Vol.8 No.04 April 1990

NH NEW HORIZONS NEWS LETTER

NORTHWEST OHIO COMPUTER CLUB FOR THE TEXAS INSTRUMENTS 99/4A

AND THE MYARC GENEVE 9640 PERSONAL AND HOME COMPUTER

 For more information consult one of the following officers: Yearly Dues $15.00 per Family or Individual.....

THIS MONTHS MEETING APR.14,1990 SATURDAY AT UNITY CHURCH 12:30 PM.
Behind Wendy's off Secor Road on Executive Dr.

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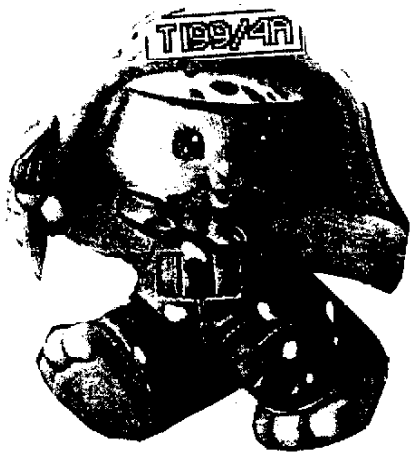

N.W. OHIO 99'ERS USER GROUP
%FIRST CHURCH UNITY
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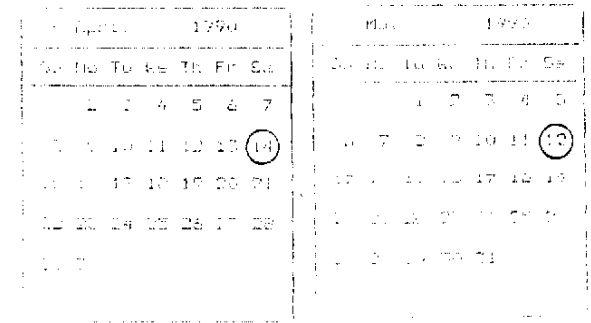
TOLEDO OHIO 43606
ATT EARL W. HOFFSIS

PRESIDENT'S CORNER

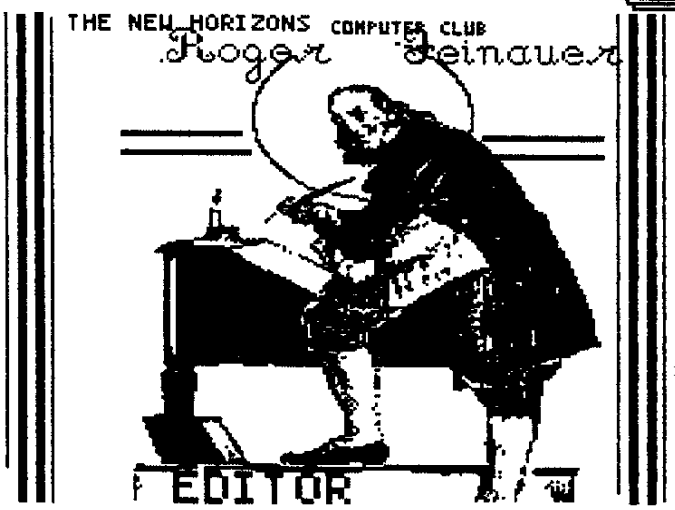
NEW HORIZON

Bill Tiep

Now that warmer weather is upon us, we begin to think of outdoor activities. These activities should include YOUR T.I. Club meeting 14 APRIL 1990 at 12:30 at UNITY CHURCH. Bud Mills and I (your pres.) went to the TICOFF in Rozell N.J. a couple of weeks ago. For the most part it was the same array of software and hardware . RAVE has developed a "PC" type box that has room for all eight PEB cards, the TI console mother board, room for three floppys, 2 hard drives, the GENEVE , a 150 watt power supply and room to stash some goodies. Berry Miller was representing a magazine on disk that he write for the GENEVE called the "9640 News". Bud Mills now has ROS Ver 8.12. This version features multiple drives without toggling from one to another. This will allow writing/copying to any drive. These drives may me ALPHA as well as NUMERIC. ROS disk includes a 'read-me' file. Our Our club disk will be games demonstrated by Master Block. Club will also offer music by Harrison Software and some utilities. Next month Club will offer two disks plus a bonus disk. Buy both club disks ang get the bonus disk for $1.00.




```
80 ! this program red$fines
 the characters 127 thru 143
to help in editing a program
which will use these char's.
90 !press the ctrl key and
a letter key A thru F to
view. This is a little pro-
graming add.
100 CALL CHAR(127,"007040604
A4A0A04",128,"FFFFFFFFFFCFEF
DF")
110 HEX$="0123456789ABCDEF"
120 FOR J=129 TO 143
130 CALL CHARPAT(J-64,A$)
140 B$=""
150 FOR K=1 TO 16
160 B$=B$&SEG$(HEX$,17-POS(H
EX$,SEG$(A$,K,1),1),1)
170 NEXT K
180 CALL CHAR(J,B$)
190 NEXT J
```



Hello an good day, for the month of April 1990. Hope everyone had a good time last meeting. I'm sorry I wasn't able to attend last months meeting. Because of car trouble, which has been solved and will be at April's meeting.

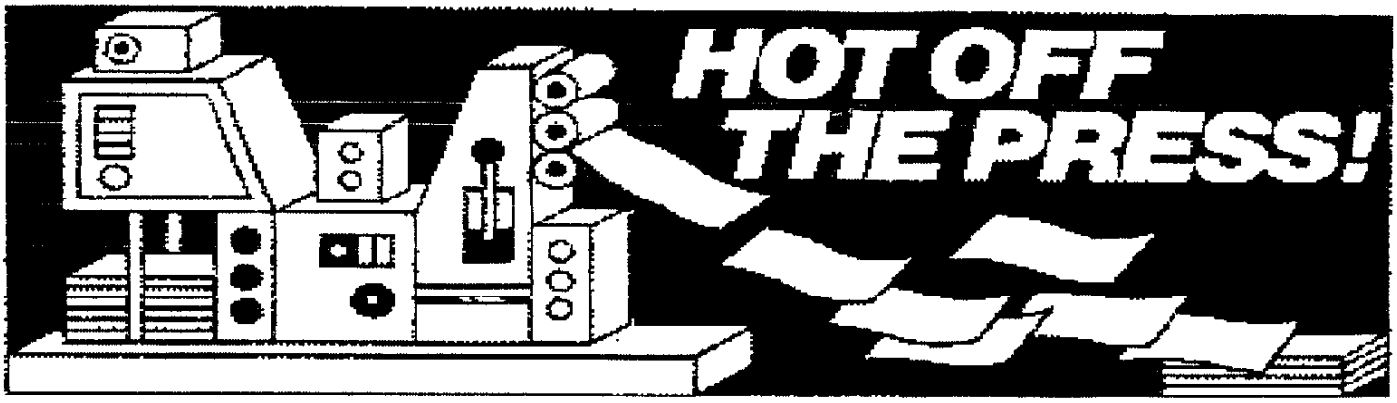
The other day I received a new Page Pro Times from Asgard software. new releases for Page Pro 99. One big number is the templates on 6 disks. Ranging from premade Birthday cards, Greeting cards, Assorted cards for all occations, Invitations, and Envelopes. Each disk also have new Fonts and picture files. There are 8 disk in all $6.95 each. There are also 10 disks of Page Pro Pics over 400 pictures at $6.95 a disk. Then their is the Macpaint pics 10 vos. at $3.00 a disk, and much much more Page Pro has sure come of age sence its release at Lima last year.

Guess the board is up and running and everything seems to be ok. The only request I could have is that I wish they would post the date of the next club meeting. Other then this it all seems togather.

I have been playing around with assembley a little. I have often thought that TI-Forth wasn't use by many persons berause of the need for the EA Cart. Well by playing around with an XB program to load Forth and got it to run. I know there are a couple of other XB Forth programs out there. But this one isn't protected. I uploaded it to TI-Comm. BBS. So if your interested its there for the downloading.

One other item does anyone have any DIS/FIX 80 files that will load from XB or the source code for any assembler programs. I would like the source code more than the runable files as I am tring to put togather a library of these files to use with XB programs. So far I have over 250 and would like bwild it to over 1000 to 1500. What this is about is that I just got to the limit of what I can do with XB without the help of some machine code. Yes I am trying to learn Assembley.

Next month if everything works out ok I am going to do a feature on disk controllers. Some programs on their use and some little known facts. Well till next month happy TI-ing . Send all articles to Roger Feinauer 166 S. mackenzie ST. Adrian, Mi. 42991



NEW HORIZON MINUTES

The meeting of the New Horizon Computer Club was called to order at 12:50 p.m. on March 10, 1990, by president, Bill Tiep.

The secretary read the minutes of the February meeting. The minutes were approved as read.

Earl Hoffsis gave the Treasurer's report: the current balance in the treasury is $443.75. Report accepted.

Old Business

It was mentioned that the Bulletin Board is working 99% of the time.

New Business

There was a discussion on the use of disks.

Toledo's Computer Festival will be held in the Masonic Great Hall on April 1, 1990, 8:30 a.m. - 4:30 p.m.

A questionnaire has been prepared for the 10 - 15 ex members to see if we can get any additional member back. We will incorporate the quetionnaire in the Newletter for current member for their ideas.

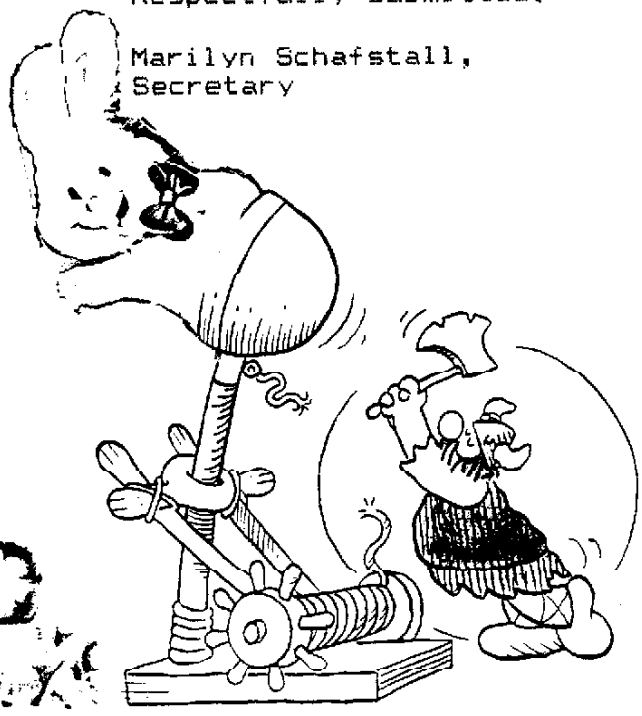
Next month Dan Block's son will demo a game disk.

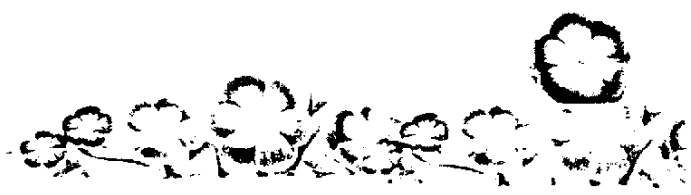
Drawings: 50/50 - $5.50
Bill Tiep won the disc holder
Bud Mills won 2 mugs
Chris Dewey won 2 mugs

The meeting adjourned at 1:30 p.m.

Respectfully submitted.

Marilyn Schafstall,
Secretary

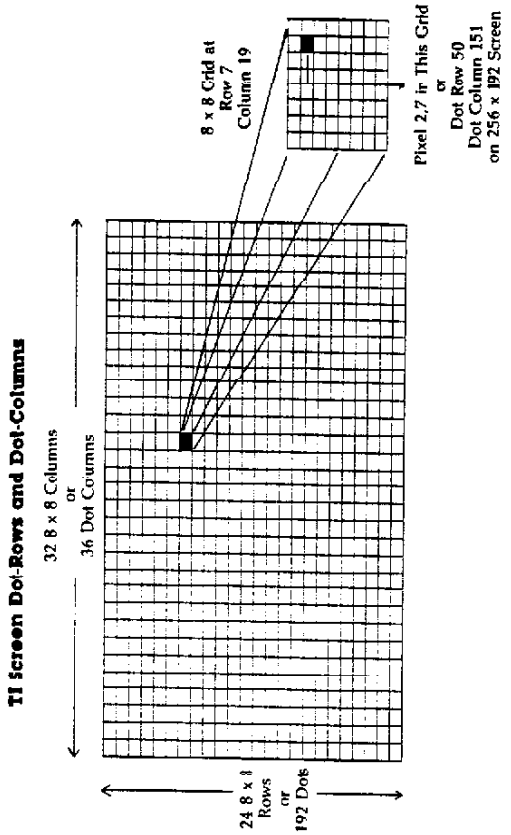


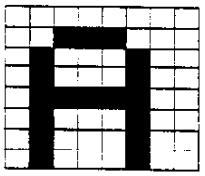


This program is a version of Hangman. once typed in it expects to see a file on drive #1 call WORD/HANG. The program will create it with option #1 of the program. So after you type it in input your word or number list, with inputs up to 28 characters. Also it can use phrases with spaces in them. With some playing around with the program you could also use a string input for your disk and file name to add in the flexabilty of this program. Still another possibilty is adding to the numeric input to add math operators and could be used with children to aid in teaching add,subtraction and ect.. Who would like to take on this project?

```
10 CALL CHAR(128,"03070E0E0E
0F0F0F",129,"FFFF3CBD3CFFE7C
3",130,"C0E0707070F0F0F0",13
1,"0F0F0F0D0C0E0703",132,"C3
DBFFFFA55AFFFF",133,"F0F0F0B
03070E0C0")
20 CALL CHAR(134,"03070E1C38
F060A0",135,"C0E070381C0F060
5",136,"00000000000F0F0F",13
7,"E7E7E7E7E7E7E7E7",138,"00
0000000000F0F0F0")
30 CALL CLEAR :: CALL SCREEN
(8):: CALL SOUND(123,123,0):
: DISPLAY AT(5,5):"Erik Hilt
hon Presnts:" :: DISPLAY AT(
1,3):"ShareWare,But Free" ::
 CALL SOUND(111,359,2,1376,1
)
40 DISPLAY AT(12,16):CHR$(12
8)&CHR$(129)&CHR$(130):: DIS
PLAY AT(13,16):CHR$(131)&CHR
$(132)&CHR$(133):: DISPLAY A
T(21,16):CHR$(136);CHR$(137)
;CHR$(138)
50 DISPLAY AT(14,17):"H" ::
DISPLAY AT(15,16):CHR$(134);
"A";CHR$(135):: DISPLAY AT(1
6,17):"N" :: DISPLAY AT(17,1
7):"G" :: DISPLAY AT(18,17):
"M" :: DISPLAY AT(19,17):"A"
 :: DISPLAY AT(20,17):"N"
60 DISPLAY AT(3,6):"Version#
2" :: DISPLAY AT(22,1):"1>Ad
d To Word List":"2>Just Plai
n Hanging There"
70 CALL KEY(0,K,S):: IF K<49
 OR K>51 THEN 70 ELSE ON K-4
8 GOTO 80,140
80 OPEN #1:"DSK1.WORD/HANG",
RELATIVE,UPDATE,DISPLAY ,FIX
ED 28 :: INPUT #1,REC(0):A
90 DISPLAY AT(22,1):"Word?(2
8 Letters Max)(Leave Blank T
o Quit Adding)" :: ACCEPT AT
(24,1)SIZE(28):A$ :: IF A$="
" THEN 120
100 FOR CH=1 TO A :: INPUT #
1,REC(CH):B$ :: IF B$<>A$ TH
EN 130
110 DISPLAY AT(22,1):"Word E
xists In The File: I Will No
t Hang That Word" :: FOR DE=
1 TO 500 :: NEXT DE :: GOTO
90
120 PRINT #1,REC(0):A :: CLO
SE #1 :: GOTO 60
130 NEXT CH :: A=A+1 :: PRIN
T #1,REC(A):A$ :: GOTO 90
140 CALL CLEAR :: Z$="ABCDEF
GHIJKLMNOPQRSTUVWXYZ" :: Y$=
"1234567890" :: DISPLAY AT(1
,1):Z$:Y$ :: RESTORE
150 OPEN #1:"DSK1.WORD/HANG"
,RELATIVE,DISPLAY ,INPUT ,FI
XED 28
160 INPUT #1,REC(0):A :: RAN
DOMIZE :: B=INT(RND*A)+1 ::
INPUT #1,REC(B):A$ :: CLOSE
#1 :: C=LEN(A$):: D=C/2 :: F
OR A=1 TO C :: D$=SEG$(A$,A,
1):: IF D$<>" " THEN DISPLAY
 AT(23,16-D+A):"_"
170 NEXT A :: CALL SOUND(100
,1000,0,345,4,600,1,-3,0)
180 DISPLAY AT(21,1):"Press
Enter To Guess"
190 DISPLAY AT(22,1):"Pick A
 Letter:" :: ACCEPT AT(22,15
)SIZE(1)VALIDATE(UALPHA,DIGI
T):B$
200 IF B$="" THEN 390 ELSE 2
20
210 CALL SOUND(111,1111,0,-8
,0):: GOTO 190
220 FOR A=1 TO 26 :: CALL GC
HAR(1,A+2,E):: IF CHR$(E)=B$
 THEN CALL HCHAR(1,A+2,32)::
 GOTO 260
230 NEXT A :: FOR A=1 TO 10
:: CALL GCHAR(2,A+2,E):: IF
CHR$(E)=B$ THEN CALL HCHAR(2
,A+2,32):: GOTO 260
240 NEXT A :: DISPLAY AT(22,
1):"You Already Used That"
```

```
250 FOR A=1 TO 200 :: NEXT A
 :: GOTO 210
260 OK=0 :: FOR A=1 TO C ::
D$=SEG$(A$,A,1):: IF D$=B$ T
HEN OK=1 :: DISPLAY AT(23,16
-D+A)SIZE(1):D$ :: CALL SOUN
D(100,1000,0,234,1,-1,0)
270 NEXT A :: IF OK=0 THEN C
ALL SOUND(1111,1111,1,234,9,
123,8,-7,0):: GOTO 340
280 FOR A=1 TO C :: CALL GCH
AR(23,18-D+A,V):: IF V=95 TH
EN 190
290 NEXT A
300 CALL HCHAR(24,3,32):: DI
SPLAY AT(22,1):"You Got It"
:: FOR A=1 TO 16 :: CALL SOU
ND(10*A,110*A,A):: CALL SCRE
EN(A):: NEXT A :: CALL SCREE
N(8):: GOTO 370
310 DATA 11,16,128,0,11,17,1
29,0,11,18,130,0,12,16,131,0
,12,17,132,0,12,18,133,0
320 DATA 13,17,72,0,14,16,13
4,0,14,17,65,0,14,18,135,0,1
5,17,70,0,16,17,71,0,17,17,7
7,0,18,17,65,0
330 DATA 19,17,78,0,20,16,13
6,0,20,17,137,0,20,18,138,1
340 READ ROW,COL,CHARS,OOPS
:: IF OOPS=1 THEN 350 ELSE C
ALL HCHAR(ROW,COL,CHARS):: G
OTO 190
350 DISPLAY AT(22,1):"Choke,
Choke,Gasp,Wheeezz.."
360 FOR A=1 TO 200 :: NEXT A
 :: DISPLAY AT(22,1):"You're
 Hung.."
370 DISPLAY AT(23,1):"Try Ha
nging Again(Y/N)"
380 CALL KEY(3,K,S):: IF K=8
9 THEN 140 ELSE IF K=78 THEN
 CALL CLEAR :: END ELSE 380
390 DISPLAY AT(3,1):"So You
Think You Can Cut":"That Rop
e With The Sharp":"And Corre
ct Answer...Let's"
400 DISPLAY AT(6,1):"See If
You Can Save Your":"Self Wha
t Is The Answer"
410 ACCEPT AT(24,17-D)SIZE(C
)VALIDATE(UALPHA,DIGIT):X$
420 IF X$=A$ THEN 300
430 DISPLAY AT(24,1):".....
.....Nope....." :: FOR
 A=1 TO 200 :: NEXT A :: FOR
 A=3 TO 7 :: DISPLAY AT(A,1)
:"" :: NEXT A :: DISPLAY AT(
24,1):"" :: GOTO 340
```





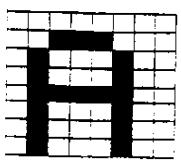
Bit Values
= 0000 0000
= 0011 1000
= 0100 0100
= 0100 0100
= 0111 1100
= 0100 0100
= 0100 0100
= 0100 0100

Combining all 16 groups, the bit pattern constitutes a *binary* number that looks like this:

0000000000111000010001000100010001111100010001000
100010001000100

Binary Hex	Binary Hex
0000 = 0	1000 = 8
0001 = 1	1001 = 9
0010 = 2	1010 = A
0011 = 3	1011 = B
0100 = 4	1100 = C
0101 = 5	1101 = D
0110 = 6	1110 = E
0111 = 7	1111 = F

By looking at the grid one more time, you can now see that the pattern for the letter A is 003844447C444444:



Binary	Hex
= 0000 0000	= 0 0
= 0011 1000	= 3 8
= 0100 0100	= 4 4
= 0100 0100	= 4 4
= 0111 1100	= 7 C
= 0100 0100	= 4 4
= 0100 0100	= 4 4
= 0100 0100	= 4 4

Table 2-1. ASCII Character Codes

ASCII	Character	ASCII	Character
30	(cursor)	67	C
31	(edge character)	68	D
32	(space)	69	E
33	! (exclamation point)	70	F
34	" (quote)	71	G
35	# (number sign)	72	H
36	$ (dollar)	73	I
37	% (percent)	74	J
38	& (ampersand)	75	K
39	' (apostrophe)	76	L
40	((open parenthesis)	77	M
41	) (close parenthesis)	78	N
42	* (asterisk)	79	O
43	+ (plus)	80	P
44	, (comma)	81	Q
45	- (minus)	82	R
46	. (period)	83	S
47	/ (slash)	84	T
48	0	85	U
49	1	86	V
50	2	87	W
51	3	88	X
52	4	89	Y
53	5	90	Z
54	6	91	[(open bracket)
55	7	92	(reverse slash)
56	8	93	] (close bracket)
57	9	94	(exponentiation)
58	: (colon)	95	(underline)
59	; (semicolon)	96	
60	< (less than)	97–122	(lowercase letters a–z)
61	= (equals)	123	{ (open brace)
62	> (greater than)	124	
63	? (question mark)	125	} (close brace)
64	@ (at sign)	126	
65	A	127	DEL
66	B	128–143	(see note)

Note: ASCII codes 128–143 are undefined in normal operation. They are, however, available to Extended BASIC programs.

Table 1. Redefinable CTRL/FCTN Characters

Code	Keys	Code	Keys
127	FCTN-V	144	CTRL-P
128	CTRL-,	145	CTRL-Q
129	CTRL-A	146	CTRL-R
130	CTRL-B	147	CTRL-S
131	CTRL-C	148	CTRL-T
132	CTRL-D	149	CTRL-U
133	CTRL-E	150	CTRL-V
134	CTRL-F	151	CTRL-W
135	CTRL-G	152	CTRL-X
136	CTRL-H	153	CTRL-Y
137	CTRL-I	154	CTRL-Z
138	CTRL-J	155	CTRL-.
139	CTRL-K	156	CTRL-;
140	CTRL-L	157	CTRL-=
141	CTRL-M	158	CTRL-8
142	CTRL-N	159	CTRL-9
143	CTRL-O		

Character codes 127–159 are not the only ones which can be printed on the screen with CTRL or FCTN in standard BASIC. Table 2 lists the remaining undefined codes. The CALL CHAR statement, however, cannot redefine these characters. Hence, they can be printed on the screen only as blanks. Short of printing secret (invisible) codes on the screen, which can be read only by the CALL GCHAR statement, it's difficult to imagine a practical use for these codes. None of them can be used in Extended BASIC.

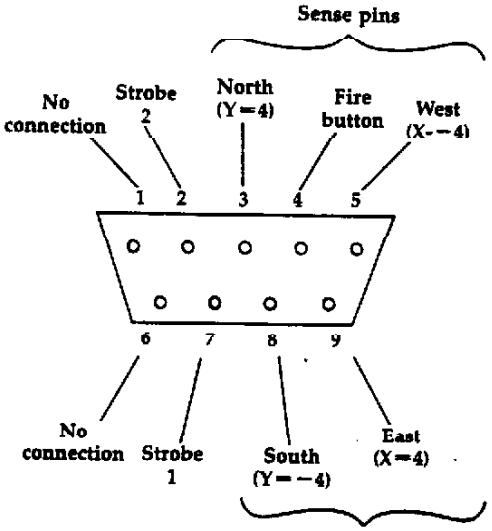
Table 2. Nonredefinable CTRL/FCTN Characters

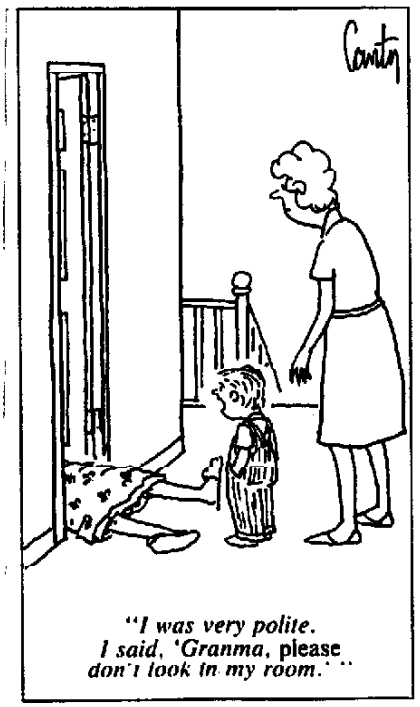
Codes	Keys	Codes	Keys
176	CTRL-0	188	FCTN-0
177	CTRL-1	189	FCTN-;
178	CTRL-2	190	FCTN-B
179	CTRL-3	191	FCTN-H
180	CTRL-4	192	FCTN-J
181	CTRL-5	193	FCTN-K
182	CTRL-6	194	FCTN-L
183	CTRL-7	195	FCTN-M
184	FCTN-,	196	FCTN-N
185	FCTN-.	197	FCTN-Q
186	FCTN-/	198	FCTN-Y
187	CTRL-/		

Program 2. Visible Characters for TI BASIC

```
100 CALL CHAR(127,"007040604A4A0A04")
110 FOR N=128 TO 159
120 READ A$
130 CALL CHAR(N,"FF"&A$)
140 NEXT N
1000 DATA FFFFFFFFCFEFDF,C7BBBB83BBBBBB,87DBDBC7DBD
     BB7,C7BBBFBFBFBBC7
1010 DATA 87DBDBDBDBDB87,83BFBF87BFBF83,83BFBF87BFB
     FBF,C3BFBFA3BBBBC7
1020 DATA BBBBBB83BBBBBB,C7EFEFEFEFEFC7,FBFBFBFBFBB
     BC7,BBB7AF9FAFB7BB
1030 DATA BFBFBFBFBFBF83,BB93ABABBBBBBB,BB9B9BABB3B
     3BB,83BBBBBBBBBB83
1040 DATA 87BBBB87BFBFBF,C7BBBBBBABB7CB,87BBBB87AFB
     FBB,C7BBBFC7FBBBC7
1050 DATA 83EFEFEFEFEFEF,BBBBBBBBBBBBC7,BBBBBBD7D7E
     FEF,BBBBBBABABABD7
1060 DATA BBBBD7EFD7BBBB,BBBBD7EFEFEFEF,83FBF7EFDFB
     F83,FFFFFFFFFFCFCF
1070 DATA FFCFCFFFCFEFDF,FFFF83FF83FFFF,C7BBBBC7BBB
     BC7,C7BBBB[illegible]FBF7CF
```

The Joystick Port





This little routine is an assembler program to allow you to have the same as the chime sound in Super Extended basic. Type this using the editor from ether the Editor/Assembler or Funnel/Web. After you are finished save it as CHIME/S then load the Assembler type Y to use the assembler. Next it will ask for the source file name type DSKn.CHIME/S. The assembler will then ask for an object file name type in DSKn.CHIME/O, after this it will ask for options just enter the letter R and press enter the assembler will assemble and save the new file as CHIME/O. IF NO ERRORS WERE FOUND, that is if you typed in everything correctly. Go to extended basic and type CALL INIT :: CALL LOAD("DSKn.CHIME/O") NOW TYPE CALL LINK("CHIME") and press enter and yyou should here a chime like that of Fast Term or Telco.

```
        DEF CHIME
STS     EQU >837C
GPLWS   EQU >83E0
VMBW    EQU >2024
BUFFER  EQU >1000
H01     BYTE >01
        EVEN
CHIME   LI R0,BUFFER
        LI R1,CDATA
        LI R2,118
        BLWP @VMBW
        LIMI 0
        LI R10,BUFFER
        MOV R10,@>83CC
        SOCB @H01,@>83FD
        MOVB @H01,@>83CE
        LIMI 2
LOOP    MOVB @>83CE,@>83CE
        JEQ FIN
        JMP LOOP
FIN     CLR R0
        MOVB R0,@STS
        LWPI GPLWS
        B @>0070

CDATA   BYTE >05,>9F,>BF,>DF,>FF,>E3,1
        BYTE >09,>8E,>01,>A4,>02,>C5,>01,>90,>B6,>D3,6
        BYTE >03,>91,>B7,>D4,5
        BYTE >03,>92,>B8,>D5,4
        BYTE >05,>A7,>04,>93,>B0,>D6,5
        BYTE >03,>94,>B1,>D7,6
        BYTE >03,>95,>B2,>D8,7
        BYTE >05,>CA,>02,>96,>B3,>D0,6
        BYTE >03,>97,>B4,>D1,5
        BYTE >03,>98,>B5,>D2,4
        BYTE >05,>85,>03,>90,>B6,>D3,5
        BYTE >03,>91,>B7,>D4,6
        BYTE >03,>92,>B8,>D5,7
        BYTE >05,>A4,>02,>93,>B0,>D6,6
        BYTE >03,>94,>B1,>D7,5
        BYTE >03,>95,>B2,>D8,4
        BYTE >05,>C5,>01,>96,>B3,>D0,5
        BYTE >03,>97,>B4,>D1,6
        BYTE >03,>98,>B5,>D2,7
        BYTE >03,>9F,>BF,>DF,>0
        END
```

RAVE 99 CO. PRODUCT INFORMATION

Expansion Chassis Preliminary Information

It's time to get organized!!

Does your computer area look like this?

Yes, look right to see how it could be .

Now, get organized with RAVE 99's NEW EXPANSION CHASSIS for the TI-99/4A and GENEVE computer systems.

The development of the original TI-99/4A computer system was an evolutionary process wit "NEED" causing new asscessories to be developed and designed into the exsiting TI-99/4A computer as best possible.

The results gave us expansion modules connected to the side of the TI-99/4A as well as the "FIRE HOSE" and the P.E. Box. This type of system, due to it's many connections, has inherent reliablity problems as well as consuming large amounts of space on desks and tables.

It is for these reasons we developed our own EXPANSION CHASSIS for the TI-99/4A.

Our new EXPANSION CHASSIS has modern computer styling utilizing a space-saving design. The new chassis design allows the use of existing TI-99/4A computer , P.E. Box cards, and disk drives into a single enclosure.

A 200 Watt Power Supply provides more than enough power for the computer, P.E. Box cards, and FIVE Disk Drives.

Access to the cartridge port is available from the right side of the chassis.

The front panel has a Power Switch, KeyLock, Reset Switch, Turbo switch, "Power" LED, "Hard Disk" LED, and "Turbo" LED.

The Expansion Chassis has 8 expansion slots for TI type P.E. Box Cards.

This Product is required for those who wish to have both functionality and and neat appearance around their computer work area.

The estimated cost of this system is $250.00 for use with the GENEVE and $300.00 for the TI-99/4A.

PLEASE REMEMBER THAT THESE COSTS ARE ESTIMATES!!

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9640 NEWS

Question: What is "9640 NEWS"?

Answer: It is the first disk-magazine devoted entirely to the Geneve 9640 and it's specific hardware and software. Reviews of Geneve specific software, hardware, along with tidbits of information relating to the architecture of the 9640 are routinely discussed. Also included in each issue of "9640 NEWS" is new software never seen before from games, data-bases, utilities, to editorials, question/answer sections, bug reports, and everything else relating to the 9640.

Question: Who needs "9640 NEWS"?

Answer: Everyone needs 9640 News. If you have a question or a problem and can not find a solution, 9640 NEWS will find it for you. Questions routinely asked and answered are problems facing ramdisk users, HFDC problems, programming problems, batch file processing, which is the best route to advance, etc. You ask it, i'll answer it.

Question: How stable is 9640 NEWS"?

Answer: "9640 NEWS" has been around for over a year now having filled the first volume (5 issues per volume) and is heading head first into the second volume. Volume 2 will see the development of MAJOR software geared in promoting a multi-tasking enviroment and many other utilities that are currently being developed.

Question: How much and where do I order "9640 NEWS"?

Answer: "9640 NEWS" costs $25.00 per volume for U.S. delivery, $30.00 foreign delivery. Mail all correspondence to, Beery W. Miller, 5455 Marina Cove %1, Memphis, TN 38115. Each volume consists of 5 issues. Please specify what volume(s) you want.