QB MONITOR
QB-99'ERS U.G. NEWSLETTER

JUNE 1988

The QB 99'ers meets the second Saturday of each month September through May, at Queensborough Community College, Bayside New York, room S225, at 2 P.M. See the calendar at right for the dates

SPECIAL MEETING DATE AND TIME:

THURSDAY JUNE 9 AT 6:30 P.M.

ROOM S225 QUEENSBOROUGH C.C.

WHY SHOULD I BE A QB 99'er ANY WAY?

1. A MONTHLY NEWSLETTER

2. NEWSLETTER EXCHANGES

3. VIEWS AND REVIEWS

4. LIBRARY ACCESS TO NEW PROGRAMS

5. FREE DISK OF THE MONTH

6. GREAT DEMO'S OF SOFTWARE AND HARDWARE

7. HELP! WITH HARDWARE AND SOFTWARE

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WHAT DO I NEED A TI COMPUTER USERS GROUP FOR ANY WAY? That may be the reason some past members have stopped paying their dues. They simply don't know what they had. Let's take a look at what you as a dues paying member gets. Then decide if it isn't worth ten dollars to BELONG. Our users group provides to dues paying members a monthly newsletter the "QB Monitor" with an excellent array of articles each month. Information can be had by simply reading the "Monitor".Articles are written not only by our members but also well known and respected authorities on various aspects of the Home Computer. Material for these articles are gleaned from over 80 newsletters we obtain monthly from other user grops across the U.S.A. and Canada. In the newsletters you will find out about software: Funnelweb loader, TELCO, TI Artist, GRAPHX, Picasso Publisher, DM1000, and others; Hardware: RAM cards, Internal memory expansion, prototype boards, keyboard replacements, and upgrade possibilities for your TI; Views on piracy, copyright, archiving, compressing, communications; Humor; Quizes.

Fairware and Freeware program access through our ever growing Library - Copy is free only pay the Author for his efforts if you continue to use the programs marked Fairware. Some Groups charge $5.00 per program disk, you get this FREE as a dues paying member. For you to obtain these programs commercially you would be paying much more than $5.00 per program.

Disk of the Month - started Dec.'87 and has continued to provide dues paying, meeting attending members with very interesting programs, utilities, graphics, etc.

Great demos - demonstrations of sofrware: TI-Artist, CATALOGING LIBRARY, GRAPHIX, TI-WRITER, PR-BASE. Hardware: Geneve, printers, modems. Modifications: disabling alpha-lock key, X-BASIC in the console, cables.

MORE COMPUTER GLOSSARY FOR REALISTS
○ Elwin A. Roziskie ○

Last month we reprinted a similar list for the newsletter.
It seemed to be so much fun that this is more of the same:

RPT$ . . . . Treasurer's portion of SMAUG meeting

GOSUB . . . . . . Used to hide the real intent of a program

HEX . . . . . . Writes numbers that nobody can read (GOSUB+HEX=CHAOS)

SQR . . . . . . A nerd or anyone who can read HEX

DATA . . . . . . Mama's husband

STEP . . . . . . Use with above if Mama remarries

LOG . . . . . . Termite food

MERGE . . . . . . Produces programs with many, many error messages

COINC . . . . . . Name of MERGEd files named Company and Corporation

PI . . . . Usually round (cornbread is square)

CALL SPGET . . . . Use to order out Italian dinners

CALL ERR . . . . . Redial; you forgot the garlic bread

JOYST . . . . . . Carpentry term for a rafter support

OPEN . . . . . . Provides a new source of error messages

CLOSE . . . . . . What the wife spends the paycheck on

NEW . . . . . . Command that changes the subject; I WILL!

SALES OF PUBLIC DOMAIN SOFTWARE
- Another View -

by Ed Machonis

The opinions expressed herein are solely those of the author and do not necessarily reflect those of the members or officers of the QB-99'ers U.G.

A recent exchange newsletter editorial defends the right of a software distributor to sell Public Domain and Fairware software. I find I must take exception to some of the arguments presented therein.

The editorial compares such sales to the sale of Sherlock Holmes stories on which international copyrights have expired, the sale of PD programs by Amnion Helpline and User Groups, and the inclusion of PD software on some of of the disks sold by Tigercub Software. I don't believe any of these comparisons are valid.

The copyrights on the PD programs being sold have not expired as in the case of the Sherlock Holmes stories. One fails to see how sale of stories which no longer have copyright protection can justify sale of software which supposedly does have such protection. In its ads for these programs, one distributor asserts that "Certain of these disks may include a claim of copyright from the author with the right to distribute at no charge expressly or impliedly granted....."

One has to wonder why the distributor refers to a "claim" of copyright rather than plainly stating that the software is copyrighted. A price of $4.95 per disk with a minimum S & H charge of $3 does not seem consistent with an "implied" right to distribute at no charge.

Sales of PD software by Amnion are for a disk full of related software not for a disk with just a few programs on it. Amnion has for years maintained a Helpline six days a week where anyone could call for help. As the editoral states, the $5 charge "pays the Helpline's phone bill and allows TI users access to a valuable free service." I don't believe anyone in the TI community questions Dr. Guy Romano's altruistic motives. The editorialist however felt it necessary to respond to "a lot of bad press in the newsletters" respecting this particlar distributor.

Sales by User Groups are comparable to those by Amnion, they are for a full disk of software and the purchaser can expect to receive any needed support. Some software distributors on the other hand declare that there are no warranties nor guaranties that the PD programs they sell are free from bugs. One must also consider that the money paid to the User Group is returned to the purchaser in the form of group activities and is generally in lieu of increased dues.

Jim Peterson's support of the TI Community is legend. Who among us hasn't benefited from his Tips and Tutorials? His "Collections" include 5 or 6 of his own programs in a particular category. He states, "the remaining disk space has been filled with public domain programs of the same category ....I am NOT selling public domain programs, I am just including them as a free bonus to fill up the disk." Jim's intent was to provide as much help as he could by distributing PD programs instead of empty disk sectors. The software distributor on the other hand affirms that they ARE selling PD programs. There is no mistaking the intent in each case and I don't feel the two are comparable.

The editorial maintains, "There is nothing illegal about selling PD software. It is up to the consumer to decide whether there is anything morally wrong with doing so." I have no legal training so I cannot comment on the legality of this conduct.

That there should be any doubt respecting the morality of such conduct does amaze me. The editorial proposes "If they can make the price right, they deserve your business." It's easy enough to make the price right when the software costs you nothing! Since when is morality decided on price? And do only the seller and the buyer get to decide the morality of the transaction? Does the author of the software have any say?

Ask any software author what he thinks of the morality of a commercial organization making money on his work with absolutely no recompense to him. I don't think any author has placed his work in PD so that others may sell it. Once bit by such software distributors, do you think that author will ever again place his work in the public domain? Software distributors who sell PD software may be dealing a death blow to good PD software.

SALES OF PUBLIC DOMAIN SOFTWARE.....Pg 2

As for the Fairware programs, the editorial protests that the particular software distributor "specifically states that fairware authors should be compensated for their efforts...." No mention is made that this distributor gratuitously adds "you are not legally obligated to do so."

Fairware authors are having problems collecting from users who receive the programs either at no cost or for a minimum copy fee and postage. After shelling out eight bucks to a software distributor for a copy of the program, and being informed that he is under no legal obligation to do so, do you think the average TI user will feel obligated to further compensate the author?

I have no quarrel with the respected writer of the editorial. His Bona Fides are without question. I have a lot of respect for his opinions and look forward to his newsletter. The appearance of this front page editorial in support of one particular software distibutor on the eve of a conference where the newsletter will receive a wide distribution can only be dismissed as unfortunate timing.

While I believe the editorial writer is wrong, I am glad he has seen fit open the matter. A public discussion of the morality of sales of PD programs is certainly in order and I would like to present another side to the story.

Not all programs being sold by the the software distributors are PD or Fairware. A little over a year ago my son, Mike Machonis, wrote a program to print address labels which included a graphic representation of the TI Console. The graphic was a popular instance used with several of the Artist type drawing programs. I encouraged him to place the program as Fairware or with a software distributor. However, he felt that he might be infringing on a copyrighted instance and was reluctant to do so.

I used the program for addressing TI correspondence and was often asked for copies of the program. In all cases I explained that I was not at liberty to release it as my son was the author and had not yet decided what he would do with it. My son did distribute a few copies to close friends for beta testing. We were both shocked recently to see the program advertised for sale as a PD program.

The program had never been placed in the Public Domain. The advertiser had never bothered to request permission to sell

the program. Hire a lawyer and sue? Write nasty letters? What good would it do? The author is actually helpless in this situation. He has to stand by and watch a commercial organization make a profit on his work, without so much as an "If you please!"

PLEASE NOTE: There are many honorable software distributors who are worthy of your business. They compensate the authors of the software they sell. BY THEIR SALES YE SHALL KNOW THEM. I can think of one low budget distributor who distributed PD RLE pictures free of charge or for a 50 cent copy fee. You only had to send a disk and a postage paid mailer with the copy fee to receive the pictures.

One thing that we can do is to reduce the profit that any software distibutor will make from my son's program. Here is an offer you can't refuse:

SEND EITHER OF US A FORMATTED DISK WITH A POSTAGE PAID RETURN MAILER AND WE WILL SEND YOU THE LATEST VERSION OF THE PROGRAM FREE OF ANY CHARGE!

The program will be licensed to you for you own use and may only be distributed without fee. No promises, but don't be surprised if you find other programs of equal value on that disk. This offer does not apply to any software distributor, its officers or employees.

Send your disk to either address:

Mike Machonis
290 Marlinspike Drive
Severna Park, MD 21146

Ed Machonis
82-23 261 Street
Floral Park, NY 11004

If you would rather send two dollars, we will supply the disk, mailer and postage. We expect to be pretty busy for a while so we won't be able to enter into any correspondence in this matter, however your comments will be welcome. We cannot be responsible for any mail that goes astray as the US Postal Service will be a co-conspirator.

CAVEAT EMPTOR or WHAT THE ADS DIDN'T TELL YOU -

The program was written for the Epson RX-80. It utilizes the graphics mode and should run on most compatibles but we cannot guarantee its successful operation with other printers. It will not run on the Prowriter; if there is enough demand, a version may be made available. Extended Basic is required.

```
100 GOSUB 510
110 RANDOMIZE
120 DIM N(3)
130 CALL CLEAR :: CALL
SCREEN(16)
140 CALL HCHAR(08,5,120,24)
:: DISPLAY AT(10,4):"A L P H
A -- BL A S T" :: CALL HCHAR
(12,5,120,24)
150 CALL MAGNIFY(2):: FOR L=
1 TO 28
160 CALL SPRITE (#L,INT(RND*
10)+65,INT(RND*10)+3, INT(
RND*10)*8+1,INT(RND*10)*8+1,
INT(RND*10)-30,INT(RND*10)-3
0)
170 IF L=25 THEN DISPLAY
AT(21,10):"GET READY!"
180 NEXT L:: CALL DELSPRITE
(ALL):: CALL CLEAR :: HS=0
190 CALL COLOR(12,6,1)
200 DISPLAY AT(1,6):"HIGH
SCORE:":HS :: U=0 :: SC=0
210 U=H+.03*SGN(1-U):: R=R+1
:: DISPLAY AT(5,14):"ROUND
#";R :: DISPLAY AT(2,6):
"SCORE: ";SC
220 FOR I=6 TO 21 :: CALL
HCHAR(I,6,128):: NEXT I
230 FOR I=5 TO 7 STEP 2 ::
CALL VCHAR(5,I,95,17):: NEXT
I
240 FOR I=3 TO 9 STEP 6 ::
CALL VCHAR(4,I,120,20)::
NEXT I :: CALL HCHAR(4,4,120
,5):: CALL HCHAR(23,4,120,5)
250 FOR I=0 TO 3
260 N(I)=INT(RND*10)+65
270 FOR J=0 TO I-1 :: IF
N(J)=N(I)THEN 260
280 NEXT J :: NEXT I
290 CALL SPRITE(#6,42,3, 97,
153)
300 CALL SPRITE(#2,N(0),14,
57,153):: CALL SPRITE(#3,N
(1),14,97,201):: CALL SPRIT
E(#4,N(2),14,137,153):: CALL
SPRITE(#5,N(3),14,97,105)
310 ROW=21 :: A=-1 :: B=-1
:: C=-1 :: D=-1
320 T=0
330 CALL JOYST(1,X,Y):: IF
ABS(X)-ABS(Y)>4 OR ABS(X)
-ABS(Y)=0 THEN CALL HCHAR(RO
W,6,32):: ROW=ROW-U :: IF
ROW<5 THEN 400 ELSE 330
340 IF (X=0)*(Y=4)*(A)THEN
CALL PATTERN(#2,32,#6,43)::
V(T)=0 :: A=0 :: GOTO 390
350 IF (X=4)*(Y=0)*(B)THEN
CALL PATTERN(#3,32,#6,43)::
V(T)=1 :: B=0 :: GOTO 390
360 IF (X=0)*(Y=-4)*(C)THEN
CALL PATTERN(#4,32,#6,43)::
V(T)=2 :: C=0 :: GOTO 390
370 IF (X=-4)*(Y=0)*(D)THEN
CALL PATTERN(#5,32,#6,43)::
V(T)=3 :: D=0 :: GOTO 390
380 CALL HCHAR(ROW,6,32)::
ROW=ROW-U :: IF ROW<5 THEN
400 ELSE 330
390 CALL SOUND(-10,200,2)::
CALL PATTERN(#6,42):: T=T+1
:: IF T=4 THEN 450 ELSE 330
400 DISPLAY AT(22,11):"YOUR
TIME IS UP!"
410 CALL SOUND(800,110,5,
120,5):: FOR I=1 TO 200 ::
NEXT I
420 DISPLAY AT(24,10):"PLAY
AGAIN(Y/N)?" :: IF SC>HS
THEN HS=SC
430 CALL KEY(0,KEY,ST):: IF
ST=0 THEN 430
440 IF (KEY=89)+(KEY=121
)THEN CALL CLEAR :: CALL
DELSPRITE(ALL):: GOTO 200
ELSE 560
450 REM
460 FOR T=0 TO 2 :: IF
N(V(T))<N(V(T+1))THEN 480
470 SC=SC-INT(1.5*R*ROW)::
GOTO 490
480 SC=SC+INT(R*ROW)
490 NEXT T
500 CALL DELSPRITE(ALL)::
GOTO 210
510 REM
520 CALL COLOR(14,9,1)
530 CALL CHAR(120,"007E7E7E7
E7E7E00")::CALL CHAR(128,"")
540 CALL COLOR(12,6,10)::
CALL COLOR(13,1,9)
550 RETURN
560 CALL CHARSET :: CALL
CLEAR :: CALL DELSPRITE
(ALL):: CALL SCREEN(16)
```

W I T N E S S

(C) INFOCOM

A 1930's whodunit, a case of blackmail turns into murder before your eyes, or was it suicide? If it was murder, was the killer the knockout Heiress or the poker faced Oriental butler, or someone else? Believe only your eyes as you are the WITNESS! Play detective and discover the proof: (1) the Motive, (2) the Opportunity and (3) the Means!

You receive a telegram requesting your assistance. Report to 4986 Lyman Drive at Eight in the evening. A door bell invites you to ring it, (in my case, I knocked on the door)... Phong invites you in where he introduces you to Freeman Linder. The adventure starts...

Special words in this adventure:

Accuse	Arrest
Dust	Analyze
Examine	Search
Compare	Cuff

Call (Coroner, Duffy)
Show (something to someone)

Special items of interest to find (or use):

Sample of powder
Ticket Stub
Chunk of putty
Gun receipt
Medical Report
Green wire piece
Match Book
Side-yard Cast
Back-yard Cast
Hidden Handgun
Muddy Handgun
Muddy Boots
Clock Key
Set of House Keys
Snub-nosed Colt
Hand Cuffs

Approximate times and places to be (do) something:

8:00 Front Door
10:59 Near Garage or in Work Shop
11:33 Coroner Comes
11:47 Phong's Room
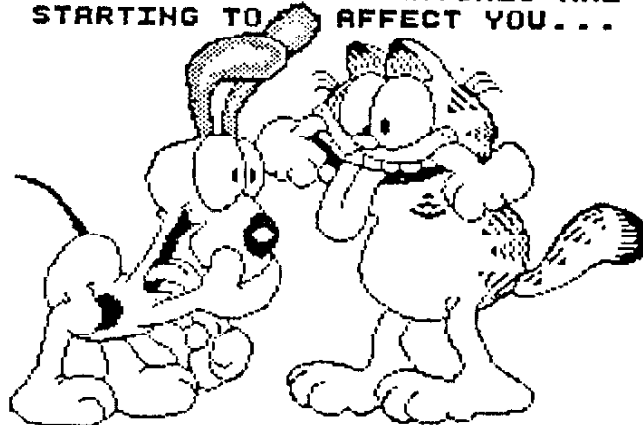12:05 Office (hiding somewhere)

This adventure has several

solutions to it, but only one is the COMPLETE solution to the story. If you find this, you will be asked if you'd like to read the author's summary of the case. Look for the statement: "You have reached a complete solution to the story.", and you've done it!
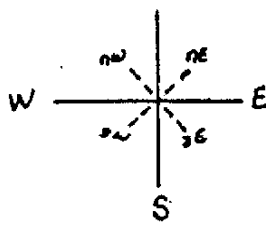
There's not too much to this one hint-wise. Several possibilities are following or interrogating people, comparing objects to other objects, etc. Examine everything and dust or analyze objects. Take nothing for granted! To find out some interesting information, DO NOT report to the front door as requested. Instead, go to the Office Porch (Back Door) and watch what goes on, then confront Stiles. You won't make the 8:00 PM appointment so you'll have to restart the game, but you'll have some further information to go on!

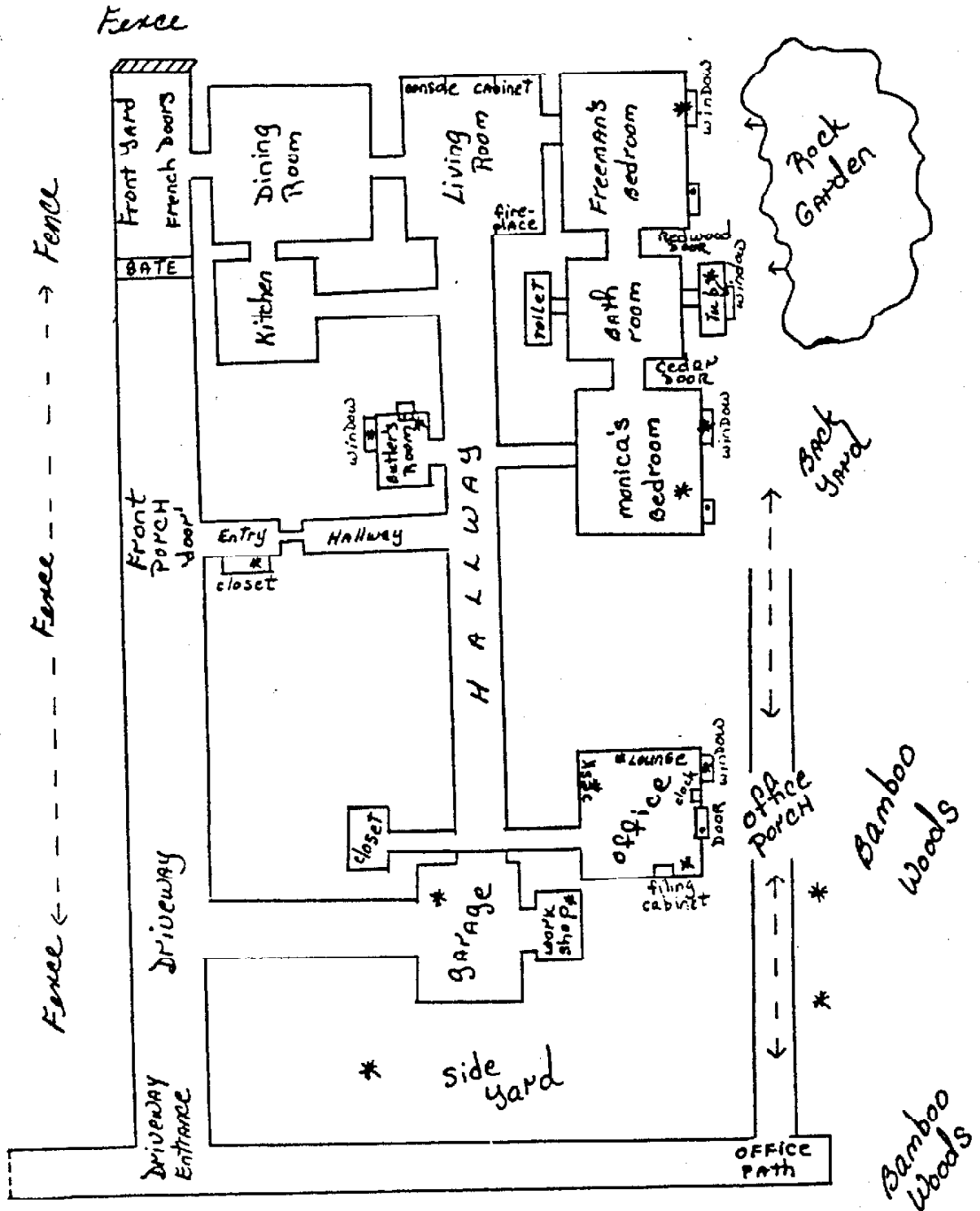Good luck!
Police Chief Klutz
February 28

I THINK THESE ADVENTURES ARE STARTING TO AFFECT YOU...

WITNESS

WITNESS

N
nw ne
W — E
sw se
S

Fence

Fence

→ Fence

Fence ←

Fence

Driveway

Driveway Entrance

Front Yard

French Doors

GATE

Front Porch Door

Entry

closet *

Hallway

HALLWAY

Dining Room

Kitchen

console cabinet

Living Room

fireplace

Butler's Room

window

toilet

Bath room

Redwood Door

Tub *

window

Freeman's Bedroom

*
window

Cedar Door

Monica's Bedroom

window *

*

closet

Garage *

work shop *

side yard

*

*

office

#Lounge

Desk

clock

window

door

filing cabinet *

Office Porch

Back Yard

Rock Garden

Bamboo Woods

*

*

*

OFFICE PATH

Bamboo Woods

* = dd find something

```
       ┌─────┐
   ┌─TI─WRITER─TOOLBOX─#4─┐───┐\
  /┌─────────────────────┐/ QB \
  │      by Ed Machonis   │99ers│
  └─────────────────────┘─────┘
```

"Who needs Funnelweb?", you say, "I don't have a printer!" Well maybe you do need it, printer or no. If you recall, Funnelweb was originally called FunlWriter. The name was changed so that it would not just be associated with word processing. Its main purpose is as an Assembly Loader which can, among other things, load in TI-Writer files without requiring the TI-Writer Module.

One use I have found for it is as a menu loader for Editor Assembler games. Great for those youngsters who are whizzes with the joystick but have trouble typing in filenames. Especially handy for those without an E/A Module.

The idea is to just configure the load program to load in the assembly game files. All you will need to retain from the FWB disk is LOAD and EA files. All the rest can be deleted after you have configured the LOAD program. This will leave you with 318 sectors free on a SSSD Disk for the game files. You can make a Flippy and have another 358 sectors on the other side as FWB will remind you to Flip if so configured. Those with Double Sided Drives won't have to bother with the Flippy, but can configure accordingly.

FWB will load both Program (E/A Opt. #5) and DIS/FIX 80 (E/A Opt. #3) files. You could also load Extended Basic games but this would be akin to using a sledge hammer where a tack hammer would do. There are many fine XB Menu Loaders, TIGERCUB for one, that will do the job more efficiently.

CONFIGURING A GAME LOADER

First decide which games will be placed on the disk, keeping in mind the number of sectors used by each game and the disk space available. Also note whether the games are Memory Image (Program files which Run with E/A Opt. #5) or Tagged Object Code (D/F 80 files which Load and Run with E/A Opt. #3). Some Memory Image Games will consist of several consecutively named files, such as FILENAME1, FILENAME2, etc., or FILENAME, FILENAMF, FILENAMG, etc. While all files will have to be placed on the disk, only the first name in the series need be entered when configuring the disk.

Make a copy of your FWB master and from the the XB User List select I CONFIGURE. From the first menu select 2 Redo User Lists. Decline the chance to edit the Central Menu Screen User Lists by pressing Enter. Accept the offer to edit the XB LOAD User List by again pressing Enter. Accept the default filename, DSK1.LOAD by pressing Enter.

Your cursor will be doing its thing at Choice 4. Pressing Enter will leave this Choice blank, separating your games menu from the first three choices and bringing you to Choice #5. Type in the name of your first game in place of MYARC DM and press Enter. The parameter for MYARC DM will be displayed; just press any key. The following choices will be displayed with the prompt "Select Action by Number":

1. XBasic Program
2. Assembly Loaders
3. Return to XBasic
4. Leave Unaltered

Press 2 for Assembly Loaders and you will be asked to enter a File name. Enter DSK1. and the name of the program as it appears in the Disk Catalog. Only the first file in a series need be entered for Memory Image programs consisting of more than one file. Your next task is to select a LOADER SPECIFICATION:

1. Memory Image Program
2. Tagged Object Code
3. Script Load File

Assuming this game to be a Memory Image Program, select 1. You will then be asked to choose among the following FILE REQUIREMENTS:

1. Text Mode (TI-Wr)
2. GPL Environment
3. E/A Program File

The GPL Environment is the usual choice for E/A Program files, but I have never gone wrong by selecting 3 E/A Program File. Choose this if you are not sure. The next query is "Will the file always be found on F'WB Boot Disk?" Accept the default Y by pressing Enter. Also press Enter for the next two prompts respecting Secondary Disk and Provide Reminder accepting N in both cases. Your next options are:

Fctn-6 -- Enter the data
Fctn-8 -- Do over again
Fctn-9 -- Cancel the data

Press PROCEED, Fctn-6, unless you have reason to select one of the other choices. You will be returned to the XB User List at Choice 6. Type in the name of the next game in place of TI FORTH. Proceed as above except this time let's assume a Tagged Object Code or D/F 80 file. When this LOADER SPECIFICATION is selected, you will be asked to choose among the following LOADER LIMITS:

1. No Special Conditions
2. Load Low Memory First
3. Auto Start - LFHM
4. Intercept Auto Start

In most cases 1. No Special Conditions will work. If the game is unusually long, say 175 sectors, and you get a Memory Full message or the like, reconfigure and select 3. Auto Start - LFHM. Apparently this option will permit the file to be loaded over the Funnelweb Program. Try this option also if the program crashes when run.

Continue as for the Memory Image Program accepting the defaults for Boot Tracking, Secondary Disk and Reminder by pressing Enter in each case. Pressing PROCEED will bring you to the next XB User List Choice.

Repeat the above selections until all games have been placed on the XB User List. If you are placing files on the Flip side of the disk, be sure that that you answer N to the query "Will this file always be found on the F'WB Boot disk?" Also answer Y when asked if a reminder should be provided. For these selections FWB will stop and ask for a utility disk in the specified drive, giving you a chance to flip the disk.

You must go through all choices before you can save the configuration. Just keep pressing Enter. While you're at it, replace "Cassette" and "CONFIGURE" with two periods to match the rest of the menu. Select 1 XBasic Program and use DSK1.LOAD for a filename. Then if these selections are chosen inadvertently , FWB will just reload itself. This can also be done to Goof-Proof all other unused choices.

When you have completed editing all the entries, you will be asked "Save File to Drive ?" The prompt is DSK1.LOAD. Pressing Enter DOES NOT save your configuration but brings up the following menu:

1. Continue Normally
2. Redo User Lists
3. Redo Configuration
4. Back to FWB Vn 4.0

The bottom line prompt now reads "1. To Save Configuration." Press 1 and your work will be saved. Next press 4 to return to FWB. Select DM-1000 from the menu and copy LOAD and EA onto a blank disk. Then copy all the required game files onto this disk.

NOW HE TELLS ME!

Place the games disk in Drive 1 and select Extended Basic. Select each game in turn and play it long enough to insure it is working properly. At this point we are TESTING - NOT PLAYING!

Some games cannot be run from the FWB Loaders, no matter how configured. If you run across one, try different Loaders. Select Edit-Assem from the XB User list (Yes, it's still available.) and then Loaders from the Central Menu Screen and try loading the program that way. If you find a way to load and run successfully then reconfigure your disk. (This method can also be used to try the games and loaders before first configuring the disk.) To reconfigure the games disk, select CONFIGURE from your Master Copy of FWB and insert the games disk when prompted for DSK1.LOAD.

Some D/F 80 games are not Auto Starting. They require a Program name to start them. With the E/A Module you had to know the "Start" name. Not so with FWB, it tells you the name. When such a file is loaded, you will see the prompt: "Enter Object File Name" with DSK1 displayed. Just press Enter. The DEF TABLE CONTENTS will be displayed with all the names that might be used to "Start" the program. The cursor will flash on the first one, just press PROCEED, Fctn 6, to start the game.

NOT ONLY FOR GAMES.

The FWB Loader need not be limited to Word Processing, Assembly Programming or Game playing. Any group of related programs can now be placed on the same disk and selection made from the FWB menu. One application that comes to mind are Copy programs. They can all be placed on the one disk, whether Memory Image or D/F 80; you wont need the XB Loaders for the individual programs that are sometimes provided. Every time you need to switch in the E/A Module, that program becomes a candidate for the FWB menu.