The NoName Magazine

From the Editor's Desk

Let me introduce myself. My name is Barbara Ann Griffith. I have been asked to be the Editor of this new, as yet unnamed, magazine for the CoCo, OS-9 and OSK communities. To be honest, I know nothing about OS-9 or CoCo's or any of this stuff except that Mark spends a great amount of time fussing with his machines.

So what entitles me to becomes an editor of a magazine whose content I know very little about? Simple, I've been a "computer widow" for too long. If you can't beat 'em, join 'em! I'm looking forward to this job and expect to become good friends with many of you. Now, enough of me, let's get down to business.

Name this magazine!

Since Mark and I plan to make this a magazine for the CoCo and OS-9 community, we thought we would start the process off right with our "Name This Magazine" contest. We want to involve you right from the start. Please feel free to enter as many names as you wish. (Please keep it clean!) If your entry is chosen, you will win a free computer stereo speaker system, a value of $24.95. Our second place winner will receive a free one year subscription to our new magazine.

So what are you waiting for? If you're like Mark, your computer is already running, so send in your entries now. Entries may be submitted either by electronic mail to MARKGRIFFITH at Delphi or 76070,41 on CompuServe or Internet mail to either location. If you really want to be adventurous, you can mail your handwritten (gasp!) entry to:

Mark and Barbara Griffith
c/o DccS
1368 Old Highway 50 E.
Union, MO 63084

(Please make handwritten entries legible!) All entries must be received by May 15th, 1993.

Our next magazine will be released on June 1st. This issue will contain a list of the top four entries as determined by the editor (me!). Voting will then commence on these four selections in the same way you submitted your entries. If all goes well, our new magazine will have its name by the July 1st issue.

Barbara

Inside This Issue

Welcome!

Welcome to your new magazine! Mark and I want to assure you we will do everything we can to make this publication something you will look forward to receiving each month. To do this, we feel it is very important for you, the CoCo and OS-9 community, to get involved. We encourage you to write to us often with your suggestions, articles, comments, and kudos (No swearing, please). We ask your patience and understanding as we start this new venture, as we (hopefully!) will be learning as we go.
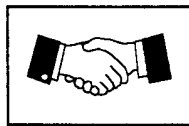
The Deal

This publication will be issued at first on a trial basis for both us and the readers. The first four issues will be given away FREE to anyone that would care to read it. During these four months we will be evaluating our chances of successfully building a magazine that the CoCo/OS-9/OSK communities can be proud of. We will also strive to bring you ads from all your favorite vendors as well as some new ones. Advertising will begin in the next issue.

After the four month introductory period, we will evaluate our position and the response of the readers. If there has been a good response, we will continue as a fully fledged publication. If the response has been poor, we will stop there.

No one will lose out. We want you, the readers, to feel we are capable of delivering what we promise.

 Give Us A Hand

So, what kind of articles would you like to see? What kind of announcements?

We are considering including a column on club news, so we encourage the presidents and secretaries to send us information as often as they want. We'd also like to keep a monthly updated listing of all the bulletin boards around the country that have a CoCo or OS-9 section. Operators of these bulletin boards are encouraged to send us information. We plan to include a products review column. We encourage individuals interested in having their products reviewed to contact us. We also encourage individuals who would like to do product reviews to contact us.

We hope to get as many of you involved in our new project as we can. I sincerely hope that it is a long relationship.

Departments Report

Any magazine worth its salt has a number of regular departments. This new publication will not be different.

Following is a list of the different columns we are planning to include. (Note that each column will not appear in every issue.)

Scotty's Corner will include short announcements on the best deals that we have seen during the past month. Look in this area to find who is selling what and for what low, low price. Items featured in **Scotty's Corner** will include both hardware and software, as well as

another items that might be useful to our readers.

Trouble-Shooting will be the technical column. You are encouraged to write us with your technical problems, and your letter will be published in the next issue. Responses from readers will be printed in the issue after that. The purpose is to try and include you, the readers, in what makes up your magazine. Any technical question of a serious nature (and some not so serious) will be printed. Not all the readers have access to a BBS or Compuserve or Delphi. This column is designed for them. All you hardware hackers out there with something to say, here's your chance!

This column will also include articles to help users fix the many annoying problems that continue to crop up with computer equipment.

Sylvester Reports will be a column on what's new in the computer industry and how it might effect our community. We are constantly on the look-out for news items or trends that will determine our direction. Anything we find will be passed on to you in this column.

We will also feature a **Classified Ads** section each month (if there are enough ads to place). These ads will be absolutely FREE to a subscriber of this publication. Non-subscribers will pay a very small fee to place an ad. More details will become available as the September 1st deadline approaches to begin this department.

On Columns

Feature columns with your favorite authors will begin with the next issue. Who are these distinguished people, you might ask? Well, we can't disclose any names just yet because we haven't received a firm "Yes" from all of them. However, you can rest assured that feature columns will be a continuing part of this new, noname, magazine.

If anyone would like to become a regular writer, or would just like to write an article sometimes, please contact us.

Submissions

A number of readers have expressed a desire to send in articles they have

written or are planning on writing. If you or anyone you know would like to submit an article for publications, please feel free to do so. For the immediate future, no submissions can be paid for. All articles sent in will be considered equally for publication. We will, of course, edit the submissions for correct structure and spelling. The content might be changed slightly to help it "flow" but essentially, it will be your article. Please feel free to submit as many times as you wish. If you really like to write, and are good at it, you might become one of our regulars.

On a Lighter Note

What Driving to the Store Would be Like if Operating Systems Ran Your Car

MS-DOS: You get in the car and try to remember where you put your keys . . .

Windows: You get in the car and drive to the store very slowly, because attached to the back of the car is a freight train . . .

Macintosh System 7: You get in the car to go to the store and it drives you to church . . .

Unix: You get in the car and type GREP STORE. After reaching speeds of 200 miles per hour en route, you arrive at the barber shop . . .

Windows NT: You get in the car and write a letter that says "go to the store," then you get out of the car and mail your letter to the dashboard . . . You then walk to the store with Ricardo Montalban, who tells you how wonderful it will be when he can fly you to the store in his Lear Jet . . .

OS/2: After fueling up with 6,000 gallons of gas, you get in the car and drive to the store with a motorcycle escort and a marching band in procession. Halfway there, the car blows up and kills everybody in town . . .

S/36 (mainframe): You get in the car and drive to the store. Halfway there you run out of gas. While walking the rest of the way, you are run over by kids on mopeds . . .

OS/400: An attendant locks you into the car and then drives you to the store, where you get to watch everyone else buy filet mignons while you shop in the "priced to sell" section . . .

(Source: The Internet)