

CoCo~123

A publication of the Glenside Color Computer Club
Autumn 2021 edition

Fall into CoCo!

In this issue:

CoCo Art Gallery

OS 9

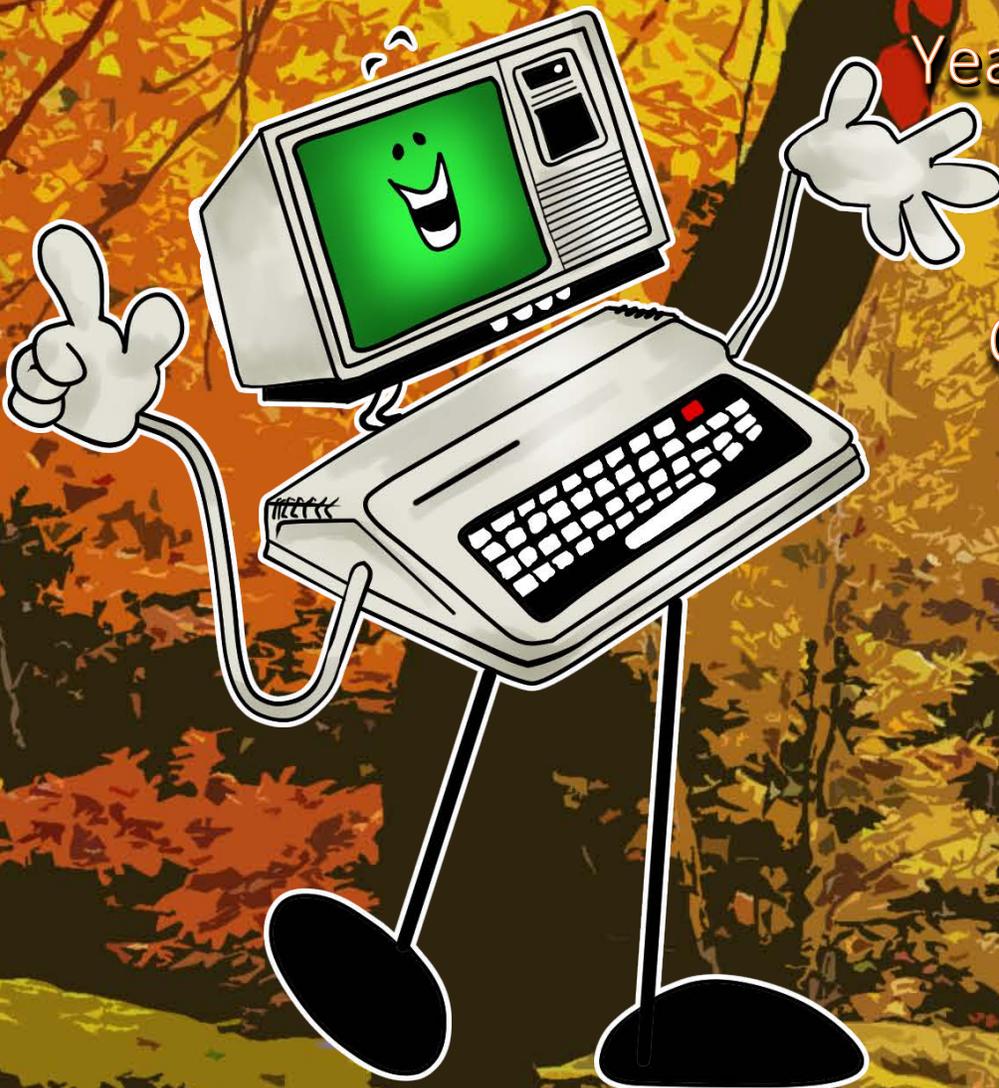
Year in MAME review

CoCo News

And more!

CoCo Guy courtesy

Of Melly



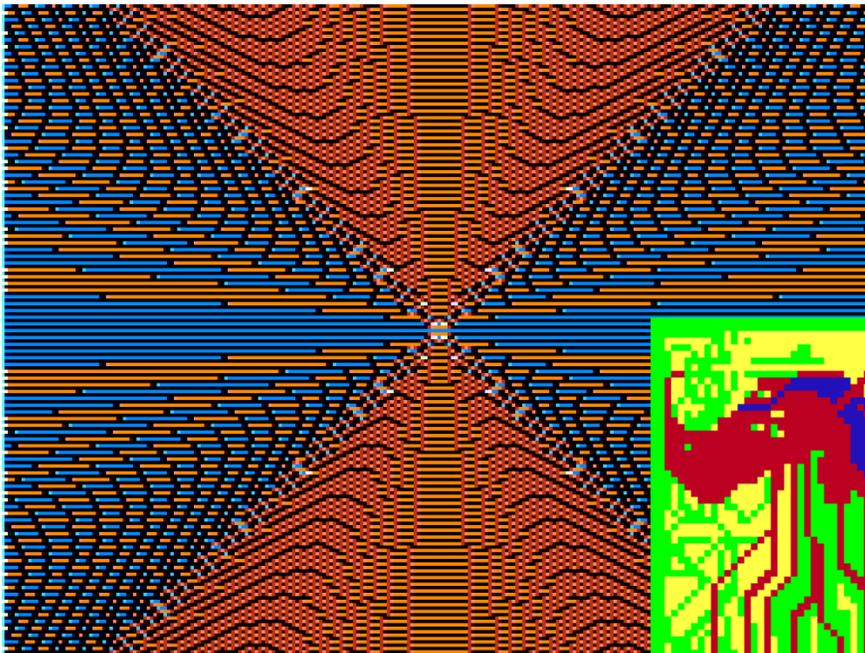
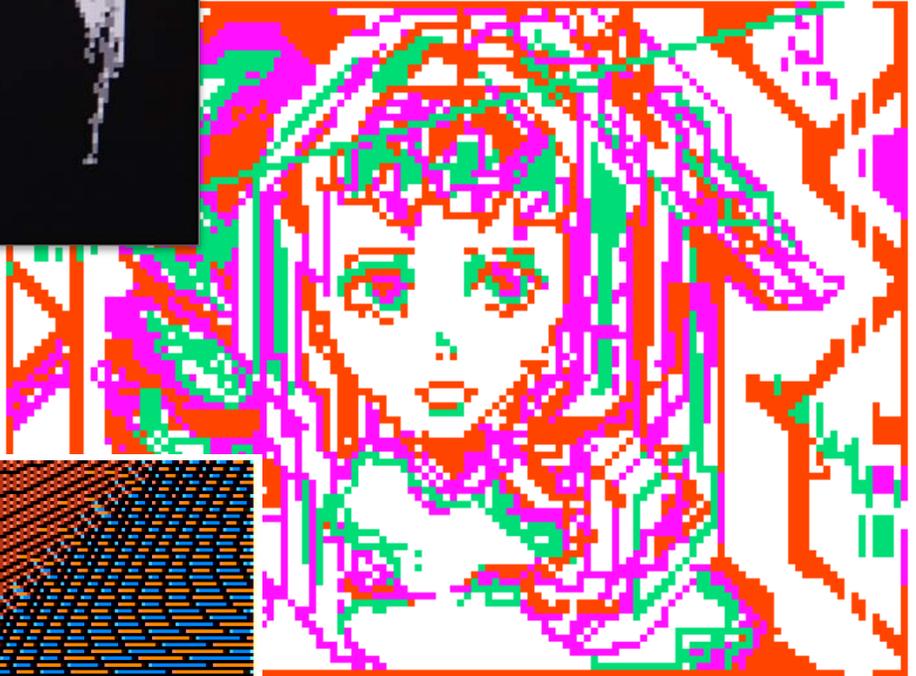
CoCo Art Gallery

A collection of CoCo created images from the CoCo Discord server



Ron Delvaux via CoCoVGA
Courtesy of Ron Delvaux

CoCo Girl
Courtesy of Melly



Xroar Monster
Courtesy of Melly

Art in BASIC
Courtesy of Scott "Tazzman" Cooper





Glenside Color Computer Club, Inc.
Volume 40, Number 3

Chicago, Illinois
Autumn 2021

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G.C.C.C. Meetings

CCC meetings are the 3rd Thursday of each month and are being held virtually via Blue Jeans until further notice. Upcoming meetings: October 21st 2021, November 18th 2021, December 16th 2021.

G.C.C.C. OFFICERS

you have questions about the association, contact one of the officers for the answers.

<u>POSITION</u>	<u>NAME</u>	<u>E-MAIL</u>	<u>PRIMARY FUNCTION</u>
President	Jim Brain	president@glensideccc.com	The buck stops here...
Vice-President	John Mark Mobley	vice-president@glensideccc.com	Meeting planning, etc.
Treasurer	Brian Goers	treasurer@glensideccc.com	Dues and purchasing
Secretary	Rich Bair	secretary@glensideccc.com	Records and Reporting



Jim Brain



John Mark Mobley



Brian Goers



Rich Bair

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:

Brian Goers, Glenside Treasurer
PayPal to Brian7eg@gmail.com
Email treasurer@glensideccc.com

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

Should you attend the Annual CoCoFEST! your annual contribution will be covered for that year.

CoCo~123 Contributors

Special thanks to our contributors this issue: Rick Ulland, Tim Lindner

TREASURY NOTES



July

Beginning Balance	\$ 13,726.78
Income	\$ 175.58
Expenses	\$ (15.59)
Ending balance	\$ 13,886.77

August

Beginning Balance	\$ 13,886.77
Income	\$ 211.06
Expenses	\$ (33.77)
Ending balance	\$ 14,064.06

September

Beginning Balance	\$ 14,064.06
Income	\$ 248.35
Expenses	\$ (228.08)
Ending balance	\$ 14,084.33

Brian Goers, Treasurer
Glenside Color Computer Club

GCCC MEETINGS

The Glenside Color Computer Club meets the third Thursday of each month and are currently being held virtually through the BlueJeans video conference service.

<https://bluejeans.com/889394355>

Visit our website at:

<http://glensideccc.com>

The CoCo~123 Dream Team

This publication is a joint effort of R. Allen Murphey, Tim Lindner, L. Curtis Boyle, and Salvador Garcia, and Steve Strowbridge

From the Editor's Clipboard



Months late and dollars short we bring you the Fall/Autumn edition nearly in time for Winter, but better late than never. Real life is taking a lot of time away from all of the team so please accept our collective apologies for the delay in getting this issue out. To that note, the news, while boasting in volume, is lacking some polish, we pull the news from the transcripts of Curtis Boyle's weekly news segment on CoCoTALK! and usually have time to massage it so it's more reader-friendly. This time around we didn't have that luxury, so while all the news is good news (contrary to the old saying), some of the verbiage introducing it may seem a little first-person/insider, ignore and forgive that this time around. By the time people get this in their hands the Glenside elections have already taken place, new officers are in, and CoCoFEST! is in the rear-view mirror. 2021 being the first "post covid" year has been quite a blur, here's to an even more prosperous 2022.

New to this issue: The CoCo Art Gallery! This is something a long time in the making, but users from the community have been creating and publishing CoCo Art, both created on the CoCo and/or inspired by CoCo graphics, palettes, etc., and we'll start featuring them in the CoCo~123.

The Cover art of the "CoCo Man" is created by Melly, who is the daughter of Allen Murphey.

Help us make CoCo~123 better each issue, send us submissions. Email your suggestions and contributions to newsletter@glensideccc.com

From the president's platen



In these Fall months, school activities seem to dominate the daily events. Even if you're not a parent or your children have long since graduated, you see impressions of it everywhere in the community. Fundraising solicitations, musical or theatrical events, sports, busier stores, busier sidewalks, busier roads, etc. serve as a constant reminder that, whether you like it or not, class is back in session.

During my school years, I always thought (as most kids do, I would guess) that this educational journey had a logical conclusion. I would graduate high school, complete a university degree, and be done with education. I would never again have to crack open a book, take notes, or write a report. Oh, the hubris of youth! As I progressed in my career, though, I determined those things need not be a complete chore. I'm no writer, but I actually enjoy communicating my ideas in written or spoken form. As well, there are so many new developments in computing occurring every day, and the Internet allows one to research and learn about them with ease. I've never quite mastered note taking, but I save all manner of articles, applications, code fragments, designs, etc. for later use or just for posterity.

Outside of work demands, I find it interesting and captivating to learn more about the inner workings of the CoCo. I've been following audio, video, and written publications explaining topics like video generation, assembly language programming, transcoding, and serial communications. In fact, even if I have no personal desire to write something like a game, I enjoy reading, listening, or watching a game author describe the process, show how they approach the task, and illustrate what tricks they employ to maximize the use of limited resources.

I hope you're continuing your CoCo education as well, whether it be in software, hardware, or both. If you're looking for educational options, I invite you to physically or virtually attend some of the classic computing events, like our CoCoFEST! There's nothing more educational and inspiring than seeing the fruits of someone's idea manifested on a Color Computer, whether it be a game, demo, hardware solution, or some integration with contemporary computing functions.



Jim Brain
Glenside President 2020-2021
president@glensideccc.com

Secretary's Scroll



Your club officers are charging ahead with plans for a 2021 CoCoFEST! on November 6 & 7. Keep your fingers crossed that Covid-19 remains well enough under control that Illinois doesn't impose more stringent controls on indoor gatherings. We are committed to following the state safety guidelines, which at the present require that masks be worn in indoor public places (except when eating or drinking). There is still a small chance that the FEST! might need to be called off if things take a turn for the worse, but we are all trying to "think positive".

Our bylaws specify that the September membership meeting be the time when candidates for the four elected club offices (president, VP, treasurer, secretary) are nominated. Names of the nominees should be available in this issue of the newsletter. Voting this time will be on the TandyList *only*, so drop by there (www.tandylist.com) and make your preferences known. Deadline is the date of the October meeting, at which time the results of the voting will be announced. Looking farther ahead, if you would like to play a larger role in the affairs of the club as an elected officer, get somebody to nominate you (or nominate yourself) for one of the positions at the September 2022 meeting. We welcome change; I, for one, would not mind at all being retired from the secretary's office! The only requirements here are basic literacy, and *never* use an apostrophe in a pronoun possessive (like *hi's*, *her's*, or *it's*).

Happy CoCoing!



Rich Bair, Secretary
Glenside Color Computer Club
mgdoc1@sbcglobal.net

2021 Webmaster Update



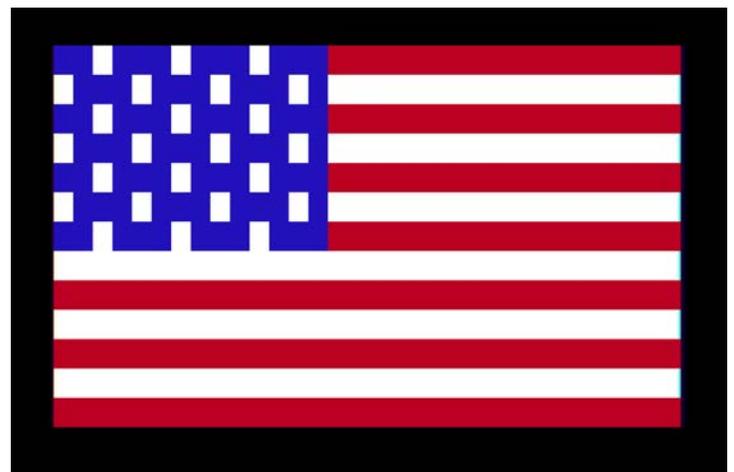
Hello everybody!

We have a very successful CoCoFEST! And so now our website turns towards CoCoFEST! 2022. The site has been updated and has all the information you need to plan your trip in May. We have a few outstanding questions to fill in, so you may see some "???" question marks on the CoCoFEST! pages. Fear not, we'll have those questions answered soon.

We've also added a Join Us page thanks to Fabian's great suggestion, and, by the time you're reading this, we'll updated the About Us page with new Officer information. As always, send any suggestions, typos, or other comments to me at webmaster@glensideccc.com. See you at the next fest!



Eric Canales
GCCC Webmaster
webmaster@glensideccc.com



CoCo Flag image courtesy of Scott "Tazzman" Cooper

Operating System Nine

'Commander in Chief' – by Rick Ulland

To some extent any version of OS9 looks a lot like Unix or Linux. This can lead you far astray, so let's begin with things that are not alike.

Like, the root concept is different man. In Unix/Linux, all the world's a file. There is one tree shaped virtual path growing from 'root'. Not just files, but all physical and virtual devices are attached (*mounted*) to locations in this path. For example, a serial point is accessed as a file in the /dev directory, perhaps /dev/ttys0.

Under OS9, all the world's a module. The serial port might be /t2, and the printer /p. The drives are also modules - /d1,/h2, etc. OS9 *does* have pathlists, but they are relative to a module. Which means an absolute pathlist of '/d1/sys/termcap' isn't always the default termcap file, but it might be. Unfortunately the Linux style '/sys/termcap' spec will always fail with the very non-disk like "No such Module" error.

Relative paths work, and right after boot 'sys/termcap' probably refers to the default termcap file. However the user can chd to a directory on some other device. If there is a different 'sys/termcap' on that device, things can get weird for no apparent reason. So OS9 offers /dd, which names one of the mass storage devices as the default device. In other words '/dd/sys/termcap' will always be the default termcap file, no matter what drive the file, your data directory, or the programmers preconceived notions are on.

Speaking of paths, there is no PATH variable for executables. You have to dump everything into /dd/CMDS (*go have a look*), use full pathlists, or cobble up a script to chx things around before running a program.

There is a short list of typing aides you'll miss. Like autocomplete. Just forget that right arrow, and keep typing. Sometimes you can use wildcards, for example ':del file*' will delete 'filename'. Along with 'filelist.txt' and anything else that fits the pattern. Tread with care.

I personally miss assumed destination names. For example, 'copy /d1/dir/filename /h1/dir/' isn't going to work. You'll need to type out the full filename on both sides of the copy.

And while we have wildcards, they are disabled by default. Begin each command line with: to enable them for that line only.

Enough of that. What about the things we do share with Unix/Linux?

Well, the 'command prompt' is not an integral part of the operating system. Instead, a separate program called shell awaits your input, and will (*try to*) figure out what to run, wait in the background for it to finish, and then reappear to accept your next command. Shell is reentrant, meaning you can run as many copies as needed. Or not- starting your command line with 'ex', tells shell to start the command that follows, then kill itself. This leaves more RAM for a large application, but a dead window if that application ever closes.

To wax poetic, having a shell means no program stands alone. In practical terms this means the command line you type in serves two masters. Shell divides the line into separate strings on the spaces. The first string is the command to call, additional strings are passed to this command as options, until one of these optional 'flow control' strings are encountered. These not only signal the end of the first command, but might connect the input and/or output of that process to another process or file, or change it's memory allotment, or just signal the start another command.

<	redirect process input from a file
>	redirect process output into a file
!	pipe process output to another process
tee	pipe process output to multiple processes
#xxK	assign xxK RAM to this process
;	a second command follows, run next
&	a second command follows, run concurrently

If an & is at the very end of the line, the 'second command' is a fresh shell. The previous commands will run in the background.

Before we leave shell, a quick mention of some control keys it understands.

CLEAR	you know, cycle 'desktops'
CTRL-O	capslock
CTRL-C	move current app to background
CTRL-D	redraw current command line
CTRL-E	abort (<i>end run</i>)
CTRL-H,	backspace
BACK_ARROW	
CTRL-X,	delete entire line
SHIFT-	
BACK_ARROW	

CTRL-W wait (*any key to continue*)
 CTRL-ESC (*as first char of a line*) end of file
 CTRL-CLR keyboard mouse (*arrows + F1, F2*) on/off

Shell+ (*stock in NitrOS9*) adds a command history list.

UP_ARROW displays the previous command, then the 2nd previous, to the start of this session. Unlike Linux, only the characters to the left of the cursor will become a new command when enter is pressed. RT_ARROW to include previous characters as shown, overtype to change. Extra spaces are OK.

Shell can also take direction from a text file, aka 'procedure file' or 'shell script'. This is so handy there is even an OG command (*dsave*) that does nothing but create a shell script to make fancy file by file copies. Which you can save and edit to make all kinds of file list based manipulations.

One last similarity with *nix is that most data is specially encoded as... wait for it... plain text. You'll find user data, OS configuration, and procedure files are all human readable and fixable. Mon Dieu! This is important enough we've made text handling one of the basic tasks in the inevitable command summary.

Which we might as well get to now. Note there are essentially three levels of program – the bare minimum, the bigger and better, and a full fledged application. We won't even cover how each utility command works. There are manuals and help files for that. Instead, here comes a list of commands grouped by task.

While you can expect to find both basic and extended utility commands and even full applications in NitrOS9 and elsewhere, don't automatically grab the fanciest tool in the box. The original OS9 command set was designed to run on a 64K computer. If these will do the trick, they are smaller, faster, and often preloaded for zero startup time. Of course, we've had more than 64K for quite a while now. The community has been creating new or improved commands since the 80's. Look for alternates marked with an asterisk* and grouped them near the command they supersede.

Don't look for applications this issue. Apps can't really be compare to a utility command. They deserve their own column, so we'll give them one. Until then:

mass storage – outside the filesystem

free number of unused sectors
 format prepare a disk for use
 backup sector copy one device to another
 dcheck verify the File Allocation Table
 ded* modify files or raw disk sectors
 qtip* a RAM disk
 myram* a RAM disk

pcdos* work with non-OS9 floppy disks
 rsdos*

directories – the file system

dir show current data or (dir x) exe directory
 ls* more like linux ls, try **ls -?**
 dtree* display the directory structure
 deldir create or delete directories
 makdir set/display path to current data directory
 chd, pwd set/display path to execution directory
 chx, pxd
 find* search current drive for a filename
 attr examine or change file security permissions
 copy so many copies
 copy2*
 wcopy
 move* that's all I've got to say about that
 touch change a file's timestamp
 dsave create a script to make a file by file copy
 del make the file go away
 recover* make the file come back... sometimes
 undel*
 rename 'rename path filename', not 'rename path path'
 merge merge multiple files to new file or a device
 ident show headers for each module in a file
 vfy* file fixer

text handling - inside the file

build quick way to key in a file
 edit text editors
 uemacs*
 ved*
 list display text file to screen or other device
 dump* any file to screen in both hex and ascii
 more* inspect a file in orderly, paged way
 vu*
 cmp compare two files byte by byte
 diff* compare two files and display the differences
 grep* look for patterns inside a file
 egrep*
 fgrep*
 sort* the contents of a file

load processes

mdir list all the modules in memory
 mfree list unused memory blocks
 smap* show pages of system space used/unused
 mmap show blocks of RAM used/unused
 load open a file, load all the modules found inside
 link a module is unloaded when link count=0
 unlink
 save* a module from RAM to a file

run processes

shell	command interpreter
ex	run a program with no shell under it
iniz	create and destroy active devices
deiniz	
procs	display running procedures, kill by ID #
kill	
setpr	give a process more or less CPU time
echo	send printable characters to screen or device
display	send any character string to screen or device
wcreate	make a new window. (<i>else use 'display'</i>)
iniz	create and destroy active devices
deiniz	

build/configure OS

date	display or set the date and time
setime	
config	early boot creator. use a *gen tool instead
os9gen	create a new bootfile from a list of modules
ezgen*	bigger, better os9gen
kwikgen*	
cobbler	write current boot+patches to a bootfile
kutil*	read/write a disk's kernel track
modpatch	modify modules in memory
ipatch*	
patch*	
montype	set composite, rgb, or monochrome monitor
tmode,	set parms for (t)erminal or (x)erial port
xmode	
tuneport	tweak the bitbanger port's timing

help!

error	show text message behind the error number
help	the 'man page' system for OS9 commands
/dd/DOCS	text files for commands not in help

users

tsmon	on serial port activity, call login
login	get username/password, set up user session

And we haven't even got to MultiVue yet, much less common applications! I guess I'll have to write another one of these. Next issue, then?



CoCo Art courtesy of Ron Delvaux



CoCo Art courtesy of Erico Patricio Monteiro

A year of MAME update

by tim lindner

The work I do improving the CoCo drivers in MAME is very satisfying. We think of the CoCo as a simple, fully understandable machine, yet I am always running across problems. With that in mind let look at what I did. My work is divided into GitHub Pull Requests. These are formalized source code patch sets that are required narrow in scope and easy to understand.

On November 21, 2020, PR #7496 was merged. In this one I found I was resetting the chips in the Speech/Sound Pak in the wrong order. A reset is initiated by writing a one to address \$FF7D and then a zero. It turns out the Speech chip is reset when you write the zero, while the other chips reset when you write the one.

Then in December I created PR #7551 to adjust the PIA mirrors in a CoCo 3. Originally each PIA mirrored to a full 32-byte range. The CoCo 3 reduces this mirroring to just a 16 bytes range. This frees up for I/O addresses for additional hardware.

Also in December was PR #7589, add the MIDI Cartridge. The MIDI support in the MAME core is very mature, so this an easy add. I went into a lot of detail on my Blog: <https://tlindner.macmess.org/?p=700>
On January 4, 2021, in PR #7642, I fixed some Disk BASIC token values for IMGTOOL.

Later in January, under PR #7652, I added a Radio Shack printer emulation. Other serial printer from the era do not use the receive line as a status signal like Radio Shack printers do. This small change makes printing under emulation a possible because the signal is set properly. In March, I found a bug lister in MAMETesters.org for Radio Shack Tetris. <https://mametesters.org/view.php?id=7701> This resulted in PR #7881. Tetris programed the keyboard backwards and this corrected the emulator.

Later in May, I was able to fix a sound issue in Radio Shack's Arkanoid. Pull request #8060 changed the way a timer fires when the timer pre-scaler is set to zero. I wrote about this on my blog as well: <http://tlindner.macmess.org/?p=762> Pull request #8075 took more than three years to write. Simply put is fixed the light-gun support in the CoCo 3 driver. It did this by correcting how the MAME core keeps track of the emulated CRT timing.

May's PRs #8078 and #8085 fix a problem with Skiing on the CoCo 3. The game bashes the PIA's data direction register

during game play. But the driver thought it was bashing the data register because it was keeping track of the control bit like a real GIME does.

PR #8099 fixes a problem where disabling a single joystick disabled all joystick buttons.

Under PR #8104, I added the CoCo Max Hi Res input module. I also fixed a VDG bug so CoCo Max would correctly display it screen.

Then on June 4th, I change the default type of disk drives available to the CoCo drivers. Previously you were only able to add "quad density" drives. Now you can also add 5.25-inch double density and 3.5-inch double density drives. Later I change the MC10 driver to have an honest to goodness slot system in PR #8184. This allows writing expansion devices that can be connected to the expansion port. I changed the MCX128 driver to be a slot device like it is in real hardware.

PR #8223 fixed MAME Testers bug #7305 (<https://mametesters.org/view.php?id=7305>). This exposed a problem with playing sound by modifying the PIA's data direction registers.

Through the prompting of Nathan Woods, I corrected the timing of the GIME timers in PR #8223.

In August I fixed a problem choosing the root path in the user interface menus. PR #8443.

And finally, PR #8519 was merged because Ciaran Anscombe notified me the English pound and curvee f symbols were incorrectly shown on the CoCo 3 driver.

That is the work I did this past year on MAME.



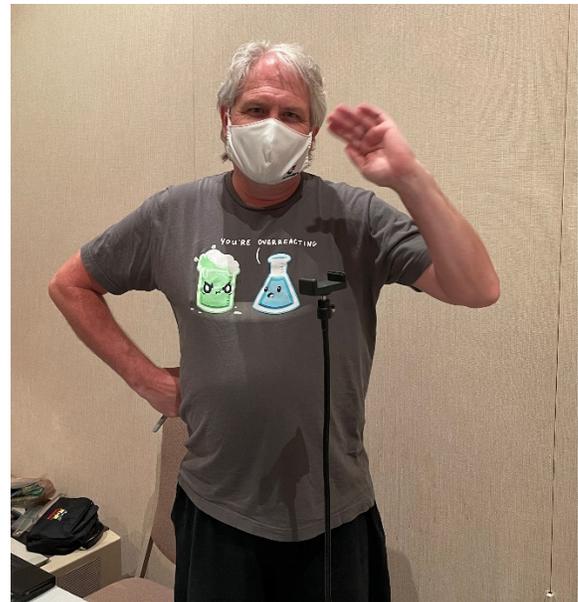
Vintage Computing Festival Midwest #16

Words and photos by Steve Strowbridge

VCFMW #16 took place September 11th and 12th this year, and once again, another great event put on by Jason Timmons and Michael Lee and the rest of the folks who run and organize it. If you've never been to a VCFMW event, it's like a CoCoFEST! only much bigger, and covering a much wider spectrum of retro tech and going further back in time any TANDY or TRS-80 even. If you're a fan of this stuff, this is geek heaven. We had a great CoCo consortium this year like we did back in 2019 B.C. (Before Covid) and a great time was had by all. As a bonus, at the end of the event, we got to head over and get a sneak peek at the Holiday Inn where CoCoFEST! Was to be held and got to see the venue in advance. Pictures are worth thousands of words, and the pictures that follow, and the memories they captured, are priceless. Being somewhat new to coming to the Chicago area now on an annual or semi-annual basis, a few eating establishments have become traditional stomping rounds, too. When at VCF or CoCoFEST! Be sure to check out **Portillo's**, it's kind of like high-end "fast food" not quite as fast a burger chain, but quick, made fresh to order with quality meats and amazing delicious. They are most known for their Italian beef sandwiches, have great burgers, dogs, and salads, and on the decadent side, try the chocolate cake shake. On the slighter higher end side, a great dinner can be had at both **Fire and Wine** and **Lou Malnati's Pizzeria**.



Jason Reighard



Jim Brain



Stevie Strow & Evan Wright



Jim O'Keefe and Malcom Ramey



Stevie & Tim Franklin



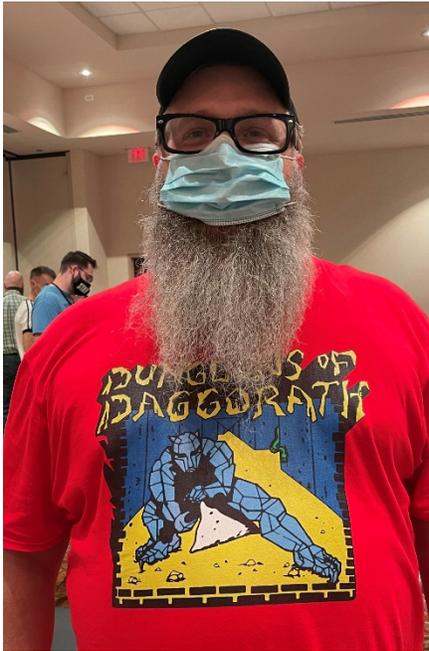
Stevie & Randall Kindig



Jason Reighard, Stevie Strow, Maiden Ariana, Grant Leighty, Richard Lorbiesy



Stevie & Salvador Garcia



Stevie, Tony, and Linda Podraza



Fire and Wine



Portillo's



Stevie & Brian Schubring



Stevie & Eric Canales



Belle Brain & her baked goods



Dinner @ Lou Malnati's Pizzeria, Stevie, Linda, Brian, Tony



Richard, Belle, Jim, Grant, Jason, Sarah, Eric

Vic-2020

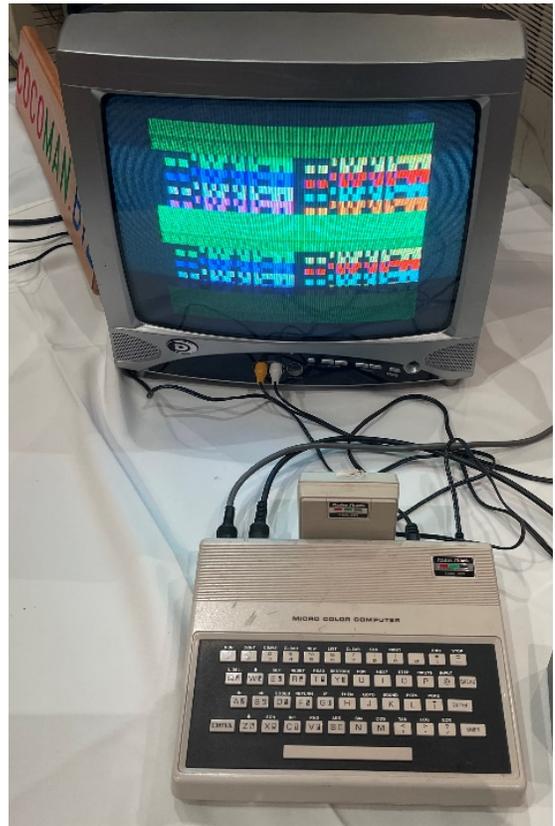
Homebrew VIC-20 clone

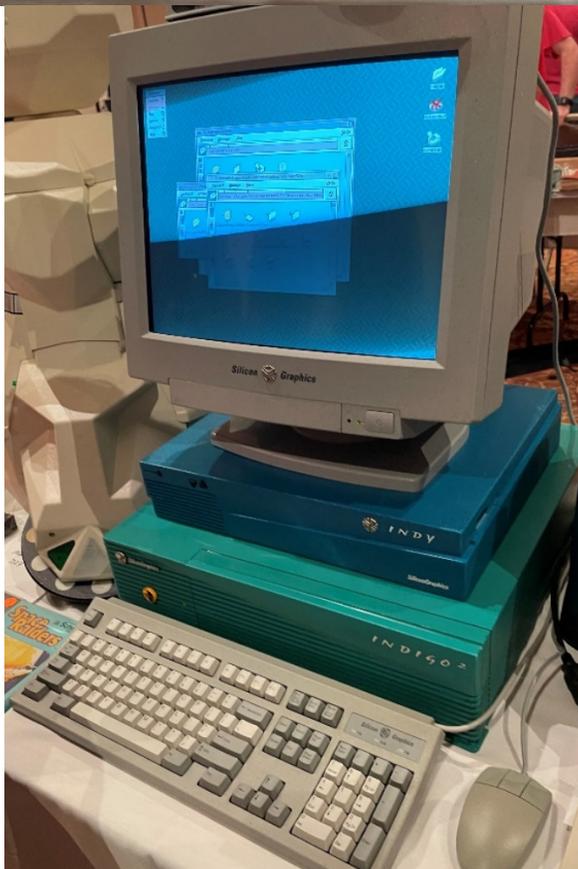
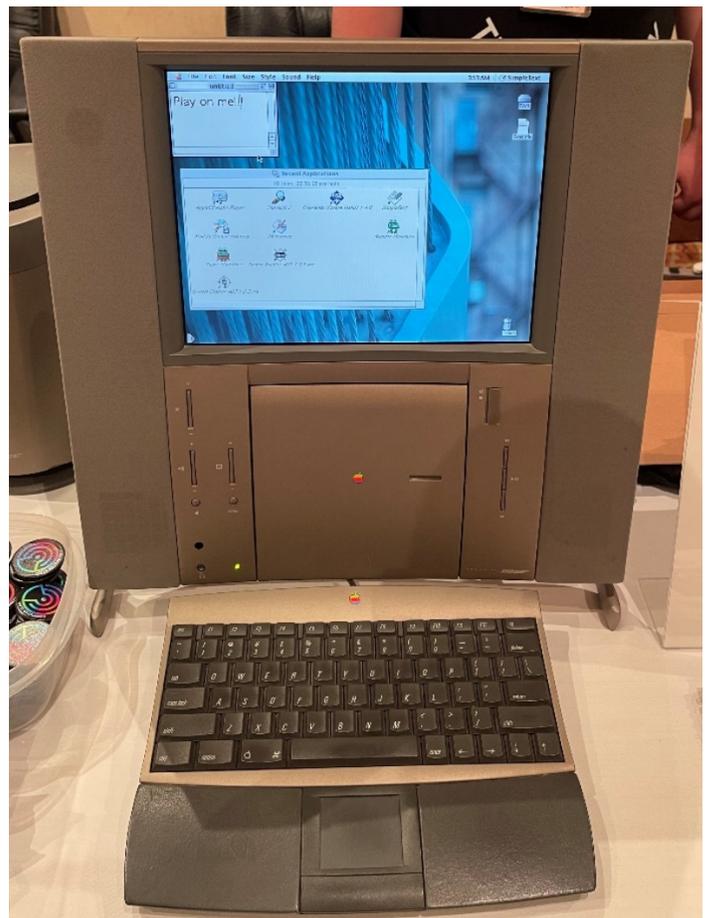
PCBs Available

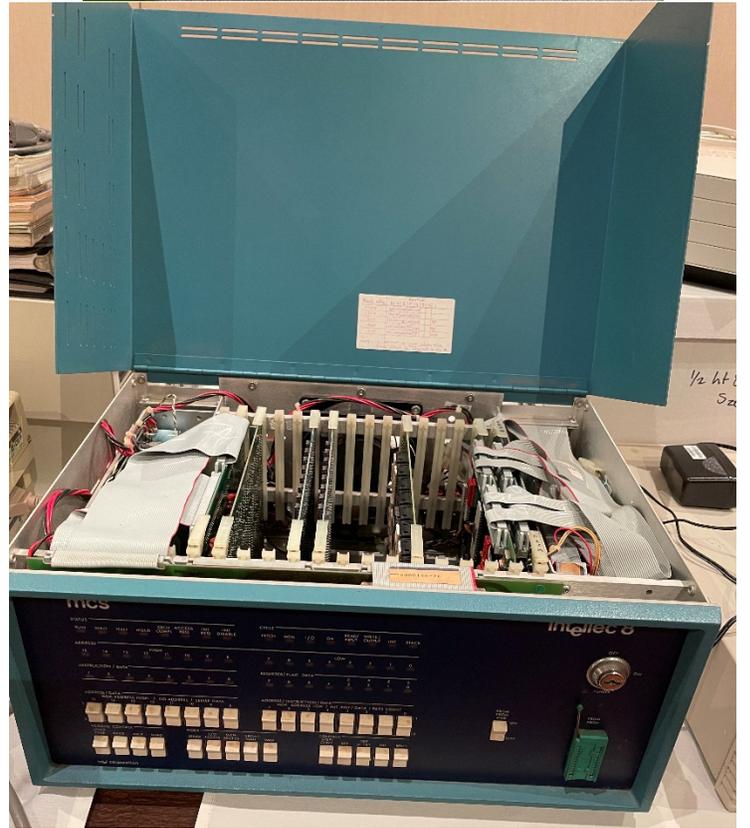
Project Information:
[Bitbucket.com/danwerner21/vic2020](https://bitbucket.com/danwerner21/vic2020)

This project is an implementation of a VIC-20 (mostly) compatible computer. The project is built using a combination of 1980's era components (7400-series logic) and more modern components-- such as a modern 6502 variant and 512 KiB SRAM and 512 KiB Flash ROMs. The only hard to find component is the MOS 6560 VIC video chip -- and it is my hope to follow up this project with a project to replace that chip with a FPGA replacement, providing the open source community a full path to re-creating the VIC-20 with all new components.











CoCoFEST! New Venue – Holiday Inn Elk Grove, IL



This is the main exhibit area which is easily twice the size of what he had at Heron Pointe, the auction and presentation rooms are off to the right of this photo and shown below:





CoCo News!

Curated by L. Curtis Boyle
Cherry picked by:
R. Allen Murphey
Tim Lindner & Salvador Garcia

2021-06-12

MODERN 682X REPLACEMENTS?

Pedro put up a video showing the results of his testing replacing the 6821 PIA (and possibly the 6822 also used in later Coco's) with a WDC (Western Design) modern replacement:

<https://youtu.be/dKoNHaTC9Lk>



RGB TO HDMI

He also put up a video showing him hooking up his Coco to HDMI using an open source design that he saw on Aaron Newcomb's Retro Hack Shack channel... and Aaron is our guest next week! He hit a few issues on his implementation of the board, which he discusses in the video:

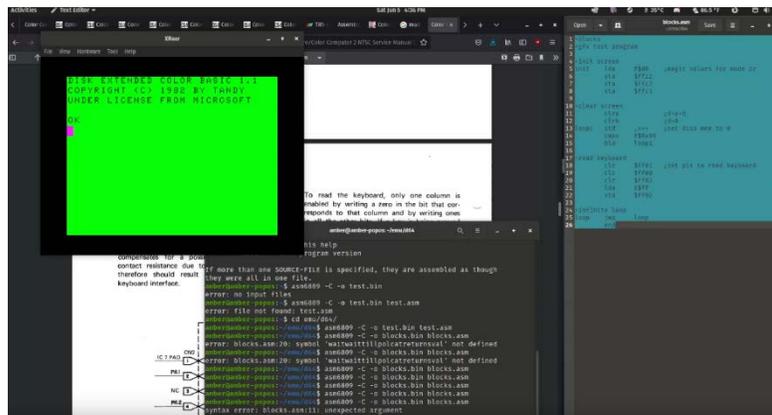
<https://youtu.be/EOPGrf49eH4>



COCO ASSEMBLY

Amber's Vibe Corner on YouTube did another short 6809 Coco assembly language example. Our own John Laury added some comments about the differences between cassette and disk systems as to where a graphics screen normally loads:

<https://youtu.be/r4OH-lomqMs>



GOODWILL SCORE

"Nice Keyboard Alan" on YouTube put up a video of a Tandy Coco 3 system that he managed to get at his local goodwill... for only *\$30.00*! Sounds like plans on selling it, but I invited him to pop by the show to see what it's capable of. (note: some colorful language in the video):

<https://youtu.be/jmtDGB1IroU>



FD501-STYLE COCOSDC ENCLOSURE

Brenda Make uploaded the 3d printer files for making a CocosDC enclosure that is meant to look like a Tandy FD-501 disk controller:

<https://www.facebook.com/groups/1929079184021683/permalink/2878801185716140/>

Link to the project and it's files:

<https://www.thingiverse.com/thing:4880775>



MULTI-CONTROLLER

Nik Brisevac put up a photo of a new game controller that he made for his Coco, which includes a paddle and multiple buttons (and also a homemade Coco 3 case, where I notice that the ALT and CTRL keys are reversed):

<https://www.facebook.com/groups/2359462640/permalink/10159269826797641/>



RAINBOWFEST RETROSPECTIVE

Norm Lamoureux posted up some old pictures from a RainbowFest he was at in the mid 1980's, which includes pictures of people like Lonnie Falk, Coco Cat and Marty Goodman:

<https://www.facebook.com/groups/2359462640/permalink/10159266679117641/>



WHERE'S COCO?

Danielle O'Connor posted a picture of her massive keyboard rig - with two Coco's tucked in amongst them:

<https://www.facebook.com/groups/2359462640/permalink/10159266004027641/>



MC-10 TI ARCHEOLOGY

Retrograming arcade did a video showing him using a TI computer cassette deck with an MC-10, along with some homebrew BASIC games that he found on tapes that he got with the MC-10:

<https://youtu.be/XYIQGDMD7h8>



ALICE32/90 EDITOR ASSEMBLER

For those interested in assembly language on the Alice 32 and 90, Dillon Teagan uploaded the instructions for using the built in Editor/Assembler on those models to the Facebook MC-10 group:

<https://www.facebook.com/groups/731424100317748/permalink/3965836540209805/>



COMPUTERS THAT MADE BRITAIN

Raspberry Pi Press has released an ad video for a book: The Computers that made Britain (The home computer revolution of the 1980s), which features 19 computers made in Britain at that time - including the Dragon:

<https://youtu.be/n2QrKrQM8Ik>

**Instructions
Editor-Assembler
Alice 32 and 90**

Author: P. Lapierre

August 12, 2012

This document was prepared on the basis of the book:

"Guide de l'éditeur-assembleur"
Matra and Hachette Publishing.
September 1984.

DRAGON64 256K

Tony Jewell posted some pictures of a 256K RAM upgrade he did to his Dragon 64 based on Stewart Orchard's instructions:

<https://www.facebook.com/groups/dragon32/permalink/2926270504299266/>



METTOY

Tim Gilberts posted some labelled photos and a brief history of Mettoy, the toy making company, which also eventually produced the Dragon. A couple of Dragon photos are included:

<https://www.facebook.com/groups/dragon32/permalink/2926476690945314/>



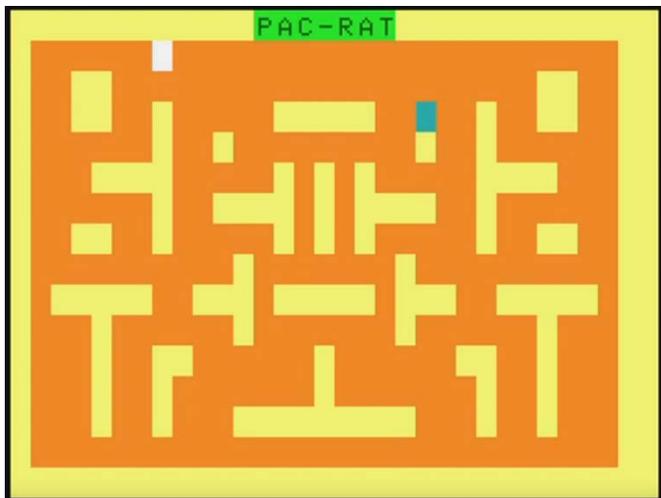
Marketing assistant Wendy Barker with a Dragon

Data computer in 1983 (Image: Mirrorpix)

PAC-RAT

Jim Gerrie released several other 10 line BASIC games: Pac-Rat, also based on the APF Imagination Machine. The goal is to get up to 30 pieces of cheese as fast as possible while maneuvering through the maze (most of the time you will run out of time before getting all 30):

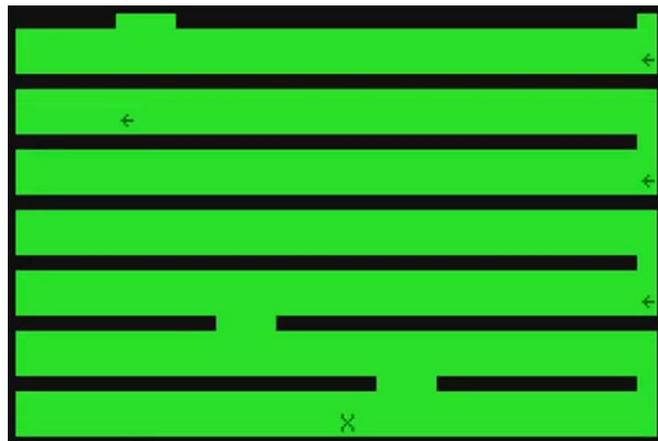
<https://youtu.be/fWHOaD78wQg>



JUMPING JACK

Jim Gerrie also released Jumping Jack, which is inspired by a game on the Spectrum (this fell into the 10 lines, all no longer than 72 characters/line, category):

<https://youtu.be/OAQqQoGqYvE>

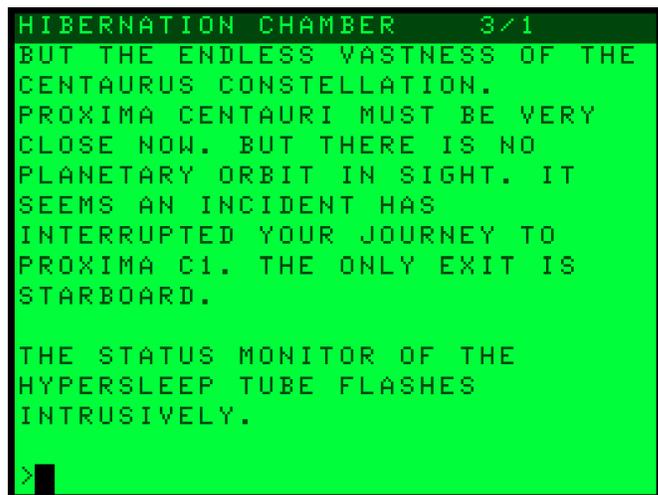


HIBERNATED-1 DIRECTORS CUT

Stefan Vogt will be our special guest on June 26th to talk about his new Infocom engine based game, Hibernated 1: Director's Cut, available as free digital download from its itch.io page, and available in August as collectable in a full color box with manual, etc. This game runs on 25 different platforms including both the Coco and the Dragon. You can try the game for free, and then ask him questions about it during the live interview!

Download/info page:

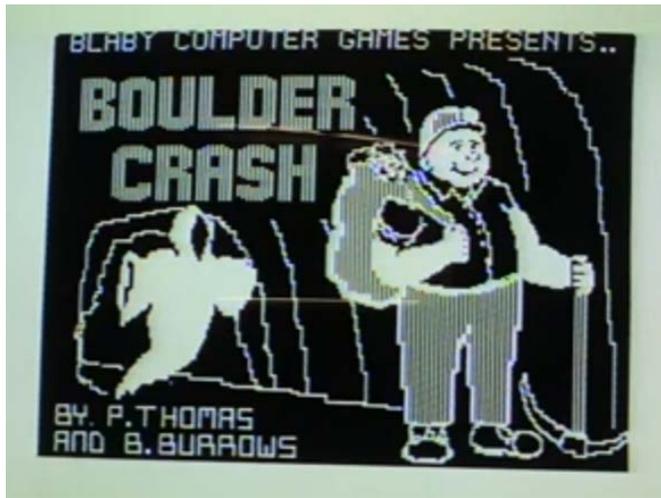
<https://8bitgames.itch.io/hibernated1>



DEMON ATTACK FOUR PLAY

The Laird's Lair did a 4 way comparison video of Demon Attack on the Atari 8 bit, Coco 1/2, Commodore 64 and TI/99-4A:

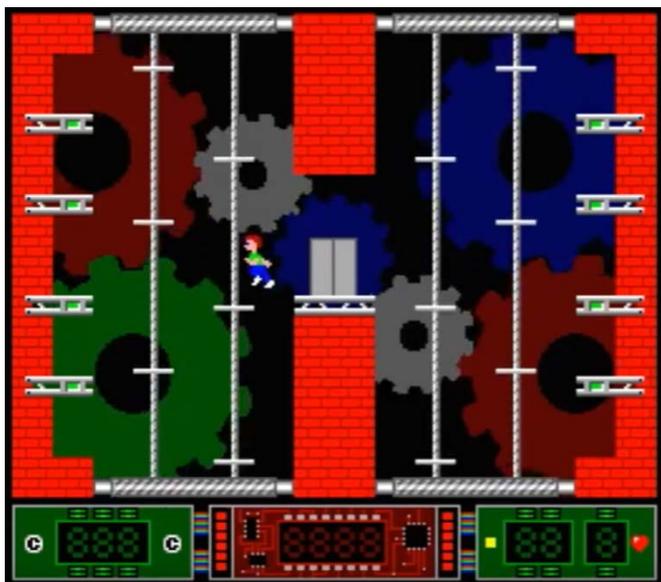
<https://youtu.be/p2Za-nzRE4s>



ZERO HOUR CHAPTER 7

Nick Marentes has the latest blog update on his game in development, Zero Hour, which goes into character movement, and includes a video:

<https://nickmarentes.com/ZeroHour/07.html>



2021-06-19

RACING THE BEAM COCO-STYLE

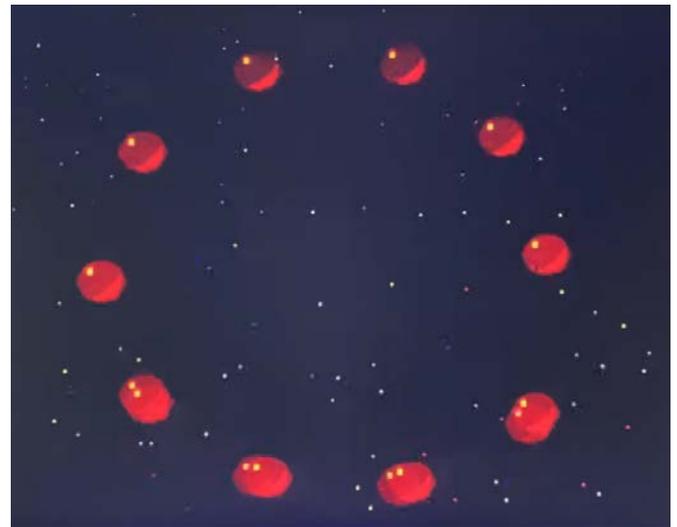
Glen Hewlett (of PacMan transcode fame, amongst other things) put up a video demonstrating smooth, non-flickering sprite animations (on top of a moving starfield no less) that does NOT require double buffering at all. This saves 32K of RAM by not needing a second screen, and is based simply on keeping track of where the scanline is, and not drawing at the active scanline location. It also features a looping background sound sample.

He described the technique on an earlier blog post from this past November:

<https://nowhereman999.wordpress.com/2020/11/22/williams-hardware-scanline-interrupt-and-a-new-way-to-update-sprites-on-the-coco3/>

Video/audio demo (on real hardware):

<https://youtu.be/vH-dA7k3RCo>



Source code and disk image download here:

<https://github.com/nowhereman999/CoCo-3-Scan-Line-Demo/tree/main>

FLASKPAK

Jim Brain @ Retro Innovations has the FlashPak now for sale in his store (in a variety of methods from raw parts you put together yourself up to fully assembled with it's own case). This is 512K Flash ROM pack that features the MMU style bank switching hardware used by the Robocop and Predator cartridges (so that you can make a program >32K), and is flashable from the Coco itself, with no modern computer required. It works on the Dragon and Coco lines of computers. Announcement on Facebook:

<https://www.facebook.com/groups/2359462640/permalink/10159278971067641/>

Github with sample sourcecode, etc.:

<https://github.com/go4retro/flashpak>

Store link to view the product and buy it (prices range from \$3.00 USD for the circuit board only up to \$40.00 USD fully assembled with case):

<https://store.go4retro.com/tandy/flashpak-512kb-coco-dragon-flash-cartridge/>



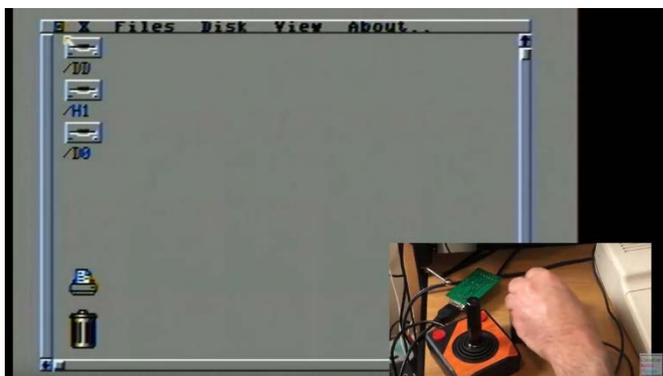
COCO IMAC

Pedro (Rocky Hill on YouTube) put up a video showing him combining two projects into one: Putting a Coco 2 display (using RGB2HDMI combined with an HDMI to VGA converter) onto his iMac G3 DV screen:
<https://youtu.be/9cuOCFqIWnc>



CANADIAN RETRO THINGS VERSUS EOU

Canadian Retro Things (Ken) put up a video showing his first usage and installation of NitrOS-9/EOU (We have now linked to this from the main EOU site as well):
<https://www.youtube.com/watch?v=ybFl1FwN7Rg>

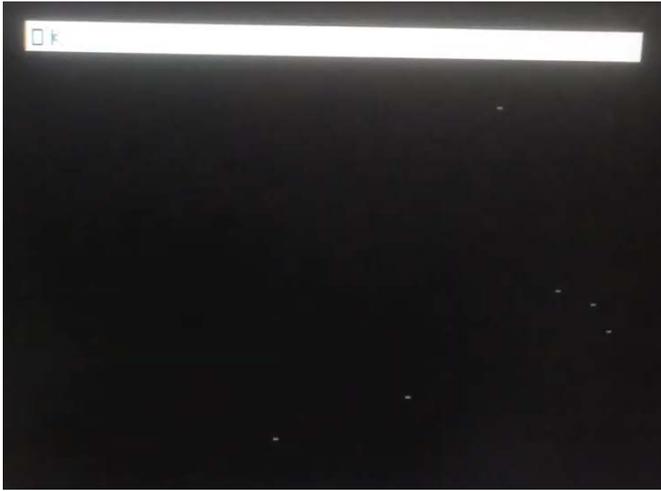


RGB2HDMI COCO2 ARTIFACT NOISE?

Pedro also did a follow up video showing his using Aaron's RGB2HDMI solution on his Coco 1, which cleaned up a lot of the noise he saw when using this solution on the Coco 2. Now he has to figure out what is different between them that causes the noise on the Coco 2...
<https://youtu.be/vix40zV71jA>

ALICE32 ADVANCED TEXT MODES

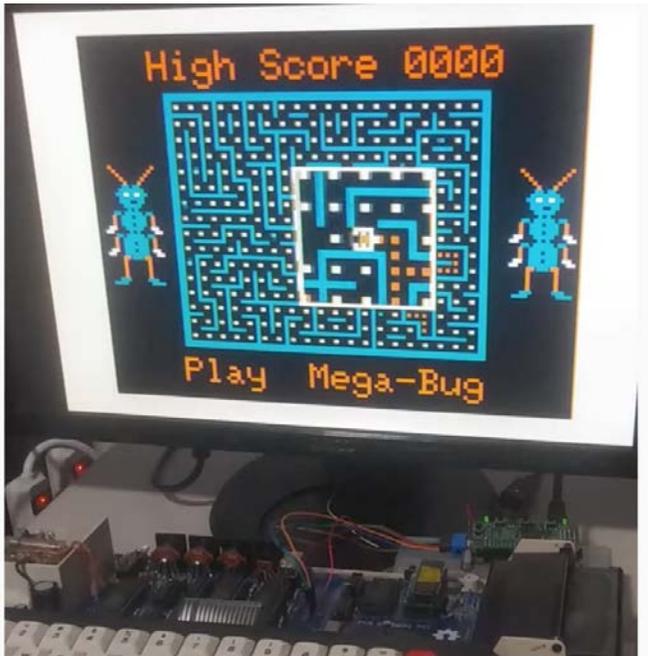
Robert Sieg did his first assembly language program test on the Alice 32, using it's more advanced text modes:
<https://www.facebook.com/groups/731424100317748/permalink/3968292606630865/>



ARTIFACT NOISE QUICKLY RESOLVED

And, lo and behold, late Friday (June 18) night, Pedro posted a video on that as well:

<https://youtu.be/JUtvEzaimNo>



THE COCO SHOW 21: POLARIS

Boat & Aaron have released the next episode of The Coco Show, spotlighting the Missile Command clone, Polaris:

<https://youtu.be/34yEIHya5ZA>



FROGS PUZZLE GAME

Jim Gerrie released Frogs, a port of the game by People's Computer Company magazine originally written by Mac Oglesby from way back in December of 1974! Its not Frogger. It seems to be a puzzle game of sorts?

<https://youtu.be/TEZhle056yM>



CUTHBERT DRAGON: SHAOLIN MASTER PLUS

Cuthbert Dragon has put up more real hardware gameplay videos of the Dragon in action. Ones to highlight this week: Shaolin Master Plus - we have shown this before, but unlike the previous video, Cuthbert knows how to play it. It now appears to be kind of a cross between the Karate Champ and Kung-Fu Master games from the arcade:

https://youtu.be/3AX5_5B-O3U

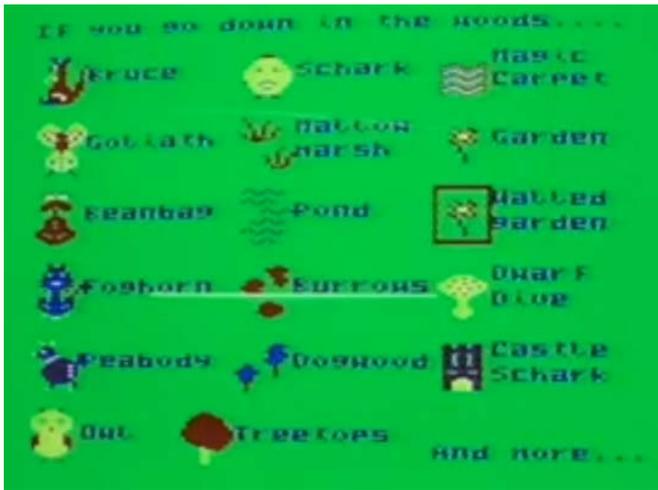


CUTHBERT DRAGON: TANGLE WOOD

And a really cool RPG / adventure game hybrid called Tangle Wood, which I don't think that we have seen before. From what I can tell, you wander through an outside map (like in Ultima style games, but you appear to be start as a kangaroo (? - but you can apparently change?)), but then you can go inside some things where it turns into kind of a platformer.

But, while you are outside, you can also type in some text adventure style commands as well. Really interesting hybrid style game:

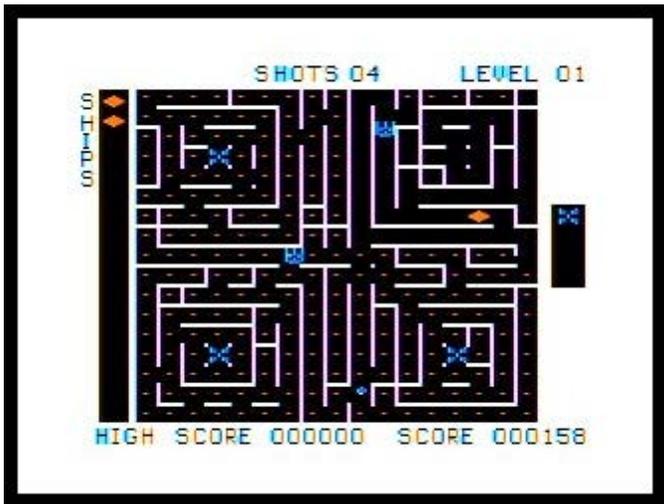
<https://youtu.be/44KEXFr2f7M>



T&D MAZEY

Richard Kelly highlights another Coco 1/2 game from issue #110 of the old T&D Software magazine, called Mazey. It includes some screenshots in the comments, and a good description of game (which I believe is an original game). I have never tried it; anyone else? He put it up for download in the Coco Facebook group:

<https://www.facebook.com/groups/2359462640/permalink/10159291496662641/>



ZAXXON COMPARISONS

RetroMantra on YouTube did a comparison video of various versions of Zaxxon, including the Coco and Dragon (with the Dragon's PAL colorset), amongst many others:

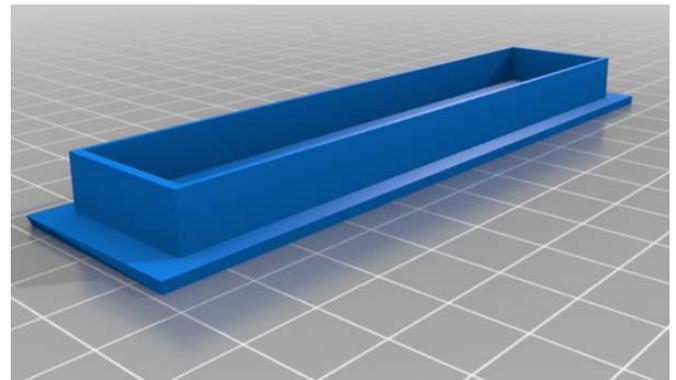
<https://youtu.be/0Tab9QIk8VA>



2021-06-26 (Episode 218)

MEGA MINI MPI SLOT COVERS

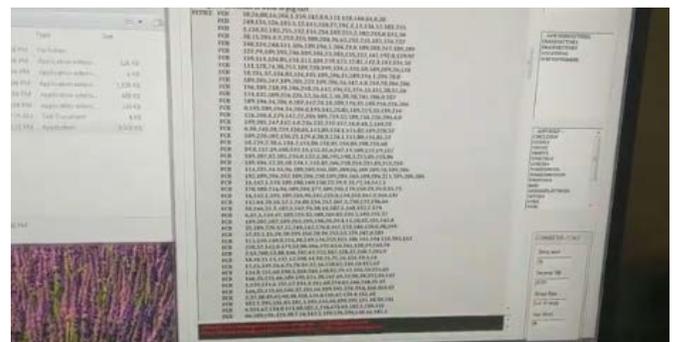
Steve Norton has uploaded the design for a slot cover for the MegaMiniMPI (from zipsterzone.com) for those that one spacers rather than just open connectors, to thingiverse.com: <https://www.facebook.com/groups/2359462640/posts/10159301475402641/>



PSG FLASHING

Sheldon MacDonald put up a video showing his progress in flashing the PSG card ROM's, right from the Coco, which he eventually will have a menu select for multiple games on the ROM:

<https://www.facebook.com/groups/2359462640/posts/10159304910127641/>



WILLIAMS COPY PROTECTION

Glen Hewlett posted a blog entry about some of the copy protection routines he found when going through the William's arcade game Joust, which he is attempting to transcode to the Coco 3. The fact that he found multiple layers of it has him now suspecting that the reason his earlier transcode of Defender (which he has demoed at CocoFest) was randomly crashing may be because he had not found/disabled *all* of the protection in that game, which increases the chances that he may be able to finish that one: <https://nowhereman999.wordpress.com/2021/06/23/found-some-copy-protection-code-in-joust/>

```
... ;8636 F320
JSR_85C1:
LDX $8636 ;85C1 BE8636
LDD #50022 ;85C4 CC0022
Branch_85C7:
ADDA ,X+ ;85C7 AB80
DECB ;85C9 5A
BNE $85C7 ;85CA 26FB
CMPA #532 ;85CC 8132
BEQ $85D6 ;85CE 2706
LDX [$A008] ;85D0
AE9FA008
INC 1,X ;85D4 6C01
Branch_85D6:
RTS ;85D6 39
```

TRIAD REVIEW

Brenda Make posted a review of the Cloud9 Triad 512K RAM upgrade she just installed in her Coco 3: <https://www.facebook.com/groups/1929079184021683/posts/2889862481276677/>



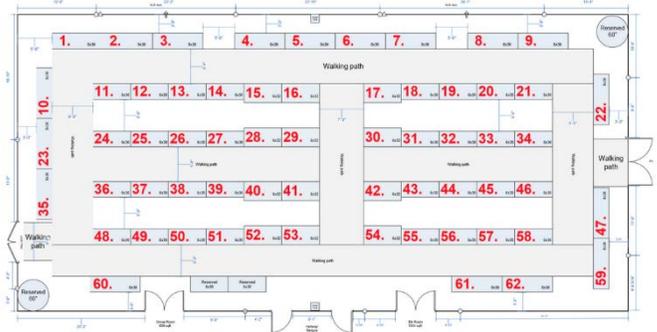
COCO3 IN-STORE DEMO

Nice Keyboard Alan on YouTube (who was contemplating selling his Coco 3 in a previous video we watched), has decided to keep it for awhile, and actually has it set up now in a computer store so other people can try it out. He is now in the midst of moving, so he likely he won't have any new videos for a few weeks: <https://youtu.be/PXNnFip0WO8>



COCOFEST REGISTRATIONS OPEN

Table & dinner registrations for this November's rescheduled CocoFest are now open on the tandylist website: <https://www.tandylist.com/>

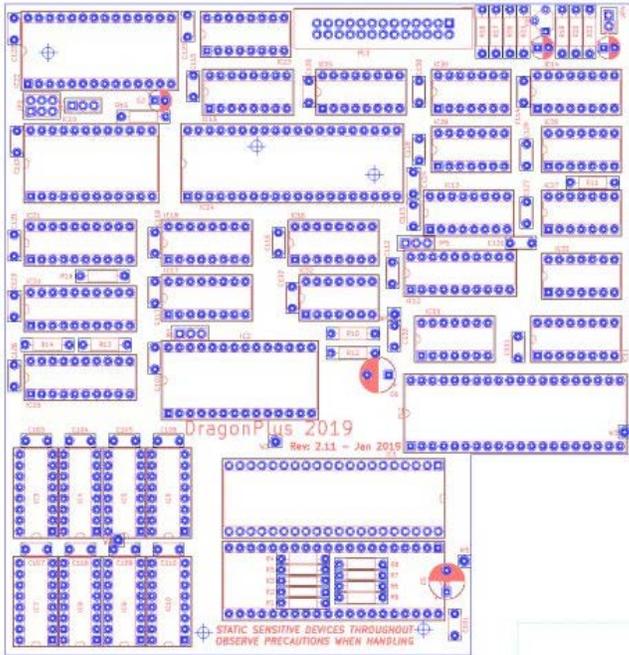


DRAGON PLUS KIT

Dragon Plus Electronics now has the Dragon Plus Board available in kit form for £65.00 (this is an upgrade for the Dragon 64, Dragon 200, or a Dragon 32 upgraded to 64K). This is the board that features:

- 80 column monochrome display
 - runs on a second monitor, leaving your VDG screen still useful (with the right software)
 - Has drivers for EDIT128, Flex and OS-9.
 - dedicated video RAM on board, so it does not take system RAM in OS-9 or Flex
 - 64K additional RAM that can be set up as a RAM Drive
- It now includes an extra 40 pin DIL socket for re-socketing your SAM chip. The board design is based on the original from 1985 that was sold commercially at the time.

<https://www.dragonplus-electronics.co.uk/product/dragonplus-board-for-dragon-32-or-64-kit/>



MC-10 Z-MACHINE

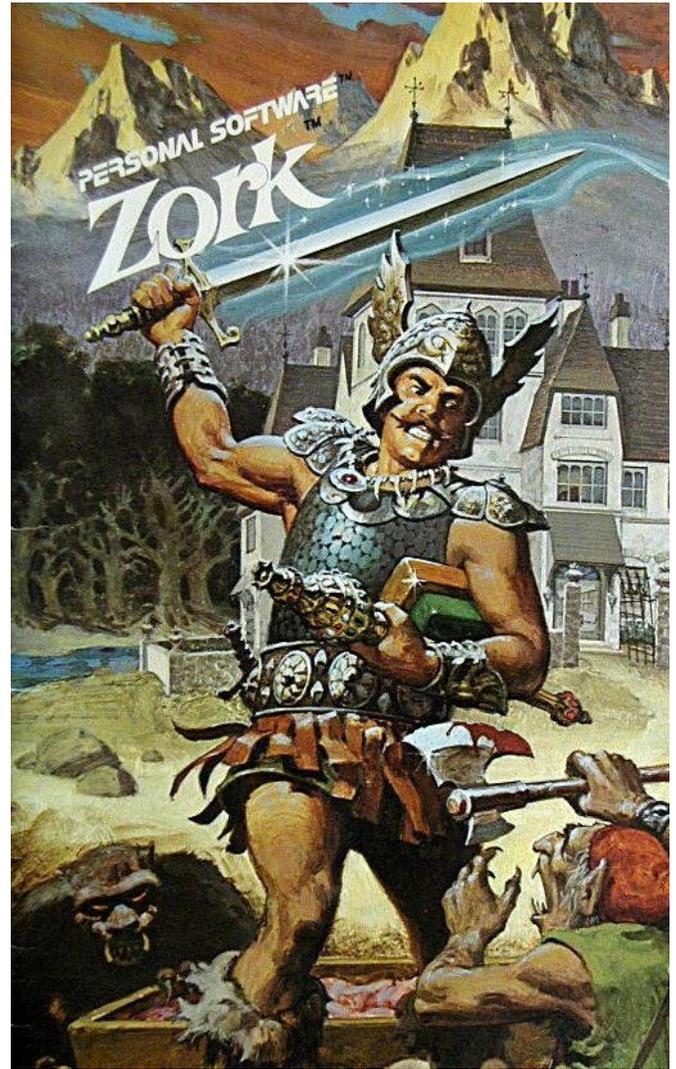
Darren Atkinson has ported the Infocom Z-Machine to run on MC-10's (or clones) with the MCX32-SD upgrade expansion. It should play most (if they fit) version 3 stories using that engine:

<https://groups.io/g/MC-10/message/19>

Download link for the program:

https://bit.ly/MCX_Z_Machine

Download link for a fair number of the Infocom files to try with it:



<https://eblong.com/infocom/#zork1>

CUTHBERT DRAGON

Cuthbert Dragon has done some other Dragon game videos for games that I have not seen before:

<https://www.youtube.com/user/MaryWinstead32/videos>

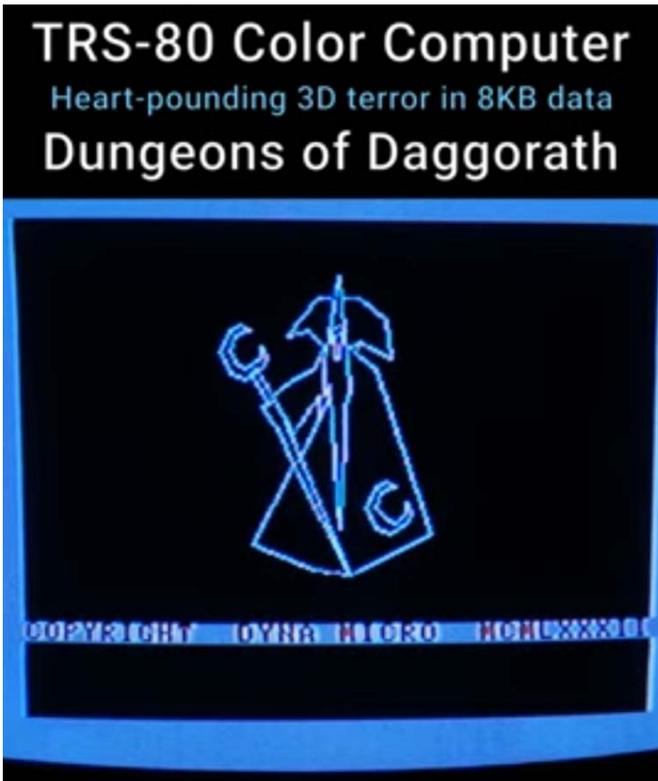
Of note: Folly Farm's Chicken Run, Lucifer's Kingdom, Dragon2 (This seems to be 3 different games in one? not sure if this came as a pack?), Pooyan (which uses a different color set than the US version), Olympia, Total Eclipse



DAGGORATH DEMO

CRT Worlds on YouTube did a 1 minute live play demo of Dungeons of Daggorath:

<https://youtu.be/YY0k3GhtPzM>



STARMAN JONES

Rob's Retro Rambles reviews Starman Jones in Caverns of Chaos on the Dragon:

https://www.youtube.com/watch?v=ryU3IY_8RFs



HARDWARE SCROLL

MrDave6309 on our Discord put up a video showing his use of the hardware scroll register for his upcoming Coco 3 game (on VCC in this video):

(use local copy of video on my desktop hardware_scrolling_game_demo.mp4):



2021-07-03 (Episode 219)

BARTLETT LABS COCO CARD

1) During this months TRS-80 Trash Talk live show/podcast, Peter Bartlett of Bartlett labs mentioned a Coco card that he is working on that has a multitude of hardware on it (SD hard drives, Ethernet, floppy controller, switch selectable booting of Coco 1,2,3 and HDBDOS, VGA out):

<https://youtu.be/fntCPnqzZuw?t=2442>



COCOCREW EPISODE 73

The Coco Crew has released episode 73, which includes a discussion about "CocoMania @ Tandy Assembly", which is what they are calling a Coco oriented Tandy Assembly this year, an interview with Torsten Dittel (who also helped us arrange our interview with Stefan last week), a rant by Neil on ebay, and a technical discussion on how to figure out if you are on a Coco 1 or 2, in software:
cococrew.org



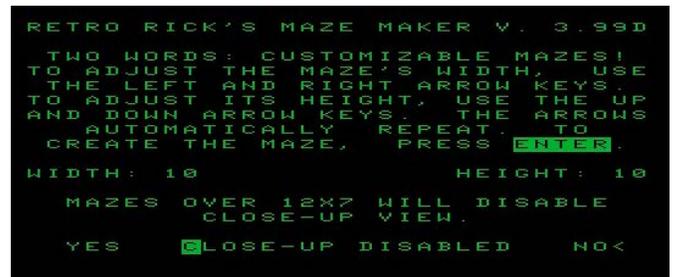
UNIVERSAL COCOPI

Ron Klein has announced that the latest version of the CocoPi is coming out soon, which will be a "universal" release that covers the RPi3, RPi4 and RPi400:
<https://www.facebook.com/groups/748644118674047/post/s/1595057920699325/>



RETRO RICKS MAZE-MAKING ALGORITHM

Richard Kelly has uploaded his latest "Retro Rick's Maze-making Algorithm" program (3.99D). The code is shrunk a bit. You can download it from the Coco Facebook group:
<https://www.facebook.com/groups/2359462640/posts/10159318721877641/>



NTSC FOR CP-400

Tony Jewell posted a question on the Facebook Coco group asking about how to convert a PAL-M version of the CP-400 Coco clone to run on NTSC. While that itself is not news, the photo he put up showing the CP-400 Color and CP-400 Color II (which show the switch from Coco 1 style chiclet keyboard to a more modern keyboard), is one of the best quality ones that I have seen:
<https://www.facebook.com/photo/?fbid=10160719694286756&set=gm.10159318367222641>



VCC 2.1.0D

Bill Pierce announced VCC 2.1.0d is out now, and it's enhancements include:

VCC v2.1.0d ???(July?)/2021

- Fixed bug which cause certain RSDOS word processors (EliteWord, VIP Writer, etc.) to skip every other line of text. - James Rye

- Eliminated the "Allow Resize" checkbox as I feel it's redundant. You should always be able to resize. - Bill Pierce

- Reset a few "default" values that had gotten changed. - Bill Pierce

- Add a "Custom KeyMap Editor" for making custom keymaps. - EJ Jaquay

- Mapped "BREAK" to "F12" (as well as "ESCAPE") to facilitate using <CNTRL><BRK> used by some games/applications. - Bill Pierce

- Updated the Manual - Bill Pierce

<https://github.com/VCC/VCC/releases/tag/v2.1.0d?fbclid=IwAROFUIY2hmtslNesn-m5EKcuxUioMw9LkwllGaEkKrOa8FQl9os3wvRT6Ws>

NOTE: There was a bug fix issued this morning for an issue using the arrow keys for joysticks.

[VCC.2.1.0d.Coco.3.Emulator.setup.exe](#)

[VCC.2.1.0d.Coco.3.Emulator.zip](#)

[Source code \(zip\)](#)

[Source code \(tar.gz\)](#)

KOALA PAD

David K on YouTube did a video showing a Coco Koala Touchpad he picked up at a garage sale, and some of the same quirks I noticed on it (like auto-centering when you lift the stylus):

https://youtu.be/5qnA4_awTpU



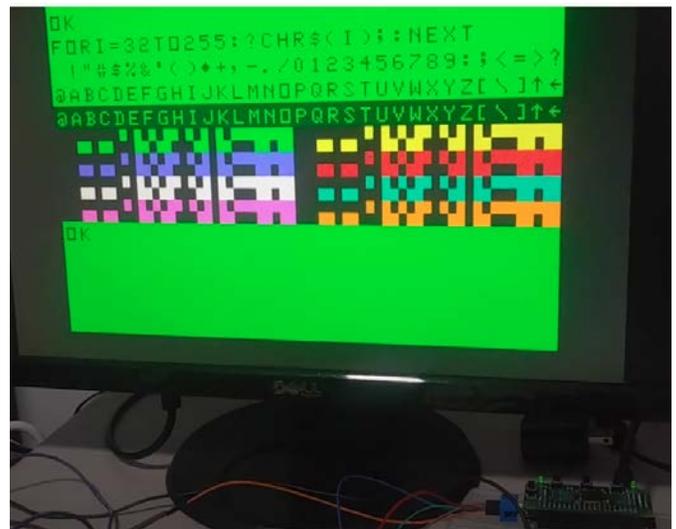
DORSETT COURSE ONLINE

Michael Pittsley put up a full series of videos showing Dorsett Courseware's Personal Finance multi-media educational software for the Coco 1/2. There are 16 lessons in all, and the videos range from about 11 & 1/2 minutes to 22 minute each: <https://www.youtube.com/playlist?list=PLQ5i3YBYtOKHcSxJa-b-KqNZGOKARWUCMf>



MC-10 TO HDMI

Pedro Pena (Rocky Hill on YouTube) posted a video showing hooking up his MC-10 to HDMI using an RGB to HDMI converter. He is getting a beautiful picture out of it, which he demonstrates with both the full VDG character set, and a quick demo of the MC-10 ML Tetris game: <https://youtu.be/DVpewK6XRqk>



DRAGON MSX 2+

Dragon Plus Electronics has released an updated history of the development of his Dragon MSX 2+ board (The one with sprites, etc.). John Whitworth will be ordering the final gold immersed boards for the kits very soon:

<https://www.dragonplus-electronics.co.uk/dragon-msx-2-board/>

John also put up a video showing him booting NitrOS-9 Level 1 for the 80 columns on the MSX 2" board (he mentioned

elsewhere that the RF on the 32 column monitor was particularly bad, but since that wasn't the purpose of the quick video, he didn't bother trying to fix it up):

<https://www.facebook.com/groups/2359462640/posts/10159317218552641/>

He also did a quick sound demo playing "Hey Jude" based on the sound chip included in the MSX2+:

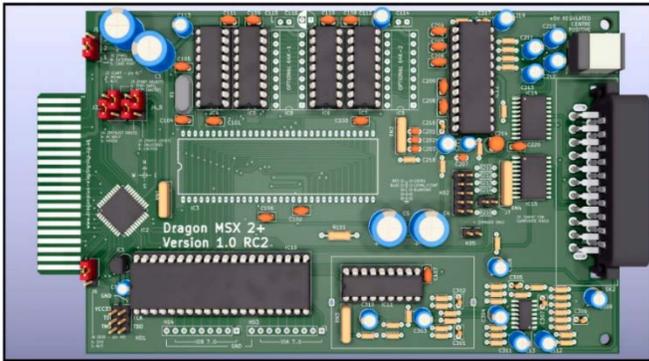
<https://www.facebook.com/groups/2359462640/posts/10159316972292641/>

He also did a demo video to show off the card as a whole... all written in a modified BASIC, from what I can tell:

<https://youtu.be/REYXSoapkUI>

He additionally did another video showing the first tests of using the Wordpak 2+ board's V9958, which uses some ML code from Pere Serrat, showing some of the color capabilities (video quality wasn't the best, John suspects his SCART cable):

<https://youtu.be/Yn7IGPhkcDg>



DRAGON MASS STORAGE

For those interested in what modern solutions are available for mass storage on real Dragon computers, and what features each of them support, user "Bluearcus" on the World of Dragon forums created a Google Doc to do just that (which compares the DragonMMC, CocoSDC, DragonDrive, Gotek & DriveWire):

https://docs.google.com/spreadsheets/d/1W_kEev31ZjU_dE1lU_upCMeqsvo-QG2Ez7yl-aXB_aQ/edit#gid=0

Product	DragonMMC	CocoSDC	DragonDrive	Gotek / HxC / Flashfloppy	DriveWire
Decoupler - what is it?	All in one SD/MMC cartridge solution	All in one SD cartridge solution	All in one USB drive cartridge solution including display and controls. Essentially a multi-ROM floppy controller card and Disk/Flashfloppy integrated together	Drive emulator. Must be used with an original DragonSDC or equivalent disk interface cartridge	Prefer port DriveWire interface connecting to a DriveWire server, which can take many forms - running on a PC, raspberry Pi or uDW microserver
Features					
Media type	SD or MMC card	SD card	USB stick	Gotek and Flashfloppy are usually USB sticks, HxC is SD card	Host PC hard drive / SD card in Pi or uDW microserver
Disk images supported	VDK, DDC/JVC	VDK, DDK/JVC, SDF	VDK, DDK/JVC, HFE	Support various VDK, DDK/JVC, HFE	VDK, DDK/JVC (headers must be 256 bytes)
Long filenames support	Short terns shown	No	Yes	Yes	Yes
Access files direct	Yes	Hardware support	Hardware support	Hardware support	Yes
Drive maintenance	Many	Many	One	Whether disk cartridge you obtain	DrivePlus Extension, DDKLOAD rom or from tape
Tape CAS support	Read and write	No	No	No	Yes for disk readiness
Cartridge support	Yes (read from file)	Yes (flash & 16k banks)	No	No	Yes using DrivePlus Extension
Explosion app	Yes	Yes	Not currently	Not currently	No
Autoboot facility	Yes	Yes	Yes	Generally yes	Yes using DrivePlus Extension
Snapshot support	Yes	No	No	No	No
Display	No	No	Yes (tiny)	Yes, varies	No
ATC	Yes	No	No	No	System time available from host over drivewire
Disk image integration	No	Yes with adapter	No	No	Yes
Jason's disc	No	Yes (file cart support, 8 banks) Yes, 4 file preprogrammed	No	No	No
CoCo support	CoCo 1.0, auto	Yes (adjust jumpers)	No	Yes - with suitable CoCo disk interface	Yes
OSD / HFE	Yes	Yes	Yes	Yes	Needed
Use with physical drives supported	No	Only with multipac	Yes	Yes	Yes

MSX2+ MAME EMULATION

Now that the MSX2+ board is stable, extensions to MAME allow use of it for developers, etc. So Nigel Barnes has posted a link on the Dragon page on Facebook to get the new version

of MAME that adds support for both the MSX2+ board, and now the Multipak as well, to the Dragon emulation:

<https://www.facebook.com/groups/dragon32/posts/2942948849298098/>

Also in support of this, John Whitworth has also uploaded a file to the Dragon group that contain the ROM's to enable the hardware, and includes some of the sample games that Pere Serrat has ported over to use the new hardware (either via MAME or the real thing). As usual, you will have to rename the extension to .ZIP:

<https://www.facebook.com/groups/dragon32/posts/2943091595950490/>

Post deleted.

CUTHBERT DRAGON UPDATES

Cuthbert Dragon has some more unique Dragon gameplay videos:

<https://www.youtube.com/user/MaryWinstead32/videos>

Notables:

Dragon Hawk

Return of the Ring

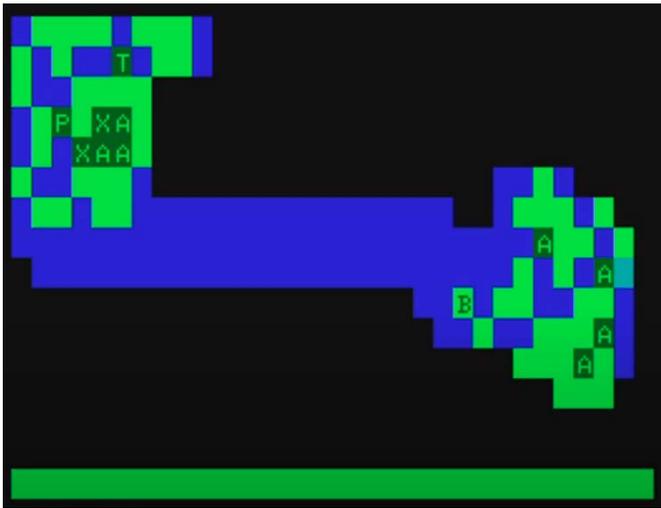
Lucifer's Kingdom (This is an updated video from his previous one, showing some of the different planets you travel to).



MC-10 EMPIRE

Jim Gerrie has a video up for the Beta version of his port of Walter Bright's 4X Ur game "Empire" for the MC-10 (the original is a turn based wargame, finalized in 1977 (Walter originally started it in 1971) for the PDP-10 minicomputer. It was later ported to a variety of systems (C64, Apple II, DOS, Window, Atari ST, Amiga):

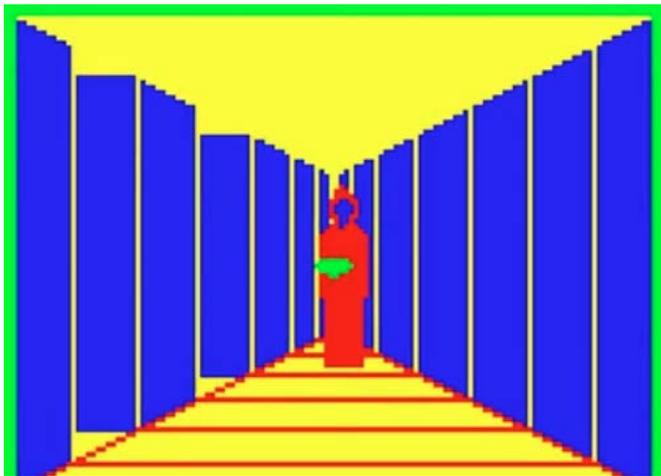
<https://youtu.be/GNkl1t8XceU>



PHANTOM SLAYER FPS

Tim Lindner pointed out that a new documentary on FPS (First Person Shooter games) is currently on Kickstarter, and has a trailer out. It actually briefly shows the 1982 game Phantom Slayer from the Coco (near the beginning, and again briefly at the end):

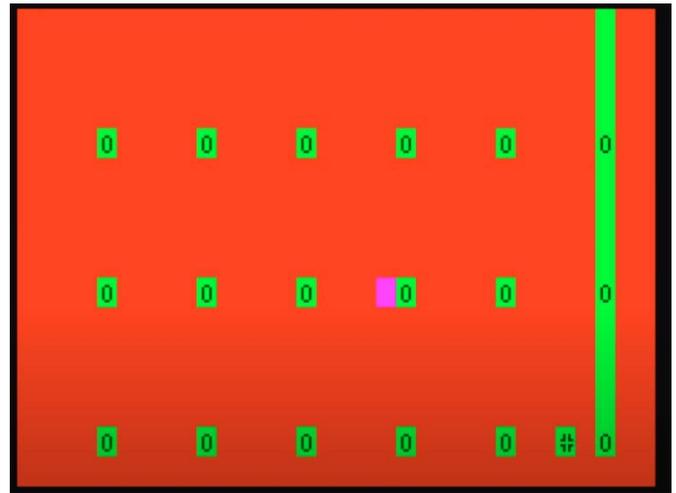
<https://www.kickstarter.com/projects/fandamental/first-person-shooter-the-definitive-fps-documentary?ref=dmpqmb>



DRAGON32 BLACK HOLE

The "I only did it for the Calculator Watch" channel on YouTube did a video for the game Black Hole for the Dragon 32 - two versions of it (one from 1983, one from 1984), that came from one of the Cassette 50 collections. The games are quite different:

<https://youtu.be/KRrOb4TieVY>



HDMI RALLY-SG

Pedro Pena did a game play video of Nick Marentes recent semigraphics game Rally SG - but using his Coco 2 with an RGB to HDMI convert playing on his modded iMac G3 monitor:

https://youtu.be/uUvrFmTp6_U



2021-07-10 (Episode 220)

RETRO RICKS MAZE ALGORITHM EXPLAINED

Richard Kelly has posted a PDF on the Coco Facebook group that explains how his maze generating program works (the one we talked about last week):

<https://www.facebook.com/groups/2359462640/posts/10159324577537641/>

He also put up a YouTube video explaining it (and demoing the Coco 3 specific version):

https://www.youtube.com/watch?v=bcNzbNiGo_8



RGB TO HDMI COMPARISONS

Pedro Pana has been experimenting with the RGBtoHDMI adaptors, comparing the base 8 colors of the Coco 1/2 on an old style NTSC tube TV to what the HDMI output is. Some colors are pretty dead on, but some are definitely off a bit:

CLS colors:

<https://www.youtube.com/watch?v=wPIHFHk4y48>

Game colors/artifacting:

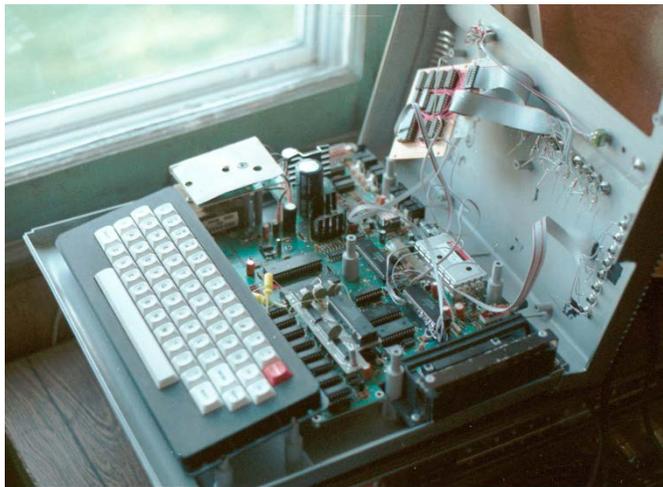
<https://www.youtube.com/watch?v=dPttAgc3Bog>



COCO MODIFICATIONS

Michael Golden shared a picture of his Coco 1 from back in the 1980's that he modified pretty heavily. While I have seen "RAM write protect" switches before (I way to load copies of copy protected cartridge ROM's to their proper address in RAM, and then you would flip the switch to disallow the Coco from overwrite the upper 32K), the CPU activity lights (based on which 4K RAM area was being read (green light) or written to (red light) I have never seen before. Awesome "hackers" computer!

<https://www.facebook.com/groups/2359462640/posts/10159334496267641/>



COCO KEYPAD

Nik Bresievac posted the gerbers up on the Coco Facebook group for a "small tactile switch Coco 1 keypad:

<https://www.facebook.com/groups/2359462640/posts/10159330996647641/>

He also made a separate post of him resurrecting his Coco 1 with an SVideo circuit, and a joystick/paddle that he custom made that also is tied into the keyboard matrix so that you can steer keyboard based games (that use the arrow keys) with the joystick as well!

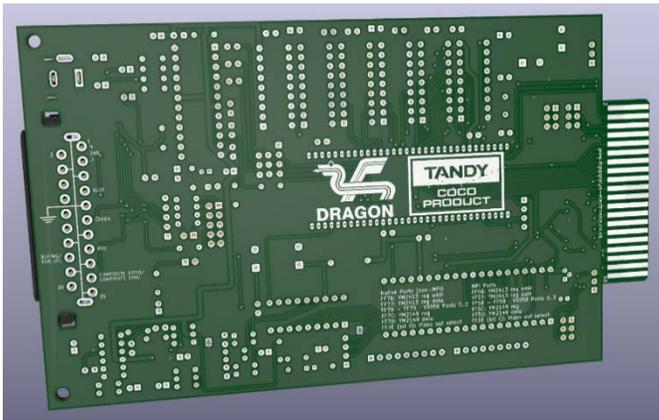
<https://www.facebook.com/groups/2359462640/posts/10159329414182641/>



MSX2+ RENAME

John Whitworth (who is going to be one of our *many* guests on next month's CocoTalk Dragon Special episode!) is taking suggestions for making an updated name for his MSX2+ board. Since it is now being targeted for both Dragons and Coco's, and some people were confused by the MSX2+ moniker (thinking it was actually a full MSX2 board on a card, rather than just the graphics and sound chips), he wants to rename it to something that is less confusing to the general public, and suggests that it is both Dragon and Coco compatible. John might have picked his final name already, but just in case, you can try leaving a suggestion to John on the Coco or Dragon Facebook groups:

<https://www.facebook.com/groups/2359462640/posts/10159330950367641/>



TANDY FAVORITES

Jacob over at Newsmaker Tech on YouTube (whom we covered a fair bit during SepTandy last year), put up a video of his favourite top 5 Tandy computers. Guess which computer came out as #1? (about 5:35 in)

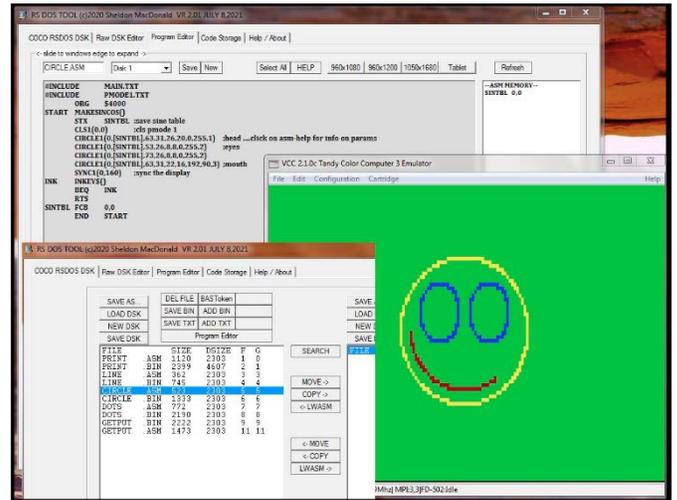
<https://www.youtube.com/watch?v=W-CqbOK7IRE>



RS-DOS TOOL

Sheldon MacDonald posted about an update to his RS Dostool on Facebook this morning:

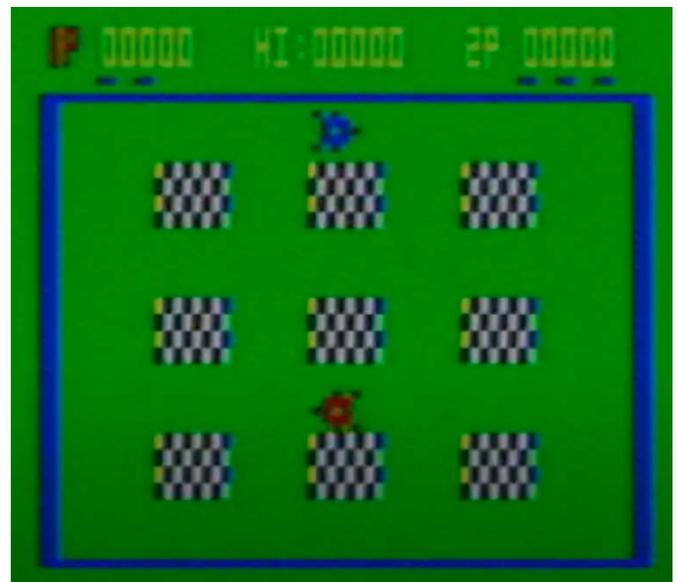
<https://www.facebook.com/groups/2359462640/posts/10159338408952641/>



MC-10 GAKKEN TV BOY

tanam 1972 posted a video about Gakken TV Boy (200X) (not sure what it is) running on the MC-10, which appears to be a medium resolution ML arcade game emulator on the MC-10 that I have never seen before:

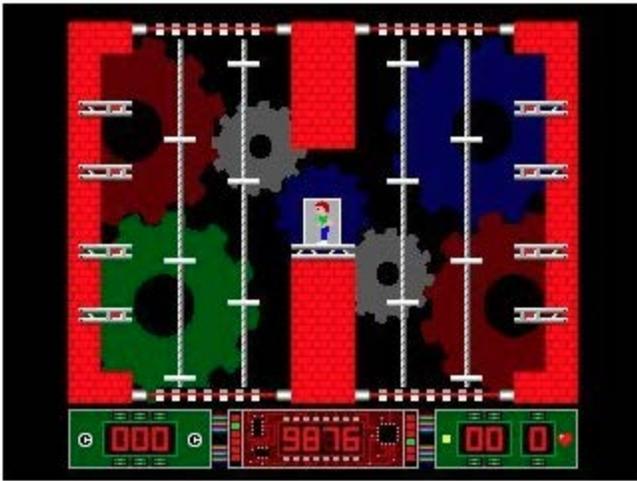
<https://youtu.be/wbMYrI1-PUQ>



ZERO HOUR UPDATE 8

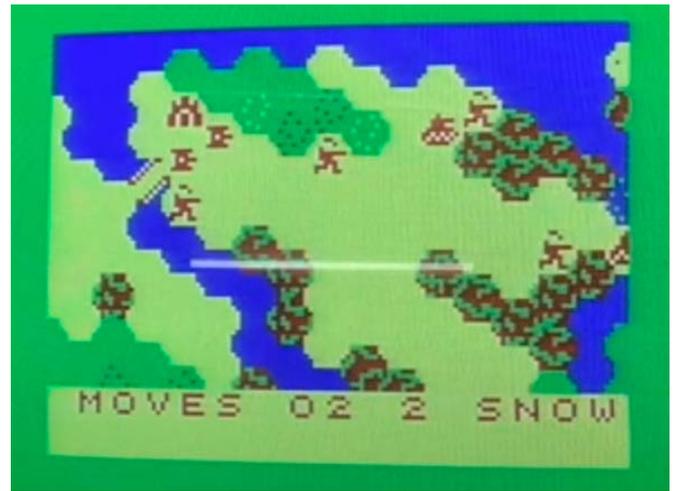
Nick Marentes has part 8 of his Zero Hour blog up:

<https://nickmarentes.com/ZeroHour/08.html>



COCO SHOW PITSTOP II PREVIEW

The Amigos have released a preview/no commentary video of the game they will be reviewing next month, Pitstop II: <https://youtu.be/Zhzn6y2l8SQ>



MC-10 BLASTAR

Jim Gerrie has posted another MC-10 game port, with some rather interesting history - Blastar, originally written by 12 year old Elon Musk (yes, *that* Elon Musk!) and published in a computer magazine in 1984): <https://youtu.be/rcNOjOm688g>



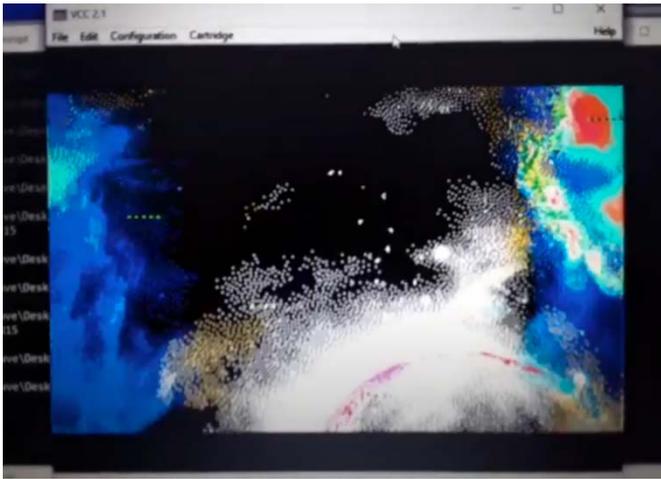
CUTHBERT DRAGON UPDATES

Cuthbert Dragon added some more gameplay videos (hopefully they stay up this time): (of note: Decathlon (not Olympic, and written in BASIC I believe), Dragon 32 Invaders, Desperado Dan (which we have seen before, but now shows the 2nd and 3rd screens with sea creatures & cars/houses, respectively), Taskship (Scramble type game), Sporting Decathlon (another BASIC game by the looks of it), Fantasy Fight, Albert and the Monsters (Space Panic clone), Kriegspiel, Crazy Foota 3. <https://www.youtube.com/user/MaryWinstead32/videos>



HARDWARE SCROLLING UPDATE

MrDave6309 posted a video on our Discord showing what he has learned so far using hardware vertical scrolling on the Coco 3, as part of his upcoming game mega-project:



2021-07-17 (Episode 221)

CUSTOM COCO1

Nik Brisevac has posted some photos of his progress on his custom Coco 1 system - including upgrading to Extended BASIC, his custom tiny keypad with joystick mods, etc. A RAM upgrade is next, and then the MiniMPI and SDC:
<https://www.facebook.com/groups/2359462640/posts/10159347708962641/>



RETRO LAB

Steve Batson shows off his Retro Lab, prominently featuring his Coco 3, MC-10 and Tano Dragon (amongst others). Beautifully done:
<https://www.facebook.com/groups/2359462640/posts/10159344943407641/>



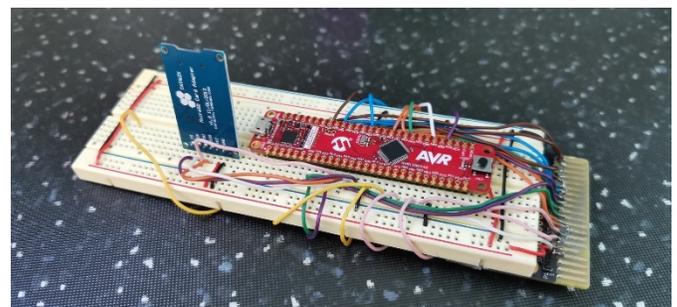
HARDWARE SCROLLING DEMOS

MrDavey6309 has a couple of Coco 3 hardware scrolling demo videos:
 One in BASIC:
<https://youtu.be/bxv5OJKNgcc>
 And ML (not totally finished yet):
<https://youtu.be/nC-wsVaQluM>



DRAGON PROTOTYPE BOARD

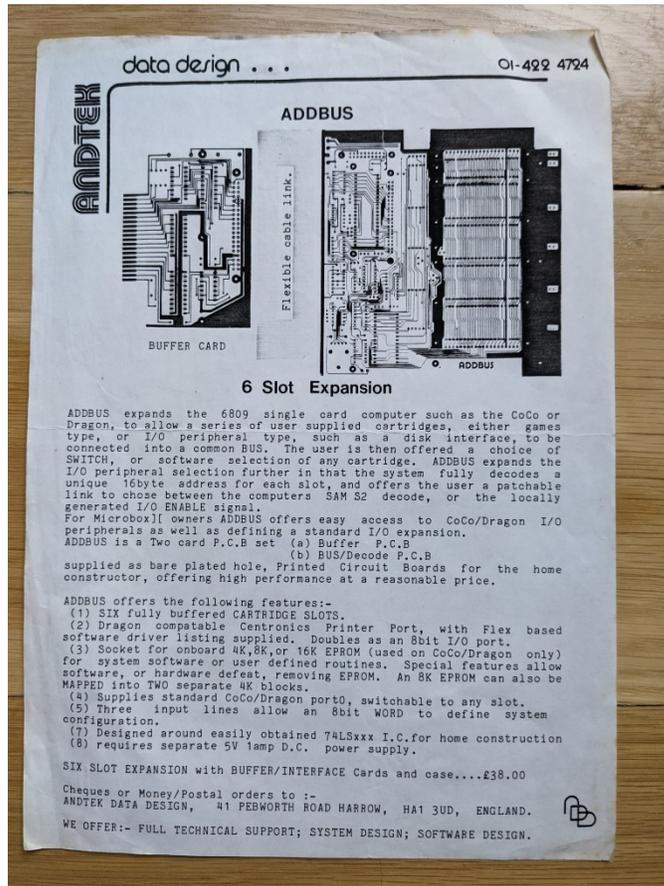
Tony Vincent posted about a prototype board for the Dragon that he is working on, and what he is thinking of using it for, in the Dragon Facebook group:
<https://www.facebook.com/groups/dragon32/posts/2952399875019662/>



DRAGON ANDTEK HARDWARE

Tony Jewell (who will be one of our many guests on August 14th's DragonTalk) posted on the Dragon Facebook group about some documentation for some Dragon/Coco hardware sold in the early 1980's by a company called Andtek, that I have not seen before. A 6 slot multipak style device (I have seen these from other companies at the time), and a special disk controller for FLEX that included on board RAM are both shown:

<https://www.facebook.com/groups/dragon32/posts/2954103704849279/>



<https://www.facebook.com/groups/731424100317748/posts/4058899604236831/>

His game entry on itch.io:

<https://jgerrie.itch.io/defender-10-liner-game-for-itchiio-game-jam-2021>



HISTORY OF 1970S STAR TREK GAMES

Allen Huffman posted a link to a YouTube video that goes through the history of Star Trek based games from 1971 on, leading up to the Atari 2600 version. During the course of the video, the author shows a lot of different derivatives on mini computers, older home game consoles, and older home computers. Two versions for the Coco are shown - Tom Mix's version, and Star Trek III from Adventure International (There are many, many other versions on the Coco than these two): <https://www.facebook.com/groups/2359462640/posts/10159347257767641/>

Coco Tom Mix version shown starting at 12:56:

<https://www.youtube.com/watch?v=3wOzdSevfio>

Adventure International version is shown at 18:24

JIM GERRIE MC-10 UPDATES

Jim Gerrie released I Ching for the MC-10, based on William Mari & Denis Duhr's 1980 BASIC version on the ZX-81's original French version:

<https://youtu.be/G4vENOUjL0>

He also posted something a bit different - a Chevrolet splash screen for the MC-10?

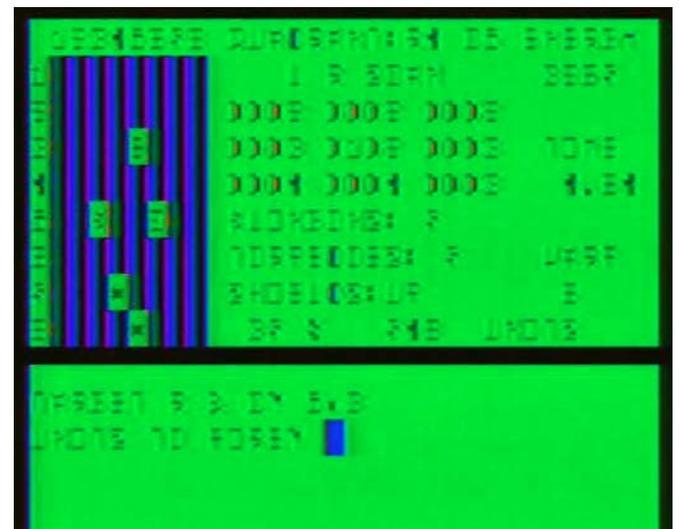
https://youtu.be/sDMF_anpW6c

And also Space Taxi - a port of a Neil Dewhurst authored game for the Sinclair ZX81 from Sync Magazine, October 1982 (and not related to the more modern game of the same name):

https://youtu.be/s_dHaal_Ns4

Jim also announced that one of his 10 line games came in second the "ASCII 10 Liner Basic Jam". It's a Missile Command style game called Defender:

Announcement:



AMIGOS AND FRODONL FIRST YEARS OF TANDY COCO

The Amigos have released FrodoNL's "First Years of the Tandy Color Computer" video on YouTube (it was previously only available on Twitch), which (for the most part) covers games from 1980-1981:

<https://youtu.be/gePQJez8qJw>

Of special note is that the live taping of The Coco Show for next month's episode (covering PitStop II) will be recorded tomorrow on their Twitch channel, around 4 pm. They are also recording their other monthly shows (Our Sinclair, 1200XL and Ask the Amigos that day as well, so they are broadcasting live from 3 PM until at least 5:30 PM.

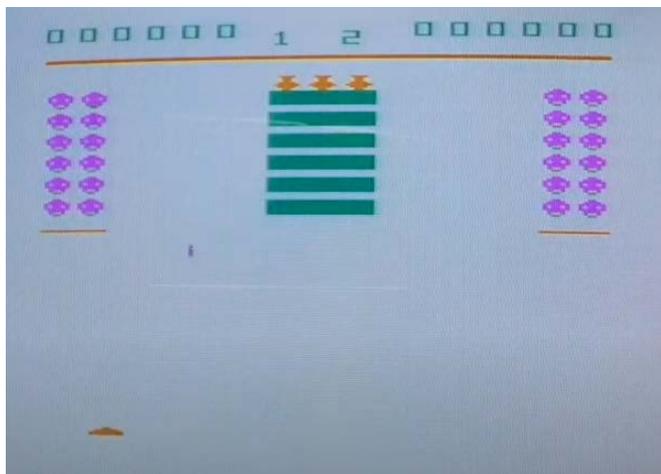
<https://www.twitch.tv/amigosretrogaming>



CUTHBERT DRAGON UPDATES

Cuthbert Dragon release some more Dragon gameplay videos, including: Crusader, Alien Blitz (a BASIC game loosely based on City Bomber?), Maurice Minor (racing game) and Utopia (Xevious style, with some multi-voice music at the end), Droids, Bug Diver (which has gameplay somewhat similar to Shark Treasure).

<https://www.youtube.com/user/MaryWinstead32/videos>

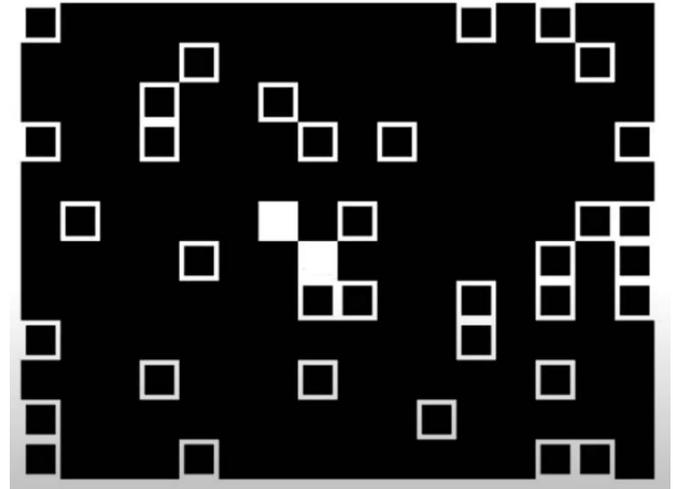


COCO1/2 DUNGEON ALGORITHM

Ben Manuel on YouTube is working on a simple dungeon game for the Coco 1/2, and he has put up a short video

showing how he taught his game to "see" his randomly generated walls. As he moves his white square around, walls that he is in contact with light up:

<https://youtu.be/UWjvOFo8UMg>

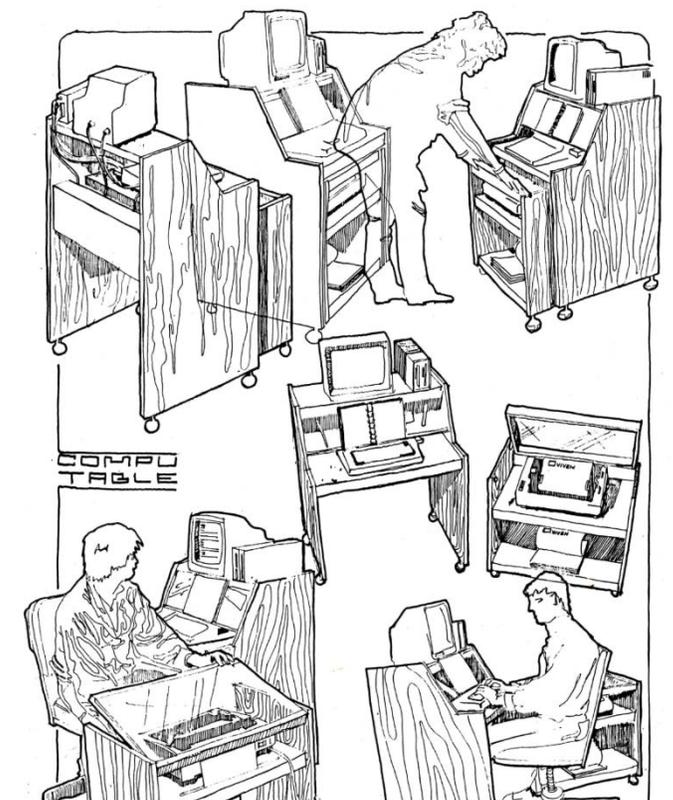


2021-07-24 (Episode 222)

COCO COMPUTER DESK PROMO

Antonio Carlos Jimenez Ely posted some promotional material from a computer desk system his father created 35 years ago. He had created his own promotional material for it - which clearly shows a Coco system with disk drives, monitor, and a printer:

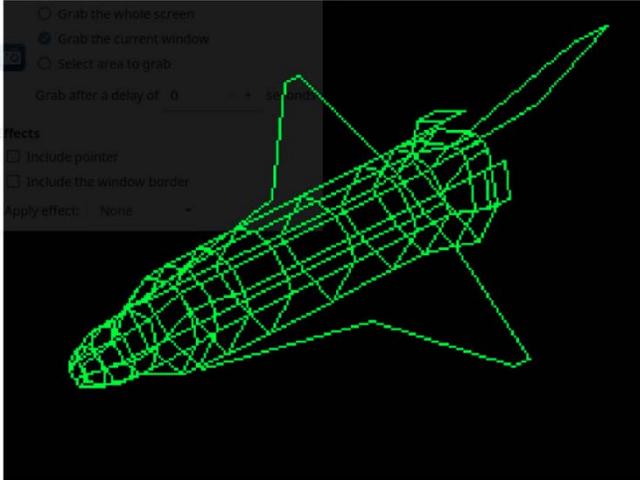
<https://www.facebook.com/groups/2359462640/posts/10159363479227641/>



3D SPACE SHUTTLE

Andrew Ayers posted a file to the Coco Facebook group that is a conversion of an original GWBASIC (for the IBM PC) program that draws a 3D Space Shuttle (screenshot in the comments):

<https://www.facebook.com/groups/2359462640/posts/10159363131722641/>



COLOR COMPUTER ARCHIVE SAFARI XROAR SUPPORT

Guillaume Major posted an update about the Color Computer Archive supporting online XRoar (to run Coco 1/2/Dragon emulation online in a browser) in the Safari browser in OSX now (previously it did not work in Safari):

<https://www.facebook.com/groups/2359462640/posts/10159362494197641/>



CANADIAN RETRO THINGS VERSUS EOU ROUND 2

Ken over at Canadian Retro Things has posted a 2nd video of his trying out NitroS-9/EOU, showing some of it's multi-tasking capabilities, some keyboard shortcuts in GShell, and more:

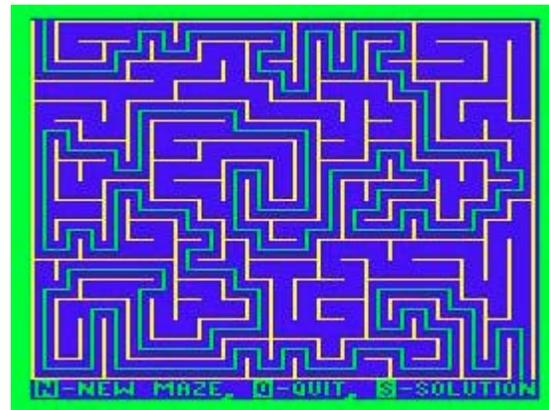
<https://youtu.be/9VsQqGF0eJA>



RETRO RICKS MAZE MAKING IMPROVEMENTS

Richard Kelly has released version 4.00 of his Maze Making program in the Coco Facebook group. It now runs a bit faster, better displays for PMODE 3, and a new PMODE 2 option that will even run in a 16K machine (screenshots in the comments)

<https://www.facebook.com/groups/2359462640/posts/10159364653837641/>



RGB TO HDMI COLOR MATCHING

Pedro Pena has released a video showing the 37th beta update for the RGB to HDMI color matching code that brings it a *lot* closer to matching a real Coco 1/2 RF out. It handles the normal 8 colors, plus the extra red and oranges in the text color set 1, much better, and also improves the artifact colors. It's getting pretty close:

https://youtu.be/uaO6_TCble8



RGB TO HDMI BOARD SALE

Also on the RGB to HDMI boards - Aaron Newcomb, who was our guest recently and has made YouTube videos showing the board in action, now has 15 of the boards for sale, and in a

variety of configurations. Tim Lindner notes that an additional chip needs to be soldered on the analog board to use on a Coco 3):

<https://retrohackshack.com/product/rgbtohdmi/>



MC-10 COCOVGA

Brendan Donahe posted that the CocoVGA video hardware upgrade, thanks to some pioneering work by John Linville, Simon Jonassen and Darren Atkinson, now works on the MC-10 *including* the enhanced graphics modes (he did have it working previously, but only as a VGA output adapter, due to there being no software access to VSYNC in the MC-10, unlike the Coco or Dragon). From my understanding, it uses the hardware timer interrupt in the 6803, combined with the user helping select when VSYNC happens, to time it properly. He posted some screenshots including mixed color set 32x16, and the full 64x32 screen in all of it's glory:

https://www.facebook.com/groups/731424100317748/post_s/4079269558866502/

He has also released a video showing it:

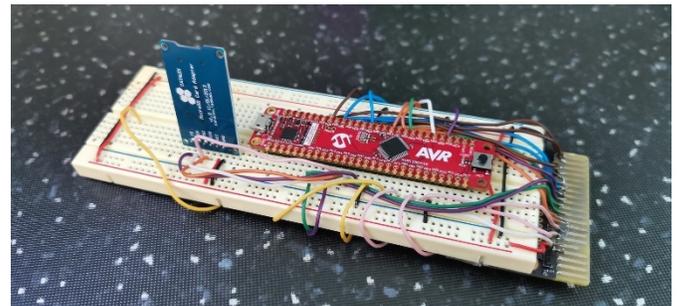
<https://youtu.be/6dPfEHJ-f4w>



DRAGON PROTOTYPE BOARD UPDATE

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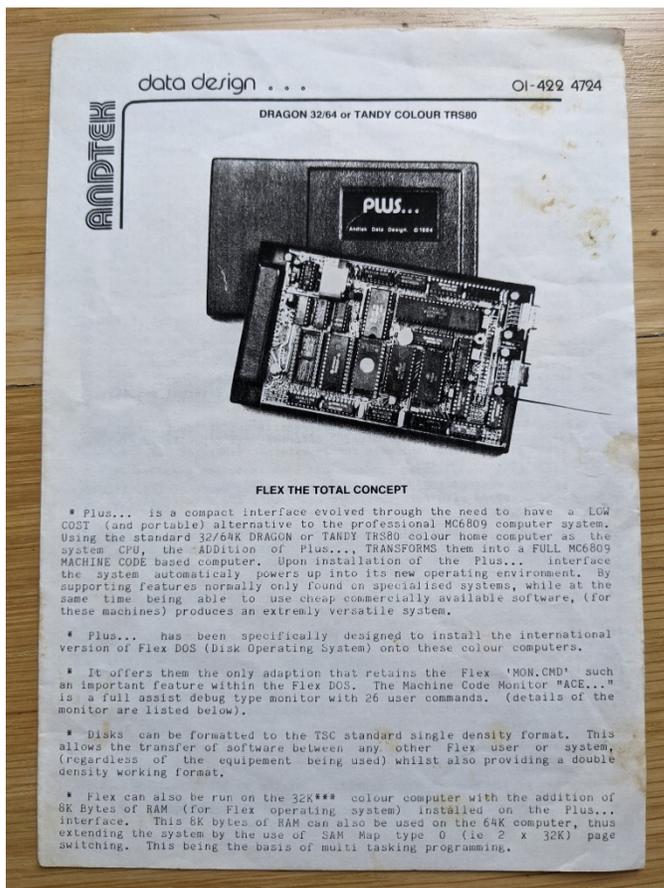
<https://www.facebook.com/groups/dragon32/posts/2952399875019662/>



DRAGON ANDTEK DOCUMENTATION

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<https://www.facebook.com/groups/dragon32/posts/2954103704849279/>



<https://www.facebook.com/groups/dragon32/posts/2954437421482574/>



DRAGON32 3D MODELING

Mat Recardo posted some pictures of his 3D-modeling the Dragon 32:

<https://www.facebook.com/groups/dragon32/posts/2955426794716970/>



DRAGON RARE EQUIPMENT

Tom Erik Gundersen posted some photos of original Dragon equipment that he had stored at his summer place in Sweden. Including the rarer 2nd gen. Dragon joysticks, and a dust cover:

(note, in the comments, is a picture from Mike Miller showing the very 1st gen, which apparently was poorly made and very rare nowadays)

CUTHBERT DRAGON UPDATES

Cuthbert Dragon release some more Dragon gameplay videos, including: Crusader, Alien Blitz (a BASIC game loosely based on City Bomber?), Maurice Minor (racing game) and Utopia (Xevious style, with some multi-voice music at the end), Droids, Bug Diver (which has gameplay somewhat similar to Shark Treasure), Tetris (with cool semi-graphics tricks), Wild West Destiny (graphical adventure), Yumping Yosser, Strip Poker (I think in German?).

<https://www.youtube.com/user/MaryWinstead32/videos>



CIRCES ISLAND UPDATE

Steve Bamford (Who will be on our Dragon Talk Special on August 14), release a blog style post and video update to his upcoming Circe's Island game:

(load video off of my desktop that came from Discord, Circes Island channel has the text description)



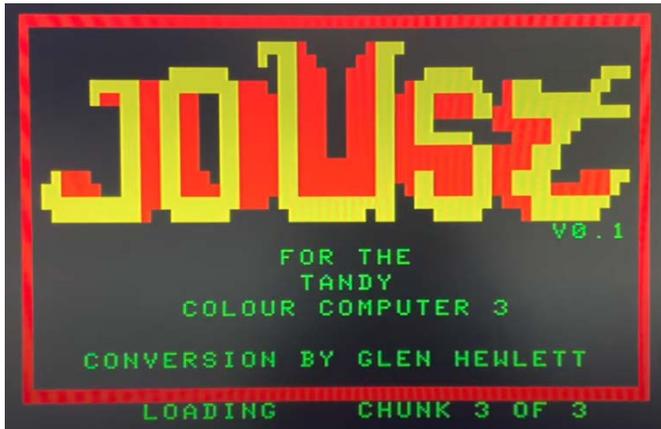
JOUST ZXO COMPRESSION

Glen Hewlett has now made further progress on his Joust transcode to the Coco 3, and posted a blog explaining how he is using Einar Saukas' ZXO compression (And Doug Masten's (of The Contrass fame) Coco decompression routine to help load larger programs and data that still fit on a single disk. The blitter engine isn't quite done yet, so there are some graphics glitches, and it's a little slow (no compiled sprites yet), but it does run 3 of the attract demo screens:

<https://nowhereman999.wordpress.com/2021/07/18/joust-on-the-coco-3-update-now-plays-demo-screen/>

Video demo:

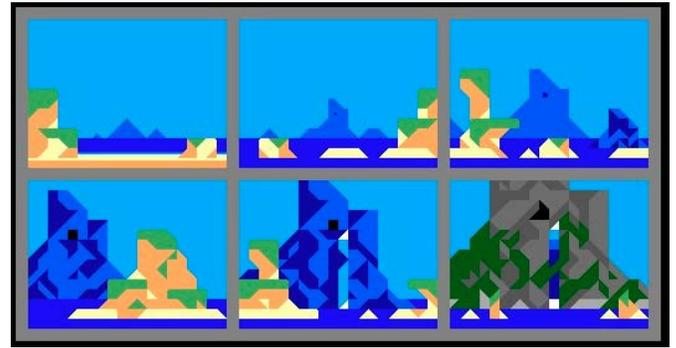
<https://youtu.be/oS53gbehQGk>



JOUST BUZZARD BAIT PEGASUS CROSSOVER?

Speaking of Joust... Erico Patricio Monteiro shared some screenshots and animations of a Windows based cross of Buzzard Bait and Pegasus and the Phantom Riders that he is doing... but he has specifically designed the graphics and palette to work on a Coco 3 as well, targeted for a 160x120 screen. He is wondering if any programmers would like to tackle a native Coco 3 version of it, with graphics assets supplied:

<https://www.facebook.com/groups/2359462640/posts/10159354807312641/>



ARCHER DELUXE COMPETITION JOYSTICK

Carlos Camacho posted a photo of the Deluxe Competition Joystick (Archer brand, which was one of Radio Shack's), which is pistol grip type joystick advertised as working on many older game consoles (Atari 2600 & Sears Video Arcade) and home computers (Atari 400/800, Vic20, C64, NEC PC-6001). The odd thing is is that the Coco is not mentioned as being compatible... yet the photo on the box clearly shows the Coco game MegaBug:

<https://www.facebook.com/groups/2359462640/posts/10159359412177641/>



ZERO HOUR SNEAK PEEK

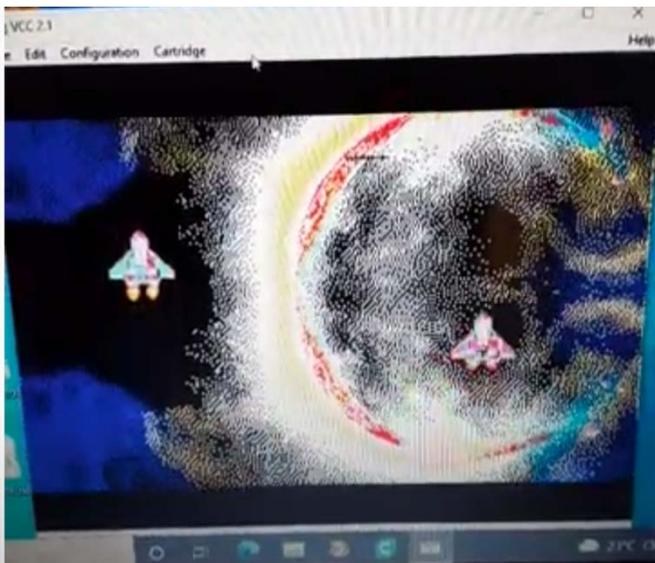
Nick Marentes has a new video showing graphics, sound and level design advancements for his upcoming Coco 3 Zero Hour game. This will be the base for his upcoming blog post, but you get to see (and hear!) a sneak peek here:
<https://youtu.be/Kam22vC-g6A>



2021-07-31 (Episode 223)

HARDWARE SCROLLING INTERACTIVE PROGRESS

Dave Veary (MrDave6309 on our Discord) has an updated Coco 3 scrolling demo. It now works smoothly, with a ship able to move and fire under player control, with and without palette animation for the nebula. At the end of his demo video, he teases us with 3 player ships at once:
<https://youtu.be/IWsrQoOrKZw>



DOSPLUS EXTENDER BETA

Pere Serrat Posted both on the World of Dragon Archive forums & the Facebook Dragon page that his latest DOSPlus Extender Beta for Drivewire & the CocoSDC is available. This involves both patching DOSPlus to handle Drivewire (like HDB-DOS for the Coco) AND also, with the help of Darren Atkinson, to be able to flash the ROM banks from the Dragon itself (This is DOSPlusExt v.24.E6, and allows the use of standard DOS commands on any VDK file on a Drivewire server) There are some caveats mentioned in some of the later messages from Pere when dealing with a multipak and both real floppies and the CocoSDC on the Dragon, and special instructions for running Drivewire only, etc.):

<https://archive.worldofdragon.org/phpBB3/viewtopic.php?f=5&t=5363>

The file is available for download both in the World of Dragon archive forum themselves (see the "Dragon General Board -> "A DOSPlus Extender for Drivewire & the Coco-SDC" and in a link from the Dragon group on Facebook.

cheers

pere

ATTACHMENTS

[Pack XRoar - Becker Port.zip](#)

version for XRoar and Becker Port
(78.36 KiB) Downloaded 382 times

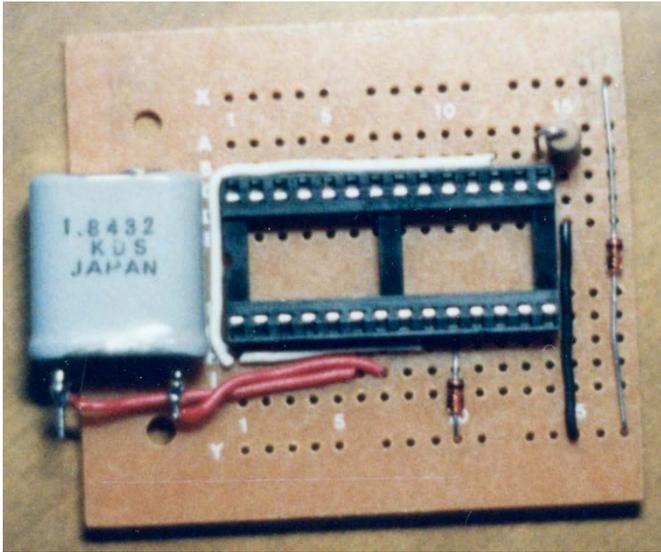
[Pack Dragon - Drivewire.zip](#)

version for a real Dragon and DW4
(76.5 KiB) Downloaded 412 times

INTERNAL 6551A SERIAL CARD

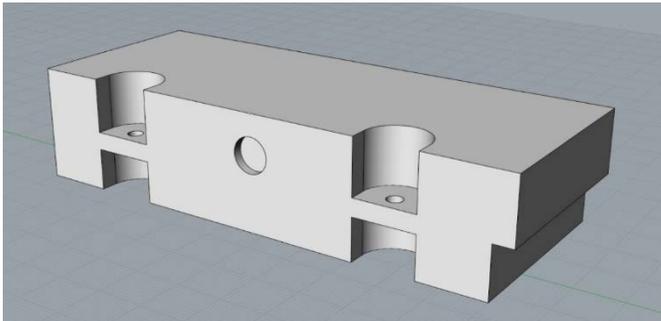
Brenda Make, on the Facebook NitrOS9 group, posted a photo of an internal serial port card she made back in the day (based on the 6551A), which started a robust discussion on other various hardware hacks, like the A-Bus from back in the day, and using Arduinos in modern times:

<https://www.facebook.com/groups/1929079184021683/posts/2911629922433266/>



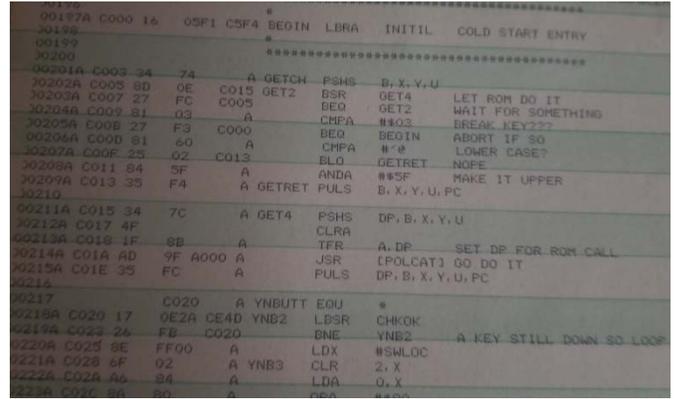
SCART ADAPTER

Brenda also posted up a start for a case to hold/adapt a SCART adaptor, that would screw into the bottom of a Coco 3 case, but look more elegant and not strain the RGB connector as much as it currently does:
<https://www.facebook.com/groups/1929079184021683/posts/2913095552286703/>



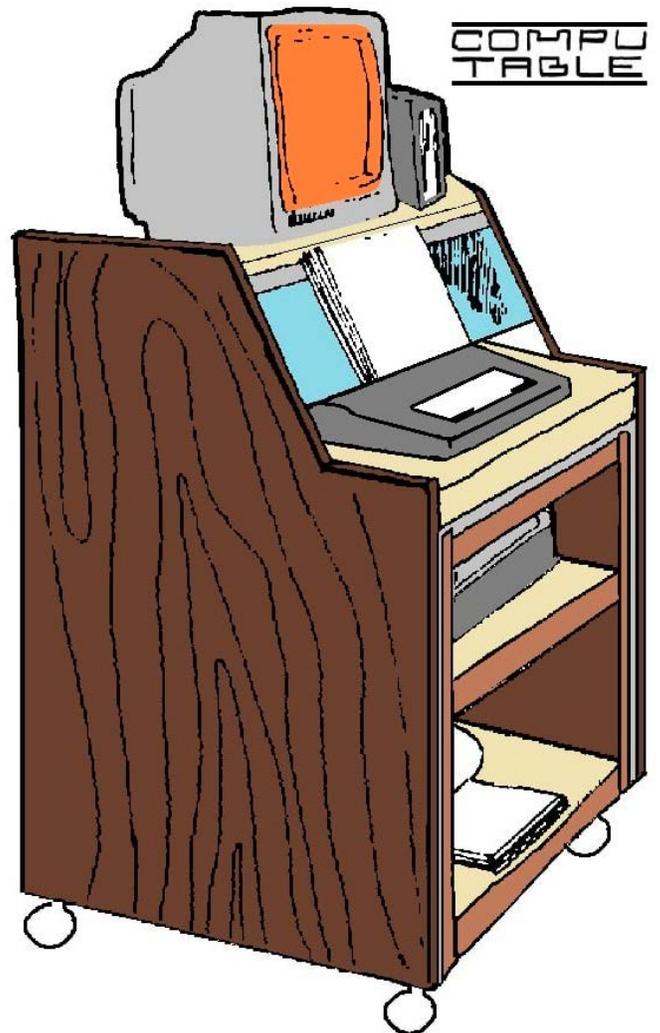
SUPER BUSTOUT AND HANDYMAN SOURCE

Glenn Sogge, author of Handyman, Super Bustout and other Coco programs from the very beginning of the Coco (he was on a group interview with some of his fellow Image Producers members a few years ago here on CocoTalk), has found the old line printed original source code listings for both Super Bustout and Handyman. He posted a couple of scans of the commented sourcecode for Bustout on the Coco Facebook page (note: this was written months before the Coco 1 was released, using a Coco 1 prototype mounted on a plywood base, kept in a secure room):
<https://www.facebook.com/groups/2359462640/posts/10159374618552641/>



COLORIZED COCO DESK PROMO

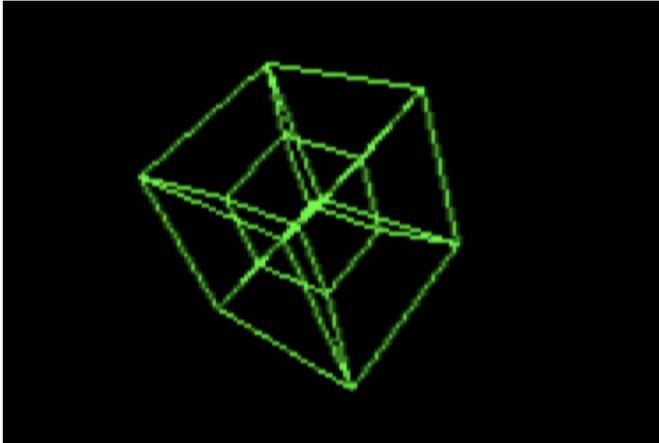
Antonio Carlos Jimenez Ely, for whom we featured last week his dad's computer desk design with the promotional literature that included Coco's on them, has released a new updated one that is colored, and thus the Coco stands out even more:
<https://www.facebook.com/groups/2359462640/posts/10159373641107641/>



3D DRAWING ASSEMBLY SOURCE

Simon Jonassen released the ASM source code for a 3D drawing routine (based on points and lines in 3D space (which you can get on the Facebook Coco group), of which John Laury provided a video showing it in action. I have seen a similar program in Hot Coco back in the day that I know Erik Gavriluk did an optimization for as well.

<https://www.facebook.com/groups/2359462640/posts/10159373484677641/>



COCOS MATRIX

Dannielle O'Connor put out a quick video showing her 2 Coco 3's running Sock's Matrix program (you can see a modded Coco 3 on the left, and one of Zippster's keyboards on the right, as well). I don't believe the sound is from the Coco. :) :

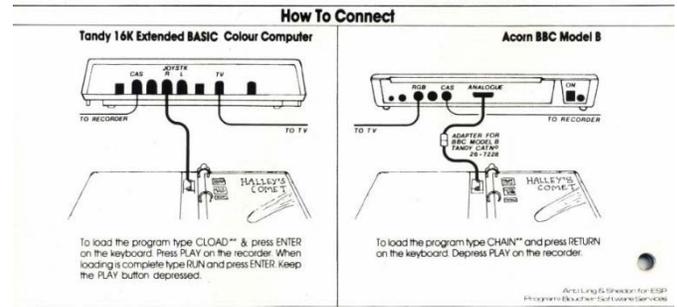
<https://www.facebook.com/groups/2359462640/posts/10159373332352641/>



ACORN BBC ELECTRONIC BOOK

Ron Delvaux noticed something interesting in the manual for the Electronic Book - that it also supported the Acorn BBC Model B computer as well as the Coco. Not having had one of these myself, I did not realize that it was multi-platform (see 2nd image):

<https://www.facebook.com/groups/2359462640/posts/10159372595042641/>



THOR BBS

Patrick Pelletier has put the "Thor BBS" online, which is dedicated to the Coco, and supports the ANSI standard (which should look fantastic on Sock's Twilight Terminal or Roger Taylor's NetMate terminal programs, and should be usable with older ANSI capable terminal programs like OSTerm or Ultimaterm). It also allows plain ASCII, which should allow it to be connected to with other terminal programs (including those for a Coco 1/2):

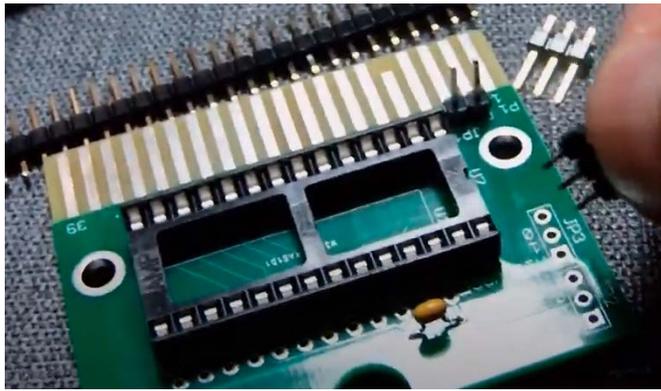
<https://www.facebook.com/groups/2359462640/posts/10159371702332641/>



DIY CARTRIDGE

Cyberhug Technologies did their second Coco 2 video, showing his doing a 64K RAM upgrade and a Do It Yourself cartridge build:

https://youtu.be/_hwVSI1owZw



<https://unbound.com/books/20goto10/>

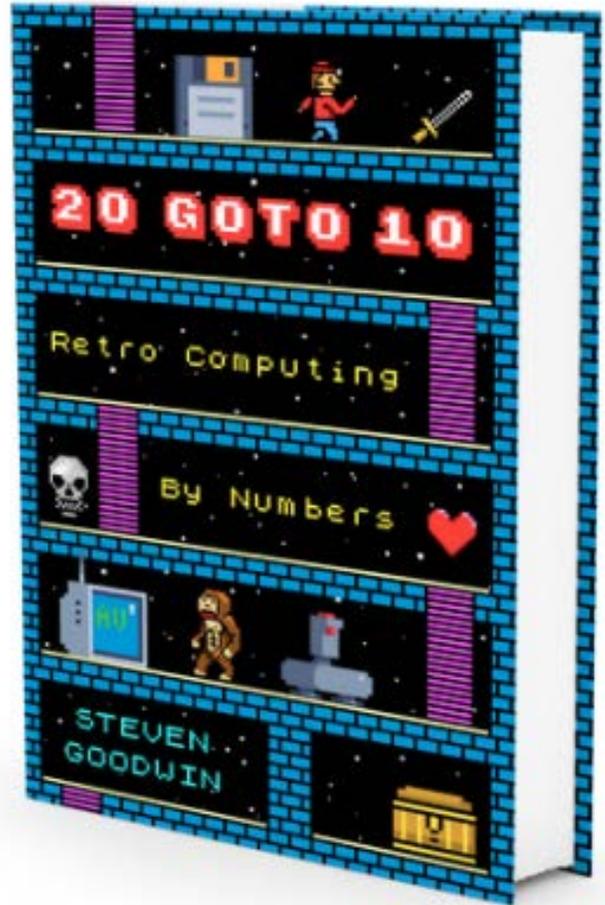
COCOPI UPDATES

Stevie Strow has been helping Ron Klein testing the upcoming unified Pi3/Pi4/Pi400 Coco/MC-10/Dragon emulation update, and he released a video with some speculation and questions for how to improve the MC-10 part of the experience:

https://www.facebook.com/groups/731424100317748/post_s/4095486833911441/

He posted an updated video, with some changes already by Ron Klein & Jim Gerrie, a step towards what Steve proposed (including updating the Jim Gerrie collection automatically, and tying it with the MC-10/MCX-128 so that you can DIR straight out the gate:

https://www.facebook.com/groups/731424100317748/post_s/4101550586638399/



20 GOTO 10

Steven Goodwin has posted in the Dragon Facebook group about an upcoming book called "20 GOTO 10 : Retro Computing by the Numbers", that will be available in both physical and digital formats. From it's "About the Book":

"20 GOTO 10 is a book of numbers that describes the many facets of computing history, focusing on the golden age of retro computers of the 1980s and 90s. It covers the hardware, software, and social history of the era showing how they're linked through numbers, such as 48K, C90, and 35899."

It will include some Dragon material, as Steven mentions on the Facebook post.

<https://www.facebook.com/groups/dragon32/posts/2961101380816178/>

Book page:

JIM GERRIE MC-10 UPDATES

Jim Gerrie has been very busy this week, having released Space Bar Bandit, a slot machine game for the MC-10, converted from the original Coco version that appeared in Australian Coco magazine Vol 1, Number 4 from 1984 by Tom Lehane:

<https://youtu.be/llwFU4Sxgz8>

He also released AUSMAP, a capital cities geography quiz about Australia that was originally made by Alan Bridges in September of 1984:

<https://youtu.be/Gy63wAmtjGg>

And then Hockey, a text based hockey game originally from David Ahl's BASIC game collection from Creative Computing in 1978. Jim did have to do some corrections to the original source code:

<https://youtu.be/DjGQiADA0xw>

Followed by an MC-10 port of the a 1 line BASIC program based on the original Commodore 64 source code, that was featured on the "8-Bit Show And Tell" YouTube page. This uses the 64x48 semi-graphics mode to draw a maze in 1 line of code:

https://youtu.be/h99jU_szJu4

He later did another maze generator in 1 line that is even smaller (32 bytes) (note he did a typo (forgetting a semicolon)

on his first attempt, so I am showing the proper one here), although it is in the normal 64x32:

<https://youtu.be/CzS9Svu6uRk?t=52>

And also a port of the card game Euchre from "The Best of Creative Computing Volume 3" (1980), originally written by Victor J. Raybaud:

<https://youtu.be/hE2fUgOE6jU>



JOUST / PEGASUS DEMO

Paul Shoemaker has taken Erico Patricio Monteiro's designs for a new Joust/Pegasus type game (Which he purposely made color palette friendly for the Coco 3; it's designed for PC's as well), and has a quick video demo of a terrain background with a stationary sprite flapping it's wings (video demo is in the comments):

<https://www.facebook.com/groups/2359462640/posts/10159366943202641/>

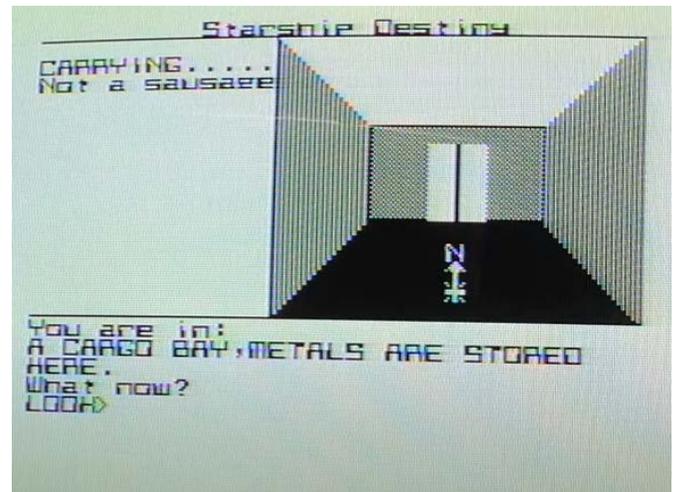
Paul has also been experimenting with using the VSYNC interrupt to draw animated sprites with no flicker on a single high res screen, vs. double buffering, and has a video showing that. (This is getting back to old school programming like was done with limited RAM machines in the late 1970's. The Atari 2600 went one further, having to draw during HSYNC as well, to parts of the screen just after the raster beam went past them):

<https://www.facebook.com/groups/2359462640/posts/10159379324332641/>



CUTHBERT DRAGON UPDATES

Cuthbert Dragon has put up more Dragon gameplay videos, including some more new-to-me ones: Starship Destiny (a 3D graphical adventure game written in BASIC with an ML font driver), Quazimodo (which we have shown before, but he actually gets far enough to rescue the girl), Tennis (which is much higher res than the Tandy one), Fingers (original platformer?), Balldozer (Arkanoid by Stew Orchard, who will be on our Dragon Special), Mission Attack (where he shows alternate color sets not shown last time), Do-Do (Pengo clone), Barmy Burgers (Burgertime clone), Catalyst <https://www.youtube.com/user/MaryWinstead32/videos>



AMIGOS FRODONL FIRST YEAR OF THE TANDY COCO3

The Amigos have released FrodonL's video of the first year of the Tandy Color Computer 3 on YouTube, which features almost 4 hours of long plays of games from 1986-1987: <https://youtu.be/YXLYKwetO4A>



COCOTALK ON AMIGATHON

Speaking of the Amigos... for the first time this year, Stevie and I (along with sarcastic guest, Nick Marentes) participated in the Amigathon fundraiser, which raises money every year for the Children's Miracle Network Hospitals. We did an hour of Coco game play as our part of the show, showing some brand new games for the Coco, and then a few classics. The whole 24 hour gaming marathon raised over \$7000, and you can still donate at: <http://amigathon.com>. Stevie has also put up the video of our part of the show at: <https://youtu.be/l67yDMv2bgM>



TKMS RETRO GAMING NOOK

TKM's Retro Gaming Nook on YouTube has started doing playthrough/demo videos of Coco games on real hardware. I haven't had time to check them all out fully yet, but this week they released:

Sailor Man (the Dragon version). He also plugged our interview with Chris Latham in the comments, so a big shoutout to him from all of us at CocoTalk! (He also got a great score):

<https://youtu.be/b5RhF8wJfQA>

Return of Junior's Revenge:

<https://youtu.be/524eqe0CBBo>

Canyon Climber:

<https://youtu.be/IQKZNGDVEEs>

Downland:

<https://youtu.be/Gtpa2OA1TKo>

Marble Maze:

https://youtu.be/XkZH5mkWA_0



SEIDDAB ATTACK

Rob's Retro Rambles does a review of the Dragon 32 game 3D Seiddab Attack: <https://youtu.be/axLu11GADJE>



ZERO HOUR UPDATE 9

Nick Marentes has Chapter 9 of his Zero Hour development blog up now: <https://nickmarentes.com/ZeroHour/09.html>

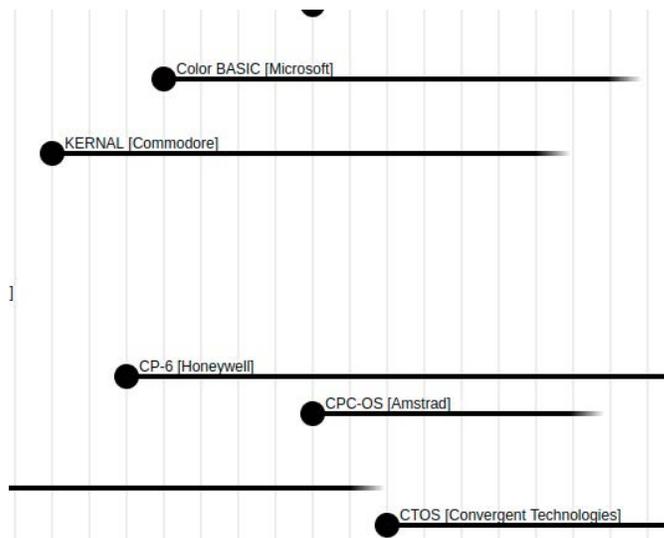


2021-08-07 (Episode 224)

OS FAMILY TREE

James Jones posted in the OS9/NitrOS9 Facebook group a webpage about the timeline and family tree of computer operating systems going all the way back to 1951. It's not complete yet, but includes over 830 so far, and OS9/NitrOS9 is included (NOTE: Shrink with Command-, as it doesn't fit even on 1920x1080):

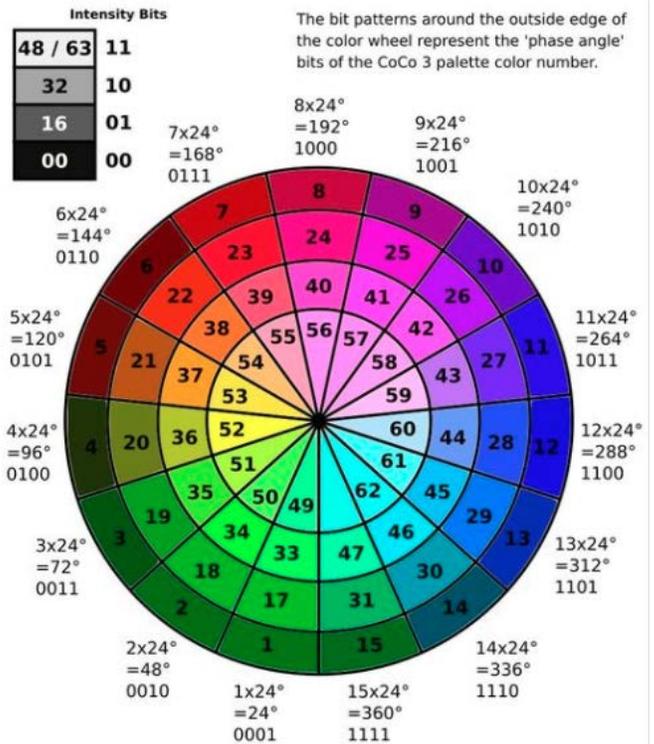
https://eylenburg.github.io/os_familytree.htm



COLOR TRANSLATION

Joel Ewy started a very technical discussion on the Coco group on Facebook that has included input from Robert Gault and John Kowalski (Sock Master) on how to translate colors between composite and RGB (and component). In particular it goes through the composite "color wheel" which shows the 4 levels of intensity for each of the 16 colors based on the phase angle (intensity is more "white" added to the base color). It's one of the best technical details on how this works that I have seen, and quite over my head, to be honest. The discussion goes into dithering, 640 vs. 320 mode, artifact colors when using greyscale at 640x200 resolution, etc. (including samples done by Sock Master in the comments):

<https://www.facebook.com/groups/2359462640/posts/10159384306252641/>



CoCo 3 NTSC Composite YUV Color Wheel

NTSC PAL COLOR BAKEOFF

3) Danielle O'Connor put up a photo showing the results of a VDG style color/character test, but showing PAL composite on the left to RGB on the right. How good the PAL composite is compared to the NTSC composite we are used to in North American is stunning - you are almost hard pressed to tell a difference between the PAL composite and the RGB Analog: <https://www.facebook.com/photo?fbid=961951921313465&set=gm.10159382988657641>



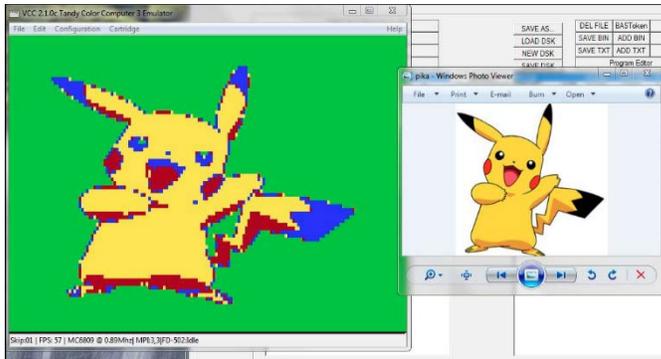
RSDOS TOOL AND PMODE 1 DRAWING

Sheldon MacDonald posted on the Coco Facebook group some updates to his RSDOSTool and PMODE 1 library, and also a PMODE 1 drawing program:

<https://www.facebook.com/groups/2359462640/posts/10159392200822641/>

He also has a video demonstrating it:

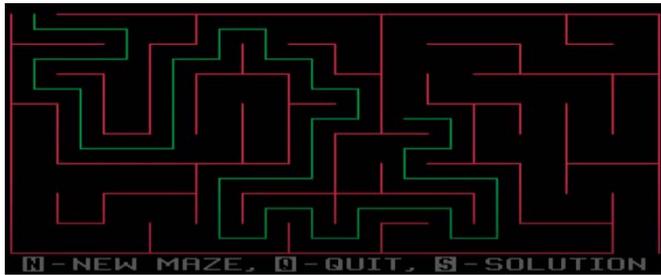
<https://youtu.be/LnQu-TYJeLw>



RETRO RICK MAZE MAKER FOR COCO3

Retro Rick put up the official release for his Maze Maker 4.0 program, with a video here showing the Coco 3 mode running (pardon the aspect ratio stretching his emulator is doing). This official version is faster, has a Dragon specific version, and also a 16K version:

<https://youtu.be/j04XsuGLGaQ>



JIM GERRIE MC-10 UPDATE

Jim Gerrie posted a video to a program that may be of interest to Ron Delvaux. It's an astronomy program originally by Philippe Easclanong, from the March 1984 issue of Trace magazine. Originally for the TRS-80 Model 1/3, Jim's MC-10 port uses the slightly higher resolution 64x48x4 SG6 mode on the MC-10:

https://youtu.be/_aMYXspPY90



DRAGON POWER SUPPLIES

John Whitworth has announced that he has been given permission to manufacture Phil Harvey-Smith's Dragon Power supply boards (which are getting hard to find). This version causes the Dragon to lose RF out (but it keeps composite, which is both better quality and compatible with more modern TV's). It also boosts the power draw capability, so that some internal boards won't need extra power anymore. He is currently asking about how much interest there is for these, as he needs to order parts and equipment to make them. He is expecting to be able to sell them initially at £33.50 for a kit; £40.00 built.

<https://www.facebook.com/groups/dragon32/posts/2969709089955407/>



TKMS RETRO GAMING NOOK UPDATES

TKM's Retro Gaming Nook continues to produce Coco gameplay videos. This week they released: Battle of the Centipede clones (Katerpillar Attack, Colorpede, Color Caterpillar, Megapede, Caterpillar, Slay the Neries: <https://youtu.be/oIKwCLu1dBI>



JIM GERRIE MC-10 PLAYTHROUGHS

Jim Gerrie posted a video complete walkthrough of "Sunrise of Bethselamine", a text adventure originally from the Sinclair

Spectrum, on the MC-10. It even features a little bit of graphics.

<https://youtu.be/4Rpj5X2KrGc>

He also did a video with a partial playthrough of the game Sorcelleire (Sorcery) originally written by Rafi Deryeghiyan for the magazine L'Ordinateur Individuel in their December 1985 issue (and an Alice version existed before Jim ported it to the MC-10). Of further interest is a blog post that Jim wrote to go along with it, where he speculates that it is possible that this game may have been part of the inspiration for J.K. Rowling's Harry Potter series:

<https://youtu.be/yeGJjHaHsFU>

The blog:

<https://jimgerrie.blogspot.com/2021/08/sorcelleriesorcery-by-rafi-deryeghiyan.html>



DRAGON SNAKES

Tom Erik Gundersen posted a video of text mode version of snakes that he ported to the Dragon from an original version he did in both GWBASIC (IBM PC compatible) and Amstrad CPC464. It's not finished yet, but looks pretty decent for a VDG game in BASIC (in the comments he shows stage 8 when the game is running faster, and also a tape cover inlay "just for fun"):

<https://www.facebook.com/groups/dragon32/posts/2968833953376254/>



CUTHBERT DRAGON UPDATES

Cuthbert Dragon has released some more Dragon game videos this week; some of note:

Glove (up to 3 player Gauntlet clone for Dragon & Coco released in 2006), Slide (A large version of the plastic tile sliding game where you try to get the numbers or images (pictures sample about 1 min. in) in order - I believe this is written in BASIC), Data Fall (a Popcorn style game), Jaws (a rescue at sea game - with yellow water?), Dunjunz , Lachlan (a low res graphical RPG/adventure game - with a unique battle system, etc.), Morbid Mansion, Castle Attack (never seen this one before), Ultrapede (Centipede clone), Temple of Zoren (a BASIC adventure game, but with a little bit of graphical arcadeness at the beginning?), Sultan's Maze (a 3D maze game with monsters-go 45 sec in to show some different things it does), Guardian Angel (a bit like Scramble, but a bit different, too - see landing sequence & what happens after that).

<https://www.youtube.com/user/MaryWinstead32/videos>



WHERE'S CUTHBERT?

Chris Poacher, who will be on our DragonTalk! show next week (and was our lead in guest on the teaser trailer for that show), showed some cassette games from Microdeal for the Dragon that showed that Cuthbert showed up even in games where he wasn't mentioned in the title:

<https://www.facebook.com/photo/?fbid=10166271928025713&set=gm.817996352419553>

PRIVATE GROUP

OLD SCHOOL GAMES AND STORIES: DOWNLAND

Lyndon of Old School Games & Stories channel on YouTube, whom we haven't mentioned in awhile, did a playthrough of the Coco 1/2 classic Downland:

<https://youtu.be/AWAEjjZ9lpY>

He also earlier in the week appeared in the Retro Gaming Roundtable, where the theme was "first game console" - where he showed off his Coco 2 that he got for Christmas 1984: (around 12:30 in):

<https://youtu.be/yzRVzEYDmEY>

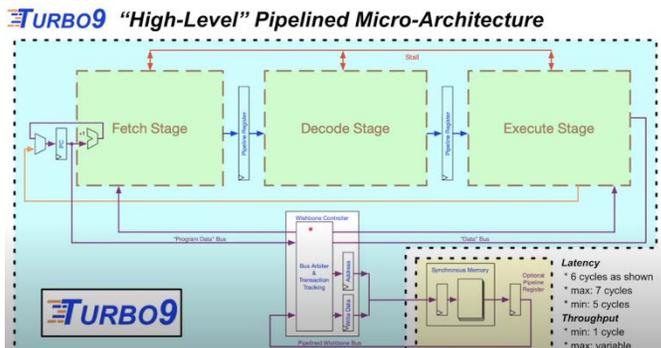


2021-08-28 (Episode 226)

TURBO9 UPDATE

The Turbo9 guys have released a new video about their pipelined 6809 processor core Masters project - this one covering the verification and toolkit that they have developed for it:

<https://youtu.be/eTlfH86KUog>



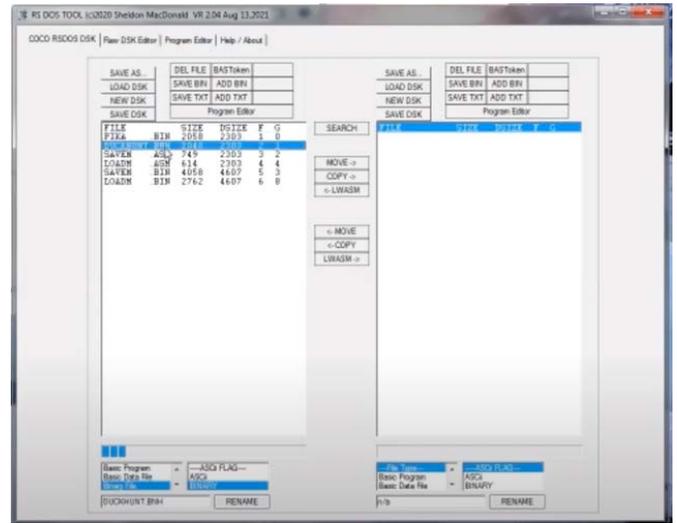
RSDOSTOOL UPDATE

Sheldon MacDonald has done an update to his RSDosTool utility that he showed us during his interview a few weeks ago. It can now save and load disk files from within assembly. He also shows an update to his Coco Draw program, which can now save graphic images without a header:

<https://youtu.be/N-zo6goeAuA>

Sheldon also uploaded an almost hour long video on making a MIDI file on the Coco, in assembly language... from scratch (he goes into great detail about the MIDI format at the raw file structure level):

https://youtu.be/1chIY_Gcv0E



ADELAIDE RETRO COMPUTER GROUP

Danielle O'Connor attended the Adelaide Retro Computer Group meetup last weekend, and posted about it (With some photos) in the Coco group on Facebook:

<https://www.facebook.com/groups/2359462640/posts/10159406573407641/>



SOCK MASTER COMPOSITE DEMOS

John Kowalski (Sock Master) has been doing some experiments in graphics on the Coco 3: using 2 640x200x4 grey scale screens in composite mode ONLY (with slightly different decoding on each) and page-flipping between them, taking into account how a CRT displays the RGB individual dots for each pixel. He has 3 disk images for people to download and try on in the Coco group on Facebook (I should mention that he has uploaded several updates with tweaked algorithms to generate the pictures, too. They look quite good in real life, with a bit of a "shimmery" effect):

1st post with screenshots:

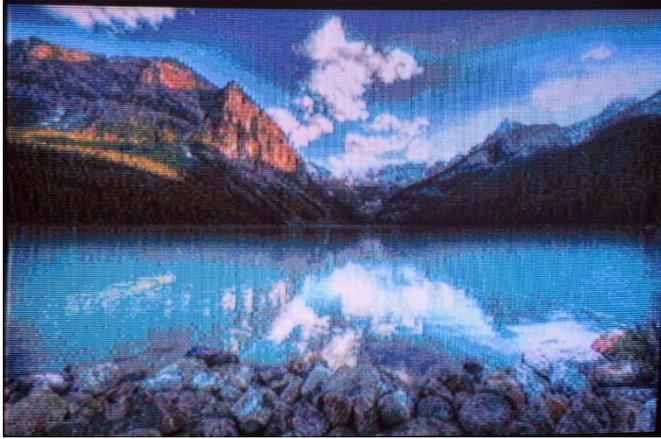
<https://www.facebook.com/groups/2359462640/posts/10159407084322641/>

Files (slideshow.dsk, slideshow1.dsk, slideshow2.dsk):

<https://www.facebook.com/groups/2359462640/files>

New slideshow4 post (comments has screenshots):

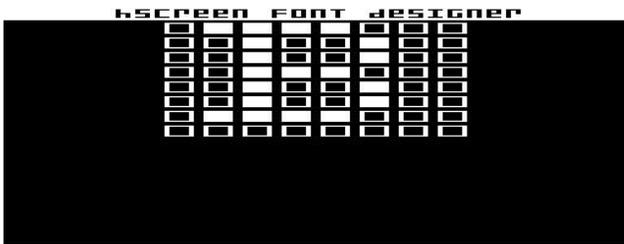
<https://www.facebook.com/groups/2359462640/posts/10159418445042641/>



HSCREEN FONT DESIGNER

Richard Kelly is working on a font editor (it looks like for the Coco 1/2?), and showed an early development screenshot of it:

<https://www.facebook.com/groups/2359462640/posts/10159409805712641/>



OCTOBER RETROCHALLENGE

John Linville posted about the October RetroChallenge, which has two categories for the month: 1) Systems release 1998-2002 (not applicable to any Coco/Dragon, etc.), and 2) Publish Your Old RetroComputing Project. This latter one is for people to document, put sourcecode up, show a schematic, etc. of any retro project one has worked on that has not been shared with the public before. There are prizes for the winners as well.

<http://www.retrochallenge.org>



CUSTOM PROGRAM PAK

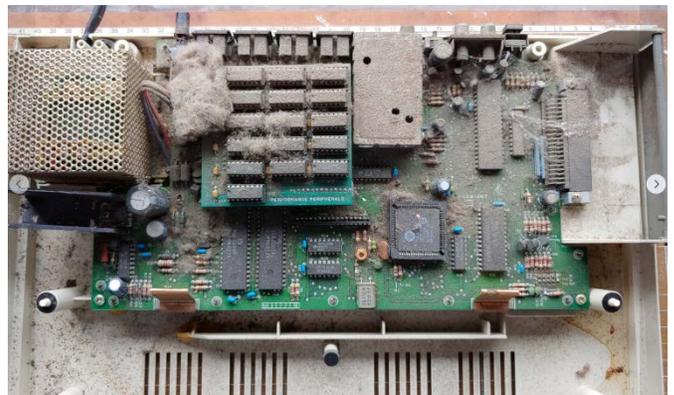
TJBChris put up a video tutorial on his YouTube page on how to program a custom Program Pak (based on the "Experimenter's Coco Cartridge" by Ian Mavric of Australia): <https://youtu.be/u3LVrjKLSeA>



COCO3 RESTORATION

Jose Antonio Vaca Bello put a post up in Facebook of a restoration of a Coco 3 he recently acquired (which to his surprise include a 512k upgrade already installed), and he did an awesome job of it:

<https://www.facebook.com/groups/2359462640/posts/10159416008217641/>



CALL FOR COCOFEST PHOTOS

Jim Brain, the current president of the Glenside Color Computer Club, who organize CocoFest in Chicago, has put out a call to find photos from previous CocoFests to help promote the upcoming one at the beginning of November. If any of you have such photos, please share them with Jim on either the Glenside Facebook page, or to his post in the Coco Facebook group:

<https://www.facebook.com/groups/290791956162/posts/10159538618606163/>



DRAGON SERIAL NUMBERS

The Dragon Facebook group is trying to get a list of serial numbers of the various Dragons (32/64/200, Dragon Data, Eurohard, Tano) to help figure out how many were actually made (similar to the Coco, they aren't sure exactly how many were sold). If you own a Dragon of any stripe, please take a photo of the serial number sticker and send it to the group, and they will get added to the World of Dragon Archive listing (NOTE: As of this morning a direct link is broke, but the original post is still in the timeline, so will be showing that):

<https://www.facebook.com/groups/dragon32/posts/2976539359272380/>

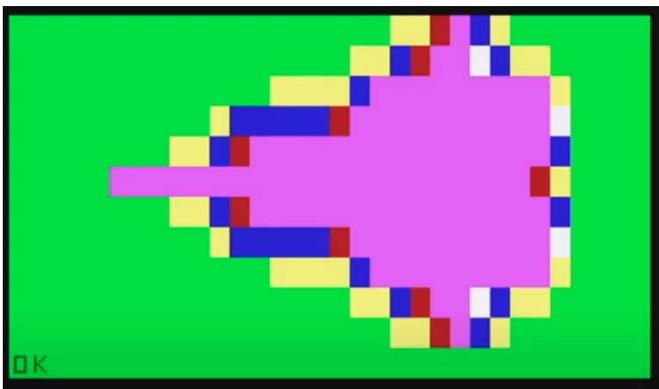
Current list on world of dragon:

https://archive.worldofdragon.org/index.php?title=Serial_Numbers

MC-10 MANDELBROT

Jim Gerrie ported a fractal Mandelbrot set generator to the MC-10 in low res - something that I never expected to see (and because of that mode having 2x2 pixels that have to be a single color, it bleeds over itself). I will note that I did one in BASIC09 for NitrOS-9 EOU as well, that I posted in the Coco Discord, doing a 32x22 grid on the 40 column hardware text screen. Results? 59 seconds on a 6809, 35 seconds on a 6309 (I didn't try on GIME-X). That compares *Very* favourably with the other 8 bits in the video that Jim used for inspiration <https://www.youtube.com/watch?v=RzjvF2vRec>:

<https://youtu.be/uwfZOtafcqE>



DRAGONTALK

Due to some technical difficulties, last weeks DragonTalk! special got broken up into 4 parts (due to having to restarting the stream). Stevie worked for hours on it on Sunday, to create a combined single episode (with the extra bits of us trying to get the stream regoing removed), so it is now a single svelte 6 hour 5 minute episode, now available as a video or audio podcast, and also a single YouTube video: <https://youtu.be/NNDDh1ZLkYg>

MICRODEAL NEWSLETTER

Tim Gilberts uploaded a copy of a Microdeal Newsletter (issue #2 from April 1983) to the Microdeal group on Facebook:

<https://www.facebook.com/groups/204334613785733/posts/824833498402505/>



DRAGON MEETUP INPUT

Tony Jewell is looking for some input on having their first Dragon meetup in 2 years at the Centre for Computing History in Cambridge. Tentative dates that he is thinking of are October 9-10 or October 30-31. He has some other questions for people who would like to attend; please respond to him on the Facebook Dragon group:

<https://www.facebook.com/groups/dragon32/posts/2977489665844016/>



SUPERSPRITE PAGE

For those enamored with the SuperSprite FM+ board that John Whitworth showed us on DragonTalk! last week, John has now created a special Facebook page for the piece of hardware (which features sprite and sound hardware, and should work on all Coco's and Dragons). One of the things he has already posted is a preliminary User/Developer Guide:

<https://www.facebook.com/groups/277387053720893>

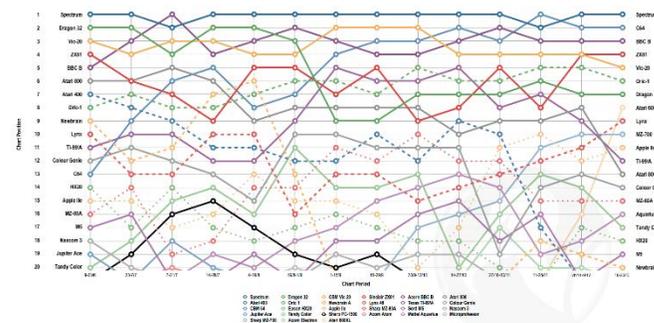


DRAGON SALES CHART

L. Curtis Boyle posted in the Dragon Facebook group an article that is based on charts published in Personal Computer News. These charts showed the top 20 home computer brands (by sales) for each two week period from the July 9-23, 1983 period through to the end of 1983. A bit surprising is how well the Dragon 32 did during this time - it was 2nd place for 4 of the first 5 two week periods listed, only behind the Spectrum. By the end of the year it was in 7th place. The Tandy Coco (which sold for more than the Dragon in the UK) started in 20th place and ended in 17th, but had gotten up to 11th at one point.

The chart:

<https://regmedia.co.uk/2013/01/03/chart.png>



NOELS RETRO LAB

Chris Poacher pointed out that Noel's Retro Lab channel on YouTube put up a video "Mail Day - The Case of the Smelly Dragon", where he goes through a bunch of unboxings, and the first thing up was the Dragon 64 in an original box... but it has a "burnt electronics" small and was listed as not working. It is actually one of the ones manufactured by Eurohard in Spain. (play first 2:44 - everything else is non Coco/Dragon related)

<https://youtu.be/PbQDdJymISw>



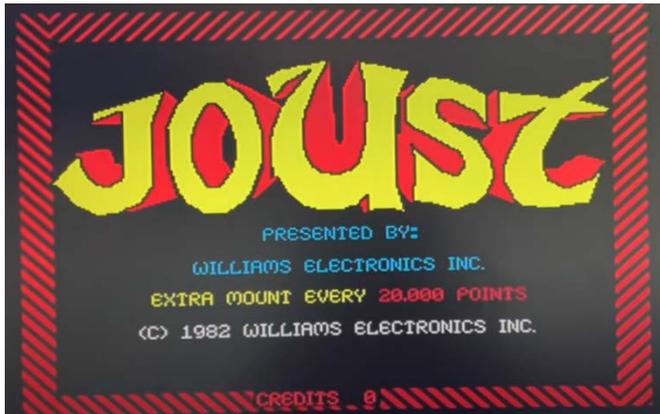
JOUST TRANSCODE UNLEASHED

Glen Hewlett released the transcode of the arcade Joust game to the Coco 3:

<https://nowhereman999.wordpress.com/2021/08/17/joust-is-now-available-for-the-coco-3/>

Antonio Carlos Jimenez Ely posted a quick video of it in action (via VCC) on Facebook:

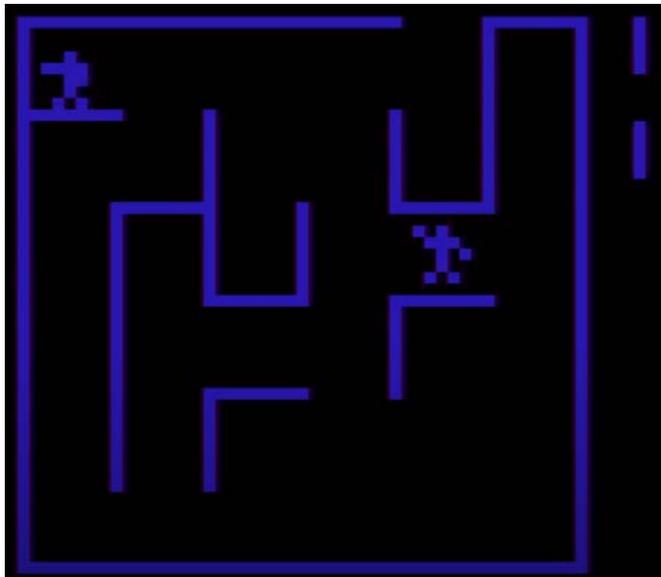
<https://www.facebook.com/groups/2359462640/posts/10159413954607641/>



THESEUS AND THE MONSTER

Jim Gerrie shared the game Theseus and the Monster for the Coco 1/2 (not the MC-10 for a change!) that demonstrates the obscure SG6 mode. It only allows 2 colors and black (your choices are blue/red/black or purple/orange/black) but a slightly higher resolution (64x48 instead of 64x32) while using the same amount of RAM as the normal 64x32 screen (512 bytes):

<https://youtu.be/wRUzR041n2M>



THE BIRDS

Paul Shoemaker released a video showing 30 animated bird sprites that uses compiled sprites to redraw the birds during each VBLANK. He actually had to slow it down to make the animations properly visible:

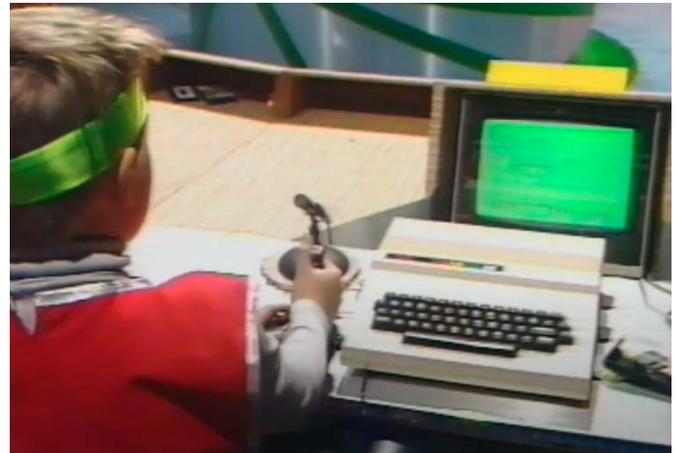
<https://www.facebook.com/paul.shoemaker.169/videos/393176372435083/>



MAGIC MICRO MISSION

Chris Poacher put a link on the Dragon Facebook group to a video on YouTube from a 1980's computer show from the UK called "Magic Micro Mission", which had the Dragon version of Cuthbert Goes Walkabout as one of the games shown and talked about:

<https://youtu.be/D3B9-naSEJs?t=1245>



CUTHBERT DRAGON UPDATES

Cuthbert Dragon put up more game videos. If the panel would like see / comment on any of the ones new this week, they can. (Castle of Doom (BASIC I think), Great Fish Van Scandal (text adventure), Laser Zone, Lunar Rescue (BASIC), Jupiter Patrol (Moon Patrol clone by Aardvark, likely originally Coco), Treasure Tomb (low res RPG/adventure game), Attack (Defender style game - but no radar, and once you shoot a ship, you rescue it and land it on the ground?), Evictor, Android Invaders, Convoy Attack, Bugged (I think a semi-graphics 24 Pengo style game?), Jumpjet, Shuttlezap and he even did Ciaran's Blockdown on Wednesday:

<https://www.youtube.com/user/MaryWinstead32/videos>



THE COCO SHOW VS PITSTOP II

Episode 23 of The Coco Show from Boat and Aaron is out on YouTube, spotlighting Pitstop II:

<https://youtu.be/3afpHLEgqqo>

<https://www.twitch.tv/amigosretrogaming/videos>



OLD SCHOOL GAMES AND STORIES VS MEGABUG

Old School Games & Stories did a playthrough of Mega Bug - his first video game:

<https://youtu.be/bX5IWfep86w>



DRAGON 32 UNBOXING AND REVIEWS

Jason Arnopp's Terrifying House of Obsession YouTube Channel did a Dragon 32 unboxing video... but of Dragon 32 games (and a huge lot of them! Including Buzzard Bait, Jet Set Willy and Donkey King and many, many more):

<https://youtu.be/4A7c6ZXUp0k>



ROBS RETRO RAMBLES VS COPTA SNATCH

Rob's Retro Rambles played Copta Snatch on the Dragon for his current video. It's a high res semigraphics game similar to Scramble, but with some difference (you have to land on a pad to refuel, rather than bombing fuel tanks... which makes a lot more sense; and you control the scrolling in both directions, rather a constant scrolling landscape):

https://youtu.be/ZZpGdG2gZ_E



MRDAVE6309 SPRITE ENGINE UPDATES

MrDave6309 has been further testing his sprite engine (6309 based), and put up a video recording of VCC running his current test/demo. Considering he has only been learning assembly for about a year, it's pretty impressive how far he has gotten:

<https://youtu.be/xhzJjI184lc>

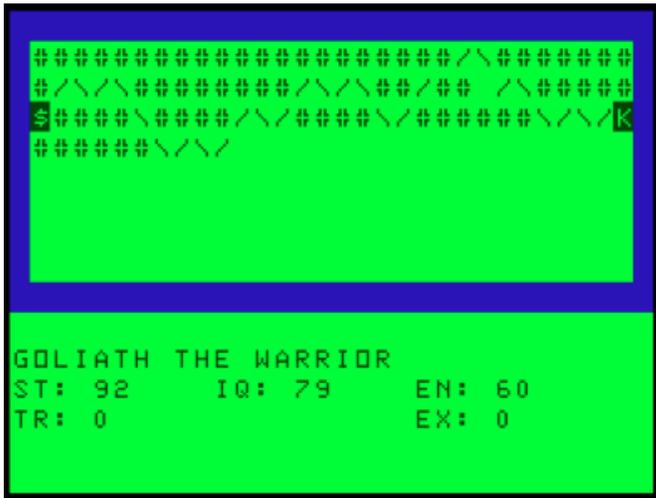


VALLEY OF DEATH

Francesco Fiorentini posted about an article (in Italian) for RetroMagazine World about the RPG game "Valley of Death" for the Dragon, written in BASIC:

<https://www.facebook.com/groups/dragon32/posts/2980576655535317/>

<https://www.retromagazine.net/valley-of-death-dragon-32-64-basic/>



2021-08-28

SQUANCHY BASIC

Tim Lindner has release "Squanchy-BASIC", which takes Color BASIC 1.3, but patches it to run at the very top of RAM in a 64K machine. This will give 55,334 free bytes for BASIC (vs. the normal 31015 one would normally see). This should work with pure BASIC programs (that don't try to call ROM routines), allowing much larger, sophisticated low res games, etc. He does duplicate the 7 indirect ROM calls, although one would still have to patch their programs to find those at their new addresses.

<https://github.com/tlindner/Squanchy-BASIC>

Tim is planning on adding Extended and Disk BASIC as well, but because of where he has moved it, you should still get 8K extra for BASIC programs compared to what they have now. There was a commercial product that did this back in the day too, whose name escapes me at the moment. But Tim plans to take it a little further to also fix some known bugs, compress the BASIC code, and optimize it where possible (actually, this is already started, with some RAM check routines removed; since this requires 64K, no point in checking for less, eh?)



JOUST TRANSCODE ON COCO3 RECREATION

Pedro Pana (Rocky Hill on YouTube) has released a video showing him playing Glen Hewlett's new Joust transcode... but with a twist: This is running on the Coco 3 duplicate board Pedro made based on Coco 3 schematics, not an original Tandy board (He still has to finish putting connectors, etc. on - but it boots a full 512K Coco 3 game):

<https://youtu.be/vjpey5T-ISU>

Pedro also posted a video on YouTube of him testing running NitrOS-9 EOU/6309 on his new Coco 3 board (which is working fine, so i would say that his board design seems to be pretty well ready):

<https://youtu.be/wSIYcxvCpys>

He also did a video showing RGB output from his own Coco 3 board to an RGB2HDMI adaptor (he hasn't got the sound hooked up in this video):

<https://youtu.be/EB2sbTMWF-Q>



REVISITING 10 PRINT RACER

Allen Huffman posted a blog post entry with him revisiting his "PRINT RACER" BASIC program (itself converted from the C64) and working on optimizing the INKEY routine he is using, based on a suggestion by MiaM:

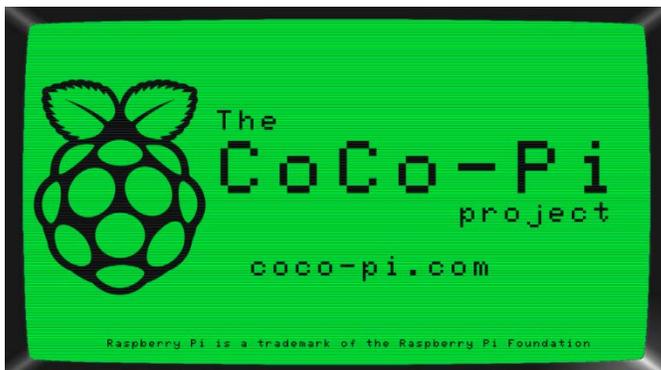
<https://subethasoft.com/2021/08/25/revisiting-10-print-racer/>

```

0 ' 10 PRINT RACER
1 ' BY WWW.8BITSHOWANDTELL.COM
2 '
3 ' PORTED FROM PET TO COCO
4 ' BY SUBETHASOFTWARE.COM
5 R$="":CLS:PRINT"INIT:":FORX=1TO75:M$=CHR$(47+45*
(RND(2)-1)):R$=R$+M$:PRINTM$;:NEXT
6 S$=STRING$(32," ")
10 CLS:C=16:R=10:W=12:D=0:S=1024
20 L=0:FORZ=0TO1STEP0:X=RND(.)*10
30 IFX<4THENR=R-1:IFR<1THENR=1
40 IFX>5THENR=R+1:IFR+W>29THENR=29-W
50 RN=RND(.)*28+1:PRINTMID$(R$,RN,R):MID$(S$,1,W):MID$(R$,RN,31-R-W)
60 D=D+1:L=L+1:IFL>49THENL=0:W=W-1:IFW<3THENW=3
70 IFD<16THENNEXT
75 A$=INKEY$:IFA$=CHR$(8)THENC=C-1
80 IFA$=CHR$(9)THENC=C+1
90 P=PEEK(S+C):IFP<>96THEN200
100 POKES+C,106:NEXT
200 PRINTTAB(13)"CRASH!":IFD>H THENH=D
205 PRINTTAB(6)"SCORE:"D" HIGH:"H
210 FORX=1TO2000:NEXT:A$=INKEY$
220 A$=INKEY$:IFA$=""THEN220
230 GOTO10
  
```

COCO-PI UNIFIED

Ron Klein has released the new community image for the CoCoPi: CoCoPi-16GB-Unified-CommunityEdition-X-20210826 is available for download at: <https://coco-pi.com/>



VCF-SE PHOTOS

Henry Strickland was kind enough to share photos from the VDF-SE (Southeast) in Atlanta that took place on August 20-22 in Atlanta Georgia. He reports that a fair number of Coco people attended the show, and that there were two Coco displays sharing a table (including his Coco 1 with MOOH 512K RAM expansion, and varmfskii showing NitrOS-9/EOU).

https://photos.google.com/share/AF1QipMJS9RQ217iv-K6_Vg0wg5YHafLWYnVZnBxsFOGG-VA-qzKo9kEemf48NtKt6ENA?pli=1&key=bm15Q0dNdmllQUt3VEhbzdOWIVSOHJsc3Z5aEF3



COCO3 TO APPLECOLOR RGB

Mike Rojas posted on the Coco group on Facebook that he is getting a small batch of his adapter board he designed to take the Coco 3 RGB output into an AppleColor RGB monitor, and is wondering how much interest there would be in such a board. Please respond on his Facebook post if interested:

<https://www.facebook.com/groups/2359462640/posts/10159428588317641/>



SPECKLED COCO MECH

Brian Wieseler posted some photos of his maxed out Coco 3 (now with GIME-X, 8 MB RAM, CocoMech keyboard and MegaMini MPI). This in itself is cool but not really news; what is news to me is the new speckled look of the background of

Ed Snider's CocoMech keyboard (both of mine are solid black). When did these start getting sold?

<https://www.facebook.com/groups/2359462640/posts/10159428553322641/>



HOT-MODDED MYSTERY

Lee Davey opened up his Coco 3 for the first time in 30 years and discovered a couple of things: 1) He has an official Tandy 512K upgrade installed, and 2) he has some special custom mods that he has no idea what they are for. Do any of the hardware people recognize the wire, etc. mods?

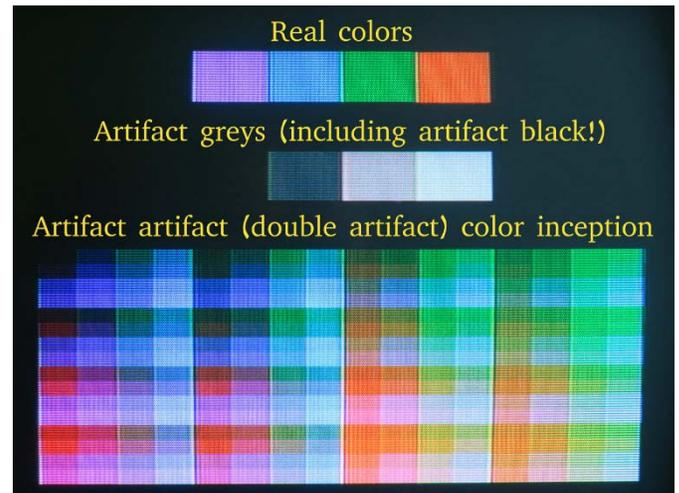
<https://www.facebook.com/groups/2359462640/posts/10159427589822641/>



SOCK MASTER REVERSE ARTIFACT INCEPTION

John Kowalski (Sock Master) has furthered his composite color experiments, this time picking 4 actual colors, and managing to use artifacting to produce grey scale (including an artifact black):

<https://www.facebook.com/groups/2359462640/posts/10159426794242641/>



WHAT WOULD A COCO BE LIKE NOW?

There was an interesting topic in the Coco group on Facebook posted by Keith Reynolds: If the Coco had continued, what would it look like today? More Apple like, or more PC-like? It has had over 100 responses so far:

<https://www.facebook.com/groups/2359462640/posts/10159425214782641/>



Keith Reynolds

August 24 at 9:35 AM · 🌐

If the CoCo had continued. What would it look like today. More apple or pc?



13

122 Comments

This reminded folks of CoCo Forever by D. Bruce Moore
<https://cocoforever.gracenote.ca/>



Or maybe Sock Master's 104key CoCo render?

<http://users.axess.com/twilight/sock/cocofile/coco4.html>



RAINBOWFEST 1983

Rodney Hamilton posted some really cool photos from the Chicago RainbowFest in 1983 - which means that the photos are from the very first one ever held:

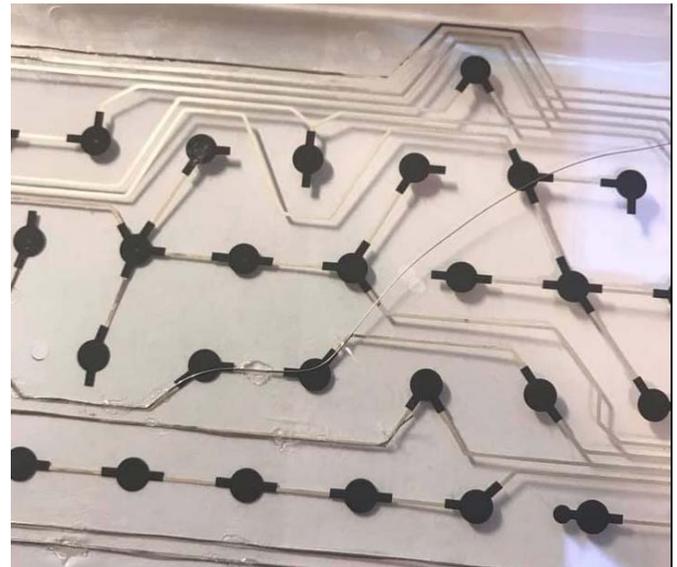
<https://www.facebook.com/groups/2359462640/posts/10159422527727641/>



KEYBOARD TRACES

Mike Rojas has been doing a blog like series in the Coco group on Facebook of his repairing of a dead Coco 3 (up to part 10 as of this writing). There are a lot of hardware topics covered, the latest being keyboard trace repair:

<https://www.facebook.com/groups/2359462640/posts/10159431054492641/>



XROAR UPDATES

XRoar has been updated to version 0.37.1. This features improved reading of sampled audio tapes and also now allows emulation of an MPI type device made by the RACE company back in the day (for the Dragon).

<http://www.6809.org.uk/xroar/>



SUPERSPRITE UPDATE

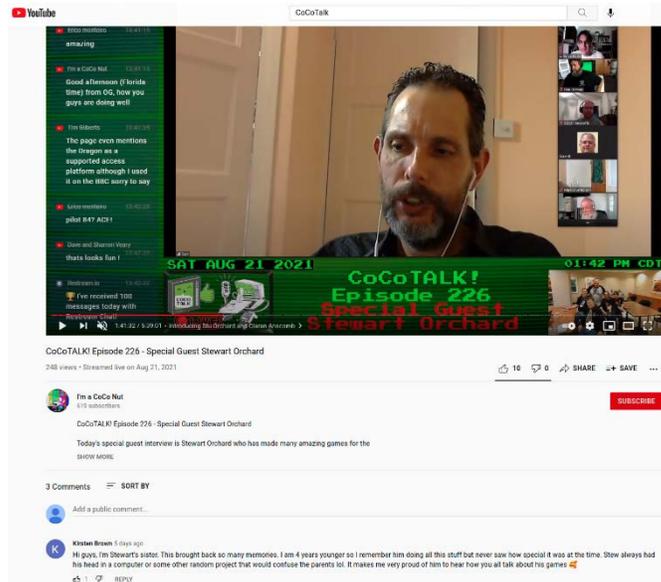
Nigel Barnes has a small update to SuperSprite+ board support in MAME:

<https://www.facebook.com/groups/dragon32/posts/2985145181745131/>



ANOTHER PERSPECTIVE

Stewart Orchard, our guest last week, actually had his sister Kirsten leave a YouTube comment on his episode of CocoTalk: "Hi guys, I'm Stewart's sister. This brought back so many memories. I am 4 years younger so I remember him doing all this stuff but never saw how special it was at the time. Stew always had his head in a computer or some other random project that would confuse the parents lol. It makes me very proud of him to hear how you all talk about his games."



XROAR BASIC AND PYTHON

Tom Erik Gunderson released a photo of an introduction to Python programming for 12 year olds class, where he used online XRoar (by Ciaran Anscomb) and BASIC to show the students the differences between INTEGER and STRING data types. (He mentions that they even snuck in a little Donkey King):

<https://www.facebook.com/groups/dragon32/posts/2984266515166331/>



COLOUR

David Gisbert has designed some colour Dragon stickers that he is going to sell for 3 Euros (plus shipping):

<https://www.facebook.com/groups/dragon32/posts/2982634821996167/>

DRAGOUN

STICKEURS



JOUST TRANSCODE 1.1

The Joust transcode released by Glen Hewlett last week has had a small version 1.1 update - it will now automatically shut off the floppy drive motor (if you load from real floppy) after it starts up, rather than run incessantly.

<https://nowhereman999.wordpress.com/2021/08/17/joust-is-now-available-for-the-coco-3/>

Our own Stevie Strow posted a video about it, showing some of the features and gameplay:

<https://youtu.be/9FifV1aOFEU>



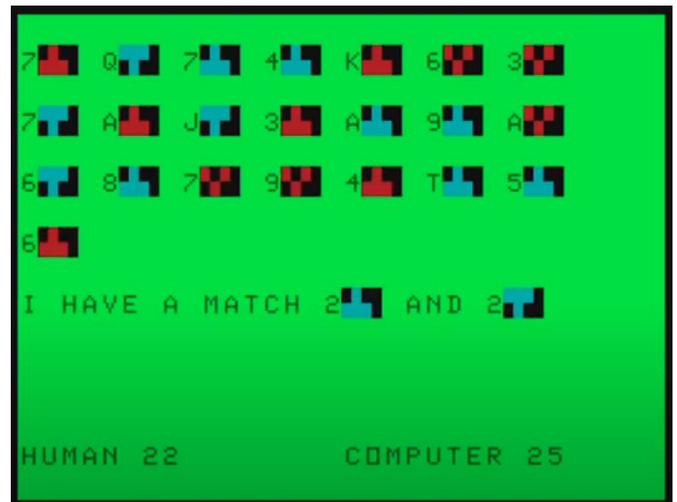
MC-10 OLD MAID

Jim Gerrie has ported an old Atari 8 bit card game from 1984 (originally by L.M. Schreiber) called Old Maid, to the MC-10:

<https://youtu.be/QIMRoybPYXQ>

He also posted a screenshot on the MC-10 group on Facebook of a work in progress, Freecell:

<https://www.facebook.com/groups/731424100317748/post/s/4184779921648798/>



DEFENDER TRANSCODE UPDATE

Glen Hewlett has a blog entry update on his going back to attempting the transcode of Defender for the Coco 3:
<https://nowhereman999.wordpress.com/2021/08/25/back-to-defender-copy-protection-progress/>



STAR TREK III

4) I have fixed Star Trek III (by Lance Micklus for Adventure International) to work properly on a disk system based Coco 1/2/3. It should be on the Color Computer archive shortly. This fixes multiple ML graphics subroutines that were not working on disk systems before now.

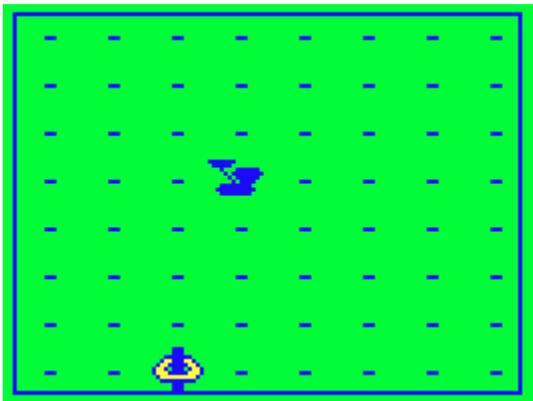
<http://www.lcurtisboyle.com/nitros9/startrek3.html>

Ciaran has also patched that further so that there is now Dragon version available, and you can also play the fixed version in XRoar online:

<http://www.6809.org.uk/xroar/online/?machine=cocous&cart=rsdos&autorun=trekiii.dsk>

Dragon version:

<https://archive.worldofdragon.org/phpBB3/viewtopic.php?f=7&t=10959>



OLD SCHOOL GAMES VS DEMOLITION DERBY

Old School Games and Stories has posted another long play Coco game video - Demolition Derby from Spectral / Tandy:
<https://youtu.be/oeCTMIbrS54?t=47>



FAHRFALL ON COCO2 MISTER

NML32 on YouTube posted some test gameplay footage of Fahrfall, playing on the free Coco 2 core for the MiSTer (one of that core's authors, Dave Shadoff, is active on the Discord). It still has some graphical glitches, but is basically playing correctly, including background sound:

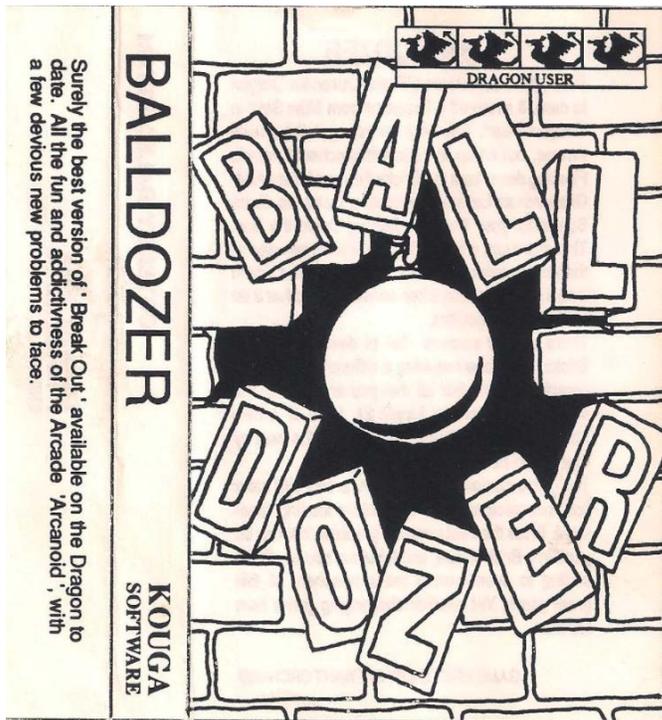
<https://youtu.be/c1fNP2quDqo>



BALDOZER

Stewart Orchard (our guest last week) has uploaded the "full" versions of Balldozer to the World of Dragon forums. This includes the tape loader that actually tells the game story scrolling while the game is still loading from cassette. He even managed to find a small chunk of the original assembly source code (from tape), which he has uploaded as well:

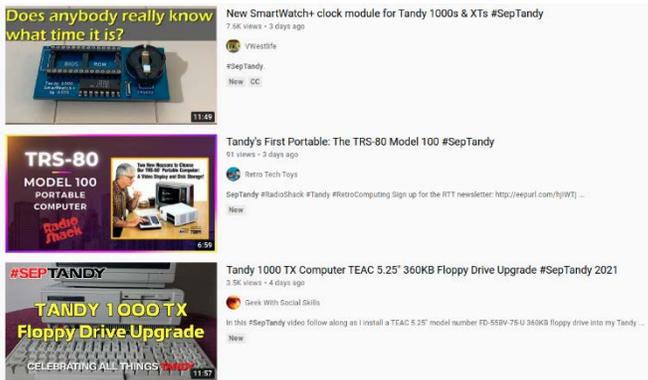
<https://archive.worldofdragon.org/phpBB3/viewtopic.php?f=7&t=10958>



2021-09-04 Episode 228

SEPTANDY UNDERWAY

SepTandy for 2021 officially started on September 1st on YouTube, and multiple Tandy 1000 style videos are out already. If you put up any videos for the Coco, include #SepTandy in your search words and the title of the video so that it gets findable in this years SepTandy.



SUNDOG GOES GOLD

A cool thing happened the day after the August CoCoTALK! interview with Glen Dahlgren, when he announced that his first book (The Child of Chaos) would be free for a limited time: It quickly shot to the top of several charts on the Amazon Kindle store, and won a gold medal in the Young Adult Fantasy Epic category:

<https://www.facebook.com/glen.dahlgren/posts/10226729772011266>



COCOPI UPDATES AND TUTORIALS

The latest CocoPi released last week already has multiple updates - an experimental version of Coco 3 support in XRoar, Squanchy Basic by Tim Lindner, more tutorial videos, etc: <https://coco-pi.com/2021/09/>



SETTING UP COCO PI VIDEO TUTORIALS

Stevie Strow has also been putting up a set of tutorial videos on setting up the new CocoPi. Each video covers a specific sub-topic to help keep them short. Here is a list so far (you can also get to the them from main CocoPi page): <https://www.youtube.com/watch?v=9Ui6TQsmCP0&list=PLpy5fe6Zd8ceCEPyybgNi7afLV7hFPVNF>



XROAR COCO3 SUPPORT WON'T BURN YOUR HOUSE DOWN

And speaking of XRoar - Ciaran, as I mentioned earlier, has been adding more and more Coco 3 support lately, and you can try his early builds (which are working with some software now, but not quite everything yet):

Announcement:

<https://www.facebook.com/groups/2359462640/posts/10159435219602641/>

Download links:

<http://www.6809.org.uk/tmp/xroar/>

He also has his experimental XRoar Coco 3 support in the online version of XRoar, and the recently released Joust is one of the test programs to try:

<http://www.6809.org.uk/xroar/test/?machine=coco3&cart=r-sdos&disk0=joust.dsk&basic=RUN%22JOUST%5Cr>

 **Ciaran Anscomb** shared a link.
August 30 at 4:55 AM · 🌐

Today in "played in XRoar" news: Donkey Kong Remix (with sound this time), Rogue. Pacman transcode except the power pills are invisible for some reason.
"XRoar CoCo 3 support: it won't burn your house down now!"
(But it still probably won't work for what `_you_` want 😊)
<http://www.6809.org.uk/tmp/xroar/> for windows snapshots and source tarball (run with `"-machine coco3 -ccr simulated"` - without that second option it'll look awful - oh, and add `"-ram 512"` where necessary)

DRAGON TOOLS

Roberto Fernandez (one of the guests on the DragonTalk episode of CoCoTALK!) posted the link to his Dragon tools projects so that you grab them to try:

<https://bitbucket.org/robcfg/>

robcfg
Repositories

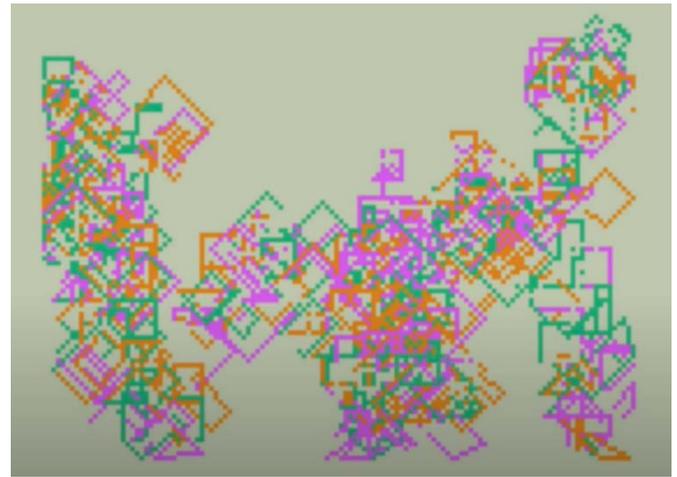
Search repositories 🔍 Privacy Language

Repository	Description
 eg2edit Unfinished project	A small and nice Dragon/CoCo semigraphics 24 picture editor.
 dragonbas Unfinished project	Small utility to translate tokenized Dragon BASIC files to text BASIC files.
 dgnblock_fit Unfinished project	A small graphic interface utility for comparing, checking and fixing Dragon cas files.
 dtools Unfinished project	A collection of tools for developing programs for the Acorn BBC Micro and Electron computers.

SQUANCHY DRAW

Tim Lindner released a video demo using the DRAW command which he calls a Jackson Pollack creator. The unique thing is that it is running under his Squanchy Basic project, and is one of his earlier tests off adding Extended BASIC to the earlier Color BASIC version we showed before. This should still allow over 40K RAM free, even with graphics screens allocated.

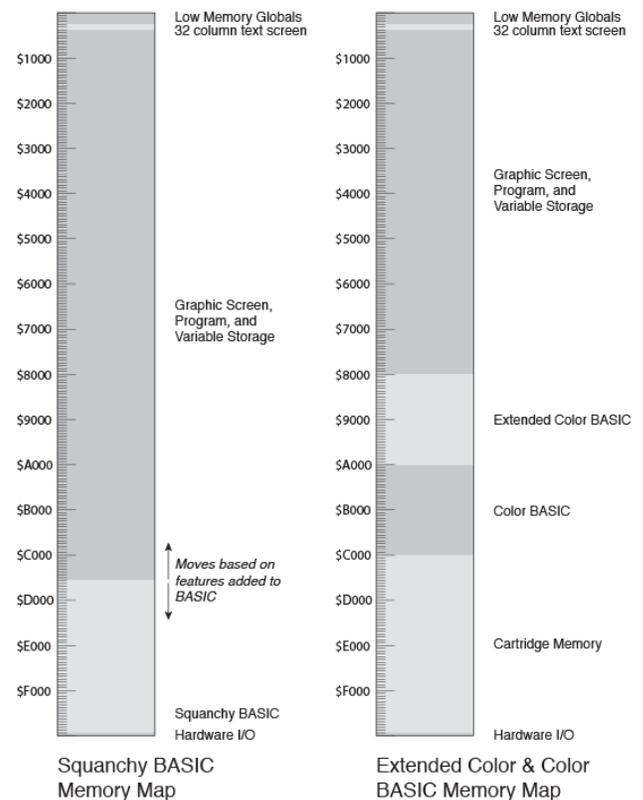
<https://youtu.be/l3oJ8jWg6qM>



SQUANCHY RAM

Tim added a chart to help explain how he is reorganizing RAM to get the extra room for BASIC programs on his main github site for Squanchy Basic as well. Also, late in the week, he added support for Extended and Disk BASIC:

<https://github.com/tlindner/Squanchy-BASIC>



COCO CREW PODCAST EPISODE 75

The CocoCrew released their latest episode (#75) of the Coco Crew podcast. This episode includes a discussion on "What is considered the state of art in the community" (with differing, and even evolving positions during the discussion, which was cool), a tech segment on the difficulties of using the CocoSDC and a real floppy drive simultaneously on a Dragon, and Neil reviewed the new Joust game by Glen Hewlett:



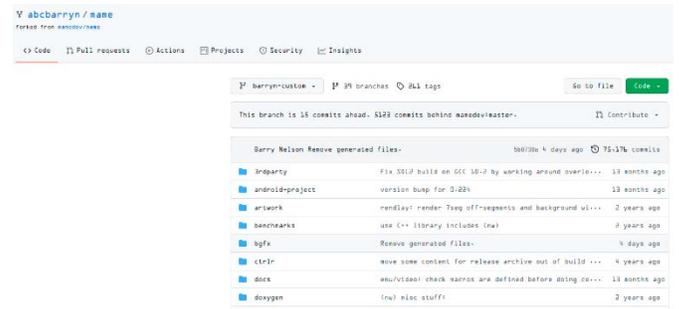
SUPERSPRITE FM+ ORDERING

John Whitworth announced in both the Dragon and Coco groups that a limited run of the SuperSprite FM+ boards are available for order, and hopes to make more, but one of the key chips (V9958) has nearly doubled in price since his first order. Price is between 75 and 130 British pounds, depending on what style of kit (or full built) version you want. (Nice bonus - he links to his presentation on DragonTalk to show the physical board running)
<https://www.dragonplus-electronics.co.uk/product/supersprite-fm-6x09-for-dragon-and-coco-computers/>



SERIAL PRINTER UPDATES

Barry Nelson has release an update to his custom MAME branch to fix an issue with Coco serial printers. Barry makes Coco centric custom builds of MAME, and also doesn't stay on the bleeding edge, making sure that the release is very stable.
<https://www.facebook.com/groups/2359462640/posts/10159438155082641/>
 Hit github:



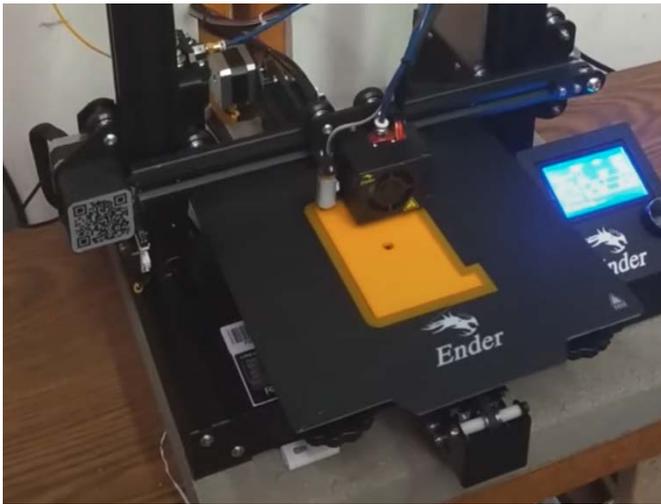
X32 OVER ECB

Trey Tomes has posted video and source for his latest update to his X32 Over-Extended Color Basic project, which now handles some internal string functions to better handle BASIC tokens. He has a demo video showing it properly trapping errors with illegal arguments for the CLS command (he also did a later update noting he had added the ability to get the date and time):
<https://www.facebook.com/groups/2359462640/posts/10159438000687641/>
 His GitHub project:
<https://github.com/treytomes/cocos/releases/tag/v0.1.1a>



SEPTANDY IN A COCONUT SHELL

Alison DeNu, as part of this year's SepTandy, released a YouTube video showing her 3D printing a shell for a Program Pak:
<https://youtu.be/okMFBPTN-JA>



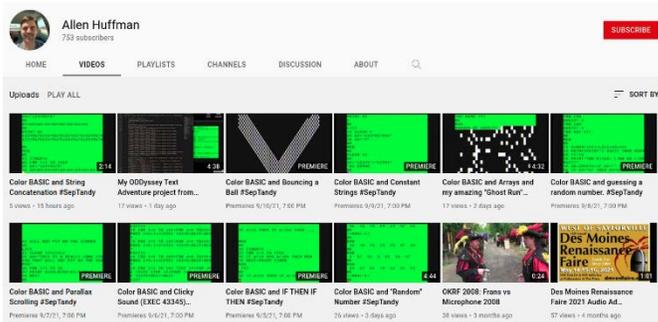
SUBETHA SEPTANDY

Allen Huffman has been busy with a lot of things on both Facebook on his Sub-Etha Blog site, including some that he has scheduled for release during the month of September: You can see them here:

<https://www.youtube.com/allenhuffman/videos>

He also did one that is only on Facebook: getting better random number generation in BASIC:

<https://www.facebook.com/groups/2359462640/posts/10159434794662641/>



MAZE SPEEDRUNS

Carlos Camacho posted the listing for an interesting Maze generation style program originally written in the Extended BASIC for the PC-6001VW (a 3.8 MHz Z80 based system from NEC that included a VDG compatible chip and a sound chip, from late 1981/1982. He and some commenters were translating the code to the Coco and Coco 3 to see what speed differences there were:

<https://www.facebook.com/groups/2359462640/posts/10159434682972641/>



COCO3 RESSURECTION ACCOMPLISHED

After a lot of work, Mike Rojas (who has been blogging his progress) has gotten his non-functioning Coco 3 fully working: <https://www.facebook.com/groups/2359462640/posts/10159431693907641/>



RETURN OF RETURN OF COCO FOR VCC

Rutherford Le Blang (who wrote an earlier Coco emulator called "Return of Coco" way back in 2000 (I remember using it), has started working on fork for VCC to incorporate some of the GUI niceties that he did on Return of Coco back in the day, that will hopefully be rolled back into VCC itself in the future. One in particular is the ability to double click a BIN file, which will cause it to run that BIN automatically in fullscreen mode:

<https://www.facebook.com/groups/2359462640/posts/10159438820867641/>

<https://www.facebook.com/groups/2359462640/posts/10159440303772641/>



LWASM TRICKS AND COOL FEATURES

Glen Hewlett (author of the Joust transcode) put up another blog posting - but this time, on some of the "tricks and cool features" from William Astle's LWASM package, including label tricks, conditional assembly, etc.:

<https://nowhereman999.wordpress.com/2021/09/02/lwasm-tricks-and-cool-features/>

LWASM – Tricks and cool features

Posted on September 2, 2021 by nowhereman999

I thought I'd share some of the cool features I've discovered over the years using LWASM that I don't think are widely known or maybe I just live under a rock. 😊

One of the best things are the need for less labels when writing your code. You can use the less than (<) and greater than (>) as labels that direct the code to the exclamation mark (!) in your code. For example:

Cool program #1 with labels:

```

LDX    #$1000
LOOP1:
INC     ,X+
CMPX   #$2000
BNE    LOOP1
LDD    ,Y
BNE    Done
LDD    #$BBBB
Done:
RTS

```

Cool program #1 with <, > and ! – Look ma, no labels:

COCO3 COLOR LED KEYBOARD BUILD

15) Allen Leno on the Coco Facebook group showed the finishing of his installing modern components (including a color LED keyboard) into a Coco 3 case, with pre-set up Coco emulators:

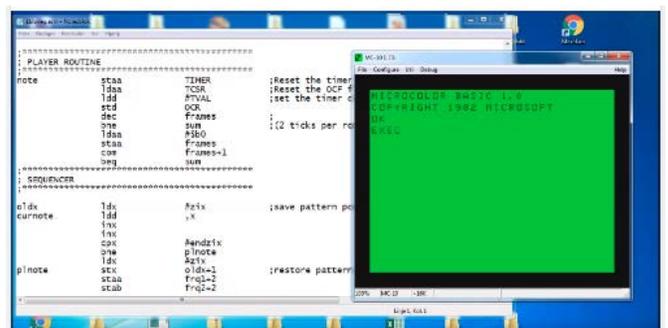
2-VOICE OVER 1-BIT MC-10 MUSIC MADNESS

Simon Jonassen put up a demo for the MC-10 doing an ML sound routine (please remember, the MC-10 *only* has a 1 bit sound source... no 6 bit DAC like the Coco has), supporting 2 voices at once:

<https://www.facebook.com/groups/731424100317748/post/s/4192158164244307/>

Source code:

<https://www.facebook.com/groups/731424100317748/post/s/4194903650636425/>



2-VOICE MC-10 MUSICAL NOTATION

Anders Carlsson posted an update to Simon Jonassen's original upload, also on the MC-10 Facebook group, changing it so that musical data can be entered as note names (like D-3 would be a D note in octave 3), which will make it easier for people to transcribe songs to play in Simon's music player:

<https://www.facebook.com/groups/731424100317748/post/s/4195630503897073/>

 Anders Carlsson uploaded a file.
August 31 at 12:52 PM · 🌐

This is my slightly modified version of Simon's upload. It still requires Dasm to assemble, but with the following changes:

All the music data has been converted from hexadecimal values to human readable notes, which happen to be in the range D-3 to F#8. In practice it sounds lower, but it means that octaves 1-2 are unused for REALLY bassy sounds.

I have added a series of macros that will kick in at assembly time. Unfortunately I didn't find a way to not make them greedy, i.e. chew the entire line which means that with the syntax of two notes per line, I had to split the input data into two lines with tab offset. It isn't exactly pretty and it could be solved by using an external script - I would probably code something in PHP or AWK - to do what the macros currently do. Another way of doing it is of course to split the music into two halves but then the player routine would need to be rewritten to read from two places simultaneously.

And yes, I submitted a working C10 file with the archive. It should hopefully play exactly like the previous one did.

TOPCOPY TAPEMATICS

John Symes posted a couple of photos in the Microdeal Facebook group of the 2 Tapematic high speed tape machines that they used to duplicate tapes from their copy company TopCopy:

<https://www.facebook.com/groups/204334613785733/posts/833414964211025/>



DRAGON MEETUP NOVEMBER 27-28, 2021

The date has been set for Dragon Meetup 2021 at the Cambridge Centre for Computing History: November 27th/28th:

<https://www.facebook.com/groups/dragon32/posts/2987825281477121/>



VDK CONVERSION FOR DRIVEWIRE

Pere Serrat has released a Java app that will convert VDK files that are not a multiple of 256 bytes to 256 bytes, to make them Drivewire 4 compliant. The new files will then be compatible with XRoar, MAME, CocosDC & Dragon-MMC. You can download it from the Dragon Facebook group:

<https://www.facebook.com/groups/dragon32/posts/2987824751477174/>



STEP 1 TOWARD BUILDING MY OWN DRAGON 64

Arvid Claasen posted photos of his "Step 1 towards building my own Dragon 64" project:

<https://www.facebook.com/groups/dragon32/posts/2987336701525979/>



FLEX AND OS9 DRIVERS FOR DRAGONPLUS

John Whitworth has uploaded a couple of disk images to the Dragon group on Facebook: Flex for the DragonPlus, OS9 for the DragonPlus with DragonMMC drivers:

Flex:

<https://www.facebook.com/groups/dragon32/posts/2986719951587654/>

OS-9:

<https://www.facebook.com/groups/dragon32/posts/2986696724923310/>



DOSPLUS EXTENDED

Pere Serrat uploaded his latest version of DOSPlus5.0Extended (0.25.15G) which has triples the timeout for the Read routine for the Becker port, thanks to some collaboration with Michael Furman (author of PyDrivewire):

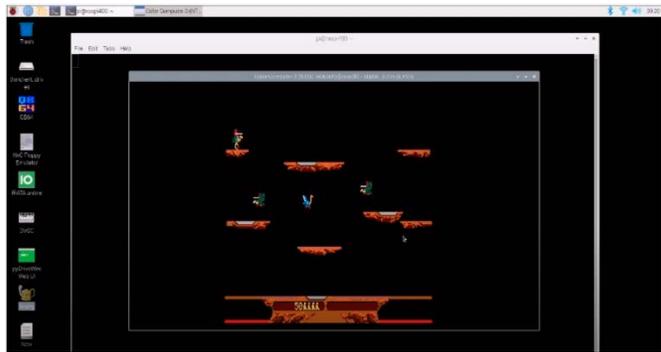
<https://www.facebook.com/groups/dragon32/posts/2986621114930871/>



COCO-JOUST-CEPTION

Antonio Carlos Jimenez Ely posted a video of him playing Glen Hewlett's Joust transcode/port, but with a twist - he is playing it on his CocoPi (Pi 400), but then through a Remote Desktop session so that the game is hosted on the Pi, but he is playing on an entirely different computer:

<https://youtu.be/vac5mprBP7k>



MISSILE! CONVERTED TO COCO

Deborah Maxwell showed a video (and uploaded a CAS image) of a BASIC game called Missile!, which she converted from a TRS-80 Model 1/3 to the Coco:

<https://www.facebook.com/groups/2359462640/posts/10159437725252641/>



MISSILE! CONVERTED TO MC-10

Jim Gerrie has ported Deborah's Missile! game to the MC-10 as well:

<https://youtu.be/R-yJmGvXrLs>



FREECELL PORT

Jim Gerrie also completed his Freecell port that we mentioned was a work in progress last week:

<https://youtu.be/fP8-12ip2yw>

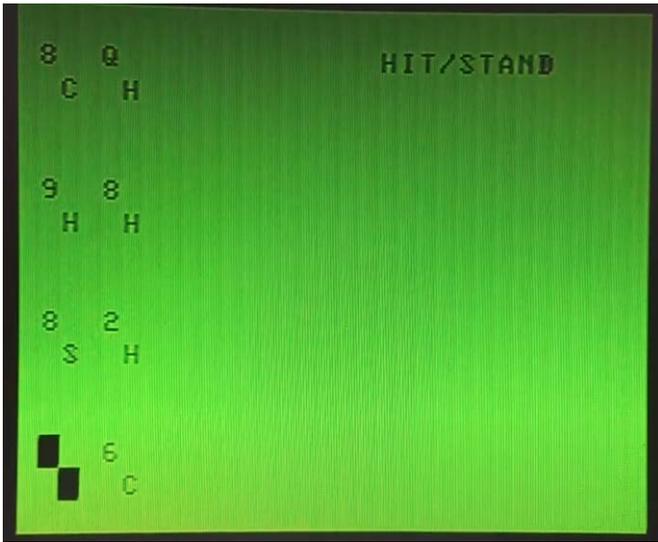


SEPTANDY SIMPLY BETTER BLACKJACK

Alison deNu, as part of SepTandy, has released a couple of BASIC games:

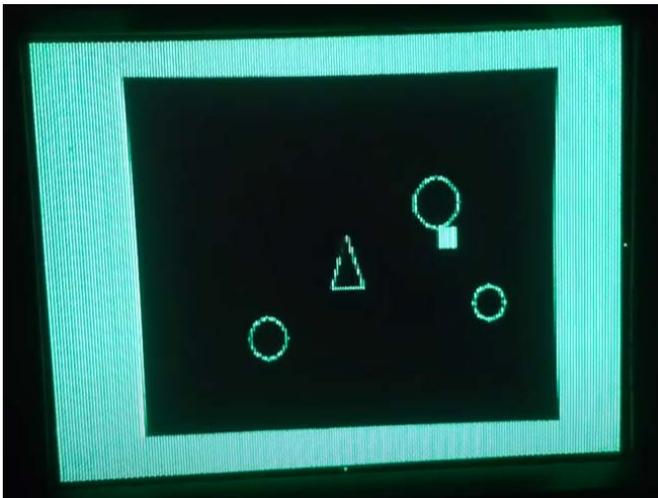
Simply Better Blackjack, a low res blackjack game that she started almost 40 years ago (and got about 75% finished at that time), and this year she found the tape again, loaded it back up, and finished the game:

https://youtu.be/t5fJM_DZ4zc



SEPTANDY JUMPSHIP

Alison deNu also released a SepTandy video for JumpShip: A high res Extended BASIC game that is turn based space flying game that she wrote in 2020: <https://youtu.be/pvRjNCIg8mg>



CUTHBERT DRAGON UPDATES

Cuthbert Dragon on YouTube has released more game play videos on his Dragon, including St. George and the Dragons (a

graphical game written in BASIC by the looks of it), and Waxworks (a text adventure game done in PMODE 4 to give better looking characters with lowercase):

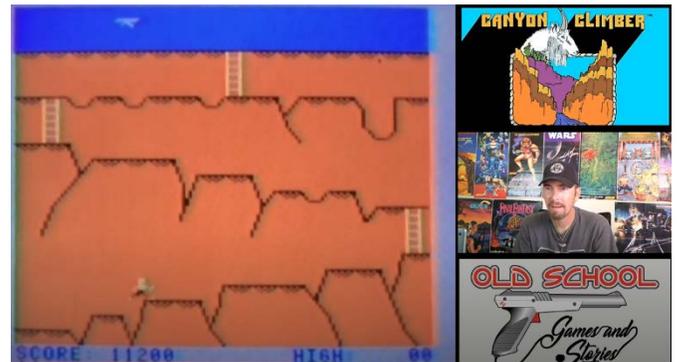
<https://www.youtube.com/user/MaryWinstead32/videos>



OLD SCHOOL GAMES & STORIES VS CANYON CLIMBER

Old School Games & Stories did a play through video of Canyon Climber:

<https://youtu.be/y7FvHX3D9VI>



Calendar of Events



Glenside Color Computer Club, Inc. Business Meetings

Upcoming meetings: September 2nd, October 9th, November 18th, December 16th, 2021

Check the calendar on [our site](#) for updates

Third Thursday of each month.
7:30 PM to 9:30 PM Central Time

BlueJeans Video Conference - <https://bluejeans.com/889394355>

You can call in: Phone Dial-in
+1.408.740.7256 (United States)
+1.408.317.9253 (Alternate number) (Global Numbers)
Meeting ID: 889 394 355

Tandy Assembly

October 1st – 3rd 2021
<http://tandyassembly.com>

The 29th Annual "Last" Chicago CoCoFEST!

Date: Scheduled for November 6th and 7th 2021
Location: Holiday Inn Elk Grove, IL

<http://glensideccc.com>



Image courtesy of D. Bruce Moore

CoCo Community Corner



Source

- Glenside Color Computer Club, host of CoCoFEST!
- The TRS-80 Color Computer Facebook Group
- The Color Computer Mailing List
- The TRS-80 MC-10 Facebook Group
- The Coco Crew Podcast
- The Dragon 32/64 Communities
- CoCoTALK! Weekly live Color Computer talk show
- The Coco Community Discord server
- The CoCo Show Podcast
- Looking for more CoCo Links? Visit I'm a CoCo Nut!

Link(s)

- [Website](#) | [Facebook](#)
- [Facebook](#)
- [Website](#)
- [Facebook](#)
- [Website](#) | [Facebook](#)
- [Website](#) | [Facebook](#)
- [Website](#) | [Facebook](#)
- [Get Discord](#) | [Server Link](#)
- [Website](#) | [YouTube](#)
- [Website](#)

(Closed Parentheses)

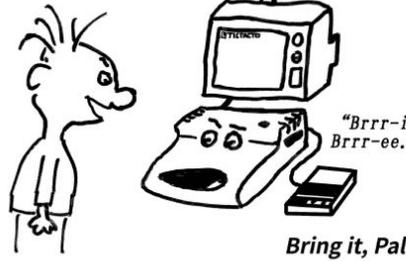
Thanks to D. Bruce Moore for Joey & CoCo strip #7 "Dad Still Upset?" and Salvador Garcia's latest entry of CoCo Chronicles

JOEY & COCO

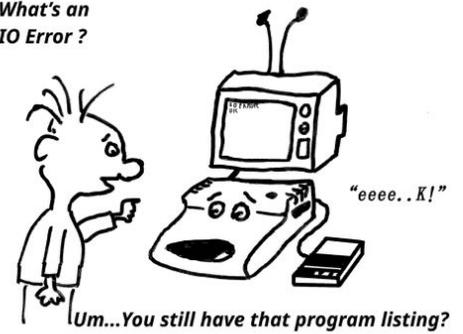
Dad still upset about recording over his ABBA tape?



CLOAD "TICTACTO" Gunna whup you!



What's an IO Error?

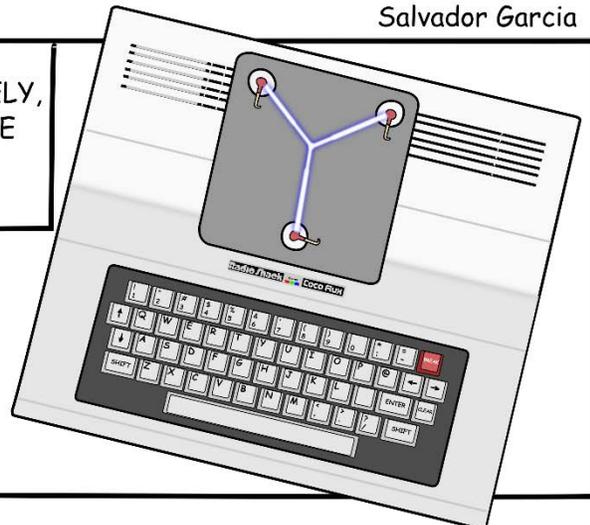


(C) 2019 D. Bruce Moore

CoCo Chronicles

THE TANDY RADIO SHACK COCO FLUX, FOR THOSE IN A HURRY. UNFORTUNATELY, IT NEVER MADE IT PAST THE PROTOTYPE STAGE DUE TO ITS HIGH POWER REQUIREMENT.

Salvador Garcia



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