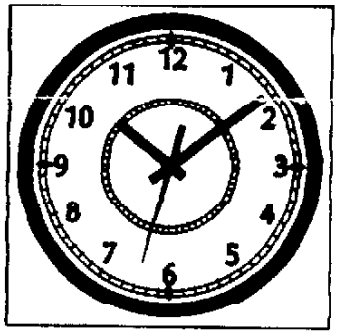
South West Ninety-Niners June, 1993

P.O. Box 17831, Tucson, Arizona 85731-7831

MAY SW99ERS' MINUTES
Tuesday May 4, 1993



1. Fest West 94 is in gear. We will start selling tickets in September. We already have two nice prizes: a MYARC HFDCC with a 20 Meg Hard Drive and case, and a 2400 BAUD Modem. More prizes will be added later.

2. We need volunteers to do demonstrations at our monthly meetings. Some of you are doing things with your computers that the rest of the members should be told about. If you should Demo yours, we would not have to listen to the same few who have been doing the Demos lately. Also, we need your input in the way of ideas as to what you would like to see.

3. Our User Group is now a member of the Davis Monthan Credit Union. The Group has a Share Account and a Checking Account. This also means that each Group member is eligible to apply for an individual membership. If and when you apply, provide them with your SW99er Membership Card. The Credit Union will credit our Group account with $10 for each new member.

4. The Lending Library needs a new Tucson home. We *have a volunteer who lives in Safford, so that builds a* lengthy time delay when something from the Library is wanted, plus calling Safford is long distance.

5. Advanced Languages workshop will be discontinued until further notice.

6. The Executive Committee will meet on Friday, May 14, at Perkins on Grant, at 6:30pm.

7. Tom Wills will be putting out the June Newsletter. He needs our articles and reports by June 25.

Ed McCullough, Secretary

DISK OF THE MONTH
JUNE/93

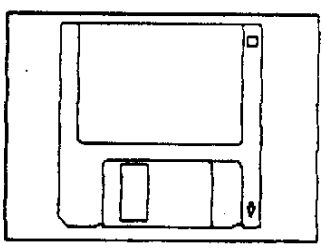
Well, I see my threat of using Geometry programs worked. I had three people come up to me at our meeting and offer me programs. It goes to show, that if you want cooperation from people , all you have to do is threaten them with boredom. I find uses for my Geometry programs but obviously not too many other people do.

Richard Baron has presented us with an Extended-Basic rewrite of the cartridge game "OTHELLO". He enhanced a version which was already out by making the screen and the screen displays the same as the cartridge/module version. He has included a BASIC version also. It has a few minor differences in it from the XB version. He was not able to display the center markers as Basic does not allow for "sprites". It is a little slower than the XB version but the same otherwise.

OTHELLO is a logic style game in which you compete with the computer for possession of squares on a grid. The computer ranges from territorial on the first level to aggressive on the third. This is one of those games which is not over until the last piece is turned over. Good luck!

He has also included "YAHTZEE" for this month. I am strongly of the impression he does not care for Geometry!

W. Leonard Taffs has supplied me with several games and utilities from his files. These will be listed and described more accurately in the *READ ME* file included on the DOM.



I ask you to forgive me on the haphazard way I have put the last two DOM's together. I have been busy doing some home remodeling and I am afraid I have not been spending enough time on my computer. In fact I had to bribe my computer with the promise of some new batteries for my Ram-disk in order to get

it to work for me now. These computers are fickle things you know.

IF (and that is a big IF) I can find the disk BJ Mathis gave me I will include a puzzle or two if I have room.

I hope you enjoy these games and utilities but I hope you do not spend too much time inside with them. It is beautiful weather out and we should be out enjoying it before it gets hot. There will be plenty of time to play/use these programs next month during the heat.

TREASURER'S REPORT
JUNE/93

by Mike Doane, Treasurer

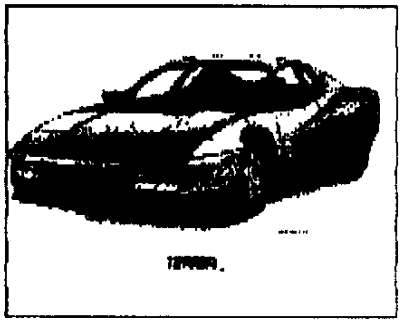
This month's Treasurer's report is a fairly simple one. Nothing unusual happened so I don't have to spend very much time making up excuses , er, I mean explanations. The only major expenditure we had was the purchasing of disks. We have more disks for sale at the incredibly low price of $7.00 per 25 disks. Make sure you ask for the labels when you purchase the disks because they came packaged separately. I don't want to open the shrink wrap on the 25 count boxes to slip in the labels. We have them separately and if you remind me of it I will give them to you. Don't expect ME to remember them. I have a computer to take advantage of it's memory!

Description	Amounts
Balance 04/23/93	**$1303.65**
Money in	
FROM:	
Memberships	$105.00
Library Sales	$26.00
Ribbons/Disks	$11.00
Equipment Sales	$22.00
Interest on account	$ 2.65
SUBTOTAL	**$1470.30**
Money out:	
Newsletter/postage	$127.94
Disk/label purchase	$288.42
Cactus Patch Support	$40.00
SUBTOTAL expenses	**$456.36**
Working Bal. 05/24/93	**$1013.94**

The savings account statement is :

Deposit 03/09/93 :	$50.00
Interest 04/30/93 :	$00.12
Withdrawal :	$00.00
Balance 05/24/93 :	**$50.12**

See, that was nice and easy! I WILL be issuing checks for liabilities this month (yeah, yeah, and pigs will learn to sing!) so next month's balance will see a drop below a $1000.00 balance. I just thought I would warn you so you will understand why the amount paid out approximates my BMW payment (the merest coincidence, I assure you).



FEEDFORTH JUNE '93
by W. Leonard Taffs

Here is a program that could be creative fun for those so inclined. What it does is construct a sentence composed of randomly selected phrases. The results can be very funny if you plan your data in the right order. (Space limitations for this article oblige me to leave out the data information needed to run this program). Once you understand what is needed, all you have to do is exercise your creative ability to create phrases, or select random passage phrases from any book that happens to be lying around.

First, the program, and then some explanation. Some of these lines were excerpted from a program I copied years ago but unfortunately I did not make note of what program they were extracted from. There are several similar type programs such as "JIBBERISH" that appeared in the September 1985 issue of SUNCOAST BEEPER's newsletter.

```
10 REM RANDOM SENTENCE GENERATOR
20 RANDOMIZE
30 DIM X$(40)
40 FOR I=1 TO 40 :: READ X$(I):: NEXT I
50 INPUT "# OF PARAGRAPHS: ":P
60 INPUT "# OF LINES PER PARA: ":S
70 CALL CLEAR
80 FOR I=1 TO P
90 PRINT " ";
100 FOR J=1 TO S
110 A=INT(RND*10+1):: B=INT(RND*10+11)::
      C=INT(RND*10+21)::D=INT(RND*10+31)
120 PRINT X$(A);X$(B);X$(C);X$(D);" "
130 NEXT J :: PRINT
140 NEXT I
200 REM DATA "EXAMPLE ","Second Entry, ","Third Entry,
      Etc."
```

Line 30 sets up an array of 40 elements for the 40 phrases included in your data statements if you are going to use the LOOP in line 40 as is. Which is to say, you can have less data statements (but change your LOOP variable figure if you do). The same applies if you wish to increase the number of data items. The advantage of more data items is that you have more variety possible in the results.

Lines 50 and 60 give you the options of printing a number of paragraphs and how many lines you would like in each paragraph.

Note line 110. You don't have to understand the expression used here (just be sure you copy each expression carefully)! The variable A will select from your first group of data items, B will likewise set the random choice for the 2nd group of data items, C, the third, and D the 4th. You will need to understand these variables in order to change from selection out of each 10 DATA statements per group. The data entries you make will decide what topics or phrases you wish the computer to randomly select. The format for this DATA organization (as the above program indicates) should be planned in 4 separate groups. Enter 10 phrases in each group in this order:

Group 1: (Antecedent Phrase) such as "Once upon a time, " (10 phrases)
Group 2: (Subject) such as "a great Emperor of China " (10 phrases)
Group 3: (Verb) such as "decreed " (10 phrases)
Group 4: (Adverb ending) such as "must wear burnt Levis!" 10 phrases)

Best you enter each DATA phrase or word inside quotation marks which allows you freedom in adding punctuation. Note also the space left after each item in the first 3 groups. Remember if the LOOP in line 40 (and the DIM in line 30) are set at 40, and variables in Line 110 are as is, you will need 10 DATA statements in each group. How funny your results will be will depend upon what

material you chose for DATA, though even with non-humorous DATA, the random choices made by the randomized variables chosen by the computer, called by Line 110, can still result in amusing juxtapositions.

This program opens up many possibilities such as a Bible quiz, where the random selection produces a result the player must unscramble. If it produced: "In the time of King Herod, St. Paul slayed Goliath with water from a Macedonian well.", you'd open up a can of worms. This would take some skill on your part in your choice of DATA or if the result was the previous statement, then the challenge would be for the player to point out how much of the sentence is not correct.

Tip Department

Have problems with your Printer left margin? I have messed with several printers and I have such a problem remembering the different requirements of each printer, particularly if I am not using Formatter with preset TI-Writer printer instructs, that it dawned on me that it was much easier to do this: In your file-reading program, set up a variable such as B$=" ". Then find the printer line which will follow your LINPUT statement. The LINPUT will look something like "LINPUT #1:A$". Between the LINPUT statement and your PRINT(er) Line, insert: C$=B$&&A$. Now change your printer line variable to C$. Example:

```
100 (Open File #1: Statement)
110 LINPUT #1: A$
120 B$="     " (5 spaces)
130 C$=B$&&A$
140 PRINT A$ (prints to screen without indenting)
150 OPEN #2:"PIO"
160 PRINT #2:C$ (prints A$ indented 5 spaces)
170 CLOSE #2
180 (GOTO 110 or rest of program)
```

This is such a simple solution to the problem of left margin printouts by file reading programs that I don't know why I didn't think of it long ago! Remember that if your lines exceed 80 characters you can set the OPEN "PIO" line to variable lengths (132 for condensed or 96 or any number appropriate to your printer and selected print style, in the format: "OPEN #1:"PIO",VARIABLE n" where "n" is the number of characters per line you direct the printer to print.

This Month's Challenge

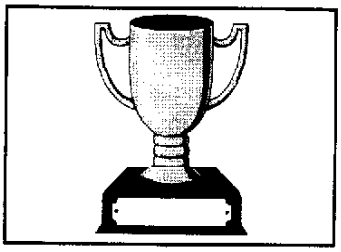
To create a program that uses two loops to select from two sets of data in DATA statements! This program wants to print an item from the string A$ group and match with an item from the string B$ group. You will have to add DATA statements to work this problem: 10 elements for string A$ and 10 elements for string B$, as called for in each LOOP. What happens when you run this? Why won't it match A$ with B$ except for the first match? What is the solution?

```
FOR LOOP1=1 to 10
FOR LOOP2=1 to 10
READ A$,B$
PRINT A$,B$
NEXT LOOP2
NEXT LOOP1
```

A "bon mot" to close with, that I saw in a Federal building somewhere:
We, the unwilling, led by the unqualified have been doing the unbelievable for so long with so little, we now attempt the impossible with nothing.
... *EOF*

HOW TO FIND STRING AND REPLACE IT USING DISK UTILITIES V4.2

By John Birdwell



(Editors Note: This article describes one of the utilities included in John Birdwell's award winning program. Even though John is no longer with us, his DSKU program will serve as a reminder of the great things John did for the TI community!)

BOOT DSKU and press "ENTER" from title screen.

1) File Utilities
2) Disk Manager
3) DISK UTILITIES
4) Sector Utilities
5) Set Up
6) Exit
7) load FW

Select OPTION 3 DISK UTILITIES from the main menu. Screen will display sub-menu as follows.

1) Disk report
2) Directory/Comment
3) FIND STRING
4) compare Disks

Select OPTION 3 FIND STRING, the screen will prompt you for a drive No. with a default of drive 1. Place the file copy of the disk you are working with in drive 1 and press "ENTER". Screen will prompt for STARTING sector with a default of "0", leave it there or, change the number to the one desired and press "ENTER". Screen will prompt for ENDING Sector. The last sector of the program will be listed at the bottom of the screen. Type in that No. or the one you desire and press "ENTER".

Screen will prompt for ASCII or HEXADECIMAL. Type in an A or H for your choice. Screen will prompt for STRING. Type in the string you are looking for and press "ENTER".

Screen will prompt for REPLACEMENT STRING. Type in the REPLACEMENT STRING (IT CANNOT BE ANY LARGER THAN THE ONE IT IS TO REPLACE). Press "ENTER".

The computer will search for the first instance of the desired string and will display it on the screen. If it can't find it, it will tell you and you will need to make another choice. The No. of the displayed sector will be listed at the bottom of the screen, ADD ONE TO IT AND LOG THE NUMBER FOR LATER USE.

Press "R" to REPLACE your old string with your new one. You will see it change on the screen. The flashing cursor will move to the upper left hand corner of the screen.

Press CTRL "W" to WRITE CHANGE. The screen will highlight your change.

Press "ENTER" once to write your change back to the disk and press "ENTER" again to return to the EDIT mode

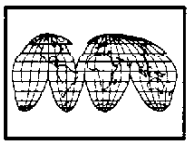
Press "FCTN 9 REDO" to return you to the FIND STRING screen (sub-menu) so that you may continue your search.

ACTIVE COMMAND KEYS

FCTN-E UP
FCTN-S LEFT
FCTN-D RIGHT
FCTN-X DOWN
FCTN-1 DELETE CHARACTER
FCTN-2 INSERT CHARACTER

FCTN-4 RETURN TO MAIN MENU
FCTN-5 REDO (return to sub-menu)
FCTN-+ EXIT FROM DISK UTILITIES
CTRL-P SCREEN DUMP TO PRINTER
CTRL-A ASCII DISPLAY OF SECTOR
CTRL-H HEXADECIMAL DISPLAY OF SECTOR
CTRL-N NEXT SECTOR
CTRL-B BACK ONE SECTOR
CTRL-W WRITE CHANGES TO SECTOR
CTRL-R READ ANOTHER SECTOR
CTRL-D DONE, BACK TO "FIND STRING"SCREEN

TOM'S OBSERVATIONS
by Tom Wills



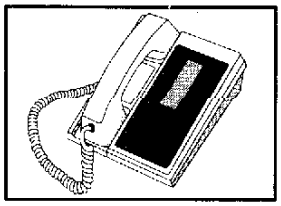
"Have a safe trip, Jack! You'll be missed while you are in Korea." As we are all aware, Jack Mathis is on his way to Korea for an eighteen month tour of duty. I know I spoke for every member of the SouthWest Ninety Niners User Group when I wished him a safe trip.

For the next eighteen months we are on our own when it comes to hardware and software fixes. Jack has always been there when his skills were needed. I know we all appreciate everything Jack has done for us. Some of the latest achievements are listed in this column. "Hope we can see you return for Fest West '94 (on a well deserved leave), Jack."

Cactus Patch Update

The past months have proved to be one of great frustration for the users of Cactus Patch. But, due to the efforts of Jack Mathis, Mike Doane, and some by yours truly, everything is running okay now.

Cactus Patch has been brought to its knees on several occasions by various hardware problems. The first was a combination of two failures, the 32k memory card and the console power supply.



Jack resoldered some pins on the 32k card and fixed that problem. However, the console power supply problem fix was more involved. Why you ask? I know, it is relatively easy to just replace the console power supply. But, the power supply will always be a source of potential problems.

Jack had an idea which he and Mike implemented. Take out the power supply, completely, and not replace it at all. This would get rid of a known weak spot in our console. The solution was to use the power supply in the P.E. Box. That power supply is an IBM style power supply and the power is regulated and therefore cooler. Jack and Mike set up two consoles this way.

Now the console feels as cool as though it were never turned on. No more keeping coffee warm by placing the cup in front of the cartridge port. In fact, I was even considering using my Wife's hair dryer to heat up the console just so it wouldn't get into shock, but was assured that wasn't really necessary. We'll see.

Finally, one other problem was diagnosed, and that was a faulty cable which has now been eliminated. As of this writing, the BBS has been working without any problems at all. And just to make certain that if any problems are encountered in the future, a supply of diskettes were purchased and the files are all now backed up onto a permanent archive. Normal backups are done to another hard disk, but the backup to the 3.5" micro diskettes is an extra precaution. The reason for using 3.5" diskettes instead of 5.25" diskettes is simply a matter of reliability. Good 5.25" diskettes, while reliable, are not as reliable as 3.5" diskettes. And with almost 20 megabyte of files on the Cactus patch, we don't want to take any chances.

With the large number of files available for download, it became a long process for caller, especially long distance callers to list all the files to find the one or two they wish to download. Now there is a file located in the >NEWFILES library named DN/LIST. This files contains a listing of all the files on Cactus Patch as of May 14, 1993. Download this file and either view it or print it out. Then the next time you log onto Cactus Patch you can go to the appropriate library and download the desired files and not waste precious time scanning all the libraries.

A note is needed here. If you are paying attention to the number of sectors listed for the file, and then comparing that number with the number of sectors on your diskette after the download, you may think the download didn't work right.

The reason for this is easy to explain. As everyone knows, there is one sector added to the file size to include the directory sector. Well, this is not rue on a hard disk. On a 20 megabyte hard disk, such as Cactus Patch had been using, there are two sectors added for the directory entry. And on the 40 megabyte that Cactus Patch is currently using, there are four directory sectors.

If the file was uploaded while Cactus Patch was using the 20 megabyte drive, a file of 100 sectors would list as 102 sectors. If it was loaded since Cactus Patch has gone to the 40 megabyte drive, the file will list as 104 sectors. But, when downloaded onto a diskette, it will list as 101 sectors.

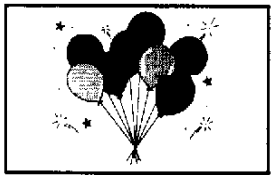
This discrepancy applies only to the file listing option. In the file listing option, the number of sectors is "Hard Coded" into the listing as it is no more than a DV/80 file. However, to find the actual number of sectors, select the Catalog option. This will display an actual file size.

A piece of advice here: don't download to a diskette if you are going to be cutting the size to the available disk space that close. Get another disk and then download. Also, be certain that the diskette you are using is a good diskette. After formatting the disk, verify it using the verify option of John Birdwell's DSKU program. The reason for this is that if you are using TELCO, the download will abort if the program tries to write the file being downloaded to a bad sector. And, of course, this will never happen at the start of a download, or with a small file. It will always happen towards the end of a 200 sector file. One of Murphy's Laws I think. Murphy was a troublemaker and should have been shot in my opinion.

Fest West '94

If you read the minutes, we now have two prizes for the Fest West '94 raffle drawing. The major prize is a Myarc HFDCC (which has been tested and works fine) and a 2400 baud modem. More prizes will be announced as they are obtained.

The first mailing to potential vendors and all user groups will be taking place soon. We want to get the word out and have as many, if not more, attendees at Fest West '94 than we had at Fest West '90, which was billed as the "Best Fest In The West!. Fest West '94 will be even better. The facility we have selected is much better than the '90 facility. The is the main hall. a room for the speaker presentations, and a lounge (which is where the children's room will be placed).

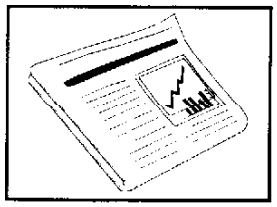


Put February 19 and 20, 1994 on your calendar as a very special weekend and plan on attending Fest West '94, the Best Fest In The West, AGAIN!!!

To find out the latest about Fest West '94, call the Cactus Patch BBS at (602) 290-6277. Select the Fest West topic to learn the latest information. Due to the amount of activity on Cactus Patch, the messages are normally dropped of the system after one month. Also check out the Newsletter section for additional information. Cactus Patch is available 24 hours a day and operates at 300, 1200, and 2400 baud. Set your parity to 8,N,1.

Fireside Chat 06: Ease of Use is Here!

My Friends,



Over the past months I have been telling you about the RO ASSEMBLER, LOADER, and LINKER work and are available! Now the programmer need only to break his code into overlay format, at 24k, the 8k/4k debate is pointless! Is there any programmer willing to write a 24k assembly language subroutine?!!

This software has been tested and run with very little problems. The Linker has been checked and it truly is an incredible program. Large programs, greater than 32k, have been loaded and run. And, we have also made c99 work with the Linker! Now, c99 programmers make their code as before but assemble the compiled code with our assembler, and link the modules together! the C language is highly modular, lending itself rather nicely to our system! Yes, now one need not be an assembly language programmer to use AMS/AEMS! With c99, you never touch assembly code!

Now, the coup de grace. Joe Delekto, one of the AEMS Team members, he is on the software team, has come up with a set of routines for AMS/AEMS that can only be called incredible. They are the 32 bit routines! 32 bit compare, subtract, divide, multiply and others. With the MacroAssembler libraries and these routines, the programmers have incredible firepower at their fingertips.

But, Joe has gone a step further. My friends, we have 32 bit routines that set aside a HEAP of pages, any amount as long as you have memory. So for example, you set a HEAP as 100 pages, or 400k, for a buffer. With the 32 bit ALLOCATE, you can manipulate that memory space TO THE BYTE! These routines are truly revolutionary! Imagine what higher level languages could be made from them! New Basic/XBasic, etc! Goodbye 64k barrier!

My friends, the AMS/AEMS is truly the most revolutionary product for the 99/4A Home Computer. More than anything else, it's difference, it's speed of access, it's ease-of-use, totally redefines what the 99/4A can do.

The AEMS Project was designed with a different goal in mind. While anyone can make a memory card, all of them were done by hardware companies with little software, or they were made to be RAMDISKS, they were all very cumbersome for programmers to use. From day one, we wanted "Ease-of-Use" for the AEMS Project. We WANTED to isolate the programmer from paging the memory. By the Grace of God, we have.

Although overlay format is different than most programmers are used to, the learning is fairly easy. Plus breaking
one's program into modules allows for better debugging. It is good policy for a programmer to have small modules.

The routines and 32 bit routines provided allow the programmer to access huge amounts of DATA. Again, to maximize the use of the memory. They do NOT go against the "Ease-of-Use" concept.

Overall, the AMS/AEMS cards are truly different than anything that has EVER been provided to the 4A community. While a memory card may have CRU and DSR access, that in itself is highly inefficient, they, DSR's, do not make a memory system. Providing the programmer with extensive tools is a memory system.

While AMS/AEMS has been criticized for not being a RAMDISK, not having a print spooler, nor having 8k pages, or using a DSR, We did not want to go the old, inefficient route. For all AMS/AEMS "doesn't have" our superior and AVAILABLE software far, far outweighs any "doesn't haves."

AMS/AEMS allows for resident programs to be called only when wanted. This means those programs are IN MEMORY already. One only need to choose the program to RUN it. Not even a RAMDISK can do this. And the Loader allows for "large" programs, in other words, greater than 32k.

We have purposely not taken the older route for memory cards. We, the AEMS Project Team, have designed a truly revolutionary product. The AMS has allowed us to design what we wanted and to start important software projects that would normally be impossible or very hard to do.

We have truly designed something NEW. For all of the added features that other cards may have, they cannot say the same. It is they who have gone the older route. It is they who have much of the same old thing. Only a deferent name.

Thank you. Take care and God Bless!

Regards,
James Walter Krych

WHAT MY TI HAS DONE FOR ME

by Tom Wills

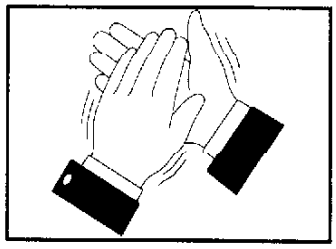
BJ Mathis and I were talking about the way our TI's have influenced our lives. I thought I'd like to pass on the thoughts I have on this subject.

I'm sure we all can come up with some interesting ways in which out TI has affected us. either good and/or not so good. If you wish to have you story included in the newsletter, put in down in writing and get a copy of it to me. I'll do the rest.

As to my story, it goes back to just before I got my first TI-99/4A. At that time I was working for Sheboygan County, Wisconsin as a Systems Analyst. I was involved in a project to interface the mainframe computer with terminals in the police squad cars. The computer being used as the interface was an IBM XT computer.

This got my attention and I found that very interesting. But, the cost was too much for my budget. Then in October of 1983, the TI dropped the 4A and the prices started to go down. I got my TI at the local Sears store where my Wife worked. I got a cassette player elsewhere (Sears was out of them) and some tapes and modules.

When I got the equipment, I was told about the Sheboygan Area Users Group (now known as the Sheboygan Area 99ers User Group). I immediately joined the user group and got really excited about my new "toy."



Soon I was having to get more for my new acquisition, like an extended basic module, the editor assembler mode, and then my own P.E. Box!!! Wow, this was the big time.

I also got involved in User Group activities and was attending all the TI faires that I could. Pretty soon I was an officer of the User Group, starting as the Vice President and after a few years becoming the President.

At first I was a little shy about going into the P.E. Box and trying to fix things. The same for the console. But not the programs. The TI allowed me to dig into programs like I had never done before. Soon I found I was doing the same thing at work. I was able to do my job better because the TI had shown me a new way to look at software.

Thanks to certain members of the user group, especially Glen Fredricks, Merle Edwards, and Dennis Lubach, I became more confident at "tearing" into the hardware and seeing what made it tick. Now my appetite for learning about this wonderful machine couldn't be satisfied. I just had to have more, and more, and more, and ... well, you get the idea.

Soon I had a Geneve 9640 and a HFDCC with a 20 megabyte hard disk. Then it became a 40 megabyte hard disk. In the midst of all this, I became interested in BBSing. Soon I had to have my own BBS. First I tried several software packages, but none did what I really wanted to do. Then I found out about Mike Kimble's Paradigm 99 BBS software. This did what I wanted. PBBS was written for the TI-99/4A, not the Geneve, or the HFDCC.

So I set out to modify the program. During this time frame I spend lots of time on the telephone talking to Mike, and running up a very large long distance phone bill. I was the first to have a TI BBS running on a Geneve and using a hard disk. Mike and I formed a friendship because of this venture. When Mike decided to give PBBS up due to other commitments, he asked me if I wanted to take it over. And, as they say, the rest is history.

The Geneve and its MDOS operation system helped my become more competent and confident with the PC. Further credit for helping me develop my potential must go to Jack Mathis. I'll never be as good as him when it comes to electronics, but I now am not afraid of them. This became a big factor when I was layed off from Pima County in 1991.

During the lay off, I redirected my career path from the mainframe computer to the PC. My years with the TI had given me the confidence to go this route. After taking classes at Pima Community College on PC languages and software, I was called back to the county to do PC development.

Today, after a turbulent year to date at Pima County (and that is a story in itself), I have become the PC guru for my division. And starting on June 1st, I will become a part of another division that will deal strictly with PC development and maintenance. My career seems to be very secure. I feel this wouldn't have been possible without my TI-99/4A and my Geneve 9640. Even though I have a PC at home, my TI, my Geneve, and my BBS are still tops in my book. I am not about to forsake my TI for a PC. There is room in my life for all, with my TI/Geneve still my favorite!!!

CALL LOADS AND CALL PEEKS PART 2

The following Call Loads and Call Peeks were compiled by Glen Fredricks of the Sheboygan Area 99ers User Group of Sheboygan, Wisconsin.

Don't forget to use the CALL INIT command as needed.

```
CALL LOAD(-31888,63,255) ! After issuing this call load, type in NEW. This command frees up memory allocated for disk drives. Any attempt to access the drives will cause the computer to lock up.

CALL LOAD(-31931,128) ! This command will protect an extended basic program from unauthorized users against such things such as listing the source.

CALL LOAD(-31931,0) ! The opposite of the previous command. Unprotects an extended basic program. Shows how much good invoking the previous command will do.

CALL LOAD(-32630,128) ! Returns the user to the main menu screen, except without any graphics. The commands will work as per normal, as long as you know what the are. A good trick to play on a friend, or soon to be ex-friend.

CALL LOAD(-31961,119) ! Similar to the previous call load. Except it returns to the main screen and then search for a program named LOAD. If not found, the program will return to the basic mode. Follow this command with the END command.

CALL LOAD(-31961,51) :: END ! Resets the computer to the title screen with graphics.

CALL LOAD(-32572,1) ! Produces a "mushy" keyboard with different characters being displayed from the ones being typed.

CALL LOAD(-32572,128) ! Completely disables the keyboard.

CALL LOAD(-31806,64) ! Disables all sprite motion.

CALL LOAD(-31877,C) ! VDP status register. Use in programs instead of the "CALL COINC" command as it gives faster response.

CALL LOAD(-31745,0) !Will freeze the screen for a few seconds, then will blank it completely. To restore the screen, press FCTN"-".

CALL PEEK(-31931,P) ! Tells if the program is protected. If it is supposed to be protected, and isn't, the using of CALL LOAD(-31961,51) listed above or the command listed below can be used to abort the program.

CALL PEEK(2,A,B) :: CALL LOAD(31804,A,B) ! Returns the program to return to the main title screen. See also the command CALL LOAD(-31961,51).

CALL LOAD(-31878,HIGH) ! Use this in a program to give to find the highest sprite in motion.

CALL LOAD(-31806,128) ! Disables the sound, sprites, and QUIT (FCTN"=") key.

CALL LOAD(-31806,96) ! Disables the sprites and sound only.

CALL LOAD(-31806,80) ! Disables the sprite motion and quit key only.

CALL LOAD(-31806,64) ! Disables the sprite motion only.

CALL LOAD(-31806,48) ! Disables the sound and quit key only.

CALL LOAD(-31806,32) ! Disables the sound only.
```

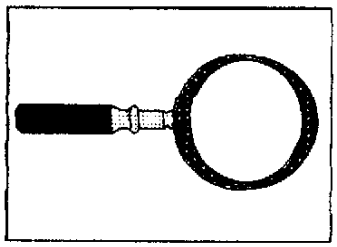
CALL LOAD(-31806,16)	! Disables the QUIT (FCTN"=") key only.
CALL LOAD(-31806,0)	! Enables the sprite motion, sound and QUIT (FCTN"=") key.
CALL LOAD(-32729,0)	! Does the same thing as typing in RUN "DSK1.LOAD" in extended basic.
CALL LOAD(-31868,0)	! Works the same as the extended basic statement ON BREAK GOTO. Cause a system lockup.

Next month I will include additional CALL LOAD and CALL PEEK commands for all who are interested in adding them to their Extended Basic programs.

TERMS FOR BULLETIN BOARD USERS

By Tom Wills

The following are some of the BBS terminology as listed in the newsletter section of Cactus Patch. Not all terms are listed here due to space constraints. However, the terms listed here are terms that all users of bulletin boards should be somewhat familiar with. Strictly TBM terms are not included in this listing. I thought it would be interesting to look a little closer at the terms we use every day when telecommunicating.



ARC/Archive - A set of related files that have been compressed into one file. Also a program to perform the compression and un-compression. First developed by Barr Traver and then enhanced by Barr Boone.

ASCII - *American Standard Code for Information* Interchange. The standard code that uses 7 of the 8 bits in a byte to represent characters.

Asynchronous Transmission - The sending of data where the time lapse between characters varies. Start and stop bits are necessary to signal the start and end of characters so that each character is recognized.

Auto Answer - A feature that allows the modem to answer incoming phone calls without user intervention (the phone line goes directly from the wall to the computer).

Auto Dial - A feature whereby you can dial a phone number from your computer without using a telephone; the dialing tones are generated by the modem that is attached to the phone line.

Baud Rate - The speed of data transmission. Roughly equivalent to the number of bits per second being transmitted over a communications line. Modems generally operate at 300, 1200, or 2400 baud. 1200 baud would refer to 1200 bits per second being transmitted over a phone line by a modem, roughly 20-25 words per second.

Carrier - A continuous frequency signal created by the modem that carries a data signal between communicating computers over phone lines. A "no carrier" message means no connection.

Connect - A message verifying that you have established connection with another computer.

Download - Receive a file from another computer via a modem.

Echo - The appearance of characters (from your computer) on your screen. Full Duplex means that the characters are remotely echoed from the receiving computer; Half Duplex means that the characters are entered directly from your keyboard.

Full Duplex - Information is traveling to and from two separate systems at the same time (similar to talking on a telephone).

Half Duplex - Information travels in only one direction at a time between two systems. Transmission is alternated to allow two-way data flow. (An example of half duplex communications is a CB radio.)

Library - The collection of public domain and faireware software available to authorized BBS callers for downloading.

Logging Off - The communications exchange sequence necessary to finish a communications session with an electronic bulletin board. Abbreviated as LOG OFF on some systems.

Logging On - The opening sequence of communications necessary to begin a session on an electronic bulletin board. Abbreviated as LOG ON on some systems.

Menu - A selection of options for operating the computer.

Modem - (MOdulator/DEModulator). A device used to transfer data via telephone lines. The modem transforms binary signals from the computer into analog signals suitable for transmission over phone lines. In return, it receives signals over phone lines and demodulates them into binary signals that your computer understands.

On-Line - The state of being connected to a remote computer. You can access on-line files while connected to a bulletin board system.

Password - The secret word that you use to gain access to a bulletin board and to some BBS functions.

Protocols - The rules that standards committees set forth in standards documents, and programmers and hardware manufacturers agree to follow, so that there can be compatibility between different sources of hardware and software.

RS-232 or RS-232C - *The standard computer hardware* interface used for computer asynchronous communications connections.

Serial Communications - The transmission of data one bit at a time over a single electronic path line. Modems are serial communications devices, as opposed to parallel transmission, which uses parallel electronic paths to send characters. Data sent to most printers is in parallel form.

Synchronous Transmission - Data communications where the data bits in characters are sent at standard, fixed intervals. No stop and start bits are needed.

SYSOP - Bulletin Board SYStem OPerator, the person who runs and maintains a bulletin board.

Terminal Mode - When a microcomputer acts not as a separate processor but as a keyboard and screen attached to a remote computer. This is done by a program called a terminal emulator.

Upload - To send a file to another computer via a modem.

User Group - An organization of microcomputer users with similar interests.

XMODEM - A protocol for transferring blocks of data via modem with a high degree of accuracy.

XON/XOFF - Protocol for controlling the flow of data. If you dial into a timesharing system in which many users simultaneously use the same computer and if the system is about to overflow, it will send an XOFF character to your computer. The XON character will be sent to you when the system is ready to receive again.

West Penn 99ers President's 2 Cents

by Mickey Cendrowski, West Penn 99ers, May '93

For those of you who may be wondering what happened to my column last month...what can I say...twas the season of the "EASTER (I mean DISK) Bunny." Needless to say...I didn't get any "disk organization" done at all last month.

Getting back into the swing of things...it seems I had promised to tell you how I created the data base example that appeared in my last article...

So here goes...(DOWN AND DIRTY STYLE).

- Turn on your computer and disk system.
- Insert the Extended BASIC Module into the module port.
- Insert you TI-Base disk into Drive #1.
- Insert a blank initialized disks into Drive #2.
- Press any key to get the TI menu screen.
- Select "2" for the Extended BASIC module.
- Your TI-Base will now autoload.

Once your TI-Base disk has completed its autoload procedure, you will be asked to enter the date in the following format:

MM/DD/YY

Once you have entered the date, you should see the following information displayed on your monitor or TV screen:

```
>001 *       Welcome to TI-BASE
>002 *   QUIT will terminate TI-BASE
>003 *
>004 *PRINTER EPSON
>005 SET CURSOR 2
>006 DISPLAY STATUS
>---------------------------------------
>DATDISK = DSK1
>PRGDISK = DSK1
>PRINTER = PIO.CR.LF
>PAGE    = 056
>HEADING = ON
>TALK    = ON
>SPACES  = 01
>RECNUM  = ON
>LSPACE  = 0256
>CURSOR  = 02
>DATE    = 00/00/00
>---------------------------------------
>007 *     FUNCTION (7) for help.
>008 RETURN
>.
```

At this point check to see if your DATDISK is set to DSK2. If it is not, you must type in the following line at the dot prompt:

SET DATDISK=DSK2

then press the ENTER key.

Once your DATDISK has been set to DSK2, you should type in the following line at the dot prompt:

CREATE LIBRARY

then press the ENTER key.

At this point you should see the following information displayed on your monitor or TV screen:

```
   arrows to move, enter to advance

FIELD  DESCRIPTOR  TYPE  WIDTH  DEC
  1    ----------  ----  -----  ---
```

You should now type in the following information:

PROGRAM	C	025
SOURCE	C	025
CODES	C	005
MOD	C	003
TYPE	C	004
DC	C	002
DN	C	002
COMMENTS	C	049

then press FCTN 8 to execute.

Your data base structure is now ready for input. It's as simple as that!

Let's take a closer look at each of these fields, so that you will understand them better.

PROGRAM - this is the name of the program
SOURCE - this is the source (or author) of the program.
CODES - this requires further explanation:
T stands for a T.I. Original program.
C stands for a Copyrighted program.
F stands for a Fairware program.
P stands for a Public Domain program.
S stands for a Single File program.
M stands for a Multiple File program.
- the next 3 numbers are for the Total Sectors the program requires.

MOD - this is the Module needed to run the program.
TYPE - this is the Type of program it is.
DC - this is the Disk Case the program is located in.
DN - this is the Disk # in that particular disk case.
COMMENTS - this is for any additional comment you may wish to make.

All in all, it's a DOWN AND DIRTY system, but it works for me.

Catch ya'll next month, as I continue my personal endeavor of stopping those "DISK BUNNIES" in their tracks.

Misc Buys

The following information is provided as a service to our members. The items listed are for sale by the individuals indicated and are subject to prior sale. The group assumes no responsibility for items listed and makes no claims as to their condition or interface compatibility with the TI-99/4A computer. Only computer related items will be accepted for publication in this newsletter.

TI Console w/RF Modulator
Extended Basic, Speech Synthesizer
Terminal Emulator II, Tombstone City,
The Attack, Car Wars, Parsec, Blasto
with manuals
All for $50

Danny Stern (602)297-3839

$200 Complete TI System
Includes: Expansion Box w/SSSD Drive
TI Disk Controller, Memory & RS232
Plus: C.Itoh Printer, Console, Speech,
ExBasic, Multiplan & TI Writer

Norma McCargar (602)889-8401

$150 Complete TI System
Includes: Expansion Box w/SSSD Drive
TI Disk Controller, Memory & RS232
Plus: Beige Console w/dust cover,
ExBasic, Tax Investment Record Keeping,
Home Financial Decisions, & TI Writer

Larry Newman (602)299-2092 or $10 on CP

Double-Sided 1/2 height
TEAC Disk Drive - $20

First Base by Warren Agee - $10

Entec external power supply box. Has enough power for a hard disk and two full power floppies. Light toggle switches on front to control 3 outlets on the back of the box. Asking $50.

"I  My TI" White Hats
Black Letters
Red Heart
$5 Mesh Style
$6 Golf Style
plus $1 shipping

Tom Wills (602)886-2460 or $1 on CP

$100 Star Micronics NX-1000 II w/3 rbns
$25 - 1200 BAUD Modem

Ed Chase (602)299-6511 or $118 on CP

MICROpendiums
May, July, August 1985
February, October, December 1986
January thru October 1986 (10 total)
February, May 1988

$1 each including postage

Call or write: Ralph Jones
2820 Juniper Ave
Morro Bay, CA 93442
(805)772-2947

$100 Expansion Box w/SSSD Drive
TI Disk Controller, Memory & RS232

$15 TI 99-4/A Console
$15 Speech Synthesizer
$4 Replacement Console Power Supplies
$5 TI to Atari Joystick Adapter(single)
$5 TI to Atari Joystick Adapter(dual)
$10 Cassette Player/Recorder
$2 Replacement Keyboard

$5 24-Cassette or Module Drawers
$7 36-Cassette or Module Drawers
$3 Flip N File for Diskettes

50/$1 Disk Labels
500/$1 Mailing Labels
Tractor feed 1-across

TI Keyboard Overlays $3ea or 5/$10
Modem Cables 6'=$8 (Telco ready)
$3 Cassette Cable

Diskettes
25/$7 (SW99ers only)

Jack or BJ Mathis(602)747-5046 $3 on CP

Printer Ribbons
$3 NX-10 $4 NX-2400
$2 Epson MX-80 $3.50 NX-1000

Cassette Programs
$1 Teach Yourself Basic

Disk Programs
$2 Airline
$10 Hitchhiker's Guide to the Galaxy
$3 Touchdown

Modules
$2 Chisolm Trail
$2 Decimals 1
$20 Extended Basic
$1 Household Budget Management
$5 Multiplan (no manual)
$1 Munchman
$1 Personal Record Keeping
$1 Tax Investment Record Keeping
$1 Terminal Emulator II
$10 TI-Logo II

Books
$1 Basic Computer Games
$3 Basic Programs for the Home
$3 Beginner's BASIC (Blue Book)
$2 Computer Playground
$3 Executive Computing - How to
Get It Done on Your Own
$10.50 Home Publishing on the TI-99/4A
Supplement #3 w/disk
$3 Practical Basic Programs
$2 Programs for the TI Home Computer
$3 Programming Basic w/the TI Computer
$1 Sams TI-99/4A Basic Programs
$3 The Word Processing Book
$3 The Writers by Harry Brashear
$3.25 User's Reference Guide
$2 Using & Programming the TI-99/4A

BJ Mathis(602)747-5046 $3 on CP

Membership Report

Twenty-two SW99ers signed in at our May meeting. John Hale, Al Armstrong, Matt & Jeane Matthews, Leonard Taffs, Robert Romanelli & Marty Abrams renewed their memberships this month. There are now 53 SouthWest Ninety-Niners. We will mail 50 exchange newsletters this month

Members Meet

First Tuesday, June 1st, Devon Gables Health Care Center (Exec Dining Rm.) at 6150 E. Grant across from the Price Club at 7:15pm.

Exec Meeting

Friday June 11th, 6:30pm. Perkins Restaurant at Grant & Swan, NE corner. All SW99ers are invited to help plan for our Users Group and Fest West '94.

TI-Base Workshop

General Users

Third Tuesday, June 15th, 7:30pm. Mathis' home 5941 E 26th - 747-5046.

July Newsletter Deadline

))) June 25th, 1993 (((

Who Do Ya' Call?

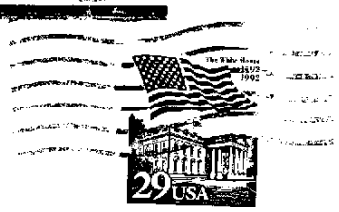
Richard Baron - Disk & Lending Lib	885-4812
Mike Doane - Treas/DOM Prep/Tech Asst	298-3835
BJ Mathis - Pres/Editor/Library Chmn	747-5046
Ed McCullough - Secretary	296-5183
Rod Stallard - Vice Pres	745-6071
W. Leonard Taffs - Newsletter Lib	795-4148
Dale Ussery - Lending Library	575-1398
Tom Wills - Cactus Patch SysOp	886-2460
Cactus Patch BBS	290-6277

(Area code 602 for all phone numbers above)

SouthWest Ninety-Niners
PO Box 17831
Tucson, AZ 85731

Please note zip code change!

TUCSON -PM JUN 1993



Dallas TI HC Group 9305
Dallas 99 Interface
PO Box 29863
Dallas TX
75229