CoCo~1₂3

JUNE / JULY ISSUE

VOLUME XII, NUMBER VI

From the President's Platen

by Tony Podraza

The people have gone, the booths torn down, the lights turned out, but the memories remain. And what fond memories they are, too. Throughout the months of planning, the anticipation of greeting close friends whom I haven't seen in a year or more has nearly driven me to distraction. And when the reunions began...well, my heart was warmed by the event. You see, a gathering of CoCo-ists isn't like any other "fest", be it a "hamfest" or a "swapfest" or any of the many "computerfests" that are held about the country. It is not 'like a family reunion', it IS a family reunion (right, Trish?). Those who were not able to attend were sorely missed. I am grateful to all who were in attendance and took an active part in the planning and the execution of the First Annual Last Chicago CoCoFEST! YOU made it the success that it was. Most of all, I am extremely grateful to Dave and Nancy for sticking their necks out and providing the wherewithal and many, many hours of personal sacrifice in order for all of us to get together. Thank you for letting me be a part of it.

There was a great deal of excitement surrounding a number of items available from vendors. I believe that the largest flurry of excitement was about Chris Burke's 63B09E patches for the CoCo. You can read about them in another section of this issue, so I won't take up any more space about them here, other than to tell you that the results of the upgrade are PHENOMENAL! Also appearing, for the first time in public was Sundog's "Photon". A truly remarkable arcade game with some fantastic verbal audio & original music. I caught my 15 year-old son whistling one of the music themes from the game on the way to 'FEST. It IS pretty catchy. Either that, or he has been playing the game entirely too often. Now that I've started, how can I stop? Not very easily...so here are the names of the other exhibitors: ACBBS; Adventure Survivors (also representing Eversoft Games); BARSoft (also representing SpectroSystems); CoCoPRO! (thank you so very much!); Cook County CoCo Club; Hawksoft; Interactive Media Systems (sporting the presence of Kala Soft); MV Systems; the all-new OS-9 Users Group; SBUG of Los Angeles; Strongware/Team OS-9;

Sub-Etha (also representing N*Johnson Software and Ani-Majik); and Supersoft. Also in attendance was Frank Hogg, Steve Bjork, Ken Scales, a cast of hundreds AND (what would it be without) the very interesting and gracious Marty Goodman. Again, my thanks to you all for making this CoCoFEST! a very, very special event.

I would like to present three people to you at this time. James Truesdale, Jim Morey, and Donald Adams were the winners of Glenside's Giveaways. James received CoCoMax3 and a Hi-Res Joystick Interface, Jim received a copy of V-Term and a Modem-Pak, and Donald was the recipient of a copy of Marty's Nightmare and a Speech/Sound Pak. In addition, all three received a complimentary membership to Glenside. Congratulations, gentlemen.

There were over thirty people who decided to join Glenside for the first time or renew their membership at the 'FEST. I would like to recognize them at this time. They are: Bill Tobin, LeRoy Rafalski, Jr., James Sternett, Rick Dennis, James Cross, John Hoit, Gary McCarty, John Grotefend, Wesley Czajkowski, Barbara Williams, Jason Bucata, Terry Laraway, The GLCCUG c/o Dale Knepper, Nancy Squire, Donald Beck, Ken Scales, Tom Werner, James Truesdale, Bob Sturnfield, Sr., Bob Sturnfield, Jr., Jim Beltramo, Dean Goodmanson, George Hopper, Karen Mikula, Dave

INSIDE THIS ISSUE

Glenside Color Computer Club

CoCo~1₂3 Information

The Glenside Color Computer Club of Illinois is a not-for-profit organization whose members share an interest in the Tandy Color Computer®. The CoCo~1₂3 is the official newsletter of the Glenside Color Computer Club. The Glenside Color Computer Club of Illinois has no affiliation with Radio Shack ® and/ or the Tandy Corporation ®. The opinions expressed by the authors of articles contained within this newsletter do not necessarily reflect the opinions of the Editor, the Executive Officers or the actual Club membership.

We are committed to publishing a minimum of four issues and a maximum of twelve issues per calendar year. For an annual fee of $12.00 you can become a GCCC member with full membership privileges. Persons wishing to receive the CoCo~1₂3 newsletter without full membership privileges may receive this newsletter for an annual fee of $14.00. Send your dues to:

GEORGE SCHNEEWEISS
2801 S KILBOURN AVE
CHICAGO IL 60623-4213

Here is the list of 1992 Executive Officers and how to contact them. The club has four strong SIGS, Tandy Color Computer 1, 2, 3 and OS-9. If you have questions concerning these computers or OS-9 call one of the officers. Area code C=312, S=708.

POSITION	NAME	PHONE	PRIMARY FUNCTION
President	Tony Pordaza	S428-3576	The buck stops here...
Vice-President	Carl Boll	C735-6087	Meeting Planning, etc.
Vice-President	Gene Brooks	S897-9023	" "
Secretary	Howard Luckey	S747-0117	Records and Reporting
Treasurer	Geo Schneewiess	C376-0126	Dues and Purchasing
Editor	David Barnes	S587-9820	Newsletter coordinator
VP Telecom	David Barnes	S587-9820	Club BBS SysOp
Printer	Dennis Devitt	S629-2016	Newsletter Exchange
Advertising	Bob Swoger	S576-8068	Newsletter Ads

CoCo~1₂3 CONTRIBUTIONS

If you would like to contribute an article to the newsletter, upload a file to the Glenside CoCoRama BBS with an extension of '.NEWS'. If you have an AD for the newsletter UPLOAD a file with the extension of '.ADS'. If you have NEWS to POST about your group, please use the message base. These files are gathered by the BBS computer and downloaded to the Editor. If you need help contact the SYSOP by E-MAIL, mail, in person, or by phone:

DAVE BARNES
P.O. Box 281
LAKE VILLA, IL. 60046

It is preferred that you call: VOICE 708/587-9820 or BBS 708/587-9837
On DELPHI - DAVIDBARNES   On CIS - 73357,1324

Articles for the CoCo~1₂3 will also be accepted on diskette in ASCII form and UNFORMATTED only in the following formats:

RS-DOS 5 1/4"-35 SSDD/DSDD 5 1/4"-40 SSDD/DSDD
OS-9 5 1/4"-35 SSDD/DSDD 5 1/4"-40 SSDD/DSDD 3.5"-SSDD/DSDD
MS-DOS 5 1/4"-40 SSDD/DSDD 3.5"-SSDD/DSDD 5 1/4"-1.2 Meg

Submission deadlines for the CoCo~1₂3 are two weeks prior to each monthly meeting. Articles submitted after the deadline will appear in the next issue.

CoCo~1₂3 NEWSLETTER EXCHANGE

The Glenside Color Computer Club of Illinois is pleased to exchange newsletters with other Color Computer user groups at no charge. Send your newsletter to:

DENNIS   DEVITT
21 W 144 CANARY ROAD
LOMBARD, IL. 60148

If you desire to reprint any articles that appear here, please provide credit to the author and this newsletter.

We encourage your user group to copy this newsletter and distribute it at your regular meetings to your members free of any charge as we believe that this will encourage better meeting attendance. If you are a user group that feels as we do, please let us know in your newsletter so that we might do this for our members and keep our attendance up.

GLENSIDE CLUB MEETINGS

The Glenside Color Computer Club meets on the second Thursday of each month, from 7:30 - 9:30 PM, at the Glendale Heights Public Library. Further info can be obtained from Tony Podraza at home 708-428-3576.

FUTURE MEETING DATES:

August 13
September 10
A social get-together always occurs afterward at the Springdale Restaurant.

CONTRIBUTORS TO THIS ISSUE

· Tony Podraza · Howard Luckey
· Mark W. Farrell · Nan Hostetter
· Marty Goodman
· David Barnes

EDITOR:

David Barnes

DESIGN, LAYOUT AND GRAPHICS:
BARSoft Publishing

Glenside CoCoRama BBS
(708) 587-9837

SandV BBS
(708) 352-0948

Glenside's Cup of CoCo
(708) 428-0436

These are YOUR club BBS's... Please support them !!!

From the President's Platen

Yozviak, Ron Dombrowski, Allen Huffman, Crystal Boll, Margy [ll, Rick Cooper, Bob Van der Poel, Harlen Linke, Michael ooley, Bill Healton, Richard Spreen, Richard Remer, Larry Rothe, James Jones, Joe Walker, and Mr. Jim Morey. I welcome all of you to Glenside and thank you for your decision and support.

Support? What do I mean by that? Hopefully your future support. Glenside is not just a newsletter nor a local group who is interested only in what the locals are doing. We want to let the membership know what the membership and the community is doing. But I cannot, nor will not, try to do it all by myself. That cannot be done without becoming subject to "newsletter burn-out". It is for that precise reason that the newsletter editor requests that the membership (that being yourselves as well as he, the club secretary, and myself) submit the articles for publication instead of he or I trying to type them all in. I have, over the past few months, been rather tied up with the arrangements surrounding Glenside's involvement with the CoCoFEST!, not to mention my feeble attempts to run and maintain a BBS and haven't had time to pass on some information that was relayed to me, via voice, from a member. To take the time to be everything to all people all the time takes the time from family, work and personal responsibilities. SO! Help us out and be not too critical if it takes a while to get something published...especially if YOU haven't taken the time to write it up yourself. Guidelines for submitting articles telling us what you've done or have discovered are on page two of the newsletter and they are REAL easy to follow. You may have to get a magnifying glass to read them... but they are there. Keep the Co~123 full of your achievements, and help the rest of us to follow you. Till next time, I bid you peace.

Meeting Review

By Howard Luckey

Tony, the Pres, opened the meeting at 7:37. The first order of business was to express thanks and appreciation to the club and to all the members that helped to make the Fest successful. Tony thought that without the club's help there probably wouldn't have been a Fest in Chicago.

What followed was a discussion of the Fest and the possibilities of a future Fest. Chris Hawk quipped that this one was better than the last two referring to the Fests in Atlanta. Apparently the vendors fared well. Carl Boll said that only one vendor came out no more than even but said that he was glad to see his friends. Chris Burke and his wife apparently enjoyed themselves because they sold out of their power boost kits. This is the kit that you can use to replace the 6809 CPU with the 6309 CPU and gain some power and speed. The kits came with instructions and software. I think Chris Burke is a very capable fellow.

As for any future Fest Tony said that if there was going to be a Fest it needed the support of the CoCo users. Dave Myers at this time is not ready to commit to a future fest, he wants to take a break and evaluate this one. He would be willing to attend a fest sponsored by the club or any other organization. There was a discussion about how the fest could be different. One of the concerns of the vendors was the price of a booth. Someone suggested holding the fest like a ham fest and with the suitable

location perhaps the booths could be as low as $25.00. Someone else suggested that our fest could be part of a ham fest or that we could have a fest with other computing systems such as the classic computers, i.e. other computers that have gone out of production. Another member wondered about holding the fest in a public meeting place or school gym, and Carl mentioned that most of the meeting places don't come cheap and at schools it can be hard to get two days on a weekend. The consensus is that there will be some kind of fest in the future and that this is something that we can work on over the year. If you have some thought about this be sure make you contribution.

Carl Boll announced that there would be no disk of the month this month but that there would be a surprise next month. He also said that we had seven copies of a program called Color Compact which looked to be a very old communication program from Radio Shack, and the only benefit was that you could get one hour free on Compuserve. Carl reported that we signed up at least thirty-five new members that were recorded on the Point Of Sale system.

Bob Swoger mentioned that there is a shortage of newsletters in our exchange program, and Tony, I think it was, said that a lot of the clubs no longer were producing a newsletter because usually one person gets stuck doing it and often they get tired of it and give up. Bob also said that while he was at the booth someone asked if there was some kind of checkbook program available and it wasn't until later that Bob learned there was such a program (Checkbook+) in the Sub-Etha Software booth next the club booth.

Someone asked about the progress of the club getting a non-profit corporation status. Tony said that he had the forms but needed to study the articles of incorporation to make sure of what we are doing. This could be a project for the executive board to work on and report back to the membership.

Four new members, Bob, Karen, Andrew and Jim, were present for their first meeting. They introduced themselves to us and we returned the favor. Welcome to the club.

A final topic of discussion was the annual club picnic. Tony asked for volunteers to work on this and Tom Schaefges offered to lead the group and Miles Westbrook, Bob Swoger and Carl Boll offered to help him. Their job will be arrange a location, plan activities, and set up a time (probably in late August), etc.

THE DEMOS

The first demo was my own. At the Fest I bought scanning type printer buffer, the kind that can have at least three computers hooked up to it and it scans for which computer is sending data an takes care of it while the others wait. However, I needed a cable with a male IDC-Type connectors on each end. Since I had never made a cable before I thought that if I made it at the meeting I would have some ready help. I was nervous while making the cable and I wasn't very vocal in explaining what I was doing. Fortunately Tony made a running commentary as I proceeded. Thanks Tony. (I tried it on my MM/1 and the printing hung except one time. Something for me to work on.)

Next was a demo by Tom Kowalski of "Coco Friends Disk Magazine" from Rick's Computer Enterprise. Tom stated that Rick is very concerned about the CoCo and has started this magazine that is concerned only with RS-DOS. If you send in $6.00 you will get a startup kit which you can use to get an idea of what the magazine is and how it works. This is what Tom had done

Meeting Review

and he proceeded to put the startup kit through its paces. The program started with a very nice graphics screen and the disk includes a program called "Entry Writer" and you are encouraged to write something, comments, an article, or a program, and send a copy back to Rick's and get the next issue free. A subscription is $30.00 for six issues and Tom thought that he might do that. Thank, you, Tom for a very fine demo.

The third demo was done by Bob Bruhl and he demoed a program called "The CoCo Family Recorder." This is a genealogy data system written by Frank Swygert of FARNA Systems. Again this was a sample of the complete program. Bob started the program and showed that you can start by setting drive step rates and printer baud rates. Once that is done you are presented with a menu of thirteen items which allow you to create formats, to update information, prepare indexes, print details about persons or marriages and various lists, data, etc. Since this was only a sample of the program only item twelve, display of genealogical information, was available. Bob ran this and explained the various screen as they came up. Bob thought the program might be just what he and his wife were looking for. Thank you, Bob, for a fine contribution to the meeting.

There was the usual clean up and retirement to the restaurant for the meeting after the meeting.

Keeping The Dream Alive

By Mark W. Farrell

What is a dream?

Some say it is the result of stress or other events that were a part of your days activities.

Some say it is the result of what you had for dinner! These things may or may not be true. However, this is not the type of dream I have in mind.

Consider these things:

Thag, the caveman, dreamed of having the secret of fire so his tribe might survive more easily.

Michelangelo dreamed the Sistine Chapel that has been the inspiration of many great men.

Columbus dreamed of the shortcut to the Indies, something that would benefit the economy of the known world! (Good thing he was wrong, eh?)

Madam Curie dreamed that there was a new element that had unique properties that could change the world. Later, she discovered Radium, the first isolated radioactive element. This was also the first time a woman had discovered a new element!

The Wright brothers dreamed of flight. This most certainly changed the face of the world and was one of the causes of the global economy evolving.

Martin Luther King had a dream. The same dream that can be found in Holy Books and in the founding precepts of these United States. That all men are equal and no man shall be the property of another.

John F. Kennedy dreamed that the USA would be the first country to have men on the moon. This created many new industries and technologies that might not have otherwise evolved.

Picasso and Dali had dreams too, mostly of women with too many eyes and dead landscapes littered with surrealistic timepieces and disoriented furniture!(?) <sigh>

IBM had a corporate dream of taking all our money and enslaving us to their (IBM's) way of thinking. Thank goodness for the competition, or we all might be using an IBM PC with 64K bytes of memory, monochrome monitor, single sided floppy drive(s) and an IDS Paper Tiger printer. We probably would have had to spend around (are you ready for this?) $6000.00 American Dollars!!!

Without getting too far down this path, let's look at what I am really getting at.

First, allow me to introduce myself...my name is Mark Farrell. I can almost hear some of you snickering as you read this! Oh, well, when you have written your first article and YOU can't figure out how to start it with some measure of grace, I shall be the wiser, kinder critic of your endeavors!

The point, is that we all start or begin - somewhere.

This article is about beginnings, well...of sorts. We start with the rumor that the Radio Shack I was working for, was going to receive its' first TRS-80 Model I computer (remember, this was 1976!). I'll skip the details and get to the good part. There it was, on the counter for all to admire and touch. A keyboard, monitor and a cassette player!

Our management always said, "Know thine product well, for thy paycheck doth depend upon this". Many an hour (that should have been spent cleaning or checking stock) was spent (honest) 'learning' how to load and operate the only program we had. This was a cassette game called 'Klingons'. This game was also to become my first tutor in the BASIC language. Do any of you remember the first time you looked at a large BASIC program? (What in the world is all this junk for???

Oh sure, we eventually figured out what most of it did, we could even follow the examples from the manual.

But, what did those PEEK's & POKE's do?
(Sounded rather indecent];->)
Why did we have to DIM variables?
Was the computer twice as precise using double precision?
What (and why) were vectors, strings and arrays?
Who was Kilroy?
Why is a mouse when it spins?
(oops, sorry)

As BASIC became more familiar to me, the computer seemed less difficult to understand. Many sessions at the keyboard were spent trying to interpret the cryptic messages produced by the BASIC Interpreter, whilst trying to interpret the program you just created. After the third or fourth time you look through the lines of code, you begin to suspect that the computer is either broker or haunted (ghost in the machine)!

You ever do one of these: (???)

100 FOR O=! TO 100

Now, you've received the 'SYNTAX?' error message and you try to spot the error before someone else does. You catch the exclamation point but you miss the zero in FOR. After the tenth time you threatened to pull the plug, you look and see the problem and you

Keeping The Dream Alive

correct it. Now you program works just like it is supposed to...until someone else tries it out.

You patiently watch while this - this person makes your program spit out more ERROR codes that you had never seen before. Your only recourse was to either fix the problem, or bash you test pilot over the head with a blunt instrument.

Now you've found the other side of programming. It's not just writing the program and getting results, it's getting the expected results every time!

These should be in the computer programmers 'bible':

I.) Thou shalt write thine programs to be:
a.) Fool proof
b.) Idiot proof
c.) Joker proof
d.) Hacker proof
e.) Readable

II.) Thou shalt write thine programs to be User Friendly

You follow these rules and create a program. You've done it, it's ALIVE, and now your friends and family think you've gone and created a monster!!! Those were the days!

The time came for the TRS-80 and I to part. I received a MUCH better offer from an electrical contractor in Chicago to do drafting and engineering work for them. I spent about a year at this job and out of the blue, I got a call from one of my friends to check out a job. I took the job without even having to think about it. So it was that I found myself back in front of computers in December of 1979. This, however, was a more formidable machine. Once again the basis of my training on this machine was a computer game called "Trek74" written in Data General Extended BASIC 3.61. This was a massive program that would not fit into the computer all at once, so it was written as a main core program, and thirty two disk based subroutines. (We can do the same thing with RS-DOS BASIC using MERGE. This was originally written for a PDP/11.)

By the end of the first year, I had been trained in the use of the Data General NOVA/ECLIPSE machine code instruction set. Because of the design of the instruction set, it became very easy to think in terms of direct conversion of mnemonics on paper to machine code in your head. This computer had a true front console with switches, lights, knobs and an on/off key.

"Hey dad, can I borrow the keys to the computer?"

A person could sit in front of the computer and enter the codes directly into the computer and troubleshoot memory, tape drives, disk drives, terminals and CPU functions.

The time was about September 1982, and the company sent about forty of us over to Motorola for training on the 6809 and the 68000 processor chips. I was trained on the 6809. This was not cheap deal! Classes were eight hours a day, Monday-Saturday, with lunch and doughnuts (too many doughnuts) and coffee. This set the company back about $450.00 a head even with the group rate. (Thank you Omnimedical!!!) One of the things brought up in class was about a device designed for Tandy called a SAM. With a 6809uP, RAM, ROM, SAM and VDG chips, you basically had the design for a Tandy Color Computer! Motorola liked the SAM chip enough to keep it in their product line.

Several months later, I found out that a guy at work had a COCO 2. I was curious about this computer, so I started to study his manuals. He also gave me a copy of The RAINBOW and I think it was the Dec. or Jan. issue (82/83). I was impressed and even shocked to find an entire industry had grown up around anything that Tandy/Radio Shack had made (except CB radios), never mind what looked like a "Little Toy Computer". The level of support that was exhibited in this attractive magazine was better in some cases than I was seeing from "The Big Boys".

The content was presented at ALL levels...I mean if you could read, and you were interested in computers, you could find something of interest each month. The advertisements were even amusing at first. Some of them looked like bad FAX's or right off of someone's defective dot-matrix printer. Then I realized that this was exactly what The RAINBOW was all about. These companies were obviously trying to get off the ground and maintain a VERY low overhead. These people had products and/or services to vend, and the quality of the advertisement was seldom a reflection of their quality! In most cases The Rainbow was their only outlet. And advertise they did! The vendors hawked (no pun intended Chris) their wares on almost every page! Some of the advertisements almost jumped off of the page and grabbed you! I was hooked!

Editor's note: We hope that you are, too, for this is the end of part one. Watch the next issue of CoCo~123 for the next installment of:

Keeping The Dream Alive

Letters...

Dear Editor,

You and your readers of the CoCo~123 might enjoy a chuckle

Referring to the President's Platen in the May 1992 issue of the CoCo~123.

The ALLIED crystal radio kit and the electric/generator kit were not the only objects which had directions/instructions - NOT READ. That child at 7,9, and 12 years of age became VERY frustrated to the point - it took an hour to - be calmed down (and some cleaning up of the area) for the mother and child to be able to READ the directions/instructions together. There were a lot of "starting over" and repair bills resulting from an encouraging inquisitive and imaginative developing mind.

The sister is grown now, as is a second sister, with the ability to READ direction/instructions well - - and you still forget(?) to READ them carefully or is the hidden inside little 9 year old child occasionally hollering "M-O-T-H-E-R-R-R-R"?

"Where did I go wrong?", she ponders.

I am sure most of your members, reflectingly, have had similar experiences and appreciate the nostalgia with a slight smile from it all.

Enjoy,

Nan Hostetter
(You guessed it... Tony's mother)

CoCoFest Review

By Marty Goodman

The first event of the "First Annual Last CoCoFest" (put on by CoCoPRO! was the Friday Night "Party With Marty", an informal get-together for those who arrived in Chicago early for the Saturday and Sunday show.

Some dozens of CoCo and OSK machine users showed up, and over the three hours between 7 and 10 PM we munched potato chips and pretzels, drank soda pops, and chatted about the CoCo and MM/1 machines, automobiles, and whatever else came to mine. Many of the attendees had been CoCo users for quite a while. One woman had, like me, been to every Chicago CoCo show except the first one.

Before the evening get-together, Steve Bjork and I had visited the Consumer Electronics Show (CES) that was also being held in Chicago. There I saw a mind boggling assortment of video games for Nientendo, Sega, NEC, and Atari games machines. I personally found it curious that NEC, which had what seemed by far technically the best hand held game machine and CD ROM based game machine (and which was the ONLY maker whose game cartridges would work in EITHER their desktop or handheld game machines) was an "also ran" in a games market whose big players were

Nientendo and Sega. Still, NEC had a respectable showing at CES.

I saw at CES for the first time a demonstration of HD TV at the RCA booth. The system was the Sarnoff / NBC / Thompson HDTV format. The image was strikingly crystal clear... virtually of movie-house quality. The program shown consisted of a 15 minute jingoistic harangue to the audience to adopt that particular "American" HDTV standard. Even those pushing HDTV noted that they did not expect it to hit the consumer until around the year 2000, and allowed that it would be another year or two before the current bitter political and technologic war between rival HDTV standards will be resolved. I can see HDTV as a vast improvement over current NTSC TV for viewing movies at home. Not only is the image vastly visibly sharper and clearer, with no visible lines in a 3 foot by 6 foot projection screen that we viewed, but the aspect ratio of the screen is almost 2 to 1 (9 to 16, actually), so cinemascope type movies will fit nicely into the format without either "letterboxing" or butcher-like editing that is now needed for putting cinemascope movies onto NTSC video format. Note that, compared to a letterboxed NTSC movie, a HDTV image will have about four times the sharpness.

I personally was also interested in developments in the world of digital answering machines. AT&T had its nearly useless machine that can record no more than a total of 7 minutes of incoming messages total. Stay away from that piece of junk! But Panasonic was displaying a model they were about to release that could record digitally a total of 17 minutes of incoming message time and up to 2 minutes of outgoing message. THAT machine begins to have sufficient record time to be usable! The Panasonic featured the ability to delete one or more messages at random, leaving the remaining ones intact and in order. It also had some "speech processing" circuitry to allow play back of the messages at 1.3 X speed in a fashion that was relatively intelligible (pitch was unaltered in the speeded up playback). Suggested retail price was said to be about $200.

I also had a chance to look at the new AT&T videophone. This unit can send up to five frames per second of a 128 by 128 pixel by 256 color image over a telephone line SIMULTANEOUS with the carrying of a two way voice conversation. The device allowed you to choose continuously between a program that favored number of frames per second over image clarity or vice versa. The Videophones are to retail at $1500 each... pretty steep for the crude (but recognizable) images they support. But as time goes by, and the price comes down, and the image quality improves, I can see these items becoming more common. If this happens, they will if nothing else lend an entirely new dimension to the world of 976 dial a smut services!

The first day of the two day "*First Annual Last CoCo Fest*" here in Chicago was a striking success by most criteria. Though the show is of modest size (only about fifteen vendors present) the turnout was substantial for this point in the history of the CoCo. Certainly many hundreds of people were in evidence here. The small room for the vendor area was quite crowded much of the time. The seminars were quite well attended. Frank Hogg gave an intriguing talk about how CDI machines that may ultimately sell as many as 10 to 100 times as many units as did the CoCo 3

Wanted / For Sale

Everything listed is in Excellent condition unless otherwise mentioned.

HARDWARE
1 Magnavox 8CM135 Color RGB monitor
1 Tandy CM3 Color Composite monitor
1 Color Computer 3* (128K)
1 Color Computer 3 (512K), customized w/ a fan and socketed chips
1 Color Computer 2 (64K), with color/monochrome composite driver
1 Multi-pak interface, unmodified for CoCo 3
1 Dual DSDD drive and controller, customized for the 512K CoCo 3 fan, also with modified RS-DOS @ 6ms step rate and sides 0-3 accessable
1 3 1/2" drive, workable, but without face.
1 DMP-110 printer
1 Speech/Sound program pak
1 Pacific Datanet 15Meg external hard drive complete with p/s, case, and I/O ports
1 Tandy DC modem pak
1 Radio Shack modem IB (300 baud)
1 Dataphone 1800 modem, unmodified for the CoCo
1 Single button color mouse
1 Tandy Hi-Res joystick interface, with switch for Max-10
1 Deluxe joystick
1 Pistol grip joystick
2 Regular joysticks
1 Printer stand
2 Surge protectors
2 Monitor stands
1 Smith-Corona portable electric typewriter
2 Disk caddies for 5-1/4" floppies

Assorted cables, chips, DIN plugs, floppies, and other miscellaneous hacking hardware

* This computer has a damaged 68B09 chip

SOFTWARE
OS-9: Note... Some backups are for double sided 48 track performance
1 OS-9 level 2 operating system, with manual and diskettes
1 Dynacalc
1 Profile database
1 Where in the World is Carmen San Diego?
1 T/S edit
1 T/S word
1 T/S spell
1 Multi-Vue
1 Winnie the Pooh in the Hundred acre Woods
1 Donald Ducks's Playground
1 Koronis Rift
1 Kings Quest III
1 Flight Simulator II
1 Sub Battle Simulator
1 Phantomgraph
1 UltiMusE 3, versions through 4.6.1

RS-DOS:
CHILDREN'S TELEVISION WORKSHOP:
1 Problem Solving series- THE POND, THE FACTORY, and TEASERS BY TOBBS
1 Play With Language- PICTURE PLACE, ROLL A WORD, and BAGASAURUS
1 Hands On- BLACKBOARD and COLOR IT
1 Creative Exploration series- GROBOT, TIMEBOUND, and FLIPSIDE

SPINNAKER:
1 Facemaker
1 Alphabet Zoo (Rom pak)
1 Kinder Comp
1 Fraction Fever (Rom pak)
2 Kid Writer

TOM MIX:
1 Ms. Maze
1 P-51 Flight Simulator
1 Frog (Frogger game)

OTHERS:
1 Max-10, also with the 2.1 (clickerless) version
1 Word Search
1 Color Max 3 Deluxe
1 Custom Palette Designer
1 CoCo Gallery, Vol. 1 & 2
1 Blackjack Royale
1 Disto Products 512K RAM Tester and RAM disk
1 CoCo Extravaganza
1 Success With Math: Linear & Quadratic Equations
1 Telewriter 64
1 Investograph

ADOS
JDOS V1.23 EPROM

ROM PAKS:
1 Soko-Ban
1 Bustout
1 Popcorn
1 Shanghai
1 Tetris
1 Super Pitfall
1 Springster

GLENSIDE DISK OF THE MONTH:
1989-1990

CASSETTE:
1 Management system for the Tandy 200 computer
1 Color Math
1 Art Gallery and Micropainter Images
1 Cookie Monster's Letter Crunch
1 Walt Disney - Telling Time With Donald

BOOKS
RAINBOW MAGAZINES: 1985-1992
Assorted Manuals and Reference Guides

EVERYTHING LISTED TO BE SOLD AS ONE COMPLETE SET AS IS
$650.00   CONTACT GREG CRAMSEY 708-393-6469

had similar potential to be expanded into full blown OS 68K if appropriate add-ons were made available, possibly by CoCo Community types. The sizable room for the seminar (about the same size as that at many Rainbowfest seminars in the past) was virtually filled. My own seminar (an open ended question and answer session about CoCo hardware and software) was equally well attended. These two were followed by talks by Steve Bjork on the History of the CoCo and by a long and well-attended seminar given by Kevin Darling about the technical details of CD-I and CD-ROM systems.

I had little time to see the main attraction (the vendors of products) but can for now comment on some highlights, and will try to add more information tomorrow or the next day.

Glenn Dahlgren of Sundog Systems was present with his full line of products. I saw their new Photon at the show for the first time. It is a superlative arcade action game with an original and novel design, that calls for quite challenging strategy of play and offers 64 different levels. The action has that smooth and professional character that one has come to expect from Sundog's products. I also played a bit with Sundog's Crystal City, a very colorful and fast "shoot 'em up" game. Sundog also had on display some of their older favorites, including Sinistaar, a thoroughly addicting n-th generation Meteors-type game that I've played at home for many hours.

IMS (including Kevin Pease and Paul K Ward) were present with their MM1 hardware and software. A small run of 8 megabyte RAM cards sold out quite quickly. An experimental prototype "MM/2" (board with a 68020-like processor) was on display briefly, though it is hardly clear at this time whether this little toy of Kevin Pease's will ever become a mass produced product. IMS now says they expect at long last to be caught up on delivery of I/O boards and memory boards within a month or two.

Chris Burke of Burke and Burke has made up a total of 100 of a first run of his 6309 "Power Boost" kits for the CoCo 3, of which 50 were reserved for mail order customers and 50 were available to show goers. 40 were sold the first day of the this show! Chris tells me that he would agree with my guess that the power boost (which speeds up OS9 by using the new instructions within the 6309) will speed up most normal OS9 application programs by about 20 to 30%. HOWEVER... there are some OS9 applications, such as hard drive access, that could well be speeded 100% or more with the ultra fast block move capabilities of the 6309. Applications intensive in such tasks could well be speeded up more than the 20 to 30% figure mentioned above. In addition, Chris pointed out that, although his Power Boost patches to OS9 currently make use of the extra 6309 instructions in the 6309, they do not YET make use of the native 6309 mode of that processor, which runs even ordinary 6809 instructions faster than does the 6809 due to lower cycle count for those instructions. Chris IS hard at work implementing use of the native 6309 mode in his patches and at adding patches to more and more modules in OS9. Upgrades to his Power Boost product will eventually become available, but this is no reason not to buy it right now, for those upgrades will be available at a very nominal sum when they are ready (likely as little as $5 extra). Chris is not yet ready to deliver his 6309 book, but hopes to be abl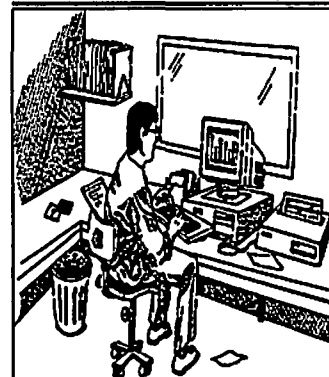e to provide that soon. Note that to use the Power Boost you must take your CoCo 3 apart, remove the 6809 chip (destructively remove it and install a socket where the 68B09E was soldered) and install the 63B09E chip that is included in the Power Boost kit. I personally am confident that the Burke and Burke POWER BOOST is the ONLY sensible, practical, "fully reliable and factory spec" approach to squeezing more raw speed out of a CoCo 3 under OS9 by hardware means.

Of course CoCoPRO!, who is putting on this show, was present in force vending their complete line of CoCo hardware and software. A chap from California (Andre Lavelle of SBUG) arrived with a van full of Radio Shack CoCo hardware and software, selling them at ultra low closeout prices. MV Systems was present with their GuiB for Basic 09 and other OS9 software. Sub-Etha Software was offering Minibanners, CheckBook+, and other software for OS9, RS DOS, AND for the MM/1. Supersoft was offering their full line of CoCo software including UltraEd+ and Sprite-BASIC, as well as some few special closeout hardware items at quite low prices. Strongware was offering a variety of graphic utilities for the MM/1 and CoCo. BARSoft was offering such software as KBCom and ADOS. Adventure Survivors had their line of adventure game Newsletters and also were selling Eversoft products, including the Powerstones of Ard series. Hawksoft was offering their wide line of products including their switchable Hi Res Joystick adaptor, Basic programmer's interface, and IconBasic09. They also were selling disk drives. The Cook County CoCo Club, Glenside CoCo Club, and OS9 Users Group also were exhibiting. I'll try to offer more info on those mentioned in this paragraph in a future post on Delphi. Unfortunately, no representatives of Falsoft were able to make it to the show today.

I personally have been enjoying myself greatly, in large part due to the fellowship of the still-enthusiastic CoCo users who swarmed over this show, and in particular through the company of numerous good friends I've made over the years in the CoCo Community. It's impossible to name them all, especially this late at night as I type this report up, but specifically I enjoyed my dinner with Steve Bjork and Eddie Kuns, the company of the CoCo PRO! team with whom I am rooming, and the opportunity to joke once again with Kevin Darling, Frank Hogg, Chris Burke, Chris Hawk, Glen Dahlgren, Carl Boll, and of course Dave Myers.

--Marty

From the Editor's Desk

Dave is recovering from the last CoCoFest and sinusitis... look in next month's issue for his article.

Location:

Glenside Public Library
25 W. Fullerton Avenue
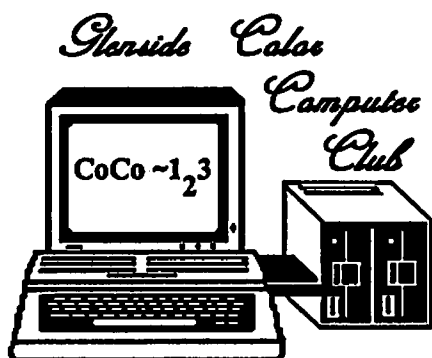Glendale Heights, IL. 60172

Directions:

Fullerton avenue is about 1 mile North of North Avenue (Route 64). The library is located West of Bloomindale Road in Glendale Heights. Bloomingdale Road is aproximately 2 miles West of Route 53 (or I-355).

Glenside Color Computer Club
Next Meeting Date...
AUGUST 13

Glenside Color Computer Club

CoCo ~1,2,3

119 ADOBE CIRCLE
CARPENTERSVILLE, IL. 60110