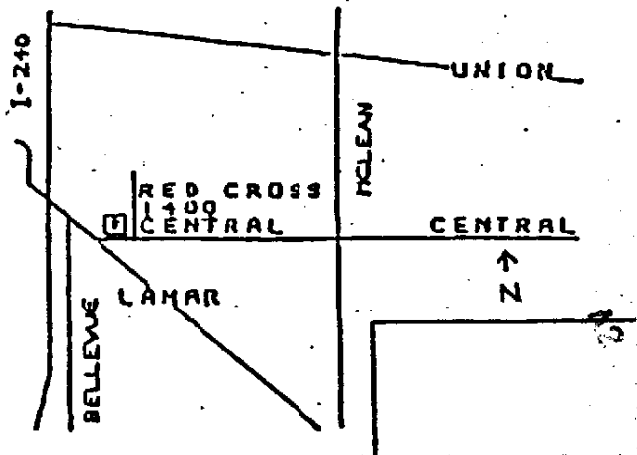


NOTICES

MEETING
7:00 P.M.
Thursday, March 17th
Red Cross Building
1400 Central Av.

WORKSHOP
9am till Noon
Saturday March 26
Place to Be Announced



Handwritten signature or initials.

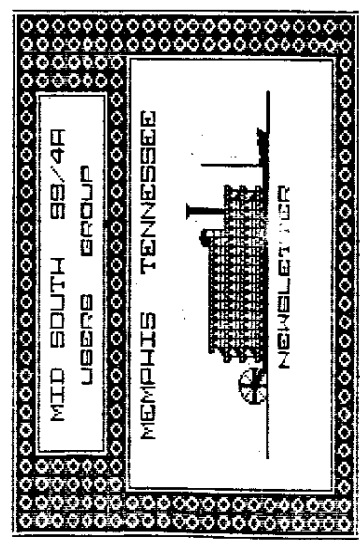
UG 2/86
DALLAS TI USER GROUP
P.O. BOX 29863
DALLAS, TX 75229

Vertical barcode or tracking mark.

MEMBERSHIP APPLICATION

NAME _____ \$15.00 FAMILY
 ADDRESS _____ \$10.00 JUNIOR (under 15)
 CITY _____ ST ZIP _____ \$10.00 ASSOCIATE (IN/L only)
 PHONE() - : INTERESTS _____
 EQUIPMENT, ETC. _____

Detach and mail with check payable to: Mid-South 99 Users Group,
P.O. Box 38522, Germantown, Tn, 38183-0522.



P.O. BOX 38522, GERMANTOWN, TN 38183-0522

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TIDBITS

LOCAL NEWS

I apologize for the equipment problems which we had at the February meeting which caused the demo of Legends to be cut short. It seems that the drive in the PEB that belongs to the club is "flakey". We will be completing the demonstration this month as we really did not get into the good part of the program!

A Program Chairman is badly needed as I no longer can take the job. The program chairmans job deals with all aspects of setting up the meetings. Please, please, please someone volunteer for the job!

Discussions continue concerning our club BBS and it's future. Please bear with us while we try to work out the problems. Meanwhile please continue to call the club BBS as well as Michael's board called the Midnight BBS.

NATIONAL NEWS

A new terminal program (modem communications program) called TELCO has been released as Shareware by Charles Earl of Canada. This program really shows the capabilities possible of the T199/4A! It is packed with features before only found in the IBM compatible terminal programs. In fact, TELCO reminds me of a PC program called PROCOM... It is truly an outstanding and remarkable program! A must for modem users. The program becomes even more outstanding on the Geneve 9640 in 80 column mode! It is now available in our library and on the Midnight BBS. Also see the review of TELCO elsewhere in this newsletter.

Bruce Ryan president of Ryte Data of Canada wrote a response to our note in our January newsletter about their companies problems. Bruce writes "thanks for your comments in your NL... We've just survived a major fight with our old bank... more battles to go! They totally lost faith in our attempts to support the T.I." He does not say what the problems were. Bruce goes on to say that "we're still in there struggling" and that "we never received any complaints/letters or phone calls from Micropendium. Yes a few problems remain, but nothing insurmountable. Remember Foundation? We are discontinuing the sale items as of March 31st (referring to an enclosed sale flyer). The newsletter (Ryte Data Computing Newsletter) will survive to #33 unless a major influx reverses the losses". The sale flyer that Bruce mentioned contains the following items:

GPL ASSEMBLER and LINKER for \$39.95 with a 200 page GPL programmers guide on disk. You MUST specify the format that you can read SS/SD, SS/DD, DS/SD or DS/DD and if you have a Myarc or

Corcomp controller card.
GPL LINKER w/Convert \$8.95
SUPER CLOCK SUPPORT \$9.95
BASIC COMPILER \$11.95

Again, those items will be discontinued as of March 31st 1988. Bruce mentions that "we will bill upon delivery!" Also Command DOS has been updated adding an XICOM which allows you to begin execution at any memory address, dump memory to screen or printer, modify any memory location, move memory contents and exit back to DOS. Current owners can obtain the update by returning their original disks with \$5. Persons who wish to purchase Command DOS can do so at a price of \$29.95 including shipping. Their address is Ryte Data Millennium Computers, 210 Mountain Street, Haliburton, Ontario K0M 1S0, Canada. Phone (705) 457-2774.

Version 1.1 of Legends will soon be released according to Chris Bobbitt of Asgard Software. Owners of version 1.0 will be provided with information on how to obtain an update when it is released. Version 1.1 will contain some bug corrections as well as some new features. Further details elsewhere in the newsletter...

The third semi-annual Memphis Area Computer Council (MACC) general computer fair is scheduled for June 4th from 10am to 5pm at State Tech here in Memphis. Many different brand computer groups will be represented including ours. More information will be provided on the fair as it becomes available. Meanwhile updates about the fair can be obtained in the MACC area on the Flagship BBS at (901) 382-1854 3/12/2400bd. Unfortunately due to State Tech rules no commercial sales can be made at the fair but companies wishing to present information about their products can send catalogs to our address and we will pass them out at the fair. A large commercial fair is planned for the fall...

Did you know Texas Instruments has a Diagnostic Module for the T199/4A? I didn't either until our South African member Dirk Cokart found an article on it and we constructed the cartridge. TI sells the GROM chip for making the cartridge but not the circuit board. Dirk made a few up and we tried them out and they work perfectly. We was also able to obtain cartridge casing from TI to put it all in a case. This module performs tests just on the console and is more extensive in testing than the test programs TI sent the user groups. The module performs tests on such things as sound, graphics, UDP, memory, arithmetic operations, tests on GROMs 1, 2, and 3 and so on... If anyone is interested in one of these modules give me a call or write me, Gary Cox, 3174 Melbourne, Memphis, TN 38127. It is possible we may be able to make up more of these modules for about \$15 a piece but for now just let me know if you are interested and I will get back to you.

The following information from February 1988 MICROpendium Magazine:

According to MICROpendium purchasers should stay away from Order 99 of 3512 Sun Lake Dr. St Charles, MO 63301. According to their article "we've sent him certified letters which has been returned with the notice that he refuses to accept delivery. Anyone with

an unfulfilled order from Order 89 may want to file a complaint with his local post office."

Bud Mills Services of 166 Dartmouth Ir. Toledo, OH 43614 has bought out Horizon Computer Limited. All orders for Horizon Ram Disks should now be sent to Bud Mills Services. Sizes and prices for kits with all parts (you put together), John Johnson 7.3 operating system and instructions are as follows, 96K SS/SD for \$140, 192K DS/SD for \$165, 384K DS/DD for \$225, 512K for \$265, 1 MEG for \$435. If you wish the card to be put together for you include another \$60 to the price. Shipping is included in the prices. Specify if the card is being used with a Geneva. For more information call Bud Mills Services at (419) 385-5946 or call his II Comm BBS at (419) 385-7484 300/120Cbd.

The third annual New England I199 Fayuh will be held from 10am to 5pm April 9 at the Diamond Junior High School in Lexington, Massachusetts, sponsored by the Boston Computer Society. According to Walt Howe of BCS, among the II notables expected in attendance are Scott Darling, Tom Freeman and Terrie Masters from the west coast and Mike Dodd from Tennessee.

The third annual TICOFF, the East Coast Computer Show, will be held at Roselle Park High School, Roselle Park, NJ March 26th. For further information contact TICOFF 88, c/o Roselle Park High School, 185 West Webster Ave, Roselle Park, NJ 07204 or call Robert Guellnitz at (201) 241-4550 or 241-8902 or Porpora at (201) 696-0816. The show will feature presentations, seminars, product displays of software and hardware of II and IBM vendors and vendors of general computer merchandise... Gary Cox

PROGRAM BIT

- 6:30pm - Doors Open, room and equipment setup time.
- 6:45pm - Library Open, Newsletter table open for reading of newsletters from other groups.
- 7:00pm - General Discussion headed by Mac Swopa, Treasurers report by Bob Jones.
- 7:30pm - Continuation of Legends Demonstration. Demonstration by James Bennington.
- 8:00pm - Demonstration of the II Diagnostic Module. Demonstration by Gary Cox
- 8:15pm - Demonstration of TELCO terminal program including a live online telephone hookup with several communication systems. We also will attempt to get onto our club BBS plus the Midnight BBS. This is a perfect opportunity to learn to use the terminal program and the BBS's. Demonstration by Gary Cox.
- 08:45pm - 9:45pm - Main system available for anyone's use.
- 09:45pm - 10:00pm - Library Closes, Newsletter table closes, Clean up period.
- 10:15pm - 12:00am - Discussion Meeting and Eating at Shoneys at 3045 Poplar.

LIBRARY BIT

We've had a real bonanza of late for new programs. The latest update of the FUNNELWEB disk (12/22/87) is now available for those who would like to have it. Also, Gary has again come across with some new and exciting programs, one of which is a new terminal emulator program called TELCO TERM. Some of the other programs added to the library of late are: PICASSO (a graphics program), TASS (makes a slide show of II-ARTIST, GRAPHX, or DRAW-A-BIT [I pictures]), single sided versions of THE BEST OF THE MID-SOUTH USERS GROUP diskette (a little local programming here), PLATO CATALOG ROUTINE (this program will catalog PLATO diskettes), and the new and improved version 7.3 of the Horizon RamDisk operating system (I'm running it now and it's a real delight!).

Marshall Ellis, of our group, has also provided the library with two diskettes which contain an index of the clubs newsletter library. Dates for the index are 1984-1987. The index provides quick access to reference material for our members. The files follow a primary subject index and where applicable a secondary topic has been added. There is a file with the full credits and a short DOC file (*README*) that explains how the files can be sorted with J. Peter Hodie's SORT EXPERIMENT. Marshall has also provided another disk with the TINYGRAMS that have been appearing in MICROpendium for some time now. Thank, Marshall for all the hard work and time that you put into these disks and the newsletter index. (I would welcome you anytime you wanted to help me organize the diskette library!).

The new diskettes are listed like this: 138 TELCO TERM; 139 TELCO DOCS; 140 PICASSO/TASS; 141 BEST OF MSS9UG1; 142 BEST OF MSS9UG2; 143 PLATO CATALOG ROUTINE; 144 MSS9ARCH1; 145 MSS9ARCH2; 146 TINYGRAM87.

To supplement this article I would like to also include a list of the files contained on disks 17-28 and 98-103. These are graphics pictures that may be viewed with one of the following graphics programs: MAX/RLE, GRAPHX, or II-ARTIST. The listing by disk # is as follows:

17 GRAPHX PICTURE DISK SS/SD - SBUTTERFLY, SDOG, SGORILLA, SHAND, SPHARON, SSHARK. This is the original picture disk that came with GRAPHX.

18. PICTURE DISK 1 SS/SD - Also contains the MAX/RLE program which will read and display any graphics created by GRAPHX, II-ARTIST or other programs. MAX/RLE runs with Editor/Assembler or E/A function of Funlwriter. A few sample pictures are included on this disk. Requires Epson compatible printer (Genini 10x, SG-10 etc...) to print pictures. Files included are: MAX/RLE, MAX/DOC, BIRD/RLE, EAGLE2, ELURA1/RL, ELURA2/RL, HERRON, SPRING, TIGER.

19 PIC/DISK 2 SS/SD - COSBY, FISH, GREYKRUINS, LY, MATHART,

RODNEY, SAILBOARD, SATURNV.

20 PIC/DISK 3 SS/SD - ANA, BOATRACE, CITYPIC, COKECAN, DEATHHEAD, ELVIRA.

21 PIC/DISK 4 SS/SD - SARAH, SARGENT, SCENERY, SHEPARD, TELESCOPE, TIGERPIC.

22 PIC/DISK 5 SS/SD - MERCURY7, MMU, NATALIE, ONIMASK, OPUSTIME, RADIOTELE.

23 PIC/DISK 6 SS/SD - EIREPARK, ENTERPOOP, FIELDSWEST, GPIRATE, HANDSCRAW, KISSINGER.

24 PIC/DISK 7 SS/SD - BANANA, BRDS2FSKS, BUGSBUNNY, CHRISTA, DENEUVE, DRAGON.

25 PIC/DISK 8 SS/SD - SPACELAB, SPOCK, STRIPE, TWOONARM, USEMAP, WARRIOR.

26 PIC/DISK 9 SS/SD - MADONNA, MICKEY, MOUSEL, R-MAN, SCROOGE, SHUTTLE.

27 PRINT-ART/1 SS/SD - A collection of pictures which can be printed on any printer using TI-Writer. (PRINTART), BCALENDAR, ANDY/CAPP, CBROWN/CAL, CHAR/BROWN, DAVID, DAWG, FLYING/ACE, HOLLHOBBIE, KIRK, LINUS, LOAD, MICKEY/MSE.

28 PRINT-ART/2 SS/SD - (PRINTART), LOAD, PAC-MAN, PHANTOMJET, PINKPANTHR, PLUID, RETURN/PP, SCHRODER, SNOOPYBLAH, SPOCK, TWEETIE, VALENTINE, WARM/PUPPPY.

98 MAX/RLE1 DS/SD - BABY#1, BABY#3, BABY#7, BEN, BILL_HERR, BROWNOWL, EGRET, FAIRY1, FAIRY2, PAGODA, WASHINGTON, WINDOW. See note at #18 for instructions on loading and viewing MAX/RLE pictures.

99 MAX/RLE DS/SD - ATFORD, BASKET, BATMAN, MICKEY2, MURPHY, OLIVER, ORGUSS, PLANET, RICKLINDA, ROY, SALLY, SDF1, SHREDDER.

100 MAX/RLE DS/SD - ANCHOR, FAIRY3, FAIRY4, FAIRY5, GADWALL, HERON, HUNTER, MARLEN, MINMAYDOLL, MOCNWALK, QUAIL, ROCKETS, SPACE2.

101 MAX/RLE DS/SD - BABY#2, CHEKCV, CHIPMUNK, COMPUTER, DASHERIFF!, DONALDDUCK, EINSTEIN, FROGGER, JENNA, KHANI, LEM, MAX, MCCOY.

102 MAX/RLE DS/SD - BRDS2FSKS, DENEUVE, DRAGON, SPCSTATION, SPOCK, STEVENICKS, TELESCOPE2, THEKING, TIGER2, IMNT2, TWOONARM, UGLYALIEN, ZEN639.

103 RLE/ART DS/SD - ABBOTT+C, ABCNEW, BAMBI, BUGSBUN, CINDI, CORVETE, DISNEY, DR-WHO, DRACULA, DROP, FERRI, GATOR, GOSTBUST, HOWDY, INDIAN, LEDZEP, M-EARTH, MAC, MERLIN, PAGODA, PIRATE, ROCKY-H, RODNEY, SGTMAJ, THE-WALL, TINA.

For now --- THAT'S ALL FOLKS! --- 'DB' (David Ferguson)

GENEVE NOTES

BY Beery Miller

This article is going to be a little bit shorter than last month as I had planned on having some assembly code for M-Dos ready, however, I spent the majority of my programming time working on making changes to the AfterHours BBS assembly code and then waiting for Pierre to check it out on his system. I will say this about the AfterHours BBS program, it is the first BBS program I have seen thus far that is compatible with the Geneve 9640 to the best of my knowledge. I am not sure if it handles the modem right, as my modem is no longer set up for a BBS, but all other operations of the program seemed to work flawlessly, and I will say this, IT FLIES ON THE GENEVE!!!!

As I will comment on the current progress of the software for the Geneve, it is expected that M-Dos 1.1 will be available around April 1 (April Fool's Day) and hopefully Myarc Advanced Basic will be in the background of just a few weeks from that. As far as the current version of GFL, M-DOS, MY-Word, CSAVE, and Multiplan, I think they are as dependable as any other TI program for the 99/4A. I don't think I have had a problem with anything since Myarc sent their last updates and I do run quite an extensive list of programs. There is one program I am still trying to locate for the 9640 that has been written and is freeware, but where it is, I do not know. It is PR-BASE V2.1 that is compatible with the Geneve. If anyone has it, please send me a copy to 1561 Galveston, Memphis, TN 38114 c/o Beery Miller.

A nice hardware item has just recently hit the TI area that will provide quite a boom to many Geneve and 4A people. Bud Mills, now owner of the New Horizon Ramdisk developing, has available instructions and parts for a 800K plus Boot Rom for the Ramdisk that provides approximately 3000 sectors and autoloading of the SYSTEM/SYS file for Geneve owners separate from the ramdisk. In addition, he also has kits for a 1 meg system for 4A owners. From reading the round table conference on Genie, there are a few people out there with multiple Randisks and have over 10,000 sectors of online RAMDISK storage. This is the breaking point where one must decide between a ramdisk or a Hard Drive. I am going to choose a hard drive when it is made available.

Initial press releases from Warren Agee, suggests that he is approximately 80% complete with a data base program that will be able to make use of the Geneve's extra features. Speaking of programs that make use of the Geneve's features, is Charles Earl's Telco Terminal Emulator. It is a stupendous program and with a Horizon Ramdisk, it surpasses most IBM terminal emulators I have seen. It is that good. Another program that was just modified for the Geneve now in a module type format, is the Horizon Menu program. It is identical to the previous menu program, less the constant display of the clock, but can now display text files on the screen in 80 columns. And while I am at it, another terminal program called NOI-MY-TERM V1.5 has just been released that runs directly from MDOS and now supports a conference line editor. The author says that if others wish to see further enhancements of his

program, they must contribute their Fairware share. I hope he continues with this program as any programs for the TI community keeps us striving.

Next month, GUARANTEED, I will have some code for beginners in programming in MDOS so that everyone can see that it can be much easier. I will say this for those interested, Myarc has written their software (SYSTEM/SYS) so that people who follow their guidelines when programming in MDOS Assembly, their program will be capable of running simultaneously with another program for multitasking purposes.

One last thing that I discovered in Micropendium this month is Myarc's way of attempting to stop pirating of their software. As we all know, software pirating for the TI is at an all time High, and many freeware authors or retailers are having a hard time competing with programs that either break copy protection schemes, or with people casually copying sometimes 100's of disks that are commercial. Myarc has announced that for the Geneva 9640, they will provide a master card (free) for the PEB, and any programs that they sell over \$100.00 will have a credit card size card that will contain a one time read/write info to the master card, and then the only way to run the disk, is to have the master card in the PEB. I think this will only force others to further sharpen their skills to find ways to unprotect disks totally, however, as a small company trying to grow, I think Myarc has a valid point in trying to protect their interests. If they don't, all TI'ers could sink without their support... Beery Miller

SPAD REVIEW

Review By Gary Cox

I recently received the new version of SPAD XIII now called SPAD XIII MARK 2. Many improvements have been made on the program. Below you will find the review of SPAD as I reviewed it in April 1987 but I have edited it to include the new features and improvements.

Spad XIII is a new flight simulator program for the TI99/4A recently released by Not-Polyoptics and available from Tenex for \$24. The program is written in 100% assembly language and requires XB, 32K and a disk system. The program comes on a copy protected disk taking up 359 sectors.

The advertisement from Not-Polyoptics describes SPAD as mimicing all the physics of flight with scenery including the Eiffel Tower, Seine River, trenches, French Villages, clouds and more. You can engage enemy planes in dogfights, down enemy observation balloons, bomb enemy hangers while avoiding flak from down below...

In case you are not familiar with flight simulators they are programs that attempt to realistically reproduce the actual physics of flight using your computer. One of the most well known flight simulators is Microsoft Flight Simulator on the IBM PC which I have flown many times and found it to be very realistic in

both flight and with the instruments and it was not easy to fly (especially when I have never flown a plane in my life!).

Until the release of SPAD the only flight simulators on the TI99/4A were Dow 4 Gazelle which is an instrument only flight simulator (no window views) written in TI BASIC. It's problem was that it was written in BASIC and showed no window views, very slow and not very realistic. The next flight simulator that came along was 4A/Flyer written in assembly language and available in a cartridge. Taking up only 8K of memory it obviously could not be very sophisticated and it wasn't. It had very little scenery and not much to do but to fly around shooting planes. It did not come close to realistically mimicking the actual physics of flight as you could fly straight up and not stall... Although some liked it those expecting a real simulator found it to be a flop. (I did not like it either.)

With SPAD XII flight simulator your the pilot of a SPAD XIII small one engine plane built in 1917 which included two machine guns and was the best plane of that day. Instrumentation back then on planes were very primitive with only a compass, air speed indicator, altimeter and a fuel guage (these are all the instruments included with the program as well). SPAD XIII Flight Simulator can be controlled either by keyboard and joystick or just the keyboard or a combination of both. Keys 1-5 when pressed gives different views from the seat of plane giving front, left, right, back and up views. The front view shows the instruments and the front part of the plane along with what is ahead. The side views of course show what is around the plane. In the new version pressing the I "Eye" key will give a removed view of the plane from a point of observation of 300 feet to the south and slightly above the plane. With this you can watch your plane and nearby environment as you do maneouvers and acrobatics. However, while using this view the machine guns can not be used so it is not a good idea to use this while in a dogfight. Keys 7-9 control the throttle while the arrow keys (or joystick) and surrounding keys control the stick of the plane (the thing that controls the planes direction or rather the flaps). The comma and period keys control the rudder which can be used to fine adjust your course. Then the "u" key gives an unobstructed view outside the front of the plane (a view without the wings, instruments etc... in the way). The pitch of the plane is controlled with the stick and throttle. Increasing the throttle will cause the plane to climb but by pushing the stick forward you can cause the plane to descend...

Response by the stick and throttle is adequate although changing views takes about 1 to 2 seconds for a response to take place after pressing a key. Screen updates are fairly fast though.

Scenery in the sky includes other planes, clouds and the sun. The clouds and many other objects are made up of lines (called Stylized graphics which means that objects are rendered with lines). Planes and air fields are drawn the best. In general the graphics are quite satisfactory. About 12 minutes flight to the west is the Eiffel Tower and about 10 to the east is a German airport. Surrounding the two airports is a combat area and between the two airports is trenches. Before getting to the

Eiffle Tower you must cross the Seine river. Other scenery includes mountains and villages. Always displayed on the ground are trees but only about 5 maximum at one time. Then of course as you get closer to something it gets larger until it fills up the entire screen.

Although I am not a pilot SPAD does seem to portray some of the physics of flight. For example, by climbing too rapidly air speed will drop and the plane goes into a stall when the air speed drops below 40. Although the plane is not equipped with a stall warning indicator a buzzing noise occurs when the plane is about to stall. The buzzing noise comes from the vibration of the wings. With some practice and being at an adequate altitude to facilitate enough time to recover I was in many cases able to recover from stalls. Fancy maneuvers I found to be difficult, not being a pilot, such as loops, half loop and turn (a quick way to about face and maneuver for dogfights) although a barrel roll was not too bad as it was obtained by just pressing the stick to the left or right and then the opposite direction to stop the roll. Other things seemed to work well as pressing the stick down the nose of the plane went down and air speed increased etc...

The program comes with a 27 page manual which describes the program and it's operation quite well. It also gives a limited introduction to flight and recommends another book for reference.

One of the most challenging aspects of SPAD I found to be in shooting down other planes. The enemy plane begins evasive maneuvers as soon as it sees you which makes it very difficult to line it up in your sights. Even more difficult is having to watch your air speed as it is very easy to stall while trying to line the plane up in your sights. I might also add that the German airport is not a great place to fly as after only one pass over the airport (which I tried to bomb) I was shot down. I guess they thought I was Rick Glisson? Finding the location of some of the places are not too easy either. The plane seems to drift off course and therefore I found myself having to watch the compass more closely to stay on course. Your location is determined just by looking out the windows and then looking at your map and see if you recognize a river or something...

Although you can fly anywhere you want five missions are suggested. Flying by the Eiffel Tower, do a reconnaissance of trench positions, try fancy maneuvers, fly to a french village and land to rescue a person with urgent information and return him to your home airfield and lastly destroy gun emplacements in the hills, bomb the German airfield and shoot down some observation balloons... You only have a certain amount of fuel, 1000 rounds of ammunition and limited bombs although they can be replenished by landing at your airport. Then of course there are some variations of the missions as you can just fly around and shoot down planes if you want. My favorite mission was flying to the German air field as it is busy with planes everywhere. I was only able to make one pass over the airport and I missed bombing the hangers and while turning around to make another pass I was shot down.

With this new version the sounds have been improved. All the

sounds of the previous version still exist (there was not many) plus a sound to indicate when the wheels touch the ground (hardy when landing). There is also a sound to indicate when you have been hit by something whereas before you could only tell by the way the plane acted. A sound for a stall warning has been added which is explained as the sound the wings make before a stall as stall warning devices were not available in that day.

A couple more added enhancements added in this new version are as follows. A power dive key was added. By pressing T the plane will go into a hard dive. A right side fire key was added. By pressing Y it will enable you to use the left side aileron controls and fire simultaneously. So you can maneuver with Joystick 1 and use the Y key to fire (or the #2 joystick). I have already mentioned the I "eye" view. A pan key was added. By pressing P the computer will pan continuously through all of the views (except the Eye view). This is handy when you wish to closely watch activity around your plane. A move key was also added. By pressing M a menu of places to go will appear. By selecting any location on the menu you will instantly be transported to that location thus saving you from having to find it yourself. However, your choices are limited as you can transport to either the Eiffel Tower, German airfield, your airfield or the trenches. Note though when the Red Baron is in your vicinity the Move key does not operate! So there is no running away from the Red Baron. The Red Baron is also another item added to the new version. At the beginning of the program you may select to have or not to have the Red Baron present in that particular game. The Red Baron flies a Fokker triplane and is an "ace" pilot! If you are not a good fighter about your only chance is to hope to outrun him. Another improvement is the way the game ends. Instead of just getting a white screen with information on what you destroyed and then the computer resets to the title screen you get an explosion sound, the picture remains on the screen and you get your destruction information on that screen. The game can also be restarted at this point without having to reload the program.

So some good improvements have been made. The only faults I find with the program is that the graphics are not fantastic but also remember we are limited in memory and graphics so I find them to be OKAY. There is one minor thing that I still find wrong with the program left over from the first version and that is I can run into just about anything without crashing! I am also not allowed to destroy my own property. Except on a slight delay on changing the views the response of the controls are good. As for the move key that is a great addition so I do not have to always find all of these places. I would like though a few of the other locations added to the move feature but I guess they left a few things to find for myself without cheating.

Like I said SPAD XII Mark 2 is the best flight simulator available on the T199/4A and if you liked 4A Flyer you will love this one. However, I was really hoping for a modern high-performance plane but I still found SPAD entertaining and a good program. If I had to give SPAD a grade I would give it an A for currently being the best flight simulator on the T199/4A. Would I still buy it knowing what I know now about SPAD? The answer is yes. However,

just do not expect it to measure up to the Microsoft Flight simulator as they have available much more computing and memory capabilities than we have here. I showed it at the December 1987 meeting but if you would like to take a look at it just let me know...Gary Cox

TELCO REVIEW

By Michael Dorman

When was the last time you received a program that really grabbed you and made you say "wow, this is neat"? For me, it was when I first ran Telco. I downloaded Telco from 6Emie when it first appeared there. "Just what I need - another terminal emulator." I then uncompressed and unpacked the files with Barry Boone's wonderful Archiver 2.4. As usual, I ran the program (I never read the docs first!) and ..."toy, is this neat!"

From the first moment the title screen appeared, I knew something different was about to happen. Drop down sliding bar menus - just like some of my favorite PC programs. In fact, the menus looked just like Borland's Reflex which uses Lotus-style menu options that can be chosen by arrowing down to a highlighted option OR by pressing the first letter of each option. Choices - in a TI-99/4A program!

Even better, Telco will let me take advantage of my Geneva's 80 column capability. In fact, almost everything I imagined in a TI terminal emulator is an option in this program. That's the real key to this program - options! Choose your colors, your screen width, your terminal settings, your modem settings from within Telco. Then save your settings to diskettes and they become your permanent defaults. (Permanent, that is, until you change them.)

Telco is a BIG program. Too big, in fact, to fit into memory all at once. That's why Telco was developed using overlays. What this means is that Telco must call some functions from diskette. Up to 3 overlays (more with Minimem and Supercarts) will reside in memory. By using overlays, Telco is able to provide several modules that are usually separate programs in other terminal emulators for the 4A.

Telco allows you to choose between three different emulations: ADM3A, ANSI, and D410. Yes, this means you can now call a PC BBS and view ANSI graphics. You no longer have to look at all those seemingly random characters. (Of course, you are limited to two colors because of the text mode of the video chip.)

Well, what about the dialing directory? Okay, glad you asked! Up to 99 entries are available with separate baud rate, parity, and terminal emulation(!) settings. What's even better is that you don't have to use a separate program to add, change, or delete your phone numbers or settings. The dialer is actually a redialer which redials whichever numbers you select - up to 15 in a continuous cycle until you receive an answer.

There is a catalog routine in Telco that will not only catalog a disk (or ramdisk), but will also let you delete, protect and unprotect files. This comes in very handy for making room for downloads and protecting archived files for uploading.

Another really nice feature in Telco is its macro editor. Macros allow the passing of repeated strings to the remote computer. This saves on having to manually retype the same information (for example, user id and login information.) Telco lets you write up to twenty-six 36-character macros. Another nice feature of Telco's macros is the ability to link macros together.

Telco also has a review buffer and a print spooler. The review buffer will allow you to save the screen to disk or printer. The print spooler will print your session to the printer if you have a TI or CorComp RS232 card and a parallel printer. The Myarc RS232 is not currently supported.

Other nice touches include a status line, beep/chimes option, selectable window width, and window scrolling (useful for viewing ANSI graphics with a 40 column screen for 4A). Ascii uploading is available for uploading DV80 files. Telco does not permit manual line-by-line uploading but does allow the replacement of blank lines to a line with a space by using an Expand toggle to send a CR/LF <space> CR/LF sequence for blank lines. This is useful for uploading text to a system that assumes a blank line to be the end of the text.

Xmodem uploading/downloading counts blocks in decimal and shows the total size by using the TIFILES header designed by Paul Charlton. If you download files that do not have the TIFILES header (for example, GIF or RLE pictures), the files is saved as a DIS/FIX 128 file.

Telco proves that PC-style programs are indeed possible on the 4A and is a positive step forward in TI software design. It is extremely user-friendly and intuitive. In many ways, Telco strongly resembles such PC terminal programs as Qmodem and Procomm.

Telco is a fairware offering written by Charles Earl of Ottawa. The registration cost is \$20.00 and is well worth it. You can download Telco and the documentation (which is very complete) from my BBS, The Midnight Hour, by calling (501) 735-9580 (local call from Memphis)... Michael Dorman

FIXES FOR LEGENDS

Update as of February 1, 1988.

Any large project such as Legends is bound to have some errors. In fact, it is axiomatic that virtually no program is completely bug free. This file is not an apology, it is a recognition of this fact. The plain truth is that we spent 6 months debugging the program, and compared with what we started with Legends 1.0 is virtually bug free. The keyword here is "virtually". There are a few bugs, and this article will explain how they can be fixed.

Before you make these changes, it is worth noting that Asgard intends to announce details regarding Version 1.1 of Legends, and how to obtain it. You may want to save yourself a lot of trouble as not only does the new version incorporate all these changes, it also has dozens of new features, new spells and other things (wouldn't want to give it away yet, would we?!). We haven't seen a price yet, but it will be reasonable.

All of the bugs are located in programs on the DUNGEONS disk. The 2 major programs on this disk are called LGDN/MON and LGDN/TXT. Only those owners with some experience in Extended BASIC programming should attempt these corrections. Before making these changes it is recommended that if you haven't already, make a backup copy of the DUNGEONS disk. Place this backup in drive one and select Extended BASIC from the main menu. You should soon see the Extended BASIC prompt.

First, type OLD DSK1.LGDN/TXT and press ENTER. This program, if you haven't guessed, is the text dungeon section of Legends. Only 2 lines have to be changed in this file. First, bring up line 1470 - it should look like this:

```
1470 CALL DP(22,"AN ICON.",
READ IT@ Y OR N"):: CALL U :
: ON U GOTO 1475,1905
```

The error is on the 2nd screen line of the program line. The program is calling the function U. There is no function U, but there is a variable U. The line should be changed to:

```
1470 CALL DP(22,"AN ICON.",
READ IT@ Y OR N"):: CALL K(U
):: ON U GOTO 1475,1905
```

As you can see, we changed CALL U to CALL K(U). The next change is only one line down, the line is currently:

```
1475 CALL C(1)...
```

It should be changed to:

```
1475 CALL C(16)...
```

Now, save this program to disk by typing SAVE DSK1.LGDN/TXT and ENTER. Next load in the program LGDN/MON - the monster dungeon. There are a number of errors in this section. The first is an addition that should be made to line 31. Currently, the line reads:

```
31 N,A,AF,P,U,D,DL,-0 :: H$
,IS,C$,ZLS
```

Simply add the variable MX to the first string of variable assignments. In other words, the line should look like this:

```
31 N,A,AF,P,U,D,DL,MX-0 ::
H$,IS,C$,L$
```

After making that change, bring up line 1589. The line currently reads:

```
1589 IF D-11...
```

Change it to:

```
1589 IF MX-11...
```

The next change is in line 1935. It now reads:

```
1935 IF B<30 THEN...
```

Change it to read:

```
1935 IF B<40 THEN...
```

The final change is in line 2700. This is a very long line, but the change is very small. The line reads:

```
2700 READ @A,@H,@C,@D,@K,@R,
@S,@T,@G,@B,@Q,@E,@F,A,B,MX,
Z$ :: CALL LINK("M","DSK1.W"
&STR$(D))
```

Change it to:

```
2700 READ @A,@H,@C,@D,@K,@R
@S,@T,@G,@B,@Q,@E,@F,A,B,MX,
Z$ :: CALL LINK("M","DSK1.W"
&STR$(MX))
```

That's basically it. These corrections will fix bugs in reading the icons, saving screens, and moving around within dungeons.

If you don't want to or can't make these changes DON'T send the dungeon disk back just yet. As I said above, we will be announcing a new version of Legends in a matter of a few weeks, which will not only incorporate all these changes, but will also have a lot of new features which, if you like the game, you'll love. They not only make the game easier to play, they also make it a much better game, and more "realistic"... Chris Bobbitt - Asgard Software

TIPS

How do I run the different file types? Many different file types or formats are possible on the TI99/4A and the particular type determines how you are to run a file. The file type is displayed when you catalog a disk. The most common file type is PROGRAM. A PROGRAM format file is intended to be run in either Extended BASIC or Editor/Assembler. To determine which environment a PROGRAM format file is to be run you just have to experiment. First try running it in XB by typing RUN "DSK1.FILE" where FILE is the name of the program that you are trying to run. If you receive an I/O error try typing CALL FILES(1) (press enter) and type NEW and try again. If still no luck it must be an

Editor/Assembler file. Use either the Editor/Assembler cartridge to run it (select option #5 PROGRAM) or go to the LOADERS section of Funnelweb and select E/A PROGRAM loader. Then procede to load the program. Another file type is INT/VAR 254. This is an Extended BASIC program which has exceeded the 16K memory in the console. Just run this file as usual by typing RUN "05K1.FILE". Another common file type is DIS/FIX 80. This is usually an Editor/Assembler file. Use Editor/Assembler option #3 (Load and Run) to run it. For Funnelweb go to the loaders and select load and Run E/A. Note that sometimes after loading a DIS/FIX 80 file the computer then wants to know the name to start the program. With Editor/Assembler you must guess the name (usually START or the program name itself) but with Funnelweb you just type FCTN 6 (proceed). A INT/FIX 128 file is a compressed/archived file. Use Archiver 2.4 to decompress it. After decompressing it will then be in a DIS/FIX 128 format which is an Archived file which just needs to be unpacked using Archiver 2.4. The most common place to find archived files is on BBS's and telecommunication networks as an archived file can take up half the size of the original files. So much less time is taken when downloading an archived file than having to download the larger original files. Lastly, the most common file type you probably see often is DIS/VAR 80 which is a TI-Writer file. Also note that if you have trouble knowing which option in the Loaders section of Funnelweb to use to run an assembly language program just try each of them until one of them works. More file types exist but these are the most common. So here are all of the above in summary:

PROGRAM	XB or E/A #5	
INT/VAR 254	XB with 48K memory	
DIS/FIX 80	E/A #3 INT/FIX 128	Compressed
DIS/FIX 128	Archived	
DIS/VAR 80	TI-Writer/Funnelweb	

ope this helps... Gary Cox

NOSTALGIA BIT SET

One of the joys of having been involved with micros since the 4004 and FB is the collection of historical reference material that one accumulates. In the process of cleaning out some files and miscellaneous papers, I rediscovered some long lost "treasures" from the early days of micros. For those of you who wish to avoid the ramblings of micro-nostalgia, mask off and don't process this bit. (And for those of you who don't have the foggiest idea what that meant, just skip it.)

For those of you who are looking for a truly great deal: (vintage Feb. 1978) VECTOR GRAPHICS announced the Vector 1+ microcomputer system with mini-floppy (what you now know as the 5.25" floppy), 24K of memory (about equivalent to the 256K in today's PC), Hitachi 12" monitor, Diablo 1620-3 HyTerm communications terminal, and Memorite Word Processor in a fully assembled package for only \$7950! They also offered EK Static RAM, 250ns, for only \$245. You could get a Hazeltine 1500 terminal (which replaced the \$352 Hitachi 12" monitor) for only \$1225. SO FOR ONLY \$10,048.00 (plus any applicable tax and shipping) you could have a 64K, 2-80-based,

CP/M system capable of storing 243K bytes per mini-floppy diskettes. For only \$2300 more, you could add two (count 'em, 2!) more of these high capacity diskette drives in a separate housing. By the way, that \$2300 also gets you a Basic compiler, an assembler, a "string oriented editor" (a la EDLIN), and Debug Software.

For those of you who are looking for a hard-disk system, check out the Cromemco 2-2 series. Their 2-2H system comes with 64K of RAM, two floppy drives (1S, which is to say single sided, single density, 92Kb / diskette), 10 Megabytes of hard disk, 7 expansion slots (sound familiar), and a 4MHz (also familiar) 2-80 CPU. All of that is yours for only \$9995.00; of course, you'll probably want one of their printers (such as the model 3703 dot-matrix which prints at 180 CPS and costs only \$2995) and a CRT Terminal (such as their model 3101 (is that number familiar?) which sells for \$1995). The base unit for one user comes in at only \$14,995 and that even includes the COOS operating system!

For those of you who are thinking that these products and/or prices have been made up, I will gladly show you the catalogues from which I copied the information. For those of you who think that this represents the first computer systems offered for sale, I will dig further into the past and see if I can recover some truly early micro-computer offerings. The above are vintage systems, admittedly, but the important point is that they came assembled! The early home-computers (notice that they hadn't gotten personal yet) were purchased a board at a time and then assembled (frequently by literally wiring the boards together) by the home-computerist. (Remember that the next time you grumble about shoving a new board in a slot.)

Oh, by the way, the 2-2 series from Cromemco was capable of accepting several of their 150ns "64K RAM card with Extended Bank Switching" units (\$1785 each) and could have its memory expanded up to 16 megabytes. (How's that for a "lowly" 2-80 system?!?)... Ralph Wilson

TREASURERS REPORT

MSUG TREASURER'S REPORT JAN-FEB 1988

LEADER FEDERAL ACCT. BAL 1/1/88: \$918.24

DEPOSITS:

1/19/88 (DUES, DISKS, etc.)	\$40.00
1/26/88 (" " ")	\$92.00
2/18/88 (" " ")	\$51.00
2/26/88 (" " ")	\$57.00

TOTAL \$240.00

EXPENSES:

1/19/88 POSTMASTER (P.O. BOX)	\$22.00
1/19/88 AL DOSS (COPY PAPER)	\$24.35
2/3/88 MICROPENDIUM (8 ISSUES JAN.)	\$ 8.00
2/7/88 PIERRE LAMONTAGNE	

(BBS PHONE, POWER DEC-JAN) \$58.79
 2/7/88 PIERRE LAMONTAGNE
 (PRINTER REPLACEMENT) \$80.00
 2/18/88 MAC SWOPE (NEWSLETTER POSTAGE) \$91.03
 2/25/88 MICROPENDIUM (8 ISSUES FEB.) \$ 8.00
 TOTAL \$292.17

LEADER FEDERAL ACCT. BAL 2/26/88

PETTY CASH BAL 1/1/88

DEPOSITS:

JAN. (MICROPENDIUM SALES) \$14.00
 FEB. (MICROPENDIUM SALES) \$10.00

TOTAL \$24.00

EXPENSES:

GARY COX (POSTAGE) \$ 7.61
 RICK GLISSON (BBS REFUND) \$10.00

TOTAL \$17.61

PETTY CASH BAL 2/26/88

TOTALS:

LEADER FEDERAL ACCT \$866.07
 PETTY CASH \$ 33.35
 RED CROSS DONATIONS \$ 8.85

 \$866.07

\$ 26.96

 \$ 33.35

 \$908.27

BOB JONES - Treasurer

SHOPPERS CORNER

Member Ralph Wilson is able to obtain 1/2 height DS/DD disk drives for the PEB plus printers at fairly good prices. If interested call Ralph at (901) 382-7384.

Beery Miller has the following items for sale, all items are original with all necessary manuals. If interested call Beery at (901) 743-6862.

II Microsoft Multiplan \$25.00
 II 99/4A Console only \$35.00
 Advanced Diagnostics by RG \$20.00
 Explorer by MG with manual \$20.00
 Rapid Copy with Manual \$15.00
 Myarc Basic 2.11 mod and Eproms \$50.00
 RS232/1-RS232/2 cable \$15.00
 Personal Record Keeping \$ 5.00
 Disk Manager 2 \$ 5.00
 Adventure Module \$ 5.00
 Stereo/UCR split for computer \$15.00

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Visitors and potential members may receive 3 free issues of TiDbits while they decide if they wish to join (no obligation). A Dollar sign (\$) indicate that your dues are due. On the top of your lable is a code. An Y means you are a member, N means 3 free list, UG means user group and S means a business. Beside the Y is a date, one year from that date your dues are due. The library is open only to FULL (\$15) members. Library list is \$1. Mail order disk library access is \$2 per disk max of 5 disks per month order by disk number only. At meetings library access is FREE if you exchange your disk for ours or \$1 per disk for our disks. Send all mail order library requests to librarian's address! Send dues and correspondence to group address.

CALENDAR

MEETINGS: March 17, April 21, May 19 (3rd Thursday!)
 WORKSHOPS: March 26, April 23, May 28 (4th Saturday!)
 c99 CLASS: Every Thursday except meeting night, location TBA.

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TI-NET (Mid-South User Group)	300/1200 bd	901-386-1760
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 P.O. Box 38522
 Germantown, Tn. 38183-0522

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