TI Luvs You

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99'ers User's Group

Vol 1 Issue 10 February '88

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Now, turn the page for an EAR-full of information.....

MINUTES OF THE MEETING:
16 JANUARY 1988
by: jo ann copeland

The meeting was called to order at 2:40 PM by the President. The Treasury Report for the previous month was read and approved. The $4.00 service charge by the bank was dicussed - it seems as long as our balance is under $300.00 a month that charge will stand (ouch!) and the charge was not for having a sterling and dollar account together as was previously thought. Well group, let's get those library orders in and raise the bank balance!

Funlwriter and Picasso's Publisher were discussed, and members approved raising the cost of such library disks to 1 pound ($1.00) extra each so that Fairware donations could be accumulated and sent to the authors. This will apply to all future Fairware Disks received in the library. Public Domain disks stand at current library cost.

H. V. 99'ers had not replied to my letters relative to an exchange at the time of the meeting - HOWEVER - at 11:24 AM, January 19, an issue was shot thru the front door mail slot, and IS IT EVER IMPRESSIVE! WELCOME TO THE NEWSLETTER EXCHANGE * HUNTER VALLEY 99'ERS * ! KEEP UP THE EXCELLENT WORK! The December 1987 issue includes: A Pot Pourri of Local and International News; Helicopter program translated to Mini-Memory; Random Bytes; E/A Program Speed Comparison; Baudot to ASCII Conversion for RTTY Decoder; Digressions; Adventurers' Corner; Reviews; Programs; Bar-Menu Windows; 32K RAM Internal Expansion Board; Re-Setting the CPU (a hardware modification); AND MORE! A REALLY GREAT ISSUE!

Renewal for BACC membership was brought up. This will be held off for decision until the next meeting, while other alternatives will be checked into by members.

A TI FAYRE was discussed, and plans are to be started via advertisement and writing letters to our main supporters. We would like to have as many 'booths' set up as possible, and Jo is to write suppliers and supporters and show findings in future meetings.

Members are inquiring as to the feasibility of Newsletter on Disk. If there is enough interest, this CAN be accomplished for Disk Drive owners. If anyone is interested, please contact Jo.

SIG's were brought up and the interest is still there. If you have a particular SIG you want, LET US KNOW and we will set a time and date!

The meeting was adjourned at 3:56 PM and at that time members were shown demo's on software and hardware. NEXT MEETING:

>>> 20 FEBRUARY 1988 <<<

> SATURDAY <

> 2:00 PM at 13 ELM WALK <

>>> A NOTE TO MEMBERS OF EAR 99'ERS: <<<

Let's open up "Pandora's Box" and start some more problems in the TI world...

This is in rebuttal to the statement you probably found in TI$MES, saying that we haven't been holding up our end of the exchange agreement:

I don't want any of our members thinking I was irresponsible in my endeavors for the group. Y-E-S, I WAS sending newsletter exchanges to TI$MES, just not to the address Stephen expected. Why didn't he make a telephone call to verify this before publicly announcing I wasn't sending exchanges? When Scott spoke with him he advised "That's just the way I am". I can't accept that kind of a statement!

I take my responsibilities seriously and I also take my reputation seriously. And I'm ANGRY! So if this issue comes off a bit differently than usual it's because most dedicated TI users are becoming frustrated at what is going on in the TI community and I'm one of them. I almost agreed to drop out of the group and told Scott I wasn't participating in producing the Newsletter anymore. That's when Eddy called (Thanks Eddy!). It seems it IS worth it, after all the irritation and aggravation, if someone, somewhere, out there >IS< being helped, and that's what we're here for - to HELP each other - to grow and learn in the TI, and not to abuse, frustrate, or aggravate other groups or users. And this also means NOT making >FALSE< statements about other users or groups. Verify all your facts before you publicly announce something!

Anyway, I got over this statement by the next day, when a member rang up and said "How come you're not sending exchanges to TI$MES?" Then it all boiled up again. So, instead of having telephone call after telephone call, perhaps this (if read at all) will explain that I WAS sending exchanges to TI$MES and I am NOT an irresponsible Secretary or Treasurer.

If >ANY member has >ANY questions about the group, the treasury, or the way we operate, or >ANYTHING - the information is here for YOU! The President, Vice-President, and Sec/Treas are responsible to all our members, and will justify any expenditures or other questions to its members. IT'S YOUR GROUP and YOUR money going into it!

All it takes is (one) telephone call or (one) letter. Take the time to do it. And at this point I better jump down off the 'soap box' and get back into the Newsletter...

NOTES + NOTES + NOTES + NOTES
by:
jack-of-all-trades
and master of none

First of all, a few changes to the Catalog Library Listing (I told you it changed daily on me!) and then a few notes...

News from LA 99'ers (Vol 6 #11-12) via Jim Peterson (Tigercub) advises Picasso's Publisher is NOT Public Domain or Fairware! Arto Heino, being unemployed and in need of income, wrote a great program and was selling it in Australia through the Sydney User Group, and hoped to find a U.S. software publisher to handle it in the U.S. Unfortunately, a user in Australia sent a copy to a user in California erroneously stating it was fairware. The California user uploaded it to GENIE, the SYSOP of GENIE accepted it, and it has by now been downloaded and uploaded back to every BBS in the country.

Needless to say we have it in Great Britain also. Has another good programmer's livelihood been ruined, and will Mr. Heino ever write another program for the TI? Would you in this case? So, if you have Picasso's Publisher in your files, and consider yourself an honest person, how about paying for the program? The original price is $20 Australian which at this time is approx $14 American. This is NOT costly if you check out the prices in catalogs for other artistic programs! Let's show our support for our TI authors! Where would we be without them?

I got a really nice letter from Tony McGovern in January (needless to say of FUNNELWEB fame!). I had sent in my fairware donation and was pleasantly surprised to receive the LATEST FunnelWeb 4.0 Version, dated December 22, 1987 (next version will be 4.1). It seems once again that we aren't supporting our TI authors, and responses and fairware return have been poor. If our supporting TI authors are getting to feel it isn't worth it anymore, what are we, as users, going to do? The fairware donations are almost always HALF the cost of programs through software companies and catalogs. Now that Christmas is over and the dreaded checkbook crunch is gone let's open the checkbooks once again and show our support for the TI and its' mainstays!

One other point while I'm on a roll (and everyone has probably ignored this and turned the page)... We don't need to critcise our authors in a derogatory manner. Constructive criticism is one thing but getting nasty is another. Yes, some things might have been written in another manner, but how many programs have YOU written lately and issued out as Public Domain? And if you wrote a program, you would probably do so believing it was done the best way at the time to help the program run the smoothest. Would you like nastigrams coming through the mail slot, or would you rather see a letter saying THANKS for your support, but could this particular item possibly work better this way? And tell authors to keep up the good work. How long would a Thank You note take to write, anyway?

I've released my TI-Writer aka FunnelWriter Manual to User's Groups and haven't had the first sign of feedback from it. This manual is over 50 pages and goes from A-Z on the technicalities of word processing and included CTRL U Special Character Commands and anything you'd want to know regarding Word Processing. I asked for donations to be made to the Group, and guess what? Right, nothing. So I know what other authors mean when they say 'is it worth it?' Yes, it was, if a user was helped by it, but the group could've been helped financially with support. That's why I currently give it out on written copy and charge for it. I don't get the proceeds - the group does.

Anyway, enough of jumping on the bandwagon... Think about it and go with your conscience. But look down the road, too. Do we want to keep the TI alive? If so, we need to show support to those behind the scenes!

I recently received a catalog from a User Group with a Certificate made with Certificate 99 (C). It had just a few words with a nice border, but hit home:

Which Bone Are You?

It is said the membership of any organization is made up of four bones. There are WISH BONES who spend all their time wishing someone else would do all the work. Then there are JAW BONES who do all the talking and very little else. Third are the KNUCKLE BONES who knock everything that anybody else tries to do. Finally there are the BACK BONES who get under the load and do all the work.

So - Which Bone Are You?

Well, update notices were sent out last month previous to the January issue advising that the reproduction office was down on 3 out of 5 off-set machines so the newsletter was late - maybe if I get it in late next month it will be out on time? Anyway, apologies to our subscribers but it twasn't my fault! Maybe I should go into the off-set repair business? By the way, I used the extra postage expense because the date of the January Meeting had to be sent out along with the update notice. Otherwise no one would've known when the meeting was. And what do you mean "who cares?" Ouch, that hurts!

>>>>> NEXT MEETING <<<<<

SATURDAY - FEBRUARY 20 - 2:00 PM

13 ELM WALK

Peter Walker will be providing a demo on Modem operation -- Prestel, Telecom Gold and file transfers between TI-99/4A's at the February 20th meeting. SEE YOU THEN!

MINI-MEMORY Part V

by ROBERT WORDSWORTH

Firstly, the usual apologies for errors in the previous article! On page 7 of the Newsletter, in the sixth complete paragraph, the one beginning "On return from the call", you should read "we want to increment register 0 by 1 ...". At least there weren't any errors in the code this time (were there?). My editor tells me it's time I got acquainted with TI-Writer. Perhaps we'll see some improvement then! (Unless Jo messes it up again, right Robert? That's almost what I'm best at! jc)

As I mentioned at the end of the previous article, several improvements could be made in the screen message program. You will remember (I hope!) that the program, which was scanning a string of ASCII characters, looking for a terminating character of >00 and writing the other characters to the screen with the VDP Single Byte Write utility, contained the following loop:

```
7D0C D052  NX    MOVB *2,1      Move a message byte to register 1
7D0E 1305        JEQ  RT        Jump out if the byte was zero
7D10 0420        BLWP @>6024    Write byte in register 1 to screen
7D12 6024
7D14 0580        INC  0         Point to next screen position
7D16 0582        INC  2         Point to next message byte
7D18 10F9        JMP  NX        Jump back to beginning of loop
7D1A 045B  RT    B    *11       Return to Easy bug
```

This listing is shown with the address of each instruction and generated machine code down the left-hand side, as when the program was entered using the Line-by-Line Assembler. By the way, you did remember to save your program to cassette, didn't you? You didn't? Never mind, it should still be in the MiniMemory's battery-backed RAM. Even if that's been overwritten, it won't take long to key the program in again, honest!

The instruction: NX MOVB *2,1

means "move the byte whose address is contained in register 2 to the left hand byte of register 1". The similar "word", as opposed to "byte", instruction

MOV *2,1

would mean "move the word whose address is contained in register 2 to register 1". MOV (move words) and MOVB (move bytes) belong to a family of instructions known as "Format I" instructions. Another Format I instruction we have already met is A (add words). Format I instructions have two operands, a source and a destination. The source (sending) operand is the left-hand operand and the destination (receiving) operand is the right-hand one. In other words, Format I instructions always work "from left to right". In our case the destination operand is register 1, and is an example of "Workspace Register addressing". With Workspace Register addressing, the source or

destination of the data is simply a register. The source operand in this example, however, is coded "*2", which means that register 2 contains not the data itself but the address of the data. You will remember that the data here is a byte in our message string, to which register 2 is "pointing". This type of addressing is known as "Workspace Register indirect addressing". The two different kinds of addressing used in the instruction

```
MOVB *2,1
```

are examples of "addressing modes".

Incidentally it is permissable to code workspace registers with an "R" in front of their number, so that our instruction would be coded

```
MOVB *R2,R1
```

Most published examples of TMS9900 assembly language follow this convention, presumably because it was felt that registers are clearly distinguished from other types of operand. It's simply my preference not to code the "R's".

I said that some improvements could be made to the program. One of these involves the use of yet another addressing mode, which goes by the rather splendid name of "Workspace Register indirect auto-increment addressing". An operand using this addressing mode is coded as with Workspace Register indirect addressing, but with a "+" sign immediately following the register number. For example, the instruction

```
NX    MOVB *2+,1
```

uses workspace register indirect auto-increment addressing. As before, register 2 contains not the data itself but the address of the data. After the MOVB instruction is executed, however, register 2 is automatically incremented by one. This is, of course, exactly what we want, since we had already coded an

```
INC  2
```

instruction four lines further on, so that register 2 will point to the next message byte. This separate increment instruction now becomes redundant. Two bytes saved and I-don't-know-how-many microseconds! Oh the excitement of coding in assembler! Auto-increment addressing is a relatively advanced feature not commonly found in the sort of CPUs used in home computers, but then, as we all know, the TMS9900 is "smarter than the average microchip".

The increment caused by an auto-increment instruction is one for any "byte" instruction such as MOVB. For "word" instructions such as MOV and A the register is incremented by two, since we will probably be using it to address a string of two-byte words.

In a Format I instruction, either operand can use any of these addressing modes, so that

```
MOV  2,1
MOV  2,*1
MOV  2,*1+
MOV  *2,1
MOV  *2,*1
MOV  *2,*1+
MOV  *2+,1
MOV  *2+,*1
MOV  *2+,*1+
```

are all equally valid forms of the MOV instruction. And there are still others, as we shall see later! In the last example above, both operands are being auto-incremented. Despite this, the MOV instruction still takes up one word when converted to machine code, as it would do in each of the other eight examples.

Now that the: INC 2

instruction in our main example is redundant, how do we remove it? The short answer is by coding a

```
NOP  (no operation)
```

instruction in its place. The NOP instruction is in fact an unconditional jump forward to the following instruction, in other words a drop through.

●

From the partial program listing at the beginning of this article, you will see that the address of the

```
INC  2
```

instruction is >7D16. So, unless you've had to key the program in again using "NEW", reload the MiniMemory contents from cassette if necessary and select "OLD" from the MiniMemory RUN option. Now enter

```
AORG >7D16
```

Don't forget the ">"! You will see

```
7D0C D052
```

at the left-hand side of the screen. This is the machine code generated from the

```
INC  2
```

instruction. Enter

```
NOP
```

You will now see

```
7D0C 1000
```

at the left-hand side of the screen. This is the machine code from the new instruction. It has overwritten the INC 2. Fortunately it is exactly the same length as the instruction it replaces. We now need to replace the

```
MOVB *2,1
```

instruction with a

```
MOVB *2+,1
```

So in the same way, we code

```
AORG >7D0C
MOVB *2+,1
```

You will notice that the

```
7D0C D052
```

at the left-hand side of the screen has changed to

```
7D0C D072
```

showing that the change of addressing mode from indirect to indirect auto-increment has affected the contents of the instruction but not its length.

You will have doubtless noticed that the Line-by-Line Assembler, when called via "OLD", does NOT show us the assembly instructions we coded in so laboriously. Alas there is no answer to this other than to keep your own written listings, although you would probably want to do that anyway. Assembly language does not lend itself to the "bash it in and give it a whirl" approach that BASIC encourages and is indeed criticized for. When the Line-by-Line Assembler is entered via "NEW", our code is retained up to a limit, but it is lost as soon as we enter the END directive.

The technique of program amendment we are forced to use with the Assembler is called "patching", that is, directly changing the generated machine code. It can be tricky to do, but one thing we can use to make life easier is to besprinkle our code liberally with NOP instructions so that when extra code <u>has</u> to be inserted we have somewhere to put it.

If you now leave the Assembler by entering: END press QUIT and re-enter Easybug, again running the program by entering E7D00, you will see the same result as before.

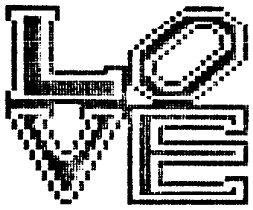
There are still some further "enhancements" we can make to the program before we move onto something more exciting, but they will have to wait till next time. See you then, and <u>HAPPY TAPPING!</u>

T I C K L E B O N E

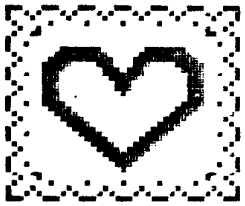
Okay kids - can you find the Tickle Key? Load up your Terminal Emulator II Module, choose (1) for TI Basic and type in OLD DSK1.TICKLE <enter> then type RUN. After you key this program in, of course... Have a gigglin' good time!

```
100 CALL CLEAR
110 REM  TICKLE KEY 7/23/83
120 REM BY J. R. (BOB)BAKER
130 OPEN #1:"SPEECH",OUTPUT
140 PRINT #1:"I DO NOT HAVE A FUN E BOAN, BUT I HAVE A TICKLE
KEY, CAN YOU FIND MY TICKLE KEY"
150 FOR DELAY=1 TO 300
160 CALL KEY(0,KEY,START)
170 IF START=1 THEN 650
180 NEXT DELAY
190 GOTO 140
200 RANDOMIZE
210 CALL HCHAR(12,16,32)
220 IF (2*RND)>1.3 THEN 250
230 X=INT(26*RND)+65
240 GOTO 260
250 X=INT(10*RND)+48
260 Y=INT(5*RND)+1
270 FOR DELAY=1 TO 200
280 NEXT DELAY
290 ON Y GOTO 300,320,340,360,380
300 PRINT #1:CHR$(X),"IS MY TICKLE KEY"
310 GOTO 390
320 PRINT #1:"PUSH",CHR$(X),"AND MAKE ME LAFF  "
330 GOTO 390
340 PRINT #1:"CAN YOU FIND",CHR$(X)
350 GOTO 390
360 PRINT #1:"WHEN YOU PUSH",CHR$(X),"I GET A CHARGE"
370 GOTO 390
380 PRINT #1:"DO MY",CHR$(X),"BUTTON AND I TINGLE ALL OVER"
390 FOR RESTART=1 TO 300
400 CALL KEY(0,KEY,START)
410 IF START=1 THEN 440
420 NEXT RESTART
430 GOTO 140
440 IF KEY=X THEN 590
450 CALL SOUND(200,-3,2)
460 CALL HCHAR(12,16,X)
470 Y=INT(5*RND)+1
480 ON Y GOTO 490,510,530,550,570
490 PRINT #1:"NO THAT'S NOT IT, TRY AGAIN"
500 GOTO 260
510 PRINT #1:"MISSED AGAIN, TRY HARDER"
520 GOTO 260
530 PRINT #1:"CLOSE ONLY COUNTS IN HORSE SHOES"
```

```
540 GOTO 260
550 PRINT #1:"WRONG BUTTON, CAN'T YOU FIND IT"
560 GOTO 260
570 PRINT #1:"I WAS ONLY KID ING, YOU CAN'T MAKE ME LAFF  "
580 GO TO 260
590 Y=INT(4*RND)+1
600 ON Y GOTO 610,640,670,700
610 PRINT #1:"//10 35"
620 PRINT #1:"HE HE HE HE HE HE HE HE HE HE HE HE HE HEEHEE HEE
"
630 GOTO 720
640 PRINT #1:"//25 80"
650 PRINT #1:"HE HE HEE HEE HEEE HEEE HA HA HO HO HEE HEE HEE H
EEEE"
660 GOTO 720
670 PRINT #1:"//44 160"
680 PRINT #1:"HE HE HEE HEE HEEE HEEEEH HAR HAR HAR HEE HEE HEE
"
690 GOTO 720
700 PRINT #1:"//60 40"
710 PRINT #1:"HO HO HO HO HAR HAR HAR HAA HAA HAA HOHOHOHOHOHO"
720 GOTO 200
```



Please
Be Mine!



Happy Valentine's Day!

E N C H A N T E R

Enchanter is the First in the Trilogy. You are chosen to match your spellcasting skills as a novice Necromancer against those of an evil warlock who holds sway over the land. Succeed and you'll earn a seat in the illustrious Circle of the Enchanters. Fail and ... but one doesn't speak of such things... "Dots" on map mean you should either do something or find an item(s) there... (Enchanter © Infocom, Inc.)

If you truly are the one brave enough to face unspeakable peril, let your wizardly powers reveal our words... Spells required to complete this adventure:

Blorb = Safely protect a small object as though in a strong box.
Cleesh = Change a creature into a small amphibian.
Exex = Make things move with greater speed.
Filfre = Create gratuitous fireworks.
Frotz = Cause something to give off light.
Gnusto = Write a magic spell into a spell book.
Gondar = Quench an open flame.
Guncho = Send someone to another time zone.
Izyuk = Flying spell.
Krebf = Repair willful damage.
Kulcad = Dispel a magic spell.
Melbor = Protect Magic users from harm by evil beings.
Nitfol = Converse with beasts in their own tongue.
Ozmoo = Survive unnatural death.
Rezrov = Open even locked or enchanted objects.
Vaxum = Make a hostile creature your friend.
Zifmia = Magically summon a being.

Some spells you consistenly have in memory. Others you will have to memorize before you can use them, ie: >MEMORIZE ZIFMIA in order to >CAST ZIFMIA AT IMPLEMENTERS. Also, some spells are already in your book, but others aren't, and a spell CANNOT be memorized unless it is IN your spell book (but it can be used). IE: When you find a Damp Scroll, >READ DAMP SCROLL, then when it states it has a CLEESH SPELL on it, you can >GNUSTO CLEESH (rather than typing in >CAST GNUSTO SPELL AT CLEESH SPELL). Makes life easier, not that it'll help get through the adventure any quicker...

This is another INFOCOM that lets you complete the adventure in different ways, but any true adventurer will go for the 400 OUT OF 400 POINTS, rather than 300 or 350 out of 400. Start counting up now... Now for some clues.....

1) Need some food and water? You'll find these within the 'baseball diamond' at the start of the adventure. EXAMINE and SEARCH everything Northeast of the Fork. Venture SouthWest from the Fork to the Hovel for an item to include in your Book of Spells.
2) Going East of the Eastern Fork starts your adventure! Use a spell to open the gate and another to provide light (two easy puzzles here!) and work North to the Jewel Room for a good search. The treasure found here can be opened two ways, and

remember the spell to repair willful damage! Work East through the Hall of Mirrors to the North Gate and then North again. Hold a conversation with the swamp dwellers for a clue!

/3\ The Library holds two items for you. Memorize a spell 3 times (that's all the moves you have before your enemies come in!) and remember to >Follow the Rat Tracks.

/4\ Return North and West to the Jewel Room and then South to the Bed Room (by now you need sleep). A dream here tells you something! Follow through on it.

/5\ Enter the Tower and go East to the Beach. Another chance to hold a conversation, here with the Rainbow Turtle. He can help you in the Southeast Tower if you ask the right way. He may need a little help, and with one or two spells you'll have another scroll!

/6\ Investigate the Banquet Hall and Kitchen area, but don't go to the Junction yet! Examine the surrounding areas and you should tire and then have another dream to follow up on. This one involves the Gallery.

/7\ The puzzle in the Closet is easier to solve than you think. Don't spend hours on it when you may need to wait.

/8\ Don't go into the Junction area to be captured until you have the Ozmoo Spell 'cause you'll need it! If you memorized the Nitfol Spell cast it at the guards and have a good listen. They're talking about you... You cannot get out of the Tower Cells until after you're carried away and sacrificed! Hopefully, you'll find any items you were carrying nearby, unless you prepared ahead of time and dropped them in a centrally located spot!

/9\ After you're sacrified >Inventory. You gained an item you needed!

/10\ That Adventurer running around in the Hall of Mirrors could work the opposite of Alice Through The Looking Glass. If you can go through a Mirror, why can't you come out of one?

/11\ Don't give away your treasures. In fact, holding on to them might help lead the Adventurer to a spot where you can ask a favor of him?

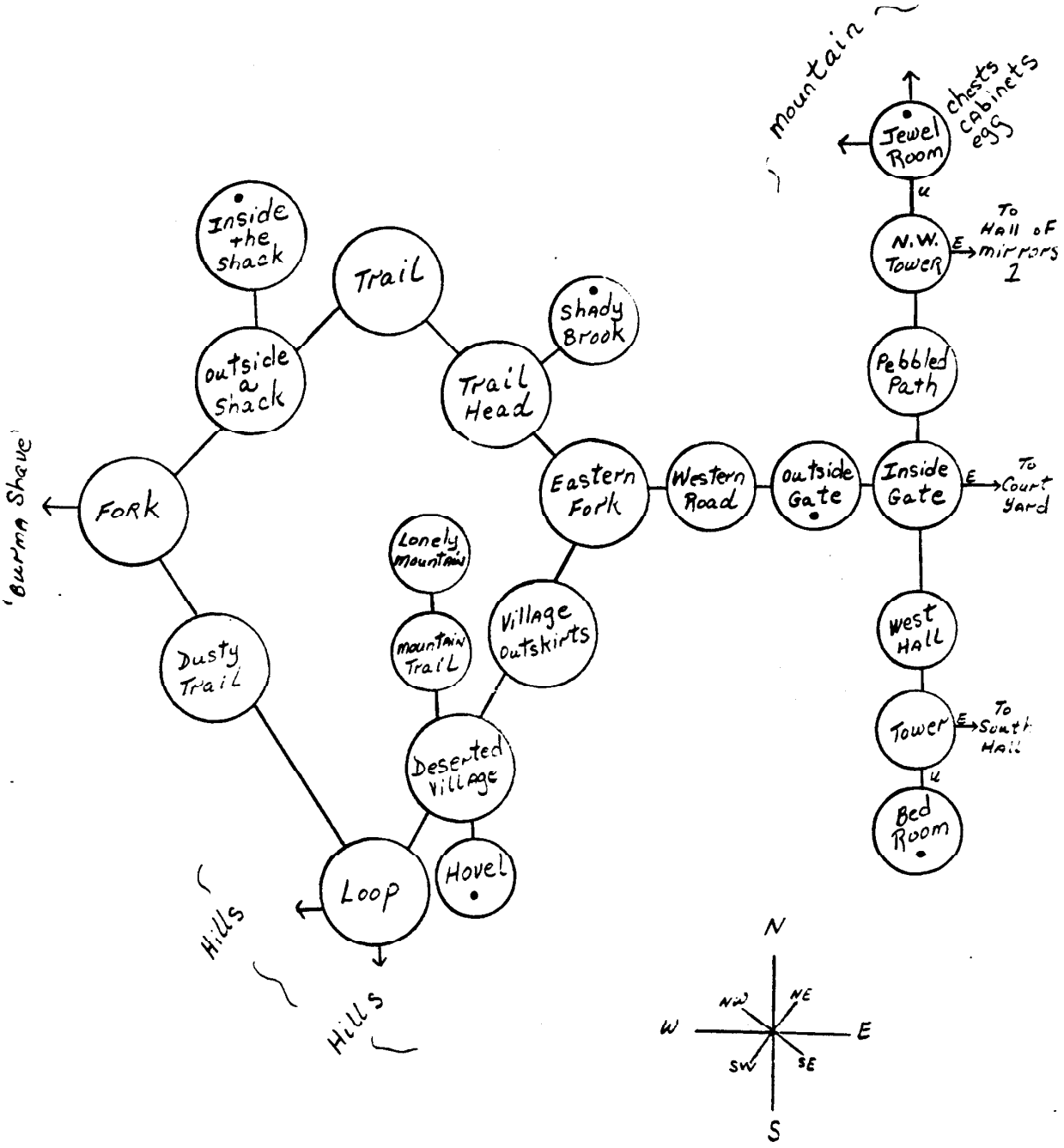
/12\ Three items in the Map Room you'll need. Use them wisely, as they only work for so many moves. Just maybe these can be used in the Translucent Rooms, better known as the dreaded Infocom maze puzzle?

/13\ If you connect or erase the rooms in the right order you gain another scroll. Now you can head to the Junction and Landing... This is more than meets the eye. Could the enemy have deceived you here?

/14\ On your way down grab the scroll and cast it! Hopefully, you memorized some very necessary spells before you went down! You need several to complete the inevitable! But then, you'll find out when you get there, so maybe you'd better SAVE before you go...

/15\ If you didn't score 400 out of 400 points it's because you cheated in the Translucent Rooms. There's more than one way to skin a cat!

As always, if this wasn't enough on the Hints-Side feel free to write the Adventure Help Line! We're always glad to give another Hint but not out-right help! Bribery helps though! HAPPY ADVENTURING!! jo


Mountain
Jewel Room
chests cabinets egg
N.W. Tower
E
To Hall of mirrors I
Pebbled Path
Inside Gate
E
To Court yard
Outside Gate
Western Road
Eastern Fork
Trail Head
Shady Brook
Trail
Inside the shack
Outside a Shack
Fork
'Burma Shave'
Lonely mountain
mountain Trail
Village outskirts
Dusty Trail
Deserted Village
Hovel
Loop
Hills
Hills
West HALL
Tower
E
To South HALL
Bed Room
N
NW
NE
W
E
SW
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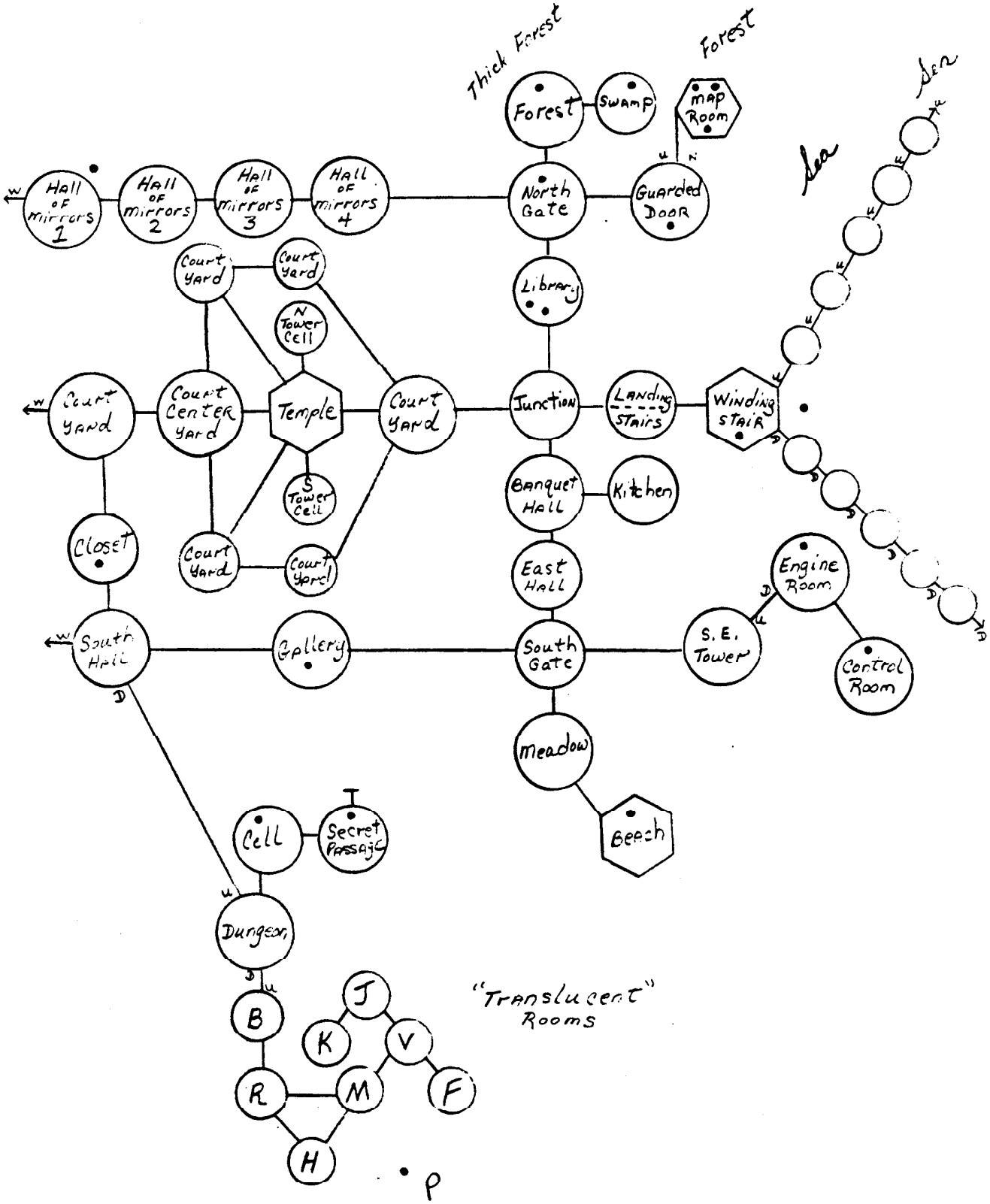
S

Enchanter


Thick Forest
Forest
Sea
Sea
Forest
Swamp
Map Room
Hall of Mirrors 1
Hall of Mirrors 2
Hall of Mirrors 3
Hall of Mirrors 4
North Gate
Guarded Door
Court Yard
Court Yard
N Tower Cell
Library
Court Yard
Court Center Yard
Temple
Court Yard
Junction
Landing Stairs
Winding Stair
S Tower Cell
Banquet Hall
Kitchen
Closet
Court Yard
Court Yard
East Hall
Engine Room
South Hall
Gallery
South Gate
S. E. Tower
Control Room
Meadow
Cell
Secret Passage
Beach
Dungeon
B
J
K
V
R
M
F
H
P
"Translucent" Rooms

NEWS ON THE EXCHANGE FRONT

From DELAWARE VALLEY USER'S GROUP, Volume 5 #10 Dec '87):

Changes in DM-1000 V 3.8: Initial menu shows two letters on the right-hand side of the screen to indicate whether you're running with a CC (CorComp), MY (Myarc), or TI (guess what) Disk Controller. "T" Command in the protection column (used as well as the P(rotected) or U(nprotected) display allows altering the name of a protected file by changing the "P" to a "T" at the same time you change the filename. This seems to have been available before, but now doc's supply this information.

An article on 3.5-INCH DISKETTES for the TI-99/4A! (Borrowed from West Penn 99'ers Club, Oct '87). Use of 3.5" Toshiba floppy drives on the TI system: The drive is 1/2 ht., fits right into the PEB, comes in two packages, and all you need is a screwdriver. It is Double Sided and can be formatted by the TI Disk Controller as a Single or Double sided unit. The Corcomp or Myarc Controller will format to DSDD. The user who wrote about the 3.5" drives (Ralph Jones) advises he is very satisfied with their use and finds two major advantages: It's a mechanically superior drive and has much greater storage capacity. DVUG adds: the 3.5 unit spoken of here is PLUG COMPATIBLE with the controllers mentioned and the name of the supplier is:

ALPHA SCIENTIFIC
P. O. Box 626
Chesterfield, MO 63006
(314) 878-7117 (Central Time)
Saturday: 10 AM - 2 PM

From PUG PERIPHERAL, Jan '88 (Handy Tips from the HOOSIER USER GROUP): "I didn't know that..." If you have the speech synthesizer and a TEII cartridge here is a trick for debugging programs. Enter the program, type LIST "SPEECH" and press enter. The computer will read your listing back to you. Also: Saving a program to tape and you typed OLD CS1 instead of SAVE CS1? Press FCTN and E together and then press enter. This takes you out of the tape loop.

From SUDBURY 99'ERS, V#2 #1 Jan '88: Ver Menu 7.1 has been released for the Horizon Ramdisk Owners. Changes in the ROS operating system.. Now you can have a Horizon MEGABYTE Ramdisk (cost at approx $650.00 Canadian) or upgrade your present Ramdisk to convert to 1 Meg.

From HUNTER VALLEY 99'ERS, December 1987, "In The News": A pamphlet advertising MAXIMEM. MAXIMEM is "a universal cartridge for the TI-99/4A". It has a powerful static RAM cartridge with 56k of RAM and 16k of ROM. It gives you the ability to transfer any program module to disc. It has a pushbutton RESET and BATTERY Back-Up. It starts automatically when you turn the computer on. MAXIMEM dimensions are similar to a Widgit or equivalent to a 3 module-expander, and offers a menu display with the following options:

1 TI BASIC
2 MAXIMEM
3 EDITOR/ASSEMBLER
4 MAXIMEM CS1 (cassette control)

Cost is $200.00 CANADIAN, add $8/$12 for transport, postage, and insurance, using Money Order only. 1 Month delivery time, with inquiries addressed to:

Guy Gourney
146 178 Can Inc.
933 Delorimier
Longueuil, Qc
Canada J4K 3M8

DATABIOTICS products news: A couple of 64k cartridges! One being a desktop publishing type program by the author of TI-Artist. Use the cartridge and console with any standard Centronics parallel printer to produce Desktop Publishing! Secondly, TI WORKSHOP. An integrated assembly language programming aid tool. Can you type 100 words per minute? (well 97 on my part!) Then try PRO TYPER which will replace TI's Touch Typing Tutor, no longer available through TI. ## See the current TENEX Catalog for the Desk-Top!

From MID-SOUTH 99/4A USERS GROUP, V6, #1 Jan '88: RELIABLE SOURCES say advertisement on major networks and computer magazines will start in April announcing release in June of the NEW TI COMPUTER! TI will aim at the new breed of home computer enthusiasts (the user/programmers) and has planned the new computer to surpass any modern technology for 7 years. ALL Basic, ExBasic and Assembly programs will be compatible. It will run a TMS9900 16/32 bit processor, with incredible RAM addressing possibilities. Don't hold your breath waiting, but just imagine the possibilities...

RAVE 99 is scheduled to release its new Memory Enhancement Card system which allows up to 2 megabytes of back-up RAM memory and allows memory expansion for up to 544 bytes. Up to four memory cards may be placed in the PEB...

INNOVATIVE PROGRAMMING is MOVING AWAY from the TI Market - they say they will fulfill outstanding TI orders, but will discontinue their 800 number and will no longer serve as a technical hotline for DataBiotics, nor carry their products. I saw that one coming...

MICROpendium has stated they have received numerous complaints about Ryte Data, from 'failure to fulfill' orders, to extremely slow service. Ryte Data is not responding to inquiries from MICROpendium, written or otherwise. I have heard no complaints, so let's hope Ryte Data is not about to fold...

NATIONAL 99 USER GROUP has apparently disconnected their phones and upset some users who tried to purchase products from them...

MICROpendium has lowered subscription rates to US $20/year, going Second Class rate rather than being charged by weight as with first class. Address: P. O. Box 1343, Round Rock, Texas 78680. They publish material exclusively for the TI-99/4A and Geneve 9640.

CHECK OUT MORE NEWSLETTERS FOR MORE! IF YOU CAN'T MAKE THE MEETINGS ;o CAN SEND THEM TO YOU! THERE'S A WEALTH OF INFORMATION FROM ALL OVER THE WORLD IN THE EXCHANGES - AND THEY'RE HERE FOR YOU!

TREASURY REPORT:

MONTHLY BEGINNING BALANCE.....		$ 249.70+
ASSETS (INCOME):		
Library Tapes and Disks	$ 53.10	
Donations	$ 8.20	
Assets Sub-Total.....		$ 61.30+
LIABILITIES (EXPENSES):		
Due Fairware Authors	$ 5.40	
Postage/Stamps	$ 49.21	
PhotoCopying	$ 42.77	
Vol 1 Iss 5 13 pgs @ 60 @ .02376 pg		= 18.53
Vol 1 Iss 6 17 pgs @ 60 @ .02376 pg		= 24.24
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Vol 1 Iss 7 15 pgs @ 60 @ .02599 pg		= 23.39
Vol 1 Iss 8 13 pgs @ 60 @ .02599 pg		= 20.27
Vol 1 Iss 9 11 pgs @ 80 @ .02599 pg		= 22.87
Catalog 6 pgs @ 40 @ .02599 pg		= 6.24
Stationery Supplies Expense	$ 4.05	
Bank Service Charges	$ 4.00	
Liabilities Sub-Total.....		$ 178.20-
ENDING MONTHLY BALANCE.....		$ 132.80+

Exchange Rate at $1.85/$1.88=£1.00

From the Pres:

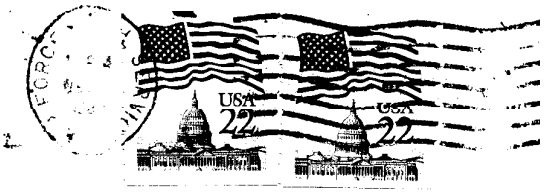
As our group continues to grow the more we have to rely on our members for support items, ie: Articles, Technical and Programming advice, and even moral support. As we TI'ers often feel lonely in the vastly growing world of computers our mind often wonders what it would be like with another computer. I have looked into the possibility of another computer (don't shoot yet!) but I cannot see the feasibility of it. First, look at the cost of buying another one, it is often high. Then you need software which is another high cost. Then maybe you'll need hardware, which is more costly than TI hardware. All in all, the TI is far cheaper to keep and continue supporting than the expense of purchasing another brand. If you read this little bit and feel the same as I do, please give the group as much support as you can. The group relies on your support as much as you may rely on the group!

THINK ABOUT IT! The East Anglia Region 99'ers U.G. is getting geared up for its first T.I. Fayre! We will need your ideas on this matter. We are hoping to have several companies represented, ie: Tenex, DataBiotics, Myarc, etc., etc. I am hoping that with enough early planning and advertising we can have a large turnout. Bring your ideas with you to the next meeting which is: 20 FEBRUARY 1988, 2:00 PM, at the usual place. See you there!

Buffer Full . . .

EC

SSGT DONALD COPELAND
1979CS/LGG
PCS BOX 5927
APO NY 09179-5379



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