware Systems Corporation and Motorola Inc. MS-DOS is a trademark of Microsoft Corp. FLEX is a trademark of TSC, Inc.

This command creates the file `big_fone` and merges the telephone numbers from the three specified files (`family`, `business` and `friends`) into this file. If `big_fone` already exists, the contents of the three source files are added to the end of its original contents.

**Append works nicely, but the program has grown into a multi-function utility that can also be used to replace the build and merge commands.**

Any type of file can be merged in this manner, including OS-9 memory modules. You can also use *Append* to merge data from a pipeline or by input re-direction. For example, to add the telephone numbers in a compressed file to your `fone` file use

```
OS9: expand old_fone ! append
fone - ENTER
```

This example assumes you already have the `expand` utility on your system. The `expand` program enlarges the compressed file `old_fone` to the standard output path. This is piped to `append`, along with the destination file, `fone`. When used in place of the source filename, the hyphen (-) tells `append` to accept data from the standard input path without prompts and not to quit at a bare carriage return.

When using *Append* in a mode other than keyboard input, increase the size of the default 512-byte buffer by using the # command line modifier. This increases the speed of operation when appending large files.

```
OS9: append hugefile bigfile
largefile #40k ENTER
```

If you don't have the OS-9 assembler, enter and run the BASIC09 program in Listing 2 to generate the executable program. After a little experimentation, you'll find many uses for *Append*. □

```
chkloop  lda  ,x+      next parameter character
         cmpa  #$20    end of parameters?
         blo  chkflag  yes, check for prompt
         beq  chkloop  not yet, look some more
openin   ldx  pointer  parameter pointer
         lda  #read.   read mode
         os9  $open    open source file
         bcs  cantapnd  prompt and quit with error
         sta  inpath   save input path number
         stx  pointer  save parameter pointer
*****
* DATA TRANSFER LOOP
*****
chkflag  leax  <quest.pcr  '?' keyboard prompt
         tst  flag     prompt wanted?
         bmi  begin    no, get block input
         bne  doprompt  yes, use '?' prompt
         leax <plus.pcr  else use '+' prompt
doprompt lda  #1      standard output
         ldy  #2      two characters
         os9  $writln  prompt to screen
         bcs  out     exit with error
         leax buffer,u  buffer address
         clra                standard input path
         ldy  #200      maximum line length
         os9  $readln  get line from keyboard
         bcs  error    branch on error
         cmpy #1      carriage return only?
         beq  noerr    yes, end append
bigout   lda  outpath  destination path number
         os9  $write  output to file
         bcc  chkflag  if no error, get next input
error    cmpb  #eof     end of file?
         bne  out     no, quit with other error
         lda  inpath  input path number
         beq  noerr    standard input, quit append
         os9  $close  close input file
         bcs  out     exit with error
         ldx  pointer  parameter pointer
         lda  ,x      next parameter
         cmpa  #$0d   another input file?
         bne  openin  yes, get it
         clrb                clear error flag
noerr    out  os9  $exit  end append
*
quest   fcc  ?? /      keyboard input prompt
plus    fcc  /+ /      keyboard input prompt
*****
* BLOCK INPUT
*****
begin   ldy  buffersiz  buffer size
         leax buffer,u  buffer address
         lda  inpath    input path number
         os9  $read     read in block
         bcs  error    branch on error
         bra  bigout   block to destination file
*****
* ERROR MESSAGES
*****
cantapnd leax  <noappnd.pcr  can't append message
         ldy  #noapplen  message length
         bra  badinput  to screen and quit with error
cantopen ldx  pointer  parameter pointer
endloop  lda  ,x+      filename character
         cmpa  #$20    end of filename?
         bhi  endloop  no, look some more
         lda  #$0d    yes, carriage return
         sta  -1,x    to end of filename
         leax <noopen.pcr  can't open message
         ldy  #noopelen  length of message
badinput bsr  screen2  message to screen
         ldx  pointer  parameter pointer
         bsr  screen  filename(s) to screen
         bra  out     exit with error
*
screen  ldy  #200      maximum length
```

```

screen2 lda #2          standard error path
        os9  i$writln    message to screen
        bcs  out         exit with error
        rts              return

*
noappnd fcc  /**** Can't append: /
noopen  fcb  7
noapplen equ *-noappnd
        fcc  /**** Can't open: /
noopenen equ *-noopen
*
        emod
len      equ  *
        end

```

## Listing 2: Make\_Append.b09

```

PROCEDURE Make_Append
0000 DIM ByteVar,OutPath:BYTE
000B DIM Counter,Checksum,LineNumber:INTEGER
001A DIM ByteString:STRING[2]
0026 DIM DataString:STRING[60]
0032
0033 CREATE #OutPath,"Append":WRITE
0044 LineNumber=100
004B
004C 10 READ DataString
0054 Checksum=1
005B
005C FOR Counter=1 TO 25
006C   ByteString=MID$(DataString,Counter*2-1,2)
0080
0081   IF ByteString="ZZ" THEN
008F     GOTO 20
0093   ENDIF
0095
0096   ByteVar=VAL("$"+ByteString)
00A4   PUT #OutPath,ByteVar
00AE   Checksum=Checksum+Counter*ASC(ByteString)
00BF   Checksum=Checksum+Counter*ASC(RIGHT$(ByteString,1))
00D3 NEXT Counter
00DE
00DF 20 IF VAL("$"+RIGHT$(DataString,4))<>Checksum THEN
00FB   PRINT "Check error in line "; LineNumber
0114   ENDF
0116
0117   LineNumber=LineNumber+1
0122
0123   IF ByteString<>"ZZ" THEN
0131     GOTO 10
0135   ENDF
0137
0138   CLOSE #OutPath
013E   END
0140
0141 100 DATA "87CD0D3000D1182F900B40397417070656EE403286329204A8919"
0181 101 DATA "616E7561727920313939302046616C736F66742C20496E632E8B26"
01C1 102 DATA "5772697474656E206279205374657068656E20422E476F6C648B58"
0201 103 DATA "626572675573653A20617070656E64203C64657374696E6174897D"
0241 104 DATA "696F6E3E205B736F757263655D205B2E2E2E5D070A202020208A17"
0281 105 DATA "20757365202D20617320736F7572636520666F72207374616E88A6"
02C1 106 DATA "6461726420696E7075740D308CAB8601108E0064103F8C102589EC"
0301 107 DATA "00851600B15A27EADF031F1093038300CEDD030F010F009F058D49"
0341 108 DATA "8602103F84241CC1D8102600AF9E05CC020B103F83102500A38A8D"
0381 109 DATA "0C00E680C12027FA301F97029F053450C602103F8D256E103F8C57"
03C1 110 DATA "8825693550A680810D271B0300812D2608A6808120250F27F88980"
0401 111 DATA "9E058601103F84255F97019F05308C460D002B462603308C3F8AD0"
0441 112 DATA "8601108E0002103F8C252F30474F108E00C8103F8B250D108C8C82"
0481 113 DATA "0001271C9602103F8A24D0C1D326129601270D103F8F25099E8C60"
04C1 114 DATA "05A684810D26AE5F103F063F202B20109E0330479601103F898955"
0501 115 DATA "25D720CE308C2D108E001420139E05A680812022FA860DA71F8D50"
0541 116 DATA "308C2B108E00128D0A9E058D0220C7108E00C88602103F8C258BB4"
0581 117 DATA "BC392A2A2A2A2043616E277420617070656E643A20072A2A2A8A4E"
05C1 118 DATA "2A2043616E2774206F70656E3A20E7DF59Z24414"

```

## Submitting Material To Rainbow

Contributions to THE RAINBOW are welcome from everyone. We like to run a variety of programs that are useful, helpful and fun for other CoCo owners.

**WHAT TO WRITE:** We are interested in what you want to tell our readers. We accept for consideration anything that is well-written and has a practical application for the Tandy Color Computer. If it interests you, it will probably interest lots of others. However, we vastly prefer articles with accompanying programs that can be entered and run. The more unique the idea, the more the appeal. We have a continuing need for short articles with short listings. These are especially appealing to our many beginners.

**FORMAT:** 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 and debug our typing errors. All programs should be supported by some editorial commentary explaining how the program works. We also prefer that editorial copy be included in ASCII format on the tape or disk, using any of the word processors currently available for the Color Computer. Also, please include a double-spaced printout of your editorial material and program listing. Do not send text in all capital letters; use upper- and lowercase.

**COMPENSATION:** 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 wanting more detailed information on making submissions, please send a self-addressed, stamped envelope (SASE) to: Submission Guidelines, THE RAINBOW, The Falsoft Building, P.O. Box 385, Prospect, KY 40059. We will send you comprehensive guidelines.

Please do not submit material currently submitted to another publication.

Game

CoCo 3

## Space Ace

*Space Ace* is an action-arcade game written for the 128K or 512K CoCo 3. Requirements for operation include a disk drive and a joystick. Although it looks acceptable on a color composite monitor, *Space Ace* looks great on an RGB monitor. The game is written in 100-percent machine language and has smooth Hi-Res graphics as well as fast action. It's supplied on a single, unprotected 5¼-inch disk and comes with three and a half pages of simple instructions. To begin playing, enter LOADM "X1":EXEC.

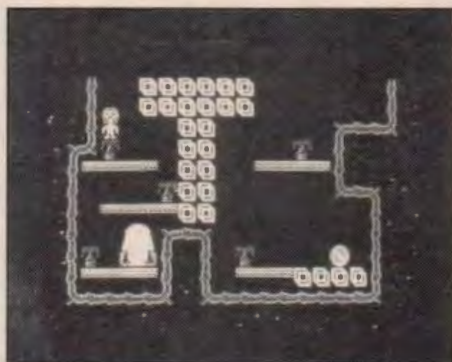
*Space Ace* is the story of a friendly computer turned bad. It all transpired during a period of several hundred years when the galactic master computer, Iravo, began creating robotic drone guards and mercenaries. You are *Space Ace*, a human dressed in a robot suit. This disguise was necessary to infiltrate the starbase and destroy Iravo. Iravo has successfully taken over all four galaxies whose inhabitants now live a fearful existence in slave colonies. As Ace, you must rescue these people. To accomplish this task, Ace has an Iravo Class-2 Scout spaceship with various weapons, and the knowledge to complete this very dangerous mission.

A countdown starts at 10 and decreases after the loss of every third life. If the countdown reaches zero, you must start over. These 30 lives seem generous, but you will soon discover this mission's complexity. On this mission you are confronted by drone guards, orbs and power orbs. Use the joystick to maneuver through the four zones in the starbase. (A self-centering joystick is highly recommended.) Each zone contains computer terminals and is divided into rooms. Walk to the edge of the screen to enter the next room. Rooms above or below the playing screen are accessible with elevator platforms.

Throughout the mission there are several screen options from which to choose. Scan searches your remaining orbs. This option can be used only from certain terminals. You must discover the exact terminals. Be warned, some orbs are deadly when scanned. Item selects the weapon you want activated. Call shows your score, number of lives left and power level. Quit resumes play.

Other items of interest include power

orbs, lasers and telepod keys to instantly go from zone to zone. A Super Jump command is also available for high jumps. The anti-explosion device prevents orb explosions during scanning. Be careful not to fall or jump into outer space. To win the game you must explore the entire starbase, find the needed orbs and gain access to the master computer. In addition to Pause and Continue features, *Space Ace* includes a Game Save so you can get some rest and resume play after a good night's sleep.



*Space Ace* is quality fun. It's full of unexpected thrills and situations that will leave you breathless. The graphics and sound effects are good, though game play is slowed down slightly when going from one room to another.

(Bware Enterprises, c/o Kandi Stinson, P.O. Box 265, Allen, OK 74825; \$20)

— Robert Gray

Utility

CoCo 3

## Scripteller

I was asked to review a new program for handwriting analysis. This was my chance to play graphologist and discover the hidden messages conveyed through handwriting. I chose to study my co-workers. What are these people really like? As the first of these analyses began, I was filled with anticipation as to what I would learn.

*Scripteller* is a program for handwriting analysis on the CoCo 3 with a disk drive. The program is easy to use and is designed to give a general psychological portrait of a person from a sample of their writing. The package includes an instruction manual that clearly states the directions for and purpose of this program. The claims made

in this manual are of limited greatness. The program claims to approach the accuracy of the expert graphologist, but cannot accept responsibility for inaccurate interpretations due to the possibility of inaccurate user responses.

To run the program, type RUN "S" and ENTER. It really is that simple. This program is perfect for the computer novice or the genius whose brain needs a vacation. The menu offers five options: analyze, load, save, interpret and quit. To analyze a handwriting sample, select Option 1 and answer the series of questions that follows. Examples of questions include the size, slant and width of the writing, the width of both left and right margins, space between lines of writing and the way the subject dots the i. When the analysis has ended, you are prompted to press ENTER to return to the menu. From here you can select any of the remaining options. To interpret the information, select Option 4. The results of the analysis can be viewed either on the screen or in printed form.

The interpretation lists the handwriting factors and the corresponding personality characteristics. These characteristics are generated from the answers given in the analysis and should vary based on these answers. I repeat, they *should* vary based on these answers. During my experimentation, some of these computer-generated characteristics remained the same regardless of the response to the corresponding question. I am also puzzled by the combined characteristics that appear at the end of the interpretation. In my analyses these characteristics varied in number from one to five. And, with my limited knowledge of graphology, seemed nothing more than randomly generated personality characteristics with little relationship to the preceding information.

Some of these interpretations, like "average in many ways" and "normalcy" are neither complimentary nor derogatory, but remain in a plane of unexplained ambiguity. Other interpretations such as "energetic and flexible," "polite" immediately followed by "selfish" and "sensuality, exaggeration" are contradictory groupings that further obstruct the view to one's personality. Based on my experience with this program, I recommend *Scripteller* be used strictly for entertainment and not as irrefutable evidence in a courtroom. I can see no application for this program beyond its capacity for limited entertainment.

*Scripteller* is not the re-invention of the



# PCM

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wheel. It is not perfect. It does not push computer technology to new and unexplored limits or require users with intellectual superiority. It operates without bright colors or spectacular graphics. There are no warriors, damsels, dragons, castles or moats. Just an unassuming program quietly demanding the attention and respect given to its dazzling cousins. *Scripteller* is proof that entertainment need not be all flash and pizzazz.

(E.Z. Friendly Software, 118 Corlies Avenue, Poughkeepsie, NY 12601; 914-485-8150; \$26.95 plus \$1.50 S/H)

— Rob Moore

Software

CoCo 1, 2 & 3

## T&D Software Issues #91 & #92

Are you a newcomer to the CoCo world, bright-eyed and full of curiosity about what this sleek machine is capable of? Or are you a seasoned CoCo user, thoroughly familiar with word processors and databases and perhaps even BASIC? No matter what your level of experience, there's a product from T&D Subscription Software that may add variety (and a few surprises) to your computing life.

Twelve times a year, T&D Subscription Software releases a disk and cassette filled with CoCo 1, 2 and 3 programs. Each disk/cassette provides a collection of different programs that offer everything from help for the CoCo user, to general instruction, to just plain fun.

Included are business and personal productivity programs, instructional tutorials, CoCo utilities, game puzzles, text and arcade-style games, as well as educational programs for children. All the subscription programs are original (i.e., none of them come from public domain software). Disks/cassettes may be ordered individually (all issues are still available), or you may sign up for a year's subscription that includes twelve disks, one per month, at a discount off the single-issue price.

While some T&D Subscription Software programs require a disk drive, the cassette tape issues still include these programs for users who may eventually upgrade to a disk drive. My review examines last year's first two disk issues: #91 (January 1990) and #92 (February 1990).

Each T&D Subscription Software disk comes labeled with a directory of its con-

tents and includes a page of instructions. T&D tells me that with each order it includes an additional page of instructions to help beginners get started. I found it easy to get the programs up and running as soon as I made disk back-up copies and safely stored the originals.

Both issues have 10 different programs, all written for the CoCo BASIC environment (none of the programs can be used directly under the OS-9 operating system). By typing RUN"DIR", you engage a directory utility program that comes with each T&D Subscription Software disk. This helpful program creates a listing of programs on disk, and it allows you to select and run programs with just a few keystrokes. With documentation in hand, I found it a simple matter to locate programs in the disk directory and relate them to their place in the instructions. The instructions include an explanatory paragraph for each program, with each paragraph labeled for quick reference. If you require further instructions, many programs include onscreen instructions that are viewed from within the program itself.

With all these programs before me, I had a difficult time deciding which one to run first. I ran a BASIC program called *Address It*. This is a menu-driven tutorial for the 32-column screen that addresses the question of addresses: What are the proper forms of addresses for 107 different public officials? The program contains eight pages of information accessible from a two page menu. Next I tried a BASIC game puzzle called *Solitaire*. This *Othello*-like puzzle involves strategically maneuvering around different colored chips on a grid. It is a simple but seductively challenging game. I then tried a personal productivity program, *Builder's Helper*, which allows you to add, subtract and multiply feet, inches and fractions of an inch.

Next I discovered somewhat more elaborate programs. For instance, *Business Starter* is a menu-driven program that assists you in creating and printing out a business plan; it even offers advice for seeking a bank loan. Another fancy program is a database for keeping track of a baseball card collection. In addition, I found a very educational tutorial that outlines the differences between IBM PC BASIC and CoCo BASIC. Among the games are several all-text, adventure-style games, plus a number of arcade-style games (including a Tom Mix creation called *Sky-Way*) that require quick reflexes.

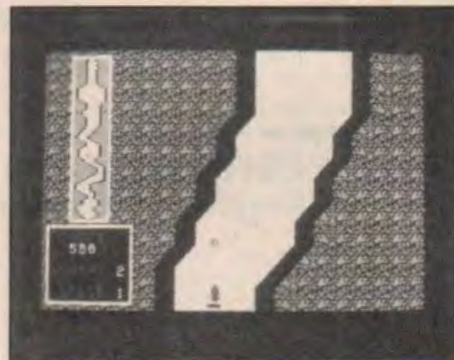
Each program I tried is simple, to the point, and in all cases performs as advertised. The breakdown of the programs in my two issues went like this: With ten programs apiece, each disk averaged six games, two tutorials, one productivity aid and one CoCo utility. On the average, two

programs require a 128K CoCo 3, while many others require a minimum 32K to run. A joystick is required to play some of the games. In all cases documentation is very thorough regarding program requirements. While you need a CoCo 3 with an RGB monitor and disk drive to run *all* the programs to their fullest potential, for most programs, a tape-based 32K CoCo 1 with a television monitor is adequate.

Technically speaking, these two issues contain programs that are an even mix of routines written entirely in BASIC (DECB) and BASIC programs that use ML subroutines. Two of the programs are all machine language. Both disks have basically the same distribution of software, each containing programs for CoCo 1, 2 and 3.

Overall I am impressed with this software-subscription service. Most of the programs are short and simple, yet they are useful, entertaining and cleverly written. All the programs live up to a high level of quality and reliability — obviously they were carefully selected and reviewed by T&D Subscription Software prior to release. The documentation is well-written and to the point, with unwavering attention to important details.

Being basically satisfied with the whole T&D Subscription Software package, the only reservation I have is that some of these programs are so simple, I question their usefulness. One such program is a word/picture association quiz that displays PMODE drawings of various wild animals (at times hard to identify because of poor framing). You are to select the appropriate animal name. It isn't clear what age or skill level this quiz is targeted for.



Regarding the games, I think some (especially the arcade-style games) run intolerably slow and are hard to control accurately with a joystick. A few games ask at the beginning if you want the CoCo 3 high-speed poke, but even these are slow runners. Helpful features such as game pause and move cancel are often omitted, and none of the games are written to save scores to disk — a feature I find important for any game. Regarding programming, the

only flaw I found (and a minor one at that) is that some programs did not load properly from the DIR utility. (I simply loaded and ran them from BASIC.)

On the up side, T&D Subscription Software is a very rich resource for the budding BASIC programmer. Since many of the programs are written entirely in BASIC, they can be loaded and listed like any standard BASIC program. Here is an opportunity for the programming student to study the work of programming professionals (keeping in mind of course that no copyrighted program may be copied in whole or in part and resold without the author/copyrighter's permission).

Even with my limited programming abilities, I found it easy to reconfigure some of the BASIC programs for my CoCo 3, RGB system. I used the CoCo's built-in EDIT command to adjust a program's screen colors, and insert ON BREAK GOTOs and high-speed pokes where appropriate.

T&D Subscription Software offers a little something every month for everyone; however, don't expect to find elaborate, heavy-duty spreadsheets or complex, lightning-fast arcade games. This is definitely compact, single-purpose software territory. But at the very reasonable, non-subscrip-

tion price of \$8 per issue, you're bound to get more than your money's worth.

(T&D Subscription Software, 2490 Miles Standish Drive, Holland, MI 49424, 616-399-9648; \$8 per issue, \$70 for a one-year subscription)

— Walter Myers

Database CoCo 1, 2 & 3

## Mailman

With the many advances in computer technology in the last few years, it is easy to lose sight of the more mundane tasks we can relegate to the computer. How many of us slave over handwritten addresses for greeting cards during the holiday season? *Mailman*, a mailing-list organizer from Johnson Software, is a no-frills workhorse that puts that task on the CoCo where it belongs.

Of course, addressing greeting cards is just one of many chores for *Mailman*. This type of program may be even more useful

to those with small businesses or organizing mailings for churches, clubs and other groups. Although the program is designed for mailing purposes, it incorporates a free-form database structure. You can use *Mailman* for many other filing tasks as well.

*Mailman* is a series of related programs that works on any CoCo with Extended BASIC, at least 32K RAM and a disk drive. As sold, the system is set up to run on a CoCo 3 with one drive and a printer set at 600 baud. Reconfigure the system for your CoCo setup by making simple changes to a BASIC driver program. These changes are well-documented in the 35-page manual that accompanies *Mailman*.

After running the driver program, you are greeted with a short menu. From here select options for Printer Output, File Management and Record Management.

The File Management menu allows you to add, delete and copy files. Use the Add option to create your own mailing list or database record forms. Each record in a file may contain up to 1530 characters. Once you have created the new file, pressing CLEAR takes you back to the main menu. CLEAR is *Mailman's* hot key for breaking out of a function or returning to previous menus.

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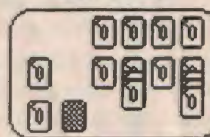
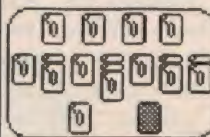
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To add data to a created file, select the Record Management option. A new menu appears with options to add, order (sort), scroll through, delete and insert records. You can also fetch a single record from a file for reference or editing.

The Add, Edit and Insert modes bring up a free-form screen on which you enter the data. This full-screen editor works well as an input device. I did, however, find the omission of an editing Insert function a little disappointing.

*Mailman* allows you to sort records alphabetically, by postal ZIP code or by date. When sorting alphabetically, the program starts at the first character of each record and moves on. When sorting by ZIP code, or a user-defined five-digit sorting code, *Mailman* first goes to the end of the record. It then searches backward for the first complete five-digit number, which it uses to sort. Since the free-form records don't use traditional fields, you must take care that the ZIP code, or other sort number, is the last five-digit number in each record. This is limiting in some cases and desirable in others. However, an obvious drawback to this arrangement is that Canadian addresses cannot be sorted correctly by ZIP code. Nine-digit extended U.S. ZIP codes work fine except that the last four digits are not sorted correctly. Because of the methods used and the limitations of BASIC, sorting speed is not impressive. It took four minutes to sort a file of 69 records.

While *Mailman* can otherwise manipulate larger files, the sort routine handles a maximum of 1500 records, which should be more than adequate for most home uses. Users who need to store a larger number of records can easily circumvent this by splitting mailing lists or databases into logical groups of records.

*Mailman's* printing capabilities are excellent. Since the system doesn't use special control codes, most any printer can be used for output. The Repeating Record feature allows you to enter a single record to be printed along with each record from a file. This practical feature is great for printing a return address on labels.

Other print features include right justification and left margin adjustments, multiple prints and the ability to print all, or a limited range, of records. You can also set the top-of-form code, which is the number of printed lines to put on a given form. If you are printing on six-line labels, you should be able to enter 6 for this value. (A standard page allows 66 lines.) Unfortunately, due to what I believe is an error in logic, I had to enter 7 to print on six-line labels and 13 for 12-line labels. A quick program change should be all that is necessary to eliminate this problem.

The Print At Record Entry (PARE) feature allows you to print a record (and a repeating record, if desired) when the record is entered into the file. This eliminates the need to call *Mailman's* Printer Output menu separately. Those in a product-oriented business will find this time-saver quite handy.

All in all, I was impressed by *Mailman's* capabilities. The manual includes an excellent tutorial, as well as technical information on all features. I encountered no bugs or problems other than the previously mentioned top-of-form inaccuracy.

*Mailman* isn't flashy and uses no special effects. It just does the job it was designed to do; make life, or work, a little easier for its users.

(Johnson Software, P.O. Box 92, Dayton, OH 45449; 513-866-2601; \$23.95 plus \$2.50 S/H)

— Cray Augsburg

Music

CoCo 3

## SoundTrax

There are many CoCo music programs on the market. Several of these programs require a MIDI-compatible keyboard to enhance sound quality. Some of the music programs not requiring a MIDI interface lack exciting instrumentation. Sundog Systems is working to fill this void with a new product called *SoundTrax*.

*SoundTrax* is a sound-sequencing system for the CoCo 3. With a CoCo 3, a disk drive and a mouse or joystick, you can create lively compositions.



*SoundTrax* boots from any drive. The program features a graphics user interface (GUI) consisting of five pull-down menus, a four-track composition field, measure and block boxes, two keyboards with voice display boxes, a play mode indicator and a metronome box.

First, load the voices into memory. A

variety of voices are available for use from the flip side of the *SoundTrax* program disk. Select the appropriate voices and load them individually using the Load Voice option in the File pull-down menu. After loading all necessary voices, you can select Save Config. If the config file is named DEFAULT.CFG, the selected voices will be loaded every time you boot *SoundTrax*. This option saves a lot of time.

With a 512K system it's possible to load all of the supplied voices into memory. Memory limitations prevent operation of this feature with a 128K computer. Save needed voices with the above-mentioned Config option. When you select a song to play, all the voices needed to recreate the song are automatically loaded. If the voices can't be found on the default drive, you'll be prompted to change to the drive where these voices reside or you can insert the voice disk into the default drive and click on the drive number.

You are probably wondering how to create music with this program. *SoundTrax* is a four-track recording environment. Two voices can be recorded at once to the same track or to separate tracks. Pick an instrument voice from the upper keyboard and one from the lower keyboard. These keyboards have preassigned keys, each spanning one full octave. Notes from either can be played on the CoCo keyboard.

After selecting a block, length of measures and the destination track numbers for both upper and lower keyboards, the music entered on your CoCo keyboard is recorded. Choose a time signature. Also, a metronome keeps the beat in accordance with the tempo.

I started a back beat with a rock-snare drum and bass guitar. The drums were recorded to Track 1 and the bass guitar to Track 2. I then merged both tracks to Track 1. Erasure of Track 2 allows for the recording of a new voice. By merging tracks it becomes possible to have many voices (polyphonic) in one song.

Selecting new voices for the keyboards allows for more voices in your recording. Supplied on disk are voices for piano, guitar, bass, horn, drums, wind instruments and many other useful sounds. The sound quality of these voices is much better than I expected. More instrument sample disks are available from Sundog Systems. Sample these voices by loading them into the keyboards and selecting Playthrough from the Options menu.

*SoundTrax* supports files created with *Studio Works* and interpolates the rate automatically. It can also read sounds from other sources as long as the files are no larger than 16K.

Your recording is displayed in a compo-

sition field containing all four tracks. Music is represented by broken lines in the associated tracks. It requires adjustment to read music in this format rather than the usual staff. Writing music with *SoundTrax* reminded me of past experiences programming drum machines. Programming is done mostly by ear and not by sight. You can see where music is located, but not the specific notes being played. Once familiar with the layout, though, things run smoothly.

Recording every track to perfection is difficult; at least it was for me. There are editing commands to reshape your compositions. Block editing commands include Copy, Paste, Erase, Add, Set and Cut Block. Add lets you add measures to an existing score. Track editing commands include Merge, Erase, Copy and Sync. Sync will try to put a track in closer synchronization with the metronome. It's advisable to copy the block to the clipboard before editing to ensure that all is not lost if the results of a new mix are not acceptable. The manual provides a tutorial to get you started.

*SoundTrax* is very entertaining. If you're not in the market to purchase a MIDI keyboard to use in conjunction with a CoCo music program, give *SoundTrax* consideration. The price is affordable for most CoCo users. Here's another outlet for your

creativity on those cold winter nights. Maestro, music please.

(Sundog Systems, P.O. Box 766, Manassas, VA 22111, 703-330-8989; \$34.95 plus \$2.50 S/H)

— Tony Olive

Utility 512K

CoCo 3

## 512K Copy Utility

Are your fingers sore from copying files to a new disk? Tired of waiting for a backup to finish? Have you ever wondered if there's a faster way to format disks? With *512K Copy Utility* from Carl England you can spend more time using programs, rather than wasting all day moving them.

If you use BASIC's COPY command to transfer files to new disks, then you routinely type source filename and destination filename. Moving one file at a time is tedious work. *512K Copy Utility* allows tagging of multiple files resulting in quicker transfers.

A configuration program is provided so you can set default parameters for this

utility. Defaults can also be changed from within the main program.

Select a source drive by pressing S and then 0, 1, 2 or 3 accordingly. Do the same for the destination drive by pressing D and a drive number. Pressing the space bar on the desired file places an asterisk in front of the filename. Use the arrow keys and move the on-screen cursor to mark additional files. Pressing ENTER executes the copying. Options also exist for copying all files and copying all files except tagged files. Files are loaded into RAM prior to being copied. Single-drive users are given a prompt to swap disks.

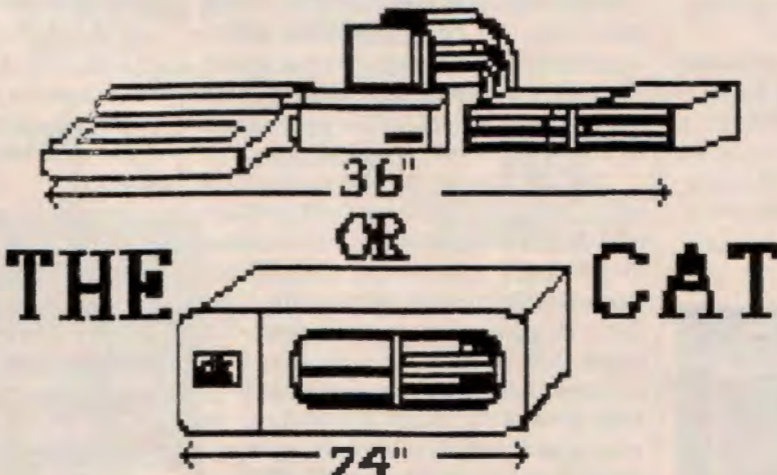
*512K Copy Utility* alleviates typing of file names. When files need to be renamed, pressing R allows you to change selected characters positioned above the cursor in an existing filename.

A word of caution: This utility allows copying of identical filenames to the destination disk. Identical filenames should be changed so that BASIC can distinguish between them.

Copying between different track drives is no problem. The destination drive can be set for 35, 36, 40 or 80 tracks. It isn't necessary to set the number of tracks for the source drive.

You can kill files by pressing K and

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format disks by pressing F. Safety prompts confirm these commands before they are executed. Formatting disks using *512K Copy Utility* is 25 percent faster than with *DSKINI*.

The commands for this program are easy to remember. There is hardly any learning curve to speak of. One minor option is not listed in the manual. After you load the self-executing machine-language file, a command-options page appears. Pressing any key exits this page and your source directory appears on screen. Pressing the Reset button returns you to the options page.

These utilities are fast and easy to use. They are convenient for those wanting to re-organize their disk libraries. The price makes this package a real bargain.

(Carl England, 128 Sheperd Dr. N.E., Calhoun, GA 30701, 404-629-7197; \$15)

— Tony Olive

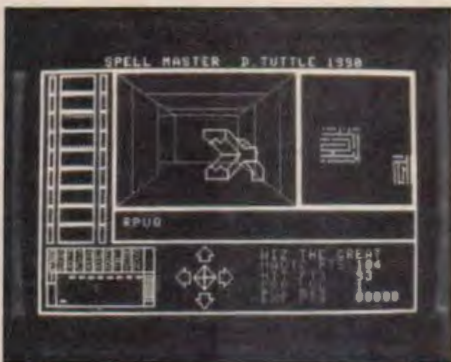
Game

CoCo 3

## Spell Master

*Spell Master* will be a great disappointment to those of you looking for a good program to check and correct spelling errors. But, if you are bored since cracking the Chinese Military Code during the Beijing freedom uprising or spend your free time deciphering bar codes in supermarkets, then *Spell Master* is for you.

For \$18 you get a non copy-protected disk and half a page of booting hints. A CoCo 3 with at least 128K, a disk drive, a joystick as well as an infinite amount of wit and patience are not included in the package, but are required for the adventurer to gain admittance to the Plane of Non-Existence in this graphics adventure.



Unlike most adventures, you can't buy, borrow or steal weapons to defend yourself from monsters waiting in the dungeons. Your only chance for survival is to cast magic spells that may or may not protect

you from these monsters. To make things more challenging for those blessed with inordinate memory, keep in mind that while all invisible monsters look alike, their characteristics are different. Therefore, the

The object of the game is to battle against nasty, disgusting, obnoxious and not very nice monsters and navigate through 10 levels to become a Spell Master.

successful defeat of one monster with a spell, does not necessarily mean the defeat of all monsters with that same spell. But don't despair, there are supposedly 100,000,000 attack spells and an equal number of defense spells to help in your quest. This reviewer did not check to see if the count was accurate.

The object of the game is to battle against an infinite number of nasty, disgusting, obnoxious and not very nice monsters and navigate through 10 levels to become a Spell Master.

Before the game begins, the program generates a game file that is different each time. You will be prompted to enter a complexity factor between one and nine. The higher the complexity factor, the more complicated the maze and the more vicious the numerous monsters will be.

You can choose the characteristics of your adventurer. Since you will undoubtedly die many deaths before even finishing the first level, you can create nine different characters and mazes to store in a file. Once this is done, the game screen appears. The screen consists of a 3-D view from your character's perspective as well as an overhead view of the maze. The walls of the maze appear only as your character travels along them, so finding the exit is not an easy task.

The only thing left is to create your spells. All movement, including the creation and casting of spells, is accomplished by joystick. Just move the cursor to the desired icon and press the fire button. There are nine spells at your command. These can be changed as often as necessary. Each spell has eight categories and an attack/defense switch. Mix various doses of Fire, Ice, Air, Water, Earth, Life, Movement and

Senses to customize the aforementioned 100,000,000 spells. The successful adventurer is he who can keep track of which spell is effective against which creatures. It is advisable to have paper and pencil at hand.

The game is very complex and comes with an instruction file that can be loaded and printed with any word processor. Even with the instructions, the novice adventurer will find *Spell Master* trying and frustrating. It is especially frustrating to re-boot the game after the death of each character. The game would be more enjoyable if the first couple of levels were less complicated and the character had more lives. But for the avid, hard-nosed, die-hard adventurer, *Spell Master* is a nice addition to the software library.

(Daniel Tuttle, 325 Hillsown Road, Manchester, CT 06040, 203-643-1072; \$18)

— George Aftamonow

Graphics

CoCo 3

## NFL Helmets Scrapbook

*NFL Helmets Scrapbook* is a display of all 28 helmets found in professional football. The program is conveniently broken into six picture files, each representing one division; the NFL East, West and Central, as well as the AFL East, West and Central are all represented. A CoCo 3, *CoCo Max III* and a joystick, or mouse, are needed to view the images. A printer is also required if you want a hardcopy of a sketch on the monitor.

For those who are unfamiliar with the *CoCo Max III* program, it allows sections of an existing picture to be cut, edited, moved and saved as a scrapbook page in order to be pasted into another graphics screen. *NFL Helmets Scrapbook* displays four or five helmets per screen from which any one, or all, can be cut out and inserted in a graphics design of your own creation.

The *NFL Helmets Scrapbook* disk comes with a one-page manual that adequately describes the step-by-step procedures of how to load, cut, paste and move a picture. The manual also has another page that displays all 28 helmets. You can identify the different team helmets even though the finer details are lacking.

Although the documentation does not suggest any applications for this program, we were able to create some suggestions for our own use. One idea is to use a

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letterhead, or eye catching address label, that can be further enhanced by the many available fonts that come with the *CoCo Max III* software. Helmet images can also be printed, then physically cut out and glued to books, toys and lunchboxes. And since all drawings are in black and white, each page can also serve as a coloring book. This should keep youngsters occupied for hours. *NFL Helmets Scrapbook* is reasonably priced at \$10.

(Kathy Rumpel, Route 1, Box 67 A, Arcadia, WI 54612; \$10)

— George Aftamonow

Utility CoCo 1, 2 & 3

## StarPic

*StarPic Picture Utility* claims to be a total PMODE4, picture-printing program designed for use with the Star NX-1000 dot-matrix printers. These claims might be true, but the first impressions can be very different.

This utility comes on a single disk with

a one-sheet manual. It contains an upgrade addendum for Version 2.3 that addresses *StarPic Picture Utility*, *DMP Picture Utility* and *GEM Picture Utility*. The upgrade addendum is on a separate sheet, which destroys the manual's continuity.

*StarPic* has three pull-down menus (Disk, Baud and Goodies) across the top of the main screen displaying the available picture files.

*StarPic* works on any CoCo with 64K RAM and a disk drive. According to the manual, the program uses the right joystick for choosing pictures. The manual fails to clearly state that the joystick is mandatory. You cannot use the program without a joystick. I suggest using a free-floating joystick rather than a self-centering one.

The interface is similar to a Macintosh graphics user interface. Move the cursor with the right joystick to select from a list of pictures or activate pull-down menus to choose different options.

When loading, *StarPic* checks the disk for picture files with the extension of .MAX and lists them in the file window. Files without a .MAX extension are not recognized by *StarPic*. Save your home-brew PMODE4 pictures on disk from \$E00 to \$25FF with an extension of .MAX. Double-screen pictures need to be saved from \$E00 to \$3DFF.

No mention of how to save a file is made in the manual until the second

page, fourth paragraph, under a note about the error message for an off-line printer. As a computer support specialist I have found that the easier the interface, the less a user must know about getting the program running. And the easier it is to work. It would be great if *StarPic* would allow you to save that screen to disk with a user-specified filename by tagging on it the needed .MAX extension. A section of the manual should be dedicated to explaining what a user needs to know about saving and loading PMODE4 files in BASIC.

The program does give an example of how to make a double-screen picture one screen long. To do this, load the picture from disk with LOADM "filename.MAX", then resave the file with SAVEM "filename.MAX", &H0E00, &H25FF, &HA027. Why not tell the user that he can use that same SAVEM command to save a PMODE4 screen in memory to disk? I wish program authors would remember the novice when writing their programs.

*StarPic* has three pull-down menus (Disk, Baud and Goodies) across the top of the main screen displaying the available picture files. At the bottom of the screen, a Help bar hints at the required action or presents messages such as Select File, Loading Filename or Select Menu Item. Place the cursor over the filename you want to load and press the fire button. The Help bar displays Loading Filename and the picture appears on screen. If you attempt to load a picture that was originally saved in the wrong format, you receive an error message.

The Disk menu allows you to select the default drive (0, 1, 2 or 3). You can place the program in Drive 0 with its demo files and a second disk of picture files in Drive 1. The New Disk choice allows you to read a new disk you have put into the active drive. Use the Drive=x choice to set the destination drive for disk saves. The menu indicates the active picture and destination drive by placing (=) next to the drive listings. There is also an About selection that displays the title screen. The menus show inactive choices in gray. The Disk menu grays two file choices, Compress and Save Pic, until a file is loaded.

Compress saves the loaded picture in a compressed format with a .CMX extension. This allows the file to take up less disk space. This mode works only with *StarPic*. One warning, *StarPic* will acknowledge only the first 36 pictures on a disk. Any files above that number will not appear in the menu. Save Pic saves the loaded picture in a non-compressed format. Quit exits the program.

The second pull-down menu is Baud. This menu allows you to change the baud to

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600, 1200, 2400, 4800 or 9600. Again, an equals sign (=) shows which choice is active.

Goodies is the last pull-down menu, and it allows you to play with the loaded picture. If you have loaded a double-screen picture, use the joystick to scroll around to view the entire screen. Show Page views the present file. You can exit the picture view by pressing the fire button and select Change Mode from the menu or press the space bar to toggle the picture between four graphics modes. For the CoCo 3, the author set up the palettes to simulate the older CoCos' four-color artifact mode in modes 3 and 4.

Com Picture, or pressing Enter in the view screen, complements the picture. This actually makes all the pixels on the screen change. In other words, this inverts the picture. Black changes to white and blue changes to red, etc. You can choose Swap Colors from the menu to swap red and blue, while leaving black and white the same. This choice seems to do the same thing as the Change Mode/space bar except the colors change in a painting movement. You can also activate this feature by pressing S.

Hor Flip and Vert Flip menu selections rotate the picture 180 degrees horizontally and vertically, respectively. You can flip the picture while viewing by pressing H or

V. These functions work only on single-screen pictures — the choices will be gray on the menu when a double-screen picture is loaded. The Mirror Flip menu selection works on either single- or double-screen pictures. This function does a horizontal flip which is handy for T-shirt transfers. Pressing M while viewing also activates this function. The manual states Mirror Flip is for black & white pictures only. It functions on color pictures in the same way as the Hor Flip, but the colors are reversed as if you had pressed the space bar.

The next two menu selections control Walk Around, an automatic slide show. Choosing Walk Around cycles through each file on disk, flashing the picture on screen for the amount of time specified by Walk time=x. In this function X equals the number of seconds each file will be viewed during Walk Around; a value of 0 translates to about 1 second and a value of 9 is 22 seconds.

The last two menu items are the printing utility functions. Small Print produces a 3" by 3" copy of the picture. Double-screen pictures are printed automatically without any paper alignment. Small print makes some nice, high-quality pictures very quickly. The Large Print selection first checks for double screen pictures. A double-

screen picture is printed on a full sheet in portrait (upright) mode, while a single-screen picture fills a full sheet in landscape (sideways) mode. Both printing functions check and notify you if your printer is offline. Once printing has started, the only way to abort is by turning off the CoCo.

StarPic can be used on all CoCos but does not take advantage of the CoCo 3's enhanced graphics capabilities.

The program uses the Star NX-1000 dot-matrix printer and allows you to see four colors on screen; blue, red, white and black. But it does not translate these colors for screen dumps. StarPic is a black and white screen dump program for PMODE4 screens.

The program lives up to its claims. Once the picture is on disk in the correct format, it is easy to load and print. You can flip the picture and print it reduced or on a full page. StarPic is of no use to a CoCo 3 owner working exclusively with Hi-Res graphics. If you own an NX-1000 and a CoCo, and don't need to work with the CoCo 3's enhanced graphics, StarPic should be all you will ever need.

(Second City Software, P.O. Box 72956, Roselle, IL 60172, 312-653-5610; \$19.95)

— Kay Cornwell

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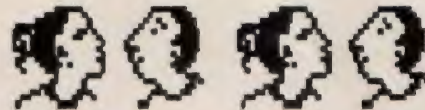
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**La Belle Lucie**, a solitaire card game sometimes known as "Three Shuffles and a Cheat." The entire pack of cards is used in the initial setup by setting all cards face up in overlapping trios. Cards are played onto the tableau in descending order within the same suit. The object of the game is to get all 52 cards onto the foundation. You have three deals in order to accomplish this. The game features full-color graphics. Requires a CoCo 3, a disk drive and a joystick or mouse. *Eversoft Games Ltd, P.O. Box 3354, Arlington, WA 98223, (206) 653-5263; \$14.95 plus \$2 S/H.*

**Level II Tools**, a set of 25 utilities that are useful in the day-to-day usage of OS-9 Level II. Commands are included for wild cards, directory structures, command files, pipe filters, utilities, color manipulation, and window handling. Requires OS-9 Level II. *Alpha Software Technologies, 210 Bluefield Drive, Slidell, LA 70458, (601) 688-3140; \$24.95 plus \$3 S/H.*

**File Recovery System**, restores "lost" OS-9 files and directories by rebuilding their directory entries or file descriptor sectors. Works on any type of OS-9 disk including RAM disks, floppy disk, and hard disks. Command line options allow *Recover* to display file recovery actions without actually modifying the disk. Requires OS-9 Level I or Level II with at least 24K of free memory and one drive. *Burke & Burke, P.O. Box 733, Maple Valley, WA 98038, (800) 237-2409; \$24.95 plus min. \$3 S/H US, min. \$4 S/H Cdn.*

**CoCo Archiver**, a disk-file manager and archiver for Disk BASIC. Lists archive files with descriptive memos. Copies, kills, and renames files. Includes a help screen. Shareware feature provided for BBS use. *Danosoft, P.O. Box 124, Station A, Mississauga, L5A 2Z7 ONT, (416) 897-0121; \$17.95 US; \$20.80 Cdn., plus \$2.50 S/H, Ontario Residents add 8% Tax.*

**Graphics Utility**, a tutorial on how to store multiple Hi-Res graphics screens in CoCo 3 memory for instant recall and how to save and load them from disk. Requires a CoCo 3. Numerous remarks in program listing to understand routines used. *Danosoft, P.O. Box 124, Station A, Mississauga, L5A 2Z7 ONT, (416) 897-0121; \$8.95 US; \$10.50 Cdn., plus \$2.50 S/H, Ontario Residents add 8% Tax.*

◆ **Funstats**, a general statistics program for a CoCo 1, 2 or 3 with at least 32K. Fifty different statistical programs are contained in this package. Just enter numbers and the computer calculates the statistics. You should have some knowledge of statistical formulas. *Trading Post, P.O. Box 3453, Carbondale, IL 62902-3453, (618) 457-5258; \$39.95 plus \$3 S/H.*

◆ **CoCo Calculator**, converts your computer into a calculator. Use it for addition, subtraction, multiplication, division, square roots, powers, rates and percentages. Has seven memory banks for the storage of constants and intermediate results. Additional features include a counter and commands for the setting and rounding of decimal places. Requires 16K of

memory. For the CoCo 1, 2 or 3. *Trading Post, P.O. Box 3453, Carbondale, IL 62902-3453, (618) 457-5258; \$14.95 plus \$3 S/H.*

◆ **CoCo Labels**, creates a double-column, multi-page screen index. Printout one, all or many copies of the same label. Print each line in a different font using a Tandy printer. Requires 32K. *Trading Post, P.O. Box 3453, Carbondale, IL 62902-3453, (618) 457-5258; \$29.95 plus \$3 S/H.*

◆ **Bankman**, menu-driven program for continuously updating your checkbook. Allows you to keep a running record of deposits, checks and accounts. Files can be saved edited and printed. Lets you reconcile and analyze particular accounts. Requires 32K CoCo 1, 2 or 3. *Trading Post, P.O. Box 3453, Carbondale, IL 62902-3453, (618) 457-5258; \$39.95 plus \$3 S/H.*

◆ **Brainbusters Test Writer**, Design multiple-choice and true/false questions. Allows you to edit, save, load, select, display, randomize and print. Includes utilities for making a cover sheet, answer key and instructions. Requires 32K. *Trading Post, P.O. Box 3453, Carbondale, IL 62902-3453, (618) 457-5258; \$39.95 plus \$3 S/H.*

◆ **Brainbuster Examiner**, permits Brainbuster quizzes to be taken onscreen rather than in written form. For classroom, home or office. Requires 32K. *Trading Post, P.O. Box 3453, Carbondale, IL 62902-3453, (618) 457-5258; \$24.95 plus \$3 S/H.*

◆ **Trivia Quizzes**, preconstructed data files for use with the Brainbuster Test Writer or Examiner programs. Four separate quizzes are available. *Trading Post, P.O. Box 3453, Carbondale, IL 62902-3453, (618) 457-5258; 25 questions \$5.50, 50 questions \$10.95 plus \$3 S/H.*

◆ **Diskette File Protector**, this copy-protection scheme changes the filename extension to protect files from being run or killed. Protected filenames must be unprotected prior to being run or executed. Programs allows for tagging of multiple filenames. Requires a CoCo 3 and one disk drive. *Datatech Micro Systems, 4612 Arden, Lansing, MI 48917; \$10 plus \$2.50 S/H.*

◆ **Mixed Blessings**, a collection of 23 programs. Includes a random-maze generator, an address-storage/retrieval system, several games, utilities, and a two-player chess simulation. All programs compatible with the CoCo 2, most will run on a tape-based system. *John Friedrich, Grove City College, Box 1877, Grove City, PA 16127, (412) 458-3088 or (412) 224-4194; \$17.95, specify tape or disk.*

◆ **BED**, binary editor for disk. Helps fix disk problems. It reads any sector and displays, edits, and writes it to disk. It also searches disks for bad sectors. *Soft & Friendly, 129 Prairie, Virdon, IL 62690, (217) 965-4199; \$13.95 plus \$2.95 S/H.*

◆ **CC3FAX**, this program allows you to receive FAX transmissions. Requires a 512K CoCo 3, 40-track DSDD Drive 0 and a shortwave receiver capable of SSB (single-sideband) or CW (morse code) reception. It is now possible to see the entire 368K picture on a 256-by-225 screen as a 1/64 size image; resolution 1/8 horizontal by 1/8 vertical. Additional print drivers are being added to the program. *Robert Gault, 832 N. Renaud, Grosse Pointe Woods, MI 48236; \$29 plus min \$4 S/H.*

◆ **Smartwatch Drivers**, these drivers are for the CoCo 3 only. They make the functions of the Smart-Watch (sold by Tandy and other sources in the RAINBOW) available to the standard Tandy Disk BASIC 1.0 and 1.1 systems. The 12- or 24-hour format can be selected. Also included is a driver for *Ultimaterm* modem-communications program. *Robert Gault, 832 N. Renaud, Grosse Pointe Woods, MI 48236; \$12 plus min \$4 S/H.*

**CEBBS Online Programs**, a collection of programs to provide operators of CEBBS with a variety of games and support files to enhance their BBS. Programs include craps, blackjack, hangman, a voting booth, drive configuration for support files, an editor for maintenance functions, an auto-alphabetizing BBS lister, a place for messages, and a personal-profile database program. *KB Enterprises, 435 Brightwaters Drive, Cocoa Beach, FL 32931, (407) 799-3253; \$15.95 plus \$3 S/H.*

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By awarding a Seal, the magazine certifies the program 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 reviewers for evaluation.

# Pie Plotter

*In search  
of a better slice . . .*

by Eric A. Wolf



**P**ie Plotter allows Color Computer 3 users to draw multi-color pie graphs from raw data. The program runs with either an RGB or composite monitor and requires a disk drive for loading and saving graphs. The program uses the high-speed mode and the 320-by-192, 16-color high-resolution screen for graphics. You can enter up to 14 separate data samples and the program graphs them in their own colors, (with labels and percentages) for visually pleasing graphics results. *Pie Plotter* makes the task of designing pie graphs easier for the beginner as well as the advanced user.

## Operating Instructions

Enter the program from Listing 1 and save it to disk. Then enter `RUN` to start the program. The Settings control menu appears on the screen with blank graph data listed. This is where you conduct most of your work. The yellow text is the data and the green line at the bottom is your current title for the graph data. The gray text at the right of the screen has commands that alter or display this data. These selections are explained below.

**Shadow Graph** — Pressing `S` toggles this choice between Yes and No. If you choose Yes, the graph will have a gray shadow behind it. If you choose No, there will be no shadow.

**Modify Entry** — Pressing `M` allows you to change data in one of the 14 data slots in the yellow data column. Enter the number of the slot you want to modify (1-14) or enter 99 to exit this process. After entering the appropriate slot number, enter the modified data. Numbers 0-9999 are accepted. Next, enter the label that goes with this data. The new data is placed in the data column accordingly.

*Eric Wolf is a sophomore at LaSalle High School. He has been writing computer software for several years now and is the author of The Newspaper desktop publishing system. He can be contacted at 1630 N. Johnson Street, South Bend, IN 46628.*

**Plot Chart** — Press P to plot the entered data as a circular pie chart. The screen clears and the graph is drawn along with percentages, labels and the graph title. After the graph is drawn, press any key to return. *Pie Plotter* plots the graph according to the relation of a specific number to other numbers in the total data table. The sin and cos mathematical functions are used for line placement.

**Input/Output** — Pressing I takes you to the Input/Output control menu. From here you can save, load, clear and display your graphs, as well as perform the functions listed below. To activate a function, just press the number associated with it on the I/O control menu.

**Clear** — clears the graph currently in memory.

**Load** — allows you to load a previously saved graph from disk. Enter the filename or DIR for a disk directory. The graph is displayed. Press a key to continue.

**Save** — enables you to save a graph in memory to disk. Enter the filename you want the data saved with, or enter DIR for a disk directory. After the graph is saved, you are returned to the I/O menu.

**Display** — draws the currently defined chart. See Plot Chart for more information.

**Demographics To Screen** — prints the demographics of the data to the screen. This includes chart titles, percentages, labels and units for the data in memory. This function also displays the amount of data accounted for in the graph. Press any key to continue.

**Demographics To Printer** — identical to the Demographics To Screen option except the results are sent to the printer.

**Exit** — return to the Control Editor.

**Clear Graph Data** — Pressing C clears the current data. You are asked if this data is actually to be cleared. Enter Y to clear the data or N to abort the clearing process.

**Degree of Rotation** — This number signifies the degree at which the first line of the graph is to be drawn. Pressing D increases this number by two degrees. The degree of rotation is usually 0, but other values will tilt your graph for added effects.

**Title** — Pressing T allows you to enter a new title for your graph. Type the new title and press enter. A title can be only about 30 characters long. The title appears at the top of the screen when the chart is displayed.

### Monitor Selection

Due to video hardware differences of CoCo 3s, you must tell the program what type of monitor you are using. To do this, modify Variable MN as indicated in Line 10.

If you are using an RGB monitor, leave the value at 0 (zero). If you are using a composite monitor, set the value to 1.

### Sample Session

To begin, imagine you are a writing a report on how people spend their weekends. You have surveyed several groups of various ages and have received 487 responses. Now you need a way to effectively communicate this information to readers. Use *Pie Plotter* to perform this task. You can easily plot a pie graph to better show this information.

Through the study you have determined that 120 people spend their weekends shopping. So, press M to modify a slot in your graph. Next, enter 1 to select the first blank in the graph. Enter 120 to indicate the data value for this slot. And enter SHOPPING, the label that goes with this slot.

In the survey you found 54 people like to travel on the weekend. Again, press M and enter 2 to alter the second data slot. Enter 54 to signify the number of people and then enter TRAVEL for the label.

You also found 87 people who go to the beach on the weekend. Press M and enter 3. Enter 87 for the number of people and AT BEACH for the label.

A majority of your survey, 98 people like to stay home all weekend and watch TV or work around the house. Press M and enter 4 for the fourth slot. Enter 98 for this group and label them STAYS HOME.

There is a group of people who work on the weekend. Press M and enter 5. Now enter the number 90 and label this group WORK.

To round out your survey, there are 38 people who don't fit into any specific category and need to be placed in a miscellaneous category. Press M and enter 6 for Slot 6. Now enter the number 38 and the label MISC.

To title your graph, press T and enter WHAT PEOPLE DO ON A WEEKEND. Your graph is now complete. To view the graph, press P. Press any key to return. This should help you get started. Have fun and happy pie graphing. □

📁
CoCo 3 Disk

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14 .....	129																																	
20 .....	58																																	
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END .....	244																																	

**The Listing: PIECHART**

```

0 'PIE PLOTTER
WRITTEN BY ERIC WOLF
COPYRIGHT (C) JANUARY 1991
BY FALSOFT, INC.
1 '*****
2 '* PIE CHART DISPLAY UTILITY *
4 '* WRITTEN BY ERIC A. WOLF *
6 '* FOR A 128K TANDY COCO 3 *
8 '*****
10 MN=0 '←-- 0=RGB & 1=CMP
12 IF MN=0 THEN RGB:MN$="0008092
5323634535402162207566356" ELSE
CMP:MN$="00131145072321543602173
416326332"
14 FOR Y=0 TO 15:PALETTE Y,VAL(MI
D$(MN$,Y*2+1,2)):NEXT Y
16 POKE65497,0:ATTR0,4:PCLEAR1:C
LEAR3200:DIM D(15),D$(15):GOSUB6

```

```

R5,0
38 LOCATE38,23:FL=0
40 AS=INKEY$:IFAS="S" THEN FL-1:
IF SH=1 THEN SH=0:GOTO32 ELSE SH
-1:GOTO32
42 IFA$="T" THEN LOCATE9,22:ATTR
6,0:PRINT STRING$(60,32)::LOCATE
9,22:LINEINPUT T$:T=LEN(T$):T$=L
EFT$(T$,28):IF T>28 THEN 20 ELSE
36
44 IF A$<>"M" THEN 50 ELSE LOCAT
E0,22:PRINTSTRING$(40,32)::LOCAT
E0,22:LINEINPUT"Modify what unit
(1-14/99 = exit) >":M$:M=VAL(M$
):IF M=0 OR M>14 THEN LOCATE0,22
:PRINTSTRING$(64,32)::LOCATE0,23
:GOTO50
46 ATTR6,0:LOCATE0,22:PRINTSTRIN
G$(40,32)::LOCATE0,22:INPUT"Ente
r new unit VALUE ":D(M):IF D(M)>
9999 THEN 46
48 LOCATE0,22:PRINTSTRING$(40,32
)::LOCATE0,22:INPUT"Enter new un
it LABEL ":D$(M):IF LEN(D$(M))>1
1 THEN 48 ELSE 24
50 IF A$="D" THEN AD=AD+2:FL=2:I
F AD>359 THEN AD=0
52 IF A$="I" THEN 108
54 IF A$="C" THEN LOCATE0,22:PRI
NTSTRING$(40,32)::LOCATE0,22:INP
UT"Sure you want to clear this (
Y/N) ":A$:IF LEFT$(A$,1)="Y" THE
N GOSUB68:GOTO20 ELSE 32
56 IF A$="P" THEN C2=CO:GOSUB 78
:EXEC44539:HSCREEN0:CO=C2:GOTO20

```

```

58 IF FL=1 THEN 20 ELSE IF FL=2
THEN 32 ELSE 40
60 GOTO 60
62 '
64 REM ** CLEAR DATA TABLES **
66 '
68 B$=STRING$(11,46):FOR Y=1TO14:
D$(Y)=B$:D(Y)=0:NEXT:D(15)=9999:
SH=1:SC=1:MC=14:CO=1:T$="NO TITL
E":AD=0:ST=1
70 RETURN
72 '
74 REM ** PLOT PIE CHART **
76 '
78 HSCREEN2:X1=77:Y1=100:RD=77:C
O=ST:R1=RD/2:R2=5:T=0:C=0:IF SH
THEN HCIRCLE(X1+R2-2,Y1+R2),RD,1
5:HPAINT(X1+4,Y1+4),15,15:C1=0
80 C=C+1:IF D(C)=9999 THEN 86 EL
SE T=T+D(C):GOTO80
82 IF D(C) THEN C1=C1+1
84 GOTO80
86 IF T=0 THEN T=.0001
88 TX=10-INT(C1/2)
90 C=C-1:A0=AD/3.6:FOR Y=1 TO C:
HCOLOR CO:HCIRCLE(X1,Y1),RD:IF F
IX((D(Y)/T)*100)=0 THEN 98 ELSE
AN=A0:A1=A0:GOSUB100:HLINE(X1,Y1
)-(X2,Y2),PSET
92 AN=100*(D(Y)/T)+A0:A0=AN:A2=A
N::GOSUB100:HLINE(X1,Y1)-(X2,Y2)
,PSET:AN=A1+(A2-A1)/2:RD=RD-R1:G
OSUB100:HPAINT(X2,Y2):RD=RD+R1
94 A$=STR$(FIX(D(Y)/T*100)):A$=R
IGHT$(A$,LEN(A$)-1):A$=STRING$(3

```

```

-LEN(A$)," "+A$:A$=A$+"% @@ "+D
$(Y):HPRINT(19,TX),A$:TX=TX+1
96 CO=CO+1:IF CO=MC+1 THEN CO=ST
98 NEXTY:HCIRCLE(X1,Y1),RD,0:HCO
LOR15:A$=STRING$(40-LEN(T$))/2-
1,59)+ " "+T$+" "+STRING$(40-LEN
(T$))/2-1,59):HPRINT(0,0),A$:RET
URN
100 A=AN/57.141*3.6:X2=X1+SIN(A)
*RD:Y2=Y1-COS(A)*RD:RETURN
102 '
104 REM ** INPUT/OUTPUT
106 '
108 HSCREEN0:CLS:ATTR6,0:PRINTTA
B(3):"PIE CHART INPUT/OUTPUT CON
TROL MENU":ATTR5,0,U:PRINTSTRING
$(40,32)::ATTR6,0:PRINT:PRINTTAB
(9)"Please select a choice":ATTR
5,0:PRINT:PRINTTAB(42)"1. Clear
the data in memory":PRINT
110 PRINTTAB(2)"2. Load in a cha
rt from disk":PRINT:PRINTTAB(2)"
3. Save a chart to disk":PRINT:P
RINTTAB(2)"4. Display the chart
in memory":PRINT:PRINTTAB(2)"5.
Print chart demographic (Screen)
":PRINT
112 PRINTTAB(2)"6. Print chart d
emographic (Printer)":PRINT:PRIN
TTAB(2)"7. Exit back to the Sett
ings Control"
114 ATTR6,0:LOCATE10,21:INPUT"Yo
ur Choice > ":CH:IF CH<1 OR CH>7
THEN 114
116 IF CH=1 THEN GOSUB68:GOTO20


```



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```

118 IF CH=4 THEN C2=C0:GOSUB78:E
XEC44539:C0=C2:GOTO108
120 IF CH=5 THEN D=0:GOTO138
122 IF CH=6 THEN D=-2:GOTO138
124 IF CH=7 THEN 20
126 IF CH=3 THEN 178
128 IF CH=2 THEN 196
130 STOP
132 '
134 REM ** PRINT DEMOGRAPHIC
136 '
138 CLS:IF D=-2 THEN LOCATE0,12:
PRINT"Ready printer and press an
y key to begin":EXEC44539:POKE6
5496,0
140 V=0:CLS:PRINT#D," TITLE: ";T
$:PRINT#D:PRINT#D," PERCENT LA
BEL"+STRING$(11,32)+"UNITS":PRIN
T#D," ";STRING$(35,"-"):FOR Y=1 TO
14:IF D(Y)=0 THEN 148 ELSE PRINT
#D," ";:PRINT#D.USING("##.##"):
(D(Y)/T*100):V=V+INT(D(Y)/T*1000
0)/100:P$=" % - "
142 P$=P$+D$(Y)+STRING$(16-LEN(D
$(Y)),32)+"("
144 P1$=STR$(D(Y)):P1$=RIGHT$(P1
$,LEN(P1$)-1):P$=P$+P1$+"")
146 PRINT#D,P$
148 NEXT Y
150 PRINT#D," ";STRING$(35,"-"):
PRINT#D.USING("##.##"):V=:PRINT
#D," % accounted for in graph":P
RINT#D:PRINT#D
152 IF D=0 THEN EXEC44539
154 POKE65497,0:GOTO 108

```

```

156 '
158 REM ** INPUT A FILENAME
160 '
162 ATTR5,0:LOCATE0,3:PRINT"Ente
r the filename of the graph in w
hich you want to load or type DIR
and enter to view the disk dir
ectory of a drive or enter EXIT t
o exit back to the menu":ATTR6,0
164 LOCATE0,8:LINEINPUT"Filename
(or DIR)--> ";F$:IF F$<>"DIR" T
HEN RETURN
166 ATTR5,0:LOCATE0,9:LINEINPUT"
Directory of what drive (0-3) >"
:D$:DR=VAL(D$)
168 IF DR<0 OR DR>3 THEN 166 ELS
E PRINT=:ATTR6,0:POKE65496,0:DIR
DR:PRINT:PRINT"Free Gans=";FRE
E(DR):EXEC44539:POKE65497,0
170 RETURN
172 '
174 REM ** SAVE A FILE
176 '
178 ATTR6,0:CLS:LOCATE3,1:PRINT"
-Save in a pie graph to disk -"
:GOSUB162
180 IF F$="EXIT" THEN 108
182 IF F$="DIR" THEN 178 ELSE AT
TR6,0:CLS:A$="Save the file "+F$
:LOCATE20-LEN(A$)/2,5:PRINTA$:LO
CATE0,10:ATTR5,0:PRINT"Press SPA
CEBAR to save the file or press a
ny other key to exit back to the
Input/Output Menu.."
184 A$=INKEY$:IF A$=" " THEN 186

```

```

ELSE IF A$<>" " THEN 108 ELSE 184
186 ATTR6,0:LOCATE10,15:PRINT"Sa
ving Graph Now...":POKE65496,0:
OPEN"O",#1,F$
188 PRINT#1,SC:PRINT#1,ST:PRINT#
1,MC:PRINT#1,SH:PRINT#1,DG:PRINT
#1,AD:PRINT#1,T$:FOR Y=1 TO 15:PRIN
T#1,D(Y):PRINT#1,D$(Y):NEXT Y:CLO
SE#1:POKE65497,0:GOTO108
190 '
192 REM ** LOAD A FILE
194 '
196 ATTR6,0:CLS:LOCATE4,1:PRINT"
- Load a pie graph from disk -":
GOSUB162
198 IF F$="EXIT" THEN 108
200 IF F$="DIR" THEN 196 ELSE AT
TR6,0:CLS:A$="Load the file "+F$
:LOCATE20-LEN(A$)/2,5:PRINTA$:LO
CATE0,10:ATTR5,0:PRINT"Press SPA
CEBAR to load the file or press a
ny other key to exit back to the
Input/Output Menu.."
202 A$=INKEY$:IF A$=" " THEN 204
ELSE IF A$<>" " THEN 108 ELSE 202
204 ATTR6,0:LOCATE10,15:PRINT"Lo
ading Graph Now...":POKE65496,0:
OPEN"1",#1,F$
206 INPUT#1,SC:INPUT#1,ST:INPUT#
1,MC:INPUT#1,SH:INPUT#1,DG:INPUT
#1,AD:INPUT#1,T$:FOR Y=1 TO 15:INPU
T#1,D(Y):INPUT#1,D$(Y):NEXT Y:CLO
SE#1:POKE65497,0
208 C2=C0:GOSUB78:EXEC44539:HSCR
EEN0:C2=C0:GOTO108

```

## Novices Niche

Disk Utility

32K Disk

### Directory Lister by Mike Moore

*Dirlist* sends the directory listing of a disk to the printer. The output is neatly listed in a two-column format. The advantage is that you can then cut out the listing and keep it in the jacket of the disk. This helps when searching for files stored on your disks.

When the program is run, you are asked for the disk name. This information is printed at the top of the listing to identify the disk being used. The number of free granules remaining on the disk is given next, followed by a listing of all the files on the disk in a format similar to DIR.

The only preparations for this utility are to make sure there is a disk in Drive 0 and the printer is online.

#### The Listing: DIRLIST

```

0 'DIRECTORY LISTER
1 'WRITTEN BY MIKE MOORE
2 'COPYRIGHT (C) JANUARY 1991
3 'BY FALSOFT, INC.
10 CLEAR800 'SET ASIDE STRING SP
ACE
20 INPUT"DISK NAME":N$
30 DIMR$(1):R$(0)=" " :R$(1)-CHR
$(13) ' CARRIAGE RETURN
40 N=-2 ' DEVICE IS THE PRINTER
50 PRINT#N,N$+" FREE":FREE(0)
'PRINT THE TITLE
60 PRINT#N," " 'BLANK LINE
70 DSKI$0,17,2,C$.A$:C$=LEFT$(C$
,68) 'GET GRANULE POSITIONS
80 FOR S=3 TO 11:DSKI$0,17,S.A$.
B$ 'READ DIRECTORY
90 A$=A$+LEFT$(B$,127) : L=255 '
COLLECT NAMES TOGETHER
100 M$=LEFT$(A$,11)+" " 'FIL
E NAME

```

```

110 IF ASC(M$)-255 THEN PRINT#N,
" " :END 'END OF NAMES
120 IF ASC(M$)=0 THEN 210 'THIS
FILE WAS KILLED
130 A=(MID$(A$,13,1)-CHR$(255))
'FILE TYPE
140 MID$(M$,13)-CHR$(66+A) '(A)S
CII OR (B)INARY
150 G=1+ASC(MID$(A$,14)) : R=0 '
FIND FIRST GRANULE
160 R=R+1:G=1+ASC(MID$(C$,G)) '
COUNT NEXT GRANULE
170 IF G<69 GOTO 160 'MORE GRANU
LES TO GET
180 B$=STR$(R) : MID$(M$,14,LEN(
B$))-B$ 'PUT IN # OF GRANULES
190 M$=LEFT$(M$,8)+" "+RIGHT$(M$
,8) 'SEPERATE NAME & EXTENSION
200 PRINT#N,M$+R$(P); : P=1-P 'P
RINT
210 L=L-32 : IF L>0 THEN A$=RIGH
T$(A$,L) : GOTO 100 'DROP A FILE
220 NEXT S 'GET NEXT SECTOR

```

# Intercom

An important link in the CoCo community is its ability to communicate with fellow users. If questions arise, a fresh source of information can be invaluable. We here at THE RAINBOW have decided to create "Intercom," an information exchange point for Pen Pals, CoCo Clubs and BBS.

If you would like a Pen Pal or are running a CoCo Club or BBS, send us a letter including the information listed here to: The Rainbow Intercom, P.O. Box 385, Prospect, KY 40059.

Only those parties who have signed our non-piracy "agreement form" appear in listings of Intercom. Also, please notify us if you want to add or delete any names on this list.



## PEN PALS

♣ I'm 16 years old. I bought a CoCo 3 last June and I've had a CoCo 2 since 1985. I live in Missoula, Montana and feel quite alone with my CoCo in this area. I've found no support anywhere nearby. I have not even met anyone who has a CoCo! I have lots of technical questions. Will someone continually write and expect letters from me. I need a Pen Pal who will help me. Also, I will help you, so please write.

*Michael J. Miller  
RR2 Moccasin Meadows  
Missoula, MT 59802*

♣ I'm interested in finding some local support for our CoCo. I haven't been able to locate a CoCo club in the Indianapolis area. If you have an existing club in the area or might like to start a new one please contact me at the address below.

*Ted Mathues  
502 Shelby St.  
Shelbyville, IN 46176*

♣ I'm trying to start a new CoCo club for the Houston, Texas area. If you would like to join or have some helpful advice please write.

*Art Volz  
16218 Brinkwood Drive  
Houston, TX 77090*



## CoCo CLUBS

### ARIZONA

♣ Tucson Color Computer Club, Bruce Smith, 3030 Mustang Drive, Tucson, 85708, (602) 747-7859

### CALIFORNIA

♣ Citrus Color Computer Club, Orville Beaver, P.O. Box 6991, San Bernardino, 92412-6991, (714) 685-6334

♣ The Sacramento CoCo Club, William W. Drennon, 2444 Wurth CT., Sacramento, 95825, (916) 486-9665, BBS (916) 486-1594

### COLORADO

♣ Colorado Springs Color Computer Club, Bud Ward,

1118 Claiborne Road, Colorado Springs, 80906-5513, (719) 392-8268

### CONNECTICUT

♣ South Eastern Connecticut Color Computer Users Group, Larry Donovan, 25 Stony Brook Road, Stonington, 06378, (203) 535-4211

### FLORIDA

♣ Cross-Country Color Computer Club, Tom Tittle, 860 Gardenia Drive, Royal Palm Beach, 33411, (407) 798-3726

### GEORGIA

♣ Macon-Warner Robins Color Computer Users Group, Francis G. Swygert, 904 2nd Avenue, Robins AFB, 31098, (912) 328-7859

### IDAHO

♣ Snake River Color Computer Club, Emil Franklin, 1750 Carmel Drive, Idaho Falls, 83403, (208) 522-0220

### ILLINIOS

♣ CoCo Users Group, c/o Greg Adams, 224 Park Drive, Sterling, 61081-3033, (815) 626-4962

### KANSAS

♣ The Kansas City Color Computer Users Group, Gay Crawford, 1601 Kiowa Drive, Olathe, 66062, (913) 764-9413

### KENTUCKY

♣ Hardin County Color Computer Club, Paul Urbahns, 2887 Republic Ave., Radcliff, 40160, (502) 351-4757

### LOUISIANA

♣ The CoCo Sig, Christopher Mayeux, 20 Gibbs Drive, Chalmette, 70043, (504) 277-6880, Modem (504) 277-5135

### MICHIGAN

♣ Color Computer Owners Group, Bernard A. Patton, 388 Emmons Blvd., Wyandotte, 48192, (313) 283-2474

### MISSISSIPPI

♣ Central Mississippi Color Computer Society, Boisy G. Pitre, 6011 I-55 North, Jackson, 39213, (601) 956-9377

### MISSOURI

♣ CoCoNuts User Group, Clyde Lloyd, 2116 N. Columbia, Springfield, 65803, (417) 866-8738

### NEW YORK

♣ Twin Tiers CoCo Club, William Cecchini, 319 Irvine Pl., Elmira, 14901, (607) 734-0065

### NORTH CAROLINA

♣ Raleigh CoCo Club, P.O. Box 10632, Raleigh, 27605, (919) 878-3865

♣ The Tandy Color Computer Users of Charlotte, Eric Stringer, 1022 Noles Dr., Mt. Holly, 28120

### OHIO

♣ The Columbus and Central Ohio Color Computer Club, Richard Heber, 546 Woodside Drive S.W., Pataskala, 43062, (614) 927-3357

♣ Dayton Area Color Computer Users Group, John Teague, 308 Orangewood Drive, Kettering, 45429, (513) 434-9168

♣ The Greater Toledo Color Computer Club, Bill Espen, 1319 North St., Bowling Green, 43402, (419) 471-9444

### PENNSYLVANIA

♣ Johnstown Area Color Computer Users Group, Albert Baldish, 111 C St. Apt #1, Johnstown, 15906, (814) 535-1497

### SOUTH DAKOTA

♣ Empire Area Color Computer Users Group of South Dakota, Carl Holt, P.O. Box 395, Brandon, 57005, (605) 582-3862

### AUSTRALIA

♣ Australian National OS-9 Users Group, Gordon Bentzen, C/- 8 Odin Street, Sunnybank, Queensland, 4109, (07) 345-5141

♣ Brisbane Southwest Colour Computer Users Group, Bob Devries, 21 Virgo St., Inala, Queensland, 4077, (61)-7-3727816

### CANADA

♣ Club Ordinateur Metro Inc., William Manning, 3020 D'Angouleme, Tracy, Quebec, J3R 3B3, (514) 742-3692

♣ Calgary Colour Computer Club, Gerry McCleary, P.O. Box 22, Station M, Calgary, T1Y 5C4

♣ Le Club D'Ordinateur Couleur du Quebec Inc., 7110 8 e. Ave, St-Michel, Montreal, Quebec, H2A 3C4, (514) 729-8467

♣ Moncton-Dieppe-Riverview CoCo Club, Philippe Lantin, 77 Ninth St., Moncton, New Brunswick, E1E 3E5, (506) 382-7706

### GERMANY

♣ OS-9 Users Group in Europe, Burghard Kinzel, Leipziger Ring 22A, D-5042 ERFSTADT

### PUERTO RICO

♣ Puerto Rico Color Computer Club, Luis R. Martinez, P.O. Box 2072, Guaynabo, 00657-7004, (809) 799-8217 or (809) 728-2314



# BULLETIN BOARD SYSTEMS



State/City	BBS Name	Access Number	Parameters <small>(Baud rate-Parity-Word Bits-Stop Bits)</small>	SysOp
<b>Arkansas</b>				
Jonesboro	The 8-Bit Wonderland	(501)931-9528	300/1200/2400-N-8-1	Mike Smith
Sheridan	The Grant County BBS	(501)942-4047	300/1200/2400-N-8-1	Eddie Gilmore
<b>California</b>				
Hollywood	Zog's Cavern BBS	(213)461-7948	300/1200/2400-N-8-1	Alan Sheltra
Laguna Hills	Rainbow Connection Info Service	(714)831-6530	300/1200/2400-N-8-1	Eric Levinson
Marysville	09-Online BBS	(916)742-6809	300/1200-N-8-1	Jim Vestal
<b>Colorado</b>				
Colorado Springs	The Time Safari	(719)635-7228	300/1200-N-8-1	David Vallier
<b>Florida</b>				
Cocoa Beach	KB Enterprises' CEBBS <sup>1</sup>	(407)799-3282	300/1200-N-8-1	Kevin Berner
<b>Hawaii</b>				
Ft. Shafter	CoCo'Nuts BBS Service <sup>2</sup>	(808)845-7054	300/1200/2400-N-8-1	Tommie Taylor
<b>Illinois</b>				
Carpentersville	The Pinball Haven BBS	(708)428-8445	300/1200/2400-N-8-1	Jeffrey R. Chapin
La Grange Park	S & V BBS	(708)352-0948	300/1200/2400-N-8-1	Paul Jerkatis
<b>Kansas</b>				
Beloit	Kansas Konnektion BBS <sup>3</sup>	(913)738-5613	300/1200/2400-N-8-1	Gary N. McCarty
<b>Louisiana</b>				
Harvey	The Node 3	(504)347-4320	300/2400-N-8-1	Gene Clifton
<b>Massachusetts</b>				
Worcester	Gosub BBS	(508)756-1442	300/1200/2400-N-8-1	Richard Bostock
<b>Michigan</b>				
Taylor	J & L's CoCo Corner	(313)292-4713	300/1200/2400-N-8-1	Jim Snider
<b>New Hampshire</b>				
Allenstown	The CoCoBean BBS	(603)485-8682	300/1200/2400-N-8-1	David Bean
<b>New York</b>				
Wappingers Falls	The Dutchess CoCo	(914)838-1261	300/1200/2400-N-8-1	Chris Serino
<b>North Carolina</b>				
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Tecumseh	Pat BBS <sup>4</sup>	(405)598-5082	300-N-8-1	Pat Aldridge
<b>Pennsylvania</b>				
Conshohocken	Charlie's Help Line	(215)825-3226	300/1200-N-8-1 or N-7-1	Charles DiMartino
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<sup>1</sup>KB Enterprises' CEBBS is up 5 p.m. to 9 a.m. seven days a week (EST).

<sup>2</sup>CoCo'Nuts BBS Service is a relocation of CoCo'Nuts BBS of Fayetteville, North Carolina.

<sup>3</sup>Kansas Konnektion BBS is up from 10 p.m. to 7 a.m.

<sup>4</sup>Pat BBS is up 5 p.m. to 9 p.m. weekdays and 10 a.m. to 10 p.m. weekends. This new BBS is counting on you for uploads.

<sup>5</sup>CoCo Electronic BBS is up 8 p.m. to 6 a.m. seven days a week.

<sup>6</sup>Clem's Corner is up from 6 p.m. to 11 p.m. seven days a week.

<sup>7</sup>Phoenix Interstate Data Systems has a .75/hr charge for premium services, paid in advance.



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In the year 2671, a mysterious object landed on Earth, heralding the alien invasion of the Red Falcon. Only two courageous soldiers have a hope of stemming this alien infestation. Armed with your military training and the latest weapon technology, you and a friend must fight back the hordes. Sundog Systems presents our second 512K game, **The Contras**. You'll see why we decided to use 512K on this project! Amazing graphics with 320x225 resolution, 16 color full screen animation and horizontal smooth scrolling! Background digital sound effects and real-time music! One or two player action AT THE SAME TIME! You'll agree that this is one of the best arcade games yet for your 512K CoCo 3. Needless to say, playing here won't be easy; playing **The Contras** will be tougher! Req: 512K CoCo 3, disk drive, and 2-button joystick.

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If you're thinking of buying an IBM™ PC, Amiga, or Atari ST, think again. Much of your CoCo hardware is useless on these computers. All of your experience is also useless — unless you acquire an MM/1.

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In other words, if you buy any other computer, you will probably get shortchanged.

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Thousands of people are already lining up to buy the MM/1. But if you'd like an MM/1 of your own, free, read this.

If you come to the Atlanta COCOFEST at the Atlanta Lakewood Holiday Inn, Oct. 6-7, Kenneth-Leigh Enterprises and Interactive Media Systems, Inc. will be there in full force, showing off the MM/1, its networking and graphics, its advanced windowing, and digital sound.

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### On Display

We recently received the photo (below) of "Over the Rainbow" by Larry Elliot. Larry discovered THE RAINBOW after completing his work of art, and he decided to share his work with us. While the black and white photo (courtesy of Campanile Galleries Inc., Chicago) does little justice to the rainbow depicted in the original 20"-by-24" oil work, we wanted to pass it along.



language have always been, and must always be, a part of THE RAINBOW. They represent new directions toward which the CoCo and I can grow. Am I a minority of one? I think not. I hope not.

By the way, as I re-read six years of THE RAINBOW searching for answers to my dumb questions about OS-9, I see that the overall balance between "gibberish" and "BASICS" has not changed significantly. Yes, THE RAINBOW has shrunk in stature and I hate that. But it's no more (or less) an OS-9 or machine-language magazine than it was when I first discovered it.

Mr. Price, instead of thumbing through THE RAINBOW in your bookstore looking for "good usable material," try taking it home and reading it. You might accidentally learn something.

John B. Eads  
Sarasota, Florida

### Keeping the Beats

Editor:

I am a Music Education major at University of Wisconsin-Green Bay and find my collection of music (all formats) more difficult to search through for a particular work or artist.

What type of program would make this search faster? For example, type in Bach and get a list of his works or type in Kyrie for a list of various works by that title. Also, where could I purchase such a program?

Jeffrey Hess  
1305 Lawe Street Lower  
Green Bay, WI 54301

*You could purchase a generic database and create your own indexed reference. Also, see "Music Catalog" (November 1990, Page 56).*

### DTP in ROM?

Editor:

My son gave me a 64K CoCo, one drive, a DMP-106 and a CCR-81 recorder. After much correspondence with Tandy, we were able to secure the Color Scripsit II cartridge. We are wondering now if there is a cartridge similar to the Color Scripsit II that could be used with this keyboard to make large letters for banners and perform Home Publishing duties as well.

When my son had this unit, he received THE RAINBOW and we have copies going several years back. If you can be of any help to us, we would appreciate it.

By the way, what is a Color Computer 3 worth and are they available for purchase?

Lorin Giegerich  
P.O. Box 135  
Prairie du Sac, WI 53578

*You can purchase a CoCo 3 from Radio Shack or Computer Plus. The price varies, so you'll have to check the ads. We know of no cartridges with desktop publishing capabilities. After you pick up a CoCo 3, though, check the ads in THE RAINBOW for disk-based software.*

THE RAINBOW welcomes letters to the editor. 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 to conserve space.

Letters to the editor may also be sent to us through our Delphi CoCo SIG. From the CoCo SIG> prompt, type RAI to take you into the Rainbow Magazine Services area of the SIG. At the RAINBOW> prompt, type LET to reach the LETTERS> prompt and then select Letters for Publication. Be sure to include your complete name and address.

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# Novices Niche

## Module Buster

by Jamie L. Cho

*Bust* is an OS-9 utility that breaks down files of merged modules. Just enter `bust("pathname", "directory")`. If you don't specify the directory, *Bust* uses the current data directory. The modules are transferred one by one from the specified file to separate files.

*Bust* assumes that `rename`, `attr` and `runb` are available for its use. Load these before using *Bust*. Be careful which modules you breakdown. For example, you cannot bust the `shell` file that comes with OS-9 since it contains a program named `shell`. To avoid this problem, rename `shell` first. Also make sure you do not breakdown a file that contains modules already present in the directory being used. This results in an error.

*Bust* works by reading the specified file and putting it into separate files. The complex part of this utility is finding each merged program's name and where it ends. Page A-1 of the appendix in the OS-9 Level II manual includes the module format. The size of the module is a 16-bit number contained in bytes \$02 and \$03, following the sync bytes. The most significant digit is located at \$02. The offset to the name string follows the module size. Once this 16-bit number is found, the name of the module is easily found. The end of the name is found when an ASCII character, whose value is greater than 128, is encountered. This value must be ANDed with 127.

### The Listing: Bust.b09

```

PROCEDURE Bust
0000      (* Module Buster *)
0013      (* Written by Jamie L. Cho *)
0030      (* Copyright (c) January 1991 *)
0050      (* By Falsoft, Inc. *)
0066
0067      DIM ModSize,NameOffset,Count,InPath,OutPath:INT
007E
0089      DIM ModuleName,Title:STRING
009C      DIM Char,ErrorNum,ByteVal,Number:BYTE
00A3      DIM Test:BOOLEAN
00A4      PARAM Filename:STRING[60]
00B0      PARAM Directory:STRING[60]
00BC
00BD      ON ERROR GOTO 100
00C3
00C4      IF Filename="?" THEN
00D1          PRINT "Bust ("; CHR$(34); "pathname";
00F3          CHR$(34); ". ";
010C          PRINT CHR$(34); "directory"; CHR$(34); ")"
0137          PRINT "Function: Breaks down a merged mod
0162          le."
0164          PRINT "Requires Runb, syscall, attr and
0166          rename"
0167          END
017A      1      OPEN #InPath,Filename:READ
0189          Number=1
0190      10      Title=""
019A          Test=FALSE
01A0          Count=0
01A7          CREATE #OutPath,ModuleName
01B1      20      GET #InPath,Char
01BE          PUT #OutPath,Char
01C8
01C9          IF Count=2 THEN
01D5              ByteVal=Char
01DD          ENDIF
01DF
01E0          IF Count=3 THEN
01EC              ModSize=ByteVal*256+Char
01FC          ENDIF
01FE
01FF          IF Count=4 THEN
0208              NameOffset=Char
0213
0215          ENDIF
0216          IF Count=5 THEN
0222              NameOffset=NameOffset*256+Char
0232          ENDIF
0234
0235          IF Count>3 THEN
0241              IF Count+1=ModSize THEN
0251                  CLOSE #OutPath
0257                  Number=Number+1
0262                  PRINT Title,
0268                  SHELL "attr "+ModuleName+" e pe"
0270                  SHELL "rename "+ModuleName+""+RIGHT$(Title,
029C                  LEN(Title)-1)
029D
029D          IF EOF(#InPath) THEN
02A7              CLOSE #InPath
02AD              END
02AF          ENDIF
02B1
02B2          GOTO 10
02B6          ENDIF
02B8          ENDIF
02BA
02BB          IF Count>=NameOffset AND Test=FALSE THEN
02CE              IF Char>127 THEN
02DA                  Test=TRUE
02E0                  Char=LAND(Char,127)
02EB          ENDIF
02ED
02EE              Title=Title+CHR$(Char)
02FB          ENDIF
02FD
02FE          Count=Count+1
0309          GOTO 20
030D          END
030F
0310      100      ErrorNum=ERR
0319
031A          IF ErrorNum=56 THEN
0326              ModuleName="scratch"
0334              GOTO 1
0338          ENDIF
033A
033B          PRINT "ERROR #"; ErrorNum
034A          END

```

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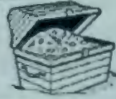
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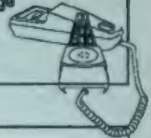
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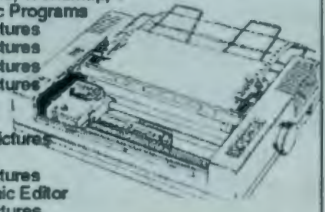
### TELECOMMUNICATIONS 1-3

- T1 - Haysae, Kermik, Mikeytem, TeleTerm
- T2 - Cobbs BBs Terminal Package
- T3 - GETERM Communications



### GRAPHICS 1-14

- GR1 - Atlanta, Cuba, Space, +
- GR2 - Objects, Wargame, Worldmap, +
- GR3 - 9 Cooo 3 Graphic Programs
- GR4 - 22 Cooo Max Pictures
- GR5 - 22 Cooo Max Pictures
- GR6 - 22 Cooo Max Pictures
- GR7 - 15 Cooo Max Pictures
- GR8 - 22 .Bin Pictures
- GR9 - 22 .Bin Pictures
- GR10 - 14 Large .Bin Pictures
- GR11 - 8 Mge Pictures
- GR12 - Cooo Max 3 Pictures
- GR13 - Macpaint Graphic Editor
- GR14 - 5 Macintosh Pictures



\*\* See Our Ad Containing 250 Graphic Pictures Elsewhere In This Magazine

### EDUCATION 1-4



- E1 - 12 Programs For Young Kids
- E2 - 12 Programs For High School Kids
- E3 - 11 Programs Teaching The Cooo'S Commands
- E4 - 5 Graphics Programs About Australia

### HOME MANAGEMENT 1-4

• 12 Programs Each Disk/Tape •

- H1 - Checkbook, Loan, Word Processor, +
- H2 - Cash Journal, Invest, Mailist, +
- H3 - Life, Database, Stocks, +
- H4 - Spelling Fix, Spelling Checker, +



### GAMES 1-11

• Each Disk/Tape Contains 12 Programs •

- GA1 - 3D Tic Tac, Missile, Poker, Tycoon, +
- GA2 - Amazing, Balloons, Motor Jump, Slots, +
- GA3 - Battleship, Golf, Lander, Zero G, +
- GA4 - ABM, LunarWorld, Protect, Subchase, +
- GA5 - Blackjack, Lazer, Tipan, Utopia, +
- GA6 - Kings, Maze, Shuffle, Tempest, +
- GA7 - Chess, City, Life, StarTrek, +
- GA8 - Chute, Germ, Hurkie, Lunar, +
- GA9 - Civil War, Go-Fish, Stock, UFO Maze, +
- GA10 - Cave, HiLow, Scramble, Word Hunt, +
- GA11 - Biorythms, Craps 3, Gunner, Martians, +



### UTILITIES 1-8

• 12 Programs Each, 1-4 Require Disk •

- U1 - Backup 35, Basicmap, Timer, Tape-to-Disk, +
- U2 - Customize, DiskTest, MasterDisk, Offset, +
- U3 - View 64, DiskAid, Disk Library, Atari, +
- U4 - AutoBoot, MacPicture, StateLog, UniBack, +
- U5 - Disassembler, Graph, PaintPot, Squeeze, +
- U6 - Clock, List 32, MiniDos, Pixcomp, +
- U7 - Head Print With 30 Mini Pictures
- U8 - Fig Forth Language With Tutorial

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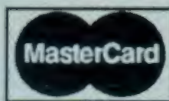
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M2	GR2	E2	U2	GA2
M3	GR3	E3	U3	GA3
M4	GR4	E4	U4	GA4
M5	GR5		U5	GA5
M6	GR6	H1	U6	GA6
M7	GR7	H2	U7	GA7
	GR8	H3	U8	GA8
A1	GR9	H4		GA9
A2	GR10			GA10
	GR11			GA11
T1	GR12			
T2	GR13			
T3	GR14			

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