

CoNect  
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# CoNect Direct

October, 1993

Vote, Eds

Well, now that all that boring summertime stuff like sports, parties, vacations and recreation in general is about over with, we can all get back to work building a healthy case of cabin fever for next year. It's nice to note that the CoCo will be around for a few more years to assist in this endeavour- it seems many of the mini-crises of last summer have been solved.

The Users Group has a new slate of officers and new purpose to go with the new (and empty) bank account. Also, they have a new rumour. This one concerns the future dropping of support for OS9/6x09, and probably started when increased support for OSK and OS9000 was mentioned. As with most rumours, this one has a lot to do with paranoia. The OSK machines do have a few things going for them- the fact they are still sold comes to mind. After all, a large part of the UG's stated function is to attract new users, a difficult task on a discontinued platform. But they in fact now have a "6809 guy" to cover the CoCo, so don't write off the UG just yet.

It's also comforting to see the new publications starting to settle into stable routines- one always wonders if a new publication can maintain its initial quality past the first few issues. In hindsight, Mr. Falk's decision to 'kill' Rainbow starts to make sense from our point of view- I wonder how many of the articles we are now seeing would have been tied up in a Falsoft file drawer waiting on space in the tiny publication that was the Rainbows end.

And, even though the number of suppliers is still shrinking, the rate of decline is slowing down. Products are not disappearing anymore. Instead they pop up in another location. Rikos Computer Enterprise seems to have a real knack for this- besides the CoCoPro software, he now has the Sundog catalog. Give him a call!

In my opinion, the events of the last year have pretty much demonstrated the ramping down process any orphan machine goes through. Many, many companies have abandoned CoCo following its 'death'. A few new ones sprang up, and a few minor league firms have expanded. These folks all face similar problems- a lack of cash and some percentage of inventory made practically worthless by fire sales conducted by the 'old line' suppliers. The profits made over the last 10 years no longer serve to support our machine, and it shows in the lack of current new products.

If the history of other orphaned computers holds true, the future will look bright indeed for those who continue to use their CoCo. As the new startups and expanded 'small fish' become profitable, new products will emerge and older products not now available will reappear. It's a waiting game on both sides- users are waiting for new stuff they need, while suppliers wait for enough cash from the old stuff to pay for things like the outright purchase of rights to manufacture. Don't assume CoCo will continue the downward path into oblivion- it won't. The trick is to wait out the two years or so needed to grow a new crop of suppliers to the fruit bearing stage. We are close to that point.

## C- ANSI vs K&R

Anyone who has ever attempted porting modern C source to Microwares Ancient and Honourable 6809 C compiler has no doubt wished for an ANSI compliant version of this old warhorse. Well, that hackin' fool Vaughn Cato went and wrote a front end to do pretty much that- if you haven't heard of ANSIfront yet, definately go look it up! Although not

completely done yet (last release is labeled 0.9) it's getting pretty good see PD note, below

## PD Note, Below

It seems lots of folks don't have modems, and some that do are stuck with substantial long distance charges when using them. In the spirit of fair play, CoNect is announcing a PD disk service. What we plan to do is collect stuff in logical chunks and offer each for \$3.95 copy fee. OS9 stuff is available in 158K, 360K, or 720K (3.5 inch) formats while DECB will be 35tSS- however many disks it takes. Normal shipping charge of \$4.00 per order applies, this goes towards postage (P Mail- at least \$2.90) and mailer (about a buck) so pile things together- 2 pounds makes a pretty good bundle.

The first bundles I have in mind are System, C, MultiVue, Telecom, Words&Pictures, with more as they are collected. PatchOS9 can be considered the first bundle. The second is Cadd. Consists of the alternate libraries (both Kreider stdlibs, Sweet gfx lib), ansifront, a few new cc's, and some other odds-n-ends, with all docs, readmes, disclaimers, etc.

Next issue will have more groups- it's going to take a while to split the archives and organize them into sets.

## The Need for Speed-

Hitchi 6309 upgrades remain a popular addition to the CoCo. The Two megabyte RAM upgrade likewise requires installation of a CPU socket, and is also going strong. Every weekend there is at least one machine here for CPU replacement, or much worse- a botched job in need of repair. The following comments are in part based on the half dozen broken machines seen here.

Like any electronic procedure, if one has to ask very much about methods, it may well be beyond current ability. Although desoldering the cpu is not an impossibly difficult task, it's far from trivial- so monitor your progress carefully.

In almost every damaged motherboard I've seen, the CPU was removed whole, so if unsure of soldering ability, definately consider the destructive removal method- cutting each leg free of the chip, then pulling them individually. New 6309s are easy to get- in fact CoNect will sell one for \$12.00 plus shipping- much cheaper than a new CoCo or a \$30 repair job.

By far the most common damage is tearing the pads from the top of the motherboard- there are quite a few and they are very fragile. To prevent this while saving the old cpu, desolder each hole, then wiggle each pin back and forth in its hole to free it. Pins must move easily in the hole BEFORE the chip is pulled. Remember- it's almost impossible to lift a trace by moving the pin sideways. There are two connections which may be difficult to desolder. It is possible after freeing the other 38 to alternately heat those two while rocking the cpu out, then clearing the holes afterwards.

Another common mistake is prying the cpu up by sticking a screwdriver under the keyboard end of the chip. This is a tempting spot, since it's the only end accessible. Don't do it! Invariably, a few traces leading down to the ECB ROM will be damaged, and the only way to figure out where they go is to also pull the Basic ROM. A properly desoldered cpu doesn't need to be pried free- it should almost fall out when the motherboard is tapped, upside down, on the bench.

The last major form of damage is probably related to the iron used to heat things. First- look at the iron's size- most common cheap irons are 30watts. This is a bit oversized and makes burned off pads a real possibility. 15-20 watts is more like it. Next,

beware the ungrounded iron. Eventually, (perhaps the first time it's plugged in), the insulation between the heater and the tip will fail and blast raw AC to the tip and on to the CoCo. I have had a cheap iron blow a 20 amp circuit when it touched a gas heater! The metal heater case was grounded through the gas pipe and the spark was quite impressive. Note even Radio Shack sells a usable one- the blue handled \$8.00 unit with a grounded plug is fine.

Also, take full static precautions- now that its winter, remove your shoes, hug a water pipe, touch the system ground, and irritate your significant other so they are not tempted to come over and give you a hug while working. The main danger here is damaging the GIME chip- usually the CoCo still works, but gets flakey, ignoring interrupts or growing DRAM problems.

Last, once the socket is installed, add a cpu, warm up the monitor, and try it. If there are any problems, stop and recheck everything. Don't retry after finding a single bad connection! Neither the 6309 nor the GIME will stand for much abuse, so spend a half hour checking all fourty possible problems.

If all else fails, CoNect will attempt a repair for a flat fee of \$30.00. Bad traces or blown opus can be fixed, but blown GIME chips are a real problem- other than noting that a new GIME will fix this unit, there is nothing we can do right now- we have none! Keep this in mind if you own an old sparklie generator- dont burn it up also if unsure of the work.

### Appeal for Parts-

As mentioned above, CoNect is facing a real shortage of certain CoCo specific chips. Right now, GIMES of any vintage or SALT chips are in short supply. CoCo3s are also needed. If you own spare machines, working or not, please give us a call regardless of condition. CoNect recently bought a machine that had fallen from a truck and was ran over. The GIME was good, so even this pancake was worth twenty bucks. and a formerly dead CoCo now lives because of it.

It is tempting to stock a few spare CoCos for the future, but I beg those of you who have more than one spare to reconsider. More hardware will become available as the number of active owners dwindles, but the user lost now due to lack of a replacement machine will never come back. He's not going to write anything new, or support those who do. Dig that box out of the closet and sell it to somebody.

*"We must all hang together or we will surely hang separately"*

-ricku

*Spotlight on.....*

## DynaCalc

If you haven't yet tried this classic OS9 spreadsheet, you should! Dynacalc is a VisiCalc workalike, which means it's alot more powerful than most spreadsheets available for the CoCo. The screen display is a little dated when compared to the GUI marvels of PCdom, but sizes itself to fit virtually any window and is suitable for remote terminals- and it leaves the CPU free to do math.

Numerically, 24 built in functions are carried to 16 digit accuracy: ABS ACOS ASIN ATAN AVERAGE CHOOSE COS COUNT ERROR EXP INDEX INT LN LOG LOOKUP MAX MIN NA NPV PI RND ROUND SIN SQRT STDEV SUM TAN. Logical functions include TRUE FALSE ISERROR ISNA IF NOT OR AND EOR.

Besides the expected editing and cell formatting capabilities, DynaCalc can search and sort labels or data and replicate any cell or range of cells. This allows simple flat-file databases to be set up. Lookup tables are supported, and blocks of data may be imported or exported as an OS9 file, allowing data to be passed around between worksheets, as well as to/from other programs.

Dynacalc has a few built in windowing functions- Titles may be made 'sticky' so they are always on screen, and the screen may be split into two separate windows. Switch between them at will to work on widely separated areas of a worksheet. Add in the CoCo's own window system, and the display can get quite busy, with 2 sections of 2 separate spreadsheets(and FOUR cursors!) all on the same screen.

Like many older programs, dynacalc has a few problems, now patched. A unrecognized (by low end DMP printers) form feed has been removed, and the termcap file dynacalc.TRM can be moved to /dd/SYS, rather than keeping separate copies in each data dir. You can run it in a 132 column gfx window (stook it only goes up to 80 columns).

Although the built in graphing function is limited to simple lines of text characters, there is a way to expand upon Dynacalc's output. A text format save can be loaded into word processors or other programs such as

## PhantomGraph

PhantomGraph is an interesting little graphing program. Many useful graph types are supported (line,bar,pie,scatter) and they can be shaded or patterned to yield some interesting results.

Manual data entry is the method most discussed in the manual, and is entirely useless. Almost as a side note, the ability to load a DynaCalc file is mentioned. This ability turns pg into one neat Dynacalc add on. Since any pg field can be loaded from a file, repetitious color/pattern numbers and the like can be generated within DynaCalc using it's cell replication features, and loaded into pg with the data. There is also a utility to convert Syk files into the DynaCalc styled files pg can read.

### And now, the pitch.....

If you'd like to update your OS9 CoCo's number crunching ability, we have a bundle for you! Dynacalc, Phantomgraph, the traditional disk of patches,icons,and such, and some tips and tricks on using/installing the set.

1993 Price- \$34.95

# Color Computer Hardware

## Computers

<b>Color Computer Two</b>	Used 64K CoCo Older VDG	\$19.95
<b>Mouse Socket</b>	Hi/Low/Cw switchable.	\$24.95
<b>MultiPak Interface</b>	Style varies. CC3 upgraded.	\$79.95
<b>XPander</b>	CoNect's CoCo buss extender. 2 internal slots, 1 ext. plus built in RS232. Board only- use as is with PC type case	\$89.95
<b>CoCo Kit for XPander</b>	keep the CoCo look but add real power supply Taps for XPander, CoCo, and three disk drives.	\$29.95
<b>StickKit for XPander</b>	internal joystick hi/low adapter	\$19.95
<b>YPower</b>	for 12v devices on yocable. +/-12v 400ma	\$9.95

## Upgrades

<b>CoCo1/2 64k RAM upgrade</b>	8 or 2 chip with instructions	\$7.95
<b>CoCo3 512k RAM upgrade</b>	various makes	\$49.95
<b>CoCo 6309 CPU upgrade</b>	kit (includes 6309 & socket) installed 90 day warranty	\$12.95 \$29.95
<b>DECB v1.1 ROM</b>	specify 24 or 28 pin ROM	\$12.95
<b>MultiPak CC3 upgrade</b>	satellite board for small mpi installed (req strapping on request)	kit \$9.95 \$19.95

## Buss Mounted Devices

<b>Mini232</b>	CoNects 6551 based port Hardware flow ctrl, jumperable dcd swap and port address. (ycable use requires ypower)	\$49.95
<b>ModemPak</b>	reworked 300 bps modem cheap backup tcom board	\$24.95
<b>Orchestra90</b>	5 voice synth with percussion	\$24.95
<b>Speech Sound Pak</b>	style varies All upgraded to 2MHz	\$29.95

## Mass Storage

<b>Cassette Kit</b>	CCR-B1 recorder, AC supply, cable, 4 blank tapes	\$29.95
<b>Floppy Disk Kit</b>	new 360k drive mounted in 2 bay case. Used	\$179.95

halt type controller from various makers.

<b>Third Floppy Kit</b>	single bay case p/s with 360K or 720K drive (your choice) Y data cable daisychains from other floppy case.	\$109.95
<b>Floppy Disk Drive 360</b>	5 1/4" 40 track half height	\$59.95
<b>Floppy Disk Drive 720</b>	3 1/2" 80 track hh with brackets	\$64.95
<b>Floppy Disk Drive 1.4m</b>	"hi density"- not for most CoCos	\$69.95

## Pointing/Keying

<b>Atari Joystick Adapter</b>	for 'Nintendo style' games From Zebra	\$5.95
<b>KoalaPad</b>	two button touch pad	\$12.95
<b>RS Color Mouse</b>	the little black mouse with the big red button	\$12.95
<b>RS Joysticks</b>	a pair of cheap full floating joysticks	\$3.95
<b>Replacement CoCo3 keyboard</b>	unused stock keys	\$19.95

## Cables

<b>Cassette</b>	DIN to submini (RCA available on request)	\$4.95
<b>Comp. Video</b>	Replacement TV cable Six feet	\$3.95
<b>Comp. Video Switch</b>	with internal 70 to 300ohm balun	\$2.95
<b>Disk Power Converter</b>	largeM to smallF or reverse	\$5.95
<b>Disk Data- 2 Floppies</b>	four feet in length	\$14.95
<b>Disk Data- 3 Floppies</b>	five feet	\$21.95
<b>Disk Data- Add-A-Drive</b>	Y cable plugs into full drive case	\$14.95
<b>Printer- Centronics</b>	db25 to c36	\$9.95
<b>Printer- Tandy serial</b>	DIN4m to DIN4m	\$4.95
<b>RGB Monitor- Magnavox</b>	six feet	\$14.95
<b>Other- Your Spec</b>	supply pinthru, cable/connector type, length	\$20.00
<b>Serial Cable- Custom</b>	any combination of db25,db9,DIN4	\$9.95
<b>Serial Cable- Standard</b>	length 12-20foot db25m to db25m	\$7.95
<b>Serial Cable- LAN</b>	150 foot shielded 8 conductor db25m	\$29.95

## Other

<b>MC10 16k Ram upgrade</b>	static RAM pak. new, in box	\$9.95
<b>Pocket Computer Cassette Interface</b>	New, in box	\$14.95
<b>UCR Head Cleaner</b>	8mm wet type Tandy #44-1147	\$4.49

# Disk Extended Color Basic

## Applications

<b>ADOS3+extended Backup Lightning</b>	Both programs for one price. Last set Turn your 512K CoCo into a disk duplicator. Formats/copys multiple drives on the fly.	<b>Used</b> \$29.95 <b>Used</b> \$7.95
<b>CoCo Checker EDTASM(disk) Fast Dupe RGBDos (b&amp;b)</b>	For CoCo2, from Spectrum. 6809 assembler/editor/debug. 80col patch. Disk duplicator from Spectrum. Hard disk for your DECB CoCo. Uses floppy sized partitions to maintain compatability with machine lang programs. EPROMable. Two in stock.	<b>New</b> \$3.95 <b>Used</b> \$19.95 <b>New</b> \$7.95 <b>Used</b> \$29.95

<b>Color Profile Elite*File Elite*Word Graphicom Investograph Musica 2 QuickPro+2 Spectaculator(disk) Telewriter 64 VIP Integrated Library VTerm</b>	Disk based CoCo2 database program. CoCo2 database. CoCo2 word processor. CoCo2 drawing program. CoCo2 Investment analysis. Can download data directly from CompuServ or Dow Jones. Enter the score, then play in 4 voices. Database generator. Disk based (32 column screen) spreadsheet from the 'Shack'. 99 rows and 99 columns. Still the ultimate CoCo2 word processor. Nice CoCo2 desktop Word Proc, speller, data base, spreadsheet, and telecom. Nice docs. terminal program features VT52 and VT100 emulation.	<b>Used</b> \$19.95 <b>Used</b> \$7.95 <b>Used</b> \$7.95 <b>Used</b> \$5.95 <b>Used</b> \$8.95 <b>Used</b> \$12.95 <b>Used</b> \$9.95 <b>Used</b> \$12.95 <b>Used</b> \$12.95 <b>Used</b> \$49.95 <b>Used</b> \$14.95
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## Games

<b>Dallas Quest FlightSimI</b>	J.R. and the gang still live in this disk based graphic adventure from DataSoft. No color RGB. The ancient CoCo2 'night flight' simulator.	<b>Used</b> \$9.95 <b>Used</b> \$3.95
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<b>Ghanabwana One on One Pitfall 2</b>	Early Steve Bjork arcade game. RGB color patch. Who says Larry Bird is gone? Not a Bird fan? OK, meet Dr. J! 2 player or you vs. CoCo. RGB color. Fairly challenging dodge the meanies maze game from Activision. RGB color patch.	<b>New</b> \$4.95 <b>New</b> \$8.95 <b>Used</b> \$4.95
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<b>Sands of Egypt Shamus War Game Designer</b>	Graphic adventure from DataSoft. Difficult for beginning mapmakers- expect to wander through the desert a bit! B&W on rgb. A shoot the badguys maze game. RGB color patch. The name says it all! From Sportware.	<b>Used</b> \$9.95 <b>Used</b> \$6.95 <b>Used</b> \$9.95
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## RomPaks

<b>Arkanoid Castle of Tharrogad Color File 2 Color Scripsit 2 Downland Dungeons of Daggorith GFL Football Mindroll Poltergeist Predator Rad Warrior Rampage Shanghai Springster Super Pitfall Tetris Thexder</b>	Breakout type 'smash the wall' game from Taito. CoCo2 and 3 in the SAME RomPak! Update of Dungeons of Daggorith game for CoCo3. Mouse control, saves game without cassette. Tape based CoCo filing system. Tape based word proc. CoCo2 or 38x24 on CoCo3! Addictive vertical maze. CC2 and CC3 versions. A CoCo classic! Room maze with more, meanies and torches that keep going out. Save to tape. Single player football game. Unique players POV window, and the traditional overhead. Interesting 3-D maze game. "They're here." "If it bleeds...we can kill it." Vertical maze with meanies. Nicer than most. Vent your frustrations- demolish a city or twelve. Mah Jongg on the CoCo3! Very addictive! A stacked blocks maze with bad guys and goodies. Update of the old Pitfall2 disk game. Everybody knows what Tetris is! "Old fashioned" Nintendo style shoot 'em up.	<b>New</b> \$5.95 <b>Used</b> \$4.95 <b>New</b> \$3.95 <b>New</b> \$4.95 <b>New</b> \$6.95 <b>New</b> \$6.95 <b>New</b> \$4.95 <b>New</b> \$7.95 <b>Used</b> \$3.95 <b>New</b> \$6.95 <b>New</b> \$7.95 <b>New</b> \$6.95 <b>Used</b> \$6.95 <b>Used</b> \$6.95 <b>Used</b> \$9.95 <b>New</b> \$4.95
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# OS9

<b>Level One</b>	DOS and assembler for CoCo1 or CoCo2	<b>New</b> \$29.95
<b>Utilities+Disk Fix</b>	Computerwares Level One fixer	<b>Used</b> \$12.95
<b>Level Two</b>	DOS and Basic09 for CoCo3	<b>New</b> \$34.95
<b>MultiVue</b>	GUI for Level2 includes Windint (replacement for stock grfint, required by some programs)	<b>New</b> \$22.95
<b>PatchOS9</b>	Many public domain patches and an auto-install program (auto requires 2 ds disk drives)	<b>New</b> \$3.95
<b>Basic09</b>	Why did they leave Basic out of Level1?	<b>Used</b> \$14.95
<b>C Compiler</b>	Microwares K&R compiler for Lvl1 or Lvl2	<b>Used</b> \$59.95
<b>D.L. Logo</b>	Excellent learning language	<b>Used</b> \$19.95
<b>Pascal</b>	enhanced ISO Standard 7185 L Level0 Compiler	<b>Used</b> \$39.95

## Applications

<b>Color Computer Artist</b>	This drawing program can output OS9 wind format files. Just merge with any window for instant graphics.	<b>New</b> \$4.95
<b>DeskMate</b>	CoCo2 Calendar, Text Editor, Index cards, Paint Ledger, and telecom. No xmodem mode, however.	<b>New</b> \$12.95
<b>DynaCalc</b>	Best spreadsheet available for OS9 CoCo. 80col in Lvl2. Many cell format options. Sorts Windows. Sticky titles Trig Lookup tables. More!	<b>New</b> \$29.95
<b>Home Publisher</b>	Desktop publishing for CoCo. Could be faster.	<b>New</b> \$9.95
<b>PhantomGraph</b>	Excellent graphing for Lvl2. Line, bar, pie, scatter plots! Explode, stack, color em! Import data from dynacalc or syik files.	<b>New</b> \$19.95
<b>Profile</b>	Good database from the makers of DynaCalc	<b>Used</b> \$19.95
<b>Screen Dump Utility</b>	Dump Lvl1 screens to printer	<b>Used</b> \$4.95
<b>T/S Edit</b>	Full screen text editor OS9 and DECB included	<b>Used</b> \$9.95
<b>T/S Word</b>	Print formatter for T/S Edit	<b>Used</b> \$9.95

## Games

<b>Cave Walker</b>	Vertical maze game comes with Level1 boot, will run as is under your Level2!	<b>Used</b> \$9.95
<b>Flight Simulator 2</b>	Very impressive simulation from Sublogic. Same as older MicroSoft Flight Simulator for IBM- clouds, wind, radio navigation, even mechanical failures of the aircraft are emulated.	<b>Used</b> \$12.95
<b>Interbank Incident</b>	Mouse driven CoCo2 adventure even speaks (with S/S Pak) No color on RGB	<b>New</b> \$12.95
<b>King's Quest 3</b>	The ultimate CoCo3 adventure! From Sierra. 512K required just to harness the graphics.	<b>New</b> \$17.95
<b>Koronis Rift</b>	CoCo3 Arcade/Adventure. You'll need those lightning reflexes and a brain.	<b>New</b> \$7.95
<b>Microscopic Mission</b>	Save the patient while battling the deadliest enemy of all, the human body!	<b>New</b> \$9.95
<b>Rescue on Fractalus</b>	Shoot the bad guys. Save the good guys. Enjoy the graphics.	<b>New</b> \$7.95
<b>Rogue</b>	Maze adventure has been around for ages! depends on interesting play, instead of flashy graphics.	<b>New</b> \$8.95
<b>Sub Battle Simulator</b>	American or German WW2 era submarines.	<b>New</b> \$10.95
<b>Zone Runner</b>	Adventure in interstellar commerce.	<b>New</b> \$6.95

## School's In!

<b>Bumble Plot!</b>	Introduces graphics charting for ages 8-13	<b>New</b>	\$7.95
<b>ChildPace</b>	Track your child's development through 60 months	<b>New</b>	\$7.95
<b>Color Math</b>	Tape based arithmetic drill, covering the basic 4.	<b>New</b>	\$3.95
<b>Donald Duck's Playground</b>	This Disney Learning game teaches logical thinking, matching skills, money changing Ages 7 to 11	<b>New</b>	\$9.95
<b>FaceMaker</b>	Ages 4-12. Introduction to computers	<b>New</b>	\$7.95
<b>Kidwriter</b>	Kids 6-10 make up a picture, then write a story to match. Introduces word processing, encourages creativity. From Spinnaker.	<b>New</b>	\$7.95
<b>Kids on Keys</b>	Introduce children 3-9 to the qwerty keyboard	<b>Used</b>	\$7.95
<b>Magic Spells</b>	Spelling for ages 6-10 years	<b>Used</b>	\$7.95
<b>Mickey's Space Adventure</b>	Teaches mapping, problem solving, and planetary science the Disney way. For ages 8 and up	<b>New</b>	\$9.95
<b>Microscopic Misson</b>	Introduction to almost every medical speciality- microbiology to lifestyles for disease prevention. CC3	<b>New</b>	\$9.95
<b>MapTown Parade</b>	Teaches logic, discrimination and problem solving 6-10	<b>Used</b>	\$7.95
<b>Success with Math</b>	Geared towards high school algebra students. Two self paced tutorials cover linear and quadratic equations.	<b>New</b>	\$9.95
<b>Telling Time with Donald</b>	Tape Disney game teaches children 5-8 how to tell time	<b>Used</b>	\$4.95
<b>Where in the World is Carmen Sandiego?</b>	This has to be the most enjoyable geography lesson I've ever seen!	<b>New</b>	\$9.95

**Winnie the Pooh in the Hundred Acre Wood** Teaches map reading **New** \$9.95  
and logical thinking Ages 7 and up

## Tape

<b>Bedlam</b>	You're in, and you want to get out of this nutty place!	<b>Used</b>	\$4.95
<b>Madness and the Minotaur</b>	Search for treasure.	<b>Used</b>	\$4.95
<b>Pooyan</b>	Arcade. Save yer piglets from the big bad wolf.	<b>Used</b>	\$4.95
<b>Pyramid 2000</b>	Slightly reworked version of "Original Adventure"	<b>Used</b>	\$4.95
<b>Rakki-Tu</b>	Venture into the temple of a lost civilization	<b>Used</b>	\$4.95

## Bookshelf

<b>Basic09 Tour Guide</b>	If you are interested in learning Basic09, this is the book for you! By Dale Puckett.	<b>New \$9.95</b>
<b>Beginner's Guide to Windows</b>	Covering the Level Two windowing system graphics, usage with Basic09. First (and only) of a planned two volume set from Mssrs Plucket and Dribble stands alone nicely.	<b>New \$5.95</b>
<b>Color Computer Assembly Language Programming</b>	Bill Barden's classic covers the 6809 and interfacing to the DECB rom. Predates the CoCo3, but still an excellent primer to CoCo assy.	<b>New \$5.95</b>
<b>Color Computer Playground</b>	42 DECB programs to type in	<b>Used \$4.95</b>
<b>Complete Guide to OS9</b>	Intro to OS9 by Peter Dribble	<b>Used \$9.95</b>
<b>Computer Programming in the BASIC language</b>	Thorough introduction to interpreted BASIC programming.	<b>Used \$7.95</b>
<b>Programming the 6809</b>	Zaks and Labiak- great tutorial of 6809 assy	<b>Used \$9.95</b>
<b>Rainbow Guide to Statistics</b>	Tape and disk (requires 16K cc2 up)	<b>New \$9.95</b>
<b>TRS80 CoCo Programs</b>	27 DECB programs from dilithium Press	<b>Used \$4.95</b>
<b>Mouse Pad</b>	If cutesy cheese wedges and tiny footprints leave you cold, this is the place to slide your mouse. Spill proof plastic laminated sheet lists error numbers and descriptions, display codes, command summary, even a hex table!	<b>New \$5.95</b>

## About CoNect

The trend is growing! CoCo suppliers are dropping faster than support from Radio Shack. Most of the ones left carry only a few items, with occasional lots of surplus goods sold at blowout prices.

Like most remaining vendors, CoNect has a few items we manufacture, and while they provide most of our income, we want to do something more for the community. To this end, we attempt to stock everything. Every dollar CoNect takes in (and a few more) goes into purchase of formerly common items like CoCos, disk controllers, software, and other CoCo-specific goods.

Our pricing reflects our determination to remain in the market. If you find somebody blowing out DynaCalc's for \$5, by all means buy one. But rest assured that long after those 2 dozen units are gone, CoNect will still be selling them, as well as replacement CoCos and ports and mice and

## Ordering Info:

Our mailing address is

**CoNect**  
**449 South 90th Street**  
**Milwaukee, WI 53214**

Or call (414) 258-2989 evenings and weekends. Else, leave Email on Delphi (RICKULAND) or Internet (rickuland@delphi.com).

We accept personal checks or money orders. Sorry, no plastic yet. All orders please include shipping and handling charge of \$4.00 (US) or \$6.00 (Canada).

## Legal Stuff:

All hardware manufactured by CoNect carries a 90 day limited warranty. Used hardware has been tested, unfortunately, we can't guarantee anything more than it will work when you receive it.

Software that doesn't boot will be repaired or replaced at our option. What this means is, anything we have (or can get) more of will be replaced with a new copy. Used or surplus software will be restored from our master copy.

## Wanted, Dead or Alive!

CoNect is interested in buying your old Color Computer or 'KHA' (TC70, MM I, SystemIV) hardware or software, working or not. Software must include the original disk even if it doesn't boot. In fact, we often don't care if you even have a working copy! We are after that original disk, manual, and license :-)

We are also interested in your original software packages or hardware designs. CoNect can assist in production, and pays competitive royalties for each unit sold.