Spirit of 99

THE OFFICIAL NEWSLETTER OF THE CENTRAL OHIO NINETY-NINERS INC.

PUBLISHED MONTHLY IN COLUMBUS OHIO

CENTRAL OHIO
NINETY NINERS INC.

FEBRUARY
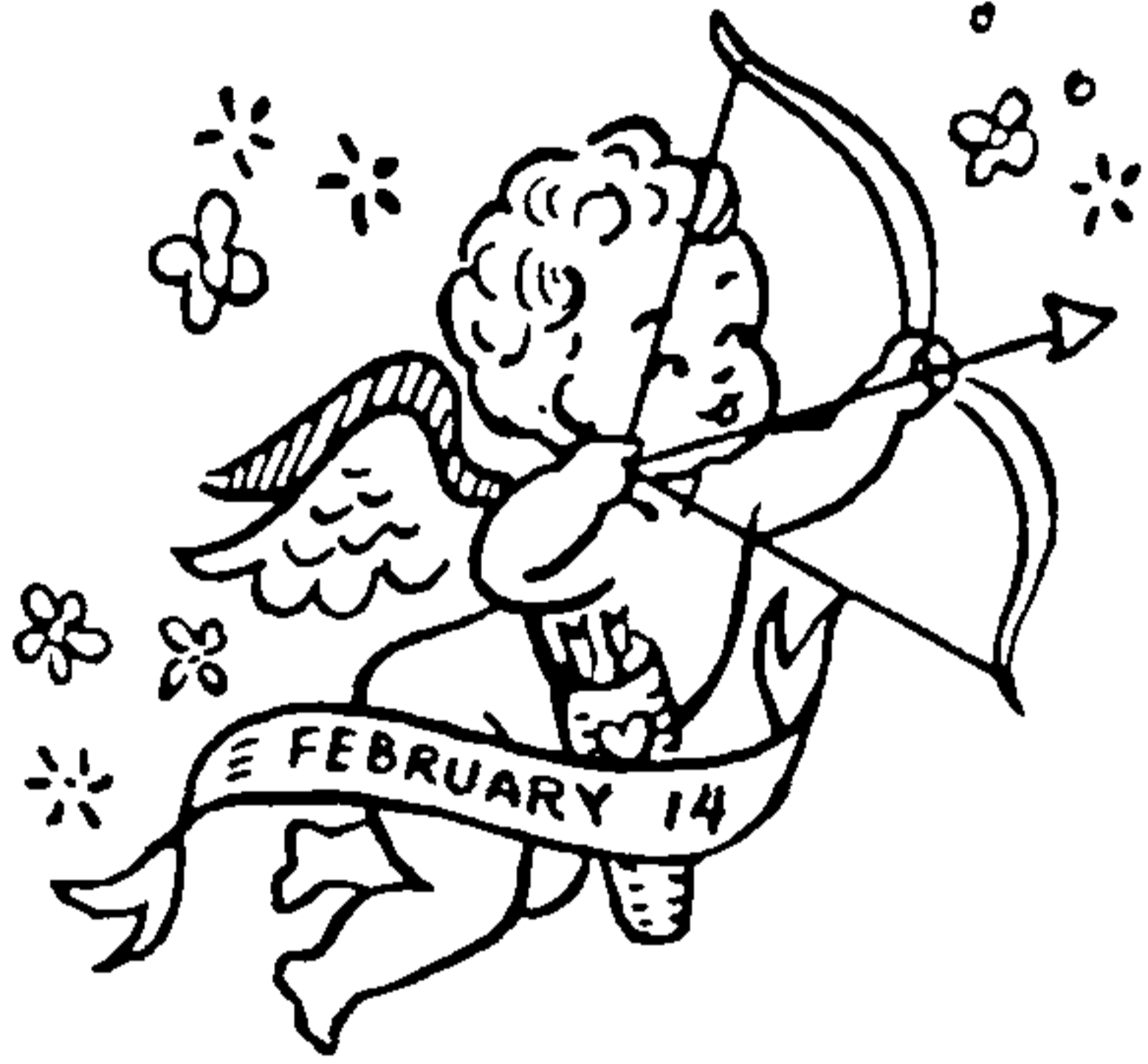
MONTH OF THE GREATS !

$1.50   VOL.6   NO.2   FEB   1988

Spirit of 99

THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS

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Central Ohio Ninety Niners Inc. is a non profit organization comprised of MEMBERS who own or use the TI99/4A computer and it's related products and have paid a yearly membership fee of $28.00 and whose main objective is the exchange of Educational and Scientific information for the purpose of computer literacy.

C.O.N.N.I. meetings are held the 2nd Saturday of each month at the Martin Janis Senior Center - East Eleventh Ave. at the Ohio State fairgrounds. Meeting time is at 9 am. Meetings are open to the public. Membership dues ($28.00) are payable yearly to C.O.N.N.I. and cover the immediate family of the member. (An application has been placed in this newsletter for your convenience) Please address it to:
EVERETT WADE
179 ERIE ROAD
COLUMBUS, OH 43214

** INDEX **

EDITOR................JEAN HALL
ASSIST...........CAROLE PARKINS

** OFFICERS **

PRESIDENT.............IRWIN HOTT
VICE PRES.............JIM SEITZ
SECRETARY........JERE SINGLETON
TREASURER.........JOHN CUMMINGS

DUES ANNOUNCEMENT

Dues are usually paid at or before the March meeting, and are $28 per year for full membership, library and voting privileges, plus the newsletter. If only the newsletter is desired, then payment is __?__ per year. Those who join during other months of the year pay a lesser, pro-rated amount:

Feb----1.66
Mar---28.00

REMINDER RENEW MEMBERSHIP

Fill out an application blank (one on the back of this newsletter), make a check out to C.O.N.N.I. and give to Everett Wade, the Membership Registrar, at one of the meetings or mail to him at the following address:

> Everett Wade
> 179 Erie Rd
> Columbus, OH 43214

MEETING AGENDA
Saturday 13 FEBRUARY 1988

9 AM	Select Public Domain programs of your choice. Order from Jim Peterson. 50 cents per program	9:30 AM	Beginners session of Questions and Answers
	Raffle: software,hardware, books, magazines, cartridges,etc.	10 AM	Business meeting
		11 AM	Program to be announced

```
~ WELCOME      ♥    ~
~ NEW               ~
~ MEMBERS           ~

~ STEVE BONAVENTURA ~
~    JIM DYER       ~
~ JAMES A. HADLEY   ~
~ RICHARD W. LANE   ~
```

FROM THE PRESIDENTS'
COMPUTER DESK

BY IRWIN HOTT

Here is an update on PC-PURSUIT. PC-PURSUIT made some changes (of course just after I wrote my article) last month. They have added 8 new cities. There are now 33 cities and 40 area codes. The new cities are:

Hartford CT 203
Santa Anna CA 714
Kansas City MO 816,913
Sacramento CA 916
Palo Alto CA 415,408
San Diego CA 619
Riverside CA 714
ST. Louis MO 314,618

Just to review briefly, PC-PURSUIT is available to call computers (individuals bbs's etc.) in those 33. You dial a local number and connect to telenet with your modem at 300/1200/2400 BAUD. For $25 per month you may call computers in those cities. The hours are 6 pm to 7 am weekdays, all days Saturdays, Sundays and major holidays.

If you need more info please ask me at the meeting or leave a msg on the SPIRIT OF #'99 TIBBS. 614-263-3412.

I would like to say thanks to everyone who attended our first Tuesday evening meeting. We had 16 people attending. That included 4 who cannot make it to the Saturday meeting. Beginning in February the meetings will be moved to the third Thursday of the month. We will still be meeting at the McDonalds at the corner of Main st. and Cleveland Ave. in Westerville. The meeting time is still 7-30 p.m. Thanks to Ray Meyers for making the arrangements for the meeting place. Remember this is in addition to the regular Saturday meeting.

At our first meeting Jack Evans demonstrated his 9640. The demo was received with quite a lot of interest.

Finally here are some updates on the BBS. I have made quite a few changes in the past couple of months. First when you are reading messages you may "print" your message. This simply repeats the message so you can dump it to disk or printer.

When you leave a message a "NEW" option has been added. This will take you back to the first line of the text. This is handy if your brain runs behind your fingers. I find that happening all the time to me.

I Have deleted the "NEWSBITS" section. The articles are still available in X-MODEM d/library 2 where they may be read or downloaded.

There are now RLE pictures available for viewing on-line. That requires OMEGA-TERM. The program is available on the BBS or is in the C.O.N.N.I. library.

If you are calling as a new user you may look around and choose to remain on file or have your user number deleted. I decided to add that feature when the user list was getting full. Since then I have purged the user list. I deleted users who have called only once before July 1987 and those who had not called since 1986. If you have not called for sometime and are a C.O.N.N.I. member, chances are that you are still on file. With help from Chuck Grimes I have the speech synthesizer permanently connected. Thanks to everyone who contributed to the speech synthesizer fund. We came out within $2 of the cost of the synthesizer and misc parts. The speech CHAT is available by pressing "C". The speech also keeps me informed as to what the bbs user is doing on-line.

It has proven to be a very big help.

See you next month.
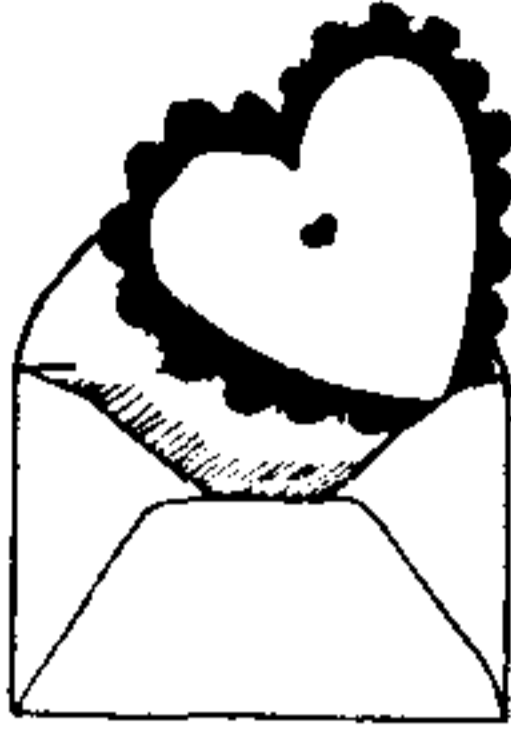
SECRETARY'S NOTES

C.O.N.N.I. BUSNESS MEETING
MARTIN JANIS SENIOR CITIZENS CENTER
JANUARY 9 1988

A question and answer session preceded the meeting, hosted by Dick Berry, Jean Hall, Irwin Hott and Karl Romstat. Questions on hardware, software, configuraton of P-box cards and hardware modificatons were discussed.

Meeting was called to order at 10:20 A.M.
President Irwin Hott introduced guest, Steve Boniventura and two new members, Steve Dyre and James Hadley.

Treasurer's report was given by John Cummings and was approved as read.

A motion to advertise computer related items on the Club BBS was approved.

A motion to raise dues by James Hadley was made and discussions followed. Motion carried.

Dick Berry read the S.M.A.U.G. Newsletter which paid many compliments to members of our group such as Irwin Hott, Jim Peterson and Jean Hall.

Jean Hall announced the Bayou 99 User Group raffle for a foundation Z-80 card.

Chuck Grimes explained the contents of January Disk of the Month.

A motion for payment to the Martin Janis Center carried unanimously.

The meeting adjourned at 11:20 A.M. and demos followed.

Respectfully submitted,
Jere Singleton
Secretary

THE NOMINATING COMMITTEE MEETS

****
* The nominating committe (Dick Beery, Curt Borders, Jean Hall and Jim *
* Peterson) met and the above slate is being presented for consider- *
* ation at the election of officers to be held on February 13, 1988 at *
* the C.O.N.N.I. meeting - Martin Janis Center. Please think about *
* members you might like to nominate from the floor. *
_____
* President: Dick Beery - Vice Pres.: Jim Seitz - Secretary: *
* Treasurer: John Cummings - Librarian: Chuck Grimes *
****

LIMA TI MULTI USER GROUP CONFERENCE
SATURDAY MAY 21, 1988

First mailing, January 20, 1988

The Lima Ohio User Group is organizing a MULTI USER GROUP CONFERENCE AND SWAP MEET on the Lima Campus of Ohio State University. The event is scheduled for SATURDAY MAY 21. We have space reserved from 8AM to 6PM in a large exhibit area (the campus cafeteria dining area) and an adjoining conference room. We can also obtain the use of two nearby classrooms if needed. Since the university is not charging the Lima User Group any fee, we intend to run this as a TOTALLY FREE EVENT. There will be NO ADMISSION CHARGE to individuals who attend, and NO EXHIBITION CHARGE to user groups and dealers who wish to set up display booths or give demonstrations in our conference room. We tentatively anticipate setup time from 8-10 AM with general admission and concurrent seminars and demonstrations for the rest of the day.

Even before this first mailing we already have commitments for the following:

A demonstration of the GENEVE.

Jim Peterson selling Tigercub software and demonstrating his NUTS BOLTS.

Bud Mills Services selling Horizon Ramdisk kits and 32K in the console kits.

Irwin Holt (president of C.O.N.N.I. the Columbus OH user group) demonstrating how a blind person uses the 99/4A.

We would very much like to have your user group and area dealers participate. Groups can recruit members, sell and/or swap libraries, and promote/sell/give away software written by group members. Dealers are free to sell any TI computer related soft or hardware as well as general computer goodies such as parallel printers, full and half height drives, disks, and printer paper. The Lima User group will provide 6 foot x 2.5 foot tables and chairs to exhibitors/groups who wish to set up booths. The Lima U.G. will also provide a P.E. box TI system and several large TV monitors for use in the conference room by those giving demonstrations. Each exhibitor/group is expected to provide (if needed) its own TI system, extension cords and plug boxs, and is responsible for the security of this equipment.

Pre-registration of all exhibitors/groups is required. Remember, there is NO CHARGE. We need the following information.

1. Group or dealer name.

2. How many 6 foot tables and chairs does your group need?

3. Do you need electricity?

4. Does anyone in your group want to give a demonstration in the conference room? We need the title of the demonstration, name of demonstrator, and length of presentation.

5. Name, address, and contact person for your group.

6. Even if your group is not yet ready to commit itself to be an exhibitor, do you want to be kept on our mailing list for further updates of this event.? We will be publishing lists of exhibitors/groups and demonstrations as these are confirmed.

Even if your group doesn't want to attend as a group we would like to encourage individuals to attend (NO ADMISSION CHARGE) and we would like your group's assistance in advertising this event in your newsletters. We expect to have lots of fun and fellowship.

The Lima Campus of O.S.U. is just east of Lima on state route 309. Exit Interstate 75 at route 309 and go 2 miles east on 309. Turn left (North) at the sign onto Mumaugh Road. The campus enterance is 0.5 miles north of this intersection on the right. We will be meeting in the Student Activity Building and there is lots of free parking near the building. There is NO ON CAMPUS FOOD SERVICE on Saturdays, but there are pop vending machines next to the exhibit area and lots of fast food joints a couple of miles away. Information about motels, restaurants, and other things to do in Lima is available from the Lima User Group.

Feel free to phone me evenings if you need more information. Please send your registration and/or request for updated mailings about this event to:

LIMA AREA TI 99/4A USER GROUP
c/o DAVE SZIPPL (president)
4 Poulston Place
Lima Ohio 45805
419-228-7109
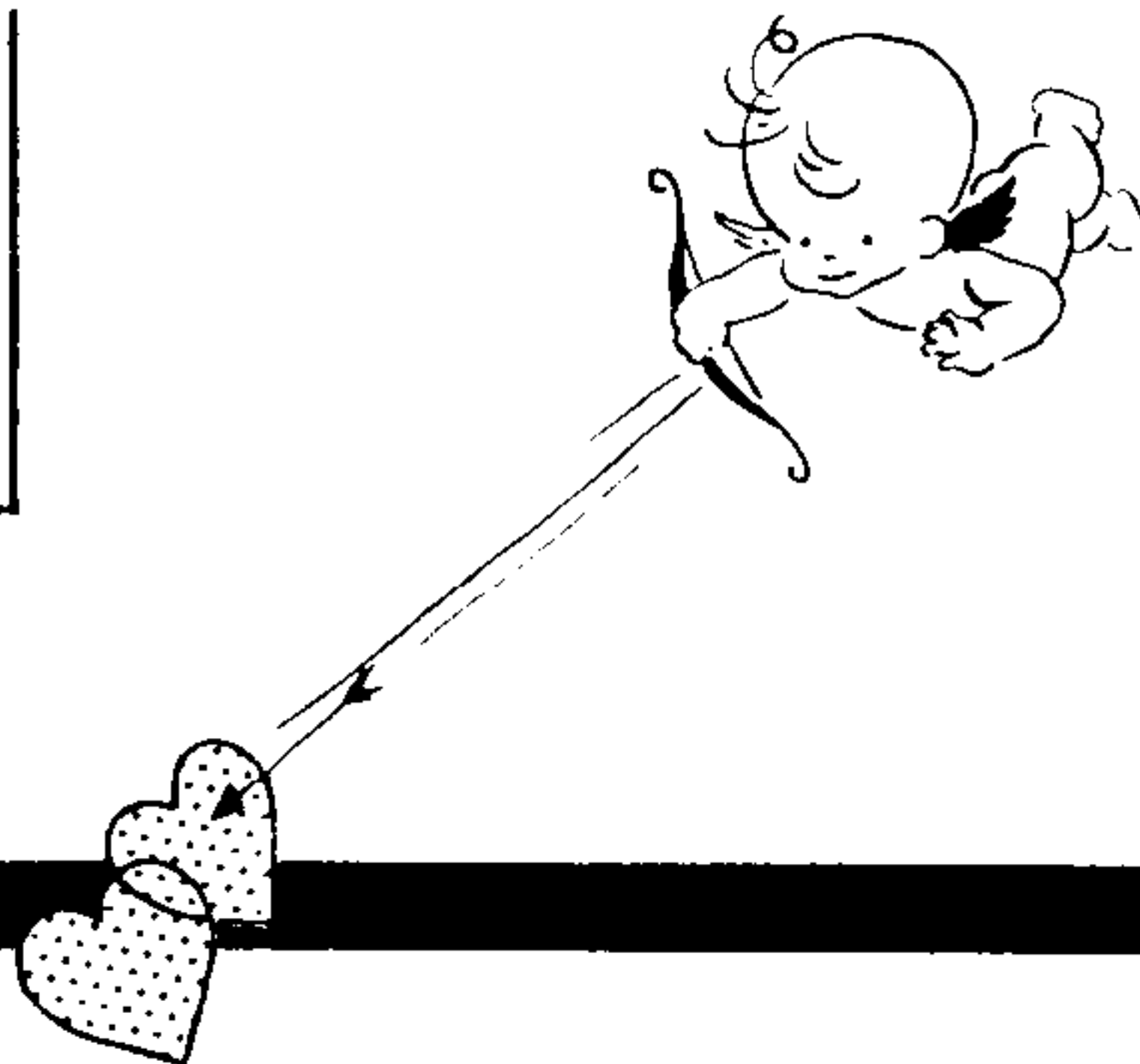
DUES ARE DUE IN MARCH.

$28.00 FULL MEMBERSHIP

? NEWSLETTER FOR ONE YEAR
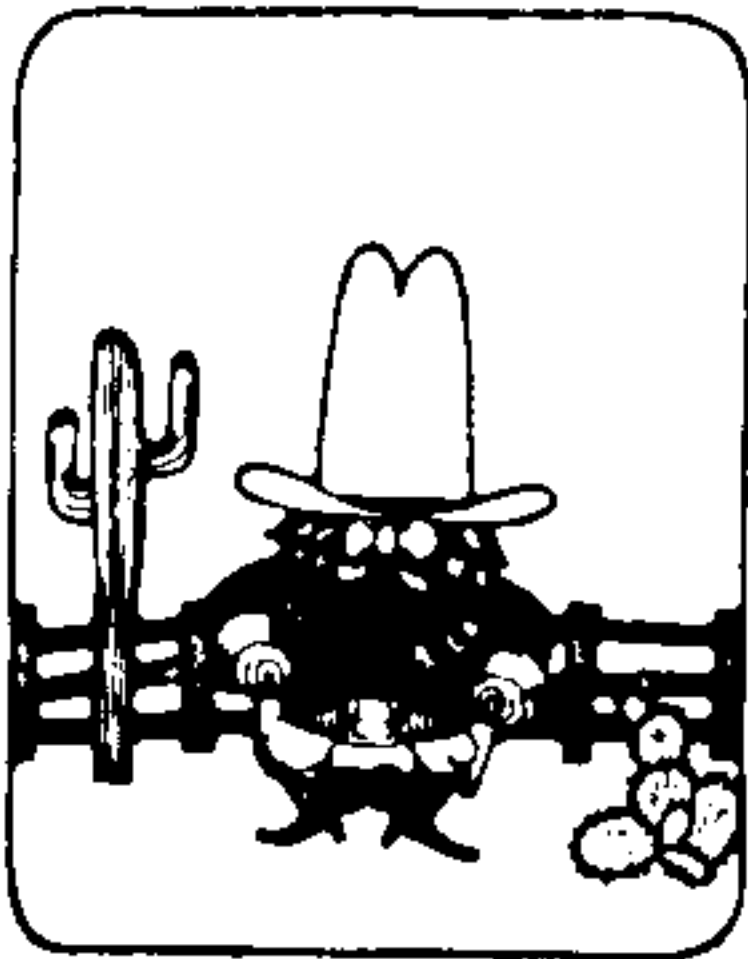
TI FORUM^{T.M.}

Date: January 1, 1988

Reply To:

Ronald G. Albright, Jr.
Computer Shopper
P.O. Box F
Titusville, FL 32781

Irwin Hott
President
Central Ohio 99 Users
181 Heischman Avenue
Wothington OH 43085

Dear Irwin,

As I (and Jonathan) begin our third year writing the Computer Shopper's TI Forum column, we would be remiss if we did not take the opportunity to thank the very ones who make the column a success. Besides the readers themselves, the main source of "inspiration" and information is you - the TI Users Group. The groups who put out the marvelous newsletters we see each month are a never-ending light in the TI community.

We hope you continue to support your TI Forum. Even more, we hope you continue to enjoy it. We wish you, the Central Ohio 99 Users, continued success, and each member personal prosperity and happiness in the New Year (yes, I really am writing this New Year's Day). I marvel always at your ingenuity, courage, dedication, and generosity - both with your time and your talents. It is your gifts and skills that have kept the 99/4A community alive long past the funeral arrangements were made.

Again, to the Central Ohio 99 Users, all the best and our heartfelt thanks for all your support.

Sincerely,

Ron Albright

THE MULTIPLE DRIVE CONNECTION

by: Bud Wright

This project is for anyone interested in adding more than the maximum drives of 4 to your TI-99/4A. If you have never built any electronic projects before, please get some help first. I will not be responsible for any problem that encures from trying this project. What I'am saying is: "if you whuff your disk controller and/or system, don't blame me!". Make sure you have all the schematics for the disk controller and console before continuing, and double check all connections before applying power to any part of this project. If you have doubts, get some help!!!

I am running this project on my BBS, it allows access to six ds/dd drives or what I call "sub boards". To see it in action call: TIABS 614-442-1852 3/12/2400 baud 8-1-N 24hrs a day, seven days a week.

PARTS NEEDED:

1ea.	1N4004 diode or equiv.
1ea.	DPDT 12V Relay
1ea.	9 pin connector female (cassette port)
1ea.	12V power supply (I use 12V from external drives).

NOTE: You can use a 5V relay in place of the 12V relay, but make sure your power supply is 5V also! The relay can be a small pc mount type (very low current is being used through the relay contacts).

Below is a schematic drawing that has to be wired up to your system and disk controller cabling. I recommend mounting the relay on perf board and enclosing the board in some type of box. Keep all connections isolated from touching any part of the computer or any other connection!

```
cassette port
--------------                +-----+
                              relay
1   ->-----------------o--o        o--o---- 12 volt supply
2   ->-+
                              +-----+
3   ->-+
                                  \
    jumper pins       +---- >---+
    2 and 3               /

                       diode
pin 3 system ground
```

```
disk controller port
      (external)                        o----line 6 bank1
-----------------------                /
                                      /
  6 ->-drive select 4-----------o   o----line 6 bank2


                    contact #1


                                      o----line 14 bank1
                                     /
                                    /
 14 ->-drive select 3----------o   o----line 14 bank2
```
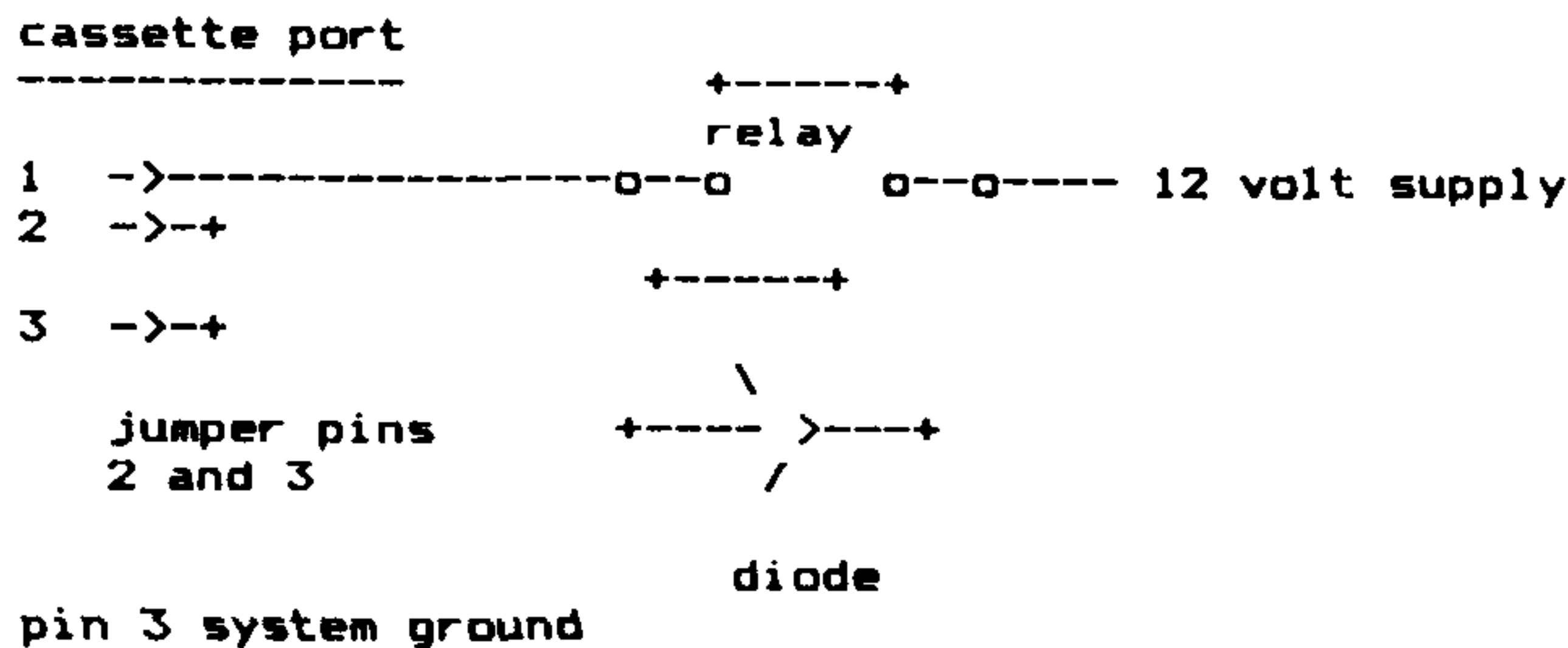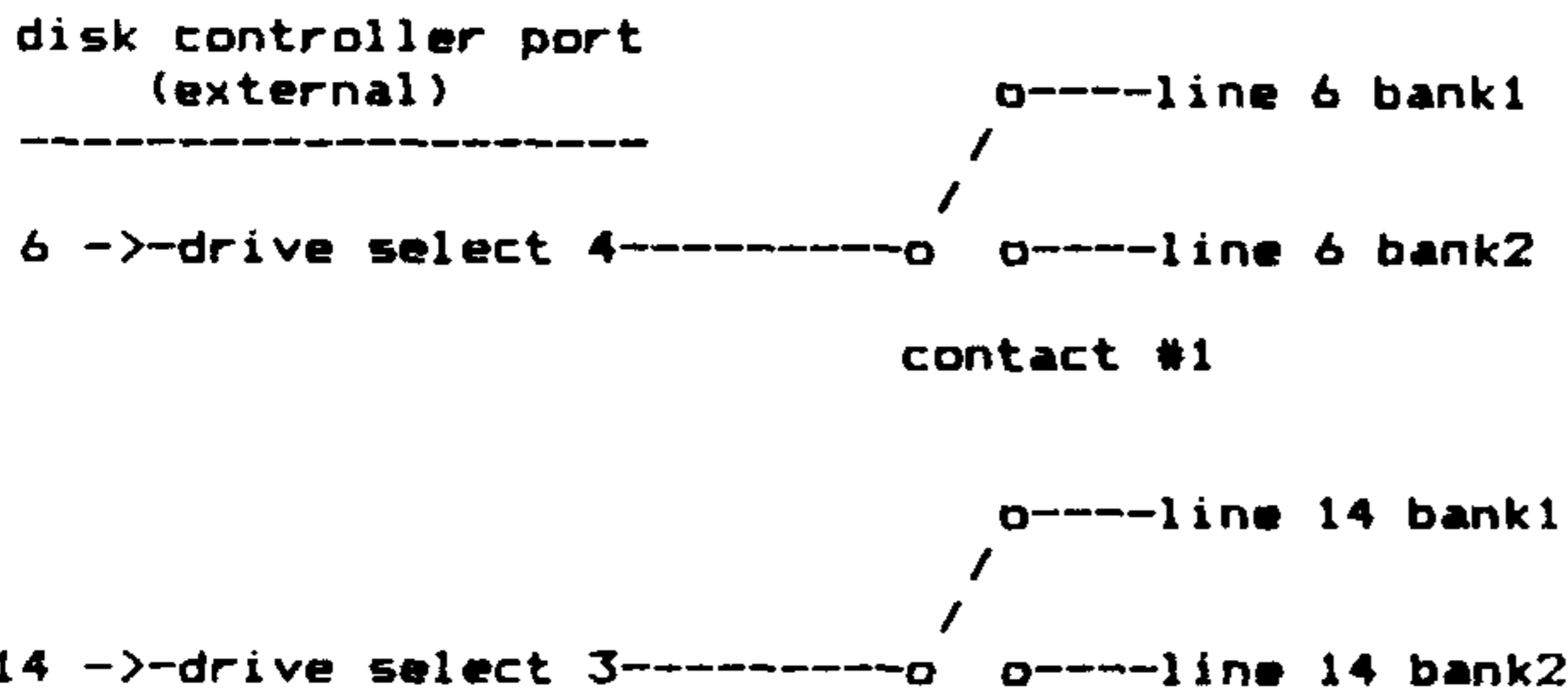
    First, we will go over the cassette connections. By looking at the console
schematics you will see that pin 1 of the cassette port is the collector of a
NPN transistor and pin 2 is the emitter of the same transistor. By jumpering
pin 2 to 3, you are making the emitter ground potential. IMPORTANT.. if you use
a separate power supply other than the external +12v from the disk drives, the
grounds must be common with each other. Solder a wire from your power supply
ground to pin 3 of the cassette port! This will provide a common ground for the
console and your external power supply. If you use the external drive +12v, then
ground will be provided thru the drive cables and you don't have to solder
ground to pin 3.
    The default operation of the relay will be energised. Resetting to the
title screen turns the NPN transistor on, which in turn energises the 12v
relay. To operate the relay through software you will need this small routine
in assembly. I use a CALL LINK from Basic, routine below:

```
MREG      BSS 32
          DEF BANK1
BANK1     LWPI MREG
          CLR R12
          SBO 22
OVER      LWPI >83E0
          B >006A

          DEF BANK2
BANK2     LWPI MREG
          CLR R12
          SBZ 22
          B OVER
```

    By doing the link the relay will stay in that state until it is turn on/off
with the sister routine. This is the only way (I know of) you can access the
cassette motor drive circuit in the console.
    Ok now let's look at the connections to the drive cables. Break line 6 and
14 off of the cable coming out of the external drive port. Make sure there is
no connection between these lines and the drives. Take the end closest to the
drive controller port and attach these two wires to the common poles of the
DPDT relay. Next open the lines (6 and 14) going to the two sets of drives 3
and 4. Make sure there is no connection between lines 6 and 14, there will be
four breaks you will have to make, two on each drive bank set. Connect wires
closest to drives to the normally open and normally closed contacts on the
relay. Well that's it, if I explained everything that needs to be explained,
you should now have six functional drives!

GETTING THE MOST FROM YOUR CASSETTE SYSTEM
BY MICKEY SCHMITT
NUMBER 4
KEEPING YOUR CASSETTE TAPES AND PROGRAMS ORGANIZED
PART II

(Ed. note: This is part 4 in this series. Thanks to Mickey Schmitt and the West Penn 99er's Club).

THIS MONTH I AM CONTINUING WITH THE TOPIC OF KEEPING YOUR CASSETTE TAPES AND PROGRAMS ORGANIZED - USING THE INFORMATION GENERATED BY LAST MONTH'S 3 X 5 INDEX CARDS - AS THE FOUNDATION FOR THE FOLLOWING PROGRAM.

ALTHOUGH THIS PROGRAM WILL WORK AS WRITTEN - YOU ARE ENCOURAGED TO MAKE ANY CHANGES THAT YOU MAY WANT IN ORDER TO MEET YOUR OWN PERSONAL NEEDS. DON'T BE AFRAID TO DO A LITTLE EXPERIMENTING. IT CAN'T HURT AND YOU JUST MAY LEARN A THING OR TWO IN THE PROCESS.

THIS PARTICULAR PROGRAM WAS CREATED WITH THE INTENT OF GIVING YOU THE FOLLOWING OPTIONS: YOU MAY EITHER TYPE IN THE FOLLOWING PROGRAM AS LISTED - FILLING IN THE BLANKS AS THEY APPEAR OR YOU COULD JUST TYPE IN THE INFORMATION THAT WOULD APPEAR IN THE BLANK AREA AND FORGET ABOUT TYPING IN ALL THE "FORMAL TITLES". PERSONALLY I LIKE THE LATTER CHOICE MYSELF AS IT SAVES ALOT OF UNNECESSARY REPETITIVE TYPING AND IT KEEPS MY SCREEN INFORMATION DOWN TO A BARE MINIMUM WHEN I RUN THE PROGRAM.

NEXT MONTH'S TOPIC WILL BE CASSETTE TIPS - TRICKS - AND TIDBITS. IT SHOULD PROVE TO BE QUITE INTERESTING - AS I PASS ALONG WHAT I'VE FOUND OUT THE HARD WAY - AND WHAT I'VE LEARNED FROM MY FELLOW T.I. FRIENDS. I GUARANTEE THAT YOU'LL ENJOY A FEW GOOD LAUGHS - AT MY OWN EXPENSE!

```
100 REM ****************************************************************************
110 REM *       PROGRAM LISTING FOR A CASSETTE TAPE CATALOG IN T.I. BASIC       *
120 REM ****************************************************************************
130 CALL CLEAR
140 PRINT "CASSETTE TITLE:_____":
150 PRINT "CASSETTE NUMBER:_____":
160 PRINT "CASSETTE SIDE:_____":::
170 PRINT "CASSETTE READING:_____":
180 PRINT "LANGUAGE USED:_____":
190 PRINT "PERIPHERALS NEEDED:_____":
200 PRINT "PROGRAM NAME:_____":
210 PRINT "PROGRAM DESCRIPTION:_____":::
220 GOSUB 10000
230 CALL CLEAR
240 REM TO CATALOG MORE THAN ONE PROGRAM - FOLLOW THE SAME FORMAT AS USED IN
250 REM LINE NUMBERS 170 - 230. CONTINUE USING THIS SAME FORMAT TILL ALL OF
260 REM YOUR PROGRAMS HAVE BEEN CATALOGED.
270 REM CAUTION: AFTER THE FINAL ENTRY - REMEMBER TO USE AN "END" STATEMENT.
280 REM RIGHT AFTER YOUR FINAL "CALL CLEAR" STATEMENT.
290 REM FOLLOWING THIS FORMAT WILL HELP KEEP ALL OF YOUR PROGRAMMING
300 REM INFORMATION UNIFORM AND EASIER TO FOLLOW ON YOUR MONITOR OR TV SCREEN.
310 END
10000 PRINT "PRESS: ANY KEY TO CONTINUE"
10010 CALL KEY(0,K,S)
10020 IF S/0 THEN 10010
10030 RETURN
```

T.I. WRITER (PART 5)

STAN KATZMAN

(Ed. note: This is part 5 in this series. Thank's to Stan Katzman and the West Penn 99er Club)

There are several short miscellaneous routines that we ought to discuss that are useful (and important) so here goes.

The standard "typing" mode is called word-wrap. In this mode when you come to the end of the line that word is automatically put on the next line. This is the opposite to a typewriter where one has to return the carriage by hand. If you press the return key you start a new paragraph. If you want an empty line between paragraphs just press the Enter key again. If you remember an earlier paper on how to edit we used the reformat key (CTRL 2). The reformat key only works within the paragraph one is working in.

If we want to combine two adjacent paragraphs all we have to do is remove the carriage return symbol (by pressing "DEL CHAR" (FCTN 1) and then reformat will combine the two paragraphs.

By default a page of material is 66 lines long. In order to make a document have, say, only 60 lines per page just keep track of the line numbers at the left of the screen and put in a new page symbol by pressing CTRL 9 and when the document is printed the new page symbol will cause the printer to start at the beginning of a new sheet. (This new page also works in the Formatting Mode.)

The other "method" of writing a document is in "Fixed Mode". To get into fixed mode press CTRL Zero (0) (Word Wrap) and this puts you into Fixed Mode (the cursor will be a hollow retangle). To get out of fixed mode press CTRL 0 again (toggle) and you are back to word wrap. In fixed mode, you do not automatically go to the next line. In order to get to the next line, you have to press Enter and you will go to the next line. If you do not press Enter at the end of the line each character entered will just replace the last entered character. The fixed mode is used to make tables of data.

Now something more about printing out a file. If you noticed in the past in order to load or save a part of a file you had to know the start and finish line numbers. It makes it easier to load and save file parts if you have a print out with the line numbers, well we can do that also. In order to have a print out with the line numbers, go to the Command Mode, Enter F and then Enter PF, at the statement "PRINT FILE, ENTER DEVICENAME:" enter L, space, and then PIO (for a parallel printer). Eg. L PIO. There is one minor catch and that is it will not print anything in columns 75-80.

You can also print only part of a file, get the PF mode and then type the starting line number, space, ending line number, space and then PIO. EG 23 48 PIO and only lines 23 to 48 will be printed out.

One last function, Q (Quit) (Quite appropriate). To quit working go to Command Mode and Enter Q and there will be another menu which is obvious that you can easily follow.. More later.
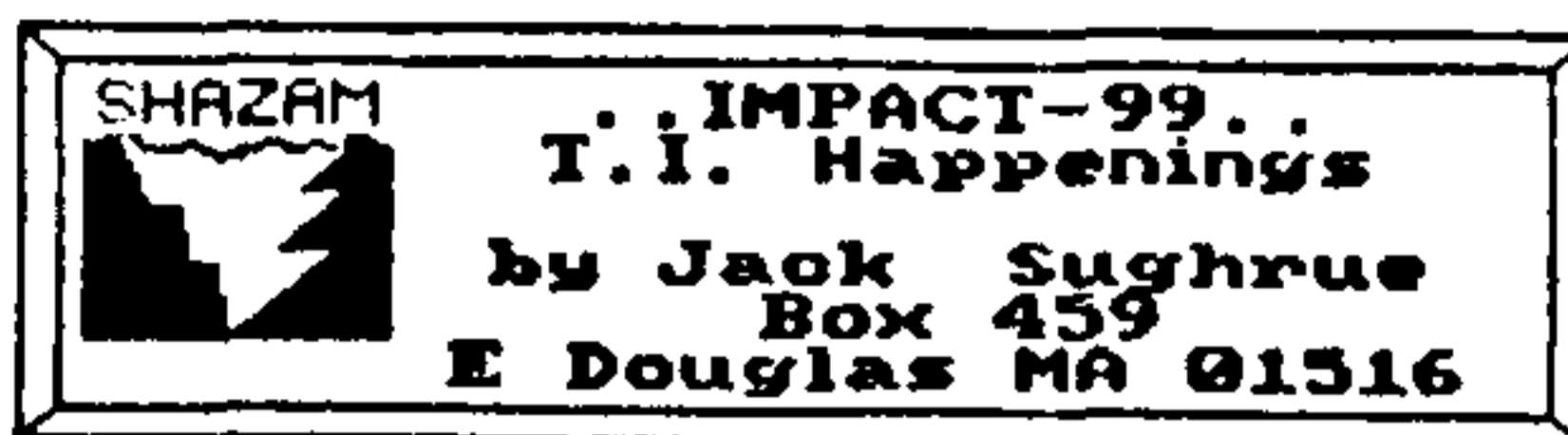
1988 BLUE RIBBON AWARD

The first annual IMPACT/99 Blue Ribbon Software Winner is given this year to Asgard Software!

Asgard continues to provide unusual and exciting programs and specialty files for the TI owner, while moving right into the Geneve upgrading. This software house has provided some peculiar - if not downright eccentric - pieces of software for many years now. Just when you think nothing new can possibly come out for our little marvel, Asgard leaps to the fore with something new, at the least, and mind-boggling, at the best.

There are a lot of excellent software companies out there - most Mom 'n Pop type (even though run, usually, by VERY YOUNG people)- who are producing or distributing wonderful things for the wonderful TI; companies like TIGERCUB (the granddaddy of the TOP QUALITY FOR LOW PRICE companies), Databiotics, Genial Computerware (a branch of the GENIAL TRAVeler diskazine, one of the best buys in the industry), DOS (Disk Only Software), and many others. So coming to this choice with this award was not an easy matter. The idea to even CREATE such an award came from John Zittrain and Ron Albright. Last year they named Asgard "Computer Software Company of the Year." I thought a lot about the idea of giving an award as a way of announcing to the software companies that WE'RE STILL HERE and we still appreciate all that is being done for the support of the 99. Too often these companies (and the long-suffering Fairware authors) hear only the complaints and none of the accolades.

Thus, "The IMPACT/99 Blue Ribbon for 1988!"

Asgard Software (P.O. Box 10306, Rockville, MD 20850) is owned and operated by Chris Bobbitt. He is also one of the programmer/artists among a large stable of programmer/artists. He actively seeks programmers to create and develop materials for his company, contracts with the authors, packages and promotes the finished products always in a professional way. There is nothing slipshod or amateurish about anything put out by Asgard. Mr. Bobbitt has maintained one of the highest standards of professional ethics of any software company in the orphaned industry.

But it is not just the packaging and distribution that make for a successful software company. Without good-quality software, all else is gesture. It is here - providing that consistent quality - that Bobbitt and Asgard shine.

The latest catalog (free) is as eclectic a collection as would please the most demanding connoisseur. The 34 disks include a good share of games (or programmer's dream of utilities to change or create games), a collection of graphics programs that is second to no one, some incredible utilities (E-ZKEYS being one of the most unbelievable I've ever encountered), and some peculiar miscellaneous programs that are for a more discriminating audience. With regard to the latter, Asgard is the only company I know that would publish such esoteric stuff as a RECIPE WRITER (and follow it up with a series of specialized recipes called ELECTRONIC GOURMET), a STAMP MANAGER, and a freeform database which has nothing like it for any computer I've ever used (TOTAL FILER). I mean, there has to be a very small audience for these speciality items. How many gourmet computer freaks are there? Yet, for those few (Maybe there ARE many!) who are out there, it's really nice to have a company that makes stuff for you and continues to add updates and support disks.

Although I look forward to getting catalogs from ANY company that supports TI - (Anybody out there know what ever happened to PILIGRIM'S PRIDE?) -, I really love opening up the latest one from Asgard. I never know what to expect. I DO know, however, that I'm not going to be ripped off. Of the 34 disks, more than 20 are under $10. Those are Fairware prices! And all the programs have warranties and exchange and upgrade policies. Bobbitt says he continues to keep the low prices as his way of trying to keep the market viable and to thwart pirates. (It's hardly worth pirating a $5.95 disk, particularly if you miss the excellent manuals that come with the programs.) I like that philosophy.

But I particularly like Bobbitt's consistent policy of not putting protections on the disks or files. Hooray! I make backups of everything and salt the originals away. No problem. Then I enjoy peeking and probing the programs, learning all the while and customizing when it suits me. And playing with the thing. This is how many of us learn from the experts. (Almost all I know about computing, for example, came from Jim Peterson of TIGERCUB Software. His programs, too, are all unprotected. His NUTS'N BOLTS series is the single biggest influence on TI XB programmers that has EVER existed. And like

Bobbitt and Asgard, it has always been a policy of Peterson and TIGERCUB to sell only top quality stuff and at bvery low prices.) I almost never buy anything that has super protections on it, like the OS stuff. I know it's a way of looking at the piracy thing to be on one side of the fence or the other, and I can appreciate other points of view. For me, I but lots of hardware and software every year and encourage lots of other people to do the same directly, by mail, and by these reviews. I don't give anybody commerical software. But if I can't get inside, I personally do not want it.

Anyway, I particularly like the Asgard policy.

The PROGRAMS!!!!

Yes, the programs. That is, after all, how my decision finally came to be made. There are six games listed (plus some that come with the Tunnel of Doom Editor) and they are superb. And quite different from one another. BALLOON WARS is an old favorite that has been updated. You fly a balloon across enemy lines in WWI Europe. It's very tricky business, this balloon version of the flying programs (for airplanes) making the rounds these days. Ingenious. Missile Wars (by the great programmer John Behnke) is an alien-attack game that is VERY fast and very well designed. It is tough, fun, and a little frantic. The manual is a model of philosophy. Kirkegard might have approved.

HIGH GRAVITY was, until very recently, my very favorite game of all time after DIABLO. The former is as wonderfully ingenious as anything I can think of. It is not spectacular, has no special effects, is simple in concept, but has the added feature of incredible cleverness. Is additive. I keep it right on my PLUS! disk to automatically sit in my RAM disk anytime I need a fix. Then along comes Donn Granros and Ed Johnson to put out the remarkable LEGENDS. This is a graphic/text adventure. More in the slash and hack style of D & D than in the ruminating style of Infocom. I've never seen a D & D type of game for the TI that was anywhere nearly in the same class. LEGENDS is simple terrific!. I love it. It is additive. I'm one of these people who plays alot of games. A game freak. No matter how hard I try to be a grownup, responsible person, I am doomed to failure. Thank goodness. I have all sorts of work to do. Papers need correcting. Articles need writing. Letters, too. All kinds of things NEED to be done on my computer. And time is scarce, as it is for everyone.

But before I do anything worthwhile, I decide to play LEGENDs "for just a few minutes to unwind." It doesn't work. I don't work. I don't care! LEGENDS is more fun.

This fast (and fast-paced) two-disk game is colorful and animated. You (and up to three others) visit a strange island. It has inns, a training area for experienced war-party members, a store for weapons, another for magic items. When you travel this land of forest and rivers and inns and mountains you will need to be constantly on the alert. For much awaits you.

So after you and your party explore and experience the island, hopefully gaining much wealth along the way, stopping at inns for much-deserved breaks, you might hop the nearest teleporting rock to a reasonable facsimile of civilization where you may train and develop and prepare yourself for...

THE DUNGEONS!

twist in this maze-like atmosphere: friendly encounters.

All along the way - on island or under island - you'll encounter weird creatures. The graphics are exceptional. The patience you'll need to get through them must also be exceptional. You must fight, cast spells, negotiate, and run at the right times. The better you get at this game, the more the challenge.

LEGENDS is one of the few superior games that came out for TI this year. It is a game for many.

There are two other games listed in the Asgard catalog (THE HAUNTED MINE II and THE VOLCANO FORTRESS). I've never played either of them, but I wouldn't hestitate getting them, as I've never gotten anything from this company that didn't exceed my expectations.

Next IMPACT/99, I'll review three of the best (and, for me, most-used) programs I own. They are all Asgard and all exceptional: EZ:KEYS, FONTWRITER II, and TOTAL FILER - lest you think life is all fun and games for me.

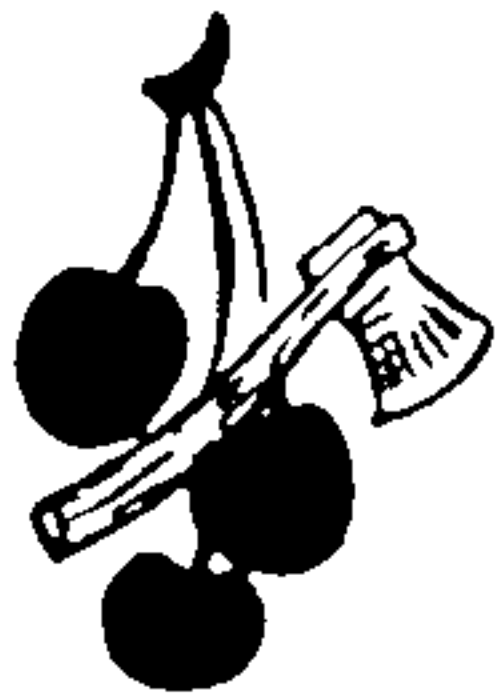CONGRATULATIONS, ASGARD! Keep up the great TI efforts!

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ULGENS TI SURVEY 12/14/87
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*******************************************
*                                         *
*    SURGEON   GENERAL'S   WARNING    *
*    ---------------------------------    *
*     CONDUCTING A SURVEY OF TI           *
*          OWNERS WILL CAUSE              *
*     AGGRAVATION AND FRUSTRATION         *
*                                         *
*******************************************
```

(EDITOR NOTE: This is only a part of the results of Ulgens TI Survey. This can be downloaded from the Spirit of 99 Bulletin Board or contact the Editor at the Feb meeting to see a print out of the 3 files available.)

Thats what it should have said on the side of my TI! Eh, What the hell, I wouldn't have listened anyway. A disappointing turn-out! There were expectation for at least 2000. Was that too much to ask for? As of Nov. 30 1987 I've received 73 UG surveys and 753 TI Owners surveys.

BACKGROUND

Why is he doing this? Thats the most common question asked of me. To find out what the majority of TI users have in common. To find out what future direction the TI'ers want to go; (software and hardware). To influence some of the manufacturers to produce items of most demand. To find common denominators between users in order to keep TI alive. How is that?

TI USERS GROUPS (LOCATING AND HOW MANY)

I compiled my Users Group list from other lists: Millers Graphics, Jim Petersons, Computer Shopper, from MICROpendium issues going back 3 years, and also from 4 Users Groups. The single largest list was sent by B J Mathis of the South West Ninety Niners. In spite of a number of duplications, its a great list. So how many active Users Groups are out there? Hey, I did the survey and I'm not sure! Why don't you take a look at the figures:

```
GRAND TOTAL OF ALL SURVEYS MAILED OUT        384
DEDUCTION FOR DUPLICATE MAILINGS            (91)
        includes 8 foreign UGs
DEDUCTION FOR TRIPLICATE MAILINGS           (15)
        includes 5 on disk
DEDUCTION FOR POST OFFICE RETURNS           (35)
DEDUCTION FOR NON UG MAILINGS                (9)
                                         --------
                SUB-TOTAL                    254
                                         --------

DEDUCT FOR FOREIGN UGs                       (34)
        includes Canada
                                         --------
                SUB-TOTAL US TI UGs          220
```

Of the 220 statistically active UGs in the US, 73 returned the survey. You may not agree with me, but I don't think there are over 80 active TI UGs in the US.

OBSERVATION / OPINION

What kept the post orphan TI alive? The UGs of course! What will keep the UGs alive other than the obvious member participation? Cooperation between the UGs! I'm sure there are a few people out there laughing righ now. As pointed out by a well known TI'er: NO ONE HAS EVER BEEN ABLE TO GET THE TI UGs TO COOPERATE ON ANYTHING! Sad state of TI'ers, isn't it? Its a shame the UGs lack a central processor. An independent non-profit TI Users Group Association that would collect the knowledge (hardcopy, software) from each UG and distribute the cumulative results back to them. Just think about the amount of work by UG members that is duplicated. Your UG probably receives over 50 newsletters every month. Who reads all of that for your group? And, how much of what they read has the same context? Perhaps a digest containing abstracts from all UG newsletters is a good idea. Would your UG support such an association? Jeez, I'm sorry to have digressed so much, but if such unification ideas aren't quickly implemented, the half life of the TI UGs is 1 year!

## SUBJECTIVE CONCLUSIONS

As for me.... I'll probably never give up my TI/99-4A MYARC GENEVA system! However, I'll be saving my money and do plan to purchase a 386 clone. My use is at present; Word Processing, Spread Sheets and Graphics. In the future Graphics, Spread Sheets and Data base will dominate and I'll need the extra speed. On another front I'll be switching from Source to Compuserve sometime in 88.
I DON'T WANT TO SOUND LIKE AN ADVERTISEMENT HERE BUT, I THINK THAT THE MYARC GENEVA IS THE SINGLE MOST IMPORTANT DEVELOPMENT FOR THE TI. YES, I HAVE ONE (AND THE MOUSE AND A GREAT MONITOR; NEC MULTISYNCH). BUT JUST THINK ABOUT WHAT YOU GET FOR YOUR MONEY AND ITS SIMPLY A GREAT BUY; 640K RAM, 80 COLUMN MODE, GREAT KEYBOARD, GREAT GRAPHICS, SPEED, BUILT IN RAM CARD PRINT SPOOLER, ETC. DON'T MISUNDERSTAND ME, I'VE HAD MORE FRUSTRATIONS AND DELAYS, FOR ONE REASON OR ANOTHER, SINCE I'VE GOT MINE THEN I CARE TO RECALL. AT THIS MOMENT I'M USING MYWORD WORD PROCESSOR AND THE 80 COLUMN MODE IS GREAT!
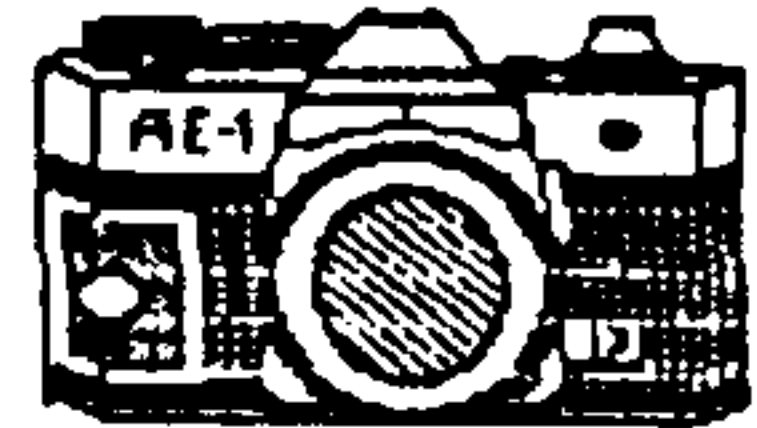

PART C of this TI SURVEY
 OHIO RESULTS

STATE PROVINCE COUNTRY	AREA CODE OR?	S MAILED OUT:	U	R USER GROUP RETURNED	V	E Y TI'S RETURNED
OHIO	216	2		1		37
OHIO	419	2		1		5
OHIO	513	1		1		22
OHIO	614	2		1		23

ALI ULGEN 952 E. PARKHAVEN DR. SEVEN HILLS, OHIO 44131-3918 (216) 741-4951
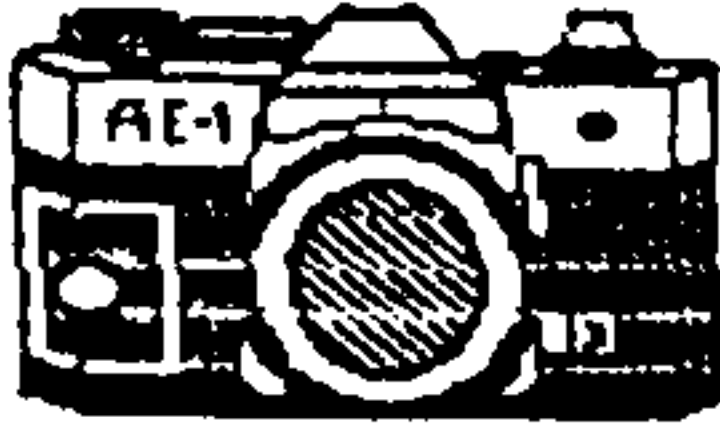
PICTURE IT

by Rodger Merritt 1987

TI ARTIST INSTANCES - TI WRITER - BANNERS - XBASIC

This month I am proud to announce a new product that I believe is a vast improvement over its predecessors. I am calling this product PICTURE_IT as it is a collection of TI Artist Instance Conversions that can place those Artist pictures on Banners and in TI Writer documents. It can also display Instances on the screen and into an extended basic program.

TI ARTIST - My favorite artist program (version 2.01) is the most professionally done software the TI has. The enhancement mode allows one to put together artwork and fonts in seconds. With my collection of over 150 font styles and hundreds of instances, I put together the above header in thirty minutes. I wonder what Chris Faherty has been doing? Does anybody know?

TI WRITER - As you can see from this page header, the graphics made in TI Artist can be printed very nicely through the Formatter. In a previous article I mentioned Art Convert, a very good program that also converts instances. My program can now print four times faster and twice as dark making a very nice letterhead. You can convert one instance or convert and merge two instances giving you a full width page. Easy menus allow you to choose the page location and merge alignment of your instances.

SCREEN - This program displays the Instances on Screen in seconds and can then convert them to an XBasic merge program. At assembly language speed this whole process takes from less than 1 minute for a small(5x5) Instance to about 4 minutes for a large one (say 20 x 20) that is 400 characters. How can you get a 400 char graphic when you can only redefine 112 chars in XBasic? When you choose the display option each char is checked against previously defined chars and if it finds a match uses that one. If the Sprite option is picked then the picture is set up and saved to disk in 4 char blocks and with this you are limited to 112 chars or 28 sprites. When this is done you simply type "MERGE DSKn.NAME" and then "RUN" and the picture is displayed in the middle of your screen in your new XBasic program. If the Sprite option was selected then you may delete the last line of this program then type "MERGE DSKn.SPRITEMOVR" supplied on the disk. This will set this large Sprite in motion uniformly due to the special CALL LOADS it uses. The Sprite will smoothly go from side to side. Examples of these are used in the title screen. By the way you may just view the Instance on screen and return to the Menu without saving it in XBasic format.

BANNERS - Yes another Banner program but give it a try. The letters are 8 inches high and fully defined with no block effect. They print as fast as the printer can go at less than 1 minute a letter. This banner program also prints Instances up to 12 chars or half a screen high and a full 32 chars wide. If the char is greater than 12 high the top 12 chars will be printed. The conversion is rather time consuming I'm sorry to say but you may save the results to disk and print that the next time. That will be as fast as your printer since it is straight print code. You may choose the ASCII char of the printout and that and the tab are saved to the file. When you print a previously converted picture the char that it was saved in is displayed and you may change it for this printing. Each Instance is Auto Centered on the page. There is an option to change all your printers specs so this should work on any printer that can be put into Elite type. You may also opt to convert without printing.

CATALOGS - This has a Disk Cataloging option that can produce a catalog in two ways. A straight catalog of all disk information with the help of F9 to abort or Space Bar to pause if there are many files on the disk. You may sort the files since Instances have an "_I" the converted Banners have an "_B" and the TI-WRITER converted graphic files are given an "_W". This catalog sorts and displays only those files.

USES - The TI-WRITER graphics converter can produce easy letterheads, signature for your name using a script font for TI-ARTIST, or other pictures in your document. The Banners can add a special touch to that celebration and with all the Artwork out there for it you can display the corresponding pictures. Also once Instances are blown up to Banner size you don't need to buy coloring books for the kids anymore. My pictures of Odie, Garfield, Mickey, Donald and many more make great coloring pages. Finally putting that artwork into your XBasic programs is done for you in less than 4 minutes.

BOTTOM LINE - You may get PICTURE_IT a two disk collection that includes many converted Banner Instances and many Instances for you to try from me.

Send $10 to:

Rodger Merritt
1949 Evergreen Ave.
Fullerton, CA 92635

K I D K E Y S

Since we are at the beginning of a new year, we're going to start it off with a beep and announce a brand new column. KIDKEYS is TI-FYI (For Your Information) especially for the younger set. Since many TI's were initially bought to contribute to the technological information being taught in our schools, lots of kids out there (ours and others) are keying in information on TI's everywhere. Many of these midget programmers are doing things still only imagined by this simple user. Please feel free to contribute your efforts on behalf of your children, or the efforts of your children themselves.

This month's issue features a program written for a third-grade school project by Burr Settles. Burr had just turned nine when he began work on the program, which features graphics, music, and a menu that takes you between screens that offer a variety of information on solitary or social bees. Although some help was required by his father Bill (who ran as fast as he could to Club expert Wes Richardson) in order to make the graphics appear to move, Burr demonstrated his understanding of the hexadecimal system of graphics design with his incorporation of a beehive and bees, and his comprehension of CALL SOUND routines by adding a current piano assignment to the program, Beethoven's *Ode to Joy*. Burr will be demonstrating this program at the January meeting.

By Burr Settles

```
100 REM ********
110 REM **BEES**
120 REM ********
130 REM BY BURR H. SETTLES
140 REM COPYRIGHT 1987
150 REM BLUEGRASS 99 COMPUTER SOCIETY,
        INC.
160 CALL CLEAR
170 CALL SCREEN(10)
180 PRINT "      BURR'S BEE BOOK": : :
      : : : : : :
```

```
190 PRINT "  Solitary vs. Social Bees"
      : : : : : :
200 PRINT "  PROGRAMMER: BURR SETTLES"
210 GOSUB 1310
220 GOSUB 780
230 CALL CLEAR
240 CALL SCREEN(14) '
250 PRINT "  READ THE CATAGORIES BELOW
      ": : : : : :
260 PRINT "     1  Solitary Bee"
270 PRINT "        Characteristics":
280 PRINT
290 PRINT "     2  Social Bees"
300 PRINT "        Characteristics":
310 PRINT
320 PRINT "     3  Facts & Figures": :
330 PRINT
340 PRINT "     4  End Program": : : :
350 PRINT "     WHICH OPTION (?)"
360 CALL KEY(0,KEY,S)
370 IF KEY<49 THEN 360
380 IF KEY>52 THEN 360
390 IF S<1 THEN 360
400 IF KEY=49 THEN 440
410 IF KEY=50 THEN 530
420 IF KEY=51 THEN 620
430 IF KEY=52 THEN 720
440 CALL CLEAR
450 CALL SCREEN(5)
460 PRINT "        SOLITARY BEES": :
470 PRINT "     Solitary means being
      alone.  There are many kindsof So
      litary Bees: Mining    Bees, Mason
      Bees, Wool Hang-"
480 PRINT "er Bees, Carpenter Bees, an
      dLeaf-Cutter Bees.  They may nest
      close together, but    they always
      live alone.":
490 PRINT "     Since they live apart,
      males put out a scent to    attra
      ct females to mate.    Solitary Be
      es can mate many"
500 PRINT "times.  Each female then
      builds the nest and cares   for t
      he eggs alone.": : : :
510 INPUT "PRESS ENTER TO RETURN TO
      MENU":A$
520 GOTO 230
530 CALL CLEAR
540 CALL SCREEN(16)
550 PRINT "        SOCIAL BEES": : :
560 PRINT "     Social bees live to-
      gether in colonies called   hives
      .  Each hive is made upof three cl
      asses of bees to"
570 PRINT "do the work.  The Queen lay
      sthe eggs.  The worker gath- ers p
```

BEES

```
        ollen and nectar to    feed the ba
        bies with each"
580 PRINT "day.  The drone's only job
        is to mate once with the    Queen
        , then he dies."
590 PRINT "    The nests are man-made
        hives, or hollow logs which are n
        earby.  There are also ground-nest
        ing Bumblebees.": : : :
600 INPUT "PRESS ENTER TO RETURN TO
        MENU":A$
610 GOTO 230
620 CALL CLEAR
630 CALL SCREEN(4)
640 PRINT "      FACTS & FIGURES": :
650 PRINT "    There are over 10,000
        types of Solitary Bees, and only
        two kinds of social"
660 PRINT "bees.  But there are over
        200 kinds of Bumblebees."
670 PRINT "    When the temperature i
        s above 50 degrees bees are  activ
        e.  They are paralyzed below 50 de
        grees.  There are"
680 PRINT "thirty to forty thousand
        bees in an average hive.   The c
        olor of honey depends"
690 PRINT "on the source of nectar.
        The darker the color of the honey
        , the stronger the      flavor.  Ea
        ch hive will giveabout 100 lbs. of
        honey.": :
700 INPUT "PRESS ENTER TO RETURN TO
        MENU":A$
710 GOTO 230
720 CALL CLEAR
730 CALL SCREEN(9)
740 CALL SOUND(2000,-3,1)
750 PRINT "     BURR BUZZING OFF!!": :
        :
760 PRINT "  HAVE A HONEY OF A DAY!!":
        : : : : :
770 END
780 CALL CLEAR
790 CALL SCREEN(11)
800 CALL CHAR(128,"0000771C3E382000")
810 CALL CHAR(129,"084828181C3E3820")
820 CALL CHAR(130,"0000EE387C1C0400")
830 CALL CHAR(131,"10121418387C1C04")
840 CALL CHAR(132,"001F3F7FFFFFFFFF")
850 CALL CHAR(133,"00F8FCFEFFFFFFFF")
860 CALL CHAR(134,"00FFFFFFFFFFFFFF")
870 CALL CHAR(135,"0080C0E0F0F0F0F0")
880 CALL CHAR(136,"000103070F0F0F0F")
890 CALL CHAR(137,"F0E0C08000000000")
900 CALL CHAR(138,"0F07030100000000")
910 CALL HCHAR(12,16,132)
920 CALL HCHAR(12,17,133)
930 CALL HCHAR(13,15,132)
940 CALL HCHAR(13,16,134,2)
950 CALL HCHAR(13,18,133)
960 CALL HCHAR(14,14,132)
970 CALL HCHAR(14,15,134,4)
980 CALL HCHAR(14,19,133)
990 CALL HCHAR(15,13,136)
1000 CALL HCHAR(15,14,134,6)
1010 CALL HCHAR(15,20,135)
1020 CALL HCHAR(16,13,132)
1030 CALL HCHAR(16,14,134,6)
1040 CALL HCHAR(16,20,133)
1050 CALL HCHAR(17,13,132)
1060 CALL HCHAR(17,14,134,6)
1070 CALL HCHAR(17,20,133)
1080 CALL HCHAR(18,13,132)
1090 CALL HCHAR(18,14,134,2)
1100 CALL HCHAR(18,16,137)
1110 CALL HCHAR(18,17,138)
1120 CALL HCHAR(18,18,134,2)
1130 CALL HCHAR(18,20,133)
1140 CALL HCHAR(19,13,132)
1150 CALL HCHAR(19,14,134,2)
1160 CALL HCHAR(19,18,134,2)
1170 CALL HCHAR(19,20,133)
1180 CALL HCHAR(20,13,132)
1190 CALL HCHAR(20,14,134,6)
1200 CALL HCHAR(20,20,133)
1210 PRINT "  PRESS ANY KEY TO CONTINUE
        "
1220 RANDOMIZE
1230 CALL SOUND(110,-3,0)
1240 ROW=INT(21*RND)+1
1250 COLUMN=INT(32*RND)+1
1260 CHAR=INT(4*RND)+128
1270 CALL VCHAR(ROW,COLUMN,CHAR)
1280 CALL KEY(0,KEY,R)
1290 IF R=0 THEN 1220
1300 IF R=1 THEN 230
1310 CALL SOUND(500,494,3)
1320 CALL SOUND(500,494,3)
1330 CALL SOUND(500,523,3)
1340 CALL SOUND(500,578,3)
1350 CALL SOUND(500,578,3)
1360 CALL SOUND(500,523,3)
1370 CALL SOUND(500,494,3)
1380 CALL SOUND(500,440,3)
1390 CALL SOUND(500,392,3)
1400 CALL SOUND(500,392,3)
1410 CALL SOUND(500,440,3)
1420 CALL SOUND(500,494,3)
1430 CALL SOUND(750,440,3)
1440 CALL SOUND(250,392,3)
1450 CALL SOUND(250,392,3)
1460 GOTO 220
```

MEETING DATES
FOR
1988-1989

13 FEB 1988
12 MAR 1988
09 APR 1988
14 MAY 1988
11 JUN 1988
09 JUL 1988
13 AUG 1988
10 SEP 1988
08 OCT 1988
12 NOV 1988
10 DEC 1988
14 JAN 1989

TIME SENSITIVE MATERIAL
POSTMASTER - PLEASE DELIVER PROMPTLY

SMAUG USER'S GROUP/99
RT 4, BOX 23
BREWTON, AL
36426

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‡‡‡ MEMBERSHIP APPLICATION ‡‡‡

NAME .... AGE ____
ADDRESS ....
CITY .... STATE _____ ZIP _____
AREA CODE _____ HOME PHONE _____ BUSINESS PHONE _____ EXT# _____
WHAT IS YOUR PROFESSION/VOCATION _____
HOW LONG HAVE YOU OWNED YOUR COMPUTER _____
DATE OF APPLICATION _____ ACCEPTED BY _____