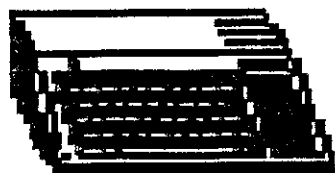


Idaho



TI 99-4A

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DECEMBER 1990



MERRY
CHRISTMAS



AND

NOEL



HAPPY
NEW YEAR



THE CLUB THAT REFUSES TO SAY GOODBYE



Arizona

A publication of the TI 99-4A Ogden Users Group Inc.

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EDITORS NOTES:

Well here I am at the NEWSLETTER again. I had to let the newsletter rest for awhile because I had to learn to use AUTO CAD for my work and no one wanted to take over the Newsletter so it had to rest. But anyway our Group hasn't died; we have gained a few new Members infact since our Newsletter has been collecting dust. I'll wipe off the dust and get it going again.

For those of you who don't know I was Shanghied into doing the SALT LAKE AND VALLEY SSE'RS Newsletter also. So my time is spent on the two computers. I need all the help I can get from all of you Members, Please submit anything you would like to see in the Newsletter.

I don't know if all of you know that I have sold to Asgard Software a Envelope making template and Borders also fold up cards for Page Pro.

I have just sent Asgard Software some more templets for Page Pro. They are Forms, Quickie Letters. They should be coming out before long. And more things to come..

Enough for that!..

On Saturday December the 1st at 0900 We will be having a work shop on how to clean our computers. If you would like to learn how to!! Bring your CPU to the Meeting!

Things you need to bring:

- 1: #1 phillips screw driver with 6" blade.
- 2: Qtips
- 3: New 1" or wider paintbrush
- 4: small plastic bottle for acid
- 5: test leads 12" or longer with alligator clips

Hope to see you all at the Meeting Saturday the 1st.

Your Editor:

Mel

A TI CHRISTMAS

T'was the night before Christmas and all over the town, the screens were all blank, the TI's were down. The hackers were all snuggled deep in their beds while graphics of computer games danced

in their heads.

Mom and I, without making a pet were just settled down for a long winter's sleep.

When out from my modem there came such a clatter, I jumped from bed to see what was the matter. Away to the console, I flew like a wisk, signed on to Timex with my BBS disk. My TI on line, had a screen full of snow, with red LEDS from the modem below.

When what on the color screen should appear, but a tiny sled and eight tiny reindeer. With a little red driver so lively and quick, I knew in a surge, it must be St. Nick. More rapid than glitches, his coursers they came He whistled and shouted and called them by name. Now Apple, Atari, Amiga and CoCo, on Mac and Morrow and Tandy and Sanyo.

Across the screen with the speed of Invaders they came until they had flown right out of the frame!

Up to the top of the screen they flew with the sled full of disks and St. Nicholas, too. Then in a twinkle I heard on the roof, the-dancing-and prancing-of each little hoof. The graphics changed as I was turning around. Then down the chimney he came with a bound. He was chubby and plump, a right jolly old elf and I laughed when I saw him in spite of myself.

He seemed sure of himself in his Yuletide venture like a character right out of a game of Adventure. He set up his portable quick as a Fox and downloaded software in hundreds of blocks. He spoke not a word in his session of work,

then closed his computer and turned with a jerk. Laying his finger beside his nose and giving a nod, To the top of the screen he rose!

He sprang to his sled, to his team gave a whistle and away they all flew like the down of a thistle. But I read the caption before he faded from sight.

Merry Christmas To All and To All A Good Night!

Submitted By:

David K. Mischler, President
OGDEN TI USERS GROUP 90-91

~~~~~  
W-AGE/99 \* NEW-AGE/  
99 \* NEW-AGE/99 \* N  
EW-AGE/99 \* NEW-AGE  
/99 \* NEW-AGE/99 \*  
~~~~~

* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 *
1 1

THE LADY FROM LOWER BURRELL

Mickey Schmitt, president of the West Penn 99ers, is a young lady with extraordinarily varied T.I. interests and talents. She is an ardent fairgoer, ranging along the eastern seaboard inland to Lima, Ohio, and north to Canada, visiting with her hundreds of TI friends and fans and oftentimes representing groups or companies who couldn't attend.

Mickey is an author, programmer, tutor, collector, and adventure *aficionado* whose great sense of humor shows through almost all her activities. For example, in a very clever adventure she wrote for the TI Adventure Module (OLIVER'S TWIST - cassette or disk, Asgard, \$7.95), she requires the player to PUT BACK treasures in order to win the game. Her latest Asgard adventure, RATTLESNAKE BEND, is like John Wayne playing Viva Zapata. Wild, hilarious stuff. But hidden beneath the jocularity is a mean adventure guaranteed to please, pardner.

Adventuring seems to be in Mickey's blood. She is THE expert in the field. If there is an adventure for the TI she hasn't uncovered and played, it was probably written this morning.

A few years ago we had a chance to talk for awhile at one of the computer fairs, and she felt there was a real need to compile a listing of all the various adventures available for the TI so that users could have some kind of idea what is out there. I agreed but felt the task was formidable. Mickey didn't, fortunately for the TI community. She began collecting, sorting, doing, evaluating, and compiling every available adventure for the TI.

The result of this massive undertaking is THE ADVENTURE REFERENCE GUIDE, a 62-page, 8x11" commercially printed, easy to read book that not only gives a complete alphabetical listing of over 200 adventures but breaks them down into different sections by language (XB, E/A, etc.) and type (INFOCOM, Educational, Role-playing, etc.). There are astute reviews of selected adventures and sections on sources, utilities, and adventuring history. There is also a checklist for solving and comments. This is an indispensable guide for any adventuring Tier (from Asgard, Box 10306, Rockville, MD 20848; \$9.95 / \$2 S&H). [Last I heard, Mickey was continuing to test new and new-found adventures for updating this magnum opus.

If you own Scott Adams' ADVENTURE MODULE or the disk loader interpreter of this module available from user groups, I'd highly recommend investing in Mickey's two games.

Life is strange. At least the life that goes on inside my head. When I sat down to write this article I was planning a review of Mickey's newest book on cassette systems. But I pulled out THE ADVENTURE REFERENCE GUIDE from the Mickey Schmitt section of my TI library by mistake and couldn't resist rereading it. Then I couldn't resist playing SORCERER (an INFOCOM game reviewed in the book by Mickey which I had started but never finished). Then I couldn't resist eating lunch, still thinking of the spells and magic items I needed to get out of the SORCERER.) Finally, I put all that stuff behind (more from frustration than feeling the noble urge to return to task) and got back to doing

this review. But I couldn't resist writing about this woman's profound adventuring influence first. Now, the "real" topic of this review: GETTING THE MOST OUT OF YOUR CASSETTE SYSTEM.

GETTING is based on the series of articles by the same name that appears in newsletters throughout the world. This entirely rewritten work is a professionally published, 8x11", 52-page, loose-leaf package, containing all the original (though updated and revised) articles that first appeared in her group newsletter.

Not only is this book handy for what it does, but Mickey has provided a way for user groups to make a few kopeks on it. She is offering this project for \$9.95 plus \$2.50 S&H to any individual or user group. User groups need only purchase a single copy. She grants the rights for the group to reproduce it entirely for members of the group free or as a fundraiser, providing no copies are given or sold to persons outside the group. Neat idea. Hope it catches on. The packages must be ordered directly from the author: Mickey Schmitt, 196 Broadway Avenue, Lower Burrell, PA 15068.

Now, what does GETTING get you?

First, a chance to rethink your group membership and future growth, because the cassette is still a powerful tool for a beginner or basic user. This book might just show your group new ways to attract new (or old) members into the fold.

Second, it opens one's eyes to lots of possibilities of cassetting previously unexplored. One of my TIs at school is cassetted, for example, and this book proved to be an immense help in ways I never dreamed of. More on this later.

Finally, this book made a multi-system user of me. I really only need one disk drive system to do all the tasks I do, but many times the system is tied up with heavy-duty printing or converting graphics or any number of long-time chores. Rather than sit and wait or go watch TV or clean my wallaby's teeth, I just move over to my OTHER TI SYSTEM! That's right. I have set my other console (\$3 at a yard sale) onto a TV with a tape recorder hookup. Many nights I now just use the SILENT tape recorder system for some utility or recreational use. And I'm finding more and more uses, including lots of cartridge (MINIMEM, LOGO, etc.) activities I had forgotten were so exceptional, even with tape. I have a sidecar 32K, though many people are putting the chip right in or making that chip part of a Zenoboard package. Anyway, with 32K and Will McGovern's CASSTRANS I can load ASSEMBLY games and utilites into my computer from tape. I can AUTOMATICALLY!!! locate and RUN programs from my tape recorder with Joseph Bartle's CS1*FINDEX. I have my cassette boxes labeled and a catalog on each tape, thanks to Mickey's LABEL and CATALOG programs. All this stuff, by the way, is in the book in short, easy to type in, clever programs. (Will's program is Fairware and in all group libraries.) No more being restricted to BASIC and XB files. Now I can play FREDDY from my tape recorder. No more searching for programs. I don't even need a tape recorder with a counter on it anymore. Now, like the Timex/Sinclair user, I can automatically run a program anywhere on a C-60 tape after locating it in the FAST FORWARD speed mode! In short, tape recorders have come of age. They can be powerful and fast and reasonably efficient and orderly.

Mickey's book is extremely non-technical. She explains everything about computer taping from the VERY beginnings to the state of the art. And it really might get you into that SECOND system.

(If you use NBW-AGE/99 please put me on your exchange list.)

TI-994A Refresher eStart

LOADING A PROGRAM

LOAD PROGRAM INTO MEMORY	OPTIONS—IF ERROR OCCURS	REPEAT THE LOADING	EXIT THE LOADING
		R	E
OLD LIST			

SAVING VERIFYING PROGRAMS

SAVE PROGRAM ON CASSETTE #1	SAVE PROGRAM ON CASSETTE #2	VERIFY SAVED PROGRAM (YES)
SAVE LIST	SAVE LIST	Y

CHANGING COLORS

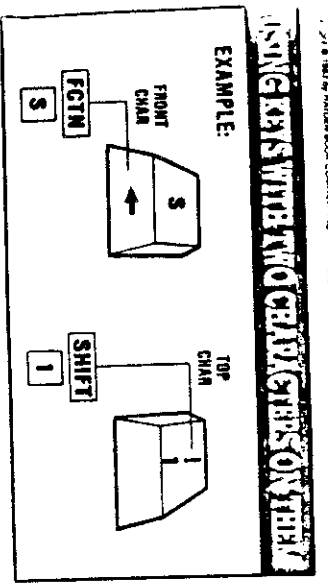
CHANGE FOREGROUND AND BACKGROUND COLORS	CALL COLOR (+ CHAR / COLOR CODES)	CHANGE SCREEN COLOR	CALL COLOR COLON CODE

COLOR CODES

TRANSPARENT	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
BLACK																
MEDIUM BROWN																
LIGHT GREEN																
DARK BLUE																
LIGHT BLUE																
DARK RED																
CYAN																
MEDIUM RED																
LIGHT RED																
DARK YELLOW																
LIGHT YELLOW																
DARK GREEN																
MAGENTA																
GRAY																
WHITE																

ADVANCING COMMANDS

BEFORE YOU PRESS [ENTER]		AFTER YOU PRESS [ENTER]		HOLD DOWN [FCFN] KEY AND THEN PRESS DESIRED KEY		ACCEPT CHANGES AND DISPLAY:		EXIT EDIT MODE AND									
DELETE A CHAR	FCFN 1	INSERT A CHAR	FCFN 2	DELETE A CHAR	FCFN 1	INSERT A CHAR	FCFN 2	ERASE THE LINE BEING DISPLAYED (EXCEPT LINE NO.)	FCFN 3	ERASE THE NEXT LOWER-NUMBERED LINE FOR EDITING	FCFN E	ERASE THE NEXT HIGHER-NUMBERED LINE FOR EDITING	FCFN X	IGNORE CHANGES MADE	FCFN 4	ACCEPT CHANGES MADE	ENTER



RUNNING A PROGRAM

RUN A PROGRAM	STOP PROGRAM (BREAK)	CONTINUE PROGRAM (AFTER BREAK)	LIST PROGRAM
FCFN RUN	FCFN 4	FCFN CONT	FCFN LIST
ENTER		ENTER	ENTER

MISC COMMANDS

LOCK KEYS INTO UPPER CASE	QUIT/RETURN TO MASTER SCREEN (LOSE ALL DATA)	CLEAR THE SCREEN
FCFN ALPHA LOCK	FCFN =	CALL CLEAR
		ENTER

How to program 25 series eproms when your programmer only does 27xx.
 By Dan Eicher

One problem I have come upon many times is the need to duplicate or modify 25 series eproms. These are used in TI disk controllers, TI rs-232 and are used in the console to store part of the operating system code. Only TI used the 25 series eproms - the rest of the world including Corcomp and Myarc all use 27 series eproms in their equipment. One unfortunate result of all this is that the commonly available eprom programmers are only designed to "burn" 27 series eproms. This leaves the TI hardware hacker in a world of hurt unless he or she has: 1. The Mechratronic eprom programmer or 2. Builds the daughter board described in this article.

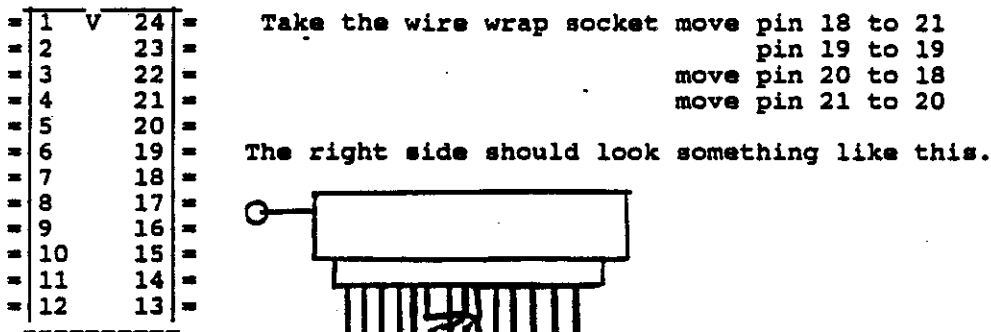
I present to you in this figure the pin configuration of both the 27 and 25 series eproms:

A7=	o V	=Vcc	A7=	o V	=Vcc	A7=	o V	=Vcc	A7=	o V	=Vcc
A6=		=A8	A6=		=A8	A6=		=A8	A6=		=A8
A5=		=A9	A5=		=A9	A5=		=A9	A5=		=A9
A4=		=Vpp	A4=		=A11	A4=		=Vpp	A4=		=Vpp
A3=	2	=IG	A3=	2	=IG/Vpp	A3=	2	=CS	A3=	2	=PGRM
A2=	7	=A10	A2=	7	=A10	A2=	5	=A10	A2=	5	=A1
A1=	1	=IE	A1=	3	=IE	A1=	1	=PGRM	A1=	3	=A1
A0=	6	=Q8	A0=	2	=Q8	A0=	6	=Q8	A0=	2	=Q8
Q1=		=Q7	Q1=		=Q7	Q1=		=Q7	Q1=		=Q7
Q2=		=Q6	Q2=		=Q6	Q2=		=Q6	Q2=		=Q6
Q3=		=Q5	Q3=		=Q5	Q3=		=Q5	Q3=		=Q5
GND=		=Q4	GND=		=Q4	GND=		=Q4	GND=		=Q4

If you build a daughter board you can tell your eprom programmer that you are going to program a 2732 and then place your 2532 in the "carrier". Then put the daughter board containing your 2532 in the programmer, select the voltage level at 25 volts and then burn away.

You will need the following parts.

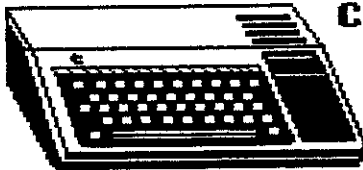
1. A 24 pin ZIF <Zero insertion force socket>
2. A 24 pin wirewrap socket. RS# 276-1983
3. A wire wrap protoboard. RS# 276-148
4. Electrical tape or heat shrink tubing.



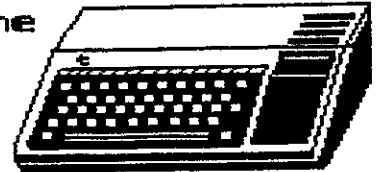
TI states in their 9900 Family Systems Design book - 2532 EPROM

- * 4096x8 Organization
- * Single + 5v Power Supply
- * Pin Compatible with all 8K & 16K EPROMS
- * Plug in Compatible with the TMS 4723 32K ROM
- * Static Operation* Interchangeable with Intel 2716

This project was devised by Tom Spillane of Dijit for his own use, and neither the author take any responsibility for damages arising from this project.



Come Help Us Celebrate The
TI-99/4A's 10th Year
Anniversary



UGOC in association with the
Pomona Valley UG is hosting

FEST WEST 91

THE HAPPIEST FEST ON EARTH

Across the street from Disneyland PLUS many more attractions in the area for the wife/husband and kids to enjoy while you meet internationally renowned TI entrepreneurs, enthusiasts, and innovators. Fest tickets are on sale now (\$6.00 for both days). Ticket requests with a post mark before January 1, 1991 are eligible for a drawing for one free night at the Ramada.

PLAN YOUR THREE DAY WEEKEND NOW!

FEST DATES ARE FEB 16 & 17, 1991

The Fest will be held at the Ramada Main Gate, Anaheim Toll Free 1-800-447-4048 Special rate to fest goers (\$55.00 per night plus taxes) Only 50 rooms available at this rate and closing date for this rate is 15 Jan 91.

Travel arrangements may be made by contacting Ruth Dickey, Travel Concepts. (714) 778-5459

For future announcements contact the UGOC BBS (714) 751-4332 or write to:



Fest West 91 Committee
C/O Bill Nelson
11692 Puryear Lane
Garden Grove, CA 92640



FEST WEST 91

I have always wished that there were more educational programs, above the 2+2=? level, for our computer. And I have always thought that the best educational programs were those that took advantage of computer capabilities to entertain while teaching.

Also, I have always much preferred games that require me to exercise my mind, rather than depending on quick reaction or blind guessing. And, being a programmer, I admire efficient, memory-saving programming.

All that is why I was so very impressed by the new game, Air Taxi, recently released by Don Shorock. It is uniquely educational, very entertaining, and so compactly programmed that the basic version is available on cassette!

The game can be played alone, as it usually will be, or by up to 8 players. Don customizes each game with the default names of whatever number of players you choose and with your home town as the starting point. Each player may select his own handicap level, ranging from A to Z for 6 to 81 cities, and his skill level ranging from 1 to 9 which determines the target size.

A black silhouette map of the entire United States and southern Canada is then displayed; the only features are the Great Lakes, Great Salt Lake, and the coast lines. You are randomly offered a destination to fly to. Since all your friends bum rides from you, and TI users are cheapskates (that is my comment, not Don's!), you are not even paid for your gas for this first trip. It may therefore pay you to refuse any offer to a distant destination - however, each refusal costs you \$2.00.

When you accept an offer, you then use the S and D keys to set your initial flight direction, in 45 degree increments (i.e., north, northeast, east, etc.) and press Q. You hear the sound of the motor revving up, and a small cursor dot begins moving from your town in the direction you selected, while your gas gauge shows your fuel being used up. You can use the S and D keys to change direction. If you get close enough (depending on the skill level you selected) before your fuel runs out, the cursor will stop, the motor revs down, and you will be shown the cost of the fuel expended and your remaining bank balance. If your fuel runs out too soon, you will glide to the nearest airport and you must then set your direction from that point and try to reach your original destination. However, if you were too far from any airport when your gas tank ran dry, you will be returned to your home town and will be assessed repair costs.

Once you have reached your first destination and said goodbye to your freeloading friends, you will then be randomly offered fares, at prices depending on distance, from that point to another city. You have the option to refuse offers, at a cost of \$2.00. If you can fly to that point with a minimum of maneuvering, the fare will more than cover the cost of fuel, and you will make money - plus an occasional tip.

There are too many other features to describe here. The program comes with four pages of printed documentation, and the disk version includes three additional files, which can be merged in, to add many more cities or to convert the program for use with a joystick.

At the handicap and skill level K 7 which Don set for me as defaults, I found that I was able to stay ahead of the game by refusing most fares except coastal cities and then cruising along the coast until the airport radar picked me up and brought me in. Trying to find Kansas City or Cheyenne on that black silhouette map would be very difficult without consulting a regular map - and in doing so, you would learn a great deal about the relative location of cities.

This is a commercial program, not fairware, and it is customized for each purchaser. The price is \$15 for the disk version, \$20 for the cassette version. To get an order form, on which you can specify your own default options, write to Don Shorock, P.O. Box 501, Great Bend KS 67530.

RUNNING EA PROGRAMS

By Ted Peterson

Some people come across good program like "ARCII" or some other that will not run in Extended Basic. They then find out that they need an Editor Assembler modual. They don't have one and don't think that they should buy one as they never come up for the need of one before. Also sometimes you cannot get a program to run and before you put it aside, you should try Editor Assembler. If this happened to you, there is a way to run any EA program without having to have the EA modual.

If you have any EA load program you then can run these programs. These EA load programs are "TI-WRITER" or one of the large numbers of programs that have been made from TI-WRITER, like BA-WRITER, or FUNNEL-WEBB.

Load your program with either TI-WRITER modual or one of the others. When the menu comes up enter #3. The program number that will then show will be UTIL1. Type over this with DSK1(2,3,OR 4). new name. If you are trying to run ARCII/V2.4 (or some other version) enter DSK2.ARCII/2.4 then "enter." The EA program will then run. You cannot program EA this way but you can run any EA standard program. Try it!

This was taken from the PUNN Newsletter WORD PLAY

MERRY CHRISTMAS



Oh! my
goosh..
I wonder
where
that
Ogden
TI
Users
Group
is???



Ogdens 99'er User Group
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DECEMBER 1990 NEWSLETTER

OUR NEXT MEETINGS ARE:

SATURDAY: DECEMBER 01 TIME: 0900 hrs.
 TUESDAY: DECEMBER 18 TIME: 1900 hrs.

We will be meeting in the CIVIL AIR PATROL building at the OGDEN MUNICIPAL AIRPORT. AIRPORT ROAD. On the 01st and the 18th. On the 01st Saturday Meeting we are having a work shop, cleaning our cpu's. So bring yours and learn how to keep it clean.

OGDEN TI USERS GROUP
 1396 LINCOLN APT #B
 OGDEN, UTAH 84404

