

UpTime

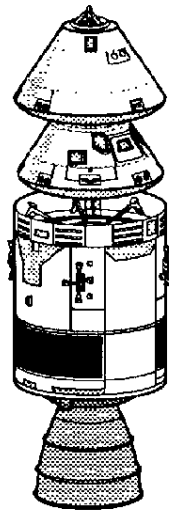
The newsletter for:
RS-DOS, OS9, OSK,
CoCos, and 68xxx's.

Volume 1, Issue 11

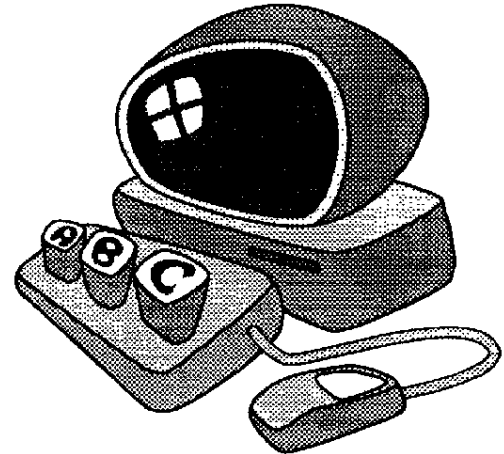
July 1993

Editorial

Many things have been going on in the CoCo Community recently, and most of it shows that support for the CoCo and OSK machines is *definitely* still strongly in place. The biggest news bit centered around the OS-9 Users Group. The group was first started many years ago as a source for OS-9 support as OS-9 was gaining in popularity. Besides a rather large software library, the group also published the MOTD newsletter (after the MOTD [message of the day] file that operating systems use to announce special information when a user logs onto the system). After a time, as I'm not completely sure of the dates, the group fell apart, but the group was reformed a few years ago. The group came together through the electronic mail system which the new officers were using at the time. Boisy Pitre became the president, Carl Kreider was vice president, and Scott McGee was the MOTD editor. Unfortunately, both Boisy and Scott were later hired by Microware from inquiries placed before the group was started. As Microware is the owner of OS-9, a conflict of interest forced the officers to find a new president, and that new officer turned out to be Jim Distefano. Everything was all well and good, and even improved at the last CoCoFest held in Chicago. In addition to a special deal from Microware offering a \$600 plus version



The ROCKET



of OS-9000 for a much reduced fee as long as you were a user group member, several members of international user groups from Europe and Japan met at the Fest to try and coordinate efforts and resources. Unfortunately a few weeks after the Fest, Jim put out a MOTD announcing that the group (in the United States) had become too fragmented and called for an end to the group. This was met with cries of opposition from many, including some of the original founders. The latest news involved Jim sending out a letter to members stating that anyone interested in the presidential position could request a questionnaire that would allow them to select their officers and provide any other information they saw fit. These questionnaires would be screened and then offered to the members as individual groups, one of whom would be selected as the new officers. So it looks as though the user group will continue, although I would not suggest sending any subscription/membership payments to Jim Distefano's address that was published in our May issue. As soon as we receive some more information, I'll pass it your way. [Some of the

information was taken from a message from Scott McGee on the Internet CoCo mailing list]

Of other interest, the OS-9 Underground magazine has published its second issue since its few months of "vacation". If you are interested, please refer to our May issue for an address for more information or watch next month's edition of *UpTime* for an advertisement.

The other major announcement in the OSK community is the notice about the Burke & Burke *Rocket* project, which aims to put a 68xxx compatible processor inside of a Color Computer, taking advantage of the CoCo's hardware with extra on board support for extended memory. Along with a stripped down version of OSK (which costs less but still provides adequate support) the package will also support a 6309 emulator which should run quickly on the OSK setup. So far only a prototype has been built, and Burke & Burke is looking for 100 orders by July 31, 1993, in order to go ahead with production. Burke & Burke's ad can be found elsewhere in this issue.

- Jordan Tsvetkoff

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UpTime

Editor: Jordan Tsvetkoff

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Mid Iowa Fest Report

1993 2nd Annual "Last" CoCoFest Report (May 1-2, Chicago, Illinois) by Allen Huffman of Sub-Etha Software 05/05-05/09/93 (Four days of typing!)

The Show Area (cont'd)

Delmar: Remember Ed? He had a PC running OS-9000, and his System IV VGA OSK machines running G-Windows. His red foam rubber hammers were *all over* the 'Fest show. At one point, the Kala guys performed a nice "drum solo" by beating on the Yamaha keyboard at their booth with Ed's mighty hammers. Delmar, being one of the strong OSK hardware vendors, seemed to get a lot of attention. Ed mentioned that the user-base for G-Windows was around 1000 or so, which might make it a good platform to start developing on. If we can get a system to Joel, he has expressed interest in porting some of our K-Windows products to G-Windows.

Disk 'n Dat: A local vendor was there with EVERYTHING. Labels, disks, cases, ribbons, cables, etc, etc. This was the *neatest* collection of goodies. They even had transfer paper for ironing on printouts to shirts. It was nice to see non-CoCo specific vendors interested in participating.

Disto: Tony Distefano was there with various working and non-working leftovers from the days of CRC/Disto products. Let's see, what else? Hmmm. Oh yeah, there were 2-meg upgrade boards there. No big deal. Two small circuit boards. One plugs in on top or in place of the 6809, then the 6809 goes on it. Connect two wires and then plug the second board with the 2 meg SIMMS on it into where the 512K

board goes, jumper across a resistor, install some software patches and 2 megs are yours. How can this man act so casual about something this *neat*? Selling for less than \$100 for the 0K board, Tony sold out the first day. He only brought 15, but he had at least double that back home, and he seemed to be kicking himself the entire show, amazed at response to his "no big deal" device. While "officially" Tony is out of the CoCo market, he apparently knew how to do this and decided to give our market another chance to make it worth his while. I hope it has been! Also, his "Full Turn of the Screw" books were there including many of the hardware projects he designed over the years for the CoCo. I was very nice to *finally* meet this legend in our community.

FARNA: Officially there showing the Patch09 disk and OS-9 Quick Reference Guide, Frank Swygert sold copies of his newly completed "Tandy's Little Wonder" book which was *packed* with more complete information about the CoCo's history than I had ever seen compiled. It listed common hacks and upgrades, and Frank even got permission to include several schematics in the book! He claims that feat was done simply by sending in a certified letter of request to the head-guy at Tandy—I was impressed. Also, what is probably the world's only tic-tac-toe game that requires 512K was shown. From Australia, it was an *amazing* looking game with *full digital sound and speech* with great graphics. "Crossroads II" was, I think, \$12. The computer didn't play that well, but it was nice to look at! Of special importance is Frank's efforts to publish "the world of 68 micros", a new publication designed to take up where Rainbow left off. Columnists like Marty Goodman, Joel Hegberg, and various others will be on-staff. Let's

support this. It looks good, and Frank, being in the military, is pretty much locked into doing it!

Frank Hogg Laboratories:

Frank didn't make it, but he sent a rep down with his Kix/20 (or was it a 30?) OSK "tower". It looked neat, but wasn't doing much other than running a terminal. The specs of this device sound amazing. Imagine a graphics card capable of displaying an 8-bit color image in 1/40ths of a second. FULL SPEED. Faster than what current CPUs are capable, so its graphics won't be a bottleneck like VGA cards are on the PCs. Of special interest was the Kix's capability to hook multiple graphics cards into it. Each one could have its own monitor, mouse, and keyboard so you could run four dedicated graphics terminals off of one box. Now *that* sounds

interesting! Good luck, Frank. I hope you make it to Atlanta so we can see this amazing graphics card up close!

Glenside CoCo Club of Illinois:

Mugs, buttons, and newsletters. This group made it all happen. They had lots of neat stuff, and their still-evolving OS-9 based point of sale system (CoCo with terminals, of course) seemed to keep track of all their activity. Thanks, gang, for inviting us all back! Of special interest was an old gray case CoCo 1 with a Model 3 keyboard (with numeric keypad) and a series of switches that controlled power, reset, and the cartridge interrupt (for inserting rom-paks with the power on to prevent them from autostarting). Inside was a 300 baud modem (Modem I it looked like) with the on/off and ans/org switches coming through. Also, a series of color LEDs indicated volume level

of the cassette port. It was really neat! Built-in lowercase (with a switch) too. Tony talked about a possible auction and I suggested that Lee Veal should buy it to go with his other prize CoCo. Seeing this machine "in person" made me realize just how big and great our community once was, and made me marvel at how well we have hung together over the years.

HawkSoft: Chris Hawks, designer of the Slot-Pak and various other gadgets, was there with his robe full o' name badges. (I didn't even try to compete with him this year!) A new version of Icon-Basic for OSK was there (program with pictures, basically neat concept!) and a new *sound* editor for the MM/1. Keyboard extension cables, dual hi/low-res joystick adapters for the CoCo, and so much more. Rumors of the "next generation"

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With the UPGRADE National Disk magazine, we've grown to be one of the largest CoCo outreaches! I can say that firmly by the response from our members in over 40 states and 5 provinces of Canada, with others in Australia & England, we expect to be around for a long, long time.

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- Does not support OSK, or Computers not compatible to CoCo. That we leave to those more qualified.
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- Displays first rate 16 color H2 graphics, with articles
- Does keep you informed with news from around the country
- Including ads and recommendations of better dealers.
- Does have OS-9 articles concerning the CoCo. We've just started an excellent Level II tutorial series.
- Does have Basic program technique article & tutorials.
- Does carry a full variety of in-depth articles and reviews.
- Recently adding "Marty's Memos" column by Marty Goodman!
- Carries tips on where to buy printers, drives, & hardware.

This is a News disk, not a software disk. Our "Mid Iowa & Country CoCo" library is available where ever you are. You can select from the Best available public domain, shareware, and orphanware for a filing & backup fee of \$3.00 per disk. Plus a Christian software sub-chapter.

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Magazine Source:

Full Basic OS code and documentation for the presentations shall used with Nine Times
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Icon Basic program with a context-sensitive point-n-click interface were circulated.

Interactive Media Systems:

Paul Ward was nowhere to be found, but a rep was there running MM/1 demos and handing out updates on IMS. IMS is not dead, they claim, and several new configurations of the MM/1 will be available soon. Good news to those still on the waiting list, and those like myself who want an MM/1 more badly now than ever. One interesting demo was when Brian White from Canada showed off a networked game called Assassin. It put the player in a 3-D "real world" view of a dungeon as you walked around and battled other creatures. With *full stereo sound!* You would hear footsteps off in the distance, etc. The best thing was you could link multiple MM/1s (and even Amigas, and soon other computer platforms as well) together to play! 16 MM/1s could be linked all battling each other, or over modems or whatever! *Truly* amazing and one of the most interesting things I have ever seen. I hope we hear more about this soon. It was a pity we didn't get around to linking up all the MM/1s at the show, as was discussed!

Kala Software: MIDI MIDI MIDI! An upgrade to UltiMuse for CoCo OS-9 was there, and lots of music files for both the CoCo and MM/1 version of this notation sequencer. They played tunes of tunes through their keyboard setup and kept us entertained the entire show with Led Zeppelin, Beatles, and various other classics.

Dirt Cheap Computer Stuff Company: Mark Griffith was there casually showing off various MM/1 goodies. Totally automated offline readers for Delphi and CompuServe that ran under CoCo OS-9 or OSK were being displayed. It would dial in, log on, then capture mail and messages allowing you to read and reply to them

offline, saving both online time and money. These applications might make using Delphi or CompuServe a more feasible reality for those of us who have to dial long distance for access. If you are on Delphi or CIS, *get this now* and save time and money. It is *great* and will pay for itself and reduce connect hours! If Delphi is long distance, this program will help save your phone bill by allowing you to read and reply to mail and forum messages *offline* then upload replies automatically later.

USA OS-9 User Group: Jim DiStefano and others were on-hand with membership applications, sample MOTD newsletters, and library disks. I strongly urge any OS-9 user to sign up. Some major things are in the works and we all need to help out.

Overseas OS-9 User Group Consortium: This was one of the most major events of ANY CoCoFest. Representatives from around the world were on-hand to talk about how they use OS-9 and discuss how we may all benefit by getting together. Represented were: • Australian National OS-9 User Group with • EUROS-9 with Peter Tutelaers (he got the ball rolling here. Thanks, Peter!) • OS-9 User Group of Japan with Chikara Ymaguchi. He had a neat dual-6309 based machine running OS-9. *Very* interesting and the dual processors gave this "old" machine much speed, upgraded to 6309s much like we upgrade our CoCos. The book, "The OS-9 Guru", was available. This is one thing you don't find sitting on bookshelves in the US. This was the highlight of attention. More on this later.

Microware: Official show price of \$350 to OS-9 User Group members. OS-9000 allows a 386/486 to run OSK, basically. The *massive* package was very complete and they sold perhaps 20-30 units. Also on display were CD-

I machines running full motion 24-bit video all running OSK. Of special interest was this tiny portable CD-I machine with small LCD color screen and controller. I have never seen anything like it. It was great. Seeing this really makes me believe we need to help support CD-I more and get OSK into the mainstream. CD-I players have potential to go where even PCs aren't.

Radical Electronics: From "nowhere", this first-time vendor had something truly amazing. A CoCo 3 Schematic Designer. It fully supported laser printers and postscript and the output was *100% professional*. Finding something like this at the Fest was amazing. Many other add-ons and upgrades are planned. If you build circuits, you gotta check this out! I would never have guessed our "lowly CoCos" could do something on this scale. (Well, okay, maybe I *did* think they could.)

SBUG: "CoCoPro West"? Perhaps. Andre Lavelle was here again driving those miles to sell lots of new/used items from disk drives to printers to CoCo goodies. The Bob Van der Poel software products were also on sale, and he had a nice printer with serial and parallel (CoCo & PC hookup) that oddly didn't get sold even at its great show price.

StG Net: Scott Griepentrog sat around working on the StG V4 BBS system (which is nearing completion and has some stunning options) and also sold some neat micro-PC keyboards for \$50 or so. Very slick. Scott also has a program called DFIX that will "seek out and restore" clobbered disk files, directories, etc. This product, currently available for OSK, will soon be out for CoCo OS-9 as well.

StrongWare: John Strong and his Team OS-9 crew was there with Soviet Bloc, Gems, Font Editor, and

lots of OSK products. Of interest were some (John, can I tell people about this?) upcoming MM/1 items including some games (neat titles screens) and various routines which will end up being used in some *professional* OSK stuff. Wow! By the way, John had the only Stereo CoCo games at the Fest, and his MM/1 "file requester" was great.

Sub-Etha Software: 1000 miles from home, Sub-Etha was back with "the same old stuff" with one exception. Joel Hegberg's praised MM/1 word processor, Write-Right, turned heads with its what-you-see-is-what-you-get screen supporting all printer options and colors. A true *real* word processor for the MM/1 with on-screen ruler and lotsa goodies to click on. Also at the Sub-Etha booth, Brian White showed off his OSK "Speed Disk" program (under construction) which looked *just like* Norton's utility for the PC. I can hardly wait! The software is just getting better and better all the time! Of odd interest was the announcement of the Sub-Etha sponsored programming contest in which programmers are challenged to create PONG games. Awards are to be given in Atlanta this October based on memory efficiency, speed, originality, special effects, and playability for RS-DOS, OS-9, or OSK updates to this classic arcade game that started it all. Any takers? Watch for "press release" information on this contest, which claims to offer the winners a \$1 prize! (By the way, it was noted that Chris Burke might be able to write the most efficient pong game for the 6309 thanks to his knowledge of some undocumented 6309 commands—such as the PNG <pong> command which Chris described as "draw paddle and beep"! Oh, just to get a fair plug in, "the same old stuff" includes MiniBanners, CheckBook+, Etha-GUI, and the recent InfoPatch which

converts old CoCo 1/2 Infocom text adventures to run in 80 columns on a CoCo 3. Briefly shown was the demo RS-DOS player for the SES (Spasm Eyeball Software, Nick Johnson's new venture) EthaSampler. Some stereo samples were played via an Orchestra-90 pack. Hopefully the full package with hardware will be out "real soon now". JWT's Optimize Utility Set was supposed to be available, but the package did not arrive in time—something that has been hitting CoCo vendors a lot lately.

Sundog Systems: Unable to attend, they were represented well. Games like *Contras* (2 player action!) and *Photon* attracted quite a bit of attention. When it comes to CoCo games, it doesn't get much better than Sundog.

T&D Subscription Software: While in the process (apparently) of shutting things down, they made an appearance and sold of disks and disks and tapes of old CoCo software. It was great to see them there and I hope they did well enough to consider future Fests.

Lee Veal: Another displaced Texan. Lee, proud owner of CoCo #1, sold Dave Wordell's video tapes (Learning OS-9 and Installing the 6309) in addition to the *stunning* "Plan" product, kind of like a planetarium for the CoCo. Rumors of an OSK port of this product were circulating. Lee, I'm glad you survived the long drive. Maybe next time we can carpool, eh?

This place was crowded. The unusual setup of the show made things quite exciting. The overall layout was my favorite of any Fest I have attended. Enthusiasm was *very* intense and overall people seemed stunned at all the amazing things that were being shown and sold at this show. It was detrimental to many vendors, though, since there were so many great pieces of hardware to be found that some of

the non-earth-shattering items got overlooked. Still, I think we will all agree this was one of the BEST Fests in many many years.

The PVC Nightmare

I'm not sure just where to put this part, but I wanted to stick in it. On Friday night, Terry and myself loaded goodies from the car into the show room. One of the goodies was a plastic bag full of 4-foot PVC tubes and connectors. This has come to be known as the "PVC Nightmare" after the shaky start we got with our first impromptu design from the 1992 Atlanta CoCoFest. Basically, it's just a simple frame from which we drape a backdrop. Easy to assemble...if you know how it goes. Well, I decided to turn over assembly to Joel Hegberg and Terry. They are both super-hackers. Terry can figure out any formula and Joel can hack out any type of application, so this "real world" test would be fun. Give them a bag of parts, and let them figure out how to put it all together. We watched as they struggled to figure out just how it all went. I informed onlookers such as James Jones (who works for Microware but speaks for himself) that there was an extra piece in the package— one extra 4' tube, and by the looks of what they were doing they were determined to use every piece. After nearly a half hour of them putting it together and almost using it all we decided to give them a few hints and shortly they had the entire structure together firmly, with *two* pieces left over. Now, talk about optimizing! They also brought it to my attention that with the addition of one more tube the structure could be improved even further. Congratulations, Terry and Joel, for a job well done. (I hope they didn't mind me humming the theme from The Three Stooges as they

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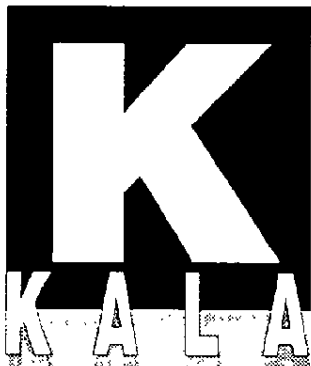
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fumbled with all the parts!)

The Seminars

I missed 'em all, but found out upon arrival that I was giving two of them myself. So I'll reprint what the Fest guide said about them and interject my comments on the ones I was personally involved with.

Saturday:

09:00 "Future Support of the CoCo"

Frank Swygert and Allen Huffman will speak on the future of the CoCo and some of the ways it can be supported in the future. Stop by and learn how you can make a difference. [Frank and I took turns talking about things we believe in. I discussed the importance of staying in touch, getting online, and supporting vendors, and Frank was able to talk about his efforts to link us together with his new CoCo publication, "The World of 68 Micros". Thanks to all those who attended and seem to care. You guys make it worthwhile!]

10:15 "Telecommunications and Networks"

Eddie Kuns and Paul Jerkatis will speak on telecommunications and networks, their uses, and various means of support that are available. Eddie will talk about Delphi and terminal programs while Paul will explain StG-Net and BBSing.

11:30 "Hardware Hacking"

Mark Griffith and Rick Uland will speak on hardware hacking and answer questions. If you wondered how to make a computer interface with the real world stop by and listen in. Learn what projects these two whizzes have in store for the future.

12:45 "Programming & Graphics"

John Strong and Joel Hegberg

will speak on programming with a strong emphasis on Graphics and User Interfaces (GUI). Questions from the audience will be encouraged.

02:00 "OS-9000"

Boisy Pitre and Mike Burgher will speak on and answer questions about OS-9000. This is an operating system that is designed much like OS-9 but runs on higher level platforms such as the Intel x386 or higher machines and the Motorola 68020 or higher machines.

08:00 "International OS-9 Consortium Discussion"

This really deserves it's own section, but I place it here to maintain consistency. A corner of the Fest area was turned into an enclosed meeting room and tables and chairs were brought in. At 8pm or so things got started as a table with reps from all around the world sat to introduce themselves and discuss the future of OS-9. This meeting was of staggering proportions and the amount accomplished was incredible. Basically, we got to learn about how OS-9 is used around the world. Australian users are CoCoist more or less, while Japan users seem to use odd OS-9/OSK machines we have never seen. The Japan users group seems to be around 400 members. In Europe OS-9 and OSK are in use in homes and businesses, but in Switzerland the OS-9/6809 is nowhere to be found. We learned so much in the hours that this meeting encompassed and here is what I would call the summary. They are working on a way to let us all share information, such as distributing articles from our various newsletters to each group. (The Australian newsletter will be made available through the USA UG on disk or by article reprints. The Japan newsletter would require translation.)

Software/hardware information will be exchanged to allow us to write programs that will run on systems around the world. Any chance of graphics standards? Not yet, but MGR offers some chance of that. (MGR is a graphics system for OSK that was ported to the MM/1 in about 1.5 hours at the show!) Libraries will be shared and programming tips exchanged. The OS-9 Users Group of USA will do its best to fill us in on further developments amongst the groups. Folks, someone could (and *should*) write a complete report on this meeting. This is *very* important and helped lay out guidelines for the future of OS-9. Perhaps someone who video taped all of this can provide a transcript? Some good questions were asked by us in the audience and some very good answers were given. Even with the problems with languages (that is, many members there didn't speak English primarily) it was still a very well done communication experience. Due to heat, we took a very long "10 minute" break and got to shake hands and speak with the members there. (Hey, did you know MS-DOS is *not* popular in Japan? Makes me want to move...) I spoke with Gordon from Australia for awhile. If he only realized how popular Australian accents are in the US! Anyway, the meeting was resumed and talk continued. Questions were asked about the users groups keeping lists of all shareware and maybe even commercial OS-9 software, plus which machines they would run on. There was so much to talk about and it will take time for them to get things rolling, but at least it's started. Let's wait for more on this!

Sunday:

09:00 "Glenside Meeting"

Tony Podraza and cast of ??? will hold a meeting (albeit a condensed version) of the Glenside CoCo Club

complete with the official gavel [it takes batteries and makes space noises...go figure]. If you are a member who is not normally able to attend meetings or just plain interested in what goes on at these meetings, drop in. While you are at the meeting you can also join up if you are not a member already. You do not need to be a member to attend.

10:15 "Network Communications"

Scott Griepentrog and Paul Jerkatis will speak on network communications and BBSes. If you have never heard of LAN or WAN then you must attend this seminar. [Scott talked about a revolutionary change in phone systems coming soon that allows channels of digital data to be sent with voice calls all in real-time. It could literally allow BBS packages like StG net to become more like Internet offering real-time links between all systems, and it could happen within a few years. Scott used a variety of overhead transparencies, too, which he designed on Friday night.]

11:30 "Programming"

Okay, okay— this one was a mistake. This seminar was actually Joel Hegberg and Myself making an attempt to show off a new user interface for the CoCo that works on a text screen offering pull-down menus, point and click via a text cursor, pop-up boxes, etc., all high-speed and *easy to use* and implement with hot keys, etc. An MM/I port will also be done and *anyone* who wishes to develop with it can get the library once complete *free* without royalty fees. We are trying to get some more professional software and make programmers job's easier. If interested, get in touch with Sub-Etha.

12:45 "User Groups and the Future"

Peter Tutelears and Carl Boll will speak about future support for both OS-9 and the CoCo. Learn about user groups and the role they will play in the future by keeping users in contact with each other.

02:00 "OS-9000"

Boisy and Mike will again speak on and answer questions about OS-9000.

Summary

PHENOMENAL! Without a doubt the *BEST*, most-exciting CoCoFest I have ever gone to. There was so much to see that it was almost detrimental to vendors such as us with nothing totally new to offer. Sub-Etha only did good thanks to Joel Hegberg's new word processor for the MM/I. The rest of the money seemed to be spent on 2-meg upgrades, OS-9000, and other high-dollar items. The show area itself was packed, though I am not sure how many actual tickets were sold. It sure seemed full and busy the entire time, but someone else would need to qualify this statement. ("Rumored" attendance was under 300.) I loved the layout of the booths. This was a very refreshing change, and probably necessary to fit everyone in. I loved the look of the Fest guide as well. Future show planners: please give us name badges. It adds an extra personal touch. (Though I would love to see buttons as well!!!) Also, please make sure you include address/phone number information of vendors in the guide books. That is most handy, and sadly missed in the book. Other than that, GREAT! There *will* be support, as long as we support their efforts. There really was more neat stuff here than you could "shake a stick at" (Terry made me say this). Bumper stickers and buttons and lotsa great things to take home. I feel like I have left out

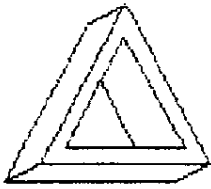
more in this Fest report than I *included* in many of my past reports!

The End

As the meeting room was emptied, I made short work of "stealing" several other vendor signs that were left behind. For the first time I didn't feel the despair felt at the end of previous Fests when we were uncertain of future gatherings. This was a very nice feeling. Sunday the show proceeded and closed as we all gathered and discussed future plans. The feeling here was immense as we wished fellow vendors good luck on their return journeys. Keeping with "tradition", it was time for Scott Griepentrog to take us (Carl Boll, Paul Jerkatis, and myself) out to dinner. Anyway, we drove to SomeNameIforget Mongolean Barbecue. I had no idea how a "Mongolean" would barbecue, but I never turn down free dinner, especially when today's lunch consisted of half a candy bar offered to me by Joel. The place turned out to be a Chinese-type restaurant that I was quite unfamiliar with. We ate, talked, ate, and talked some more. At this meeting Carl gave us some insights on the potential of another Chicago Fest next year. With luck and support of vendors, it should be no problem. Let's keep our fingers crossed. We finished our meal and analyzed our fortune cookies. Scott really knows how to pick a restaurant!

The Return

The Vivarin was ready to help me begin my 1000+ mile journey back to the lone star state...this time, hoping NOT to encounter any evil diesels. The long uneventful journey was going smooth. I was trying to use my gas cards as much as possible and at about 4am I took an exit for a Conoco station



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and filled up at the most unusual place. The place was called Boomtown (in Missouri) and putting it simply it is a massive 24 hour fireworks/gift shop. Truly an odd thing to encounter in the state (of mind) I was in. Anyway, I left (getting a soda for .05 thanks to a vending machine error) and drove and drove, listening to many classic rock stations and stopping briefly in Arkansas for a 45 minute nap at 8am, then again for a quick drive-through breakfast as McDonald's. I could go on and talk about being "lost" in some unknown small town and then talk about my 1-hour detour through Shreveport, but I'm about out of space.

Thanks

Thank you, Glenside, for putting

this all together. The backbone of the CoCoCommunity is remaining strong thanks to your efforts. Chicago OS-9 groups as well as many others who made a showing there to offer support. Thanks, Scott, for the sandwich and dinner and for showing me how DFIX doesn't quite work on the CoCo, yet. Thanks, Paul, for the home-brew sample. Thanks, Eddie, for discussing "business" with me. Thanks, Tony P., for letting me use the mike to announce our Pong contest. Thanks to all the vendors who showed up and helped keep things going. Thanks *very much* to those who traveled so far to spend money and let there. Thanks for the candy bar, Joel. Thanks to *YOU* for taking the time to read all of these ramblings. Thanks to Alan Dekok and Brian White for showing me some truly impressive coding. Thanks to Al

Dages for showing up and letting us have hope for a closer-to-home CoCoFest in October. Thanks to John Strong for more information than I would have thought to ask for. Thanks to all my friends who helped us out but I still didn't mention them here. Thanks to all the worldwide members of the OS-9 Consortium for going so far to accomplish so much. And thanks so much, Tandy, for giving us one of the greatest, funnest computer systems ever. Long live the CoCo and OS-9.

- Allen C. Huffman

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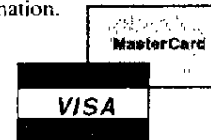
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