

# CoCo~123



Glenside Color Computer Club, Inc.

Carpentersville, Illinois

Volume 33, Number 1

Spring 2013

## CoCo ~ 123 Memory Map

### Routines

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### Upcoming Events:

The 23<sup>rd</sup> Annual "Last" Chicago CoCoFEST! **April 26-27, 2014**  
 Regular meetings every 2nd Thursday @ Schaumburg Library

### G.C.C.C. OFFICERS

Here is the list of 2013 club officers and how to contact them.  
 If you have questions about the association call one of the  
 officers for the answers.

POSITION	NAME	PHONE	PRIMARY FUNCTION
President	Tony Podraza	847-428-3576	The buck stops here...
Vice-President	Chris Hawks	815-943-4690	Meeting planning, etc.
Treasurer	George Schneeweiss	815-832-4441	Dues and Purchasing
Secretary	Bob Swoger	630-837-7957	Records and Reporting
Director	Tony Podraza	847-428-3576	CoCoFEST! Organizer
Librarian	Brian Goers	708-805-1888	Software/Hrdwr Manager
Past President	John Chasteen	847-217-1299	Special Events

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Tony Podraza



Chris Hawks



Robert Swoger



George Schneeweiss



Brian Goers



John Chasteen

CoCo~123 - A Glenside Publication Since 1985

## CoCo~123 INFORMATION

CoCo~123 is the newsletter of the Glenside Color Computer Club. Your annual contribution of \$15.00 helps to keep our club going. Send your check to Glenside Treasurer:

**George L Schneeweiss**  
13450 N 2700 E Road  
Forrest IL 61741-9629

Our treasury provides newsletters and good times with fellow CoCo users at our Annual "Last" Chicago CoCoFEST! and annual Glenside picnic.

## CoCo~123 CONTRIBUTIONS

If you have any suggestions for the newsletter or would like to submit an article, please contact the CoCo~123 Newsletter editor:

**John Mark Mobley**  
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## CONTRIBUTORS TO THIS ISSUE

**Neal Blanchard**  
**Salvador Garcia**  
**Christopher Hawks**  
**John Mark Mobley**  
**Steve Noskowicz**  
**Tony Podraza**  
**George Schneeweiss**

## G. C. C. C. MEETINGS

The Glenside Color Computer Club meets the second Thursday of each month at the Schaumburg Township District Library at 7:00 pm. If you need a map, see our Glenside Homepage at:

<http://glensideccc.com>

A social get-together always follows the meeting at a nearby restaurant, lovingly called, "The Meeting After".

## FROM THE PRESIDENT'S PLATEN

What a FEST we had this year 2013! Steve Noskowicz told us after the 2012 Fest that he wished to find someone really interested in taking over his development in his CoCo driven Laser Show. He found John Linville. I can't think of a better candidate. Steve used our 2013 Fest to give us his last show and passed his gear on to John.

We wanted to get good pictures for our newsletter and provide good quality video to those wanting to join us on the Internet. We begged Allen Huffman to come and do what he does best; FEST Coverage, and he delivered!

Another surprise, Aaron Wolfe asked to have a booth and seminar time to announce the results of the 2013 CoCo Coding Contest. He said he wasn't a public

speaker, but oh contraire! What a show he put on. If there is something the CoCo community needed it was to get more programmers to start writing again. What a great job Aaron did to get this started. His presentation was great, all enjoyed it.

David Keil came out once again to show us what was new with his CoCo 3 emulator. He gave his best show ever.

**LogiCall** was entered into the 2013 CoCo Coding Contest. To be eligible, the Club voted to give **LogiCall** away for FREE at the 2013 CoCoFEST! to maintain the spirit of the lowest costs ever. Anyone wishing a copy of **LogiCall** need only send an e-mail to Bob Swoger at rswoger@aol.com and request a copy.

We did our best to keep the costs down this year. Booths were only \$5 this year. Each attendee received a paid membership, a monogrammed pen/light and a chance to win one of 4 rolls of ONE DOLLAR coins with their \$5 entr ee fee.

The dinner Saturday evening at Casey's Restaurant was well attended and the food and service was quite fine.

There was an impromptu birthday celebration at the Restaurant, Saturday night. Sandy Wiemer surprised Mark Marlette with a cake and a round of "Happy Birthday". It was only fair; he surprised her on December 13, 2012 with a ring and a marriage proposal, which she accepted. Congratulations all around.

The new venue was well accepted by all who attended. Dates for next year have already been chosen and we are going back to Heron Point. More details to follow.

'Till next time, I bid you PEACE.

Tony Podraza, President  
Glenside Color Computer Club

## TREASURY NOTES

We have \$7,935.21 in checking. We have 107 paid members in 2012, down from 136 in 2011, and a total of 414 members to whom we send newsletters.

George Schneeweiss, Treasurer  
Glenside Color Computer Club

## THE SECRETARY'S NOTEBOOK

Our 2013 CoCoFEST! was at a new location in Lombard, Illinois this year. This new location greatly reduced the cost of the show and we passed this on to all that attended. The Friday evening set-up went very well judging by the way the exhibition rooms looked at the start of the Fest Saturday morning. The show got off to a slow start because the laptop we used was not checked out before the fest started. We tried to use a laptop with virtual box installed. Rich Bair, our check-in man, uses this computer to run the MSDOS version of **LogiCall** that maintains our records to speed up check in of folks at the door. It took about an hour and a half to

get it going. It furthermore kept crashing so as to make Rich keep on performing a log in sequence after each crash. He finally had to revert to pen and paper.

53 people checked in at the door but we know that maybe 6 got by our check-in point, we have photos of them. Each person that checked in got a free monogrammed light pen - a nice memento.

We had 25 exhibitors with 6 spouses and another 18 attendees. The auction totaled over \$800 for the two days. The exhibitors were in two different rooms. This made some feel that they missed half the Fest. Tony promised to keep all the exhibitors in the larger room next year.

All, the seminars were all held in the cafeteria. We had a projector set up there from the beginning. This far superior to the seminar set-ups in previous years.

Everyone liked the hotel accommodations at the Fairfield Inn & Suites Lombard. President Tony proclaimed that we shall do it again next year 2014.

## THE EDITOR'S CLIPBOARD

One quick test of a keyboard, typewriter, or printer font is to type the following sentence: The quick brown fox jumps over the lazy dog. This sentence is an English pangram, meaning that it contains all the letters of the English alphabet. If you need to test a teleprinter/teletype machine, you can print this sentence to punched tape and form a loop out of the tape so that the message repeats. To help you visualize this, I have included the following YouTube links:

<http://www.youtube.com/watch?v=f2d6q2oUJeY>  
<https://www.youtube.com/watch?v=e4s9sADNohM>

If you have any articles or article ideas, please submit them to me. You can contact me through the club website using the contact us section or the following link:  
<http://www.glensideccc.com/contact/index.shtml>  
John Mark Mobley, Editor

## The 22<sup>nd</sup> Annual "Last" Chicago CoCoFEST!

Recap by Salvador Garcia



I was over at the 22<sup>nd</sup> Annual "Last" Chicago CoCoFEST! on Saturday April 27. This Fest is held annually by the Glenside Color Computer Club (GCCC). Each year this group wonders whether it will be the last

CoCoFEST! Thanks to the support and generosity of people this Fest has been going on for 22 years, much longer than the Color Computer, or CoCo, has been available. While many hold the CoCo as a distant memory, GCCC plus other supporters have kept this ingenious device viable for projects done today.

The following are descriptions of some of the exhibitors that were present to display their technology and

products. While I tried to talk with all exhibitors, some were not around when I was there and regretfully I had to leave early.

## Nosko's Laser Show

As I arrived at the CoCoFEST! I was just in time to attend the Laser Show. This event showcases the CoCo's ability to interface with the outside world to control physical devices. In this case, the CoCo was connected to a laser projector that was designed and built by the presenter, Steve Noskovicz. Steve was patient in explaining how the device worked. His presentation was accompanied by music. Different images and figures synced to the music were projected on the screen by the laser projector using a series of mirrors and (if I understood correctly) a light intensity modulator made out of a small speaker.

Steve meticulously programmed each point of each of the images displayed. The software controlled the location, duration and intensity of each of the points. By using some clever software design on the CoCo Steve was able to animate the figures, including producing a 3D rotating image of a rectangle. He also showed us other presentations he had made, including an animated Motorola logo and a presentation that he made for the Boy Scouts to teach them about constellations. In this latter presentation he even had an image of the space shuttle taking off and landing.

Steve also showed us the technique he used to animate the images, allowing us to see how he painted each dot with the laser and how persistence of vision allowed the illusion of seeing a steady solid image. There was some flickering for the more complex images, but for the most part it was impressive to see the quality that these had given the hardware used.

The images were not high definition as we might be accustomed to see in today's graphics products, but what we saw was impressive in what could be accomplished using technology that could be considered obsolete by today's standards.



A full shot of the CoCo laser projector setup. Note the project in the back of the image, next to the pillar.



Another shot of the laser project CoCo setup.



A look inside the laser projector.



Another angle of the laser projector.

## **LogiCall V7.0** Disk Management Ensemble

Bob Swoger's LogiCall presentation was after the Laser Show. **LogiCall** is a disk management system that runs on all models of the Color Computer (and other computer systems), works with Vcc and DriveWire and

provides a full user experience to access the content that is available on the attached disk drives.

Using **LogiCall** lets the user have a more productive and fun experience with the Color Computer. Bob Swoger, John Mark Mobley and Chris Hawks wrote this ingenious piece of software. Their goal was to bring new life to the CoCo by permitting the user to interact with it in a totally different way than was originally designed. The original command line interface is replaced by **LogiCall** with a full navigation menu system.



The menu is capable of mapping the drives that are available and launching any executable programs that reside there. To make optimal use of memory **LogiCall** exits the CoCo when a program is called and returns after the user exits that program. **LogiCall** lists the different stored files on the current drive and displays them in an easy to read format that is part of the user interface menu. Pressing <ENTER> at the program prompt allows the user to select a program to run using the arrow keys rather than typing the program name. Of course, both ways work.

Not only can the user navigate the file system of up to 4 disk drives and up to 256 virtual drives, it can also run system commands to copy, rename, move or delete files using a single key stroke. Other functionality is also available to format diskettes or perform administrative tasks such as back up. It will also call the Word processor or Terminal software by pressing a single key. It will also display text files and pictures without first calling the otherwise needed application. A two-page help file is displayed when F1 is pressed to avoid look up in the manual.

Since the software is written in BASIC the user who is knowledgeable in this language can customize **LogiCall** as needed or desired. Again, this description does not do this software justice. The following is a YouTube link to a walkthrough that Bob Swoger presented, keeping in mind that it pertains to a previous version of LogiCall for the Sinclair Spectrum and TS-2068. Still the video perfectly illustrates what **LogiCall** is all about:

[http://www.youtube.com/watch?v=f-R4UfU9\\_Cw](http://www.youtube.com/watch?v=f-R4UfU9_Cw)

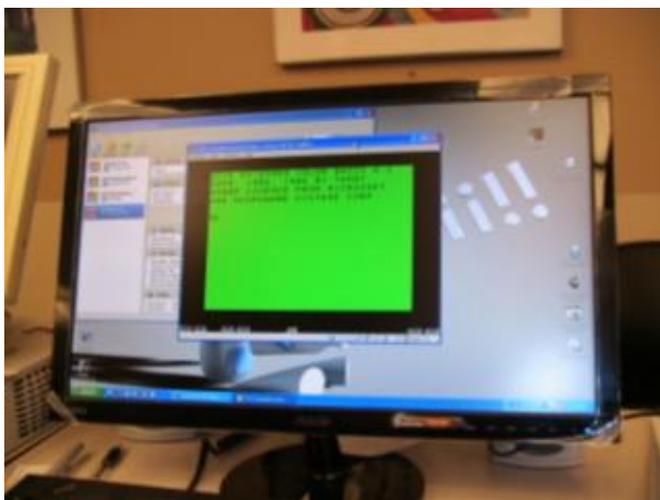
## David Keil's CoCo3 Emulator

David was present at the expo. Among other items that he showcased, he was demonstrating how a CoCo emulator could be run using today's operating systems. While I did not ask enough questions, I made a few assumptions. David demonstrated a CoCo emulator he wrote using a computer running Windows XP. The emulator did not run directly on top of Windows XP, rather it ran inside a Virtual Box environment running Windows 98. I did not ask him why he did not run the emulator directly on top of Windows XP, but I assumed that it might not have been directly compatible with XP.

For those not familiar with emulators, an emulator is an application that mimics the functionality of some device. In this case, if you do not have a real Color Computer, you can locate a CoCo emulator on the Internet. After downloading and installing this program you can run it and it will display a screen similar or almost identical to the Color Computer's original green screen. The emulator application will let you interact with it as though it were a real CoCo, allowing you to enter commands and BASIC code.

David mentioned that he also had a Virtual Box environment for MS-DOS 6.22 where he could run the emulator. This led me to believe that the emulator was more compatible with MS-DOS and Windows 98 than with more modern operating systems such as the NT line. Seeing Windows 98 run in the virtual environment that in turn ran the CoCo emulator was quite a sight.

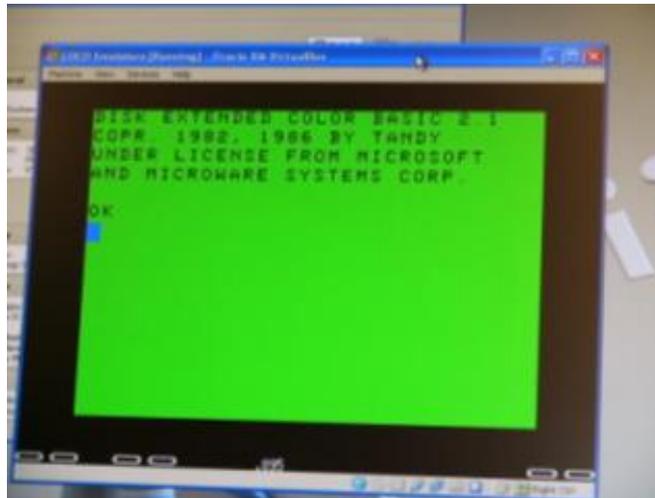
Virtual Box is free software from Oracle that allows the user to install an operating system within another operating system. For example, I may have a PC running Windows 7. I can go ahead and download and install Virtual Box in this environment. Now the Windows 7 environment becomes the host..



A CoCo emulator running on Windows 98 running on Windows XP using Virtual Box.

The Virtual Box software behaves as though it were a fully functional computer, also allowing the user to map physical drives to its virtual environment. The user can then insert an install disc into the optical drive of the

physical computer and the virtual environment will recognize it as though the disc was in this environment. Once the install process begins the user can go ahead and install the operating system of choice in that virtual environment. Operating systems supported are Windows and Linux, along with others such as the MS-DOS 6.22 mentioned earlier. Sorry, Mac OSs are not supported, at least not as of this writing.



A close-up of the emulator screen.

Once the user has finished installing the operating system in the Virtual Box s/he can go ahead and install any software that is compatible with that operating system. Since David installed Windows 98, he was able to install his CoCo emulator without any problem.

## Music Man

I next visited Brian Schubring, also known as the Music Man. He gave me a detailed tour of his setup. He had a decked out Color computer using a PS/2 keyboard and VGA LCD monitor. He was running music software called UltiMusE for Ultimate Music Editor.

His CoCo was interfacing with external hardware to produce high quality music, making use of MIDI.



A full shot of the CoCo MIDI setup.

MIDI, or Musical Instrument Digital Interface, is a set three concepts: a communications protocol that goes on

between the computer in question and the musical instrument, a hardware digital interface which both the computer and the instrument must have and a standard set of connectors. MIDI allows the computer to control musical instruments that are compatible with MIDI. Although this might sound trivial, MIDI is a sophisticated technology that allows high quality music from various instruments to be produced that otherwise would not be possible if the instruments were controlled through an existing port of the computer (serial, parallel, USB, etc.).

What I have described here about MIDI only begins to scratch the surface of this technology. While Brian gave me a detailed tour, what I have included in this description does not do it justice.



A slightly closer look at the CoCo MIDI setup.



The CoCo setup used a PS/2 keyboard plus other interfacing hardware for the MIDI setup.

## Cloud-9

Cloud-9 is a company that designs, manufactures and commercializes CoCo compatible hardware and software products. Among their flagships products are NitrOS-9 and expansion modules that can be plugged into the Color Computer's main board. NitrOS-9 is an operating system modeled after UNIX. Today, with so many Linux distributions and other UNIX-like operating

systems available it is hard to envision the value that OS-9 had when it came out. I remember that it was the beginning of the 80s when I first was introduced to OS-9. It was quite a feat. Up to then most (if not all) operating systems were character based. OS-9 was the first operating system that I saw that was graphics based. Keep in mind; this was before Windows and the Macintosh. OS-9's abilities of being multi user and multi tasking were unheard of back then for personal computers.

The expansion modules allow the Color Computer to interface with outside devices such as hard drives, floppies and flash cards. Some also allow the user to add memory capacities unheard of when the Color Computer was first introduced by Radio Shack. I remember getting my first CoCo with 4K of RAM and about a year later I enthusiastically upgraded to 64K, applying some software patch that the Radio Shack representative gave me.



Cloud-9's CoCo setup using a PS/2 keyboard, the SuperIDE Interface and the memory expansion card.

The Flash card expansion modules allows the CoCo to store files, using a FAT16 format, on the Flash card. I got a chance to see a specific card for Compact Flash.



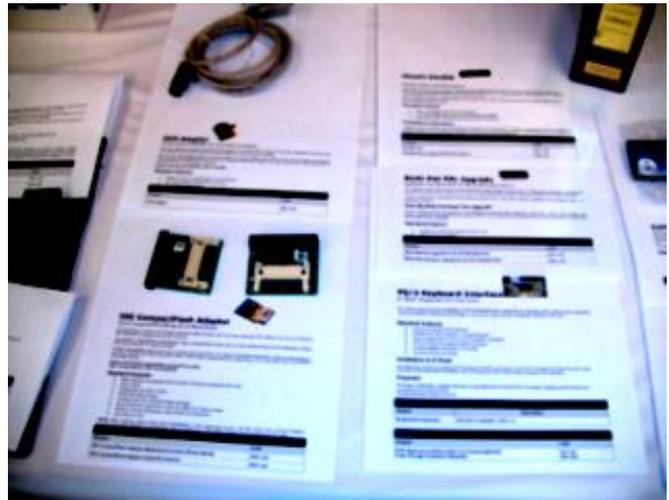
Cloud-9's SuperIDE Interface, showing the compatible Compact FLASH card.

The representative that was there mentioned that they are moving the technology to support SD Cards too. Once the file is written to the Flash device (and the hardware turned off) the card can be removed and inserted into a compatible slot on a PC and the files can be read. This is an easy and practical way to transfer files back and forth between the CoCo and the Windows PC. I should mention that this also supports other operating systems, as long as they have support for the file system that is used.

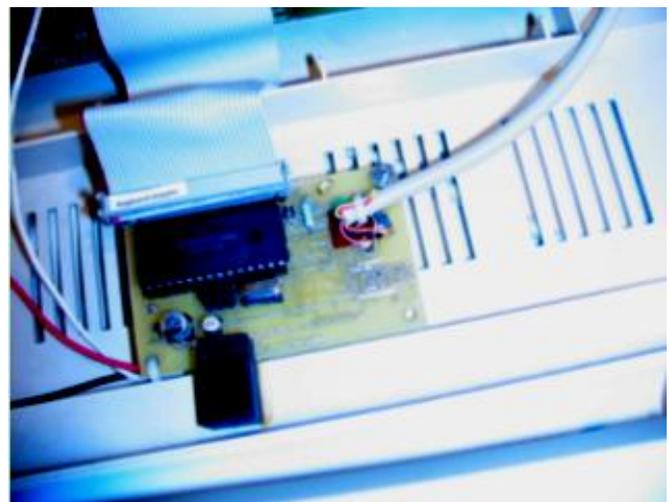


Cloud-9 troubleshooting the DriveWire setup.

A Cloud-9 representative was troubleshooting a software application known as DriveWire. This application which runs on the CoCo and on a Windows based PC allows the CoCo to store and retrieve files from the PC. This is again just scratching the surface of this application. The CoCo and PC are connected by means of a serial cable. If the PC does not have a serial port then a serial/USB converter can be used. Once the software is installed on the CoCo and the PC the CoCo becomes a "client" and the PC becomes the "server". Software for servers running different operating systems is available; it is not limited to just Windows PCs.



More Cloud-9 products.



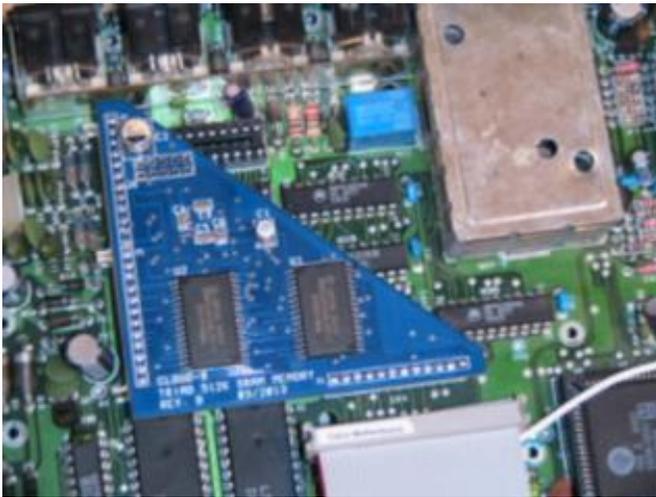
PS/2 Keyboard interface



Cloud-9's products on display.



The other side of Cloud-9's table.



Memory expansion card

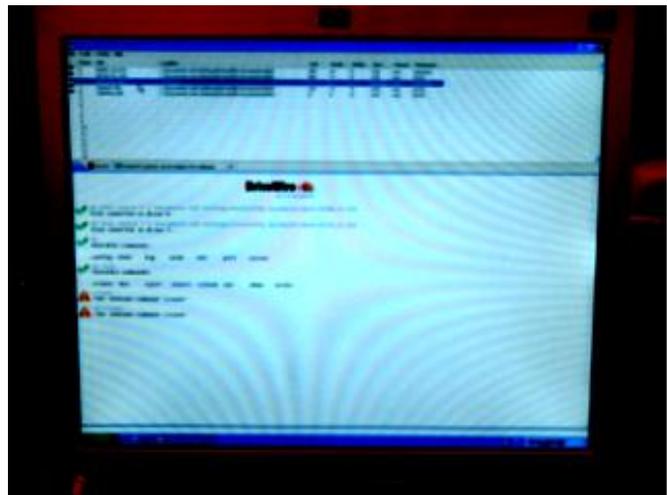


A close up of the video switch and VGA adapter for the CoCo.

## Richard Crislip & DriveWire

Richard had an impressive setup using DriveWire to transfer files between a PC running Windows XP and the CoCo. As with many exhibitors, his CoCo was decked out to use a standard LCD VGA monitor. He shared his VGA monitor between the CoCo and his PC by using a video switch. His CoCo 3 provided VGA output that was then connected to a special adapter/converter box that was in turn connected to the video switch.

The DriveWire serial cable was connected to the CoCo's own serial port affectionately called the "bit banger port" because the serial communication is emulated in software. I did not see whether Richard used a serial to USB converter or whether his PC had a serial port. Although eating a pizza for lunch Richard was kind enough to show me around his installation. He explained how the communication was done between the two computers. He also mentioned that DriveWire could have "partitions" as large as 4 GB. While this might be a huge capacity today, back in the 80s it was impossible to have it, unless you were rich and had a huge space and power supply.



A screen shot of the DriveWire application running on the PC.



A full shot of the CoCo/Windows PC DriveWire setup.



The CoCo side of the DriveWire demo setup.

Richard also explained that to run his setup, the CoCo needed to have the HDB-DOS 1.1B ROM, a product by a collaboration of Tandy and Microware.

## Raspberry Pi

Raspberry Pi (R-Pi) was also present at the CoCoFEST! John Mark Mobley demonstrated this tiny \$35 Linux computer. This particular device can run a

CoCo emulator compatible with Linux, although caution must be exercised to verify that the emulator will run on the particular distribution that is compatible with the Raspberry Pi.

There isn't really much to say about the Raspberry Pi, except that it is one of the most popular single board computers available at present. Although the price is low, the Raspberry Pi has enough horsepower to run Linux at an acceptable speed. Once the small computer is set up the user can boot Linux, use any of the applications available for this platform and connect to a network, including the Internet.

As the popularity of this platform takes off even further we can expect to see more electronic interfaces for it. If the hardware and the Linux distribution is supported by DriveWire then once a hard drive or flash card is connected to this small computer it can be configured as a file server and used with this application.



The Raspberry Pi booth showcasing this product

For those who like to design hardware around the R-Pi and make use of the integrated components such as GPIO, I2C, UART and SPI then there is a product called Pi Crust (<http://picru.st/>) which breaks out these interfaces. Using such products with clever software and a crazy idea the R-Pi can have many applications.



Close up of the Raspberry Pi (stock photo).

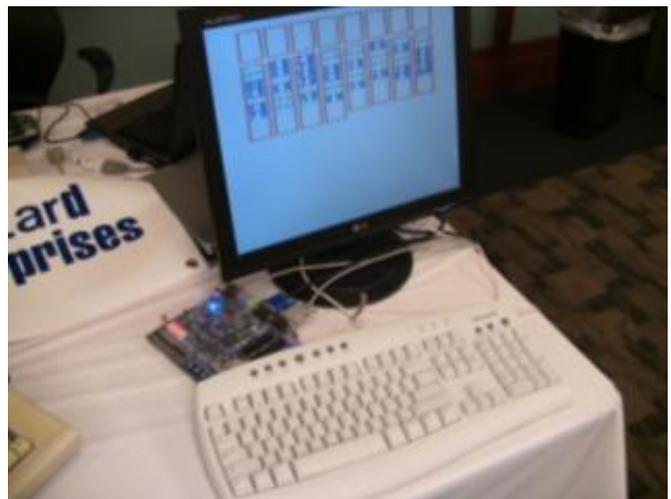
## FPGA Color Computer Emulator

An item of interest at the CoCoFEST! was an Altera DE1 FPGA that had been programmed to emulate the Color Computer. The CoCo emulator was part of Lost Wizard Two of the shows exhibitors spent some time chatting back and forth about the compatibility of the emulator. Frank mentioned that he had not been able to get Donkey Kong to run on the FPGA emulator. Brian added that there seemed to be something off in the emulation of the 6809's cycles.

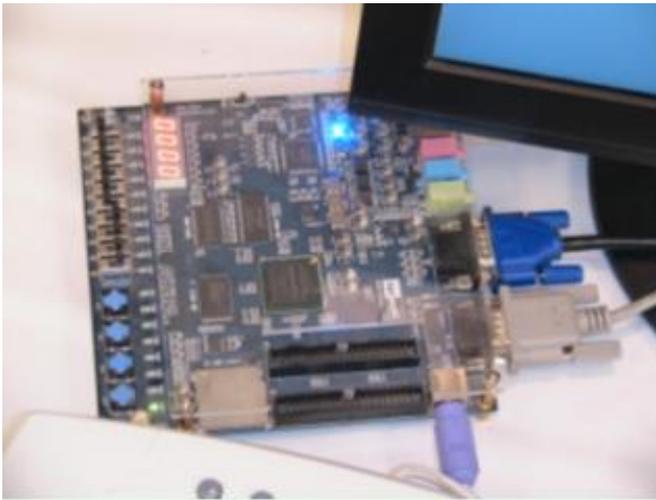
Still, this emulator is a perfect example of the fusion between an old technology and a modern one. To understand the significance of this CoCo hardware emulator we need to understand what the Altera DE1 is. At first I thought it was a computer and that the emulation was part of a software package that ran on top of the FPGA, but this is not the case. To understand how this comes together we need to know what a FPGA is.

An FPGA is a Field Programmable Gate Array. This is one way to say that this device is an open book when first purchased. It is a computer waiting to happen. While some products claim to work out of the box, an FPGA is a blank page that is anything but ready to use. For this product to be useful the programmer must develop a program that defines the functions of the FPGA. If you want, your FPGA could be a calculator. The purpose of an FPGA is to allow the programmer to make it into whatever device he wants, within the specifications of the FPGA of course.

In this case the programmer has come up with a program that configures the generic electronics of the FPGA to emulate a 6809 and on top of that a Color Computer.3. The Altera DE1 board is connected to a keyboard and monitor and when powered up the familiar green screen comes up. From then on the user can interact with the Altera as though it was a real Color Computer 3.



A complete shot of the FPGA Color Computer using a VGA monitor and PS/2 keyboard.



A close up of the Altera DE1 board used for the Color Computer Emulator.

The person responsible behind this project is Gary Becker. He hosts a Yahoo! Group dedicated to the FPGA CoCo 3. The group can be found here:

<http://groups.yahoo.com/group/CoCo3FPGA>

Also, Gary has started a KickStarter project for the new generation of CoCos. Unfortunately he was not able to meet the pledged goal. The Yahoo! Group remains one of the better sources of information for this project. If the FPGA CoCo 3 is something that interests you go to the address above and join the group.

## John W. Linville

John was present at the CoCoFEST! with an assortment of interesting products. Known for his CoCo video game FAHRFALL, John is a software developer with a knack for interesting applications.



CoCoVid showing Wendy's "Where's The Beef" commercial  
CoCoVid was on display. This is product that allows the CoCo to reproduce videos. The videos may come from a DVD or from an online source, such as You Tube. The video is processed so that it conforms to the CoCo's specifications. Once the video is ready the CoCo can reproduce it using CoCoVid. Although not

exactly High Definition, the video's features are recognizable.



The one, the only... FAHRFALL

FAHRFALL was also on display. This arcade style video was featured on HackADay. John authored a blog discussing the making of this product. You can read all about it here:

<http://fahrfall.blogspot.com/>

John had a Dragon computer running his game called Follow ME. This game mimics the old Simon game where a series of colors and tones are displayed and played. It is up to the player to reproduce this same sequence. While simple at first the game becomes progressively more difficult.



Follow Me game running on the Dragon computer.

Another piece of software at John's both was Sluzzle. No, this has nothing to do with refreshing icy beverage. Rather, Sluzzle is a game where an image is broken up into blocks and then scrambled. The player slides the broken up tiles from one location to another until the image is back together in its original form.



John W. Linville behind a demo of the Sluzzle game.

This game is reminiscent of the old number puzzles where we had to order tiles numbered from 1 to 8 or 15, depending on the size of the puzzle. Our only option was sliding the tile left and right and up and down until all the tiles were ordered. You can read more about this game here:

<http://vdgtricks.blogspot.com/>

### Chris and Nancy Hawks

Another vendor that was present was Chris Hawks' HAWKSOFT. Regrettably I did not get a chance to talk with Chris so that he could give me a detailed tour of his booth and products that he has available. A quick glimpse of his display revealed an RGB to S-video adapter, software for the CoCo and MM/1 and X-10 related hardware and software.

The remaining images present some of the products that were available. My apologies to those that were left. My time at the FEST was limited and I zipped around quickly, trying to talk to as many people as possible.



Chris Hawks' HAWKSOFT booth.

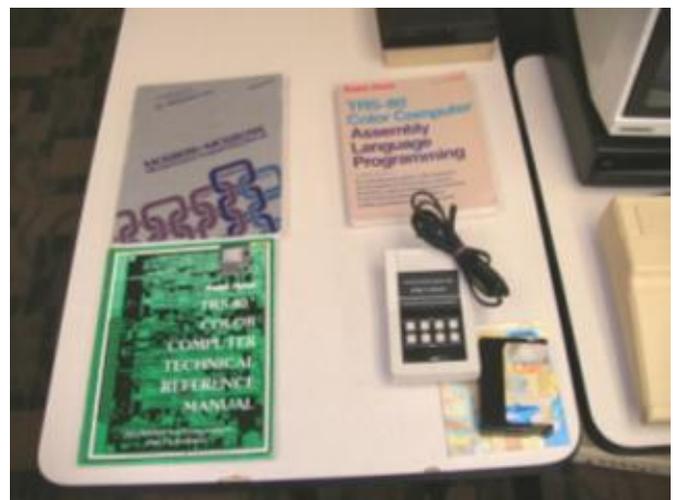
### CoCo Stuff Everywhere!

There was no shortage of CoCo hardware, software and literature! Everywhere I looked I saw CoCos of all models, including the MC-10 and some other CoCo compatible computers. There were hardware accessories galore. Items that caught my attention were back issues of Rainbow Magazine.



The Rainbow Magazine. I could not leave this out!

This brought back old memories, as I was once a subscriber to this magazine. This was a time when the Color Computer's popularity was decreasing because a move forward in technology made available other computers moving toward the IBM type PCs.



The Color Computer Technical Reference Manual.



More CoCos on display!



Color Computer mugs anyone?



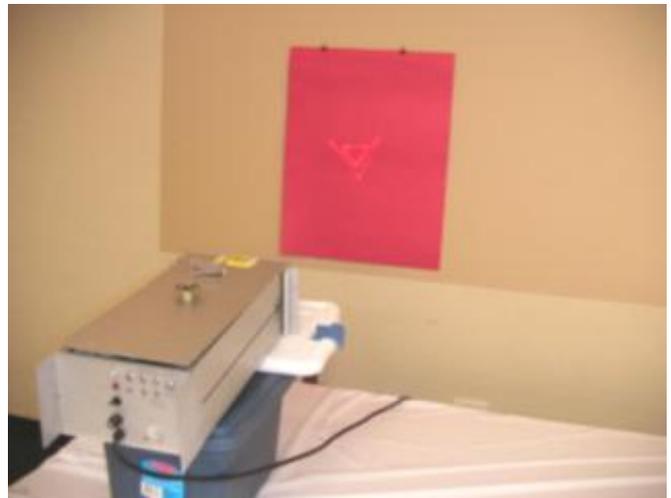
Useful information about the CoCo.



Lots of CoCo stuff!



CoCo compatible expansion cartridges.



Nosko's laser projector performing a demo.



Donkey Kong anyone?



Lost Wizard Enterprises CoCo display.



Yet another CoCo with a RAM expansion module and the SuperIDE Interface.

## CoCo Coding Contest

Allen Huffman of Sub-Etha software brings you this wonderful collection of presentations of Aaron Wolfe's CoCo Coding Contest 2013.



Aaron Wolfe doing a wonderful job putting the finishing touches on the 2013 CoCo Coding Contest. His contest created 18 more programs from all around the world for the CoCo. Great job, Aaron! – Be sure to see this collection of clips by Allen Huffman.

1. Intro - CoCo Coding Contest 2013 – Aaron Wolfe  
[http://www.youtube.com/watch?v=6RJN\\_2pPnms](http://www.youtube.com/watch?v=6RJN_2pPnms)
2. Pipe Frenzy - Best Puzzle Game - Jim & Charlie Gerrie  
[http://www.youtube.com/watch?v=pTWh1G\\_Pvyo](http://www.youtube.com/watch?v=pTWh1G_Pvyo)
3. Sound Chaser –Multi-format Music Player-OS-9 - Bill Pierce  
<http://www.youtube.com/watch?v=QPv46Z1KqHk>
4. LogiCall - Most Talked About - Swoger, Mobley, Hawks  
<http://www.youtube.com/watch?v=wvmSWX5PBD4>
5. Scrabble Helper – Best BASIC Game – Jim Gerrie  
<http://www.youtube.com/watch?v=P3BauDmNYuI>
6. SideKick –Best BASIC Utility Super IDE – Luis Antoniosi  
<http://www.youtube.com/watch?v=2E8D3JZluZA>
7. Furious Felines – Fan favorite – Diego Barizo  
<http://www.youtube.com/watch?v=0XVT--zDTBE>
8. Unatron – Best Arcade Action Game – Kevin Dowd  
<http://www.youtube.com/watch?v=4c35Ni-GN5w>
9. Tunnel Jumper – Most Creative Game - Jim Gerrie  
<http://www.youtube.com/watch?v=O9Z-DBwp4Wo>
10. Freecell – Under 16K Award – William Astle  
<http://www.youtube.com/watch?v=HW-BZPben6I>
11. Minted – Best - OS-9 Utility Text Editor – Luis Antoniosi  
<http://www.youtube.com/watch?v=gvq2x-nksuA>
12. Sluzzle – Good Job - Participation – John Linville  
[http://www.youtube.com/watch?v=H\\_04R8X-jUY](http://www.youtube.com/watch?v=H_04R8X-jUY)
13. DW4Man – Winner - Config & MIDI manager - Bill Pierce  
<http://www.youtube.com/watch?v=0a1h5NUDBRI>
14. Outro - CoCo Coding Contest Q&A – Aaron Wolfe  
<http://www.youtube.com/watch?v=7R6Wg2SjAxs>

# The 23<sup>rd</sup> Annual "Last" Chicago CoCoFEST!



Proudly Presented By The  
Glenside Color Computer Club  
Fairfield Inn, Lombard, Illinois

Here are the 5 "W's"

- WHO?** 1) Glenside Color Computer Club, Inc.  
**PRESENTS**
- WHAT?** 2) The 23rd Annual "Last" Chicago  
CoCoFEST!
- WHEN?** 3) April 26 & 27, 2014  
(Sat. 10 am-5 pm; 8 pm-11 pm; Sun. 10 am-3 pm)
- WHERE?** 4) Fairfield Inn & Suites Lombard  
645 West North Avenue  
Lombard, IL 60148  
(Near the intersection of IL-355 and North Avenue)  
*(Same location as 2013!)*
- Overnight room rate:**  
\$79.00 plus 11% tax (\$87.69 Total)  
Call 1-630-629-1500 for reservations.  
You must ask for the Glenside "CoCoFEST!" rate.  
>>> YOU MUST REGISTER UNDER "CoCoFEST!" <<<  
>>> TO GET THIS RATE <<<
- WHY?** 5) A. To provide vendor support to the  
CoCo Community  
B. To provide Community support for  
our CoCo Vendors  
C. To provide educational support to  
new users.  
D. TO HAVE AN OUTRAGEOUSLY  
GOOD TIME!!!

And now, the "H" word.

**HOW MUCH?** All Attendees - General Admission  
Saturday & both days: \$5.00 1st - \$5.00 2nd & more  
Sunday Only: \$5.00 1st - \$5 2nd & more  
\*\*\*\*\* Children 12 and under - FREE \*\*\*\*\*

For further information, general or exhibitor, contact:  
Tony Podraza, GCCCI Robert Swoger, GCCCI  
847-428-3576, VOICE 630-837-7957, VOICE  
tonypodraza@gmail.com rswoger@aol.com

**Neil Blanchard writes:** I had a great time at CoCoFEST! this year. Now I am looking forward to 2014 CoCoFEST! By the way I just wanted to tell you that I really liked the new venue, it is excellent!!!

## Calendar of Events

by  
John Mark Mobley and Salvador Garcia

- Thursday June 13, 2013  
Glenside Color Computer Club, Inc. Business Meeting  
Skype access available via: robert.swoger
- Friday, Saturday, & Sunday July 5-7, 2013  
Vintage Computer Festival GB (Great Britain)  
Snibston discovery Museum,  
Leicestershire LE67 3LN.  
Link: <https://www.facebook.com/vcfigb>
- Tuesday July 9, 2013  
Glenside Color Computer Club, Inc. Business Meeting  
Skype access available via: robert.swoger
- Tuesday - Sunday July 23-28, 2013  
KansasFest – APPLE II FOREVER  
Kansas City, Missouri, USA  
Link: <http://www.kansasfest.org/>
- Saturday, & Sunday July 27-28, 2013  
Commodore Vegas Expo (CommVEx) v9.0  
Plaza Hotel, Vegas, Nevada, USA  
Link:  
<http://www.portcommodore.com/dokuwiki/doku.php?id=commvex:start>
- Thursday August 8, 2013  
Glenside Color Computer Club, Inc. Business Meeting  
Skype access available via: robert.swoger
- Saturday September 21, 2013  
Glenside Color Computer Club, Inc. Picnic  
Forrest, IL, USA
- Saturday, & Sunday September 28-29, 2013  
Vintage Computer Festival Midwest  
Lombard, IL, USA  
Link: <http://chiclassiccomp.org/vcfmw>
- There is an event that is in the planning stage and still do not have an official date:  
Vintage Computer Festival Southwest (Arlington, TX)

Be sure to visit our Web Site to see all the work that John Mark Mobley has been doing there. He has loaded up the Pictures section and loaded up the Resource section. Bob S.