

MICO NEWS

Editor Jim Rogers

Welcome home to Kevin Mischewski from his world travels. Kevin, as you older readers may remember, was the editor of Mico until he left to go overseas and I took over from him in December 1985.

In the intervening months, Kevin has travelled extensively in Canada, USA and Mexico. No, he won't be picking up where he left off with Mico - at least I don't think he will but with a bit of persuasion, we may be able to get an article or two from him on his overseas experiences.

Saved by the bell! The response from MC-10 users in this past month was somewhat more gratifying and because of this, I have been given a bit more ammo to fire at the opposition. We live again! At least, for the present.

It is with great disappointment that I have to mention that the proposed addition of a disk drive for the MC-10 by Scott Ferrero has had to be abandoned owing to the cost involved. It is quite possible to make the addition,

but only the cost of materials makes it impractical. A great pity as I had been looking forward to enjoying the use of a drive with the little MC-10!

However, for anyone who may be interested, I am publishing, this month, the details of a joystick attachment. This was sent in by Greg Taylor of Hobart some time ago and has been held up during a checking and testing period. It has been found to work quite well for the two directions and the fire.

If anyone has more of these little gadgets or articles, let us hear from you.

Jim

A Simple MC-10 Joystick

by Greg Taylor

The following circuit can be used to implement a simple joystick for the MC-10. The RS-232 port is used to sense two joystick directions and plus the fire button.

This is quite adequate for many games and certainly relieves the keyboard from repetitive pounding.

To turn the joystick on:-
Poke 3,0

To turn the joystick off:-
Poke 3,1

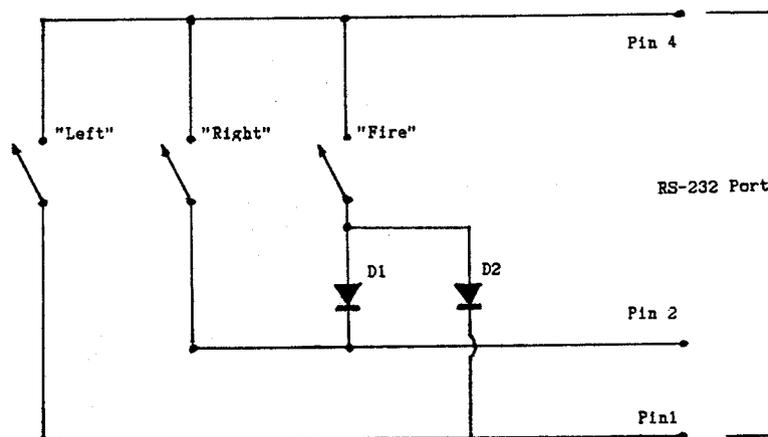
To sense the joystick pos.:-
JS=PEEK (3)

JS = 78 if no joystick movement

JS = 74 for right

JS = 70 for left

JS = 66 for fire



D1 & D2 = 2 x 1N914 or 1N4148 etc