

# CALL SOUNDS

The Newsletter of  
The CENTRAL WESTCHESTER 99'ERS



OCTOBER 1985

**NEXT MEETING: THURSDAY Oct 19TH** at the Hawthorne Legion Hall, 56 Broad St. For more information, phone 914 961-5993. We will start at 8 pm. PLEASE - arrive before 8pm

## COMMENT

### ANNOUNCEMENTS:

**DUES:** If there are two red circles on your mailing label your dues are in arrears since July. In that case, this is your last newsletter unless your dues are paid by the end of October. Please come to the meeting prepared to pay your dues. See the treasurer, Kathy O'Brien. If you cannot make the meeting, mail Kathy your check.

**SPECIAL INTEREST GROUP-9900** Will have its second session at this meeting. Bring your copy of COMPUTE!'S BEGINNER'S GUIDE TO ASSEMBLY LANGUAGE ON THE TI-99/4A. Before the meeting, review chapters 1,2 and 3. The second lesson will cover chapter 3. This is a cooperative effort with each student taking a turn as the teacher.

Ed Borneman will be leading a TI-BASIC special interest group for beginners at one end of the room, while SIG 9900 is meeting on the other.

**PROGRAM FOR OCTOBER MEETING:** An Overview of FORTH. Al Trudeau, our club's FORTH expert, will be the speaker. We expect this is going to be one of the more informative and interesting programs we've had since the club began so be sure to attend. To assure Al all the time he needs, the program will be put on immediately after the business meeting.

Incidentally, Al has been nice enough to photocopy the TI-FORTH manual. It is now in the lending library. When he has a chance, Al has promised to make a second library copy. Texas Instrument has put TI Forth in Public Domain - so you may photocopy the Library manual if you wish.

**FREE SOFTWARE FOR OCTOBER:** The disk CANDY, as usual by special order, with Steve McCalla. For Cassette only owners, the Calendar programs will be on tape.

**PROGRAM FOR NOVEMBER 21st.** The theme will be how to use the hidden commands in the Personal Record Keeping module in your Basic programs. Nils So derman will demonstrate a specialized word-processing program complete with mail merge, which he wrote, called MEMO/MERGE. The listing of Nils' program will be in the November Newsletter.

As an introduction to what can be done with TI BASIC and the PRK, you might want to key in the PRK program listed elsewhere in this issue.

**FREE SOFTWARE** for the November Meeting will be the program written by Nils, plus the one in this issue. Remember that although they run in TI BASIC, the PRK module must be installed.

Very brief RESUME of SEP Meeting:

**BUSINESS:** The club voted to purchase a coffee pot for meetings. **PROGRAM:** Carney Niems explained the program SOUNDEX. Full documentation was provided and there still are a few copies left for those who missed the meeting.

**UPDATES** to the lending Library:

TI FORTH as mentioned above.

PDPEYE game module by Parker Bros.

To give credit where it is due, we recommend the article in HCM vol 5 #5 called the NanoProcessor. It gives an excellent demonstration of how a computer CPU chip (Central Processing Unit) works. We also applaud the slow but sure drift away from arcade type games requiring motor skills to games that challenge the brain. In fact this particular issue is one of the better ones since 99'er became HCM.

As we have pointed out, HCM's marketing plan is to provide documentation in the magazine and software on tape and disk. We feel the combo represents reasonably good software at bargain basement prices, and every so often they publish a piece of excellence. For this reason, We still feel HCM is worthwhile.

However, in previous comments, we have also expressed views to the effect that we believe Home Computer Magazine has not lived up to the promise that they made to 99/4A owners when they converted from exclusively TI to a multi-brand magazine. Specifically, that promise was to provide even "more". We got special mailings and sales pitches to hold us as subscribers. We also have pointed out that the user group newsletters have filled the big vacuum left in many areas that HCM chose not to continue to cover. The UG articles are of such depth and excellence in so many fields it is obvious that HCM easily could have continued the type of coverage they abandoned.

For your information, we reprint a small part of an article by Dave Wakely, Chicago Times, vol.4 #9, which is from his report on the CES 1985 show. We will let you evaluate it for yourselves!

"Finding ourselves in front of the exhibit of World Class software, Larry Blandin expressed an interest in talking with Gary Kaplan, founder and editor of 99er, uh...HCM Magazine. --- we were treated to Mr. Kaplan's considerable musings on the microcomputer publishing industry. For example, when asked why "on disk", the retail software venture he was pushing at the show, had no titles for the 99/4A, Mr. Kaplan stated that the TI market is "too small" for them -- and that the TI owner could obtain plenty of software "through the magazine". When asked approximately how many copies of 99er, oops, HCM are published each month, Mr. Kaplan was willing to let his estimates range "from 0 to about 200,000". To conclude the mini interview, when asked about HCM (formerly 99er Magazine) in comparison to th competition, Mr. Kaplan looked us right in the eye and stated "We have no competition." Clearly, here is an honest, open and enthusiastic 99/4A booster, who well recognizes that his publishing start was funded by owners of the 99/4A and who is committed to supporting those who have supported him. We should all be grateful."

Dave Wakely's full report on the '85 CES is in the most recent binder of Exchange Newsletters. -AJB

## Shaking hands with DEC

By Carney Mims

Like most members of our Club, I lack the TI hardware and soft to communicate with the larger world of mainframe, mini, and micro-computers (i.e. the RS232, Terminal Emulator, and a modem). Just recently, though, I have had the opportunity to see a little of what we've been missing, courtesy of my sister, who is undergoing her computer orientation at the NYU business School.

The very first decision we had to make on reaching the computer center was to me the most important revelation: whether to use one of the DEC-20 minicomputer's 20 or so terminals, or one of the half-dozen assorted personal computers (all IBM compatibles). The last time I spent any time in a university computer center, Steve Jobs was still learning long division and the university's big mainframe was about as personal a computer as you could get. These days, though, any personal computer with the requisite hardware and software can communicate with the University's giants. In this case, the real secret was a program called KERMIT which allows any IBM-PC compatible computer to connect (I refuse to interface with "interface") to any one of more than 10 common mainframe or minicomputers, among them the DEC-20. (Unfortunately, while a KERMIT is in the works for Apple-compatible computers, there are no plans to write one for any other popular computer, let alone the orphan TI-99/4A.)

As soon as we loaded KERMIT from the disc drive, we were asked for the communications instructions which precede data transmissions between computers, in particular the mysterious 'baud rate'.

Following instructions, we typed in 9600, specifying the rate of data transmission. Even at our dim level of sophistication, we were impressed as I recalled that the TI TE II module transmits data at 300 baud. We then got a request for identification and access code from the DEC-20's preliminary instruction menu. When we had entered the requested information, the telltale sign appeared to the left of the cursor, signalling that we were now in the hands of the DEC's top or command program, EXEC.

Once inside the DEC system, we worked our way laboriously through several levels of the huge library of programs, each carrying its own peculiar acronym, from MGRABS to SPSSX and back again to EXEC. Along the way we learned to create, transfer, edit, and delete our files in the DEC's vast memory. The last was crucial since my sister's professor had only allocated a measly 10 pages of permanent storage space. As with many of our Club's programs, deletion had been made especially difficult to protect us dummies from ourselves. It only took us about a half-hour to figure out that deletion of files created no new file room unless followed by the real killer command, the dreaded EXPUNGE.

After some time inside the DEC system, my main sensation was one of great space. After so much time spent with small personal computers it was like stepping out of your one bedroom apartment, crossing the street, and entering some enormous, intricate victorian mansion. In time a

disorientation, a sort of computer agoraphobia, sets in.

I first recognized I was into something bigger than I knew when I began to use the extensive help and instructions available at all levels in any of the DEC's programs simply by typing HELP or pressing ? and the control key. I quickly got more help and instruction than my mind could absorb. Indiscriminate use of HELP at the EXEC level quickly produced the equivalent of a 50-page instruction manual, scrolling endlessly by on the screen. Summoning HELP while inside SSPSX, the Business School's ultra-sophisticated statistical analysis and spread-sheet (500 column, 175 row!) program was worse, bringing down menus looking like the ones God might have used to create the heavens and earth. We soon decided it was easier, and a lot less alarming, just to make mistakes and see what happened. This worked even better once we had finished the assigned work and could try out the DEC's many bulletin boards and huge library of games.

Even without HELP, all this space and power has its drawbacks. Many things that are impossible on the TI are easy on the DEC: some things that are easy on the TI are extremely difficult on the DEC. Editing your work, for example, is excruciating. In a big system, anything you want to work on must be placed in a file in the computer's memory created for that purpose. The trouble comes when you want to change anything, anything at all, in the file. Then you have to move to the EDIT level, move the file to the EDIT program, and modify the file using a large set of arcane one and two-letter commands. Then you have to delete and then EXPUNGE the unedited file left behind, after returning to the EXEC level for this purpose. If you are thinking this must be easier than it sounds, believe me, it is not. Hitting the function and cursor keys, followed by a delete or two works just as well, and doesn't require 10 pages of help and instructions either!

Still, despite all its intimidation and awkwardness, the big DEC system has its fascination. Now if somebody could just translate KERMIT into TMS9900, then maybe I could get an RS232 card and a modem, I've already got a Terminal Emulator, then I could get into EXEC from right here in Bronxville ... and then - HELP!!!!.....

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$ It is with great regret that we inform you of the $
$ death, last June, of Julius Schaefer, one of our $
$ original members and founders. A willing worker, $
$ Julius was primarily responsible for the text of our $
$ by laws. His intelligence, good humor, and fine common $
$ sense were, in great part, responsible for our success $
$ in getting started. $
$ We began with less than a handful of interested $
$ 99'ers. In those days, we met in each other's homes $
$ and were a much more intimate group. Julius was well $
$ liked by us all. He contributed more than his share to $
$ help the club run smoothly. We missed him when he $
$ became inactive. He never told us the reason why. Now, $
$ those of us, who knew him, will miss him all the more. $
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AN OPEN LETTER TO THE EDITORS  
OF THE 99'ER NEWSLETTERS IN  
THE "EXCHANGE" from Art Byers  
Ed: CALL SOUNDS CW-99'ers

Dear Fellow Editors,

After reading your comments for many months, it is obvious that for the most part, we are all rowing the same boat. We beg, cajole, ask, plead, but get very few members off their inertias to contribute articles.

Also, I must confess I am jealous of those newsletters such as the LA99'ers Topics that run many many pages and are crammed full of innovative contributions that go from beginning beginners to advanced FORTH. I console myself that Marshal Gordon of CALL NEWSLETTER (Atlanta users) probably has 3 times the pool of members, as compared to us, from whom to obtain articles, and Don Veith of the National 99'ers has a magic magnet that pulls articles from 99/4A consoles from coast to coast.

I tried to buy one of those magnets, but none of the usual mail order sources seems to have any left in stock. However, I have two saving resources. I reprint some of the fine articles that you originate, and I pray daily that Jim Peterson of Tigercub flourishes and stays in good health so that his monthly two pages crammed full of hints, tips, programs and comment will arrive without fail. Once in a long while I even get an inspiration and turn out a passable program or original idea myself.

TO GET ON TO MY MAIN POINT, I have a few suggestions that might benefit all of us:

Because we all are reprinting the creme de la creme from each other's pages, what chance is there that, without restricting individuality too much, we all adopt some sort of uniform format??

(1) We all (except 1 OR 2) seem to be using 8.5 X 11 pages, SO, how about leaving sufficient clear left margin for standard 3-hole punch. I bind the month's exchange newsletters to pass among the membership so all can share the goodies. Often I am forced to punch through key lines of the articles. I get lots of mumbling and am called names like "Bumble Brickhead" and "Klinker Klod" for that sin.

(2) The easy way to borrow articles from each other is to use the modern photocopy machine. This newsletter is published (printed?) on one. Sometimes a great article comes along but the newsletter that carries it is so faint, smudged, etc that it is almost impossible to get a decent copy. One example was a program called "BANNER" that is supposed to print jumbo letter banners. It had missing lines, and was generally illegible. I know some of you are forced to use a mimeograph stolen from Third Corp Artillery HQ during WW II..But do you have to reuse the stencils and skip on ink!!!!

One or two clubs are particularly bad in this respect and they seem to be among those who have the brightest and best!! Can we at least print the Editor's mailing address so that if needed, we can send a SASE and plead for a more legible copy?

One last suggestion while on this idea, - try not to fracture articles - that is continue them in six different

places in the newsletter. It's a real pain for a lazy person like me to photo copy and make a coherent pastup so I can reprint it.

(3) Can we print all program listings in 28 col. form so that our 99'ers can compare list to screen when keying them into the console?

(4) We should print an annual index, say in December, of our own newsletter contents for the past year? Article title, a brief summary of what it covers and the month published plus credit if it is from another club.

(5) Product reviews by knowledgeable 99'ers are, to me, one of the most important and valuable contributions the clubs can make to the Great Orphan's owners, especially when some cards and accessories cost over \$200.00. Yet some times after reading a review, I have discovered that the reviewer has an ax to grind, or contributed to writing the software or even in the case of one California product, got paid for designing some of the hardware. Some credentials of the reviewer PLEASE!!

Having gotten that off my mind, let me thank you all for the great job you are doing in a generally thankless and not sufficiently appreciated job. One more idea!!! Next year let's all ask the clubs to double our salaries! What! you mean you are not getting \$150,000 per year from your club as I am from mine?

Well, Write me back in person or in your pages. I'll always answer.

Art Byers, 1261 Williams Drive, Shrub Oak, NY 10588.

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#### CONSUMER REPORTS SURVEY

Consumer Reports Sep '85 issue contains the results of a 1985 questionnaire answered by some 10,000 owners of home computers.

Word processing is still the #1 use for a home computer. It is up to 85% in '85 from 59% in 83 - and 59% is a respectable percentage. Obviously if you don't have a printer and some word processing software, you are not able to take advantage of the major reason for owning a computer.

Filing and record keeping was reported as a use by 59% up from zero in '83. (Unfortunately CU neglected to inquire about this use in '83). Use to play games was down to 55% from 69%. - still a high percent. Usage to learn about computers was reported down to 54% from 63%. The desire to learn program is declining even more, - down to 41% from 83's 61%.

Home accounting was off a little from 45% in 83 to 41% in 85. Education, which has always been touted as a major reason to have a computer - "Help the Kiddies etc" only had 34% in 83 and is down to 29% now. Business accounting, Telecommunications, and Technical Calculations ran 26%, 24% and 20% in 1985's survey. The article is well worth your while scanning at the local public library. It also reports on user satisfaction with various software packages and programs. You will see, again, that often there is no correlation between software cost and ease of use and customer satisfaction. Apple's Macintosh continues to lead the whole home computer field when it comes to ease of use and percentage of users who report being very satisfied.

Expanding PERSONAL RECORD KEEPING

By Arthur J. Byers

In the August issue of our club newsletter, we reprinted a very fine article, by Newt Armstrong of the LA 99'ers, that gave a clear, detailed explanation of the 7 undocumented commands that the PRK module adds to your console TI-Basic when it is inserted. I, for one, was delighted to have these secrets unveiled as it would enable me to correct one obvious omission and one of the obvious flaws in what is, otherwise, a very useful small data base.

As a starter, TI neglected to put in a good method of printing out standard mailing labels. 15 chars are simply not enough for many street addresses and altho PRK will print out only selected fields, it does not do so in a form that can be used for labels.

Next, the sort algorithm built into PRK is deadly slow. My home inventory for insurance, about 150 items, 4 fields each, takes over an hour to sort.

Accordingly, the following program enables you to take a PRK file and print out standard single-up 15/16 x 3 1/2" pinned labels. (When I have time I hope to write another program that will QUICK SORT the file by any CHAR (string) field, then I can load it back to tape or disk for manipulation or analysis via the STATISTICS or PRK or PERSONAL REPORT modules.)

In addition, several members of our club do not have disk and memory expansion, but do have printers as well as the PRK module. This gives us the opportunity to provide them with some really usefull cassette software.

The data file I made up contains 14 fields. The program only reads the first 8.

Because this is a semi-tutorial article, the program has a good many remarks. Disk drive owners, who want to experiment with this program, should remove most of the REMs - (remember the instructions for use are in the REMs so save this listing) - Except, of course, my name! The reason for this is that the PRK module does not access the expansion memory. Everything must be handled by VDP RAM including disk and printer overhead. A very large data file must be broken down into 9800 byte sections, each with its own disk file name.

Those of you who do not own a disk drive have a real treat in store. instead of the dragging painfully slow data file load, your data will load "program style" in very little time.

The program is part of the free software on Cassette being given out along with Nils Soderman's Memo/Merge (Word Processor and mailing list merge for the PRK) at the November meeting. We plan to print the listing of Nils program in the November issue. If you have any questions, My phone is in the REMs.

I think you would learn a lot by keying this program in and making your own file on your PRK.

If you wish to go further and write your own programs, study Newt Armstrong's article long and hard, especially the two short demo programs at the end entitled: READ and WRITE.

Another item in the works for the PRK is: A future presentation by Ted Mills of a review of the disk program by Texas Instrument for business inventory.

```
100 REM #DISK FILENAME:PRKLA      140 REM #By Arthur Byers#
BELS                               150 REM # Shrub Oak, NY #
110 REM #####                    160 REM # 914-528-5402 #
120 REM #PRK-LABEL PRINT#        170 REM #####
130 REM #VERSION 1 9/85#         180 REM #
```

```
190 REM #PRK module must#      500 CALL H(1,6,X,NP)
200 REM # be installed #        510 CALL D(10,1,28,"LOADING
210 REM # #                       COMPLETE")
220 REM #####                    520 GOSUB 920
230 REM #THIS PROGRAM IS TA      530 GOTO 330
ILORED EXACTLY TO A KEY FILE    540 REM #PRINT LABELS
WHERE ITEMS 1-7 ARE STR        550 CALL CLEAR
ING CHAR. ITEM 8 IS AN INTEG   560 CALL D(5,1,19,"ENTER PRI
ER #                             NTER NAME:")
240 REM #1=FNAME 2=LNAME 3=C     570 CALL A(12,1,28,V,PBV#)
OMPANY AFFILIATION 4=ADDRESS    580 OPEN #2:PDV#
PART 1 5=ADDRESS PART 2        590 CALL CLEAR
6=CITY 7=STATE 8=ZIPCODE       600 CALL D(10,1,28,"ARE LABE
250 REM #The key files are b     LS PROPERLY ALIGNED?",12,1,2
est made out using the PRK m    61,"<<PRESS ENTER WHEN RE
odule.                             ADY>>")
260 REM #####                    610 INPUT E#
620 CALL CLEAR
270 REM #From the title scre     630 FOR J=1 TO NP
en call up TI BASIC. then in   640 FOR K=1 TO 7
the immediate mode type        650 REM #reset value of V# t
in:                               o a null string
280 REM #>CALL P(1000)           660 V#=""
290 REM #IF DISK DRIVE ATTAC     670 CALL G(1,J,K,X,V#)
MED THEN >CALL FILES(1)        680 A$(K)=V#
300 REM #>NEW (for both CSI     690 NEXT K
and DSK)                          700 REM #CALL G is now looki
ng for an INTEGER not a stri
310 REM #Then OLD this prog     ng
ram and then >RUN              710 CALL G(1,J,B,X,V)
320 REM #BEGIN WITH MENU        720 PRINT #2:A$(1)&" "&A$(2)
330 CAEL CLEAR                  730 IF A$(3)="" THEN 750
340 CALL D(8,12,4,"MENU",10,    740 PRINT #2:A$(3)
1,22,"FCTN/5 = LOAD PRK FILE   750 PRINT #2:A$(4)&" "&A$(5)
",11,1,21,"FCTN/6 = PRIN       760 PRINT #2:A$(6)&" "&A$(7)
T LABELS")                       ;V
350 CALL D(12,1,13,"FCTN/7 =   770 REM #If a company affili
EXIT",23,1,13,"ENTER CHOICE    ated has been printed, skip
")                                  one less line between la
360 CALL A(23,14,1,V,W#)         bels
370 ON V GOTO 360,360,850,36    780 IF A$(3)<>" " THEN 800
0,550,390,360                    790 PRINT #2: " "
380 REM #LOAD the file creat     800 PRINT #2: " ":" "
ed using PRK                      810 NEXT J
390 CALL CLEAR                  820 CLOSE #2
400 CALL D(6,1,28,"NAME OF F    830 GOTO 330
ILE TO LOAD?",0,1,9,"Example    840 REM #EXIT
s:",10,1,3,"CSI",11,1,14       850 CALL CLEAR
,"DSK1.FILENAME")              860 REM #One last chance to
410 CALL A(14,1,14,V,FN#)        change your mind
420 CALL L(FN#,V1)              870 CALL D(10,1,19,"EXIT PRO
430 IF V1>0 THEN 480            GRAM? Y/N #")
440 CALL CLEAR                  880 CALL A(10,19,1,V,YN#)
450 PRINT "LOADING ERROR-RED    890 IF YN#="N" THEN 330
D"                                900 END
460 GOSUB 920                    910 REM #DELAY SUB
470 GOTO 330                     920 FOR DELAY=1 TO 700
480 CALL CLEAR                  930 NEXT DELAY
490 REM #Read the "HEADER" f    940 RETURN
or number of pages in the fi
le NP=number of pages
```

## FREEMWARE list

As best we can ascertain, this list contains most of the FREEMWARE available for the TI 99/4A as of Oct. 1985. It has been culled from the newsletter exchange, with most of it from the LA 99'ers Topics.

As explained many times, if you use and like the program, send a contribution to the author. If we do not have it in the library, send a blank disk, return postpaid mailer, and some small money to cover the author's time and trouble making the copy, and follow up with the requested contribution if you find it useful. A plus sign before the name means we have it either in the Lending Library or it is available on request from Steve McCalla.

HBM PRINT - by Bob Lawson, 16223 Mill Point Drive, Houston Texas 77059. Ed/Assem required. Auto loads from option #3 Load Run. Prints out hard copy from files of the Home Budget Manager Module. It is written in FORTH.

+TK WRITER - by Tom Knight 7266 Bunion Drive, Jacksonville, FL 3222. Eliminates need for TI WRITER Module. loads from XB or E/A. Tom has the #1, in popularity, piece of Freeware. HELP on the disk.

+MASSCOPY - by Steve Lawless 2514 Maple Ave Wilmington Del 19808. A multi feature whole disk copier. Will copy varied density, tracks, and make two copies at once if you have the extra drives. 3 passes if you have the standard SSSD PE box drive.

+NEATLIST - by Danny Michaels, rt#9 box 460 Florence AL 35630. XB. Quick easy reference to variables and line #'s of your programs.

+COMPUTER CRAPS - by Ramon Martinez 11125 Ferndale Ave, Fullerton Ca. 92631. A fantastic Simulation of Las Vegas Craps table. Learn the real game without the pro's taking you to the cleaners. full instructions on the disk.

DM1000 - BY BRUCE CARDON P O BX 460 RT #9 Florence AL 35630. A disk based Disk Manager which supposedly rivals CarComp's.

X\_DISASM - by Fred Hawkins 1020 North 6th Street, Allentown, Pa. 18102. An XBasic disassembler. If you are willing to pay, excellent documentation is available.

SUPER DISK DUPLICATOR - by Tom Knight (see above) allows input of start and stop sector number for copying.

SCREENDUMP - by Danny Michaels (see above) Works with Epson compatible printer with double size or single size, vertical or horizontal page printout.

+FAST TERM - by Paul Charlton 1110 Pinehurst court, Charlottesville, VA 22901. An Excellent Terminal Emulator for your modem.

The DIRECTOR - by Ron Rutledge 1020 3rd st, Waukegan, IA 50363. XB program database that allows cataloging disk-based programs.

MASTER CATALOG - by Mack McCormick 215 a Yorktown, Ft. Lee Va 23801. Assembly language disk cataloger that will handle up to 2000 files. Super fast.

SPRITE BUILDER - by John Taylor 2170 Estaline Dr., Florence AL 35630. XB graphics generated with assembly language routines for speed at crucial places. Includes a

full disk of preformed graphics.

EASYSprite - by Tom Freeman 515 Alma Real dr. Pacific Palisades CA 90272. An extremely fast XB program with assembly routines to create graphics sprites with easy cursor control. Save for program insertion.

PILOT 99 - by Thomas Weithofer 100 Harbury Dr. Cincinnati, OH 4520. An ENTIRE language for the TI that is among the simplest programming languages known.

DISASSEMBLER - Marty Kroll 218 Kaplan Ave. Pittsburgh pa 15227. A multifeature all Assembly program.

TECHIE BBS - by Monty Schmidt 121 N Blair, Madison WI. 53703. BBS system for the 99/4A.

PRO 99er BBS - by Mark Hoogendoorne 21 Long st, Burlington Ma 01803. A BBS system with true TE-2 transfer capabilities.

DISKMANAGER - by Todd Kaplan, 5802 N Western Apt #3S, Chicago IL 60659. A complete disk manager to replace TI's DM-II.

COMPACTOR - by Monty Schmidt (see above) Assembly language that takes an uncompressed Assembly file and will compress to about 2/3 disk space and yield faster load. Also from the same: UNCOMPACTOR - opposite of above.

FAST FORTH - by Tim Curran, 4153 Four Pole Road, Huntington WV 25701. XB loader. fast editor, fast editor locator. 40 col auto repeat.

+TE-1200 - a 1200 baud term emulator. No author on our copy - does anyone know who deserves the credit?

TRIVIA99er - by Robert Messler; 4300 Frazier, Forth Worth TX 67115. A TI version of the famous game.

TOMB OF DEATH - by John Behnke, 5755 W Grace, Chicago IL 60634. A new game developed for use with the Tunnels of Doom module. New spells, monsters, weapons, graphics, etc. \$8.00 on cassette or disk. Documentation an additional \$8.00.

WEATHER FORECASTER - by Gary Cox, 3174 Melbourne, Memphis TN, 38127

DSKLABEL - by Joseph Bartles, 116 S&E Traylor Ct., Parish NY 13131. Uses standard 15/16 x 3.5 label or plain paper. Label holds 21 program names and the ability to control type of program listed.

DSKJACKET - by Joseph Bartles, see above, Prints lines to glue together your own disk jacket with disk catalog on the front

### PRINTED MATERIAL ONLY:

TI Writer Companion - by Bill Browning, 7541 Jersey Ave North, Brooklyn Park, MN 55428. 29 pages 3-hole punched, crammed full of tips and ideas for getting more out of TI-Writer. New Price. \$6.50 (Ed note: And very well worth twice that!!)

99 TIPS FOR THE 99/4A - Central Iowa 99/4A UG, attn John Hamilton, Pres. box 3043 Des Moines, IA 50316. \$4.50. Includes a disk map, tips, hints, peeks, pokes, sorts, etc.

NOTICE - commencing with this issue, All material in CALL SOUNDS, that is not reproduced by means of photocopying an article from another club's newsletter, is available on disk in the form of DIS/VAR 80 files. Phone Art Byers for more details.

DISK NAME=CANDY-9/19 LIBRARY OF Central Westchester 99'ers Club 9/19/85

AVAILABLE= 0 USED= 358

FILENAME	SIZE	TYPE	P	COMMENTS
OW/SLASH	2	PROGRAM		Puts diagonal slash through zeros in IMMEDIATE mode!
ARTILLERY	39	PROGRAM		A great game for one or two players.
CHGE/TD/O	4	PROGRAM	Y	Will change any single line to line number 0 (zero)
DASSEM	29	DIS/FIX 80	Y	A public domain machine language disassembler
DASSEMHELP	33	DIS/VAR 80	Y	Help in using the above. See READ-D/V80
DISKCAT	6	PROGRAM		Catalogs disk to screen or PIO
FORTY	19	PROGRAM		Resides in Lomem. Adds 40 col screen to XB programs
FORTYDEMO	4	PROGRAM		Demonstration of FORTY
FORTYDEMO2	4	PROGRAM		Demonstration of FORTY
FORTYHELP	9	PROGRAM		Run this for explanation of how to use FORTY.
GOSUB/N	8	PROGRAM	Y	by fabulous Barry Traver. A program that changes itself
LABEL99	8	PROGRAM		Make your own disk labels on mailing labels
LOAD	12	PROGRAM		Auto-loader for this disk (or any other) from Tigercub
LOCOSPRITE	11	PROGRAM		A great Sprite demo by Barry Traver
MENULoader	5	PROGRAM		An automatic disk loader. This one is by Barry Traver.
RAW/INFO	15	PKUGRAM	Y	Run for HELP on RAW/O
RAW/O	13	DIS/FIX 80	Y	An XB utility for individual disk sector read/write.
READ-D/V80	4	PROGRAM		Will read any DIS/VAR 80 file print to screen or PIO.
RESTORE/N	5	PROGRAM	Y	Another by Barry Traver. Program that changes itself.
SCREENDUMP	86	INT/VAR254	*	In Call Load form. Puts into Lomem. Dumps Text & Graphics
SDFLOAD-2	5	PROGRAM		Autoloaded by above. Sets up for any printer.
SDUMFLOAD	7	PROGRAM		Loader for SCREENDUMP. also contains instructions.
VARIATIONS	30	PROGRAM		A Sam Moore Gem!. Variations on a theme by Beethoven.

The disk CANDY9/19 is available by RESERVATION only at the OCTOBER meeting. Please telephone the Software Chairman, Steve McCalla, not later than OCT 17th. 718-740-1798. PRICE is one initialized blank disk. You MUST give a disk in exchange for this software. Come to the meeting prepared! PLEASE remember the new free software policy on disk programs, you take the whole disk, no cherry picking allowed. CANDY9/19 was assembled from programs given to us on disk by other clubs, keyed in from their club newsletters, Public domain gifts from Tigercub software, etc. and is a direct benefit of the Newsletter Exchange. (While on the subject, Tigercub has a new catalog which will be passed around at Every meeting.)

#### FROM THE NEWSLETTER EXCHANGE

(from the LA 99'ers AUG issue of Topics, by Teresa Asters, President)

EasyPlex Date: 08-Aug-85 19:54 From: Ron Albright [75166,2473] Subj: MILLERS THINGY. How Would You like to power up YOUR console and SEE YOUR name on the SCREEN?? Or ANYTHING you choose?? Like a menu that says: PRESS 1. Editor/Assembler 2. TI-WRITER 3. TI Extended Basic 4. Adventure. Or whatever combination YOU want of up to seven grog chips at YOUR COMMAND!! Nah you wouldn't want that capability would you?! Well if so, read on! There is no specific name for this item. Call it a ROM GROM SIMULATOR! Or a or a RAM GROM SIMULATOR! Or whatever you like! Basically what it consists of is this: 48K of internal RAM, BRAM expandable up to 88K with the use of Hitachi BK CMOS (\$4.50 each) that YOU can plug in. These will be available from a toll free source that will accept ALL major credit cards! Physically it will look like a long module that will extend down to the on-off switch (on the gray consoles), so as not to interfere with it. And will be the same height as the Widget. You plug the simulator into the cartridge port and leave it there. You plug the module you want to save into a slot up by the vent so it is not in the way! After "Dumping" the module it can be removed and left out! So after you dump the module to the DISK or CASSETTE (YES I said CASSETTE!) you can STORE the module in the Simulator in BATTERY BACKED RAM!,GRAM! And if you get tired of YOUR title screen....just flick a switch on the front of the

simulator and you get good ole reliable TI title screen! The Simulator will SOFTWARE or MANUAL select which program to run.... and Voila instant instant LOAD! Just like a Ram Disk! So say for instance.... You load TI-WRITER in the simulator. It will also allow you to load EDITA1 and EDITA2, and FORMATTER. Hit TI-WRITER menu and 1 for Edit and BOOM! its there! OR load E/A module and ALL the files on the E/A disk and select one and again BOOM! Instant load! There will be a loader furnished to allow image format files and to load Dis/Fix 80 just needs an AORG! FULL DOCUMENTATION will accompany the simulator to show the REAL power of the unit. And give detailed examples and pointers as to what to do! This also comes with a disk of utilities that will allow you to PLAY with the contents of any Module you dump...specifically a "CALL DIR" from I-Basic! There will be more utilities added before production is READY! YES....I said before production is ready. The middle of November 1985 (!) is the expected shipping date! And price you ask??...well....OK, AS OF RIGHT NOW THERE IS NO SPECIFIC PRICE! BUT, IT WILL BE BETWEEN \$150-\$200 GUARANTEED. CRAIG SPECIFICALLY WANTS IT AS CHEAP AS HE CAN MAKE THEM AND WILL DO HIS BEST TO DO SO! BUT, THE PRICE WILL BE UNDER \$200.00 FOR SURE! Hopefully I've whet your appetite enough to hold on and wait for this item! And CRAIG makes the claim that this hardware WILL be compatible to the MEM Computer! IF it ever comes out and if THEY make it COMPATIBLE to existing modules! The Simulator will be a LIMITED production item. Craig will make only so many to start and then only as orders come in! So he will NOT be stuck with a lot of unsold hardware!

## GRAPHX...FROM DOWN UNDER!

By Darrell Ingold

If you "just haven't bothered" with graphics this program is your chance to have outstanding graphics "without any bother!". I had never even attempted to decorate my Extended Basic programs that I have written with pictures mostly because it really just looked too difficult and time consuming. I was more interested in what the program did rather than how pretty it was. In a nutshell I was really rather sceptical about the value of a graphics program in the first place; however the advertisement sounded really interesting... 'written in assembler' and 'very user friendly'. Just how friendly did it turn out to be? Well if it were any friendlier it would be illegal!

First let me give you my overall impressions of the company. From the very beginning when I wrote GRAPHX regarding a review I have continued to be impressed with the professional attitude as reflected in not only their correspondence but in the polished appearance of their literature and the impressive 48 page manual (obviously printed on offset and neatly bound). Probably the most impressive thing however was the super quality of the program. I'll have to admit that I was at first a little intimidated by the size of the manual, thinking that it would probably take me a week to read it and get this thing off the ground. NOT SO. It went so smoothly as I took the billed "Guided Tour of GRAPHX" that the whole thing was really quite painless! The biggest single problem that I incurred was trying to read into a simple instruction a complicated command. To wit: "If you have Extended Basic, select Extended Basic from the Master List..." (next section) "if you do not have Extended Basic, select TI Basic..." What's so tough about that? I had the Mini Memory version; was it XB? No. Then select TI Basic. That was entirely too simple and after trying a number of other things I re-read the instructions, selected TI Basic and everything went just great!! The instruction was clear, my mind wasn't. When all else fails, RE-READ the instructions.

When I did as the instructions requested, there came up an outstanding title screen. It didn't just sit there, it performed. There was a small monitor pictured on the screen which gave various credits and titles as well as a variety of pictures such as a Koala bear, the space shuttle, a very mean-looking bulldog among others...then suddenly what should appear but "National Ninty-Niner" Right there on the title screen of the program. Didn't I tell you that this was a real class act?

Virtually within a few minutes, with the manual in one hand and the joystick in the other I drew a passable picture of a fire engine (remember I work for the fire department). It even had round tires with hubcaps, and a light bar on top not to mention the large suction hoses on the side rack. Then I colored in the tires and the nose in one color and the windshield in another color. I really couldn't quite believe it. This is the same guy who always drew stick figures in school because he couldn't draw anything else.

GRAPHX responds immediately to your commands; no waiting on GRAPHX. Its options are precise and practical. It comes with an overlay strip (like TI-Writer & Multiplan) but with much easier to read bold print. All 'function' keys respond without the need for also pushing the 'FCIN' key. With only a single keystroke or push of the joystick button you can increase or decrease the speed of the cursor, turn on or off the 'draw' mode or the 'erase' mode. The help lines at the edge of the screen can be quickly removed to view the entire picture. The colors of the foreground, background, cursor and back-drop can be changed using an arrow selection method from a palette.

Other choices include a line option that allows a line to be drawn from a single point to any other point on the screen by simply moving the cursor to the second point and pressing the joystick button. You can see the line as you move the second point around until it looks just right and only then place in permanent position with the button. Circles can be created with the 'circles' option. Then with the joystick they can be enlarged, elongated and moved to suit your needs before 'dropping' them in place. It is really terrific to be able to see them in position before setting them permanently. As soon as one circle is set or 'dropped' another appears concentric to the one just placed so that it is easy to draw such things as inner and outer circles of a tire. The new circle can be changed, moved or discarded as you wish.

Any part of the drawing can be moved or copied to another part of the drawing. If you have a detailed section that needs to be another place also, you do not have to re-draw it; just copy it. If needs require, you can use the 'zoom' option that takes a selected section and enlarges it to full screen size for extra close detailing, just like a zoom lens on a camera.

There are other menu choices that permit the repainting of the foreground and background color, screen clearing (for a new picture), shape filling (coloring in) and typewriter mode. Any work can be saved to and retrieved from disk. There is a very interesting clipboard feature which allows pictures or parts of pictures to be saved onto the clipboard and reused later on other pictures. For example, a picture of something that you would like to reuse at different times on different drawings can be saved and simply copied from the clipboard onto the present screen to save time redrawing it. The size of this clipboard varies with the version of the program you are using. The Mini Memory has a 6K clipboard while the Editor Assembler Extended Basic versions have only a 4K storage. By the way, the load times vary also; MM = 63 seconds, EA = 65 seconds and XB = 251 seconds. When it comes to dumping the screen to a printer there are several options again. You can select from two densities and in either a 4" X 2" (small) or an 8" X 5" (large) print-out.

GRAPHX certainly lives up to its author's description as a Graphics Processor. Requirements include a TI-99/4A (does not work with the 99/4), 32K memory, minimum of one disk drive and a joystick. To print your pictures you must have a graphics capable printer that is compatible with the Epson MX-80 (such as the Gemini SE 10). Also needed will be one of the following modules: Mini Memory, Editor Assembler or Extended Basic.

In the flyer that accompanied my program there is mention of a new utility program that will allow GRAPHX to print poster sized print-outs by using six sheets of paper (which are then taped together), banner printing in 8" high letters and to pre-print GRAPHX designed letterhead stationery. If GRAPHX is ANY indication, I can hardly wait for their new release!!

**Order information:** Order from GRAPHX, P.O. Box 4566, Clarence St., Sydney N.S.W. 2009, Australia. Funds to be sent by International Draft in \$US made to R.L. Davis at Westpac Banking Corp., Sydney, Australia. Be sure to designate which version(s) you are ordering. Price is 1.450 each; 2.445 each; 3.440 each; 4.435 each and 5 or more only \$30 each. All prices are post paid via airmail except on 5 or more which are shipped via international priority Paid Mail. They claim delivery in only 3 days from Australia from date of mailing using the priority Mail. On orders of 5 or more there is also included a free poster print (from the now under-development utility program) and a copyable disk of sample pictures.

## LAST MINUTE ODES AND ENDS

THE EXCHANGE GETS BETTER! Here we go again sounding like a broken record, BUT - the 3-ring bound volume of Exchange Newsletters that will be at the October meeting will have something really special. We just received the 64 page Summer edition of the Chicago Times (the newsletter of the Chicago Area UG). IT IS FABULOUS! It has more interesting quality articles about our 99/4A crammed into that one issue than most club newsletters can print in a year. In our next issue, we will reprint some of the Chi Times gems.

Also, a new club is represented in this binder, the Front Range 99er Computer Club of Colorado Springs, Co. In addition, there are two copies of the National 99er.

We now have 17 clubs on our newsletter mailing list, covering from the California coast to Italy!. The list is growing - and as it grows, the more useful original, innovative information, programs, hints and tips, etc. We receive. It is just not feasible to reprint more than a fraction of the articles. This is why we are making up monthly binders and circulating them via the Lending Library. We expect this will give every member a "look see".

The only fly in the soup is that over a third of our club are cassette only members, no memory expansion, and a few do not have extended basic. Since the main thrust of the information and articles in the exchange is directed at "full house" owners, there is not as much for the Cassette drivers as they might like. However, programs galore for them are to be found and they can key them in.

LOCAL SHOPPING NEWS - for the past several months, CALDQR's has been selling a box of ten SSDD Nashua disks for \$9.97 plus tax. They still had stock as of this writing. PERGAMENT is featuring three computer desks at very reasonable prices. One is unfinished pine- that means made of real wood instead of particle board. DEPOT, the wholesale stationer in Portchester, has been advertising a computer desk with hutch at their new warehouse outlet, also at very reasonable cost. They also feature back support office type chairs which are excellent for computer work.

Both SERVICE MOSE and CALDQRS stock computer paper at prices somewhat below those charged at most computer specialty stores.

We regret to report that for all practical purposes, there are no retail outlets in the area that sell anything specific for the 99/4A. The only store, TOYS R US, had a few games and a TI data cassette recorder, a P code card and Assembler linker card (both at full TI list price) as of a few weeks ago. Your shopping will have to be done by mail order from now on.

## THE CENTRAL WESTCHESTER 99'ers CLUB

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TREASURER: Kathy O'Brien

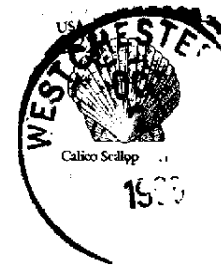
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NOTICE TO OTHER TI-99/4A USER GROUPS: We will send you our Newsletter, at no charge, if you will send us yours on the same basis. You are welcome to reprint from this issue. Please do as we do and give proper credit to the original source.

You are welcome to any program in our main library: Send a blank initialized disk and return postpaid mailer to our librarian: Steve McCalla 109-59 195th st. Hollis NY 11412

Central Westchester 99'ers  
c/o Joseph Mancini, Secretary  
382 Fort Washington ave  
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