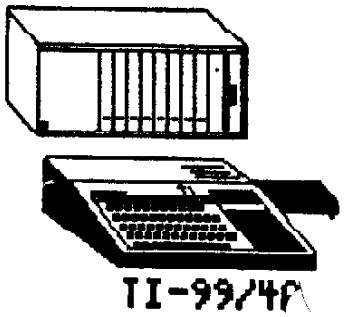
# THE BREAD BOARD

OFFICIAL NEWLETTER OF THE
TIDEWATER 99/4 USER GROUP INC.
Post Office Box 1935
Newport News, VA. 23601

APRIL 1986
VOL 5 No. 4



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*A Non-Profit Virginia Corporation dedicated to educating and enlightening TI-99/4 users to the full potential of home computing.*

DALLAS TI HOME COMPUTER
1221 MOSSWOOD
IRVING, TX 75061

*Return Requested*

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MEETING NOTICE: *The Southside Chapter meets every first and third Tuesday of each month at E.C.P.I. (Electronic Computer Programming Institute) located at 3661 East Virginia Beach Blvd. at Ingleside Ave. Educational classes start at 6:30 pm in room 206 followed by the regular meeting and discussion groups at 7:30 pm. For April, meetings will be held on the 1st and 15th of the month.*

*The Peninsula Chapter meets every second Tuesday of each month at Warwick High School, 51 Copeland Lane, Room 220-22. Formal meetings begin at 7:30 pm. with informal discussion before and after the meeting. Library is open to members during informal sessions. For April, the regular scheduled meeting is April 8th.*


PUBLICATION NOTICE:

THE BREAD BOARD is published monthly by the officers of THE TIDEWATER 99/4 USERS GROUP for distribution free to its members or there are no subscription fees and not available for sale. Entered as third class postage at Grafton, Va. under permit No

Reviews or products are the opinion of the contributing individual and may not reflect the views of the group, or its officers. favorable review is not an endorsement, nor does the group, its officers and/or editors assume any liabilty for omissions unfavorable reviews. Contrasting opinions are solicited and will be published if accepable. Any rebuttal or contrasting vi received and deemed unacceptable or not publised due to space requirements, etc., will be acknowledged in the newsletter wi information on how to obtain a copy (usuallly a return addressed envelope with proper postage.) Contributions in the form of review articles, short original or public domain programs and/or classified items should be submitted to any club officer at any regul meeting (or within one week thereafter) for publication in the next newsletter.

## NOTES FROM THE VICE PRESIDENT

Well, as I said last month, I may have created a monster! It seems I did make a TYPO in copying the TIPS FROM THE TIGERCUB. And, the program I couldn't get to work should have been obvious, but I started out thinking PROGRAMS and just never thought FILES! The program was a file checker--not a program checker, as I insisted on making it. No wonder I was unable to get it to work. The "typo" I made was in the REAL BIG letters program, (line 200), and should read,"200 X=POS (HX$,X$,1)-1:: T$=SEG$(BN$,X$5+1,4)&T$ :: NEXT J :: B$=T$ :: T$="":: SUBEND". The printers left off two lines on the last page also. The last line in Column 2 should have read "copy (to print to a printer). It is also", and the final line of the page should have read, "appreciation of your service to the group." Our appologies for not having proofread the copy as is customary.

In combining the rosters of our two groups, I noted that the Southside Chapter includes in the member's address and phone number, if the member has a modem. It has been some time since we published a phone directory, and I think this would be useful information to add to such a directory. There has been some discussion at our officers' meetings if there would be any objection to having the phone directory published in the newsletter, as we now include a lot of other user groups as well as commercial mailings. If any of you with unlisted numbers, or for any reason object to us publishing your number please let us know. Those in the Peninsula Chapter who have modems, please let us know also as we want to update our files. On the subject of modems, the week I spent in Williamsburg gave me an opportunity to try out some of the local BBS. We only have one in Gloucester, and I try to keep the phone bill to a minimum. I've included the numbers of them in this letter as some of you may not be aware of them all. For those of you who are just getting started, as I am, I also have reprinted an article on etiquitte when "on line". Ken Silver does a lot of work on the GREAT GAMMA TBBS keeping the TI corner in order. Check with Ken if you have questions, and remember the TUG TIBBS operated by our Southside member, as you read last month. If you have a modem and have never logged on with CompuServe, you may have a free tour by using ID: 77770,101 PASSWORD: FRE-DEMO. This ID and password will not work on TYMNET TELNET, etc., you must have a CompuServe number. On the peninsula it's 722-0016. There's a whole world of information out there at the other end of your RS232. I've submitted a lot of material to Ken for consideration. I know there won't be room for all of it this month, but it's a subject I hope to continue both learning and passing on in the newsletter.

Don Andrews

## SECRETARY's REPORT:

The March meeting was called to order by the Vice President, as our President was attending the first meeting of the Board of Directors since our merger. We were informed by Judy North that the minutes of the last meeting were in error to the extent that she was serving on the newsletter committee, and does not chair that committee. With this correction, the minutes and Treasurer's report as printed in the newsletter were accepted as being correct. In old business, it was reported that our memory expansion had been returned--that very day, in fact--so it had not been checked out. Our shipment of disks from 3-M had been received and distributed equally between the two Chapters with one package of disks (including a free head cleaner) to be offered as some sort of incentive award to include both Chapters. Two boxes of these disks were allocated to the library to allow for expansion, and the remainder placed in the treasury, to be offered for sale to our members. New business was tabled pending the conclusion of the Board meeting, and an informative program was presented by Terry Smithwick. Following Terry's presentation, the president was given the chair and a report given by Vic Vogelsang on the board meeting. New businees turned to the possibility of having informal get-togethers, which could inclued both chapters. A software party was suggested and tabled for further consideration. The issuance of an ID card was discussed, and an offer to assist with the printing of the ID cards was made by David Hamilton, one of our new members. The meeting was adjourned by the president at 9:30 p. m.

Since our merger, I have not printed a report on our account with Unisource. We are not trying to keep the information a secret, it's just that we have been unable to get a statement from Unisource. I understand our other officers are having problems also in obtaining payment on the advertising they ran and their account is now four months in arrears. We will pass the information to you as soon as it is available.

Earl Andrews

## TREASURER's REPORT

| | |
|---|---|
| Reported Last Month. . . | $91.27 |
| Income. . . . . | 55.00 |
| Expendatures. . . . . | 30.00 |
| Cash Balance on Hand . . . | 116.27 |

for
Brad Long
by JIM TRANT

## APRIL PROGRAM NOTICE

Barry Ensley will present the program for April, and in order for you to be better prepared for his presentation, he offers the following material:

## An application of PROGRAMS THAT WRITE PROGRAMS

The following sequence is a quick way I devised for building a subprogram that will assure that all character patterns, color sets and sprites are in their normal state. There are times when they are not restored to their normal state (come to this month's meeting) and undesirable results may occur.

The program below will write a program (come to this month's meeting) that contains in DATA statements all the character codes for ASCII 96 through 143 as they occur when the computer is turned on. The resulting program has the filename CHAR-LIST and will be in D/V 163 format, which is a Merged Program.

```
100 DIM C$(48):: FOR C=96 TO
143 :: CALL CHARPAT(C,C$(C-
95)):: NEXT C
110 OPEN #1:"DSK1.CHAR-LIST"
,VARIABLE 163
120 FOR X=1 TO 48 STEP 6
130 A$=CHR$(0)CHR$(X+199)C
HR$(147)CHR$(199)CHR$(16)
C$(X)CHR$(179)CHR$(199)CH
R$(16)C$(X+1)CHR$(179)CHR
(179)
140 A$=A$CHR$(199)CHR$(16)
C$(X+3)CHR$(179)CHR$(199)
CHR$(16)C$(X+4)CHR$(179)
CHR$(199)CHR$(16)C$(X+5)C
HR$(0)
150 PRINT #1:A$ :: NEXT X
160 PRINT #1:CHR$(255)CHR$(
255):: CLOSE #1
170 CALL INIT :: CALL LOAD(-
31962,100,124)
```

After running that program, type in the following one. There's no need to type NEW first, since the above program will already be erased from memory! (Come to this month's meeting.)

```
100 SUB CHARCLEAR
110 CALL DELSPRITE(ALL):: CA
LL MAGNIFY(1):: CALL CHARSET
:: FOR C=96 TO 143 :: READ
C$:: CALL CHAR(C,C$):: NEXT C
120 FOR C=1 TO 12 :: CALL CO
LOR(C,2,1):: NEXT C :: CALL
SCREEN(8)
```

Now Merge in CHAR-LIST (MERGE DSK1.CHAR-LIST), Resequence the program using a high number (like 30000) and add a FINAL line with only the statement SUBEND in it. Finally, save the resulting program in Merged format (SAVE DSK1.CHAR-CLEAR,MERGE). You now have a subprogram that can be Merged into another program and when called with the statement CALL CHARCLEAR will restore "everything" to the normal state.

If you're interested in learning more about programs that write programs - there is unlimited potential here - come to this month's meeting. AND BRING THIS ALONG WITH YOU! We will work with it to help demonstrate how this technique works. I also recommend that you bring a print-out of the token codes. (What, you ask? See TIPS FROM THE TIGERCUB #23.)

Barry Ensley

# * PENINSULA CHAPTER NEWS *

NOTES FROM THE PRESIDENT: Several people have brought up the thought that the newsletter and our meeting programs should contain more information for TI owners who don't have the PE box, disk drives, etc. but have a console, a cassette recorder and maybe a printer. For almost a year I had just a console and a cassette recorder and I had a lot of fun doing things described in the manuals and other books and trying BREADBOARD programs. The need to merge programs and to print led me to purchase a second hand PE box with a disk drive , memory expansion and RS232 boards. I also got a lot of software including Extended BASIC and TI-WRITER Later on I bought a printer.This all works fine, but the PE box is bulky. Now there appear to be many products on the market, by which at least some of the capability of that configuration may be obtained without the PE box. Stand alone disk drives are the most common. But I have noticed in the catalogs such things as word processors that only require the console and a cassette recorder and printer hookups without the TI RS232 board. Having never tried any of these, I wonder how satisfactory they are. It would seem to me that if they lived up to the advertisements, user satisfaction would greatly depend on the user's application. This is then a plea for a user of such equipment to write an article or even a monthly column and/or give a presentation from the user's point of view.

Jim Trant

## An application of PROGRAMS THAT WRITE PROGRAMS

The following sequence is a quick way I devised for building a subprogram that will assure that all character patterns, color sets and sprites are in their normal state. There are times when they are not restored to their normal state (come to this month's meeting) and undesirable results may occur.

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143 :: CALL CHARPAT(C,C$(C-
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120 FOR X=1 TO 48 STEP 6
130 A$=CHR$(0)&CHR$(X+199)&C
HR$(147)&CHR$(199)&CHR$(16)&
C$(X)&CHR$(179)&CHR$(199)&CH
R$(16)&C$(X+1)&CHR$(179)&CHR
$(199)&CHR$(16)&C$(X+2)&CHR$
(179)
140 A$=A$&CHR$(199)&CHR$(16)
&C$(X+3)&CHR$(179)&CHR$(199)
&CHR$(16)&C$(X+4)&CHR$(179)&
CHR$(199)&CHR$(16)&C$(X+5)&C
HR$(0)
150 PRINT #1:A$ :: NEXT X
160 PRINT #1:CHR$(255)&CHR$(
255):: CLOSE #1
170 CALL INIT :: CALL LOAD(-
31962,100,124)
```

After running that program, type in the following one. There's no need to type NEW first, since the above program will already be erased from memory!^ (Come to this month's meeting.)

```
100 SUB CHARCLEAR
110 CALL DELSPRITE(ALL):: CA
LL MAGNIFY(1):: CALL CHARSET
 :: FOR C=96 TO 143 :: READ
C$ :: CALL CHAR(C,C$):: NEXT
 C
120 FOR C=1 TO 12 :: CALL CO
LOR(C,2,1):: NEXT C :: CALL
SCREEN(8)
```

Now Merge in CHAR-LIST (MERGE DSK1.CHAR-LIST), Resequence the program using a high number (like 2000) and add a FINAL line with only the statement SUBEND in it. Finally, save the resulting program in Merged format (SAVE DSK1.CHAR-CLEAR,MERGE). You now have a subprogram that can be Merged into another program and when called with the statement CALL CHARCLEAR will restore "everything" to the normal state.

If you're interested in learning more about programs that write programs - there is unlimited potential here - come to this month's meeting, AND BRING THIS ALONG WITH YOU. We will work with it to help demonstrate how this technique works. I also recommend that you bring a print-out of the token codes. (What you ask?^ See TIPS FROM THE TIGERCUB #23.)

Barry Ensley

## PEEKs and POKEs

This month the unraveling of -31788: an address with lots of potential.^ (See last month's PEEKs and POKEs.)

The first "mystery" to be solved is the way it functions in general. I imagine this was pretty obvious. Simply POKEing a value into the address did nothing. After it's POKEd, a key must be pressed in order for the POKE to take effect. This can be accomplished with a CALL KEY statement (as illustrated by the use of the SUB TOUCH routine), or by an INPUT or ACCEPT AT statement (used in the multicolor mode demo). This method of activating a POKE opens up some exciting doors.

Lets take a look at the different values that can be POKEd and what they do. Some are quite obvious: 225 causes sprites to be single sized and magnified [CALL MAGNIFY (2)], 226 makes sprites double sized and unmagnified [CALL MAGNIFY (3)] and 227 turns the sprites into double sized and magnified ones [CALL MAGNIFY (4)]. 224 is the default value providing normal operation. That is, sprites are single sized and unmagnified [CALL MAGNIFY (1)], the screen is in the regular mode and the screen is unblanked.^ (Unblanked screen is coming up.)

We saw last month that 232 places the computer into multicolor mode. That leaves two unexamined values, 160 and 192; these I find most fascinating.

POKEing 160 then pressing a key, in a manner as described above, blanks the screen. If you're using an INPUT or ACCEPT AT statement, the screen will go blank as soon as any key is pressed. You can continue to enter a string, press ENTER, have the program go to another INPUT statement(s), etc.^and the screen will display nothing.

The screen will remain blank until the program ends, or until another valid value is POKEd (it doesn't have to be 224 - POKEing, say 226, will cause any sprites to become double sized) and a key is pressed, again in the manner described above. If this is done, the screen will "unblank."^ All text, graphics, and sprites that were present before 160 was POKEd, and any added while in the blanked condition, will now become visible.

In reality everything will be running normally according to program's instructions, except you won't be able to see anything on the screen. You can start a program by blanking the screen, fill the screen with text/graphics/sprites then unblank the screen to reveal all the work the program has done. Play with this a little, and I think you will see it provides for some very interesting programming possibilities.

The final value is 192. All it does is stop sprite motion. However, if you ran my program last month, it appeared to be doing much more. When 192 was POKEd and activated, the sprites stopped moving all right, but then they began to disappear one-by-one from the screen.

Instead of using this POKE to just stop sprite motion, I turned it into a vehicle to perform a little trick. When the program went back to line 120 it began to place sprites in the position specified by the CALL SPRITE statement, starting with SPRITE #1 and continuing through the loop until all 28 sprites had been placed there.

As each sprite was redefined and placed in the starting position, the respectively numbered old sprite was removed from the position it occupied when the POKEing of 192 stopped its motion. This gave the illusion of the sprites being plucked individually off the screen and ends up looking like only one sprite is left on the screen. Actually, all 28 sprites are there stacked on top of each other. Until another value for the address -31788 was POKEd nothing did, or could, happen.

I believe that little program gave an excellent example of what can be accomplished with POKEing and a little imagination. I'm not a graphics or sprite programmer, yet I was able to produce what I felt was a rather unique effect without much difficulty. Try some POKEing with -31788 and its various values. It's a fine one to try your hand at using the CALL LOAD statement.

If you have questions, comments or disagreements concerning any of my PEEKs or POKES, drop me a line c/o the UG or feel free to call me at 898-9013.

Barry Ensley

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For sale: TI99 P-box (new), 32K memory, RS-232, Disk Drive and controller. Microsoft Multiplan, one console call: DAVE HAMILTON 693-2732 in Gloucester, Va.

BASIC SCREEN DUMP
from ROBERT BRYANT

```
100 OPEN #1:"PIO"
110 FOR ROW=1 TO 24
120 FOR COL=3 TO 30
130 CALL GCHAR(ROW,COL,G)
140 PRINT #1:CHR$(G);
150 NEXT COL
160 PRINT #1
170 NEXT ROW
180 CLOSE #1
190 END
```

WHICHITA AREA 99'ERS

# * SOUTHSIDE CHAPTER NEWS *

MEETING NOTES:
Educational classes this month were treated to discussions on Pilot 99 and C Language 99 and its transportability, and structuring Basic using "GO SUB" vice "GO TO". Those who do not attend the meetings mis out on a lot of these extras. The first meeting in April will be on Forth so bring your book to follow along and participate. The second meeting will be on Basic. We are still working on obtaining a second compatible half height disk drive for the chapters computer. For members who may be interested in participating in a quantity buy, call Mark Gearlach.

Treasurers Report: Dick reports a balance of $576.16.

HARDWARE NOTE:
Bob Mcgill reported that a replacement fan for the peripheral expansion box is available from Radio Shack, 273-242, $14.95. The muffin fan is 3" in diameter and rated at 3200 CFM.

SPECIAL GUEST:
An interesting slide show was presented by our guest speaker, Dr. Hal Breedlove, on "VDT's and Vision". Dr Breedlove is a member of the Board of Directors of Commonwealth College and an active participant in Ergonomics in relation the Optometry. Emphasis was placed on VDT operation, normally in the work place, being the cause of "stress related problems" such as headaches, eye strain, irritated eyes, blurred vision, frequent loosing place, slow refocusing when looking up to a distance, posture change, neck, sholder or back tension, excess fatigue and irritability, lessened visual effeciency resulting in more errors and lower speed.

This adds up to less productivity, more absenteesm and to us with home computers, less enjoyment of our hobby. Dr. Breedlove has recommended that we setup our systems so that we have good firm seating, at a height in proper relationship to our VDT. The screen should be at a 20 degree angle of depression from our eye height. He also recommended looking up from our system to refocus and rest our eyes and focus on a distant subject at least every 15 minutes. Handouts emphasing these points were given out at the close of the presentation.

## BOARD OF DIRECTORS MEETING
March 11. 1986

AGENDA:
1. ELECTION OF OFFICERS
2. OPERATION OF THE TREASURY
3. ID CARDS
4. NEWSLETTER ADVERTISEMENTS
5. GETTING BYLAWS STRAIGHT

1. ELECTION OF OFFICERS: The following Corporate Officers were elected:

| | |
|---|---|
| CHAIRMAN | Mark Gerlach |
| VICE CHAIRMAN | Victor Vogelsang |
| SECRETARY | Ken Woodcock |

2. THE TREASURY & NEWSLETTER ADVERTISEMENT: It was decided that the Corporation would have its own account and each chapter would have their own bank account. I was also decided that from the 11th of March foreward that money received from advertisement would be shared 50/50 between the Corporation and the chapter responsible for obtaining the ad. Also, each chapter would be assesed $40/month for operating expenses. This would pay for the operation of the newsletter and legal costs.

3. ID CARDS: It was decided that ID cards would give us as members the ability to prove membership in the User Group while at various outside functions. The cost of getting 200 cards is being researched. ark is looking into getting permission from Texas Instruments to use their logo on the cards.

4. (covered in 2 above)

5. BYLAWS: Mark Gerlach will review and rewrite as necessary to have Corporate bylaws and two chapter bylaws.

Future meetings will be held on a quartely basis. The date of the next meeting will be announced in the newsleter.

Board members present: Mark Gerlach, Jim Trant, Victor Vogelsang, Ken Woodcock

Tired of using the same old CALL CLEAR command to clear the screen? Try this command instead.

CALL HCHAR(1,1,32,768)
It will clear the screen by sweeping from top to bottom.

Now try this:
10 CALL VCHAR(1,1,32,768)
This one clears the screen by sweeping from left to right.

XOXOXOXOXOXOXOXOXOXOXOXOXOXOXO

So you think that TI-Basic only has 16 colors, huh? Wrong! Run this demo program in Basic or Extended Basic:

```
100 REM COLOR BONANZA BY ED YORK
110 REM CIN-DAY USER GROUP
120 REM TI BASIC
130 CALL CLEAR
140 FOR A=40 TO 136 STEP 8
150 CALL CHAR(A,"55AA55AA55AA55AA")
160 NEXT A
170 FOR B=2 TO 14
180 CALL COLOR(B,1,1)
190 CALL VCHAR(1,2*B,24+8*B,22)
200 CALL VCHAR(1,2*B+1,24+8*B,22)
210 NEXT B
220 FOR C=2 TO 14
230 CALL SCREEN(INT(16*RND)+1)
240 FOR D=2 TO 14
250 CALL COLOR(D,D,C)
260 NEXT D
270 CALL KEY(0,E,F)
280 IF F<1 THEN 270
290 NEXT C
300 GOTO 220
```

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THE ORPHAN CHRONICLES

Ron Albright has recently completed a book that he describes as "the behind the scenes story that shocked over two two million people. In his new book,"The Orphan Chronicles," being published by Miller Graphics, he walks us through the past, present, and future of the TI 99/4A community. The chapters include interviews, observations,and witty humor and are as follows:

1 - One Computer's Sad Story
2 - When the Smoke Cleared
3 - The International Users Group
4 - The Real Users Groups
5 - Telecommunications
6 - Support? From where?
7 - The Written Word
8 - Freeware
9 - What the Future May Hold
10 - Survival Tips

Appendices cover: TI produced software, 129 TI Bulletin board numbers, hardware producers, software producers, mail order distributers, publications, freeware producers, books and users groups from around the world.

Here's an excerpt from the book: surrounding Kaplan's relationships with his writers, recruited from grassroot TI users. Most were nonprofessional writers that Kaplan recalls "giving immeasurable professional help" to improve their writing skills. One of the most interesting sidelights of the 99'er Magazine tale was the story of "Regena." The byline "Regena" first appeared in the premier issue of 99'er Magazine and, in succeeding issues, according to Cheryl Whitelaw, the real "Regena" (Regena was Whitelaw's middle name; she used the name initially to give her an easy-to-remember byline), Kaplan had the idea to make the identity of Regena a mystery. He played it up with frequent "Who is Regena?" fillers in the magazine. According to Whitelaw, the idea was acceptable to begin with, but, then, as it was drawn out longer and longer, it became a burden. Kaplan would not release the address of Regena to anyone and would not forward mail to her. Kaplan told her, finally, that her identity would be made known at a gala "unveiling" at the 99'er Magazine-sponsored TI-Fest in October, 1982. But, as events would have it, not only was Regena not unveiled there, she was not even invited to attend. Further, Kaplan backed out of a deal with Whitelaw to produce her typing tutor software as promised. "former" 99'er Magazine authors has confirmed, their former editor was not very skilled at either employee or subscriber relations. Home Computer Magazine has not published the identity of Regena to this day.

To order your copy send $9.95 and $2 shipping to Millers' Graphics, 1475 W. Cypress Ave., San Dimas, CA 91773.

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MORE FROM THE BBS:

RANDY'S RUMOR RAG
EXCERPTS FROM DECEMBER ISSUE OF THE RAG

RAndY's RumOR RaG
==========

UNDOCUMENTED COMMAND For those of you (us) using the CorComp disk controller, there is a command in the File Utilities section that is not documented in the manual. When the catalog of the disk is displayed with the command line to the left, besides typing in C, N, or D, you can also use the "M" command. This works like DM1000 in that it will copy the file to the destination disk and then erase it from the original disk. This is not mentioned anywhere in the CorComp manual and is quite useful if you are juggling programs around and don't want to go back later and delete a bunch of files or re-initialize the disk.

$$$$$$$$$$$$$$$$$$$ $$$$$$$$$$$$$$$$$$$

PERIPHERAL DIAGNOSTIC MODULE Somewhere around the middle of December, CorComp will be releasing their cartridge-based peripheral diagnostic program. The module will test both RS232 ports for baud rate and I/O. A special plug will be included that will allow you to check both ports without having a modem in the line or a printer connected. The cartridge will also check the 32K card to make sure everything is in order. Finally, the PDM will do a destructive disk test, display head step times, and initialize disks in all of the four common formats (SSSD, DSSD, SSDD, and DSDD). The program will also perform a motor speed test similar to Craig Miller's Diagnostic. CorComp tells me that the module will be compatible with the Myarc RS232 card with the exception of the loopback tests, and is compatible with both the TI and CorComp disk controllers. They told me that every effort had been made to make it compatible with the Myarc controller, but they were unable to do so.

You may think that many of these features are redundant when compared to Craig's fine software, but remember you need a working 32K and disk system to use his. Since the PDM is cartridge based, a working disk system and 32K are not required. Price will be around $25 and for further information contact: CorComp Inc., 1255 Tustin Ave., Anaheim, CA 92807 (714) 630-2903. CorComp will also be releasing some more software in January, but company officials are remaining tight-lipped until the product is finished and fully debugged. (I tried!!)

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DisKassembler At the January CES show in Las Vegas, Craig Miller will introduce a new program to be marketed under his umbrella. DisKassembler was written by Tom Freeman. It will create directly assemblable source files from object code that is in either Dis/Fix 80 or program image format. It will also disassemble console memory and all valid DSR's. Program output can be directed to either the printer or disk, of course. Object files can be from floppies, hard disk, or RAMdisk in either TI, CorComp, or Myarc formats. The program will retail for $19.95 and will carry very thorough and useful documentation as are all Craig Miller programs.

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The TOD cartridge is actually a database,so you can't change the graphics for the hallways, etc, but the TOD Editor allows you to change any of the variable parameters of the games. Upon first running the program and skimming the documentation, it seems that this is a very complicated program. But then TOD is a somewhat complicated game. Choosing program "A" allows the user to enter a new game description,create monster and quest graphics, allow for special attacks and quest items,enter weapons,character types lanterns, scrolls, and all of the variable aspects of the games. Program "B" is for the purists. You can change dungeon names, weapon graphics, map graphics, room graphics and other more detailed features. It is assumed that you have played a TOD game before and Asgard suggests that you have a fair amount of experience with them in order to understand all of the variables. You will not be able to sit down in one evening and create a new game, because there are so many things that can be changed. The program is menu driven and quite easy to understand, assuming that you are familiar with the TOD games already. Documentation is well done and explains everything you need to know as well as giving a bit of background information on the TOD cartridge. The program is well protected, and Asgard supplies a backup disk when you buy the program. Current retail price is $20. For further info contact: Asgard Software PO Box 10306 Rockville, MD 20850

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CS6D REVISITED Dave Rose will soon be releasing User Disk #2, composed of more user created typestyles and graphics. He is also selling a 5-disk set of typestyles and graphics which can be used by TI Artist2. With this package, you will have access to 160 CS graphics, 30 pictures, and 25 character fonts. Not a bad deal for$17.95. The marriage of CS6D with TI Artist 2 should prove to be very profitable for the TI consumer.Those other guys can have Print Shop, this is far more versatile!! Dave Rose 2781 Resor Road Fairfield, Ohio 45014-5053

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XMODEM COMING Keep this under your hat because nobody is supposed to know (and STC will deny it), but early in 1986 The Source will add XMODEM to all areas including TEXNET. Since XMODEM takes half the time of TE2 for transfers, that should give TEXNET a real shot in the arm and save us all a fair amount of money. I guess the guys at the desk listen after all.

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MASS TRANSFER Have you ever wanted to transfer a whole disk or even several files and leave your computer unattended while you did so. Well, just when you think we don't need another terminal program, along comes MASS TRANSFER with some unique features. Of course, you can upload a Dis/Var 80 file either line-by-line or all at once. And you can do XMODEM transfers of individual files and you have a buffer of 11600 bytes. But, the real beauty of MASS TRANSFER is the ability to upload or download a whole disk. Of course, I had to try it and it takes almost exactly an hour to transfer a SSSD disk. That would be 4 hours for a DSDD disk! First, you select "M" for Multiple XMODEM Transfer, then either "S" or "R" for Send or Receive. If you are sending, the program will catalog the disk and you hit ENTER at each file you wish to transfer. It's that simple. Then, kick off your shoes and turn on the tube because MASS TRANSFER will chime when it's done. If you have a smartmodem, you can even program in the hangup command. MASS TRANSFER also has auto-dialing capabilities. Too many terminal programs require complicated keystrokes to perform various tasks...not so with MASS TRANSFER and that's where it's beauty lies. The author is asking $10,$11 for the program and documentation. That is a small price to pay for a fine program. For more information, contact Stuart Olson, 25322 W.Wayside Place, Lake Villa, IL 60046

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GRAPHX COMPANION II At the Chicago TI Faire, Asgard Software introduced GRAPHX COMPANION II which is a 'flippie' of character sets, clipboard art, and screens for the popular GRAPHX program. GRAPHX has proven so popular that Asgard has compiled a large new collection of graphics. Included in this package are 14 new typestyles ranging from an 18M-type logo to Gothic to italics and more. (My favorite typestyle is a beautifully done number called "city skyline". It is 30 point block letters with bits of a city skyline inside. VERY well done!) The clipboard files have pieces of computer equipment, hand tools, and other miscellaneous items that should prove useful for all you GRAPHX freaks. There are also six screens, each of which are beautifully done. The subject matter ranges from a modern building front to Warren Agee's mouse that was printed in a recent issue of MICROpendium. I believe the retail price is around $7, for further information contact Asgard Software. For those of us too lazy to make our own designs with GRAPHX, this disk and Asgard's Companion I should go a long way towards building up a ready-made graphics library.

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GOLDEN BYTE AWARDS Since we are at the end of another year, I feel it necessary to give out some awards to those TI-related companies and individuals who make our computing so much fun. A heap of thanks to those software and hardware companies who advertise in the TI publications but give no phone number or address, thereby making it real easy to obtain any substantive information on their products. The OPEN WALLET SURGERY award goes to Tex-Comp for selling freeware programs and letting you spend your long distance dollars listening to a recorded advertisement. This is just the kind of dealer we all need! Thanks to all the authors of the various terminal programs that require the user to hold down at least 3 keys to do simple commands. There's nothing that gives me a better feeling than being on-line, long distance, and having to page through 45 pages of documentation to find out how to perform a simple task. Ever heard of KEEP IT SIMPLE STUPID? I am eternally grateful to Quality 99 Software for rewriting freeware programs and selling them for outrageous prices. That's the kind of thinking that will keep the TI market strong. And let's not forget Com-magazine for their extensive coverage of the TI. I know there's nothing I enjoy seeing more than programs written for console Basic. We truly need more loan amortization programs and "catch the balloon" games. Finally, a special award for creativity must go to the staff member at at Home Computer Magazine whose job it is to make up the Letters to the Editor in each issue. I get the biggest kick out of reading about people who sold their TI's to "upgrade" to a Commode or Atari. And there are always plenty of letters telling that "I think that HCM is the best magazine on the market". Keep up the fine work of rehashing old programs--love that bi-monthly or so publishing schedule. Now that's what I call solid support!!

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