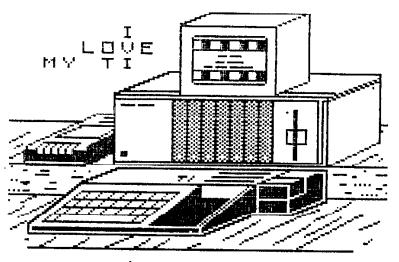
# HUNTER VALLEY 99ERS USERS GROUP

HOME GOMPOTER DEWSLETTER









# FEBRUARY 1989











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THE SECRESTARY HV88ERS, B ARCOT CLOSE TARRO NSW 8388

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# CONTRIBUTIONS

Members and non members are invited to contribute articles for publication in HV99 NEWS.

Any copy intended for publication may be typed, hand written, or submited on tape/disc media as files suitable for use with TI Writer (ie. DIS/FIX 80 or DIS/VAR 80). A suitable Public Domain word processor program will be supplied if required by the club librarian.

Please include along with your article sufficient information to enable the file to be read by the Editor eg. File Name etc. The preferred format is 35 columns and page length 66 lines, right justified.

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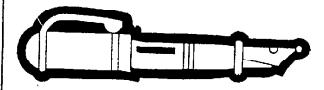
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### PRESIDENT'S



# Lawrence

Welcome to the New Year hope you have all had a good time during the last few hectic months, with things now settling back to normal again.

#### WORKSHOP EVENING.

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Our first, and judging by the popularity not the last, workshop evening was the successful for a long time. most I am sure those who attended will gained knowledge that will last and FAIRWARE. hopefully be able to pass on to others when needed. We all now have insight to the physical structure even if the inner working is still a mystery but each time we all learn something new.

Thank you MICROSURGEONS John Paine (who travelled from Sydney) and Ron K (from the black hole), Albert A, Neil Q, Joe W, and Fred S. All helping us restore some ORPHANS to continued long lives again as well as supplying the equipment needed for operating On. 'patients'.

Of the dozen or so consoles operated on, 7 needed a brain transplant of a TMS 9900, all were brain beige coloured and had been manufactured in the first 3 months of '83.

I+ sufficient interest indicated we may have another workshop again SOON, maybe Saturday arvo event & have a sausage sizzle as well?? Let a Committee member know ASAPif you would be interested.

And while on Saturday events a big thank "U" to Russell Welham and the Central Coast Regional Group for a wonderful day in wet December.

Peter Schubert had the Mini disk controller, Mini RAMdisk and twin 3 1/2 inch drives neatly boxed. Most impressive, and when the supply of cheap PEB's dry up well worth thinking about.

One small problem, if you have been thinking of expanding to the AVPC there is a conflict at CRU 1400 and Peter assures me it can be fixed if required - I have one of his Multifunction cards which same problem. When my AVPC arrives I will let Peter see if it can be fixed.

One of the HIGHLIGHTS showed the auto control of a small twin track model train set layout, controlled a wire accessory by interface and the TI99/4A designed and demo'd by Ross Mudie, and he has volunteered to show the HV99'ers the project sometime in March. We are trying to organise a suitable date at the moment.

Apology! Barry Boone is a College, not a High School Student as stated last month. Pardon my IRISH.

We at the HV 99'ers have in the past collected and sent to various authors group donations as we know how costly it is to buy and send all individually. amounts We continue this policy to help support them in the future by collecting donations and forwarding them on in bulk.

NB. We only sell disks for cost of MEDIA plus nominal COPY FEE and the ONUS is on you the USER to forward any FAIRWARE, FREEWARE, SHAREWARE or by WHATEVER name it is distributed under, to the AUTHOR by any means. That is why we do not charge \$5.00 for a disk, as then the recipients do not think we pass the EXCESS to them by some mysterious channel.

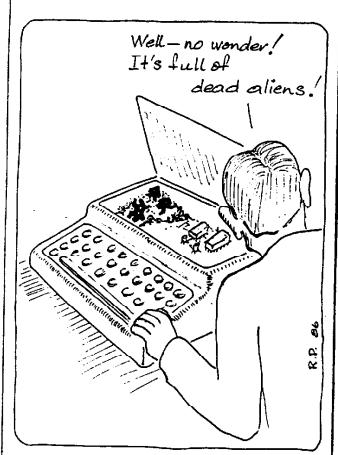
Next month we hope to feature the John Birdwell program DSKU V4.12 and have a Cheque in the mail for him. The disk is in the HV99'er club Library so make sure you have a сору. John Birdwell has been supporting the TI community from the early days.

So why not ALL Australian users

send your donation to us to pass on?? This will be acknowledged in the covering letter to the author and you will be helping encourage another great programmer to stay with Ti'ers, If you use it or any other Fairware program and have forgotten to send something to the author, you will never be too late as we will pass monies on - so long as you make clear which Fairware you sent it for. Better still send one LARGE cheque for us to distribute to several if you make use of more than ONE!!! Just let us know the Authors and also how to divide it up, as well as any comments on the programs use to you. See elsewhere for more information to support those who support us.

HELP! SOS! HELP! SOS! HELP! SOS!

IN URGENT NEED is the club XB Module for classes and meetings. If you have it please return soonest, thank You.



# RANDOM BYTES

With Bob Carmany

The only problem with a monthly column is trying to come up with something each and every month. At times, it seems like there isn't anything more than can be said about the 'ol TI --- after all it has been around for several years and there have been volumes of information written about it during that time. But, there always seems to be something left unwritten...

One of the more interesting developments in the past month or so has been the introduction of Vn 2.1 of PRBASE. This is a modification of William Warren's program that accomplishes two things:

- 1) It makes it possible for the Geneve to use PRBASE.
- It makes it much easier to copy PRBASE data disks.

The program has been altered so that the first two disk sectors (Ø and 1) now contain a standard TI disk header. That allows both of the above advantages to work. All the "strange" PRBASE file information has been shifted so the it starts on sector 2 and extends to sector 11. The actual data starts at sector 12 on the disk. There is a trade-off. Since PRBASE uses 1 sector per record, you lose records in total disk capacity (now 348 on SSSD and 709 for DSSD). COMes program with a documentation files of explanation and a couple of files to convert existing PRBASE data disks to the format to be used with Vn 2.1.

Of course, shifting the data headers and disk headers about created some problems with the fine XB utility programs that were originally written for PRBASE Vn 2.8. I took the liberty of re-writing them to accommodate this latest version and they work just the same as they always have.

At any rate, I have sent the lot along and they should be available in the UG library. Along with them is a copy of bug "fixes" for all versions from the original author William Warren. The documentation for Vn 2.0 is still valid for Vn 2.1.

One final note, the screen colors that are supplied with the program (white on transparent) are not the most aesthetically pleasing that I have seen. You can fix them to something a bit more pleasing by using a sector editor and using "string search" (I prefer Birdwell) to find the hex string "Ø7FØ" in both the PRB:1 and CRT:1 files. Change the "FØ" (white transparent) to the colors of your choice. The "Ø7FØ" string only appears once in each of the two files so it is easy to find.

わせももり

Still on the subject of PRBASE. there is an unpublicized bug "fix" that might help out those of you using Vn 2.x. It seems that when trying to use the default devicemane error messages arise when trying to use valid names like PIO and a diskname. The reason i 🕳 the initialization process fills disk with >E5 characters. " The result is that, since they are undefined, they appear as spaces but don't act like spaces when appended an output devicename. solution is to press FCTN-3 at the "Gutput Device Name" prompt which will fill the field with true spaces and allow the use of ANY valid device name. It may also solve the problem with the misalignment of columns on a tabular report because you aren't trying to circumvent the original problem by entering PIO.CR as an output device name that only adds to the column alignment problem.

Another possible source of the mis-alignment of columns is the fact that when the arrow keys are pressed to advance along the column headers, they leave ASCII Ø (null) in their wake. The printer ignores ASCII Ø and the result is an "interesting" tabular report. The "fix" is simple—— use the space bar to move the cursor through the column headings which, once again inserts a true space and lines everything up the way it should be.

Incidently, these tips came from the author, William Warren, in response to a letter that I wrote to him about another unrelated problem with PRBASE.

Well, I'm going to cut this month's article a bit short (still recovering after the Christmas Holidays). Next month we will get on with the "mixed bag" of tips, tricks, etc. that we seem to have strayed away from.

# FOR SALE

MAIL

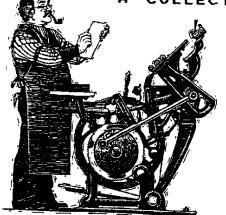
		11417
EARLY LEARNING FUN CARTRIDGE		\$1
& BOOK		
TI WRITER WORD PROCESSOR	-\$10	\$5
CARTRIDGE & BOOK		
(CHEAP WAY TO GET THE BOOK	()	
MICROSOFT MULTIPLAN CARTRIDGE	- 550	\$5
DISK & BOOK		
TI SPEECH SYNTHESIZER	-\$7Ø	\$1
HOUSEHOLD BUDGET MANAGEMENT	-# A	<b>45.1</b>
CARTRIDGE & BOOK	- 4	
PERSONAL RECORD KEEPING	-\$10	<b>\$</b> 1
CARTRIDGE & BOOK		Τ-
STATISTICS CARTRIDGE & BOOK	<b>-</b> \$ 5	\$1
SPEECH EDITOR CARTRIDGE &	-\$ 5	\$1
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ADVERTURE CARTRIDGE	-\$ 6	<b>\$</b> 1
LEARN TO USE THE TI99/4A BOOK	-6 1	41
KIDS & THE T199/4A	-6 5	\$5
KIDS & THE T199/4A REPORT GENERATOR	-\$4	1
TOUCH TYPING TUTOR & BOOK SOLD	<b>`</b>	<b>S</b> 1
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# IN THE NEWS

OLLECTION OF TI RELATED NEWS

compiled by
BRIAN WOODS





Welcome back to a new year with the Hunter Valley 99ers. Hope you had a good time over the holidays and are ready for a busy year with our computer and group. Don't forget to send in your articles for the newsletter - our output depends on your input!!

From Andy Frueh, writing in Bits, Bytes & Pixels, january 1989 comes this opinion:

Some people use the expansion box for a hamster cage. Others use disks for wallets. However, most use the good of TI for more constructive tasks. While many argue blasting aliens or doodling on-screen isn't constructive, I believe if the computer has the capability for great games or drawing neat pictures you should exploit these capabilities!

I'm not saying one shouldn't Come up with all sorts of utility programs, I'm just saying that's not all you should do. As some of my fellow Lima users know, I do not use music, the TI for art, word processing, The TI. etc. designed to be An easy-to-use MULTIPURPOSE computer. That's how we all should use it. I'm not trying to preach. I'm not saying all of you who use the TI mainly for word processing should run out and buy the latest game. That's not my point. It all boils down to this. fry to discover and use the other features of this powerful home computer. You may surprise yourself as to how many features and applications of the TI you have been

neglecting! The best place to start is your User Group. Borrow some programs from the category you are unfamiliar with, RUN them, and enjoy!!

I couldn't agree with you more, Andy. Look through your disk/cassette collection and see all the great programmes that you have in your collection. I find it's good looking at the old games, utilities etc occassionally, I always seem to find something 'new' to fiddle with. Give it a try!

Speaking software, ٥f Bob Carmany, our most prolific writer, has sent over the latest version of PR-BASE, so if you use this valuable data base see the group's librarian for your copy. Thanks for sending it Bob and thanks again for all your informative efforts in the newsletter. they are very much appreciated.

It's good to see Gary Jones up and about after his recent health scare. Gary managed to spend a little time in hospital early January and hopefully now is on the mend.

Ιt Was mentioned at February committee meeting that only one person turned up at the last 'Disk Copying Night' (which was the same number that turned up at the last TI-Writer discussion night!). Graham Smith, our jovial Software librarian is considering holding another copy night next month if there is any interest. If you want to browse through our collection of disks get in touch with Graham, and if there are sufficient people interested he will arrange another night.

We have received an invitation to again be exhibitors at the "6th Annual Newcastle MicroComputing Exhibition". The exhibition is planned for April, probably 13th, 14th & 15th. If we are going to participate we will require a few volunteers to help man the stand.

If you are interested please contact Al Lawrence.

Next month we will collection maney to be sent to John Birdwell, author of Disk the Utilities. If you want to donate towards it please send your money to Albert Anderson ASAP. The covering letter will list the name and amount of every person who has donated.

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Garry Christensen from the Brisbane Users Group is the Australian agent for Myarc products. he has sent a list of prices for hardware currently available, so if your interested contact Garry on Ø7-284 1841 (Brisbane). He requires a 10% deposit by the end February: -

H.D.C.	\$400
F.D.C.	\$260
80 track update for FDC	\$40 extra
Geneve	\$74Ø
RS232	\$180
512K card	\$400
Mouse	\$17Ø

From the January issue of The PUG Peripheral comes this Funnelweb tip originally appearing in the Lima UG Newsletter, and written Charles Good: -

Do you have FWB v4.1 stored on a ramdisk designated other than DSK1? If so, when you call up FWB's DM1888 you may have to wait for the physical drive #1 to grind away for a while before DM1000 appears. This access of drive 1 every time you boot FWB's DM1000 can be eliminated. Use Disk Patch or any other sector editor to display the first sector of the MG file. Make the display ASCII, and near the beginning of the mector you will see "DSK1.MG". Change this drive number to the ramdisk drive number that actually contains file MG and your problem is solved. Now, when you select DM1000 from FWB v4.1 it boots instantly.

From the October TILT newsletter comes these 'Unwritten Laws':

He who hesitates is last. If it works, don't fix it. Constants aren't. Variables don't. Interchangeable parts won't. A hangover is the wrath of grapes. Do unto others before they undo you. Never put off 'til tomorrow what you can avoid altogether. After all is said & done, usually

more is said than done.

To every rule there is an exception & vice-versa.

Don't lend people money; it gives them amnesia,

From Chick De Marti, writing in the November issue of LA TopIcs:

I was given a May issue of Greater Akron 99ers. What a dirty trick! Because there was this info on PR-BASE I could have used five months ago.

While trying to create a new database, PRBASE would not accept my PIO...why?

According to the column "Editor's Note": the program asks for OUTPUT DEVICE NAME, it presents you with a field full of characters 229s (>E5).

If you try to output to a common device like PIO, you will actually be trying to output to a devicename like PIOxxxxxxx, where the x's are >E5's.

The fix is simple. Enter FCTN (erase) before you enter the output device name. This clears out the >E5's from the field and fills it with true spaces.

Don't forget, if you need blank disks or software, see Graham, the Group's Software librarian first. The current prices are:-

Box of 10 disks .....\$10 Postage for 1 box of disks ...\$2.00 Postage for 1 disk ...........\$0.80 Disk postage container .....\$0.60 To copy a disk per master....\$1.00 For a disk with software ....\$2.00

EXTRA CHARGES FOR SPECIALLY MADE UP DISKS

Cassettes with software .....\$3.00

POSTAGE COSTS APPLY TO ADDRESSES WITHIN AUSTRALIA

Well folks, that's it for another month. Don't forget, if you have any, news to pass on to the TI community get in touch with me.

# ARCHIVER III

VERSION 3- 02

This article appeared in the Sydney News Digest, February, 1989. It was written by the author of Archiver, Barry Boone.

### Notes on improvements from v2.4

At long last, v3.0 is finally out. Version 3.0 was completely re-written from scratch, since v2.4 was simply too large and complex to try and add other features without running out of memory. This is the primary reason for the long delay between v2.4 & v3.0, and also the reason that v2.4 did not have many of the options and improvements v3.0 now has.

The greatest improvement to v3.0 is that the Pack/Compress & Unpack-Decompress steps have been Consolidated into one step, which means you may now simultaneously pack and compress a group of files, decompress and unpack a group of files, or even extract selected files from a compressed archive! The program is still 100% compatible with v2.4, and still allows the option of creating uncompressed archives. Ιt will also automatically detect whether an archive i s compressed or decompressed and react appropriately.

Finally, compression has been optimized, so that you may expect to get slightly higher compression yields over v2.4, which will vary according to the types of files you are compressing. For example, Arc v2.4 compressed 187 sectors of text down to 85 sectors, while v3.Ø compressed it down to 78 sectors. The secret to this improvement is that v3.8 takes into account that the disk files, in general, waste a certain amount of space on each sector, which usually contains meaningless garbage that gets compressed along with the rest of the file. Version 3.0 fills this unused space with zeros, resulting in improved compression according to the amount of unused space in the files. Variable and certain Fixed files will show the best improvement, while Program files, in general, will show little or no improvement.

A View text file option has been added in addition to the other file management options in version 3.0, and the input menu system is much more friendly. FCTN 9 (BACK) will still take you back to the main menu, and the main menu now contains all options available; the Utility menu was done away with. You may now press FCTN 8 (REDG) at any point while entering input, and you will be able to either rementer the answers to the prompts, or accept those you previously typed ÞΥ entering over them; the program now uses defaults everywhere. Also, the Copy Files command now places the first filename you enter as the default for the second, no longer forcing you to type the filename twice.

Finally, by popular demand, the Catalog Disk and Arcfile commands now allow you to dump catalogs to a printer, and also informs you of how many files were listed and how many sectors the files occupy, so that you can easily determine how many sectors are needed to Unpack/Decompress an archive.

A number of other changes have been made here and there as well, and some very minor bugs in v2.4 are no longer present. The internal sector buffer has been increased to 50 sectors, so that single disk users should not have to do as much disk swapping.

#### Simple Instructions

Archiving of files is simply the process of taking a group of files and combining them into one single file, which can occupy much less space than the original file (compression from 30%-70% is common, depending on the type of files you are dealing with). The advantage of archival is that you can store a group of related files together, and extract one or all of them at a later time; saving you considerable disk space, and allowing organisation of your disk library, especially those programs you wish

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to keep, but don't use much, and also your backups of programs.

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s ; Modem users get an added incentive in that sending compressed archives over the phone can easily be 50% faster, therefore 50% cheaper, than sending the original files.

To avoid confusion: compressed archives are stored in Internal/Fixed 128 format, and uncompressed archives are Display/Fixed 128. When uncompressed archives are created, they are automatically write protected, Since most terminal programs (modem programs) require that D/F 128 files be write protected either to work, or to transfer at an acceptable speed.

When you select "1) archive files" from the main menu, you will be asked for pertinent information about the files you are about to archive. When you see the "Compress? (Y/N)" prompt, you are being asked whether you wish to apply data compression to the files you are archiving. In most cases the answer will be yes, however there are a very few kinds of files cannot Ьe compressed (attemting to compress them can actually make them larger! More on this later) so the option to not compress files is available.

If you choose the same disk drive for both input & output, you will be asked if you want to "Swap Disks". Answering Yes will cause you to be prompted to insert Source & Output disks at the appropriate times. Answering No will perform all operations on the same disk.

Extracting files is also quite simple. You may choose to remove any or all files from an archive by giving the appropriate instructions to Arc v3.8. The option "Catalog Arcfile" allows you to examine or print out the contents of an archive without having to extract it, and tells how many sectors are needed for extraction. The remaining options are self explanatory, 'fill in the blanks' commands.

The "Load FW" command is a loader for the Funnelweb program, and the filename it looks for is UTIL1, although if you are an

experienced disk hacker, you may wish to alter it. I have reserved enough room there for a 10 character filename.

Files that are Sufficiently random in nature may not compress. These are very rare, and are almost always already compressed in some way. Known offenders are pictures and Infocom games. Both of these kind of files are aliready compressed, in fact, GIF pictures use the same compression technique Archiver III uses! Which brings me to the next point: do not bother trying to compress a file twice; it will just get larger the second time. Oh yes, Speech Synthesizer data tends to be unsqueezable as well , as it is itself squeezed using what is known as LPC code.

#### MISCELLANEOUS

Unlike Archiver v2.4, I have about 2K to play with in Archiver III, room enough to add a few more things, so I am going to leave what will be added up to you; persons sending donations for Archiver III should make suggestions if there anything you would like to see added to ∨3.Ø. Assuming there is sufficient response to Archiver III to make it worthwhile, I will add most frequently asked for routines to Archiver III, assuming they will fit in the remaining memory,

Basically, unless response Archiver increases considerably, there will probably not be future releases of Archiver from me (or anything else for that matter). I am a full time college student, and anything you send would help. Even a note saying how much you like the program, but that you cannot afford to send anything would at least reassure me that this work is appreciated! I would like to take this opportunity to thank those of you who contributed and supported the Archiver II series, especially the 5 User Groups who took group donations for the program. Without your support and suggestions, Archiver III could have never been If you write me with questions or expect a reply, please allow a month or two, as the letters go to my parents, and I generally do not see the letters until I return home on break.

If you need an answer and do not get a reply, please write again. My address is:Barry Boone
Box 1233
SAND SPRINGS OK
74063
USA

### Postscript for Myarc 9640 Users

If you are currently using v3.0 or 3.01, these are very unreliable on Geneve. v3.02 has been "fixed" to be compatible with MDOS. My apologies for any problems you may have encountered, please understand that

A) I do not have a Geneve, and B) if the Geneve were truly TI 99/4A compatible, v3.0 & v3.01 would have worked.

It is a bit difficult to debug around Geneve's quirks without actually owning one.

# Wanted

A TV MODULATOR, VHF OR UHF. CONTACT JIM BRADLEY ON 513246 OR AT A MONTHLY MEETING.

# 00PS?

Firstly I would like to apologise for a couple of typo's in december's article on Cassette Tips 'n Hints.

Near the end where you incorrectly typed:"OLD CS1" instead of "SAVE CS1",

Do a SHIFT 4 should have read:-Do a SHIFT E and follow instruction

and the # I/O ERROR 56 or Ø3 depends on whether you are in Basic (56) or EXbasic (Ø3)

SORRY about that .... Al

## POZZ POSZZZOW A REVIEW

STEWART BRADLEY

#### AT FIRST GLANCE

If you look closely at Pole Position automatically you will think it's like any other racing car simulation. Well I have got news for you, IT IS!

#### WHAT IS IT LIKE

When you have chosen POLE POSITION from the master title screen, a very drab title screen appears. Next comes the selection screen.

Once you have chosen the degree of difficulty and the number of laps (1-8) everything is prepared for your first trial lap. This is where the computer calculates your starting position.

The object of both the TRIAL and the GAME is to achieve first place (POLE POSITION). In the game you must navigate a course of twists and turns. This may sound easy but you has many hazards to overcome -you can run into a car or you can drive off the side of the road and into a sign. The game give you as many lives as you wish but, having a time limit, this does not aid you very much.

#### WHAT I THINK OFF THE GAME.

GRAPHICS 7.5 PERFORMANCE 8 TITLE MUSIC 1.5 HANDLING 9.5 OVERALL 8

# QUEST RD200. QED MODULE

## and FUNNELWEB

HOW TO GET THEM WORKING TOGETHER

AL LAWRENCE

Some holidays and a very wet summer gave me time to test drive the new QUEST RD200 + QED + F'WEB and they are an unbeatable combination.

One task I discovered the RD200 RAM excells is in speeding up using the Spelling Checker which I never used because of the lack of speed. And I had always left it to the Editor to correct all spelling (which he did! THANK you). Now I have discovered a new tool for my daughter when she starts to write her assignments and wants to check the spelling errors.

Q.E.D. or SUPERSPACE II.

If you have either, then fossicking the Mull'ock# heap of loaders from the Black Hole and elsewhere, always been frustrated. Ron Kleinschafer has real colour at last in V 4.3 as it will load either module.

QED V4.3 is user friendly and not so frustrating as the SUPERSPACE II directions to understand.

It is a SS/SD disk available from the HV99'ers Library and Contains:-

PRINT-ME - explains how to configure and use your customised F'WEB with GED or SUPERSPACE II

QED-DOC - History of Modules and well worth reading, as it also details full instructions

QSAVE - run this program to save the configured module to disk (rewrites PAGE11 or PAGE31) and then it is just a matter of inserting module and selecting E/A opt 5 and pressenter then follow instructions - no more worries!

UTILI is the colour.

But firstly PRINT-ME advises-Make a backup copy of both QED and your CONFIGURED F'WEB disks.

NOTE: if you have F'WEB on your RD200 replace DSK1 with appropriate number instead.

#### STEP 1 :

After inserting QED/SUPERSPACE II module in the port place QED disk in drive I.

Select EDITOR ASSEMBLER(opt.5.)

RUN PROGRAM and press ENTER - UTIL1 will RUN and auto start.

Menu presented reads:-1 F'WEB, DM1000, SUPERBUG'6.

2 ... (future use, ideas invited)

3 VIATEL, MASS TRANSFER, ARCHIVER.

4 TEST MODULE.

Select 4 and when reported OK.

Select 1 or 3.

When loaded new MENU appears.

Select 3. EXIT MODULE.

Press any key and select E/A opt 5

#### STEP 2:

Place F'WEB disk in drive 1 and run DSK1.filename ie. FW/RELOAD if the default UTIL1 has been changed.

Exercise FCTN 7 (QD), mark CT8RAM, press ENTER and select LOADERS

Press 4 LOAD/RUN and marked file CT8RAM will appear. Press ENTER and follow Atrax Robustus instructions. When finished select LOADERS and press 3 RUN PROGRAM file.

#### STEP 3:

Replace GED in drive 1 & type DSK1 GSAVE, press ENTER.

Prompt will ask you to enter either "T" or "E" (TI WRITER / ASSEMBLER ) which sets a flag to give the option which F'WEB central screen appears when selected from main MENU header. QSAVE then saves file to disk and will overwrite original file PAGE11 or PAGE31 on the working QED disk.

You are then invited to try it!

Tap Space bar - that's it! Easy is it not? Well done RON.

QUEST RD2ØØ.

512k! Now what to load?

Well that is up to you as been thrashing and bashing have EVERY THING to test it with the Horizon, and the biggest problem encountered was a dry joint in my assembly of the Horizon board.

Neil has done fantastic design work engineering and assembly of the RD200 and if you are like a lot of us NUTS with more bits than bytes well this is for you.

Someone once said owning a boat | was like standing in a shower, throwing dollars down the plug hole. Well owning a computer is not much different except you don't get wet! Even if you and the cook have to miss out on some luxuries like food and XXXX, get a RD200 board and start everyone buying you chips instead of socks or ties next time around.

Supplied to test and format your RD200 are 3 files by Tony McGovern.

- 1. 0/0.
- 2. RRS.
- Q/S.

Q/O is an auto start Dis/Fix 80 where n is the number you have file loaded and run via the F'WEB assigned to the RD200 RAMdisk. LOADERS opt 4 LOAD and RUN.

At the top of the first screen you are presented with the address of all RD200 's in the PE box. If you have more than one, you input the CRU address of the required RAMdisk to establish.

Further down you are asked the # of the drive containing the RQS

Pressing the drive # you are then asked if you want to load the RQS.

Press Y the first time. (N if you have blown the DSR and only want to re-establish it)

Pressing Y/N you are asked to : Check the Light the press Proceed or back (CTR A/CTR C)

2. Proceed loads the RGS and brings you on to the second screen. At the top you are informed the total # of sectors available

You are also asked if you want to format the RAMdisk. Press Y the first time. (N if you have blown the DSR and only want re-establish it).

After formatting it does a bank Check and if all is OK you are then asked to assign a DSK n from 1 to 9. Press ENTER and you are presented with DSK2 and flashing cursor.

If you have more than 1 RD200 or want to redo, press ENTER and you are presented with the REF tables and START underlined. CTR A proceed and you are back to the ist.screen to redo whatever.

If you are finished, Press CTR C (back) to enter F'WEB LOADER menu.

Press CTR C again and you are back to TI Writer or E/A side depending on the module you are using.

If F'WEB LOAD is on the RAMdisk and having only the XBasic module you want to access the RD200 on boot up then make this simple single line program and save as DSK1.LOAD:-

100 RUN "DSKn.LOAD"

You can also modify one of the many XB LOAD programs that do multi disk catalogs and run programs.

R/S is the source code if you want to experiment or improve, as at the moment it can only be run as one disk and no auto start.

Note MENU 7.3 will not run and as of November '87 in Micropendium Horizon have stated it is only for use on the Horizon unless written permission has been granted.

F'WEB V 4.0 to 4.13

Any of the above versions work on either the Horizon, RD200, AVPC boards and also using QED V4.3 in the QED or SUPERSPACE II modules. Higher Versions include the latest developments in the EDITOR, QD and DM 1000

\* Collins Dictionary ref. Mull'ock n. rubbish; (Australian) rock containing no gold, or rock from which the gold has extracted.

# MODULE MAINTAINANCE

This article is from November issue of EAR 99ers, the Newsletter of the East Anglia region Users Group in the UK & originally appeared in the PUNN Newsletter (Portland, Oregon) September 1987.

Dirty contacts can screw up any electrical device and the 4A is not an exception. The only place you are fairly likely to run into this problem is in using command modules. Both the module contacts and the A few spare QUEST RD200 RAMdisk as console. the good news is that cleaning the cartridge will almost always suffice and can be done quickly without any special tools or cleaners. All you need is a regular screwdriver, some sort of rag, a standard pencil eraser, and in some cases a medium Phillips screwdriver.

Remove the screw from the middle (bottom) of the module there is one). then pry the clips in the slots (lower left hand and right hand corners) outward to pop open the cartridge. If there i s clip in the middle (bottom# pry it) back after the sluts in the lower left and right hand corners are loose. if it should bend off, don't it won't affect the performance of your module.

The module board can now be removed. Do this carefully and NOTE haw the Spring-loaded door assembled if there is one, so that you can put it back together if it pops out. Once you have the board removed, take your rag (a Kleenex will work but a cloth is better) and rub off any residue from contacts. Remember to do the contacts on each side i f the particular module has them. Once the worst is removed take any soft pencil eraser and rub the contacts gently to remove any remaining contaminant. When you finished, reassemble the cartridge and you are back in business. Some symptoms of a dirty contact are the console locking up, strange errors and display on your screen, and/or a Syntax error. Don't jump to clean a cartridge on your first though, as it could be a number of things. Sometimes, re-inserting the cartridge can help. But if you find that you have a continuing problem cleaning the contacts is quick and may correct What was wrong.

# QUEST RD200 RAMdisk

port itself can become dirty, but boards are still available from the cleaning the port itself a big job initial order. All the fully built you have to disassemble the and socketed boards are sold, but if you require one of these boards to be socketed for you, or want just a bare board please let me A.S.A.P.

> Ph Ø49 4865Ø9 and send \$132.ØØ full price for a built up board (buy all your own 32k #62256 -17reqd. to give 512k RAM + 32k Memory Expansion at \$22/25 ea. 1 #6264 and 3 batteries.

> The the bare board ex everything is \$50.00.

> Plus P and P \$5.00 where regd. above items.

There may also be a few QED 32k module boards available to build up if you are quick!!!

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#### \*IMPACT/99\*

BY JACK SUGHRUE Box 459 East Douglas, MA 01516

LOSING & GAINING

MUCH HAS BEEN LOST AND GAINED IN OUR TI WORLD COMMUNITY - PROBABLY MORE THAN IN THOSE COMPUTER WORLDS WHERE THE COMPUTER IS STILL BEING MANUFACTURED AND/OR COMMERCIALLY SOFTWARED, HARDWARED, AND TEXTWARED.

WE 99ERS HAVE HAD TO SUFFER WITH MASS EXODUS AFTER THE ORPHANING AND THEN WITH THE STEADY EMIGRATION SINCE. EACH TIME DNE OF DUR RESIDENTS LEAVES, THOUGH, OUR WORLD GETS SMALLER AND SMALLER. IT'S A WORLD THAT HAS NO SPACE LEFT FOR BACKSTABBING OR POLITICAL INTRIGUE OR POISONOUS PARANDIA. THERE JUST AREN'T THAT MANY OF US LEFT TO CONTINUE THE INFIGHTING AND DPEN HOSTILITY THAT HAVE DRIVEN SOME OF DUR BEST CITIZENS FROM OUR RANKS. NOR CAN OUR REMAINING HUMBERS CONTINUE TO PIRATE COMMERCIAL SOFTWARE AND EXPLOIT FAIRWARE AUTHORS. WE'VE HEARD IT ALL BEFORE: HOW COMMERCIAL SOFTWARE KEEPS GETTING ON BBSS; HOW FAIRWARE AUTHORS, FOR THE MOST PART, RECEIVE NOTHING AT ALL FROM BBS DOWNLOADS OR USER LIBRARY DUBS; HOW COMMERCIAL AND FAIRWARE MONEY IS GAINED ALMOST EXCLUSIVELY THROUGH DIRECT-MAIL ORDERS BY PEOPLE WITH NO USER-GROUP AFFILIATION. SIMPLY PUT, USERS WHO HAVE ACCESS TO MATERIALS BEFORE PAYING FOR THEM DOW'T. EVEN THOUGH THE PRICES FOR II STUFF HAS REMAINED THE LOWEST IN THE ENTIRE INDUSTRY. THERE'S SOMETHING SUICIDAL IN THAT APPROACH.

AND, YET, WHILE IT LASTS, THERE'S STILL AN AMFUL LOT OF GOODIES OUT THERE FOR OUR MACHINE. INCLUDING SOME GREAT NEWSLETTERS. BELONGING TO A USER GROUP, EVEN IF ONLY BY MAIL, IS ONE OF THE BEST WAYS TO GUARANTEE THE FUTURE. SUPPORT OF ALL THE SOFTWARE, TEXTWARE, AND HARDWARE THAT IS PRESENTLY BEING CREATED FOR US IS THE OTHER WAY.

BUT, AS I SAID EARLER, ALL THIS HAS BEEN SAID MANY TIMES BEFORE BY LOTS MORE INFLUENTIAL 99ERS THAN MYSELF.

AND SPEAKING OF LOSSES, OUR TI WORLD COMMUNITY SUFFERED ONE OF ITS BIGGEST LOSSES WHEN ROW ALBRIGHT RECENTLY DECIDED TO STEP DOWN FROM HIS ACTIVE INVOLVEMENT WITH TI AFTER SEVEN-PLUS PRODUCTIVE YEARS.

HE "FOLDED UP HIS TENT" AS CO-EBITOR (WITH JONATHAN ZITTRAIN) OF THE TI FORUM IN COMPUTER SHOPPER. THIS MONTHLY GIANT MAGAZINE HAS BEEN THE FLAGSHIP OF HAPPENINGS FOR ALL COMPUTERS. ROW AND JON HAVE MADE CS AN IMPORTANT PART OF 99ING. EACH MONTH THEY TELL US NEWS, GIVE US REVIEWS, STIMULATE SHARING, PROMOTE PRIDE IN OUR LITTLE MONDER.

JON, WHO I'VE HAD THE PLEASURE OF MEETING AT ONE OF THE FAIRES, IS A YOUNG, DYNAMIC WRITER WHO IS REMAINING ABOARD TI FORUM.

I'VE MEYER HAD THE OPPORTUNITY TO MEET ROM, THOUGH I FEEL I'VE KNOWN HIM FOR YEARS. HIS DECISION - WHICH APPARENTLY INVOLVES NUMEROUS FACTORS HE DID NOT HAVE THE SPACE IN HIS COLUMN TO DISCUSS - IS LIKE THE LOSS OF A CLOSE FRIEND. ROM SEEMED TO BE A VDICE FOR LOTS OF US. AS HE GREW WITH THE 99, HE TOOK US ALONG FOR THE RIDE. WE GREW WITH HIM. EACH TIME HE FELL ON HIS FACE HE SHARED THOSE EFFORTS WITHOUT SHAME SO WE COULD LEARN FROM HIS MISTAKES. WHEN HE LEARNED SOMETHING NEW, HE WAS LIKE A LITTLE KID SHARING HIS JOY WITH US ALL.

FROM NEWSLETTER EDITOR TO REGULAR WRITER FOR MICROPENDIUM, RON ALWAYS SEEMED TO DE THERE WHEN WE WEEDED HIM.

HE WAS ALSO THERE TO EXPLAIN WHAT HAPPENED TO ALL OF US AFTER THE TI PULLOUT WITH HIS WONDERFULLY LUCID BOOK, THE ORPHAN CHRONICLES. OC NOT DULY TOLD US ALL THAT HAPPENED BUT PREDICTED DUR FUTURE ACCURATELY BY GIVING US HOPE. AND IT PROVIDED AN IMMEDIATE LIST OF OPTIONS. FOR MOST OF US OC WAS THE LIFELINE WE NEEDED WHEN WE NEEDED SOMETHING DESPERATELY.

LATER, HE WROTE THE ORPHAN SURVIVAL MANUAL WHICH WAS THE EXTENSION OF OC THAT SHOWED THE MATURITY OF OUR MACHINE AND OF RON WITH THAT MACHINE. THIS BOOK GAVE US MATERIALS TO WORK WITH. YERY SPECIFIC, IT WAS DRAWN FROM SOURCES THROUGHOUT THE WORLD TO GIVE OWNERS A PACKAGE THEY COULD DEAL WITH - IN SHORT, A SURVIVAL MANUAL.

ALTHOUGH I DON'T HAVE A MODEM, I UNGERSTAND MOST OF THE SHARING AND HELP OF THE KIND RON GENERATED IN HIS WRITINGS WAS CONTINUED AND EXPANDED BY HIM ON THE BULLETIN BOARDS. HIS GENEROSITY AND PATIENCE WERE LEGENDARY. THERE AREN'T TOO MANY PEOPLE AMONG 99ERS WHO HAVE SIVEN SO MUCH HELP AND SUPPORT TO SO MANY.

OR, AS ROW SAID IN HIS FINAL COLUMN, "I LEARNED WHAT KIND OF PEOPLE COMPUTER ENTHUSIASTS ARE. I AM NOT TALKING ABOUT THOSE WHO SIMPLY USE COMPUTERS. THESE RUN THE CAMUT OF PEOPLE - FROM GOOD TO BAD - JUST AS CAR DRIVERS AND CUISINART OWNERS BO. I AM TALKING ABOUT, WELL, THE HACKERS. PERHAPS NO GROUP OF PEOPLE OUTSIDE A MONASTERY HAVE SUCH QUALITIES OF UNSELFISHNESS, GENEROSITY, AND CLOSENESS WITH KINDRED SPIRITS. THE FRIENDS I HAVE MADE AMONG II OWNERS WILL CONTINUE TO BE SO LONG AFTER THE LAST COMPUTER CHIP HAS CRACKED AND THE POWER IS TURNED OFF. FOR THESE REASONS AND MANY MORE, I WILL ALWAYS BE A 99ER."

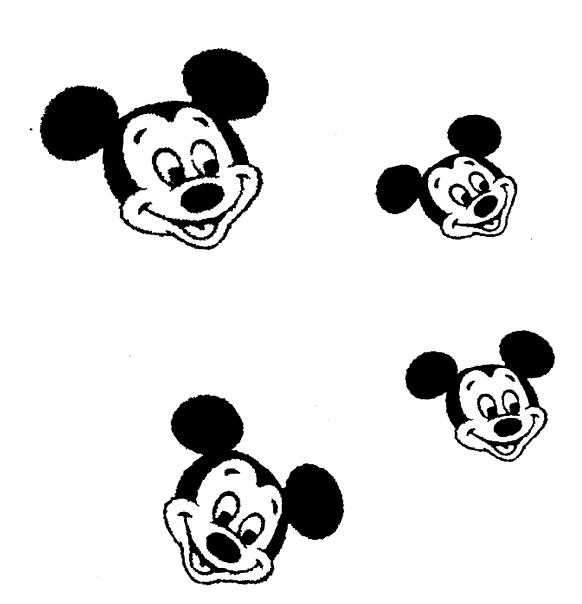
SO LONG, ROM. YOU'VE DONE A HECK OF A JOB. KEEP IN TOUCH. WE'LL ALL MISS YOU.

THE UNENVIABLE POSITION OF BEING ROM'S REPLACEMENT HAS GONE TO ONE OF THE FEW TIERS CAPABLE OF HANDLING IT: BARRY TRAYER (OF DISKAZINE AND CONVENTION SPEAKER FAME). LIKE ROM, BARRY IS ONE OF THE MOST DEDICATED 99ERS IN EXISTENCE. HIS TI "CAREER" BEGAN WAY BACK WHEN HE WROTE PROGRAMS FOR THE OLD 99 MAGAZINE AND HAS CONTINUED AND FLOURISHED SINCE.

ON THE TOO FEW DCCASIONS WHEN I'VE TALKED WITH HIM, I FOUND HIM TO BE KNOWLEGABLE, CARING, WISE, AND SENSITIVE. AND, THOUGH THE WORD HAS UNFORTUNATELY ALMOST DISAPPEARED FROM OUR LANGUAGE, A GENTLEMAN.

BARRY SEEMS ALWAYS TO GIVE EVERYBOOY THE TIME AND ATTENTION THEY ASK FOR - AND THEM SOME. I DON'T KNOW HOW HE BOES IT, BUT HE IS ABLE TO JUGGLE LOTS OF DIFFERENT LIVES WITH EASE AND APLOMB. HE HAS HAD SOME VERY SERIOUS EYE PROBLEMS THAT MOULD HAVE DEVASTATED MOST OF US, BUT I'VE NEVER HEARD HIM COMPLAIN. AS A MATTER OF FACT - AS I SIT HERE WRITING THIS ARTICLE -, I HAVE HEARD A SINGLE COMPLAINT ABOUT HIM AMONG TIERS WORLD-WIDE. ON THE CONTRARY, I HAVE HEARD NOTHING BUT THE HIGHEST PRAISES OF BARRY BY EVERYONE WHO KNOWS HIM OR HAS ANY DEALINGS WITH HIM. AND THAT IS HIGH PRAISE, INDEED, IN A COMMUNITY THAT HAS TENDED TO BE DIVISIVE AND PAROCHIAL EVEN AT THE BEST OF TIMES.

SO I'M SURE BARRY WILL DO A GREAT JOB AS RON'S REPLACEMENT. HE, TOO; IS A GOOD WRITER AND AN ASTUTE COMPUTER BUFF. WE ALL WISH YOU GOOD FORTUNE. BARRY.



# BITS and PIECES

fram WRIGHT JOE

Hello once again and welcome to: another year. Said it before, say it again, each year seems to pass faster. Pleased to report that I am now back on deck refreshed after a fortnight at a small coastal town, relaxing, reading and fishing. Read the sixth book in the Dune series by Frank Herbert (Chapter House Dune) and found it just as enjoyable as the other five. Caught enough fish for a couple of meals. One rainy day went to the local movie theatre and saw Twins with Danny DeVito. Must say I was not expecting to find the movie enjoyable as I am more into English style comedy, Ronnie Barker, John Clease etc. Have to admit though it IS good light entertainment which I recommend.

I have decided to renew my practise of having a quote of the RESULT)
month in my article. Just in case 110 P=EXP(PLACES\*LOG(10))
you have not noticed I do try to 120 RESULT=INT(ABS(NUMBER)\*P+0.5) make them topical and related to /P# SGN(NUMBER) happening within the group or wider issues in the general community. The quote for this month I claim as To test it, use the following three the writer but I have a feeling that I have seen something similar "somewhere". It is pointed at all those people, myself included, who claim to be living in the greatest place on earth.

"For the vast majority of people on this plant. The place they will love, where they will live, and in some cases will die for, is decided by birth."

#### ROUNDING NUMBERS.

Ιn the December issue included a number rounding routine from Ed York of the CIN-DAY Group. Micropendium also had a number routine note in their December issue. It is in the User Notes and 120 X=0 :: LINPUT #1:A\$ :: IF A\$="" comes from Mid-Atlantic 99ers.

ago in the Newsletter of the THEN C=C-(X<>A) :: GOTO 130 ELSE Mid-Atlantic 99ers. The subroutine C=C-(A<LEN(A+)) was created by Maurice Swinnen.

The quickest way round numbers is to use

RESULT=INT (NUMBER+Ø.5)

However, what if you want it rounded to more digits? You could do this

RESULT=INT(NUMBER\*P+Ø.5)/P

In this case, "P" equals the power of ten of the number of places to be rounded.

To round to two places you would use P=100(10^2)

This format works only on positive numbers. For numbers which may be either negative or positive use this formula

RESULT=INT (ABS (NUMBER) \*P+Ø. 5) \*SGN (NUMBER)

Try the following subprogramme to round numbers in your Extended BASIC programme. For BASIC, remove lines 100 and 130 and call the formula using GOSUB

100 SUB PLACES (NUMBER, PLACES, 13Ø SUBEND

lines which asks what 23456 rounded to 3 places is

1 CALL PLACES (23456,3, RESULT) 2 PRINT "RESULT": : RESULT 3 STOP

WORD COUNT.

Jim Swedlow writing in November ROM got hold of a programme which counts the number of words in a DV8Ø file. He then set about improving and speeding the short programme. I have reproduced the programme below.

100 ! WORDCOUNT 110 DISPLAY AT(12,1) ERASE ALL: "FILE: DSK" :: ACCEPT AT(12,10):A\$:: OPEN #1: "DSK"&A\$, INPUT THEN 140 ELSE IF ASC (A#)=46 OR ASC (A\$) >127 THEN 14Ø "This item appeared some time 130 A=X+1 :: X=POS(A\$, " ",A) :: IF X 140 IF EOF(1) THEN CLOSE #1 ::

und

DISPLAY AT(14,1): "HAS

you

programme as well.

115 DISPLAY AT (24,1):C

increases the

the Christmas break.

following

that with the use

time.

and change the line number

screen increasing regularly.

of information

This first one is called Enhanced

programming Basic can do some quite

ABOUT":C; "WORDS" ELSE 128

For anybody into Extended Basic programming I would recommend that

it. by-the-way, it is a useful little

you get this article and read it.

See me at the meeting and I will

is only the activity of the disc drive to indicate that things are

still going on inside your TI. This

to in LINE 148 from 128 to 115. This line displays the word count C

after each line has been processed.

thrust of Jim Swedlow's effort to!

reduce the operating time of the

programme because adding this line

re-assuring to see that number in

the bottom left hand corner of the

overall

There is one problem with being

That

Basic programmes.

It clearly demonstrates

of

is

that

the

the

creative

But that aside I found it

prompted me to add another line;

to

When the programme

it do

point

he **e** 5

20

SOME BASIC ROUTINES. out of touch with one another over

available to sift through when group gets back together again. Amoungst that mass was the December newsletter from Adelaide, from the article titled TIP OFFS I have taken

attractive things. Type it in and try it!!

100 CALL CLEAR 11Ø CALL SCREEN(2)

Movement.

12Ø CALL CHAR(129, \*FFFFFFFFFFFFF)

13Ø CALL CHAR(131, \*\*) 148 FOR I=1 TO 11

15Ø VAR=13Ø+(-1)^I 160 CALL COLOR(13,5,6)

170 CALL HCHAR(I,I,VAR,34-2#1)

18Ø CALL VCHAR(I+1,33-I,VAR,24-2\*I)

190 CALL HCHAR(25-I,I,VAR,34-2\*I) 200 CALL VCHAR(I+1,I,VAR,24-2\*I)

21Ø CALL COLOR(13,6,5)

22Ø NEXT I

Oh! - and

runs there

returned

operating

23Ø CALL COLOR(13,5,2) 24Ø CALL COLOR(13,2,5) 25Ø GOTO 23Ø

As you will notice the programme can only be stopped bУ using the break key!!

This next programme is a small sound demonstration

100 FOR I=0 TO 30 STEP 5 110 FOR W=30 TO 0 STEP -5 12Ø CALL SOUND(-99,1200,I,1202,I,1204,I) 13Ø CALL SOUND(-99,2400,W,2402,W,2404,W) 14Ø NEXT W 15Ø NEXT T

HIGH SCORE.

The only new high score to Adding this line defeats the whole report this month is again my son Chris who achieved the impressive Score of 787118 on BARRAGE. I will run the list again next month of the current holders of best scores so if you want to be included call, write, see me, send a pigeon or what ever but let me know.

NEXT MONTH.

I hope to have some FORTH and Mini Memory information and programme for you over the next couple of months so stay tuned.

Joe Wright



# FORTH TOOLBOX

by BOB CARMANY

I have started this column with the intention οf being it semi-regular. Not exactly a monthly column, but something on the order of every other month. The material that I'm going to cover is going to be elementary Forth since I don't really want to intrude upon Dr. Terry's domain. 'FORTH TOOLBOX' will have screens and Forth words to make some of the day-to-day projects little less painful. Nothing spectacular, mind you, but maybe something you hadn't thought about before. So, with applogies to the "good Doctor" -- let's start!

One of the misconceptions about TI-Forth is that it is difficult to have on-screen documentation available for your programs. That's true only if you try to do things the hard way. Messing around with GOTOXY and text strings can make you think that maybe documenting your programs isn't the easiest thing in the world to do. In fact, using that approach is sort of like trying to swat a fly with a club --- it can be done but it's hardly elegant!

Luckily, there is a much better way to do it! TI-Forth has, as part of the resident vocabulary, the Forth word MESSAGE. MESSAGE can be used in a loop to print anything you want from any screen without having to deal with text strings and GOTOXY. There is only one catch --- everything is relative to Screen #4, Line #0. Complicated? Not really!

First of all, you should have the message screens (#4 and #5) installed on every TI-Forth disk that you have in exactly those positions. That way, if you encounter an error, you will get the appropriate message rather than "gobbledy-gook".

Let's assume that you have finally typed in and debugged that "dynamite" application that you have been working on. Let's say that you

started at Screen #100 (on a SCREENS disk) and ran through Screen #105. Now, you are ready to add the documentation on Screen #106. do you go about it? Quite simply, actually! Just start typing in the documentation on the very first line of Screen #106 --- no quotation marks or any other preparation. The only restriction is to make sure that each line doesn't exceed 40 characters so that it will fit on the screen when it is displayed. Once we are done, the only thing left is to calculate the values for. our MESSAGE loop and design a word to access the documentation.

The calculation for beginning of the loop is really easy to do. Since everything is relative to Line #Ø of Screen #4. and there are sixteen lines per screen ( $\emptyset$  - 15), all we have to do is to subtract 4 from the screen number (106) and multiply by 16. We 1632 as the answer. That is the value for Line #Ø on Screen #106. If our documentation stretches for some 15 lines, the other value will be 1642 (1632 + 1Ø).\*\*

Now, we have to go back and design a word to access the documentation. How about HELP? That seems to be the universal word to use.

: HELP CLS 1643 1632 DO I MESSAGE CR LOOP CR CR CR ;

\*\*NOTE: Since a DO I . . LOOP goes up to -- but DGES NOT INCLUDE the upper limit value, you must increment your upper value one line above the actual value returned by the loop calculator. Hence the upper value in the HELP word is 1643 instead of 1642.

There we are! Just squeeze this word into Screen #15 somewhere near But let's dissect HELP the end. before we go on. The "CLS" word starts by clearing the screen and printing our documentation. 1632 DO I MESSAGE CR LOOP CR CR CR CR ]" is the remainder of The extra "CR"'s simply definition. pad out the screen display and move it up the screen and can be adjusted depending on the length of documentation to be printed out. Since Forth uses a \*last in, first out" method of storing values on the stack, the higher of the two

numbedeficarrians carrians for eleg

calc star docu rust foll you that the

on

valu

clot pri: scr( numbers is entered first. All this definition does is to start printing our documentation and loops through lines 1632 to 1642 (our docs) with a carriage return at the end of each line. No GOTOXY and text strings for each line and it is much more elegant to use.

NS

5.

lhe

low

15

The only problem is trying to calculate the values for the starting and ending lines of your documentation. Ιf your math is as is at times, the rusty as mine following Forth screen should help you out. The only pre-requisite is that -SYNONYMS be loaded first for the CLS word. Just note the number on the screen and write down the values to use in your MESSAGE loops.

One additional thought before I close. Using a message loop to print documentation works best on a screen that contains only text that

you wish to use as your program If there are word documentation. definitions and text on the same you can get some weird screen, results --- usually an error message when the compiler encounters the first word of the proposed text. The error is not fatal, however, and if you are willing to put up with a question mark it will also work (another reason why I used GOTOXY in the application itself).

Since the screen that you will be saving this application on will vary from system to system, I have used the more cumbersome "GOTOXY" in the application screen itself. message loop would have just as easily sufficed if we had establish a screen number for the application beforehand. That's all there is to it. Who says that writing on-screen documentation for your programs is difficult?

# COULD YOU WORK IT OUT

In December's issue one of our members offerred a puzzle to help you while away time till this issue. How did you go? For those who could not manage it here is the solution:-

1 green weather board	2 brick veneer	3 cream	4 white	5 low set concrete block	6 brown vinyl siding	7 blue no fence
Bill Brown	Bill Grey	Jones	Green	Smith	Joe Black	Joe White
punter	footy player	iØ pin bowler	sailing	CB	beer coasters	galfer
4WD Toyota	Falcon	New Holden	626 Celica	Kingswood	i .	Magna
Fosters	VB	xxxx	Tooheys		wine	Swan Light

# Adventurers' Corner

WITH "THE ADVENTURER"

## rodney gainsford

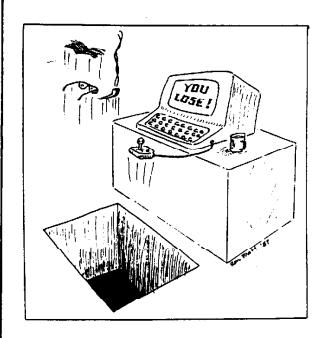
Hi! Yet another Adventure article as we are all recovering from the Christmas festivities. Just a few quick hints for Hitch Hikers Guide to the Galaxy to keep you going - I suspect that a few have got stuck on various parts!

- \* Lie down in the mud in front of the bulldozer.
- \* The dog wants to be fed and likes cheese.
- \* Wrap the towel around your head to avoid being seen.
- \* Put the fluff in the flowerpot and a humid atmosphere is required for fertilization.
- \* Believe me it is impossible to lose the Thing and it is useful for storing items in.
- \* Put the flowerpot in your pocket and close your pocket.
- \* Touching the Black Particle destroys your common sense and this is needed.
- \* Marvin can do things your feeble mind can't and can handle things more complex than you will imagine.
- \* After the darkness strikes wait till your senses come to you.
- \* Enjoy the poetry and thus thy shall claim the Atomic Vector Plotter.
- \* You really do wish to go down that corridor and keep trying.
- \* The toolbox will remain in the hatch after Zaphod enters the Heart of Gold.
- \* The Plotter and the spare Improbability Drive, combined with the substitute tea and the plugs on the bridge are essential for game survival!
- \* Logical trial and error achieve the Babel Fish but the junk mail is needed.

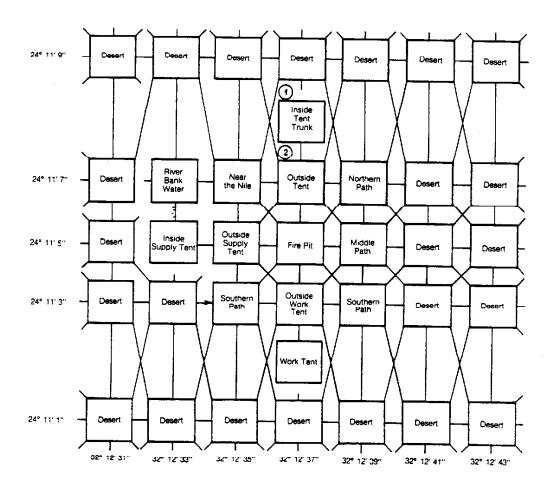


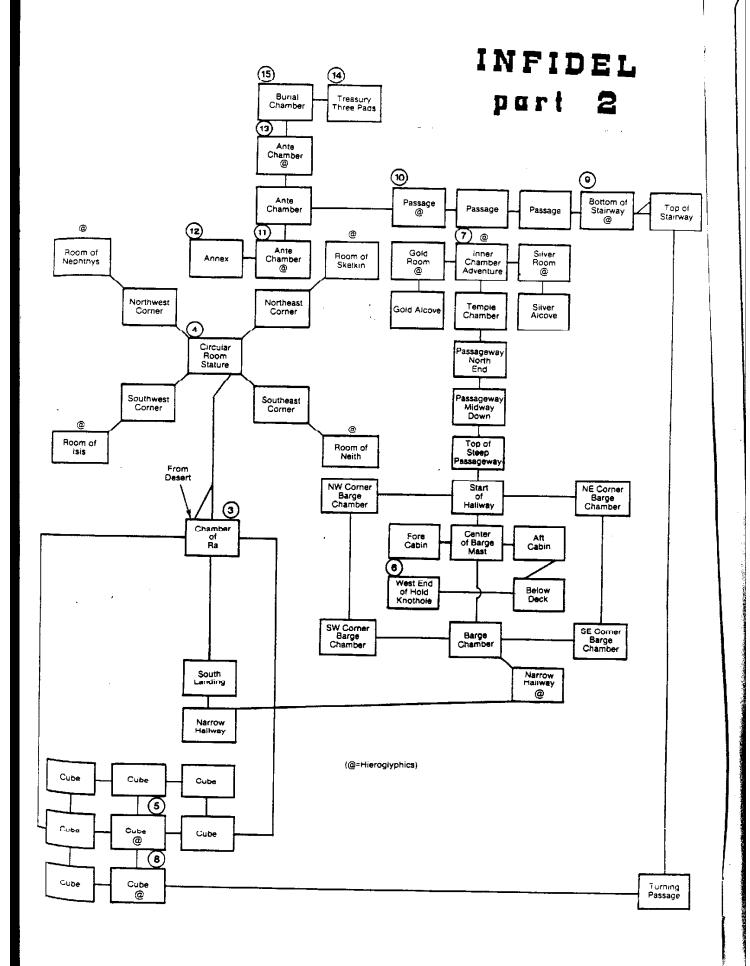
# Analgesics sooth the head.
# Listen to the conversation in the War Chamber.
# Eat the fruit and store the object in the thing.

This should keep you going for a while. Any enquiries can be sent to me through the Secretary.



# INFIDEL part 1





# SECTOR SHARING

This article came to us via the December issue of "Spirit of 99", the newsletter of the Central Ohio Ninety-Niners. It was written by Mark Schafer of the Bluegrass Computer Society in the US.

They say necessity is the mother of invention. And in this case, I'm the father. I think I've discovered something you'll find intriguing. Take a look at the following disk catalog:

DSK1 - DISKNAME= FNWEB/4\*1
AVAILABLE= 7 USED= 351
FILENAME SIZE TYPE P

FILENAME	217E	ITPE	ı
AC			
AS	33	PROGRAM	
AT	22	PROGRAM	
CF	31	PROGRAM	
CG	25	PROGRAM	
CHARA1	5	PROGRAM	
D1	33	PROGRAM	
D2	33	PROGRAM	
DЗ	29	PROGRAM	
שמ	33	PROGRAM	
DV	33	PROGRAM	
DW	29	PROGRAM	
EA	9	PROGRAM	
ED	33	PROGRAM	
EE	17	PROGRAM	
LH	12	PROGRAM	
LOAD	31	PROGRAM	
QD	12	PROGRAM	
SL	1Ø	PROGRAM	
SYSCON	6	PROGRAM	
UL	4	PROGRAM	

If you don't notice something strange, add up the sizes of the files and compare that to the number of sectors used. How did I do that? Why did I do that? That's what I'm here to tell you.

The above catalog of my Funnelweb disk. What I've done is to make it so that some of my files take up the same space as other files, which is the concept I call sector-sharing.

First, let's get into why I did it. I have Disk Utilities by John Birdwell. One of its features is the ability to change to default

system setup. The trouble was sometimes I will want the defaulte to be one way, and sometimes I will want them another. Now, I could change the setup in the program when I need to, but this is some trouble. The ideal solution would be to have two (or more) copies of the program on the disk and boot the one with the defaults I want at the time. But I only have one SSSD disk drive, so I clearly don't have the room for this. Just like limited memory can lead to tight coding, limited disk space can lead to creative disk utilization.

All I wanted to do was to change the first sector. So I got the idea to create a file that would have a different first sector, but share the rest of the sectors with the original file!

The steps to do this, I believe, can be done in any order. Basically, it goes like this:creating the new header sectors creating the modified sector updating the disk catalog marking the used sectors and renaming the new files.

The beauty is that Disk Utilities itself can handle all of the above in one session, but I suppose any sector editor and disk manager will do.

So let's create the new header sectors first. Each file on a disk has to have a sector that identifies the type of file it is and where it is on the disk. the first step here is to find out what sectors are free. One way to do this is to look at sector Ø starting at byte >38, look for non-F's, and figure out what sectors correspond to the blank bits. Or you could use Disk Utilities to print the disk report and figure out what sectors are contained in no file. In my case, sectors >13 to >16 were available. You could put them anywhere, but the normal thing is to put header sectors in the >02 to >21 range.

Next I needed to know where on the disk the files I'm going to "copy" are, as well as where their header sectors are. The disk report has this information. So now you edit the header sector of these files. Go to the first one first. You need to change two things on it.

Change the name to something that would fall at the end of the disk This way we don't have to insert when we change sector 1. I called my new files ZX, ZY & ZZ. For the file that has the modified sector, you need to change the segments starting at byte >1C. Insert three bytes at this point. This may be a little more difficult with some sector editors. Put in the following three bytes at 1C: yz 0x 00, where xyz is the sector we're going to create in step 2. In my case it was >16, so I inserted 16 byte, so if it's >57, make it  $\Rightarrow$ 58. This process makes it so this file to sector x, I would recommend that is in the same place as the original file except its first sector is different. If you're changing a sector in the middle, this is a bit one of them and start the operation more difficult. When you save it over again on the new disk. back, put it at the first available sector you found. For the remaining header sectors, I just simply sector program, it took only 4 changed their names and saved them additional sectors; 3 for each new to next available sectors, since they are to share exactly the same sectors.

Once you've got that done, the rest is a cinch. To create the modified sector, simply edit the sector you wish to change, make the appropriate changes, and save it to files I can do this to... the free sector you indicated at step 1 - >16 in my case. Normally the sectors contained in a file are higher than >21, but I did't have any free in that area.

Next it's time to change the disk catalog at sector 1. Simply put the header sectors you created in step 1 at the first available 8888 in sector 1. I appended 8813 0014 015 to add my three new files.

The next step is to tell the disk what sectors we've used. With Disk Utilities, you just use the Mark Sector feature. With others you may have to figure out what bits they correspond to in sector  $\mathscr G$  and make the changes yourself.

The last step is to rename the new files what you really want to call them. I called mine D1, D2 and The last bytes have to be consecutive so that they load as one continuous program. After this, had to configure Funnelweb to be able to load my new program.

now, when I run Disk Utilities, I have the choice of the options in DU or the options in D1. They both load just fine.

But there are some consequences! There's the problem of copying. If you try to copy a sector-sharing disk by file, the duplicate will unshare them. Also, you may get an out of space error. So to copy such a disk, you should use a sector copier. Then there's the problem of what happens if you to copy the sector-sharing want Then add one to the next files, but not the whole disk. you can't do a direct copy, sector x you find a way to sector copy the whole disk and delete the files you didn't want. Or you could copy only

> So to make a copy of this 95 header sector, and 1 for the modified sector. Shorter files would need even fewer additional sectors. I could go on and make another version of this program, but I think I'm happy with just two.

I wonder if I have any other

# THE INFORMATION PAGE

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In the News - a round-up of TI happenings
ARCHIVER III v3.02
Pole Position - a review
RD200, QED plus Funnelweb
Module Maintenance
Impact 99
Bits n Pieces
FORTH Toolbox
My Favourite Games
Adventurers Corner
Sector Sharing

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Carmany B. В. Woods Sydney UG S. Bradley Α. Lawrence EAR UG J. Sughrue Wright B. Carmany Lawrence R. Gainsford Central Ohio UG

PLUS MUCH MUCH MORE!!!!!

#### COMING EVENTS

Next Committee Meeting: Tuesday 7th March, 1989 General Meeting: Tuesday 14th March, 1989 \*\* ALL MEETINGS AT WARNERS BAY HIGH SCHOOL \*\*

> AGENDA FOR MARCH MEETING Console Fault Finding Demonstration

#### CLASSES AVAILABLE FOR MEMBERS

XB Learners Group Tuesday 21st February 7.86pm Warners Bay High. Tuesday 21st March 7.86pm

#### ANNUAL SUBSCRIPTIONS

Subscriptions to the Group cover the period 1 July to 30 June following year. Membership enquiries are welcome; please address all enquiries to the Secretary.

The annual subscription is: Australian Residents...\$25 Overseas Residents....\$45 (airmail)

Back issues of our Newsletter are available for \$1 plus postage