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**THE HUGGERS**  
**HOOSIER USERS GROUP**  
**People Helping People**

June 1989

THE HUGGERS NEWLETTER

Volume 7, Number 5

## THE LIMA CONFERENCE

The twentieth of May was the second Lima Users Group conference. You should have been there!

We left about four thirty in the morning in order to be there about opening time. The drive is about three hours and they are an hour ahead of us. Bryant and I were pleased to find that we were not the only members of Huggers that made the trek this year. Two other groups of members were there.

The main thrust of development in the TI community seems to be toward more sophisticated software. There was not much new in the way of new hardware except a memory board from Bud Mills for the Geneve.

Asgard was there with several new packages. They are now the sole distributor of "Picasso Publisher" and the price is around fourteen dollars. There is also an add on disk to go with it. They also have the new MusicPro package. This appears to be the best way ever to transfer sheet music to the TI. It also makes it simple to print out music that you have written on the screen. The other new package Asgard was introducing is PagePro.

(CONTINUED ON PAGE 3)

## PERFECT PUSH

Perfect Push is one of the newest games in the library. It is probably also one of the most spectacular in that it is truly a professional arcade quality game.

Push runs out of E/A option 3 and presents a colorful title screen and a speech announcement of the title and author. The instructions are available from a menu and are brief but adequate. The game itself is fast acting and has good graphics.

The object of the game is to build a spaceship out of pieces and launch it to the next planet (level). There is the obligatory monster to dodge and a timer to work against. This sounds fairly easy but, you may only PUSH the rocket pieces and that makes it very interesting. Be sure to check it out at the next meeting.

## MY NEW PRINTER

Those of you who use the BBS regular, have read my tale of woe, about how lightning struck near by and my RX 80 EPSON stopped working and how I took it to a computer shop in Greenwood and how the repair man said he could find nothing wrong with it.

I have since taken it to two other men who like myself, can not get it to work. They say it would cost too much to repair, so I ordered a new EPSON LX-800 from a Co. in Pennsylvania. I had it sent COD and it got here in two days. This new one works fine. It has features my RX 80 did not have and in the DRAFT mode it prints faster than my old one. BOB

**LOADING ASSEMBLY LANGUAGE PROGRAMS**

By R.J. Bieber, Southern Nevada UG - January 1989

**DIS/FIX 80 FILES:** Determine type of object code by loading the first few lines of the DIS/FIX 80 file into TI-Writer and looking at the object code or use some other file reader to do the same thing.

If the object code is all ASCII characters (letters and numbers), then it's been assembled normally (uncompressed). If the object code does not contain all ASCII characters, then it's been assembled in the Compressed mode (C Option selected during assembly).

**UNCOMPRESSED** object code files can be loaded via E/A OPT 3 (Load and Run); thru FUNNELWEB Load Opt 4 (Load/Run); thru CALL LOAD statements in YB; or thru CALL LOAD Statements in Basic when the E/A module (or SuperCart) is plugged in with TI-Basic selected.

Sample YB CALL LOAD routine:

```
CALL INIT :: CALL LOAD("DSK1.FILE01"):: CALL LOAD("DSK1.
FILE02"):: CALL LOAD(" ETC ")
```

If the program doesn't auto-start, then you'll need to add a CALL LINK("STARTNAME") Statement - (See Below).

**COMPRESSED** object code files can be loaded ONLY thru E/A Opt 3 (Load and Run) or thru FUNNELWEB Loader Opt 4 (Load/Run). They CANNOT be loaded via Basic or Extended Basic CALL LOAD Statements.

**STARTNAME:** If a DIS/FIX 80 program doesn't auto-start, then you will have to determine the program's Start Name. This can be done by using TI-Writer or some other file reader program to look at the last line(s) of the LAST FILE to be loaded. You should be able to pick out a familiar word or two (ie START, BOOT, SPIRST, GO, etc.). One of these is the program's Start-Name.

An easier way would be to load the File(s) through FUNNELWEB Loader Opt 4 (Load and Run). When the last file is loaded, bypass the Filename Load Prompt by leaving it blank and pressing enter. The next Screen will display the Def Table Contents with the Key Words Displayed. Select the first Key Word and Press PCTN 6 (Proceed) and the program should boot. If it doesn't, then try the next word(s) one at a time. One of them should work. If the program still won't boot, then either all the necessary support files were not loaded, or the program boots through another program, or the program is bad.

**MEMORY IMAGE (MI or E/A 5) PROGRAM FILES:** If you try to Load a file labeled as a program and get an IO Error 56, then more than likely it's an assembly language program saved in Memory Image format via the Editor/Assembler Save option during assembly. If you see a series of program names with just the last character of each name incremented by one character, then it's probable they're a series of MI programs that will load one after another. Another way to identify MI programs is to check the sectors used - 33 or 34 sectors are normal, but they can be less, especially with segmented programs.

Memory Image Programs can be loaded via E/A Opt 5 (Run Program File), thru FUNNELWEB Loader Opt 4 (Load/Run (E/A)), or thru most any Memory Image Program Loader such as SYSTEM, MI-PGM-LDR or QUICKLOAD.

If you get an MI Program to load, but it won't boot properly, try FUNNELWEB Loader Opt 2 (GPL Environment). I've found some programs that'll only run thru the GPL Load Environment.

**SUPER-CART 8K RAM CARTRIDGE:** Because the Super-Cart contains an Editor/Assembler IC chip, it can perform all the normal E/A functions such as Load and Run (DIS/FIX 80), Assembled object code files or Run Program (E/A Opt 5) files. To Edit and Assemble programs, you must have the necessary Editor/Assembler support files on disk; otherwise, you'll have to use the modified Editor/Assembler routines included in the FUNNELWEB program series.

Only programs coded to load into the cartridge port memory space starting at address >6000 will load INTO the Super-Cart. All other programs will load into the 32K memory expansion. However, I have found some programs designed to Load and Run using the Mini-Memory Cartridge will also Load and Run using the SuperCart.

Plug in the SuperCart and select E/A from the TI-Title Screen just as if you had the original TI-E/A cartridge installed. Use the E/A menu Opt 3 or 5 to load programs into the SuperCart. If, after loading, the program(s) don't Auto-start or the computer appears to have locked up, don't despair. Just reset the system and see if you get a Super Cart menu when you return to the TI-Title Screen. Selection from the menu should, in most cases, start the program. If not, reload and try again. The SuperCart contains an inexpensive Lithium cell battery so programs are retained in memory as long as the battery stays alive. You can unplug the Cart and carry your programs around with you.

These hints are not the complete story. However, they should provide enough information for beginners who want to learn how to Load and Run assembly programs.

MONTHLY MEETING LOCATION  
ST. ANN'S SCHOOL  
2839 S. McCLURE  
INDIANAPOLIS, IN  
MEETINGS OPEN AT  
2:00 PM  
JUNE 21 1989

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*****
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* MONTHLY *
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**OFFICERS**

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LIBRARIAN..BRYANT PEDIGO 255-7381

## H.U.G. LIBRARY NOTES

There has recently been some discussion of making library programs available by mail order for members that do not regularly attend the monthly meetings. As soon as the library is reorganized and a new master listing is made it will be published in the newsletter - probably in installments, and disks can be ordered for a nominal fee - something in the order of \$1.50 per disk for members and perhaps \$2.50 per disk for non-members. This would include the price of disks and postage. More on this later.

At the Lima TI conference on May 20 we arranged to have about 30 disks worth of new programs copied from the Lima TI 99/4A User Group's library. These will be available by our June meeting.

The following library programs may be of interest.

**M-COPIER** by Mike Dodd. This is a utility program that copies disks somewhat differently from other copy programs. M-Copier (or MCOPIE) places all file descriptor records at the start of a disk, thus reducing head stepping of your disk drives. The result is faster access and less wear and tear on your drives.

**COMIC SHOW (Animatem)** This is a set of files from Germany for animating TI-Artist pictures. The COMIC/2 program from this package is the Editor that is used to "compress" TI-Artist pictures, view them and then compile them into a form that can be run from outside the Comic Show Editor environment. The docs for the Editor were translated by Ray Kazmer.

**GOLF** by Alain and Mario Beaulieu. This is one of the better golf games available for the 4A. It simulates a golf game on scaled simulations of real golf courses. Two come with the game and if you are a registered owner you can have your favorite golf course made up to use with the program. Up to 4 people can play using either joysticks or the keyboard. The program is well done and challenging.

- B.C.P.

(CONTINUED FROM PAGE 1)

This is a not-quite-desktop publishing package that will allow you to put three fonts and twentyeight instances on one page.

Larry Conner had far and away the largest and most complete selection of hardware and software available there. There were about four other commercial vendors there.

The seminars were quite informative and an unscheduled one on geneology was squeezed in as a last minute bonus. Many thanks to Jan Knapp of St.Louis.

Steve Karasek of the St.Louis users group introduced version two of his super extended basic. This is a set of assembly routines that work as part of XB and GREATLY enhance the programming power of TI extended basic.

The Lima group graciously opened their library to other users groups and in the near future we should have over forty new disks of all kinds of programs in our library.

A group of us stopped at what is becoming our traditional finale for the day, a very good Chinese restaurant on the Lima square, before wending our way home.

I think that a good time was had by all and the only real disappointment was that we Huggers couldn't get it together enough to have any thing going on at the table we reserved. It was the only one that sat empty all day.

Carl Clark



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FOUR-A/TALK

Random ramblings  
about things TI.

by Bill Gaskill

February 1989

#### DKM BASIC COMPILER

The following information on the DKM Basic Compiler comes from Illinois 99er Marc Levine. I don't usually borrow material from others for this column, but the information is important and it is well presented, so here goes.

First Impressions of XCOM, a Basic/Xbasic Compiler from DKM Enterprises, p.O. Box 501046, Indianapolis IN 46250-1046.

Well, I got it, I've mentioned it before here, this Basic/XB Compiler from "DKM". After some hints I got my wife to get it for me for Xmas. Considering that it's 49.95 this was quite a step on my behalf, getting an "untried" piece of software for a "you got to be the best thing since sliced bread price" in the TI world. The program comes on a "protected disk". I know there are many out there who would not get anything if it's protected. Actually, in this case I can almost live with the protection \*\*\*\* IF \*\*\*\*\* the loader for the compiled programs were unprotected. In fact, just as there is now a fortran loader and quick-run loader released, it's absurd to not just release a loader into the public domain. As it turns out now, even after compiling your program, you still must use the "PROTECTED" disk to load your program. Totally unacceptable. It also uses either the MINIMEM or Editor/Assembler cart to compile or load the programs. I also found that it would not work with the Gram Kracker Utilities version of the E/A (E/A loaded with XB). XCOM also uses the RAM in the MINIMEM so larger programs can be compiled and run with it over the E/A. I assume, but do not know for sure, that a supercart would also help.

Compilation involves saving your program in merge format. If Basic, there is a utility to allow you to save your programs in merge format using either the minimem or E/A carts with basic selected. To compile you use option 3 of e/a or 1 of minimem. The filename is "XCOM". It asks for a source name and a name for your compiled program. I found no problem using either the Myarc RAM Disk as DSK5 or the CC RAM disk on my second system as DSK3. Worked fine. ONE BIG ANNOYANCE I HAD WAS THE AUTO DEFAULT TO DSK1 FOR A WORK DISK! Need to have an unprotected disk in drive 1 for it to create a work file to use. It deletes it when it's done. I would much prefer the option to select a work drive. I would of course select a RAM disk drive #. The compiled programs are run using a "LOAD" program which much be first loaded using again option 3 of e/a or option 1 of minimem. When loading it obviously loads several utilities. The disk does not have to be in drive 1. I had it in drive 4. It keeps looking for a disk name obviously. Did that several times. Then you load your compiled program and off it runs.

Quick, I must admit. Tried compiling several programs, found that it stumbled of things like "USING" and "IMAGE". It gave compilation errors with those. I tried it with a Basic calendar program I have. It MOVED!!!! Much faster I must admit. Tried it with an old Xbasic game called something like "SPACEPATRL". It ran much faster but seemed to have trouble defining the sprites. My sprites were just large letters. The joystick scan seemed to be much faster. There were very few missed "COINC" that Xbasic is famous for.

The compiled code is D/F 80 and uncompressed. A 22 sector original program wound up as a 94 sector D/F 80 file. If a loader were available to be released into the public domain as it should, I would upload it with before and after files so you could see for yourself.

The program needed to load the compiled code and the compiled code itself should be in program image format and the loader, at least, should be converted to work in XB, possibly by using a "SYSTEX" type approach. The best approach would be where the utilities to run the compiled program and the compiled program itself would be combined in a "Program Image" format capable of being run from Option 5 of E/A or any other program image loader.

I feel XCOM has alot of potential. It's an approach to the one utility that we are still hurting for. Mr Douglas Martin of DKM should talk to either Barry Traver of Genial Software or Chris Bobbit of Asgard Software. I had previously suggested to Mr Martin that he join Genie. If he has, he's never left a message. I suggested to him that he attend and give a demo at the TI Faire in Chicago. He never did. As I've said before, DKMs distribution capacity are poor even by orphan standards. I feel the marketing capacity of ASGARD software or Genial Software, plus the technical expertise that they could supply/get to aid Mr. Martin, could help in turning XCOM into the next big seller in the TI world.

TRIVIA:

Did you know that...

-the December 1984 issue of Family Computing, a former 99/4A supporter, has pages 145-152 bound in upside down?

-Bill Moseid's Model Masters outfit released Disk Manager 2 on disk for \$22.50 in December 1982 before the program was available in cartridge format?

-Mark Sumner, one of the first of the GENie sysops when it opened up the TI-SIG, was also one of the early software suppliers for the 99/4A with his Counterpoint Software Company. Counterpoint changed its name to Challenger Software International, which later became CSI Design Group before eventually disappearing from the TI-99 market. This is the firm that released the unheralded WINDOWS 99 program, an assembly language windowing utility that could also be purchased with the source code.

-Memory Devices of Lilburn, Georgia, an outfit that advertised business software for the 99/4A, changed its name to BizWare in November 1982?

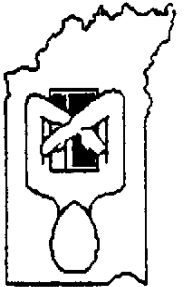
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Below you will find an application for membership to the Hoosier Users Group. Active membership entitles you to the Newsletter, up and download on the HUGbbs, attendance and voting rights at regular club meetings, access to the HUGger Library of Programs, special club activities and special guest speakers for one year. Subscribing members will receive the **NEWSLETTER** only.

Make check or money order payable to **Hoosier Users Group**. Send completed application to:

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