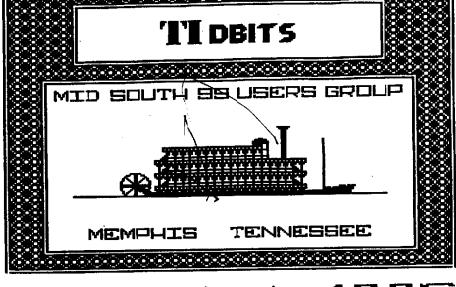
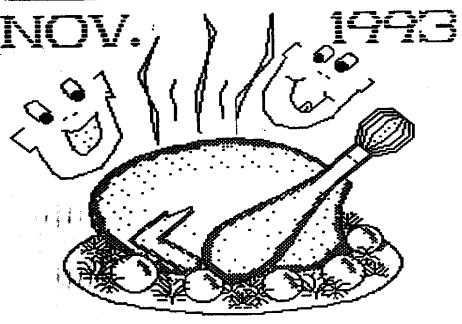
FIRST CLASS MAIL

Mid-South 89 Users Group P. O. Box 3852 Bermantown, In. 38183-6522

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









Newsletter of the NID-SOUTH 99 USERS GROUP-Vol 11,#11-NOV 1993



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PRESIDENT'S BIT

----- By Gary W. Cox

As you will read elsewhere in this newsletter Beery Miller, Mac 3wope and myself attended the 1993 Chicago TI Faire in Chicago of which we just returned a few weeks ago. We brought back a lot of new programs so we will at least have something new to demonstrate for a while.

Also at this months meeting nominations will be taken for the offices of President, vice-president, secretary and treasurer with the elections to be held in December plus our Christmas party is also at the December meeting. We also need someone to volunteer as program chairman to arrange what we do at each meeting...

C ya at this months meeting....

VOICE OUT

from the pages of the BYTEMONJER newsletter, July 1993

A few issues ago, I wrote an article called "Video In", in which I called attention to the fact that the video chip in our computers has an external video pin that wasn't being utilized. The dream would be that you could put in a video-in jack and thereby be able to overlay TI graphics on video. I recently found out that some kind of "sync" would be required to get that to work, but I'm still hopeful that it could someday happen. In this article, I'm going to suggest another untapped potential.

It started when I read Bill Gaskill's article on cartridge collecting, which appeared in these pages two issues ago. There was something in there I found intriguing. If you weren't paying attention, you may have missed it. He said that the credit for providing the voice to a cartridge appeared on the first page of the manual. I checked it out, and sure enough, there on the first page to a cartridge with voice synthesis that I have is the credit for its voice. So what? I'm getting to that.

Voice credit -- what does that mean? The voice you hear in the cartridge belongs to a real person! It's not just made up. This further means that TI had a way of digitizing somebody's voice for use in a cartridge. This leads to two thought provoking conclusions. TI had a machine that could be used to digitize voices for use in TI programs. That makes you wonder if it was used on a TI, and if so, where can we get one? Plus, you realize that to play back the sound all you need is a speech synthesizer. The original machine is not required. Let me highlight this point, so you will remember it:

The TI speech synthesizer is capable of playing synthesized speech from an outside source.

There must be a way we could take advantage of that! I can

think of two, but once again, same as before, not being a hardware person, I cannot implement them or determine if they're

really possible.

The straight forward idea is to adapt or construct a digitizer preferably for use with the TI or perhaps with another computer if that's not possible. And then port its output to a TI program which would send to the speech synthesizer for playback. Think about that! Put your own voice in your programs! Certainly this is possible. TI did it. Why not us?

The other idea stretches the notion a little further. If the TI speech synthesizer can play digitized speech, then maybe there exists files that can be adapted for playback with it. There are lots of archives of digitized sounds. Some of them even for use with the TI using Digi-Port or something. It may be possible to convert those files so they can be sent to the speech synthesizer for playback. No extra hardware required:

This idea could be used to test another hypothesis. Can the speech synthesizer produce sounds that are not voice-related? If you've ever sent randon or chopped-up bytes to it, you'd certainly think so. And after all, TI converted real people's voices into data. For that, you need a digitizer. Could they have played music into its microphone and played that back? Of course, if it is possible, it would make you wonder why TI never did it, and if it isn't, it would make you wonder how a machine could be constructed to produce digitized voices but not other types of sounds. Fidelity could be a factor, but I don't think that would totally preclude the synthesizing of music or other non-voice sounds.

I looked in the speech synthesizer manual, and it doesn't say who provided the voice for the resident vocabulary. That would suggest that either that was before they started giving voice credits or that it is possible for it to make up a voice.

Probably the former. If one were to try to pursue these ideas, it would be helpful to know the depth of the digitization. It's. probably either four or eight bits. My quess sould be might bits. But it could be four bits since you send the data to it four bits at a time, but I doubt it since there's no way so send four bits for playback without sending the other four. And it sounds good, doesn't it? It couldn't be four-bit sound.

So what do you think of all this? I would be interested in hearing any responses, and I would really love to aee someone try to implement my ideas. Perhaps we can mix TI graphics, live video, live audio, and digitized sound!

JUST A NOTE

_____ by Mike Scheller

(from Reminisce Magazine) From the pages of the VAST NEWS newsletter, June 1993

"Stand up to be seen, speak up to be heard,

and shut up to be appreciated."

1993 CHICAGO TI FAIRE ----- By Gary W. Cox

The 1993 Chicago TI Faire has once again come and gone leaving faire- goer's with a variety of products both new and old. This year Beery Miller, Mac Swope and myself, from our group, attended the event. This years fair was held in yet a different location (Gurnee, IL) north of the city limits of Chicago so it was a little further to drive. The Holiday Irn that we stayed at turned out quite nice. The fair room itself was somewhat smaller as was the meeting room but adequate for our needs since the fair was just a little bit smaller this year. Many of the same old faces where seen around the fair (pictures located elsewhere in this newsletter) of which I will have the usual posters at this meeting showing all the pictures that I took.

One of the first items which caught my eye was the progress of PC99 by Mike Wright and Mark Vancoppenolle of CaDD Electronics. PC99 is a project whereby a IBM compatible PC can emulate a TI99/4a. The project is now at stage 2 where among the new additions is the ability to emulate all sprite features, operate with joysticks, limited TI sounds, disk I/O, and RS232 and PIO emulation abilities... System operations were also speeded up somewhat from the previous release. In watching the demonstration of PC99 I was able to witness the operation of several TI modules although execution speed was still very slow and operations limited but it was still impressive to see a PC running TIP9/4a software. Several utilities programs have also been added to PC99...

Also new from Mike Wright was "The Cyc" which is described as "an encyclopedia of knowledge relating to the Texas Instruments TI99/4a home computer" with it's aim to rrovide a starting point for an information search. The files are in Word Perject format accessible only on a IBM compatible PC and contain reference material drawn from sources such as Micropendium, 99'er magazine, user group publications, Computer Shopper as well as many other sources. So for example, if you wish to look up an article in Computer Shopper you have the reference material on disk to locate what issue the article was published in... The cost of The Cyc is \$20.

Richard Gilbetson of CaDD Electronics was also there demonstrating version 5.57 of Supercharged XB (RICHXB) which is an impressive enhancement to the abilities of Extended BASIC (GRAM device required)!

Beery Miller of 9540 News was present with copies of the final version of MDOS (new), 9640. News volumes 1, 2 and 3 as well as a variety of Geneve 9640 software products!

Looking elsewhere around the faire Ron and Ada Markus of Ramcharged computers had quite a variety of products including software from Asgard Software, Texaments, Notung, 9640 news as well as others. One new item was a game called "Mexican UFO's" which is programmed using "the Missing Link" and is described as a text and graphics type adventure game containing both animated graphics as well as TI artist quality still graphics. The game was described as being simple enough for very young children yet complex enough for acults. The game sells for \$12.95.

Bud Mills of Bud Mills Services/Horizon computer was present with a variety of products including DIGI Port, Ram Disks, P-Gran cards, Miller Graphics E-PROMS and the SCSI controller card although the SCSI DSR is still not complete. However, Mike Maksimik was there and was able to get the SCSI card functioning on a very primitive level with a CD-ROM drive and Bud had the SCSI card performing limited functions with a SCSI hard drive...

Larry Conner of LL Conner was present with a good variety of programs and hard to find hardware and parts including chips, connectors and so on all specific to the TI99/4a. This is definitely a good person to talk to if you need a part1

Ted Kieper of Competition computer was present with a variety of TI products including cartridges, PBB's, consoles and even hard to find MBI systems.

Mickey Candrowski and Mike Sealy of MS Express Software had a variety of products including a few new ones such as Adventure Database (database of TI Adventure games), Rattlesnake Bend (adventure game for the adventure module), Genealogy Plus (Genealogy tracking assistant compatible with TI BASE, TI Writer and Personal Record Keeping formats).

Tim Teach of S&T Software and Don Walden of Secure Electronics were distributing a list of TI BBS's located across the nation as well as several programs including VCLR 2.0 which is described as an MDOS color ansi file viewer and MDOS Folyport 2.0 which gives Geneve 9640 users the ability to include digitized files (VOC and FX format files) in batch files... Tim also had available his TI BBS program.

Bruce Harrison of Harrison Software was present having a sort of going out of business sale with any software item in stock for \$5 as after December 31st he will no longer be accepting orders although Bruce said he will still continue to write public domain software.

Someone new this year was Meredith Adkins of Brunkin Software who carried a variety of interesting software products ranging from utilities to games many of which I haven't seem before!

Ken Gilland of Notung software was again present this year with his variety of products including many graphic eriented programs... I might also mention Ken had some information on some of his paintings as it seems he is quite an accomplished artist with many of his paintings on display at the Orlando Gallery in Sharman Oaks California!

· Barry Harmsen of the Dutch TI users group was there

distributing his groups newsletters and selling a special Dutch demo disk of programs written by TI'ers in his group! Then looking around I saw many tables full of generic computer products from Linda of Disk N Dat, Tom Freeman of JP software was present with a variety of software products. Many user groups had tables setup including the Chicago TI User Group, Gary Nequade and Bill Lucid of the Hoosier users group, TI Users of Will County, Charles Good of Lima Ohio, Walter Blood of the Kansas City Users Group, Gene Hitz of Program Innovators and the Milwaukee Users Group, just to name a few... Last but not least John Koloen and Laura Burns of Micropendium had a table with a variety of disks...

While many TI'ers shopped around on the faire floor others took advantage of the seminars held in the meeting room which was held by the various vendors at the faire. Also this year's John Birdwell award for outstanding achievement in the TI community was given out to James Schroeder.

I am sure that I have left out a few names here and there but this is a somewhat quick overview of the 1993 Chicago FI Faire. I went to the faire not expecting to buy much of anything but I came back with about 10 disks of programs ranging from games to utilities many of which are public domain including a Dutch demo disk. So we will at least have some material to demonstrate at the meetings. Plus Beery Miller will soon (maybe this meeting???) be demonstrating the latest version of PC99 (T199/4a emulator for a PC) which he obtained at the fair. Plus I purchased "The Cyc" which I will demonstrate at a meeting.

All in all this years faire was good and I even got a little Country Western Dancing in While there...

LIST OF VENDORS:

9640 News, P.O. Eox 752465, Memphis, TN 38175, (901) 368-1169

Berry Harmsen, TI Gebruikersgroep, le Oosterparkstraat 141E 1091 GZ Amsterdam, Telephone# 020-6941047

Brunkin Software, 7919 Mitchell Farm Lane, Cincinnati, DH 45242, (513) 984-8421

Bud Mills Services, 166 Dartmouth Drive, Toledo, OH 43614-2911, (419) 365-5946

CaDD Electronics, £1 Prescott Road, Raymond, NH 03077, (603) 895-0119

Cecure Electronics Inc, P.O. Box 132, Muskego, WI 53150, (414) 679-4343

Chicago TI Users Group, P.O. Box 578341, Chicago, IL 60857

Competition Computer, 2219 S. Muskego Ave., Milwaukee, WI 53215 (800) 471-1600 or (414) 672-1600

Disk 'N Dat, 14 S. River Street, Aurora, IL 60508 (708) 897-3337

Hoosier Users Group, P.O. Box 2222, Indianapolis, IN 46206-2222

Notung Software, 7647 McGroarty St., Tujunga, CA 91042, (818) 951-2718

Ramcharged Computers, P.O. Box 81532, Cleveland, 0H 44181 (216) 243- 1244 or (800) 669-1214.

Program Innovators, 4122 Glenway, Wauwatosa, WI 53222, (414) 535-0133

S&T Software, 3804 North 75th Street, Milwaukee, Wi 53216, (414) 464- 4946

TI Users of Will County, P.O. Box 216R, Romeoville, IL 50441

XB MISCELANY #14

----- by Earl Raguse

THE MYSTERY OF ON ERROR AND RUN

When playing around with my DIRectory program, I encountered what appeared to be a strange operation on ON ERROR. I frequently put a directory on a disk when it is only partially filled. I also sometimes give the disk to people before the disk is complete. The tendency is for people to select a blank line in the directory. That is, I am sure, just curiosity as to what would happen, as opposed to being down-right mean, to see if they can make my program crash.

When a line is selected from the displayed directory, it in turn causes the program to go to a specific line to RUN "DSK1. xxxxxxxx". If the directory line is blank, so is "xxxxxxxx". Now XB does not like to be told to RUN a blank program. An erroneous one is just an error, but a non-existant or blank program just puts XB into a tizzy. I used to put RUN "ISK1.DIR" on all blank lines, so the program would re-rua itself. But that was not a good solution, because that required users of a blank DIRectory to overwrite parts of the program. Now that is very scary to some people, they do not mind filling in blanks, but overwriting, UGHI

Then I got a brilliant idea, why not use ON ERROR nnn.
Then when someone selected a blank line and the program tried to
RUN the blank program, the error would cause XB to go to line
nnn, where a sarcastic message would be displayed about people
who select blank lines from a directory.

I thought I would even make this a subprogram. IT DOES NOT WORK! WHY? Because when XB executes RUN, it apparantly wipes all memory of subprogram locations and whole host of other things. You can't even do a CALL CLEAR after that kind of a crash.

Normally when RUN is successfully executed a program is loaded, all the required utilities are put into place and the program is run as expected. But if no program is available to run, XB appears to get lost. Page 162 of the XB manual carries a momentous 59 word discussion of RUN. At lest 25 percent of those 59 words are three letters or less. There is absolutely no mention of what actually goes on. This is one of the few times, however, that a good example is given, and all is well if there are no errors, otherwise CRASHI!!

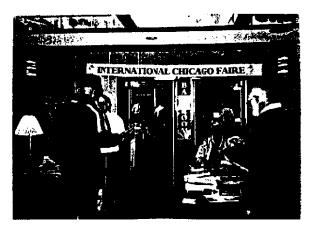
My final solution to the problem was to abbreviate my blank RUN lines from RUN "DSK1 " to RUN. How does that work? Well, in a program you may execute RUN as a program command, and it simply causes the program in memory to be run again. No harm, no foul. Sometimes this is an effective way to clear a large matrix of number or string data, for another run.

I do not wish to take the space to publish the actual program, but I included here a short program I called ERRORTEST to demonstrate what I have been talking about. The program offers two paths A and B. Enter the program as listed, with lines 160 and 180 having the comment mark to inactivate them, the program will work sort of OK. But if you remove the comment mark from lines 160 or 160 or both, to activate them, and select A, you will get an error message. If you select B the program still cycles just fine.

If you select A, the program tries to execute line 150, this produces an error. This directs the program to line 160. If line 160 is active, you will crash and be told that the subprogram, ie CALL CLEAR, could not be found. Line 180 produces a syntax error message because it cannot execute the FOR-NEXT loop of line 210, even though it has no syntax error. Try them one at a time. I have determined also, that IF THEN statements will not work either.

Note what happens if you select E, the program executes like 200, displaying a friendly message, while it executes the FOR-NEXT loop of line 210, then executes RUN, to repeat the program. This does not depend on whether lines 160 and 180 are active or not.

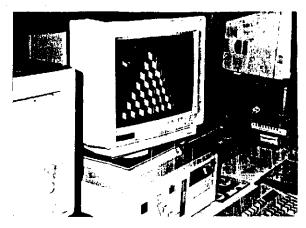
- 100 ! SAVE DSK1. ERRORTEST
- 110 ! BY Earl Raguse 4/92
- 120 ON ERROR 160
- 130 DISPLAY AT(10,1)ERASE ALL: PRESS A FOR PATH #1,
 PRESS B FOR PATH #2"
- 140 CALL KEY(3,K,S) :: IF \$<1 THEN 140 ELSE IF K-ASC("A")
 THEN 150 ELSE IF K-ASC("B") THEN 200
- 150 RUN "DSK1. " 150 ! CALL CLEAR
- 170 DISPLAY AT(12,1) BRASE ALL: "ERROR, ERROR, YOU BIG DUMMY"
- 180 1 GOSUB 200 190 GOTO 120
- 200 CALL CLEAR :: DISPLAY AT(20,1): " NO PROBLEM, Pause here then RUN" :: GOSUB 210 :: RUN
- 210 FOR T=1 TO 300 :: NEXT T :: REUTRN



1993 Chicago TI Faire



Mike Wright - PC 99



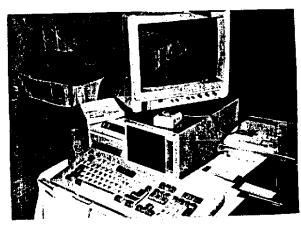
Qbert running on PC 99



Beery Miller - 9640 News

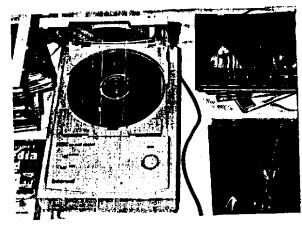
Hard and Floppy disk controller for the TI 99/4a and Nyarc Geneve

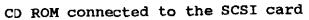
Ontroducing:



Geneve running Tetris









Bud Mills

HOW I USE MY TI

OZARK 19er NEWS

from the pages of the West Penn 99ers, August, 1993

- 1. WORD PROCESSING
- Write letters, tests, reports, grants, permission slips, etc.
- b. Template for NL workpage.
- c. Articles and reviews for the NL.
- d. Student Council election packet.
- 2. LABELS
- a. Address labels for frequent correspondance.
- Return address labels graphic.
- c. Date stickers for freezer/freezer items.
- f. Warnig labels for mailing disks/photos.
- g. Diskette titles and catalogs.
- h. "Return to . . . " stickers for books, etc. Loaned out.
- i. Name/address labels for rebate coupons/contest entries.
- Decorative labels for holidays, special events.
- k. Decorative label sets for gifts/peace offerings. 1, Instruction labels for diluting concentrates.
- m. Funny and thought provoking label to put in envelopes to amuse recipients.
- 3. DESKTOP PUBLISHING
- Greeting cards
- 1. Membership care for church -

Thinking of you, Get Well, Miss you (My 3rd grade Sunday School class does the coloring for our project)

- 2. Sympathy, Birthday, Mother's Day, Father's Day.
- Notecards
- Decorative postcards
- c. Banners (Welcome, Farewell, Sunday School, Birthday)
- d. Certificates of Recognition to colleagues for personnel file
- e. Poster of class bell schedule for office junior high rooms.
- f. Ballots for StuCo election.
- g. Ozark 99er News publication.
- h. Stationary with letterheads, footers, or borders.
- 4. ARTIST
- a. Graphics creation for use on cards, banners, newsletter, envelopes, etc.
- b. Modification of existing graphics and fonts.
- Conversion of graphics tc/from different formats GIF, RLE, TI ARTIST pictures and instances, Character Sets Graphic Designs designs.
- d. Coloring pages for kids. e. Ads for items and services.
- f. Print out catalog pages of fonts and graphics for reference.
- 5. BUSINESS APPLICATIONS
- a. Balance checkbook.
- Invoices.
- c. Mail list for customer
- Inventory for Amway/Artistry .

- e. Multiplan spreadsheet keep income and expenses for taxes.
- f. Database for User Group membership rester and mailing labels.
- g. Household inventory.
- h. Recipe management.
- 6. TELECOHMUNICATIONS
- a. Electronic mail
- b. Upload newsletter to Bob O. for GEnie upload.
- c. Select downloads desired from GEnie by Bob (Compuserve, Delphi, and InterNet also have TI areas)
- d. Person to person file transfer ** e. Download programs, graphics, conferences, other newsletters.
- f. Access Public Library listings for availability.
- g. Access City of Springfield information on BBS.
- 7. PROGRAMMING Hodify BASIC or XB programs for my own needs occasionally.
- EDUCATION Use nodules / programs for tutering math, spelling, language.
- 9. UTILITIES
- a. File organization.
- b. Diagnostics to test hardware.
- c. Disk management (formatting, copying, etc.)
- d. Conversion of files from IBM to TI format and visa versa.
- Archive and unarc files for up/downloads and program storage.
- f. Henu loaders for disks of multiple programs.
- g. Reconfigure my Horizon ramdisks.
- h. Configure FUNNELWEB environment.
- 10.MUSIC GAMES Use occasionally for fun and to entertain friends.
- 11.FRIENDSHIPS a. User Group two dates I look forward to each month are our regular meeting and the Board meeting because I really enjoy the cameraderie.
- b. Nationwide network of friends evolved through correspondance with TIers all over the U.S. (and one in Australia) who write in the exchange newsletters. I've spent quite a few happy hours "playing" with friends in Hollywood Ca, Dubuque Ia, and Macon Ga. I don't do a lot of travelling, but before I qu anywhare, I try to find a phone number and address of a TIer to contact, and if possible, attend a user group meeting I enjoyed visiting with the Brea UG once and the L.A. UG several times.
- c. FEST WEST TI CONFERENCE I've been to Fest West in Ansheim, Phoenix and Salt Lake City. One of the most exciting parts is getting to "rub elbows" with our celebrities the programmers, writers, and hardware developers whom we read about in Micropendium and the exchange newsletters. I'm going to make it to the Lima OH and the Chicago/Milwaukee conferences one of tese days. Then, there are Boston and Canada; I probably won't ever make it to Germany, Holland or Australia but international conferences are held there, too.
- 12.MENTAL STIMULATION I keep learning new/old programs and better ways to do things. It exercises my mind and its fun because what I learn, I can share.

WHAT SR. PAT DOES

----- by Mary Phillips OZARK 99er NEWS

WITH HER TI as shared with Mary Phillips.

- 1. TEACHES
- a. Sisters ar Marian Hall Health Care Facility, many in their 90's, use the computer.
- One of my favorite cards from my SR. Pat collection states, "When the physical exertion is too much, opt for climbing the mind's mountains. Let the spirit within free to explore. Let your mind see new worlds and enjoy it!"
- b. Shares her expertise with other Tiers who come to visit.
- 2. DESKTOP PUBLISHING
- a. Greeting cards (ARTIST CARDSHOP)
- 1. Thank you, Sorry to hear . . . Birthday, Holidays.
- Notecards (humerous and inspirational)
- 3. Card sets used as BINGC prizes.
- b. Signs (ARTIST CARDSHOP)
- Birthday door signs (240 +)
- 2. Special food choices in the dining hall.
- 3. Crafts being taught and activities being held.
- 4. Appreciation (Letter Writers, Wheelchair Pushers).
- c.. Banners (Horizontal and TOTAM)
- 1. Welcome for special speakers
- Farewell for personnel and volunteers.
- 3. Holiday banners (Easter, Christmas, Thanksqiving)
- 4. Special events (National Nursing Home Week, Burse's Day, BVM Centennial)
- Appreciation (Volunteers, Cooks, Maintenance pergonnel)
- WORD PROCESSING
- a. Personal reflections.
- b. Christmas letters.
- 4. ARTIST
- a. Customizes graphics for use in desktop publishing.
- b. Creating special collages.
- c. Graphics gender changes to produce more pictures of women.
- d. Creates stationary with seasonal borders/ pictoral headings.
- e. Prints out topical catalogs of instances for easy reference.
- f. Rotates instances/fonts 270 for totam banners and portrait signs.
- 5. LABELS (*NAMELOC*)
- a. Large print disk labels with sources and instructions.
- Wrap-around disk catalogs.
- 6. UTILITIES
- Disk/file management (DISKU)
- Graphics conversion TIPS, etc to I format (TIPS MANIPULATOR))
- c. Groups graphics by topic on disk.

LOAD PROGRAM

from the pages of the HOCUS newsletter, April, 1993

OK, boys and girls, here is the "definitive" load program for XB which will run a variable as a program. It can be edited, resequenced, placed in any part of the program, smashed, crunched, merged, whatever you want to do. I havve used "unusual" variable names so as not to interfere with any you are using. All the lines are self-contained subs except line 100 which is the line your program must eventually wind up in, with FMS being the name of the program you want to run (device name first).

How does it work? Address -31954 (>832E) contains a pointer to the CURRENT line in the line number table, is. a pointer to the pointer. By the middle of subroutine 120 we have gotten to the actual tokenized line. Line 120 finds the "RUN" token (of line 100) and advances to the length byte of the quoted string. The rest is like the previous versions, with a byte by byte replacement of the original string by the one you want, then a return to the line that does it.

BTW, if you are using TI's XB, you need a CALL INIT too.

Enjoy, Tom Freeman

100 CALL PREK(-31954,PP,QQ) :: GOSUB 110 :: RUN

"123456789A123456789B123456789C123456789D"

110 GOSUB 140 :: CALL PEEK(RR, PP, QQ) :: GOSUB 160 ::

GOSUB 120 :: GOSUB 130 :: RETURN

120 CALL PEEK(RR, PP,) :: RR=RR+1 :: IF PP=169 THEN RA=

RR+1 :: RETURN ELSE 120

130 FM:= FM: CHR:(0) :: PP= LEN(FM:) :: CALL LDAD(RR, PP-1) :: FOR QQ=1 TO PP :: QQ\$=3EG\$(FN\$, QQ, 1) :: CALL LOAD(RR+ QQ, ASC(QQ\$)) :: NEXT QQ :: RETURN

140 RR= 256* FP+ QQ- 65536 :: RETURN

ANNOUNCEMENT

Send all inquiries to: Asgari 1423 Flagship Dr. Woodbridge, VA 22192

Effective Nov. 1, 1993, ownership of Asgard Software is being transferred to Harry Brashear.

Nothing worthwhile comes easy, and Lord knows running a TI software business has never been easy. When I founded Asgard in 1983 (in fact, almost 10 years ago exactly), my software company was one of perhaps over 100 TI software providers. Over the years, I've seen all of my original competitors, almost all of the ones that came after them, and most of the ones in the "generation" after that, disappear by the wayside.

I stuck with it despite many opportunities to move on, and despite setbacks similar to those that wiped out many of my peers. I don't regret it - I learned a lot. I learned a lot about computers, business and loyalty. I learned how to tell who was honest and who was a charlatan.

When I started this business I was a teenager in high school. Ten years later, I run the Computer Department for a

major non-profit organization here in Washington, D.C. The TI-99/4% introduced me to computers in general, and opened many opportunities to me. In many ways, it made me what I am today. However, my professional and family obligations over the last 2 years have forced me to change my priorities. I haven't been able to spend much time on Asquard, and it hasn't been fair to the community, so I decided to give the company to the one person in the community I felt whose experiences and beliefs matched my own.

Over the years I have received and generated much criticism. While the TI community has been hard on me at times, through it all I've tried to be hard back. Why? I really cared about what happened to my little black and silver box - and people who care about something aren't silent when they think something is wrong. In my drive to do what I felt was best for the community, I ram over more than a few toes. I've also had my toes run over many times in return.

In retrospect, I was too hard on some people and not hard enough on others. I'd like to apologize to a few:

Craig Miller: I was one of your earliest and most persistent critics. While I still think you were trying to sell yourself as a programming genius, I slighted you by not recognizing the high quality of your work.

Larry Hughes: At the time I felt it was wrong for you to sell the kind of software you sold. It was wrong for me to say this publicly. You did some original things, and your customers found out about the rest without my help. I made much ado about nothing.

Chris Faherty: I wrote an article published in MICROpendium comparing GRAPHX to TI-Artist that was wrong. At the time I wrote it, I was angry that you took several original ideas I had and improved on them. While I still think GRAPHX was a very elegant program, and I stand by most of my opinions, it was petty of me to let my feelings interfere in such a comparison.

The 70 cr so people who paid for Press in Chicago, 1987: I wanted it so much I sold myself, and then sold it to you. It was a beautiful idea - I just wish it had been a beautiful reality. My apologies for raising expectations, and holding onto your money for 18 months before realization struck, and I returned it.

As for those I wasn't hard enough on; well, most of them have long since left the community. Some of them have already gotten what they deserved. I'm fairly confident that the rest will In time. I'm not going to name names - endings are times for reconciliation, not vindication.

Unfortunately, the TI community was what really suffered at

the hands of these people.

The TI world has had more than its share of frauds - those that would talk up something and then disappear with the money. The worst scan artists, though, were those that would talk about something for years, have endless conferences, mail out scads of detailed announcements, and then lose interest and drift away. They may not have taken too much money from people, but they did worse - they took their hopes.

It isn't the people who try and fail that harm our community as much as the people who like to talk more than try, and make claims they know they can't meet. While most of these people have moved their games to greener pastures, a few of them remain in the TI community. To the few remaining unwary 99/4A owners - beware.

I learned this truth the hard way - my own experiences. I haven't been perfect over the years and led a few wild goose chases myself, as well as have been taken in by a fraud or three. I just hope that when others judge me, that what I have done for the community outweighs what I couldn't do, or did wrong.

In any case, I'd also like to thank a few people in particular for help and wisdom over the years:

John Koloen and Laura Burns of MICROpendium: In too many ways to enumerate. The TI community was very lucky when they got these two devoted supporters.

Jack Sughrue and the guys at M.U.N.C.H.: For not looking too askance at the teenager trying to sell them software, and for supporting me through good and bad times.

Barry Traver: Tough but fair for all these years - and I

don't have any hard feelings over Peter Hoddie.

Jerry Coffey, Ed Hall, Jim Horn and many others at the recently departed Mid-Atlantic 99'ers (MANNERS): For a "home" these last 8 years.

Jeff Guide: For help in making Asquard more business-like,

and for your wry sense of humor.

I'd also like to thank the many people at the TI shows around the country - especially those in Seattle, Tucson and Ottawa - that hosted, shuttled, fed and sheltered me at the 30-40 or so TI conventions I've attended over the years.

Additionally, I'd like to thank the many authors that entrusted me with their programs.

Finally, I'd like to thank the 12,000 or so people that have bought software from me over the last 10 years - my customers. THESE are the people that I worked for for 10 years, and in the bottom line, whose opinion mattered most.

As of Nov. 1, 1993, the new address for Asgard Software will be:

Asgard Software 2753 Main Str. Newfane, NY 14108 716-778-9104

All hardware products, including the Asgard House, AMS memory cards, the Extended BASIC 3 and other cartridges will be available from:

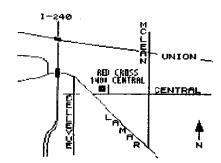
Asqard Pericherals 1423 Flagship Dr. Woodbridge, VA 22192

My involvement in the TI community will be limited solely to the hardware products sold by Asgard Peripherals. No phone calls will be accepted - all orders or inquiries should be placed by mail.

Thank you.

Chris Hobbitt October 11, 1993

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LOCATION

MAP

WORKSHOP: to be announced.

PROGRAM BIT - third Thursday

NOV 18st , 1993

MEETING: 7:00pm - Red Cross Building - 1400 Central.

6:45pm - Doors Open

7:00pm - Meeting begins, general discussion.

7:30pm - Demonstration to be announced.

9:00pm - Meeting ends.

9:15pm - Late dinner at location to be announced at meeting.

NOTICE

Information contained in TIdbits is accurate and true to the best of our knowledge. Viewpoints and opinions expressed in TIdbits are not necessarily that of the Mid-South 99 ers. We welcome any opinions/corrections from our readers. Articles may be reprinted elsewhere as long as credit is given to the author and newsletter.

GROUP INFO

Visitors and potential members may receive 2 free issues of TIGDITS while they decide if they wish to join (no obligation) on the top of your label is a cole. A Y means you are a member, means 2 free list, UG means user group and 8 means a business. Beside the Y is a date, one year from that date your dues are due. A dollar sign (\$) on the label will indicate that your dues are due. The library is open only to members. Library list is \$1. Mail order disk library access is \$2 for the first disk and \$1 for each additional disk - max of \$ 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: NOV. 18, (3rd Thursday!)
WORKSHOPS: TO BE ANNOUNCED

24HR TI BULLETIN BOARD

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I.IBRARY ADDRESS

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