10 PCLEAR8 20 AUDIOON 25 PC=1 30 CLEAR200,29999:CLS 35 DEFFNP(X)=PEEK(X)*256+PEEK(X+1) 36 DEFFNPD(X)=(((X/256)-INT(X/256))*256) SH, 0: POKESH+1, 45: POKELL, 1: POKELL+1, 244: POKELH, 7: POKELH+1, 208 70 AUDIDON: CLS 100 PRINT" ******** BY ************** 110 PRINT" **** GORDON THURSTON **** 120 PRINT0288, STRING\$ 132, 150) 130 IFINKEY\$=""THEN130 131 GOSUB135: GOTO250 135 S\$="CFLMPRSVW"+CHR\$ (94)+CHR\$ (10)+"AT" 140 CLS: PRINT"R - RECEIVE PIC 150 PRINT"C - CHANGE CONSTANTS 160 PRINT"F - FILTER PICTURE 170 PRINT"L - LOAD PICTURE 180 PRINT"M - MENU 180 PRINT'M - MENU 190 PRINT'P - PRINT PICTURE 200 PRINT'R - RECEIVE PICTURE 200 PRINT'R - RECEIVE PICTURE 210 PRINT'S - SAVE PICTURE 220 PRINT'V - VIEW PICTURE 230 PRINT'W - WAIT FOR SYNCS 231 PRINT'M - VIEW TOP OF PIC 233 PRINT'A - AUTO TAPE MAKE CONNECTIONS 234 PRINT'T - TRANSMIT PICTURE' 235 PRINT'KCLEAR> - EXIT TO M/L' 239 RETURN 250 A\$=INKEY\$:IFA\$=""THEN250 250 A\$=INKEY\$:IFA\$=""THEN250 260 ONINSTR(i,S‡,Ň)GOSU8300,400,500,600,700,890,810,820,830,840,850,860,870 270 GOTO250 300 CLS'CHANGE 310 PRINT L1 - SYNC", PEEK(L1): PRINT L2 - BLACK", PEEK(L2): PRINT L3 - DK GREY", PEEK(L3): PRINT L4 - MD GREY", PEEK(L4): PRINT L5 - LT GREY", PEEK(L5): PRINT SP - SPACI NG*, PEEK(SP) 330 PRINT*SYNC DET PARAMETERS*: PRINT*LL - LNLNGTH LD*, FNP(LL): PRINT*LH - LNLNGTH HI*, FNP(LH): PRINT*SYNC DET PARAMETERS*: PRINT*LL - LNLNGTH LD*, FNP(LL): PRINT*LH - LNLNGTH HI*, FNP(LH): PRINT*SYNC DET PARAMETERS*: PRINT*SH - SYNCLN HI*, FNP(SH) 335 PRINT*BRIGHTNESS - BL - BH 336 PRINT*CONTRAST - CH - CL 340 INPUT*PARAMETER*; N\$: INPUT*CHANGE TO*; N 351 IFN\$="THEN CLS: PRINT*CHANGED*: RETURN 360 IFN\$="L1*THENPOKEL1, N 361 IFN\$="L2* THENPOKEL2, N 362 IFN\$="L3*THENPOKEL3, N 363 IFN\$="L4*THENPOKEL3, N 364 IFN\$="L5*THENPOKEL3, N 365 IFN\$="CT*THEN M=LL:GOSUB390 366 IFN\$="ST*THENPOKEL5, N 367 IFN\$="SL*THEN M=SL:GOSUB390 368 IFN\$="SH*THEN M=SL:GOSUB390 369 IFN\$="SH*THEN M=SH:GOSUB390 369 IFN\$="SH*THEN M=SH:GOSUB390 369 IFN\$="SH*THENPOKEL2, 31:POKEL3, 30:POKEL4, 29:POKEL5, 28 371 IFN\$="ST*THENPOKESP, N 372 IFN\$="CT*THENPOKESP, N 373 IFN\$="CT*THENPOKESP, N 374 IFN\$="CT*THENPOKESP, N 375 IFN\$="S*THENPOKESP, N 376 IFN\$="S*THENPOKESP, N 377 IFN\$="S*THENPOKESP, N 378 IFN\$="S*THENPOKESP, N 379 IFN\$="S*THENPOKESP, N 371 IFN\$="S*THENPOKESP, N 371 IFN\$="S*THENPOKESP, N 372 IFN\$="S*THENPOKESP, N 373 IFN\$="S*THENPOKESP, N 374 IFN\$="S*THENPOKESP, N 375 IFN\$="S*THENPOKESP, N 376 IFN\$="S*THENPOKESP, N 377 IFN\$="S*THENPOKESP, N 377 IFN\$="S*THENPOKESP, N 378 IFN\$="S*THENPOKESP, N 379 IFN\$="S*THENPOKESP, N 371 IFN\$="S*THENPOKESP, N 371 IFN\$="S*THENPOKESP, N 372 IFN\$="S*THENPOKESP, N 373 IFN\$="S*THENPOKESP, N 374 IFN\$="S*THENPOKESP, N 375 IFN\$="S*THENPOKESP, N 376 IFN\$="S*THENPOKESP, N 377 IFN\$="S*THENPOKESP, N 377 IFN\$="S*THENPOKESP, N 377 IFN\$="S*THENPOKESP, N 378 IFN\$="S*THENPOKESP, N 379 IFN\$="S*THENPOKESP, N 371 IFN\$="S*THENPOKESP, N 373 IFN\$="8"THENPOKESP,23 373 IFN\$="8"THENPOKESP,37 375 IFN\$="BL"THENFORA=&H7536 TO&H753A:POKEA,PEEK(A)-N:NEXT 376 IFN\$="BH"THEN FOR A=&H7536 TO&H753A:POKEA,PEEK(A)+N:NEXT G0T0300 390 POKEM, N/256: POKEM+1, FNPO(N): RETURN 'FILTER 400 410 SCREEN1,1:EXEC1HT825:SDUNDS0,1:RETURN 500 'LOADPIC 510 CLS:INPUT*LOAD PIC*;L\$:IFL\$=**THENRETURNELSE SCREEN1,1:LOADML\$+*/PIC*:RETURN 600 'MENU 605 GOSUB140: RETURN 700 SCREENI, I:EXECAH7741:POKEAH6F, 0:SOUND100, 1:RETURN 800 'RECEIVE 800 'RECEIVE 810 CLS: INPUT 'SAVE PIC': N#: IFN#=""THENRETURNELSE SCREEN1,1: P=PEEK(&HBC) #256: SAVE MN#+"/PIC", P, P+#H1E00, 0: RETURN 820 SCREEN1, 1: RETURN 830 CLS: PRINT "WAITING FOR SYNC" 831 POKE#HFF21, PEEK(#HFF21) ORB: EXEC#H77C9 832 IFINKEY#=""THENGOSUB890: GOTO831 833 MOTDROFF: RETURN 840 PMODE4, 2: SCREEN1, 1: RETURN 850 PMODE4, 2: SCREEN1, 1: RETURN 860 VERIFYOFF: CLS: PRINT "AUTO TO DISK" 861 EXEC#H77C9: IFINKEY#<>"THENRETURNELSEGOSUB890: MOTOROFF 862 IFINKEY#=""THENP=PEEK(#HBC)#256: N#=RIGHT#(FC), (LEN(STR#(FC))-1)7: SAVEMN #1"/PIC", P, P+#H1E00, O: POKE#HFF40, O: PC=PC+1: GOTO86! ELSEMOTOROFF: RETURN 870 EXEC#H784F: EXEC#H784F: RETURN 890 PCKE#HFF21, PEEK(#HFF21) ORB: PMODE4, 1: SCREEN1, 1: PCLS: PMODE4, 5: PCLS: PMODE4, 1: EX EC#H7559: MOTOROFF: RETURN

EC&H7559:MOTOROFF:RETURN 1000 CATA 75,23,0,53,17,160,37,31 1010 DATA 29,27,24,43,224,29,224,92 1020 DATA 39,17,33,15,116,255,32,37 1030 DATA 246,92,39,7,33,5,116,255

SLOW-SCAN

A computer program that should make slow-scan television a little less of a mystery for the average amateur.

This computer package is capable of receiving a range of different speeds. There is a screen dump program in it, a transmit program, and an enhancement program to filter out noise from the screen.

It occurred to me when I first bought a computer that it would be capable of decoding a wide range of signals from the air. There were some programs available overseas but I had not seen any locally. This has taken at least two years to write and I am pleased to be able to share it with others.

The program is written for the Tandy Colour Computer. It was written for a 64k machine, but it should work on a 16k machine with changes. If anyone is interested, would they please write to the address above and I could alter the program to suit their machine, if there is enough interest.

I use the program with disc drives but it works equally well with a cassette. The program works by putting in an audio signal from the receiver to the cassette input lead, which is a standard connector. Each audio cycle is timed by a zero crossing detector, and recognised as a synchronous pulse, or something between black and white. Synchronous pulses are 1200 Hz, black is 1500 Hz and white is 2300 Hz. After decoding, four pixels are placed on the screen, giving five levels of gray from white to black. This is limited by the 256 x 192 pixel screen on the COCO, but by using an extra portion of the next screen, the whole 128 element by 120 line picture is received.

The resulting picture is then manipulated by BASIC, and can be saved to disc, cassette, sent to a printer, enhanced, borders added, etc. Simple commands can be added to add borders, captions, etc. The picture can be re-sent, or a screen built-up and sent as a written message such as CQ SSTV. The possibilities are numerous. A digitiser could be used to put a photograph on the screen to send.

Type the program in, and save it to disc or cassette before running, as just one mistake in typing can cause the Machine Language portion to run rampant over the program in memory, and lock-up the computer.

When the program is running, tune an SSB receiver to 14.230 MHz or 21.340 MHz Upper Sideband. Push any key to enter the menu. Most of the commands are listed in there, however a little more explanation may help.

C enters change mode. The parameters are originally set for eight second video. This can be changed by entering 7 or 12 for 7.2 or 12 second video.

```
1040 DATA 32,36,246,57,198,2,126,117
1050 DATA 164,159,188,95,31,1,252,117
1050 DATA 61,51,139,255,117,59,26,89
1070 DATA 134,253,183,255,2,48,136,224
1060 DATA 52,182,255,0,132,64,16,39
1100 DATA 76,146,134,1,167,132,127,117
1110 DATA 77,198,1,141,178,241,117,111
110 DATA 51,198,1,141,178,241,117,11
1110 DATA 51,217,198,1,141,178,241,117
1120 DATA 49,63,38,252,441,159,247,117
1130 DATA 49,63,38,252,441,159,247,117
1130 DATA 48,251,117,56,246,117,48,241
1170 DATA 49,63,38,252,441,159,247,117
1180 DATA 48,251,117,56,246,117,48,241
1170 DATA 49,63,18,127,117,56,246,117,48,241
1170 DATA 49,63,18,127,117,56,246,117,48,241
1170 DATA 49,63,18,179,99,62,134,1
120 DATA 48,121,117,58,105,136,32
1209 DATA 241,117,58,105,136,32,241,117,57
1209 DATA 17,158,105,136,32,34,117,51
1209 DATA 17,51,176,117,49,183,117,51
1210 DATA 17,51,176,117,49,183,117,51
1220 DATA 42,16,12,188,117,59,39,434,182
1220 DATA 17,51,176,117,49,183,117,51
1230 DATA 22,229,188,7,251,117,56,247
1260 DATA 17,50,39,136,32,174,198,9
1270 DATA 25,121,75,04,44,179,179,16,149
1280 DATA 255,255,255,20,192,149,255
1300 DATA 30,229,188,7,251,117,56,247
1260 DATA 17,50,179,179,16,149,183,17,51
1280 DATA 30,04,22,44,49,150,188,95
1310 DATA 30,04,22,44,49,150,188,95
1310 DATA 31,151,137,29,224,255,118
1320 DATA 31,151,137,29,224,255,118
1330 DATA 30,0,255,118,255,118,29,51,345
1340 DATA 31,151,137,29,214,255,118
1350 DATA 41,44,141,42,141,46,181,16
1370 DATA 41,44,141,42,141,46,181,16
1370 DATA 41,43,41,142,141,46,181,16
1380 DATA 27,38,286,188,188,33,35,5
1390 DATA 39,8,17,78,78,36
1490 DATA 39,8,17,78,78,186,192,141
1480 DATA 32,255,118,27,732,199,73,36
1490 DATA 30,18,179,77,16,142,0
1490 DATA 46,48,186,192,141,46,198,118
1380 DATA 47,48,286,188,189,39,194,48
1400 DATA 38,15,77,78,36
1430 DATA 38,15,77,78,36
1430 DATA 48,16,142,0,2,48,137,255,64
1440 DATA 38,15,77,132,166,228,48,136,128,57
1470 DATA 11,22,141,13,286,41,186,136,138,57
1470 DATA 11,27,141,202,48,137,255,48
1500 DATA 24,17,78,18,18,18,19,19,29,119
1500 DATA 11,27,17,19,19,19,19,255
1700 DATA 11,2
```

CH changes to high contrast.

CL goes back to normal.

L1 sets the level below which the synchronous levels are detected.

L2 to L5 set the levels of gray.

BH < enter> and a number (try 2) changes the level of brightness the computer sees.

BL just the opposite.

SH and SL set the levels between which the synchronous detect portion works. Spacing sets the time of each line.

LL and LH set the length of synchronous pulse detected.

These parameters have been included for experimenting, and the program works well without changing then in most cases.

The voice portion of the transmission is used for tuning, and the slow-scan should then be right. If it is saved to tape, it can be used again and again and the parameters changed to see their effects.

F Filter runs a Machine Language program to average the pixels around it. It does not work well, but its effect is interesting.

L Load picture from disc.

M return to Menu.

P send Picture to Printer. This works with DMP 110 printer and probably others.

R Receive picture does not wait for synchronous pulse.

S Saves the picture.

The voice portion of the transmission is used for tuning, and the slow-scan should then be right. If it is saved to tape it can be used again and again, and the parameters changed to see their effects.

V View picture on screen.

W Wait for synchronous pulse so that picture starts at top of the screen.

▲ (UP ARROW) view lower portion of screen out of view (usually not needed).

CLEAR causes an exit from any Machine Language that might be running. It may not exit if there is not any audio applied.

T Transmit sends two frames to the cassette output lead. This should be filtered before applying it to the microphone input on the transmitter. The remote control lead can be used to key the transmitter. Transmitting is probably the hardest part, as there are a few leads, and some audio switching needed for the microphone. (I have only tried this once and did not have a microphone connector, so I recorded the sound on tape and put the microphone to the tape recorder. It worked, but does leave a lot to be desired).

The machine code is poked to memory from data statements, and could be saved as a Machine Language program to speed loading, but this is the easiest way to publish it. It takes a few seconds to poke to memory.

Sometimes, the program locks on printing, and re-setting, and a *goto50* gets back into the program. The printer works on the second try. (I have not figured that one out yet!).

There is a lot of typing involved, but I feel it is well worth it. If anyone is interested in the program on tape, send a blank tape and sufficient return postage, and I would be pleased to copy the program to it. (This also applies for a disc as well).

The source code is available for the cost of return postage upon request.



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