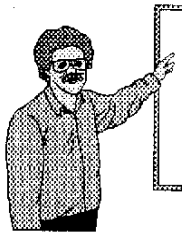
Classic 99

The Official Newsletter of the Hoosier Users Group

People Helping People

March - April 1999 | The HUGger's Newsletter | Volume 18 Number 2



Officer's Corner

By Dan H.Eicher

We have a really good newsletter for you this time! Thanks to contributions by many people, this issue has NO reprints! So, I hope you have some quiet time and get a chance to really enjoy! With all the talk of Y2K bugs, I thought I'd leave you with a very short program that I got off comp.sys.ti, that with just three lines will bring your TI to a halt!!

Hello,
I can't write english, but I try it. I have found a bug in the TI extended module of the TI99/4a. I try this:
type: 10 rem
type: list
and type: accept a
type 1 character (to accept a) and the TI will crash!

Stephan
email: stephan.verrips@medew.gdb.wau.nl

Don't forget, the next Hugger meeting is March 21st. We have received our Fest West 1998 tape from the South West 99ers. This is the one held last year in Lubbock. It features Bill Gaskill with a history of the TI-99/4a and Lee Kitchens who was in charge of production at the Lubbock plant during production of the TI-99/4a! The March meeting will be held at the Eicher residence, if you need directions, just call!

Connecting to the HUGGER BBS

By William M. Lucid, Sysop

First the good news, if you own an IBM compatible computer and are running Windows 95 or Windows 98 there is nothing to buy for you to connect to the Hoosier Users Group bulletin board! Connecting to the HUG BBS allows one to have their INPUT known to the Officers of the HUG and users of the bulletin board.

So, how do you connect to the HUG BBS with an IBM computer? It is easy, left click the mouse on the Start button on the lower left hand corner then click on Accessories. From here point to Communications, then right click on Hyper Terminal folder. A window will open, highlight the Hypertrm.exe, then right click and hold down the mouse button and drag the Hypertrm.exe icon to your desktop and release to mouse button.

Double click the Hypertrm.exe icon. This will open a dialogue box prompting you for a name for the connection. Type in HUG BBS. Next it will prompt for the phone number for the Indianapolis area this is 7829942. Area code for the HUG BBS is 317. Click ok. Next prompt will allow you to dial. When you have finished the session save it to HUG BBS with no extension, it will be added automatically.

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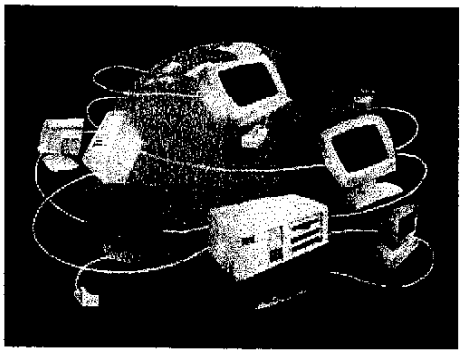
Next we want to look at the Hypertrm.exe icon properties, place mouse cursor on the Hypertrm.exe icon and right click, then choose properties. In this dialogue box select the shortcut tab by right clicking the tab. On the line that says Target we want to add HUG BBS, so when we are done to line will read "c:\Programfiles\Hyper Termial\Hypertrm.exe" HUG BBS with spaces same as typed. Then right click on apply, then click Okay.

Now when you want to call the HUG BBS you can just double click on the Hypertrm.exe icon. By the way you can rename the icon HUG BBS if you want especially if you have more than one Hypertrm.exe "connection".

Before I catch *ell for writing about IBM, I just wanted to try and increase the number of calls we get on the HUG BBS. You might be surprised to see the callers from all over the USA and overseas.



TIMUG'99 January Update

Attention *** All *** TI99/4A and Myarc Geneve 9640 user groups, programers, hardware developers, users and vendors!

The TIChips is pleased to announce that we will be hosting the 1999 TI99/4A and Myarc Geneve 9640 M.U.G. conference (dubbed TIMUG'99).

The preconference get together party will be held at the Middleburg Hts. recreation hall on Bagley Road (about 4 miles southeast of the Cleveland Hopkins International Airport) on Friday evening, May 14, from 7:00 to 10:00 pm.

TIMUG'99 will be held on Saturday, May 15, at the Spang Mansion on Kolthoff Road in Brookpark, Ohio. (Kolthoff Road is 3/4 mile south of Cleveland Hopkins International Airport, off state route 237, and directly south of the IX center.)

The map, with recommended routes, on how to get to the Middleburg Hts. Recreation Center and Spang Mansion and area information has been published on Harry Hoffman's web page (http://members.stratos.net/ harryhoffy/newsletter) and also on Rich Polivka's web page. Map and area information will be sent via email or U.S. mail to those who register to attend TIMUG'99. The tentative conference schedule for TIMUG'99 is as follows:

What: Preconference get together party
When: Friday May 14, 1999 from 7:00 to 10:00 pm.
Where: Middleburg Hts. Recreational Hall Bagely Road, Middleburg Hts., Ohio

What: TI99/4A and Myarc Geneve 9640 M.U.G. conference (TIMUG'99)
When: Saturday May 15, 1999
Where: Spang Mansion Kolthoff Road, Brookpark, Ohio

Time	Event
7:00 AM 9:00 AM	Setup tables and displays
9:00 AM 5:00 PM	Seminars and demonstrations
1:00 PM 2:00 PM	M.U.G. officers/members conference
5:00 PM 5:15 PM	Jim Peterson Achievement Awards
5:15 PM 6:00 PM	Clean up
6:00 PM 7:00 PM	Pizza party

As you can see, the conference schedule is wide open. Please let me know what you would like to present at the conference and how much time you require as soon as possible.
(An excellent on site food service will be available during the conference.)
(Any changes in the conference date, site and or schedule will be announced well in advance of the conference to enable our guests to make suitable arrangements.)

TIMUG'99 will be set up much like the successful MUG conferences. And like the conferences in Lima, the 1999 conference in Brookpark, Ohio will be ***Free ***! There will be no admission charge or table set up fee. (However, we will accept donations to help defray TIMUG'99 conference site and support costs.)

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So ... If you have something for the TI99/4A and/or Myarc Geneve 9640 you would like to show, share, sell or just talk about, plan to come to TIMUG'99 in Brookpark, Ohio this May 14 & 15.

Also ... If you have questions and/or wish to make conference reservations ...
Contact: Glenn Bernasek, 13246 Harper Road, Strongsville, Ohio 44136 Phone: (440)8460865 (After 9:00 pm EST) (All messages will be answered.) Email: GBBasics@aol.com

One last important note: Tables are in very short supply. Therefore tables will have to be rented as needed. There are a number of 8 seater round tables available which could serve as user group tables. However, rectangular tables must be rented. There will be no charge for tables we have to rent, but there will be no tables for last minute shows either. Our advice is ... Put your reservations and table requirements in early.

Doom of Mondular

By Mike Wright of Cadd Electronics.
Part 1 of 3

In 1984, Symbiotech, Inc produced a program for the TI99/4A called Doom of Mondular. The program was advertized in 99'er Magazine (4:2:49, 4:3:60), and reviewed in the National NinetyNiner by John Phillips (1:9:16). The only Micropendium reference to this company was in a Laura Burns article (2:7:16) dealing with software piracy. In Laura's article, Jill Romano of Symbiotech (1984 address: PO Box 320, Roscoe, IL 61073) was concerned about software pirating. It seems that as a result of this concern, Symbiotech went to extraordinary lengths to protect its programs. CaDD Electronics, which makes PC99, found this out the hard way when one of our users tried to copy the Symbiotech Doom of Mondular disk for use with PC99, and failed.

Although the PC99 package includes utilities that allow users to transfer disks between the 99/4A and a PC (and vice versa), CaDD does not guarantee to copy protected disks. However, we do have an interest in preserving or sustaining all 99/4A software. So, against our better judgement, we rose to the challenge.

Doom of Mondular is an adventure game that uses 3D color graphics and other onscreen information to help you find the Staff of Power. Cracking the Doom of Mondular protection scheme turned out to be an adventure game without a map, no hints, and pitted us against a particularly cunning dungeon master.

1. Bad sectors on source disk

The PC99 utilities Read Sector and Write Sector will copy up to 1440 sectors (DSDD) in 32 sector (8K) blocks from a TI to a PC over the serial (RS232/COM) ports. When we tried to transfer the Doom disk, Read Sector stopped with a bad sector 9. Read Sector allows you to ignore a bad sector and continue. However, the bad sectors kept accruing, so we set Read Sector to "ignore all".

We now had a copy of the original TI Doom of Mondular disk on the PC, and knew it contained a number of bad sectors.

2. See what's on the disk

The PC99 utility dskdir.exe is used to get a TI directory listing. When this was run we found an entry called >FD00, followed by two entries for LOAD, three for GAME, and then two more for LOAD. After that, dskdir "lost it", and the screen filled with rubbish information. Not a good sign.

3. See what LOAD does

At least we knew there was a LOAD program. So we copied the Doom disk to DSK2, loaded Extended Basic, and did OLD DSK2.LOAD. An attempt to LIST returned "PROTECTION VIOLATION". Even CALL LOAD(31931,0), which usually works, did not allow a LIST.

4. Take a closer look

It was now time for a slightly bigger stick. We used the PC99 utility dskdump to dump all sectors of the Doom disk to an ASCII file in hex/ASCII format and went about perusing the information. A standard protection trick is to remove or alter the "DSK" (>41, >53, >4B) in bytes 911 of sector 0 to make the disk appear unformatted to programs such as the TI Disk Manager. What we found was (>C4, >D3, >CB), the standard bytes with the most significant bit turned on.

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At offset >10 of sector 0 was a >50 ("P"). This meant that the disk was protected and could not be copied by the Disk Manager.

Sector 1 looked a little unusual. The first entry was >FD >00, so this explained the strange listing we got when we ran dskdir to list the files. Also, the sector looked unusually full. But more (oh, much more!) about that later.

Sector 2 contained a file descriptor record for LOAD, but so did sector 3. Sectors 46 contained FDRs for GAME, and then sectors 78 contained FDRs for LOAD again.

We then found that sectors 935 contained >5B. This is the value that Read Sector uses to fill a sector that it can't read. We chose this value deliberately so as to not conflict with the TI >E5, which is the value used by the Disk Manager in a freshly formatted sector.

Sectors 935 represent tracks 13 (9 sectors/track). So this meant the programmer had prepared a "special" disk with track 0 good, tracks 13 bad, and tracks 439 good.

5. Let's make a start

It was time to make a start. Since we couldn't get to the LOAD program through Extended Basic, we resorted to using the PC99 utility dskout to extract the file from the TI disk to the DOS file system. We would then run the PC99 utility bas2asc to see what was in the file.

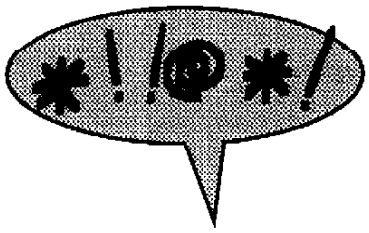
Here we ran into a serious problem. Dskout returned an out of range sector number (3). This meant that dskout was unable to locate the data at the pointer in the LOAD FDR, and that the pointer information was erroneous.

So now it was time to return to sector 1. The following two paragraphs are taken from the TI internal publication titled "Software Specification for the 99/4 Disk Peripheral" and explain the layout of sector 1, the File Descriptor Index Record, and how files are located.

"The File Descriptor Index Record contains up to 127 twobyte entries, each pointing to a file descriptor record. These pointers are alphabetically sorted according to the filename in the associated file descriptor record. The pointer list starts at the beginning of this block, and ends with a zero entry.

"Since the file descriptors are alphabetically sorted in this block, a binary search method can be used to find any given filename, limiting the maximum number of disk searches to 7 if more than 63 files are defined. In general if between 2**(N1) and 2**N files are defined, a file search will take at most N disk searches. To obtain faster directory search response times, the system will prefer to allocate data blocks in the area above AU number 34. Only if no AU can be allocated in that area will the disk data block allocator start allocating blocks in the AU area 233."

The PC99 utilities do not do this. Instead they all use a common routine which starts at the beginning of sector 1 and accumulates file pointers until it finds two >00 bytes. (Some utilities, such as dskdir, have an override switch that allows them to continue. This was to allow searching directories of protected disks.)



However, in this case dskout had found an FDR for LOAD, but it was bogus. The link records pointed to invalid areas of the disk.

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6. Let's make a real start

This was getting serious. All this effort and there wasn't a crack in the Doom defenses.

Returning to sector 1, we manually went through the effort of locating the LOAD program. You can do this by starting in the middle of the sector (entry 63) and finding where that points to. The twobyte entry was >00 >24 and (finally) the first clue. Sector >0024 contained an FDR for LOAD. This was how Extended Basic would actually find the correct LOAD program. XB would start in the middle of the sector and (just by accident/design) would immediately find an FDR for LOAD. At this stage it became useful to be able to quickly read the data chain pointers. Here is another extract from the TI document:

"Bytes 28255 contain three byte blocks indicating the clusters that have been allocated for the file. The first 12 bits in each entry indicate the address of the first AU in the cluster. The second 12 bits indicate the highest logical record offset in the cluster of contiguous records. This indication has been chosen, rather than the number of data records in the chain, since it reduces the amount of computation required for relative record file access.

"The following diagram shows how each three byte entry relates to the address of the first AU and the highest logical record offset in the cluster."

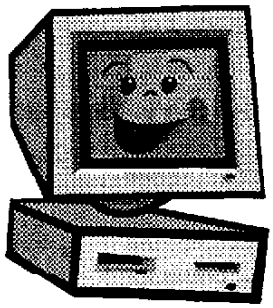
Byte 1 N2 N1
Byte 2 M1 N3
Byte 3 M3 M2

First AU N3 N2 N1
Highest Offset M3 M2 M1

Now, in practice, if the three bytes were: >25, >10, >00, take the low nybble of byte 2 (0) and prepend it to the first byte to get >025, take the high nybble of byte 2 and append it to byte 3 to get >001. This meansrts in sector >025 and continues for >001 + 1 = 2 sectors.

7. Time for a new utility

At this stage we had found the file, but there was no way for dskout to extract it. However, we knew where the file's FDR was. So it was time for a new utility. We cobbled together dskoutx which was based on dskout but didn't need the sophistication of working through sector 1. We added an extra switch to dskout which allowed us to pass in the FDR. So dskoutx would take a TI disk file, a TI filename, a DOS filename (to store the extracted file), and an FDR. It would then read the FDR, and directly extract the file.



We ran dskoutx and gave it an FDR of 37 (>025). At last, we had our first success. The file extracted without trouble.

Now we ran the PC99 utility bas2asc on the output to convert the tokenized Basic to ASCII. Bas2asc reported that the file had Basic protection, but the conversion worked. At last we were able to see the first piece of Doom of Mondular.

```
100 GOTO 120 ! COPYRIGHT 1984 SYMBIOTECH,
INC. ALL RIGHTS RESERVED
110 REM ZAP
120 CALL CLEAR::CALL SCREEN(02)::ON BREAK
NEXT::ON WARNING NEXT::ON ERROR
140::GOTO 160
130 REM ZAP
140 RETURN NEXT
150 REM ZAP
160 FOR C=5 TO 8::CALL COLOR(C,16,02)::NEXT
C::DISPLAY AT(12,10):"PRESENTING"::RUN
"DSK1.GAME"::GOTO 170
170 REM ZAP
```

Stay tuned for parts 2 and 3 in future issues!

Using FWB with your HRD

By Jacques Groslouis
jgroslou@nbnet.nb.ca

This article provides suggestions for TIers running FunnelWeb 4.40 from an Horizon Ram Disk and an XB module. An EDIT screen within the configuration program CFG allows selection of nine programs which may be CALLed. The first of these choices is the program which will be run when the HRD is accessed or booted. The program MENU is often placed in this position probably because it comes packaged with the HRD and it will directly run most types of XB and memory image programs and directly supports direct access to the nine CALLs set up when the HRD is installed. One requirement is that these nine CALL's must be on the first disk configured under the HRD setup and their names must not be longer than four characters. A strong case can be made that the ML option of FunnelWeb 4.40 is a better choice than MENU. ML allows a total of 48 menu items split between two screens compared to MENU's eight selections on each of three screens. Any of the ML menu items can also access an UL menu containing 8 items. This is a useful way to group like programs. For example a selection of game programs could be grouped on one UL menu which would be accessed from one item on the ML menu. A major drawback of ML is its inability to run XBasic programs. This can be overcome by using MENU as a ML menu item and configuring MENU to contain mainly XB programs. ML can also be used to run single object files or a group of such files by using the script load (SL) feature of FWB. This is not possible with MENU.

With a bit of thought the nine CALL's allowed with the HRD can be very useful. These can be short XB programs and can run other CALL's and/or other XB or assembly programs. DELETE "Call name" will run your CALL from an XB program. You can also run an assembly or basic program which is on another ram disk by using LD.x.name where 'x' is the other drive number and 'name' is the filename of your program. Although the ML option of FWB will not directly run an XB program the HRD will boot up to a CALL which can be an XB program. In addition resetting your TI, while holding the SHIFT key, will access the title screen for the XB module. From XB command mode you can access any of the nine CALL's by entering CALL 'callname'. Not all of the programs accessed by these CALL's need be on the

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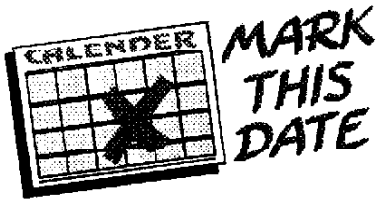

Tenative HOOSIER USERS GROUP Meeting Schedule

March 21 May 16 July 18
September 19 November 21
December 12 - Holiday Dinner 2nd Sunday

Mark your calendars!!

Hoosier User Group meeting place TO BE ANNOUNCED prior to meeting. Meetings start at 2:00pm.

HUG supports the following computers:

TI 99/4A and Myarc 9640 Geneve, TI CC-40 and TI-74 BasicCalc.

HUGGER S&T BBS

Hoosier Users Group, Indianapolis, IN
300/1200/2400/4800/9600 8N1
317-782-9942

Sysop: William M. Lucid
email: lucid@indy.net

first ram disk because your CALL can include a line which runs a program which is on another ram disk.

Many TIers when asked to recite the features of their TI which distinguishes it from other computers will often state its ability to use sprites and speech but then will have to go searching for programs which contain these features. The following XB program which requires a speech synthesizer attempts to remedy this and to provide examples of the points made in the previous paragraphs. If set as your first CALL from your HRD using a name such as 'REM' this program will show a welcome screen, speak a message and then run a preselected program such as, REMIND. Thereafter whenever the HRD recycles it will display a screen saver type screen and will speak one of five messages chosen at random when a key is pressed before accessing the ML menu. Holding down 'M' before the sprites start will take you directly to the ML menu and holding the space bar will take you to the TIW side of FWB as described in the FWB documentation. Users may, of course, change the CALL SAYs to suit their own preferences. The screen saver routines starting in line 420 are by Tom Jakabfy and were published in MICROpendium. The sprite patterns are in lines 640 and 650 and can be changed.

```
100 ! SAVE DSK5.REM
110 CALL CLEAR
120 CALL SCREEN(5)
130 IF RND<.7 THEN 400
140 GOTO 160 :: I,B,N,R,C,SX,SY,Q,X,Y,N=0 :: CALL
SPRITE :: CALL CHAR :: CALL MAGNIFY :: CALL
POSITION :: CALL DELSPRITE
150 A$,B$="" :: CALL PATTERN
160 CALL INIT
170 CALL KEY(3,K,S):: IF K=32 OR K=77 THEN 400
180 CALL PEEK(2,A)
190 IF A=0 THEN 270
200 CALL LOAD(2,0)
210 PRINT "  Welcome to my TI Computer": : : : :
: : :
220 FOR I=0 TO 14 :: CALL COLOR(I,16,1):: NEXT I
230 CALL SAY("I+UNDERSTAND+THE1+Y+TWO+K+PROBLEM.
DO+YOU")
240 !@P
250 CALL KEY(3,K,S):: IF K=32 OR K=77 THEN 400
260 DELETE "LD.7.REMIND"
270 GOSUB 420
280 RANDOMIZE Y
290 ON INT(RND*5)+1 GOTO 300,320,340,360,380
300 CALL SAY("WELL DONE")
310 GOTO 390
320 CALL SAY("LET+GET+TO+WORK")
330 GOTO 390
340 CALL SAY("ARE+YOU #READY TO START#")
350 GOTO 390
360 CALL SAY("WHAT+DO+I+DO+NEXT")
370 GOTO 390
380 CALL
SAY("DID+YOU+HEAR+THE1+ONE+ABOUT+THE1 #TEXAS
INSTRUMENTS# HOME+COMPUTER")
390 CALL DELSPRITE(ALL)
400 DELETE "FW"
410 STOP
420 B=15 :: N=8 :: R=96 :: C=104 :: SX,SY=10
430 READ A$ :: READ B$ :: CALL CHAR(96,A$)::
CALL CHAR(100,B$)
440 Q=0 :: CALL MAGNIFY(1):: CALL
SPRITE(#1,100,16,R,C,SX,SY)
450 CALL SPRITE(#2,100,7,R+B,CB,SX,SY)
460 CALL SPRITE(#3,100,6,RB,C,SX,SY)
470 CALL SPRITE(#4,100,14,R,C+B,SX,SY)
480 CALL SPRITE(#5,100,2,RB,CB,SX,0)
```

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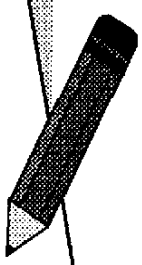
Disclaimer

This newsletter is brought to you through the efforts of officers and members of the Hoosier Users Group. Every member is encouraged to submit articles.

If you have an article you would like to share; or a request for an article, mail it to:
Dan Eicher
4509 Northeastern Ave.
Indianapolis, IN 46239



Opinions expressed are those of the author and not necessarily those of the Hoosier Users Group.

```
490 CALL SPRITE(#6,100,8,R+B,C,0,SY)
500 CALL SPRITE(#7,100,4,R,C+B,0,SY)
510 CALL SPRITE(#8,100,10,RB,C+B,SX,0)
520 GOTO 550
530 GOSUB 660
540 GOTO 520
550 CALL POSITION(#1,Y,X)
560 IF (Q=0)AND(Y>100)THEN GOSUB 620 :: GOSUB
600 :: CALL MAGNIFY(3):: Q=1 :: GOTO 530
570 IF Y>130 THEN CALL MAGNIFY(4)
580 IF Y>210 THEN CALL DELSPRITE(ALL):: GOTO
440
590 GOTO 530
600 FOR I=1 TO N :: CALL PATTERN(#I,96)::
NEXT I
610 RETURN
620 FOR X=1 TO 20 :: NEXT X :: RETURN
630 !@P+
640 DATA 1C1C1C1E1F1FFCFC7F3F0707030301
0000C0C000FC3E0F0F3F3F3E1C98F0C0C0
650 DATA 68607FE377151C0C
660 CALL KEY(3,K,S):: IF K>0 THEN 280 ELSE
RETURN
```

Other features such as background music, graphics or setting up your printer or some other device could be added to this program. Anything that makes the TI show off its abilities should impress your friends as well as being useful.

If your TI is connected to a PC by means of a serial cable from your RS232 card you can configure your printer name under FWB to be as ENTER. In order to send your file to your printer space out the dash after PIO and in order to send the file to your PC delete PIO. This saves having to remember the RS232 settings. To receive a file into Text Editor or TIW you must save (SF) the file to RS232.BA=600 but there is no practical way of saving this setting in advance. However Bruce Harrison's new AMS TRANSFER program is very useful and can instead be used to download a text file. It will run without an AMS card, you can also store text file names for use by a variety of other programs. If you want to include the same feature in an XBasic program merge the following program into your XBasic program. You can call it from your program by using CALL MAILBX("TARGET_FILE").

```
26400 SUB MAILBX(A$)
26405 CALL PEEK(8198,A,B):: IF A=170 AND B=85 THEN
 26410 ELSE CALL INIT
26410 FOR Z=1 TO LEN(A$)
26415 Y=ASC(SEG$(A$,Z,1))::CALLLOAD(24577+Z,Y)
26420 NEXT Z :: Y=32
26425 FOR Z=LEN(A$)+1 TO 80 ::
CALLLOAD(24577+Z,Y):: NEXT Z
26430 SUBEND
```

This merge file cannot be used if you are using Brad Snyder's 40 Column Utilities because his program uses the memory area >A000 to >A007 for GPLLNK and DSRLNK routines and this area survives the loading of another program.

January 24, 1999 UPDATE:
Dan, I solved the problem I was having with Brad's 40 Column Utilities and my MAILBX routine. I was using his Clock routines and by turning off the clock before using MAILBX solved my problem.

Dm2K Update

[Editors Note: Recently Bob Carmany was trying out the new DM2K when he ran into some problems, he emailed the author of the program, and included is the author's reply. I found these emails very interesting and informative.]

Bob wrote:
My configuration is as follows: DSK1DSK3 are 3.5" drives. DSK4DSK7 are Quest RAMdisks. DSK8DSKA are a large Horizon RAMdisk and DSKb and DSKC are Quests.

They all respond in the form DSKx as a normal physical disk drive would respond. The controller is a standard TI controller.

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I have to find some space in the TI99/4a expansion RAM and the time to alter the devicename table in Dm2K. The next Version of Dm2k will be V1.4

[Editors Note: Now for the GOOD NEWS! Bob sent Fredrick a dump of the Horizon and Quest DSR code. Fredrick has added the code to make these devices work properly. Bob is being sent a copy and will tell us how it goes!]

Dear Dan,

Just finished dealing with one of the very rare Year 2000 problems that may bother the TI owners. In Asgards's old program Calendar Maker, there's a change that needs to be made in the program file CREATE (Extended Basic). If this one change isn't made, the program will put only 28 days in February 2000.

Problem is in line 910 of CREATE, which has the following: IF (Y=2000)+(Y=1600)<0 THEN 940 Change this to: IF (Y=1600)<0 THEN 940.

With this one change made, the Asgard Calendar Maker will put the correct number of days (29) in February 2000, and will make a correct calandar from there on into the next century. Thanks go out to David H. Caine, of Crewe, Cheshire, England for bringing this problem to light so I could correct it.

Bruce Harrison

Dear Glenn and Dan,

For your newsletters, more changes in Calendar Maker from Asgard. What bothered me was that if they'd made a mistake about the leap year, there would have to have been something else in there to compensate in years 2001 and beyond. Sure enough, there was an IF THEN in line 970, to wit :: IF Y>2000 THEN 990 (at the end of that program line.)

Once I'd corrected the other mistake (in line 910) this IF Then would cause a problem in 2001 and every year thereafter. To prove this, I printed a one month calendar for December 2000, then another one month for January 2001. As expected, with that IF THEN still in line 970, December 2000 ends on a Sunday and January 2001 starts that same Sunday. WRONG! Took out the :: IF Y>2000 THEN 990, saved the program and ran it again for January 2001. This time January 2001 started on Monday, as it should, so the calendars should be accurate from there on.

To Summarize this far, we changed line 910 from: IF (Y=2000)+(Y=1600)<0 THEN 940 to read:IF (Y=1600)<0 THEN 940 Then in line 970, removed the last statement in that line, to wit: :: IF Y>2000 THEN 990. These changes take care of the years 2000 and beyond. All are in the XB program CREATE on the set's Program disk.

The other changes that I've made are to convert the program from working with 9pin printers over to 24pin. Two programs need changing for that: In the program CM991, line 820, replace CHR$(27);"A";CHR$(8); with CHR$(27);"+";CHR$(40); For some reason ESC "A" 8 was there twice, in that same line, so one occurrence can be eliminated. The same needs to be done in CM992, at line 570, where again there were two ESC "A" 8 strings in succession.

Best Regards,

Bruce

WHO'S BEHIND THE MEXICAN UFO'S Game Review

Review by Dan H. Eicher

Program by Chris Bodenmiller, distributed by RamCharged Software.

The first thing you will notice about this game is its size! It comes on two almost full DS/SD disk. You can combine these into one DS/DD disk.

This game has a very impressive splash screen, you see a detailed picture of the world in globe form. After looking at this screen you would almost swear the TI was displaying more than sixteen colors! A credit screen is given to Harry Wilhelm who wrote the Missing Link Package.

Harry has custom written a "runtime" version of the Missing Link Package and allowed Ram Charged to distribute with WBTMU! (The Missing Link can also be purchased from Ram Charged).

This game is similar to Return to Pirates Isle by Scott Adams, in that you have a mystery to solve, and are shown a picture of where you are. Unlike Return to Pirates Isle, where you type

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I guess there must be a delimiter somewhere that causes problems above DSK4. Check your source and see if you have included a range of drives that precludes anything above DSK4.

Others have reported similar results.
Bob Carmany

From: "Frederik G. Kaal" <fgkaal@gironet.nl>

Hello Bob,
I know what the problem is with Dm2K and some (RAM)Disk drives and its a bit technical story, so here it is.

Dm2K is using the standard level 2 features as described in the "Software specifications for the 99/4 disk peripheral dated March 28 1993". The level 2 routines "knows" how the read records and sectors from files and devices. The level 2 routines are used for copying, renaming and deleting files.

Dm2K is also using the standard level 3 features as described in the same document. The level 3 routines are used for Opening, Reading, Writing and Closing files by devicename and filename (i.e. DSK1.TEST).

Dm2K uses the level 3 features for reading the directory. This is a very high level of routines wich doesn't know anything about hardware etc. So if a piece of hardware with its device software is designed according to the rules of Texas Instruments it should work in basic assembler etc. You can read the directory structure of your RAMdisk so this is not the problem.

However, if a file is copied, Dm2K uses the built in utility routines of the device which in fact calls the level 2 features. And this is where the problems is. You must make a link between the devicename used by the level 3 features (accesing files by devicename and filename, solved by the routines in the TI99/4a or Myarc) and the utility routines built in the DSR of a device. These utility routines don't have a name but a number.

I have added a table in the Dm2K software to solve this problem. But I don't know about all the hardware that is built for the TI99.

The table in Dm2K looks like this:

Devicename: "DSK", "WDS", "HDS", "HDX", "SCS"
Util.Number: >10, >20, >20, >90, >20

According to this table Dm2K on your machine can read the directory of DSK4 .. DSKn, but when you try to do anything with the files Dm2K is using the utility routines (>10 .. >1F) of the original TI disk controller, which only knows about DSK1, DSK2 and DSK3. To solve this problem, I must build a table of all known devices with the index (routine number) of the first built in utility routine. And you (the user) must be able to change this table according to your hardware.

Thus the table must like like this:
Devicename: "DSK1", "DSK2", "DSK3", "DSK4", "DSK5", "DSK6", "HDS1", "HDS2", "HDS3", "SCS1", "SCS2", etc

Util.Number: >10, >10, >10, >??, >??, >??, >20, >20, >20, >20, >20, etc

What I need to know from you is what are the routine numbers used by the Horizon ram disks and Quest ram disks.

You can find these numbers in the header of the DSR proms or send me a complete memory dump of both proms.

Routine	TIDiskcontroller	Myarc HD controller	Scuzzy	Horizon	Quest
Sector Read/Write	>10	>20	>20	>	>
Floppy Disk format	>11	>21	>21	>	>
(Un)Protect files	>12	>22	>22	>	>
File rename	>13	>23	>23	>	>
Direct input files	>14	>24	>24	>	>
Direct output files	>15	>25	>25	>	>
Buffer allocation	>16	xxx	>??	>	>
Set current pathname	xxx	>27	>27	>	>
Create subdirectory	xxx	>28	>28	>	>
Delete subdirectory	xxx	>29	>29	>	>
Rename subdirectory	xxx	>2A	>2A	>	>

If you have an extra 8kb of ram in your EA module and its not used by some other software, you can also copy files whith the lowercase 'c' command. This command uses only level 3 routines.

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in short commands like "go up", in WBTMU you select from a set of choices.

In this adventure you travel to different cities around the globe, Paris, New York, Niagra Falls, Anchorage, Hawaii, Athens and Cario. The use of sound, graphics and animation are very , very good.

The only down side to this game is that once you have been through it a couple of times, you know the story line, and have seen all the graphics! This is a program that I would consider good "giftware". Buy it for yourself, play it, and enjoy the bueatiful graphics, then pass it on to a friend for them to enjoy! (The original disk!)

If nothing else, this game is a very good example of exactly how much you CAN accomplish in Extended Basic with the help of the Missing Link Package.

If you are interested in knowing how this game was designed, Chris Bodenmiller did a conference at the 1993 Lima MUG fest. In this session, Chris goes over the tools, and how he used them, to design the package. I have a the video for this MUG.

Contact Information: RamCharged Software, Ron and Ada Marcus, P.O. Box 81532, Cleveland, OH 44181. (440).243.1244. Last time I checked, I think the price for WBTMU's was $14.95.

V9T9 Tunnels of Doom

by Roger Price

There has not been much to write about however, I just ran across a strange occurance that I cannot explain. If anyone knows the answer, put it in the newsletter for all to read.

I was going to copy off a file in v9t9 v6.0 that had 3 different versions with different modules in each version. The file was Tunnels of Doom. I was going to put the file in a short version of the program called 9t9 addatex. This will fit on just one disk where the long version has to be compressed and takes more disks. After I got the Modules.inf file and .cnf file copied from one program to the other I ran the program 9t9 but it went zip gone. Under windows 95 I got an error message about the Tunnels of Doom file. I decided the file should look like the other files as the , ,grom was different than the other files looked. I ended up with 9t9 modules.inf with the file as "Tunnels of Doom", tunnel, grom instead of v9t9 v6. Modules (MOD1) as:
"Tunnels of Doom", ,grom .

Both of them now run O.K. however I do not see how the v9t9 v6.0 works. It looks to me to be wrong. I have not changed it to see if it will work the other way. I have the files downloaded "Pennies" and "Quest of the King" on disk for V9t9 & PC99 if anyone needs a copy. Ph. 765-664-6001

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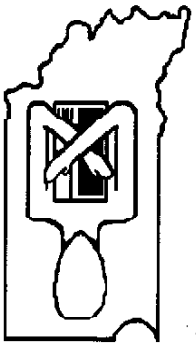

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