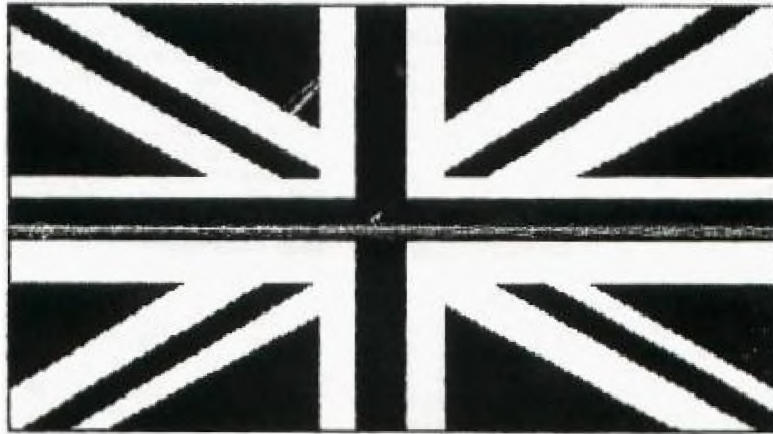


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TI-99/4A

MYARC GENEVE

MAY, 1988



VICTORIA DAY

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First I would like to appeal to all members to write small articles for our newsletter. We do have a number of regular contributors and I would like to thank them. However it is always nice to have fresh input. It would also mean that we would not have to spend as much time creating articles as we could spread the work around.

I would also appeal to you submit programs for us to publish. What we want is small sized programs that people would not mind spending too much time typing in. Programs in Basic, Extended Basic, Logo, c99 and Assembly Language are welcome. Have you made a program that you use to figure your gas mileage, bank balance, Hydro bill, etc.? These are what we are looking for. How about a game that you created, maybe last year? This is the chance to see your name in print and let others share your experience. This is how we all learn.

I received a copy of EZ-KEYS from a member who was having trouble getting it to run on his Geneve. I tried it and it loads and runs but I had trouble getting it to do some things. Whether this is due to Geneve incompatibility or my lack of knowledge of the program is not apparent at this time. The program seems to have a lot of features but you really need to buy it from Asgard Software so you have all the documents. One feature that seemed very nice was that it saves your programs to disk as you create them. You set the time so that it saves every 5 or 10 minutes (set in 1 minute increments) so you do not lose your programming efforts.

I also had a chance to try out PC Transfer a program that allows you to move text files from your IBM to the TI or vice versa. I use a program at work called Smart which is a word processor, data base and spread sheet. I was able to move files from work to home or from home to work. As long as the IBM files were in ASCII format this program worked well. Smart can save text files in Text format and this was totally compatible with TI Writer. The only problem that I encountered was that I could not get the Geneve to format a fresh disk, I had to format the IBM disk at work. Whether this is a problem with my drives or what I do not know. The drives read the IBM disk without trouble?

We do not show our newsletter rates.

They are as follows: mailed subscriptions \$17.50 a year, picked up subscriptions \$10.00, individual copies \$1.25, purchased at Wentworth Supplies \$1.50 each. All yearly subscriptions are for ten (10) issues.

Did you know you can borrow Newsletters from other groups from us? We exchange with a number of groups and these newsletters are free to be borrowed for a one month period. If you have borrowed some in the past please return any you have not returned.

The secret of using a spread sheet to your advantage is to have it calculate results as you enter data. This saves you time and allows you to see the results of doing various things. Suppose you have a spread sheet that keeps your bank balance. You have a certain balance and know that you have several month-end expenses. You want to know if you have enough money to buy that new Ram Card. You enter your expenses and the balance is shown, you are in the hole! No Ram Card this month.

Let's build a spread sheet to form our bank balance. Place the cell pointer in the first column on the 4th row. (the top four rows are left for titles etc.) The prompt at the bottom will show ALPHA. Press enter to select alpha-numeric input. Type in "DATE" and press the right arrow. In the next cell type "DETAILS" and right arrow. Now type "DEPOSIT", "WITHDRAWAL" and "BALANCE" in the next three cells. Next move the cell pointer back under the word "DATE". Enter a date, it is easier to use Alpha type dates such as "MAR 9, 1988". However if you want to sort dates then numeric dates are best with the month coming first (03/09/88). In order to type numbers that are treated as letters you must go to the menu (CTR C) and press "A". If you just type 03/09/88 you will get the result of a formula (.003787) as the spread sheet thinks you are entering values.

After entering your date move to the cell under "DETAILS" (you should be here as you should always use the arrow keys to enter data) and type in the details of the transaction. The first line would be "BALANCE FORWARD". Now enter the value of the beginning balance under "BALANCE". This is the easy part!

Move to the second line under the headers and enter the next date and the details. Assuming this is a deposit, place the value under "DEPOSIT". Now for the formula!!! Move the cell pointer to the "BALANCE" column. Press the EQUAL SIGN (=). The message at the bottom will now ask you to enter a formula. You must now decide just what you are doing. The concept of a bank balance is to take the previous balance and add or subtract the entry depending on the transaction. We want our spread sheet to do either, so it is easier to do both every time. How? Easy, follow these steps: Move the pointer to the previous balance (R[+1]C), now press the PLUS key (+), your message line will look like this: R[+1]C+. Now move the cell pointer to the DEPOSIT column, your display will now show: R[+1]C+RC[+2]. Press the MINUS key. Now move to the WITHDRAWAL column and press ENTER. Your final formula will look like this: R[+1]C+RC[+2]-RC[+1]. What this means is that we take the previous balance, add any deposits that are in the same row and also take away any withdrawals. Your balance will show immediately.

This is a lot of trouble however, it would not make sense to enter the formula all the time. The spread sheet is a wonderous device however, if we copy the formula it adjusts for each location so the formula is valid all the time. Actually the formula shows that we take the cell above, add the cell two to the left and take away the cell one to the left. Doesn't matter where your are, these always make sense. So we make copies of the formula. Go to the menu and select COPY. (COPY copies formulas while VCOPY copies the results of the formulas). Select COPY DOWN and enter the number of cells. I usually use 100 but any number will do. You will have to do this again when you reach the bottom. This will place values all the way down the spread sheet. This is a sloppy way of doing it but will do for now. As you enter new lines these values will change, all those below the last line will be the same as the last line. We will solve this next month with the IF - THEN statement. You should now be able to use this simple balance sheet. See you next month.

DEBUGGING

By Debugger

This month I got some help from a surprising corner.

The author of one of the articles that appeared in last months issue pointed out to me an error that he had made. (To my regret, as I had already scanned that article and not picked up on any errors).

Even worse, one of my "Noms De Plume" appears at the head of that column as a co-author (will I ever live down the shame of this?)

The column is the TI-Writer and Funnalweb Tutorial (sigh...).

The (current) author mentioned that he had said in his article that to access one of the modes of the Editor was to hit FCTN U, when in fact the correct key sequence is CTRL U.

Since the (current) author of this column (the TI-Writer one) knows that I write a number of articles for each issue, he indicated that he thought he would help out a flagging column by adding an element of uncertainty to what he was doing.

(I don't know whether I am flattered by this or not...)

But it has given me the only thing to write about for this issue. The rest of it appears to be flawless. (I have tongue firmly planted in my cheek as I write this, as my confidence has been shaken by missing that error).

Unfortunately, we are losing our editor, as other pressures in his life, such as eating and breathing, are taking up enough of his time to not leave him sufficient time to put this together. Therefore, this is the last month I can say THANKS for doing such a good job.

Since I will be involved in helping to edit the next issue (the one you'll see this column in), I hope you like what you see ('cause what you see is what you get!).

See you next month.

CHIP CHAT

CHANNEL 99 USERS



HAMILTON

ONTARIO

GENEVE 9640 AND TI99/4A



CONTEST

As you saw in last month's newsletter we have a new newsletter title and header. This was the result of our contest which most of you chose to ignore. That's too bad too as the seven entries were all well done and made choosing the winner difficult. It was quite interesting looking at the entries to see how each person tackled the job. More entries would have really made it exiting.

Although there were seven entries only three people submitted drawings, they were Ed Moriarity, Bruce Bray and Tom Arnold. Tom and Bruce had 3 entries each, all of which were variations of each other. Somewhere in this issue are the second and third place finishers.

Our winner was Ed Moriarity, who received his prizes at the last meeting. Ed won a 50 diskette storage case and \$10.00. The Executive would like to thank all entrants and offer our congratulations to Ed for a job well done.



NEWS AND VIEWS



FASTLANE

FAST LANE

by Ron Marissen

Here are 3 M/L programs designed to interface with BASIC programs. They represent some of my current attempts at assembly programming. They are variations of other programs written by various authors, modified to do what I wanted, with credit given in the program headers. Please note that they are probably not without their bugs, but have been known to work on occasion.

The first is a program which is used in conjunction with E/A console BASIC to load TI-Artist graphic screens. The program was originally designed to work with Myarc XBII but I have modified it to work with console BASIC. As noted in the original article, it could be used to present a slide show of high resolution pictures from BASIC.

In dissecting the code, you will see that almost the whole VDP memory is stashed in high 32K, and then restored after viewing the picture. This step was added because of BASIC's use of VDP RAM. As the screen in BIT MAP uses >3800 (14336) bytes of memory, the BASIC program is overwritten and the system crashes when control is handed back to BASIC because there is nothing there to receive it.

The program looks at memory location >FF00 for the length of the filename and at location >FF01 on for the actual filename. E/A BASIC should poke the length of the filename into location -256 and the ascii characters of the filename into -255 on. An example program is included to illustrate this. This eliminates the need for "BSCSUP" to be loaded in order to pass a string to an assembly program. Note that the "_P" and "_C" suffixes are added by the program and should not be passed from BASIC.

The other two programs are for use with X-Basic. The first one, "SAVE", will create a memory image file of the current character set in use. (i.e. chrs 32 to 127) Simply access with CALL LINK("SAVE"), with a disk in the drive, and the character definitions will be saved with a filename of CHARA2.

The program "LOAD" will load in a file labelled "CHARA2" created with the above

program. Please note that using CHARA2 as included with Funnelweb will not give the desired results. The file included is, in fact, CHARA2 from Funnelweb but without the little HEX characters.

The advantage to this program is it's speed when compared to loaders with the data included (as in CFS). "LOAD" takes around 6 seconds to load, execute and return control to X-Basic. The one such as CFS uses takes 13 to 14 seconds.

The program could be modified to store other character definitions above 127. The VDP buffer start address, (currently >0408), and number of bytes to read, (currently 760 dec), in the PABDAT lines should be changed to reflect the limits you want.

Incidentally, the DSRLNK routine was added because of X-Basic's lack of such a routine.

Till next time.



*
* For CONSOLE E/A BASIC
* Inspired by J. Peter Hoddie's
* Maroh 87 program in
* MICROpendium to load TI-Artist
* pictures with XBII... THANKS!
*
* by Ron Marissen CH89
*

```
DEF PICTUR
REF VMBW, VWTR, DSRLNK
REF VMBR, VSBW
PAB EQU >39E4
DSRPTR EQU >8356
REG BSS 32
PABDAT DATA >0500, 0, 0, >1600, 0
PTEXT BSS 15
UNDER TEXT '_'
P TEXT 'P'
C TEXT 'C'
EVEN

PICTUR LWPI REG LOAD REGISTER
CLR R0 START ADDRESS TO
LI R1, >C000 STASH VDP
LI R2, >3800 # OF BYTES TO STASH
BLWP @VMBR

LI R0, >0002 SET REGISTERS
BLWP @VWTR FOR BIT-MAP
LI R0, >0206
BLWP @VWTR
LI R0, >03FF
BLWP @VWTR
LI R0, >0403
BLWP @VWTR
LI R0, >0707
BLWP @VWTR
```

```

L1      LI R3,3
L        CLR R0,>1800
        SWPB R1          LOAD
        SWPB R1          SCREEN IMAGE
        BLWP @VSWB      TABLE INTO
        SWPB R1          VDP
        INC R0
        INC R1
        CI R1,>0100
        JNE L
        DEC R3
        JNE L1

        MOV B @>FF00,R0  GET FILENAME LEN
        SRL R0,8         PUT LEN IN LSB
        LI R5,PTEXT     START OF PAB FILENAME
        LI R4,>FF01     START OF FILENAME FROM
                        BAS
MOR      MOV B *R4+,*R5+  MOVE IT INTO PAB
        DEC R0          WHOLE FILENAME?
        JNE MOR        NO!
        MOV B @UNDER,*R5+ MOVE UNDERLINE INTO PAB
        MOV B @P,*R5    MOVE "P" INTO PAB
        MOV B @>FF00,R0 GET LEN !AGAIN!
        AI R0,>0200     ADD TWO
        MOV B R0,@PABDAT+9 MOVE TO PAB
        CLR R0         ADDRESS OF PATTERN DESC
                        TABLE
        MOV R0,@PABDAT+2 MOVE IT TO PAB
        BL @FILE       LOAD PICTURE FILE
        LI R0,>2000     ADDRESS OF COLOR TABLE
        MOV R0,@PABDAT+2 PUT IT IN PAB
        MOV B @C,*R5   MOVE "C" INTO PAB
        BL @FILE       LOAD COLOR FILE

        LI R0,10
LOOP2    SETO R1         DELAY BEFORE
LOOP3    DEC R1         RETURNING TO
        JNE LOOP3      BASIC
        DEC R0
        JNE LOOP2

        CLR R0         RESTORE VDP
        LI R1,>C000
        LI R2,>3800
        BLWP @VMBW
        LI R0,>0000
        BLWP @VWTR
        LI R0,>0200
        BLWP @VWTR
        LI R0,>030C
        BLWP @VWTR
        LI R0,>0400
        BLWP @VWTR
        CLR @>837C     CLEAR GPL STATUS
        LWPI >83E0    RELOAD GPL WORKSPACE
        B @>70       RETURN TO BASIC

FILE     LI R0,PAB     ADDRESS OF PAB IN VDP
        LI R1,PABDAT  ADDRESS OF PAB IN CPU
        LI R2,25      # OF BYTES TO MOVE
        BLWP @VMBW    LOAD PAB INTO VDP
        LI R0,PAB+9   POINTER FOR DSR
        MOV R0,@DSRPTR POINTER FOR DSR
        BLWP @DSRLNK  LOAD FILE
        DATA 8
        B *R11       RETURN TO CALLING PRG
        END

```

```

*
* Routine to load alternate character set
* from memory image file on disk.
* File on this disk (CHARA2) must exist on
* disk in drive when routine (LOAD) is called
* from BASIC.
* This program is for use with X-BASIC ... DSRLNK
* routine is included.
*
* Ron Marissen CHANNEL 99 u.g.
*
* Variation on J. Peter Hoddie's routine in Feb 87
* MICROpendium.
*
DEF      LOAD
VMBW    EQU >2024
RETURN  DATA >0000
WS      BSS 32
PABDAT  DATA >0500,>0400,>0000 PAB template
        DATA 780,>000B
DNAME   TEXT 'DSK1.CHARA2'
        EVEN
PAB     EQU >3BEA      PAB in 2nd file buffer
DSRPTR  EQU >8358     Device name pointer
                        for DSR

LOAD    MOV R11,@RETURN Save return address
        LWPI WS       Load workspace
        LIM1 0
        LI R0,PAB    Address for PAB
        LI R1,PABDAT Address of template
        LI R2,22     Around 22 bytes
        BLWP @VMBW   Move PAB to VDP
        LI R0,PAB+9  Start of device name
        MOV R0,@DSRPTR Move it to DSR pointer
        B @DSRLNK   Branch to read data

DONE    CLR R0       clear GPL STATUS byte
        MOV B R0,@>837C
        LIM1 2
        B @>0070    Return to basic

* PSEUDO DSR ROUTINE *
* Inspired by Edgar Dohmann in Aug '84
* Miller's Graphics
* Changed to access Disk Controller
* MANY thanks.
* ----

DSRLNK  LWPI >83E0    GPL WORKSPACE
        LI R0,>0004   DEVICE NAME LENGTH
        MOV R0,@>8354 SAVE FOR DSR USE
        INC R0       ADJUST FOR .
        A R0,@DSRPTR ADJUST FOR PAB POINTER
        LI R12,>1100 CRU FOR DISK CONTROLLER
        LI R1,1      DSR VERSION #
        SBO 0        TURN ON DSR
        LI R2,>4008  ADDRESS FOR DSR LINK
        JMP M2
M1      MOV R3,R2    TRY NEXT DEVICE
M2      MOV *R2,R2   GET NEXT LINK ADDR
        JEQ EXIT    EXIT IF NO MORE
        MOV R2,R3   SAVE LINKAGE
        INCT R2     POINT DSR FOR DEVICE
        MOV *R2+,R0 SAVE IT MIGHT NEED IT
        LI R5,4*>100 NAME LEN IN MSB
        CB R5,*R2+  SEE IF LEN MATCHES
        JNE M1     NO

```

```

M3      SRL  R5,8      YES
        LI   R8,DNAME  GET ADDRESS OF NAME
        CB   *R8+,*R2+  SEE IF NAMES MATCH
        JNE  M1        NO
        DEC  R5        YES
        JNE  M3
        BL   *R9        NAME MATCHES
        NOP  ?NEED ERROR RTN SPOT?
        SBZ  0         TURN OF ROM
EXIT    B    @DONE
        END

```

COPOLA CORNER

There are only two additions to the Channel 99 Library this month, but if quality counts then these two more than compensate for the lack of quantity. TELCO and KWIKFONT have both been reviewed recently in MICROpendium and received first-class marks.

TELCO, by Charles Earl, is a full-featured, sophisticated and user-friendly terminal program. According to MICROpendium review, "it represents the attainment of a new plateau for terminal programs for the TI".

Briefly, features include but are not limited to:

- *auto dialing
- *terminal emulation support for ANSI, D410, andADM3A
- *disk functions (catalog, delete files, view files)
- *a 50 by 80 column editor
- *XMODEM andASCII file transfer

TELCO is compatible with 4A and the 9840. It loads using X-BASIC, E/A, TI-Writer, Mini-Mem or Supercart. The main program resides in memory but others are added when required. For this reason, the most efficient way to use TELCO is to keep the disk in DSK1 at all times. Single disk systems will require disk swapping.

CAT# A0245-SAF/DISK

KWIKFONT is a font/character redefinition program. It has a multitude of functions (rotate, mirror, load, etc.) the best and most useful of which is "help". All functions are selected by a single keystroke.

As a character definition program KWIKFONT is as good or better than any other available for the TI. However the best feature is the "fully documented" source code, all 78 pages of it. For the first time I can actually begin to understand assembly language. The author, Wayne Smith, has produced a first-rate A/L tutorial as well as an excellent program.

CAT# A0248-SAF/DISK

Both TELCO and KWIKFONT are offered by the authors as Faireware or "user-Supported software". You may obtain a copy at the monthly meeting or through the librarian.

EXECUTIVE COMMENTS

By Tor Hansen

The first order of business at the last executive meeting concerned John Whiteside's continued participation as the editor of this newsletter.

It seems that due to changes in job and the addition of some courses (taken at night) are cutting in to his free time. That is, time he would spend editing each issue.

As a stopgap measure, it was decided that members of the executive (volunteers all), will take over the task until someone steps forward and offers to help.

The next topic concerned the off months (remember, there are only 10 issues per year) of this newsletter. Do not expect to see issues in July and August.

The next topic was one of the most difficult to discuss. We had to choose a winner for the new logo contest.

There were several entrants, and they got passed around several times to give all of us a chance to see them all. After much hemming and hawing, we all finally decided on Ed Moriarty's submission.

Shortly after we arrived at this conclusion, the phone at Tom's place rang. It was John confirming that he was going to have to give up the editorship, and he advised Tom that he had picked Ed's submission for the newsletter.

Now I don't believe in telepathy (although this could bring me around quickly). Tom just chuckled when he heard this, and then told John that it also happened to be the winning design.

Unusual coincidence, maybe?

We then set a time to get together again to work on the newsletter, and the meeting broke up.

See you next month.

CLUB NEWS

By Tor Hansen

Since there isn't too much that is new in either the Club or the TI world, I'm going to use this column this month to talk about a need this club has.

An Editor for this publication.

I know the pay ain't great. And the hours are long (most of it waiting for the printer to do its job). And you have to blow a little gas to get your copy down to a printer for photostating.

Then there's the little complaints you get from time to time... the print is too small and/or too hard to read. The art work isn't very imaginative. There's a lot of spelling mistakes, can't they all be caught?

If this sounds like fun and excitement to you, you are just the person we are looking for. Trot yourself down to the Spectator at our next scheduled meeting and see Tom or myself.

Boy, have we got a job for you!

See you next month...

You need Certificate 99 and TI Artist to do this.

1. Copy the back side of Certificate 99.
2. Use a disk manager program (DM1000) and rename the file names CDATE21 to CDATE21_P and CDATE22 to CDATE22_P.
3. The load TI-Artist and choose 1) TI-Artist from the main menu. Press "S" for store. Then press "L" for Load Picture. Now the filename is CDATE21.
4. Now you should see 12 little graphics. Now you will have to draw 3 lines going down BETWEEN the pictures and 2 lines going across BETWEEN the pictures.
5. Now you can erase the little graphics, but not the lines you drew.
6. Then press FCTN Quit to return to the main menu. Then press "2" Enhancement. Then press "S" for slides. Press "8" to load instances and put them in the boxes you drew before.
7. When you have put your 12 instances in the boxes press FCTN Quit to return to the main menu. Then press "1" TI-Artist. When TI-Artist comes up get the eraser and erase the lines you drew before.
8. Now you can press "S" for Store and "S" for save and you will save it to is CDATE21, and you are finished with that file.
9. Now you will repeat steps 3-8, but the filename is CDATE22 and not CDATE21.
10. When you are done with CDATE22, you can exit TI-Artist and go back to your disk manager program and rename the file CDATE21_P to CDATE21 and CDATE22_P to CDATE22.
11. Now you can load Certificate 99 and when it tells you to flip the disk around, put in the disk you just made. Your border and font choices will be the same, but the graphics will be the ones you just made!
12. And that's all there is to it!



MUSINGS

MUSINGS by beMUSED

Well, I'm back and this time I am writing with the TI-Writer portion of the Funnelweb program. Dwayne happened to notice in my last musings that I was still using the Mini-Writer and sent me a letter on how to use the TI-Writer. Sure do like the word wrap!

Back to my last topic. After I had talked my wife into a computer instead of an Atari, my next step was to figure out which one. I decided not to get a Vic-20 because they didn't have a dealer network. The only brands with dealers were T.I. and Radio Shack in our town. We looked at both and didn't like the attitude of the local Radio Shack dealer, so we got the T.I. About ten months later they stopped marketing it (naturally).

Now when you live in a small town, computer clubs are as scarce as hen's teeth; and if you have a rare brand you get NO backup. So, we were on our own for a few years. I got into the book and made up a few programs to help my kids in Math and Spelling, and I got a few programs on tape from my sister who, living in Orillia, had a few neighbours with tape systems. We also had a few cartridges, but not much.

Sometime during all this, Dwayne and his parents got into systems and even got into disk drives. This seemed beyond my budget at the time, but I sure liked the speed and versatility they had. Then another sister sent me her old computer plus a printer and a Minimemory cartridge. The Minimemory cartridge operated the printer through a Axiom Parallax interface, eliminating the need for disk capability. I did a fair bit of word processing with this system, but still wanted the speed and versatility of the disk system. Finally I talked the wife into taking the financial plunge and going for an expanded system. Dwayne helped a great deal in getting the necessary hardware and literally swamped us with disk programs! For a few weeks I couldn't get near the computer as my son being younger and faster, always beat me to it. In any case, I now have a system that meets most of my needs (at least any that I can think of so far) and I am getting a fair bit of use from my computer.

by Don Crossland

AMIGA 1084 MONITOR TO GENEVE

by John Van Weelie

I have only had my Geneve 9640 one week and I love it so far. I am excited about the new future software for the Geneve 9640. I had only a TV to use with the 9640 for the first week which was alright for software in the TI mode of 40 columns.

One program that was poor on a TV was the word processor MY-Word as you could not see the letters clearly. So I proceeded to investigate the purchase of a monitor. Well I thought an RGB Amiga monitor would be a wise choice as their were friends of mine who have Amiga monitors connected to their 9640's.

After checking prices around the Kitchener - Cambridge area the prices scared me away from the Amiga monitor at first at \$550.00. When at a club meeting in Toronto which I belong to as well someone mentioned that I could get an Amiga monitor for \$429.00 which was considerably less. So I proceed to Computers for Less on Dundas St. W. at Kipling Ave. in Toronto (Islington).

My next task was after getting home I had to make a cable for hooking up the monitor to the 9640. Well I had collected numerous Cable articles since the Geneve first appeared on the market. I had two different articles for connecting the Amiga monitor to Geneve. One article which involve an Amiga monitor with a 23 pin connector at the monitor and one article for connecting to a 9 pin D connector similar to joystick interface at the monitor.

I thought I had it made as I would have the bases covered. Well I was wrong this Amiga monitor has not either a 23 pin connector or 9 pin D connector but has a 6 pin DIN connector for RGB Analog.

I purchased a 6 pin DIN connector and an Audio Jack. Both are required at the monitor end. Well came the next problem was to find an 8 pin DIN connector plug required for the connection at the GENEVE. Well that was impossible on short notice. Luckily the Amiga monitor has an 8 pin DIN connection for RGB Digital and the cables supplied for the Amiga 1084 monitor has the cables to connect the monitor to the Amiga computer. I was in luck just use the Amiga cable with the 8 pin DIN and take it apart a change connections as required on the 8 pin side of the cable. The other end you have to remove the 9 pin D connector (joystick type) and make the necessary connections to the 6 pin DIN connector.

Geneve Pin out

- Pin #1 - 12 volt (100 milliamps max.) for RF modulator
- Pin #2 - Ground connection

- Pin #3 - Audio line
- Pin #4 - Composite video out - composite monochrome / color monitor / TV
- Pin #5 - Red of RGB to analog RGB colour monitor
- Pin #6 - Green of RGB to analog RGB colour monitor
- Pin #7 - Blue of RGB to analog RGB colour monitor
- Pin #8 - Vertical and Horizontal Sync.

Amiga 1084 Monitor pin out:

- Pin #1 - Green of RGB to RGB of computer
- Pin #2 - Horizontal Sync.
- Pin #3 - Ground
- Pin #4 - Red of RGB Pin #5 - Blue of RGB
- Pin #6 - Vertical Sync.

GENEVE to Amiga Monitor

- Pin # 1 not conected
- Pin # 2 Pin # 3 + ground of audio cable.
- Pin # 3 Audio Jack center pin
- Pin # 4 not connected
- Pin # 5 Pin # 4
- Pin # 6 Pin # 1
- Pin # 7 Pin # 5
- Pin # 8 Pin # 2

I was on the Phone a couple of times to Mike Koekritz of Canaria Data in Kitchener (a Geneve and Myarc Products Dealer). Many thanks to Mike and his expertise in helping me solve the cable problem and the Amiga manual and the Geneve Manual - Ammendments and other articles on CABLE building for interfacing the 9640 to monitors.



CHAT MODE

TELCO.... That's a name that those of you who are into telecommunications will be hearing a lot of in the coming weeks. It is a software package developed by Charles Earl of Ottawa, Ontario that advances the state of the art for modem users as Funnelwriter did for word processing.

For those of you who subscribe to MICROpendium TELCO was the subject of an in depth review in the March, 1988 edition which I received the night before our March meeting only to be followed the next night, at the meeting, by the opportunity to acquire a copy. For those of you who are non-subscribers, I would like to provide you with my impressions of this package which incidentally reflect those of the review... straight A's!

First, I should mention that Mr. Earl has fully copyrighted TELCO but is making it available on major telecommunications networks for individual evaluation. He has priced this package at \$20.00 which registers the user and provides for notification of future updates the first of which, version 1.1, is now available. I understand that this update includes a number of improvements which were suggested by the initial users and will report details in a future article. Suffice to say, I was sufficiently impressed with version 1.0 that I have sent off my registration fee. Now to the particulars....

TELCO is comprised of an Extended Basic auto loader, 3 mainline programs and 14 modules which are called through pull-down window menus. Two additional modules are created through use of the package:

- TOS/CONFIG: This contains the screen, hardware, modem and macro configurations which the user inputs.
- TOS/PHONE: Auto dial telephone directory with space for 99 numbers.

NOTE: If you receive a copy of TELCO with these two files on it I would recommend that you delete them and start afresh.

Included with the above programs are documentation files that are very informative and clearly written to readily assist the user in getting the most out of this package. However, for those who are impatient, the ample use of menus almost makes the documentation redundant. Let's get started....



When TELCO is loaded, be it through XB, EA option 5 or TI-WRITER option 3, a window with the following options appears:

```
Terminal
Review Buffer
Auto Dialer
File Transfer
Catalog
Log Open/Close
Setup Options
Intro Screen
Quit Program
```

The first step is to go to SETUP OPTIONS which in turn produces another window displaying:

```
Terminal Setup
Screen Setup
Hardware Setup
Modem Setup
File Transfer Setup
Edit Macros
Save Changes
```

These allow you to choose among other things:

- one of three emulation modes
- foreground/background screen colors (as well as the inverse of the colors chosen for the "windows")
- print spooler, modem port and hangup type
- modem strings and macros including such features as initialization, dial and hangup strings
- error checking and echo on file transfer
- specialized auto execute instructions

The next step is to go back (FCTN BACK) to the first "window" and select LOG OPEN/CLOSE. This allows you to capture on disk or printer the text that appears on the screen.

Again, back to the first "window" and select AUTO DIALER and the first step is to set up the list of numbers and the particular attributes (name, phone, terminal type, baud rate, parity and duplex), and then to call up the number you wish to dial.

(Another "window" gives you all the particulars of the number which you have selected).

Finally, upload and download file transfers are accomplished via XMODEM protocol in a conventional and familiar method.

In each instance where a "window" appears, it overlays what is on the screen until TERMINAL mode is called up, and then disappears leaving the original screen display intact, a nice feature that we have seen too little of in user-supported software for TI.

TELCO can be used on the GENEVE 9640 as well as the 99/4A and can be booted from ram disks, albeit with some minor modification via a sector editor, particulars of which are set out in the documentation.

If TELCO is to be used with the GENEVE an additional feature in the form of 80 column display is provided.

One very nice feature is a "status line" that appears at the bottom of the screen when the program is booted up. This displays:

- elapsed time
- baud rate
- full/half duplex flag
- log flag
- print spooler flag
- remote echo
- "window" look

While the "clock" starts running as soon as the program is loaded, it is reset when a number is dialled and the connection made. This is a great feature when the number called is long distance (say Florida for instance?). In previous articles I have talked about my propensity for running up horrendous long distance bills. At least with this feature I can hopefully do something to rectify the problem.

I have really rambled with this article but wanted to give you some perspective of a thoroughly professional piece of software while it was still fresh in my mind. In future articles, in addition to information on updates, I will probably have some further, and hopefully more refined, comments on this software. In the meantime I encourage you to obtain a copy and judge the merits for yourself. And please, if you do make use of it, consider the work that went into developing TELCO and send Mr. Earl a very modest amount of \$20.00.

CLUB PAGE

By Tor Hansen

Tom, in a way familiar to all who attend, opened the April meeting. He touched briefly on the problem we are having with the newsletter, and how five of us are going to take over temporary (we hope) editorship.

He also touched on some new Fairware, Quick Font, that was being offered at the meeting.

The high point was the presentation of the prizes to Ed for his design work for a new logo for this publication.

There were thirty-two present at this session (I realise that people come and go, I usually do my count as Tom is making his opening remarks). There were only three full systems there, including Tom's Geneve.

After Tom's remarks, people broke off into little groups to pursue their own interests.

ARTIST FUNCTIONS

SYMBOL	FUNCTION	TYPE	USE OF ENTER FIRE	COMMENTS
D	Draw	cmd	start stop	hold fire down
P	Print	cmd	place	
L	Line	cmd	begin/end	
K	K-Line	cmd	begin/intermediate	D to exit
R	Rays	cmd	center/start stop	D to exit
F	Fill	cmd	do	SPACE to abort
V	Frame	cmd	1st corner, opp corner	
X	Box	cmd	1st corner, opp corner	fills w pattern
O	Circle	cmd	center/edge	
Q	Disk	cmd	center/edge	fills w pattern leaves color, pattern
CTRL-A	Clear Image	cmd		
H	Hor/Vert	cmd	begin/end	
N	Swap	cmd	new color/old color	pick new color place on old color negative image
I	Invert	mode		does not use fonts use CTRL x for width FCTN x for height
E	Alpha/Numeric	cmd	Begin lower left stop	
CTRL-B	Clear Color	cmd		leaves pattern
S	Store	menu		load/save index picture
/	Zoom	mode	select window	move with cursor cmds 4 reflections
M	Mirror	mode		
C	Hard Copy	menu		
FCTN-	Plot/Erase	mode		
FCTN..	Foreground Color	cmd	change to next color	
FCTN..	Cursor Speed	mode		fast slow toggle switch
F icon	Foreground/ Background	mode		color chosen will be fore- ground or background
P icon	Pattern in use	mode	display next pattern	only 'P' is solid use 'P' to clean up borders
P icon	Color Cursor	mode		

ENHANCEMENT FUNCTIONS

M	Move w/o Color		select top left/bottom right/place	T to check
N	Move w/Color		select top left/bottom right/place	T to check
C	Copy w/o Color		select top left/bottom right/place	T to check
D	Copy w/Color		select top left/bottom right/place	T to check
A	Alpha/Numeric	menu	enter text/place text	SPACE to exit, T to check
S	Use a Slide		select/place	SPACE to exit
	Slides	menu		
	Define		pick box/define slide	SPACE to exit
	Erase		pick slide	SPACE to exit
	Rotate		pick slide	SPACE to exit
	Load Slide file			__S added to filename
	Save Slide file			__S added to filename
	Load Instance		enter name/place instance	T to check __I added to filename
	Save Instance		enter name/select top left/bot- tom right	__I added to filename

SPACE BAR is used to toggle between the MENU screen and artwork. It can also be used to abort any function except ALPHA, STORE, SAVE/LOAD, or COPY.

Keyboard cursor movement: Horizontal/Vertical--S/E/D/X DIAGONAL--W/R/C/Z

1988 CLUB MEETING DATES

Friday 15 January	Friday 13 May	Friday 9 September
Friday 12 February	Friday 10 June	Friday 7 October
Friday 11 March	Friday 8 July	Friday 11 November
Friday 8 April	Friday 12 August	Friday 9 December

All meetings are held from
7 P.M. to 10 P.M.