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also THE MYARC GENEVE 9640

Robert Peters
President, OH MI TI
225 S. Wheeling
Oregon, OH 43616
(419) 693-7934

Don Turner
President, New Horizons
1690 Idlewood Street
Toledo, OH 43615
(419) 537-1454

(419) 385-7484
TICOMM BBS
>>> 24-HRS <<<
SYSOPS
> TURNER - MILLS <

Meeting; 09 Sept'88 Fri
Oregon #2 Fire Station
Time 7:00 Pm.

Meeting; 10 Sept'88 Sat
Unity Church Secor Road
Time: 12:30 Pm.

THE NEWSLETTER STAFF

Roger & Judy Feinauer Earl Hoffsis Pat Hunsinger

LOCAL CONTRIBUTIONS BY;

Bill Tiep

From

N.W. OHIO 99'ERS USER GROUP
%First Church Unity
3535 Executive Parkway
Toledo, OH 43606
Attn. Earl W. Hoffsis

Dallas TI Home Computer GP
c/o Louis Guion
PO Box 29863
Dallas, TX 75299

PRESIDENT'S CORNER

NEW HORIZON

by DON TURNER

Greetings to all the members of **NEW HORIZONS**. The past summer sure was a hot one. I would like to start the Fall off with all of the members at this months meeting. Be sure to attend or you could miss something that would benifit you. We will be meeting at **UNITY CHURCH on Executive Pkwy at 12:30 on September 10th.**

I would like to thank everyone who donated to the June party. Your continuing support made the party a grand success! I would like to add a warm thank you to TIM TAYLOR for his splendid demonstration of the mail software.

This month we will have a new club disk available. The new club disks will be on sale at the club sales desk. See Joni for more details. Attendance is declining rather rapidly with each passing month. Myself and the officers would like to see that trend change for the better. Your attendance is what makes the club an enjoyable experience. Each member is like a shareholder in this organization. Your membership is like common stock, it gives you voting rights and pays dividends!

This month I would like to put a question to the floor during the meeting. A member approached me during the June meeting and asked if we could change the format of each meeting a bit. Mr. Strobell has an idea that is intresting as well as useful. He would like to start a workshop for everyone. If his idea is adopted then a sweeping change will be made. I think everyone should be there to offer some thoughts and or objections.

We need to set up a nomination commitee to nominate club officers for 1989. I would like to have at least 3 people work on this commitee.

This month we will have at least one demo. Ellen Thompson is planning to demo BIBLE TRIVIA. Anyone having anything they want to show, bring it in and give us a demo.

MICROPENDIUM is available each month at the club sales desk. These are in limited quantities so be sure to get yours while they last. **MICROPENDIUM** has some of latest news and software concerning the **TI-99/4A** and the **GENEVE 9640**. Also it has reviews on software/hardware and much much more.

Anyone who has borrowed from the lending library and the exchange newsletters should return them this month so that we can update our library and get it ready for September. Please return the exchange newsletters to **BURR MALLORY** and the software to **CHRIS DEWY**.

NEW HORIZON
MEETING DATES
FOR 1988

SEP 10 at 12:30 pm
OCT 15 at 12:30 pm
NOV 12 at 12:30 pm
DEC 10 at 12:30 pm

Good morning, George—How did your program test go last night?

THE EDITOR
by Roger Feinauer

Hello to all and I hope we all had a very good and exciting vacation. Now that we have had a rest from our computers we can know go back to were we left off with new eye's, and renewed visions.

First we must ask were have we been, and were are we going? Are our clubs satisifing our needs or are they not? And if the answer no! Then we must ask ourselfs this what part have I play in adding to the essence that is what we call our club. After all our User Group is nothing more then the total sum of all our members. And this mix of different personalities, and many different indevers of life add to the flexability of our clubs. So in this if you ever have come away from a meeting dissapointed and saying I seem to lost out or didn't seem to get anything from this meeting. Ask what have I as a menber given to the meeting if the answer is nothing, then we all have lost something as I believe all members are important.

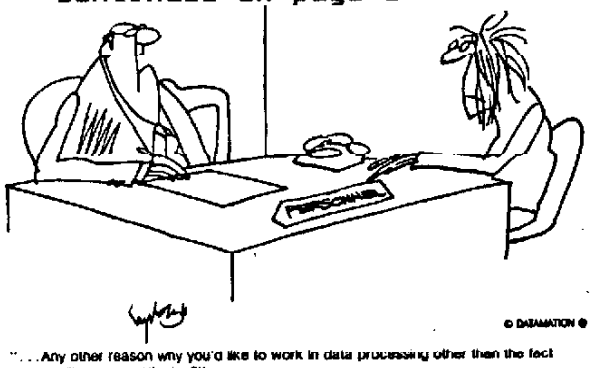
This month we need to think of two things first the up and comming elections for officers in our clubs. And secondly do we plan to have a Christmas party in December. You say we have two or three months before then. Well we will only be togather as a group 2 or 3 times before then, so it's important we decide what we want to do. So if you are asked for some of your time for either of these items please say yes, as there is more then just programing in a computer club. So this gives an opportunity to the non-programers a chance to give what they are good at to the clubs. Please bring a friend and yourself and your ideas to this months meeting and join in the FUN.

MACHINE CODE MASTERY
FUNNELWEB FARM

The ultimate way to get at the real potential of the TI-99/4a is to write or run machine code programs. The next best thing is TI-Forth, but that's grist for another mill. Originally TI did not intend that users would ever write their own machine language programs and provided no hooks at all in console Basic to link to machine language routines, or to allow direct access to machine functions. The same sort of corporate marketing contempt for the customer led them to put calculator keys on the original TI-99/4. They weren't and aren't alone in that attitude of contempt for the user .... look at the IBM PCjr years later, or the Apple Macintosh.

And when they did bring out the expansion system, it still did not realize the potential of the TMS-9900 processor because of the fractured memory map and conversion of the 16 bit data path to successive 8 bit slices for all but a small part of CPU memory space, adding that insult to use of external memory with wait states. However when TI finally made machine code available to users they did it in style, adapting their mini-computer software for the purpose. Some of the programs supplied still contain traces of their origin, such as memory mapper instructions relevant only to the larger 990 minis.

continued on page 6



"...Any other reason why you'd like to work in data processing other than the fact that you like air conditioning?"

****

TI-BASE
Report Card

Performance.....A+
Ease of Use.....B+
Documentation.....A
Value.....A+
Final Grade.....A

Cost $24.95 + 1.50 Postage and Handling
Manufacturer:INSCEBOT Inc.,
P.O. Box 291618, Pt. Orange, FL 32029

Requirements: Disk system, 32 K, Extended Basic, Editor-Assembler or Mini-memory. Printer optional. A RamDisk is optimum storage.

Shipped with 2 SSSD disks, manual and overlay strip.

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TI-BASE ver 1.01

A review by,
Barry Long, CPUG
Harrisburg, PA

Recently our Users Group was contacted by INSCEBOT with an inquiry as to whether we might be interested in demonstrating their newly released TI-BASE. As the Secretary for the CPUG, I replied back that yes, we would. To my surprise, Dennis Faherty responded almost immediately by return mail with ver 1.0 of TI-BASE. (That's plus #1)

I have used or tried many of the 'other' TI related Data-bases over the years since I purchased my machine, and I was a little skeptical when I read the letter, but, I am always on the look-out for the "perfect" Data-base, boy was I surprised!

The program comes with a very good documented manual, as manuals go. It comes with two disks. The first is the actual program disk while the second is a TUTOR disk.

I read the "Start-up" introductions and proceeded to load the main program disk. It did seem to take awhile to load, but, I guess all good things are worth the wait.

The first item is a Title Screen after which the program prompts you for the date. Once the date is entered, it loads the first command file called "Setup". This displays your system parameters. If you have only one disk drive, or a serial printer, you will have to MODIFY the Setup to work properly.

The manual instructed me to load the "TUTOR" disk and follow along with the program. This lasts about 20 minutes or so, depending if you want to 'Pause' or not. Pause is controlled by depressing the 'Space Bar'. Resume is done by pressing the 'S' key. The TUTOR program is well done and it shows the author spent some time on it. After the TUTOR is finished, you will be sent back to the main program.

TI-BASE is a very complex, inter-relational data-base. That's right, I said "inter-relational". You can open up to 5 different data files at one time and move from one to the other with the "SELECT" command. This allows you to scan different data-files for common related data and print or display it as you so choose.

This alone was impressive! But, there's more! (That's plus #2)

You have the ability to create a "COMMAND" file with a DV80 text editor. The "COMMAND" file will "run" and operate your data base for you. (up to a point). Similar to the "batch" files on the "other" system. (That's plus #3)

You "CREATE" your own data-fields. The prompts let you know how much space is available for the field title, etc. You may have up to 17 fields, and 255 characters in each field. The optimum storage will allow 16,129 records in one data-base. Note Ver 1.01 will only hold 8,192 records. (only, gee!)

You can SORT on any field (this can be slow if the Data-base is large), FIND any item in the Data-base in rapid time. You have 12 mathematical functions available, including SQR, LOG, SIN and ATAN to name a few. You can Contenate the characters, TRIM trailing blanks, 5 BOOLEAN commands as well as several LOGICAL commands. The DATE is preset for Month, Day and Year. ie: 06/21/88. This is handy for entering dates in your assigned field (if you create one). (Plus #4)

You can MOVE data from one slot to another at your will. EDITING is fast and you can EDIT either by record or by Paging forward and backwords. Or, using the FIND command to locate a particular file. You may DELETE an individual record or the entire Data-base with one keystroke (warning, it is FAST).

The APPEND mode allows you to input data and will add the data into the file as quickly as you can hit either Enter after the last field or F-8 (EXECUTE). F-9(ESCAPE) will ignore your last input and return you to the master command prompt. You may MODIFY your fields as you choose, but, like any good data-base, you could lose data if your field length is different than originaly created. A warning prompt will respond if this can happen, and the decision will be up to you to proceed. (Plus #5)

My demonstration of this unique and exciting new program appeared to go well with our Users Group and I did place several orders with INSCEBOT for the package.

In closing, I must state that TI-BASE is definately not for the 'Novice' TI user. You must have 32K, RamDisk (optional), several disk drives (preferred), with a printer (optional). It will work out of Extended Basic, Editor-Assembler or Mini-Memory.

Some of the drawbacks are:

1. Slow loading
2. Slow sorting
3. Manual could be improved both in content and choice of print.
4. A sample data-base included with the program might help to illustrate the various features in actual use. The TUTOR file is nice, but an actual hands-on file would be better.

The pluses are:

1. Speed of the actual search and commands.
2. The ability to sort on any field.
3. The ability to find your particular data FAST!
3. Automatic saving of your data prior to quiting.
4. The large (extremely) storage capacity.
5. The interaction betweem up to 5 data-bases at once.
6. The large mathematical capabilities. (CFS is the closest).
7. The inter-relational capabilities.

This is the first I have ever seen for the TI. (ACORN 99) was too complex and slow. TI-BASE is FAST!

For the small investment that INSCBOT is asking, $24.95 + SH, I would highly recommend it to anyone who needs a GOOD Data-Base. If Texas Instruments would have introduced this back in the beginning, there would not have been a 'Black Friday'. This has anything that I have seen on the '64' put to shame.

The service that I received from Dennis Faherty has been superb. I discovered a mild 'bug' in ver 1.0. I called INSCEBOT the following morning and Dennis returned my call that evening. Version 1.01 was shipped out the very next day. I talked to INSCEBOT today (6/21), placing my order and giving him my gripes and pleasures. He indicated my suggestions were very welcomed. I like dealing with INSCEBOT and would recommend them to any and all.

Now, if only the authors of FIRSTBASE would respond to my earlier request, I could make a fair comparision.

Respectfully yours,
Barry Long
Central PA 99/4A Users Group
P.O. Box 14126
Harrisburg, PA 17104-0126

WIZ/TIB

(end of file)

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INCREASING 32 K. 0 WAIT******** — ***STATE RAM IN THE 9640 ***********

Topic 15 Thu Mar 24, 1988 JOHN.J at 10:38 EST Sub: Increasing RAM memory on the 9640 Discussions on ways to up the byte count, or, how to take a long time on the memory check. 1 new messages

********** ---------- Category 6, Topic 15 Message 6 Sun Aug 07, 1988 E.HALLETT [EDWARD] at 21:03 MDT WELL I FOUND PIN 48 ON THE GATE ARRY !! AND NOW HAVE 64K OF HIGH SPEED NO WAIT STATE RAM. YOU HAVE TO PIGGYBACK A SECOND 32K CHIP ON TOP OF THE FIRST ONE (ALA HORIZON!) EXCEPT FOR PIN 20 THE CHIP SELECT LINE. RUN A JUMPER FROM PIN 20 OF THE NEW CHIP TO PIN 48 OF THE GATE ARRY. TO LOCATE PIN 20 OF THE GATE ARRY AY LOOK AT THE BACK OF THE 9640 CARD. THE RIGHT PIN IS THE 5TH ONE FROM THE LEFT ON THE TOP OF THE BOTTOM PAIR OF ROWS. THERE ARE 13 PINS IN THIS ROW AND 11 PINS IN THE ROW BEN UNDER IT. PIN #1 IS IN THE UPPER LEFT CORNER (WHEN VEIWED FROM FRONT SIDE OF BOARD) JUST LIKE ANY OTHER CHIP. IF YOU STILL CAN'T FIND PIN 48 LET ME KNOW AND I'LL SEND UP A PICTURE. MDOS AUTOMATICALLY FINDS THE EXTRA 32K UPON BOOTING. YOU CAN DO A CHECKDISK (CHKDSK) TO SEE HOW <RETURN>, <S>croll, <Q>uit or <E>xit ? MUCH MW EMORY IS AVAI; LABLE AND TO VERIFY THE MODIFICATION. MDOS FILE HEADERS OF 46 AND 47 DETERMINE IF AN MDOS PROGRAM LOADS INTO HIGH SPEED RAM OR REGULAR RAM. I HAD PATCHED THE PREVIOUS VERSION OF GPL TO USE THIS EXTRA HIGH SPEED RAM IN TIMODE, BUT THE NEW VERSION 1.01 OF GPL APPEARS TO BE ENCODED AND IT DOSN'T AUTI OMATICALLY UTILIZE THE EXTRA 32K HS RAM. THE EXTRA 32K HS RAM IS LOCATED AT PAGES E8,E9,EA,EB IN THE MEMORY MAP. SO YOU CAN PAGE IT IN FROM YOUR OWN PROGRAMS, OR HAVE YOUR PROGRAM CHECK TOO SEE IF THE EXTRA 32K HS IS AVAILABLE AND USE IT IF IT IS. CURRENTLY GPL USES PAGES EC,ED,EE,EF OF THE ORIGINAL 32K HS RAM . THEY ARE USED AT >8000->1FFF >2000->3FFF >8000- >9FFF AND >A000->BFFF. PAGE 03 MUST BE MAPPED INTO >C000->DFFF DUE TO A HARDWARE BUG, BUT A BLOCK OF HS RAM CAN BE MAPPED INTO >E000->FFFF TO INCREASE THE SPEED OF PROGRAMS IN TIMODE. (GPL). SINCE THE NEW MDOS AND GPL CAN RESIDE IN MEMORY AT THE SAME TIME YOU ARE LIMITED TO A RAMDISK SIZE OF ABOUT 120K IN YOUR AUTOEXEC FILE. WITH THE EXTRA 32K YOU CAN GET THE RAMDISK BACK UP TO ABOUT 152K. ALLMOST AS LARGE AS THE PREVIOS VERSION'S 100K LIMIT. OK NOW LETS SEE IF WE CAN FIGURE OUT HOW TO INCREASE THE ONBOARD DYNAMIC RAM FROM 512K TO 1 MEG!!!!!!!!!!!! LETS KEEP THE INFO FLOWING!! EDWARD ----------

****

Subject: Looking for and RLE
To: ALL
From: ERIC MEININGER 38
Date: 07/16/88

Does anyone have a copy or the original TI program Star Wars (or maybe it's Star Trek?)? - I have a friend who would like to have it. If you have it, could you please upload it?

Also... How do I convert a TI-Artist picture so that it is in D/V 80 format so it can be downloaded as an RLE? If you download and view a picture on OMEGA, it saves it in TI-Artist format. Can anyone help?

Subject: ARTIST-->RLE
To: ALL
From: JAMES STRICHERZ 129
Date: 07/19/88

To convert the DV80 file to RLE,
1) save the DV80 file as a PROGRAM IMAGE from the Main menu of Ti-Artist
2) Using a copy of the standalone RLE viewer, read in the PROGRAM IMAGE file. Wait till the pic is displayed and press "S" and then use the space bar to toggle the selections.

Category 6, Topic 5
Message 6 Sun Aug 07, 1988
R.HALVORSON at 16:32 CDT

I don't know if it is just me but I am unable to use the ATTRIB command to protect or unprotect files in MDOS. It is there because it will give the status of the files. >>>>>>>>rkh<<<<<<<<<
Category 6, Topic 5
Message 8 Sun Aug 07, 1988
DSD [Scott] at 19:13 EDT

They changed the Attribute command from R to P... Undocumented feature as the saying goes.

MACHINE CODE MASTERY

First let's look at how machine code programs are recorded as disk or cassette files, and then survey the modules which allow these files to be loaded and executed. These files come in two forms. The most direct form is as memory image files, in which the actual contents of a block or blocks of memory are stored, with control information appended. These are known as PROGRAM files in TI-99/4a language (and correspond to .COM or .CMD files in other systems). TI Basic and XB programs are also stored in this format, which can be saved to and loaded from cassette as well as disk. The other kind, usable only with a disk system, is the assembly tagged OBJECT file. In normal usage of the TI-99/4a, object files are created to be relocatable in memory by the loader, and the programmer does not have to know explicitly where the loader has placed them, and calls their entry points up by name. None of the primitive USR or suchlike business. There are 4 (maybe 5) modules available which can load and run machine language programs. They all have different capabilities and limitations.

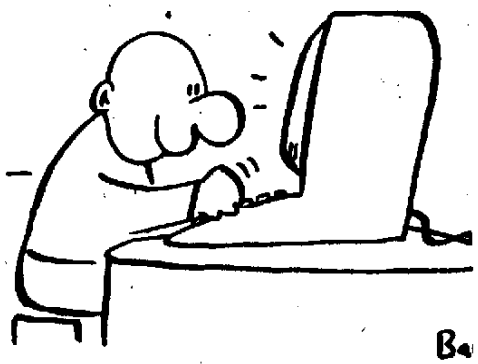
Editor/Assembler

The primary one is EDITOR/ASSEMBLER which is necessary for creation of relocatable object files (... well you could write one with a word processor but that would be masochism of a high order, exceeding even direct POKEing of machine code bytes). E/A will load any of the machine code file types mentioned above, from its menu screen. The LOAD AND RUN option handles both uncompresed and compressed tagged object files, and will resolve REFerences by name from one object file to another, or to standard system names. Uncompressed object files represent bytes in Hex notation, and take about twice as much disk space as compressed object files. Invocation of LOAD AND RUN re-initializes the memory pointers completely while loading the system utility routines such as VMBW from GROM storage, so if a sequence of file loads is interrupted by an error, it must be started all over again.

E/A adds CALL LOAD and CALL LINK to console Basic to allow these same object files to be loaded and accessed from Basic. The standard utilities such as NUMREF for communicating with the Basic program must be loaded as a separate file BSCSUP.

E/A will also load and run from the RUN PROGRAM FILE option, program files of machine code, prepared according to a specific recipe as SAVE files. The details of these will be a subject for HV99 News articles in the future. It will load them from cassette as well but I can't see anyone doing that in preference to using disks, unless perhaps they have installed the TIUP internal memory expansion mod in the spare console that gets taken away on holidays. No provision exists in Basic to load SAVEd program files from Basic as they could overwrite part of the Basic program in the VDP on the way in.

THE WALL STREET JOURNAL



"I program, therefore I am. . . ."

Extended Basic

The next module which can load assembly code is our old friend EXTENDED BASIC. This is much more limited than E/A in what it will handle. Firstly it recognises only the 8K low memory area from >2000 to >4000 for loading relocatable object code. Absolute code can be loaded, or RAM buffer areas used in the lower part of high memory once it is known how far down this is filled by the XBasic program. The loader does not handle external REFerences, and the utilities loaded by CALL INIT in XB are missing the most useful one - DSRLNK, and GPLLNK as well. The Basic support utilities are loaded by CALL INIT from GROM. The assembly source code has to locate them with EQUates. A minor difference from E/A is that CALL LINK always hands over control in the GPL workspace. Programs written to LINK to E/A Basic will almost always need at least minor modifications to LINK to XB successfully.

The operational hangup with XB is that the loader is written in GPL and is painfully slow. A long assembly routine, such as Text to Speech, may take several minutes to load (shades of the Commodore 64's disk system). The usual way round this is to load an assembly language loader which in turn does a faster load of the longer program. The great virtue of the XB module that sets it apart from the others is that it supports auto-RUNning from disk, as soon as the module is selected, of an XB program DSK1.LOAD which can then load further programs. The other reason for preferring XB is that it is a vastly more powerful language than the mildly enhanced console Basic offered by E/A. Unlike E/A it can never load machine code programs without Basic as an intermediary.

Mini-Memory

This module has its own particular charm as the only one which allows access to machine code without the 32K memory expansion and using cassette storage. In this mode a LINE by LINE (or immediate input) Assembler allows standard TMS-9900 mnemonic assembly code to be entered in a restricted format. This is a descendant of TI's board level 990 evaluation systems. Only 700 odd bytes are available in the module's 4K of CMOS RAM after loading the assembler but I can't imagine anyone wanting to do programs longer than that with L by L. Still it's enough to do a pretty fair Game of Life program. MM also contains a full set of system utilities and Basic support routines in ROM and EASYBUG in GROM, a monitor program that is useful but much less powerful than the E/A DEBUG.

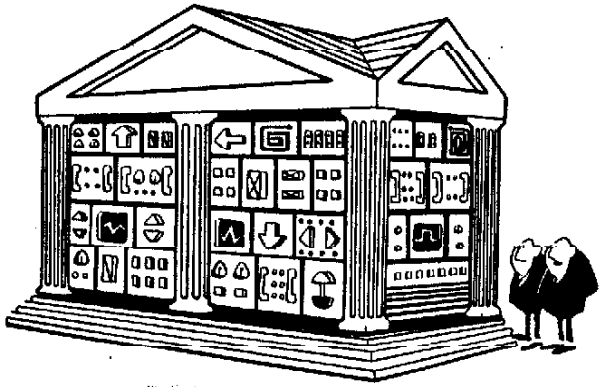
MM is even more useful in a fully expanded system. It does not provide the Editor and Assembler features of E/A, but offers more scope for loading and running programs. Firstly there is 5-6K more RAM available, 4K of CMOS RAM in the cartridge and the saving of space in RAM because of the utilities in cartridge ROM. Its principal deficiency as compared to E/A is the lack of a PROGRAM file loader, but this can be easily remedied by writing your own to reside in MM cartridge RAM. Even the L by L Assembler, as well as EASYBUG, remains useful for occasional little purposes anywhere in RAM, and I have prepared a disk based version for convenience.

E/A object code, even compressed, is loaded successfully as long as REFs are used for system utilities and Basic support routines. EQUates as used for XB code will only get it right for one module. The loader has one more space, cartridge RAM, to place relocateable object code as a last resort. I have not yet experimented to see whether the loader will link object files with external references as the E/A loader does. The MM manual, never a fount of information, is silent on this point.

MM does not erase its DEF table unless it is explicitly done by one of several means. The table survives a return to the title screen, and even switch-off if the internal battery is still alive. This is different from E/A's workings, and must be taken into account for better or for worse. Code in memory expansion does not survive switch off even if its name lives on.

TI-WRITER

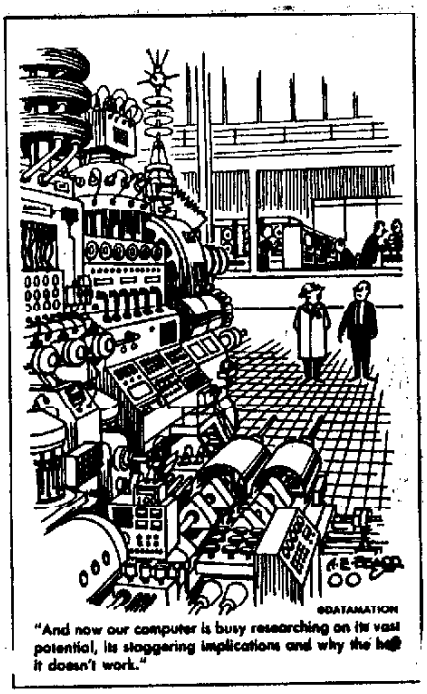
Now we leave the modules which can load files under any name for one which loads program files with particular names. TI-WRITER tries to load an E/A type SAVE file from DSK1 under the name EDITA1 (and successor filenames) when the EDITOR option is selected from the menu screen. If you have followed the E/A manual's advice on using the SAVE utility with TOMBSTONE CITY as the victim, take the file so generated and place it on a fresh disk under the name EDITA1 and place in DSK1. Then fire up TI-WRITER, choose the Editor option, and see what happens. Extension to Formatter and Utility options are obvious. It may provide light relief to heavy TI-WRITER sessions. More seriously, short of writing a PROGRAM file loader to be loaded by XB using DSK1.LOAD, it is the nearest that the TI-99/4a comes to an auto-loader for machine code program files.



"I think I've spotted the problem . . . the architecture doesn't match the hardware."

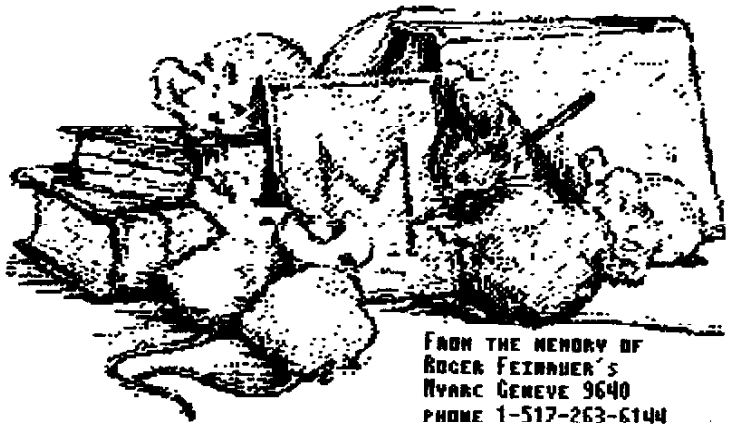
© DATAMATION

SNOUTSUCKING SAG WORM
(datis obliteratis)



©DATAMATION

"And now our computer is busy researching on its vast potential, its staggering implications and why the hell it doesn't work."



ED-GENEVER

by Roger Feinauer

First off let me start by saying there is a rummer going around that Myarc may not include booting from Mdos 1.1 from the Hoizion Ram disk. This would mean booting system/sys from from either a disk drive or a hard drive. As I stated this is only a rummor at this time. Well I made a call to Myarc to find out about the rummer and see if it is true. They said that the HD header will remain in rom and that DSR's will be added to the system. But hardware designers will need to write threre own code for their device to the specifcatons given my Myarc. Then in the case of a ram disk another patch of code needs to tell the system it's size, format, were it resides and the like. But it is a wait and see proposition ,and we will see in time what this is. I think if you prefer to use a ram disk, to boot Mdos then as a user you should make it known to Myarc that you don't need any hassles. After all we had the ramdisk to boot from long before, and to think of it were still waiting for hard drive support.

As I have stated in an earlier article I have been having trouble with my Rave99 Speech Card. I called John McDevitt phone 1-203-872-9272 and told him about my problem. That was when I changed the progran in GPL, the Speech card would light up and lock up the system meaning I had to reboot the whole computer. Well he told me that I was the first to complain about this and to send in my card for testing. In less then a week I received in the mail a new card at no cost to me. Trying it out I find that at times It still locks up the computer. But mot in changing GPL programs but when I use older programs that were written to run on the 99/4A and the Geneve. Such as Font Writer and Calender 99. And then only when I tryed to print the graphics. Which means and i'm olny guessing that it has to do with the differences in the way the 99/4A and the Geneve process the programs. You have to remenber the Geneve is still in the developing stage, that is both Mdos and GPL are changing. In the last two months Mdos has gone from V.1.01 to V.1.08 and GPL is now V.1.02, and MYWORD is now V.1.2C not to mention MYART at V.1.4 .

It has occured to me some of you out there know very little about the Geneve except that it has a lot of potential. Well to start off the Geneve comes with an IBM style keyboard and a card that takes the place of the TI-interface card in slot no.1 of the expansion box. On this card you get 512 K. CPU ram and 128K. VDP ram. Ports for your monitor,mouse (MYARC) only, TI style JOYSTICKS,and the input for your key board. The software that comes with the computer at this time is Mdos WHICH is your OPERATING SYSTEM. You Have to have this on a disk,ramdisk.or hard drive when you start the computer. From this point it is very much like a IBM system. The next piece of software is called Csave which is used to save your TI-command modules to disk. It is important to understand you MUST use this software with your

99/4A still hooked to your system so use this software before you even think of hooking up your Geneve . There are two forms of this program one in EA OPT.3 the other is in EA OPT.5. The docs that come with the software tell you how to do this. The important thing is that the 99/4A has a cart port and the Geneve doesn't, so don't get ride of your 99/4A. You may need it for further additions of cartridges. Next piece of software will be at this time used almost as much as Mdos. That is GPL, this is six program image prgrams that are loaded from Mdos to give the Geneve the 99/4A operating system. When GPL is loaded you get a menu that allows you to set up the speed of the system,erase cart space,protect spaces >6000-6FFF ,and >7000-7FFF and load the cart. you saved with Csave. I hope this gives you a little insight on the Geneve.

One of the things I missed most on my Geneve was speech. So when I got my Rave99 speech card I first tryed it with the TE-2 cart and it work fine. But liking the power of Extended Basic tryed this also and found that it worked great. But still not satisfyed as XB will only give you the words predefined in the rom of the speech synthesizer. Sure they give routines in the back of the manual for adding suffixes to the speech words. But that seemed to be too much work. Then I remembered a disk I have that that gives XB the capability to combine words in text, to speak almost any word in the English language and still all the power of XB. Which means that the Text To Speech Disk works in the Myarc Geneve 9640.

Ti-Artist on the Geneve one of the big problems of porting a program from one computer to another even when they may seem to be alike. On the Geneve you have 9995 cpu,and on the 99/4A you have 9900 cpu. They are from the same family of processors but at times do things a little differently. I have with Ti-Artist found that after changing some of the address in the program as shown in MICRopendium the program ran. But when I went back to the boot menu the computer seemed locked up. What I found was that by pressing the control,shift, and alt. key's on the left side of the key board about three times I again had cotrol of the program. And every time you return to boot menu you have to do this again.

In closing I know this newsletter goes to other clubs across the country and I would be interested in hearing from anyone who has anything of interest related to the Geneve as a matter of fact the 99/4A as I believe this is our strength. That is exchange of information between the clubs.

One last item this week I received copies of both Mdos 1.08 and Mdos 1.06. I understand that 1.06 is the Dos they are sending with their Hard Disk Floppy drive controller card. As I don't have this card I can't tell you much on this. I do have Mdos 1.06 up and running with a new type of GPL. The GPL will give you a menu and allow loading from disk GPL programs like Extended Basic, E/A, and the like. But at a cost of not having Ti-Basic as the Menu uses this space. So this means if you saved any carts that use basic they won't work. I think it would be a nice touch if they added another file to GPL that would allow switching between the Menu and TI-Basic. Also if you have a Pheonix HRD you can switch between 256k. 8 bit and 800k. 16 bit. a nice touch. And lastly TI-BASE I have been told

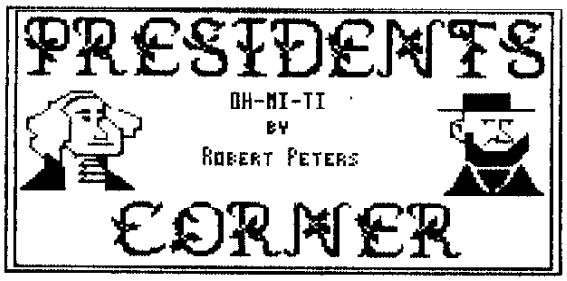
works on the Geneve but locks up if you use the help screens. Can't say as I haven't got it yet. See you next month roger.

****

BABE RUTHSeee
Part 1:
4 cps. brown sugar
1 cp. cream
1 cp. white syrup
Cook until it will form a ball in water.
Part 2:
2 cakes German's sweet chocolate
1 cake bitter chocolate
1 cake paraffin
Melt in a pan of water. Beat Part 1 mixture until it is stiff, add 2 qts. of crushed peanuts to Part 1 mixture. Shape and dip in Part 2 mixture.

Mary H. Bostianee

OLD*FASHIONED SPONGE CANDY***
1 cp. sugar
1 cp. dark corn syrup
1 Tb. white vinegar
1 Tb. baking soda
In a large saucepsn, combine sugar, corn syrup and vineger. Cook; stirring constantly until sugar dissolves. Cover pan one minute to allow steam to wash down sugar crystals that have formed on the sides of the spn. Then uncover the pan and cook, stirring until candy reaches the hard crack stage- 300o on a candy thermometer, or when the syrup separates into brittle threads when drq pped into cold water. Remove pan from heat; add baking soda and stir quickly and vigorously. Pour immediately into a 9X9X2" greased pan. Mixture will bubble and spread up and out. Cool in pan on wire rack. When completely cool break into pieces. Store in a tightly covered container up to two weeks. Makes about 1 pound.



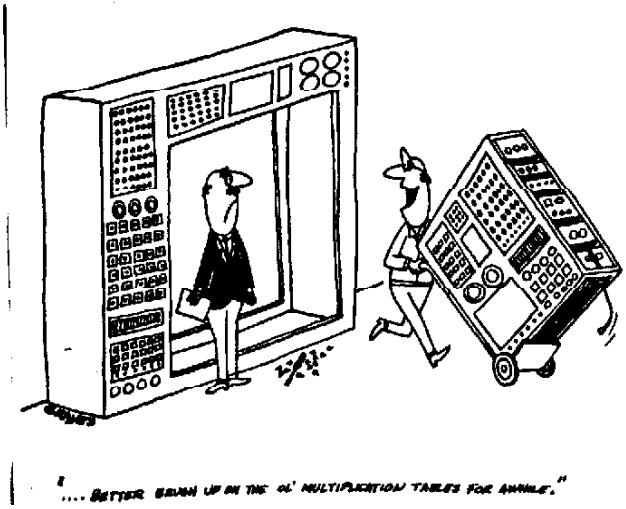
I hope everybody had a nice summer. This is the second time I've had my TI turned on all summer. The new baby , family and heavy work load eat up the time.

We recieved a copy of FunnelWeb 4.1 from the Lima Group. It will be available for copying at the meeting. I would like to thank the Lima TI users group for the software.

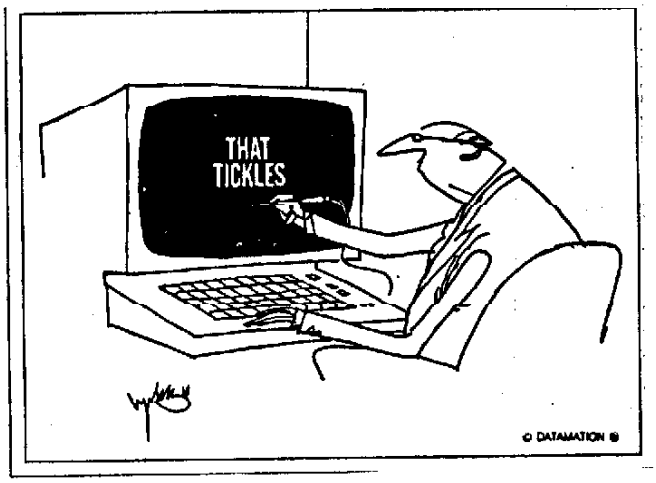
There will be a demo of PLUS. It is a great piece of software for use with TI-WRITER. The instructions are the best I've seen for IF. (Include File). It come s with 6 character fonts and the ability to call them up at any time. It also has the capability of including graphics in your document.

The meeting will be at Oregon #2 Firestatio n, at 7 P.M., Sept. 9, 1988. See you there!

ED note.....
Bob i'm sorry for the placement of your article but, this was the only space I had left. One last thing I saw the demo of FunnelWeb V.4.1 And I think it does for the 99/4A what menu does for the ramdisk.. A MUST HAVE ITEM....roger



"....BETTER BRUSH UP ON THE OL' MULTIPLICATION TABLES FOR AWHILE."



Program [illegible]. Word Maker

```
100 CALL CLEAR
110 DISPLAY AT(10,9):"STAND BY..."
120 FOR L=1 TO 55
130 READ A :: SUF$(1)=SUF$(1)&CHR$(A)
140 NEXT L
150 FOR L=1 TO 29
160 READ A :: SUF$(2)=SUF$(2)&CHR$(A)
170 NEXT L
180 FOR L=1 TO 20
190 READ A :: SUF$(3)=SUF$(3)&CHR$(A)
200 NEXT L
210 FOR L=1 TO 37
220 READ A :: SUF$(4)=SUF$(4)&CHR$(A)
230 NEXT L
240 FOR L=1 TO 13
250 READ A :: SUF$(5)=SUF$(5)&CHR$(A)
260 NEXT L
270 FOR L=1 TO 29
280 READ A :: SUF$(6)=SUF$(6)&CHR$(A)
290 NEXT L
300 FOR L=1 TO 39
310 READ A :: SUF$(7)=SUF$(7)&CHR$(A)
320 NEXT L
330 FOR L=1 TO 7
340 READ A$ :: SUFFIX$(L)=A$
350 NEXT L
360 CALL CLEAR
370 DISPLAY AT(2,8):"WORDMAKER"
380 DISPLAY AT(6,1):"1 - ADD A SUFFIX" :: DISPLAY
    AT(8,1):"2 - MAKE A NEW WORD"
390 DISPLAY AT(12,1):"SELECT----> _" :: ACCEPT AT(
    12,13)VALIDATE("12")SIZE(-1)BEEP:OPT
400 ON OPT GOTO 420,680
410 GOTO 360
420 CALL CLEAR
430 DISPLAY AT(2,5):"ADD A SUFFIX"
440 DISPLAY AT(6,1):"1 - ADD ING" :: DISPLAY AT(8,
    1):"2 - ADD S AS IN CATS"
450 DISPLAY AT(10,1):"3 - ADD S AS IN CADS" :: DIS
    PLAY AT(12,1):"4 - ADD ES AS IN WISHES"
460 DISPLAY AT(14,1):"5 - ADD ED AS IN PASSED" ::
    DISPLAY AT(16,1):"6 - ADD ED AS IN CAUSED"
470 DISPLAY AT(18,1):"7 - ADD ED AS IN HEATED"
480 DISPLAY AT(20,1):"SELECT---> _" :: ACCEPT AT(2
    0,12)VALIDATE("1234567")SIZE(-1)BEEP:SF
490 DISPLAY AT(22,1):"WHAT IS THE WORD?" :: ACCEPT
     AT(23,1)BEEP:WORD$
500 CALL CLEAR
510 CALL SPGET(WORD$,W$)
520 LW=LEN(W$)
530 DISPLAY AT(4,1):"TRUNCATE HOW MANY?" :: ACCEPT
     AT(4,20)VALIDATE(NUMERIC)SIZE(-2)BEEP:TRUN
540 IF TRUN>=LW-3 THEN 530
550 TR=LW-TRUN-3
560 NW$=SEG$(W$,1,2)&CHR$(TR)&SEG$(W$,4,TR)
570 NEWWORD$=NW$&SUF$(SF)
580 CALL SAY(,NEWWORD$)
590 DISPLAY AT(18,1):"NEW WORD OK? Y OR N _" :: AC
    CEPT AT(18,21)VALIDATE("YN")SIZE(-1)BEEP:OK$
600 IF OK$="N" THEN 500
610 CALL CLEAR
620 DISPLAY AT(4,1):"WORD: ";WORD$
630 DISPLAY AT(6,1):"TRUNCATE: ";TRUN
640 DISPLAY AT(8,1):"SUFFIX: ";SUFFIX$(SF)
650 DISPLAY AT(12,2):"PRESS ANY KEY TO CONTINUE"
660 CALL KEY(3,K,S):: IF S=0 THEN 660
670 GOTO 360
680 CALL CLEAR
690 DISPLAY AT(3,6):"MAKE A NEW WORD"
700 DISPLAY AT(6,1):"FIRST WORD:" :: ACCEPT AT(6,1
    3)BEEP:FW$
710 DISPLAY AT(8,1):"SECOND WORD:" :: ACCEPT AT(8,
    14)BEEP:SW$
720 CALL SPGET(FW$,W$):: CALL SPGET(SW$,W2$)
730 CALL CLEAR
740 LW=LEN(W$)
750 DISPLAY AT(4,1):"TRUNCATE HOW MANY BYTES" :: D
    ISPLAY AT(5,1):"FROM FIRST WORD?"
760 ACCEPT AT(6,1)VALIDATE(NUMERIC)SIZE(-2)BEEP:TR
    UN
770 IF TRUN>LW-3 THEN 750
780 TR=LW-TRUN-3
790 NW$=SEG$(W$,1,2)&CHR$(TR)&SEG$(W$,4,TR)
800 NEWWORD$=NW$&W2$
810 CALL SAY(,NEWWORD$)
820 DISPLAY AT(18,1):"NEW WORD OK? Y OR N _" :: AC
    CEPT AT(18,21)VALIDATE("YN")SIZE(-1)BEEP:OK$
830 IF OK$="N" THEN 730
840 CALL CLEAR
850 DISPLAY AT(4,1):"1ST WORD: ";FW$
860 DISPLAY AT(6,1):"TRUNCATE: ";TRUN
870 DISPLAY AT(8,1):"2ND WORD: ";SW$
880 DISPLAY AT(12,2):"PRESS ANY KEY TO CONTINUE"
890 CALL KEY(3,K,S):: IF S=0 THEN 890
900 GOTO 360
910 REM ING SUFFIX
920 DATA 96,0,52,174,30,65,21,186,90,247,122,214,1
    79,95,77,13,202,50,153,120,117,57,40,248
930 DATA 133,173,209,25,39,85,225,54,75,167,29,77,
    105,91,44,157,118,180
940 DATA 169,97,161,117,218,25,119,184,227,222,249
    ,238,1
950 REM S SUFFIX (CATS)
960 DATA 96,0,26,14,56,130,204,0,223,177,26,224,18
    3,85,3,252,186,106,128,95,44,4,240,35,11,2,126
    ,16,121
970 REM S SUFFIX (CADS)
980 DATA 96,0,17,161,253,150,217,160,213,190,86,0,
    223,153,75,128,0,95,139,62
990 REM S SUFFIX (WISHES)
1000 DATA 96,0,34,173,233,33,84,12,242,205,166,55,
     173,93,222,68,197,188,134,238,123,102
1010 DATA 163,86,27,59,1,124,103,46,1,2,124,45,138
     ,129,7
1020 REM ED SUFFIX (PASSED)
1030 DATA 96,0,10,0,224,128,37,204,37,240,0,0,0
1040 REM ED SUFFIX (CAUSED)
1050 DATA 96,0,26,172,163,214,59,35,109,170,174,68
     ,21,22
1060 DATA 201,220,250,24,69,148,162,166,234,75,84,
     97,145,204,15
1070 REM ED SUFFIX (HEATED)
1080 DATA 96,0,36,173,233,33,84,12,242,205,166,183
     ,172,163,214,59,35,109,170,174,68,21
1090 DATA 22,201,92,250,24,69,148,162,38,235,75,84
     ,97,145,204,178,127
1100 DATA "ING","S AS IN CATS","S AS IN CADS","ES
     AS IN WISHES","ED AS IN PASSED","ED AS IN CAU
     SED",ED AS IN HEATED"
```

Program [illegible]. Speech Demo 1

```
100 FOR L=1 TO 55
110 READ A :: ING$=ING$&CHR$(A)
120 NEXT L
130 CALL SPGET("REWIND",W$)
140 TR=LEN(W$)-32-3
150 NW$=SEG$(W$,1,2)&CHR$(TR)&SEG$(W$,4,TR)
160 NEWWORD$=NW$&ING$
170 CALL SAY("I AM",NEWWORD$,"THE CASSETTE.")
180 STOP
190 DATA 96,0,52,174,30,65,21,186,90,247,122,214,1
    79,95,77,13,202,50,153,120,117,57,40,248
200 DATA 133,173,209,25,39,85,225,54,75,167,29,77,
    105,91,44,157,118,180
210 DATA 169,97,161,117,218,25,119,184,227,222,249
    ,238,1
```

Program [illegible]. Speech Demo 2

```
100 CALL SPGET("READ",W$)
110 CALL SPGET("MOVE",W2$)
120 TR=LEN(W$)-50-3
```

Program [illegible]. Music Demo 2

```
100 T=500
110 LC=131 :: LD=147 :: LE=165 :: LF=175 :: LG=196
    :: LAF=208 :: LA=220 :: LBF=233 :: LB=247
120 C=262 :: D=294 :: E=330 :: F=349 :: G=392 :: A
    =440 :: B=494 :: HC=523
130 CALL SOUND(T,HC,0,LC,0)
140 CALL SOUND(T/2,HC,0,LE,0)
150 CALL SOUND(T/2,B,0,LE,0)
160 CALL SOUND(T,A,0,LF,0)
170 CALL SOUND(T,A,0,LF,0)
180 CALL SOUND(T,G,0,LG,0)
190 CALL SOUND(T/2,G,0,LB,0)
200 CALL SOUND(T/2,F,0,LB,0)
210 CALL SOUND(T,E,0,C,0)
220 CALL SOUND(T/2,E,0,C,0)
230 CALL SOUND(T/2,F,0,C,0)
240 CALL SOUND(T,G,0)
250 CALL SOUND(T,C,0,LBF,0)
260 CALL SOUND(T,D,0,LA,0)
270 CALL SOUND(T,F,0,LAF,0)
280 CALL SOUND(T,E,0,LG,0)
290 CALL SOUND(T/2,E,0,LF,0)
300 CALL SOUND(T/2,D,0,LF,0)
310 CALL SOUND(T,C,0,LE,0)
```

LoadF **Merging Files with the Text Buffer**

Warning: If merging a file (or part of file) into the contents of the text buffer exceeds the buffer capacity, only as much as fills the text buffer is loaded and the message "TEXT BUFFER FULL, save or purge!" is displayed on the screen. You have two choices at this point: Save all or part of the displayed file, or purge the buffer.

Note: The letter E can only represent, or be used as a synonym for, the line number of the last line of the contents of the text buffer.

Merging an Entire File

To merge a file on diskette with the contents of the text buffer, type the line number of the line in the text buffer after which the file is to be merged. Space once, then type the filename of the file. Press **ENTER** to execute the command.

Example: 13 DSK3.NAMEFILE (load the file after line 13 of text buffer)

Example: E DSK1.NAMEFILE (load the file after end of text buffer)

Example: 0 DSK2.NAMEFILE (load the file before first line of text buffer)

Merging Part of a File

To merge part of a file with the contents of the text buffer, type the line number in the text buffer after which the part of the file is to be merged, the start line number, and the stop line number of the part of the file to be merged. Then type the filename of the file that contains the part to be merged. The line numbers are separated from each other and the filename by one or more spaces. Press **ENTER** to execute the command.

Example: 203 3 116 DSK3.NAMEFILE (load lines 3 through 116 of the file after line 203 of the buffer)

Example: E 82 403 DSK1.NAMEFILE (load lines 82 through 403 of the file after the last line of the buffer)

Example: 0 24 52 DSK2.NAMEFILE (load lines 24 through 52 of the file before the first line of the buffer)