HUNTER VALLEY 99ERS
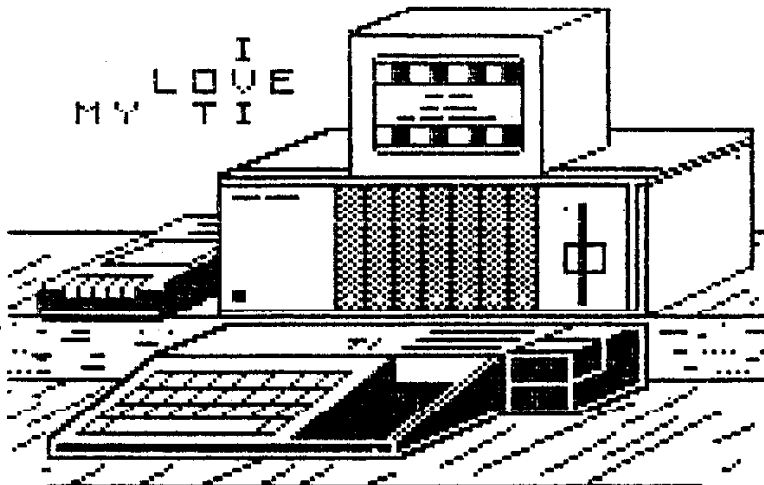# USERS GROUP
HOME COMPUTER NEWSLETTER
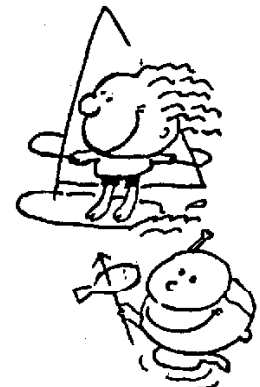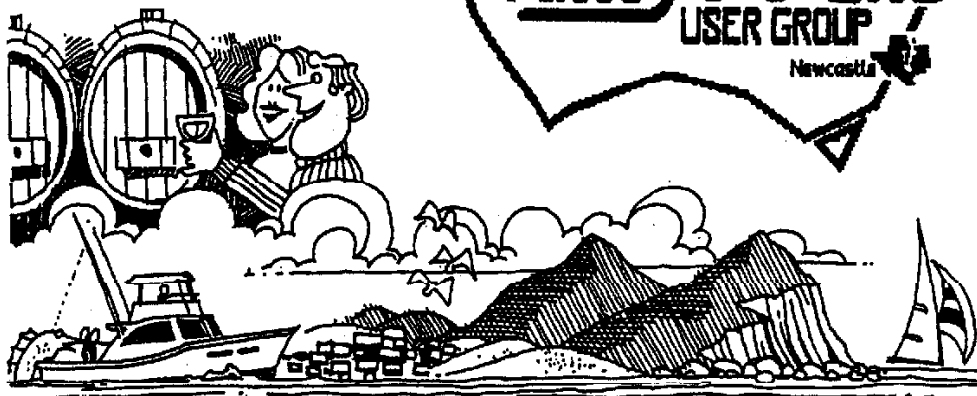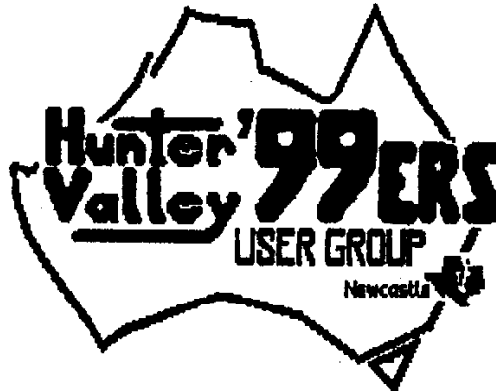
I LOVE MY TI

Hunter

NOVEMBER
1988

ti

Hunter Valley '99ERS USER GROUP
Newcastle

SECRETARYS REPORT

FROM ALBERT ANDERSON

Welcome once again folks. First I would like to let one and all know that the DECEMBER 1988 GENERAL MEETING WILL BE HELD AT THE WARNERS BAY HIGH SCHOOL VENUE AT 7:30PM. Yes, this is where we used to meet before we tried the Argenton Community Hall. This is repeated elsewhere in this issue but I'm just making sure that YOU get this message by some means... DECEMBER 1988 GENERAL MEETING AT WARNERS BAY HIGH SCHOOL, 7:30PM. ok...

As my second duty this month I would like thank BEV WARREN, HV99 member from Broken Hill in far western New South Wales for making a huge effort to visit the Hunter Valley during her recent sojourn along the east coast of Australia. Also thanks to husband Harry and the family for getting Bev on the train in Sydney and pointing her in the right direction. Bev's visit gave me yet another chance to put a face to the voice on the phone. The unfortunate part of Bev's visit was that she did not get to meet with other HV99ers as her visit was on a Friday and most of us had to work. Nevertheless I got to show Bev around the City of Newcastle and Lake Macquarie but didn't have time to go any further up the valley than to my place where we had lunch, chatted a bit (no I mean a lot...boy can this lady talk) and then we spent the rest of the afternoon bashing the keyboard and drives. Once again thank you a lot Bev for making the effort and I hope you got a little from it.

This does remind me that if any "out of town members" are going through, around or near the Hunter Valley, don't hesitate to get in touch beforehand... we'd love to meet with you too.

We have some news from the software library that local members in particular should take note of. WE NEED A NEW SOFTWARE LIBRARIAN... we've worn the old one out. Not really, only joking folks; don't turn to the next page yet!!! Librarian, John Paton has recently had a change in employment which involves daily travel to Sydney. As you can imagine this severely restricts John's "free" time. John does not want to give up being software librarian but he feels that it would be unfair to the other members of the group in that he feels that the library could suffer as a result. This is where we need SOMEONE to offer to take on this job. Please give this due thought and let us know ASAP if you can help.... like I keep on saying, this is your group too!!

Locally we haven't had any new material or news this month except that orders for the QUEST RD200 RAMDISK have been quite good. PC boards are due 1st week in November and the production line is geared up and ready to go as soon as we get them.

Overseas in the USA and Canada the big news at this time every year is the CHICAGO TI FAIRE. Good luck you guys with that huge event and please let's know what comes out of it. One of our exchange newsletters from the States has informed us that a new WORD PROCESSOR is about to be released by ASGARD. Apparently it is written by Charles Earl of TELCO fame and is quite up to the TELCO standard if not better. The program is to be called PRESS and is a "what you see is what you get" type word processor as seen on many PC's. No cost or release date is set at this stage but I wouldn't be surprised if it were unpacked at the CHICAGO FAIRE... we'll just have to wait and see EHH!!!

That's all for this month.... see ya next.

Albert Anderson

GENEVE UPDATE

This article, written by Garry Christensen, originally appeared in the October, 1988 issue of BUG-BYTES, Newsletter of the Brisbane Users Group.

The PAL Geneves were posted early in October, that means that by the time you read this they should be here...

Also coming is the upgrade for the HFDCC, and the two manuals that we were short. At last I will be able to tell you about the hard disk from personal experience.

There should be the latest upgrades of the software for the Geneve. MDOS is now up to version 1.11. We are using 1.01. This version supports all the functions that are listed in the manual and a few more. One extra is that you can control the boot device by holding down the correct key. In this way you can select which drive or ramdisk will be used.

For hard disk users, the disk manager is now version 1.25 and seems to be complete. A version this month that will allow full utilization of the hard disk functions.

Final versions of Myword and the GPL interpretator have been released. You can now carry the internal ramdisk between MDOS and GPL without loss of files. Returning to MDOS from GPL no longer requires re-booting the system.

Pascal should be ready in the next month and Advanced Basic is being demonstrated at the Faires in the US so it shouldn't be long till it is released. That about wraps up the software Myarc promised. there is still more to come.

Probably the most talked about is GEME (pronounced JIMMY). This is the MDOS multi-tasking environment. It supports four concurrently running programmes. You can swap between one and the other with a single key press. As an example of its use, you may set it up to run a word processor, disk manager and a dictionary. This would allow you to type your letter, check on spelling and reorganise files if necessary. While you are doing all this, there is a BBS programme taking calls.

Other things to look forward to are an upgrade of MY-ART called MY-PRO-ART. This is closer to a CAD programme than electronic art. The other upgrade is MY-PRO-WORD. I know little about this word processor.

Also being released for MDOS environment are a debugger, assembly/linker and a detailed manual. Hopefully more readable than the TI E/A Manual!

There is also some movement in the hardware line. Myarc will shortly be releasing their Utility Card. It will feature a hardware protection system for their programmes, music interface (MIDI), an extra sound processor and a socket to take your speech synthesizer. The all up cost will be around $US175.

They have begun work on the 1.5M memory card. This will be suited to the Geneve, expanding it to its maximum configuration, but can also be adapted for the TI 99/4A.

One final area of hardware development is actually a modification to the Geneve itself. Several people in the US have added an extra 32K of Ø wait state RAM. This doubles the available fast memory.

Well, that's about it. It really looks like things are starting to happen over at Myarc. I hope that they keep it up.

FOR SALE

HORIZON 192K RAMdisk
$180 ONO
Contact Hilary Gifford
Phone Ø73-975926

IN THE NEWS

A POT POURRI OF LOCAL
AND INTERNATIONAL NEWS
COMPILED BY

joe wright

Another month is with us and there
certainly is plenty of news to
report. Gary Cox from TIDBITS
(Memphis) has reported lots of news
and along with the other news letter
so far received gives me heaps to
retype.

You might well have heard the quote
about the certainties of life.
Foremost of those certainties is
death, another is, "what you will
only get out of life is proportional
to the effort you are prepared to
put in to living it". That is, good
brings good, bad brings bad and work
brings rewards etc.

For this month then the quote;

I never did anything worth doing by
accident, nor did any of my
inventions come by accident; they
came by work.

EDISON.

From the PUG PERIPHERAL (PITTSBURGH)
comes the following information.
Gary Taylor reports it in CLUB NEWS.

TRITON FALL CATALOG.
****
THE Triton Fall catalog is out, If

you did not get a copy and would
like to get on their mailing list
write to :

           Triton Company,
           P.O. BOX 8123,
           San Francisco,
           CA. 94128.

To order, call toll free
800-227-6900 Mon-Fri 6am to 6pm, Sat
9am to 4 pm Pacific Time.

EZ-DRAWER.
****
Also out of PUG - from the Boston
Computer Society comes word of a new
graphics programme called EZ-Drawer
by;

           Mark Sisco
           Graphics Xpress
           4564 Ridgebury Dr.
           Dayton, OH 45440

It is a disk-based assembly language
bitmap graphic generator. The price
is $15 plus $1 for shipping.

MEMPHIS TIDBITS.
****
I have mentioned above above Gary
Cox and his IN THE NEWS articles in
TIDBITS, but this month he has
excelled even his own his standard
by kilometres. I have taken his
article except for a local item in
it's entirety. THANK YOU Gary and
please keep writing.

ARCHIVER.
****
Topping the news this month is
version 3.02 of Archiver by Barry
Boone. The programme will now pack
and compress at the same time as
well as unpack and decompress at the
same time thus saving a tremendous
amount of time and effort over
version 2.4!. Furthermore, the
compression ability has been
improved slightly... The new
version is available in the library
and on the MIDNIGHT HOUR BBS.
Please send Barry something for his
efforts!!

FORTI MUSIC CARD.
****
Mike DeFrank has completed a 142
step set of instructions on building
a FORTIMUSIC card on the PROTOBOARD
(Coleman/Willforth version). To get
a copy of the instructions , send a
self addresses and stamped envelope
to;

John F. Willforth
R.D. #1 BOX 73A,
Jeannette,
PA 15644.

If you would like two SSSD diskettes with a large assortment of classical music (Mike's forte), please include #2:00 or two diskettes with mailer and postage. Also check out our June 1988 issue of our newsletter for further information on the Forti Card.

TURBO PASCAL.
****
L.L.Conner Enterprises of|

1521 Fery St.
Lafayette,
IN 47904

is now shipping a TI version of Turbo Pascal. In a telephone conversation with Larry Conner owner of L.L.Conner Enterprises, I was told the TI version of Turbo Pascal is very very close to that of Turbo Pascal on PC's and, in fact many programmes written in Turbo Pascal on PC's can be ported over to the TI99/4A! The package is also very fast in compilation as all compilation is done in memory. TI Turbo Pascal sells for US$59.95 plus #3.00 shipping (inside USA) and requires either XB or Editor Assembler, 32K and a disk drive. The package will operate on either the TI99/4A or Geneve 9640. A future update to the package will allow Geneve owners to use the package in 80 columns. Furthermore, available in several months will be companion packages which will contain modules (routines already written for specific purposes) to more easily access graphics and speech. However, graphics and speech can still be accessed without the companion packs according to Mr. Conner. The companion packs will cost around US$19.95 each. Two packs are now planned- one called Windows Pack and the other Tool Box. A demonstration tape of Turbo Pascal as well as some other products sold by L. Connor is in the works and the demonstration tape will be available in our group soon.

GIF CONVERSION.
****
According to information which I have received, a GIF conversion programme may soon be available for the TI99/4A. Geneve owners already enjoy the usage of GIF pictures while TI99/4A owners must use RLE format pictures. If this conversion programme comes out an incredible amount of graphics pictures will be available for TI99/4A owners! GIF is a universal graphics format used to port graphics from one brand computer to another. RLE is similar format but just for black and white pictures. GIF contains colour graphics. The Midnight Hour BBS already contains tonnes of pictures in GIF format.

CALENDAR MAKER.
****
Version 1.05 of Calendar Maker 99 by Asgard Software is now out. The new version has bug corrections as well as the addition of new features. Those owning the previous version may obtain the new version by sending the original disk and US$3.00 to Asgard Software. A Calendar Maker utility package is expected to be available soon.

****
Still more from Gary COX, all the following Gary credits as from the AUGUST Micropendium.
****

TWO NEW GAMES.
****
Asgard Software has released two new games, Column Attack and Olivers Twist, a graphics package called Disk of Dinosaurs, an Extended Basic utility called Quick-Run and a RAM disk manager called RAM BOOT.

COLUMN ATTACK.
Column Attack, an arcade-type game is an attack on earth by the Flugalins of the planet Flugal, who plan to level everything in sight and construct fast-food restuarants, shopping malls and concrete parking lots. The game user controls earth's only laser defense gun and tries to destroy the attacking aliens before they can set up their laser station etc... Column Attack is written by Chris Bobbitt in Fortran 99. It requires TI Extended basic, E/A or TI-writer, 32K and one disk drive. Suggested retail is #19.95.

OLIVERS TWIST.
Is an adventure game where the user will inherit the castle of his recently deceased Uncle Oliver (KING

Oliver IV) on the condition that the user mollifies his ancestral spirits by returning 15 treasures to their rightfull places... The game requires the adventure module and sells for US$9.95.

DISK of DINOSAURS.
Disk of Dinosaurs, by Ken Gilliland is a two disk package of dinosaur graphics stored in TI-ARTIST instances format, including dinosaur pictures, a complete dinosaur alphabet designed to let the user "dinosaurize letters" and four dinosaur background scenes; a "dinosaur hunting license" and four dinosaur cartoon shorts. It requires TI-ARTIST or a programme which can use TI-ARTIST work, 32K and disk system. A printer is recommended. Suggested retail is US$12.95.

QUICK RUN.
Quick Run is said to allow the user to shave minutes off the start-up time of any XB programme, including those with assembly language by taking a "snap-shot" of a running Xbasic programme and saving it to disk with the screen setup and all variables. Later, according to the manufacturer, the user can run the saved copy and the programme picks up where it left off, so the user does not have to wait for initialization, for instance. Asgard says Quick-Run allows the user to chain programmes together and store the variables in memory instead of writing them to disk and also lets the user run a programme from any line number. Quick-Run was written by Travis Watford and requires XB, 32K and a disk system. Suggested retail is US$9.95.

PrEDITOR.
****
Also new is PrEditor. It is a new text editor distributed by Asgard Software for the TI99/4A and Geneve 9640. The programme allows the user to have up to two files in memory at once, cut and paste between files, full range of text editing functions and manipulations functions, multi-directional search and replace commands, built in disk cataloger, works in 80 columns on Geneve 9640 or TI99/4A with 80,column card plus more. The editor, according to the manufacturer, can be customized for any application such as for writing

articles, letters programmes.

For more information about the above ASGARD Software products write to;

ASGARD SOFTWARE,
P.O. BOX 10306,
ROCKVILLE,
MD 20850
USA

MACFLIX.
****
New from Genial Computers;

P.O. BOX 183,
GRAFTON,
MA 01519
USA

is MacFlix. With MacFlix by Peter J. Hoddie you can view, print and save industry standard MacPaint graphics (from MacIntosh computers) with your TI99/4A compatible computer. MacPaint images are a full 8 by 10 inches so MacFlix gives you the power to easily move around the picture, according to the manufacturer. If you have an epson compatible or prowriter printer the images can be printed. Furthermore the MacPaint pictures can be converted into TI-ARTIST or MY-ART format. For Geneve 9640 owner MacFlix can view the picture in high res mode with or without interlace and it will even display more than a standard MAC screen on a Geneve!. Extras in the programme are also included such as the ability to invert a picture, catalog and delete files... If you own PC-TRANSFER MacFlix comes with a custom conversion routine that lets you move MacPaint pictures to and fro from IBM disks. Written in assembly language, a disk system, 32K and either XB, E/A, SUPER-CART OR MYARC 9640 computer is needed to run the programme. the programme sells for US$15.00. Orders received before September 30th receives a free bonus disk of MacIntosh pictures to start your collection.

LIBRARY CATALOG.
****
The Boston Computer Society is now offering their library to the public. To obtain a FREE copy of programme available send a SASE for a 20 page catalog. The catalog includes a description of every disk indexed by category to make finding

the programmes you're looking for easy. Disks are US$3.00 each or 4 for US$10.00. Their address is;

BOSTON COMPUTER SOCIETY
TI99/4A USER GROUP,
ONE CENTER PLAZA,
BOSTON
MA 02108
USA.

WHAT ELSE IS NEW???.

What else is new in the TI99/4A Geneve world?? New projects seem to be popping up everywhere. New, and described as incredibly more powerful than TI-WRITER, word processors are in the works as well as, according to rumour, FIRST BASE database which is nearing completion. The myarc hard disk controller cards are definitely out as several in our group have already received them. That's the news for this month...

THANK YOU GARY!!!!!

ADELAIDE.
****

News for our friends in Adelaide is that the BLUEGRASS 99 computer Society have been working with the graphics language written by Adelaide Users Gene Krawcsyk and Bob Warren. The language attracted praise for it's ease in graphics programming.

Also this report in the co-ordinators words of wisdom.
"Colin Cartright hasn't been asleep for the last couple of months!. He has completed the four blank boards for his data bank. Two are in an advanced stage of completion and the other two are in the early stages of assembly.

Colin is now using a Z80xxx? CPU MICRO for external recognition of a number of other manufacturer computer programmes. The Z80xxx? will be driven by various ROMs for the different computer types and controlled by the TI99/4A console and monitor screen for selection of programmes that you wish to load. One rom will be included as a standard and others will be offered as optional add ons. Also an option to run 3.5 inch drives from Data Bank will be available.

THATS ALL!.

That wraps it up for this month except for one rumour I MUST report. A couple of blokes whom I thought had thrown in the towel on assembly language are, each, currently writing a programme in assembly. Beauty Newc!!

Joe Wright.

MONTHLY MEETING MOVED

Due to popular demand, our regular MONTHLY MEETINGS HAVE BEEN MOVED back to the WARNERS BAY HIGH SCHOOL, COMMENCING WITH THE DECEMBER MEETING.

SECOND HAND EQUIPMENT

Anyone who has ordered 2nd hand gear through Alan Franks are advised that all of it is now available, and you are requested to pick it up from him as soon as possible.

CHRISTMAS PARTY

Our final general meeting for the year takes place on Tuesday 13th December at WARNERS BAY HIGH SCHOOL, commencing at 7.00pm. Several computers will be set up for a MONSTER GAMES CHALLENGE, with valuable prizes on offer for each winner. Peter Smith has been volunteered to conduct his ever popular 'TI Trivia' game, and there will be drinks and light refreshments provided. If you haven't been to a meeting lately (or never ben to a meeting?) this is your opportunity to come along and meet the great band of people that make up the HV99ers. Children are more than welcome to attend this final meeting and Christmas party, so come along and join in the fun.

RANDOM BYTES

from
BOB CARMANY

This column is going to be a bit of a departure from the usual. It is going to be completely dedicated to a program that I find more amazing every time that I use it. The program is CMINDEX by Francisco Garcia.

Basically, it it a data-base program that will allow you to do some "quick and dirty" data-base manipulations. Granted, it isn't as versatile and powerful as PRBASE or some of the others but for magazine indexes, program indexes, and mailing lists it is superb.

Mr. Garcia, unfortunately, is afflicted with the same "malady" that afflicts many software authors. He can write an excellent program but the documentation is sadly lacking. Most programmers know intuitively how the program operates because they wrote it but they sometimes find it difficult to pass the information on to others. With this in mind, I have decided to "take a whack" at setting the record straight.

Before we go into the "nuts and bolts" of the program, let's take a look at the configuration options that are available. The first of these is 'SYSTEM CONFIGURATION'. To change any of the options, just press the corresponding number key (Ø returns you to the main menu).

PAUSE controls the ability to pause, stop, continue, or selectively print a record to your output device --- all during the FIND portion of the program. All of these options are available if this option is ON.

SEEK controls whether you search all of the fields for a string or narrow your search to a specific field.

ISUPPER converts incoming strings to uppercase just for the purposes of comparison if it is ON.

INVERT toggles the inverse video display on and off -- a matter of personal preference.

PRN STAT tells the FIND portion of the program whether or not to print out the status reports designated by the TOF/OUTPUT CONFIGURATION.

STOP CHAR is the ASCII value of the character that you choose to stop or abort the string search during the FIND portion of the program.

HOLD CHAR is the ASCII value of the character that you choose to pause the display during the FIND portion of the program.

CONT CHAR is the ASCII value of the character that you choose to continue the string search in the FIND portion of the program.

HEADERS toggles the headers from magazine (Mag.), program (Prg.), or address list.

/TOF/OUTPUT CONFIGURATION works just like 'SYSTEM CONFIGURATION' as far as the selection and toggling of the options is concerned.

SHOW determines where the output will go (ie. Prn/Scr,Prn, or Scr).

PRN NAME is usually used for the name of your printer and is set for the default of PIO. However, any valid peripheral devicename can be used. For example, you could send the output to DSK2.filename (more later).

TOF TOGGLE is the Top Of Form toggle that determines whether or not a form feed will be sent after the last record is read at the end of a search.

TOF CODE is the ASCII value of the character used for a form feed by your peripheral device (ie. your printer). It is usually Ø12.

PRN TITLE tells the FINDER section whether or not to print the title headers.

SPACING is the spacing between the records as they are printed.

SELECT can be used when the output is directed to the screen to selectively print records to a printer or other peripheral device.

It is reset to OFF when the SHOW option is changed but can be reset to your specification any time you wish.

PRN STYLE controls whether the output will be one 80-column line (LINE), in multi-line (BREAK) or in a mailing label format.

That covers the two system configuration options so let's take a look at the ENTER and FINDER options. Since you have to have some data entered before you can search, we will start with ENTER.

To do this right, we will start with a scenario that assumes that we are going to index the Hunter Valley 99er newsletters. We will manipulate the data along the way as well.

The first thing that we need to do is load the program with either E/A option 5 or through F'WEB. Once the program is loaded, adjust INVERT to your preference and make sure that the HEADERS option is set to 'Mag.'. Then, press "0" to get back to the main menu and select the ENTER section. Then, just follow the prompts. Filename is in the form 'DSKx.filename' and the rest is "fill in the blanks". The program will periodically save the records to disk under your chosen filename or append them to an existing filename. To quit, type END on the first line of an entry.

It is now several hours later and we have typed in the complete index of HV99 newsletters under the filename of "HV99". The file is a D/V 80 file that can be read (and modified) by F'WEB or TI-Writer.

The "HV99" file is a long one and we have decided that it would be more manageable if it were split into individual years (ie. '85, '86, etc).

To split the file (or reorder it) we must first select the OUTPUT CONFIGURATION menu. SHOW should be on 'Prn/Scr' and PRN STYLE should have 'LINE' selected. We want to save this lot to disk so we select PRN NAME and type in: 'DSK2.MAG85' at the prompt (remember ANY valid peripheral name fits here).

Go back to SYSTEM CONFIGURATION and toggle SEEK to a selected field for faster processing. Since we have entered the year in field #4, we will choose that field as the selected one (entries should be in the form AUG85).

Now go back to the main menu with "0" and select the FINDER section. At this point, the program is similar to the ENTER section. The filename is in the form 'DSKx.filename'. In our case, "DSK1.HV99" and the string to be searched for is "85". The program will churn until it finds the first occurrence of the string and save it to DSK2.MAG85. When it pauses with a full screen, press "C" and it will continue until the entire file has been searched. Then, choose the other years in succession if you want.

One small task remains. After exiting the program, load up the F'WEB editor and load 'MAG85' from the appropriate drive. Remove the first couple of header lines at the very beginning of the file and the last couple of lines with the form feed and other FIND information. Save the file to disk and you have extracted the index for 1985.

Of course, you could search by any other field that you wanted and selectively extract whichever records that you want. In fact, it is a simple matter to use a sector editor and change the headers themselves as long as you use the same number of characters as the original and MAKE SURE THAT YOU DO IT ON A COPY!!!

Incidentally, the CMINDEX system is in the UG library along with indexes of MICROpendium and 99er/HCM.

Next month's column will have a second part in this digression on using CMINDEX --- a true reordering of files with a superb sort routine.

This column is getting just a bit "long-winded" so I'll close for this month and start on one for Christmas!

FAIRWARE DONATIONS

The author selected as the recipient of
the December Fairware contribution is

BARRY BOONE

author of

ARCHIVER

If you have not yet sent your fairware
donation to Barry here is your opportunity
to do something about it.

The Club will accept your contribution and
forward it to Barry, along with all other
donations received. The names of people
who contributed and the amount they gave
will be included in the covering letter.

We intend making this type of donation
again in March, the recipient being
John Birdwell, author of Disk Utilities.

Adventurers' Corner

The ADVENTURER

WITH "THE ADVENTURER"

rodney gainsford

HI! I'M BACK!!! Yes, yet again the Adventurers Corner rises to haunt all who dare to indulge in the ULTIMATE COMPUTING EXPERIENCE.

This month just a short article (mid way through exams) and next month a bumper issue. I bring news of new, important changes to Infocom. They now have Triton Products Company as the new authorized Infocom direct marketing centre. This can only further improve the fabulous service they offer. As well TI stuff is still available.

This month I'd like to propose an Adventure Night to introduce new people (and veterans) to the fun of Adventuring. This will be held in February if there is enough interest.

This month a map of Sorcerer and some hints for Suspended, Voodoo Castle, Enchanter and Golden Voyage.

SUSPENED
- to minimize casualties send a robot to weather control, turn second dial to zero.

- repair Iris and have Waldo wear the extension from middle supply.

- repair the amchine in main supply by taking out the bubbly and disfigured devices. Insert appropriate object in sockets.

- in the primary channel, replace the four jack cable with the red twelve inch cable from Fred.

VOODOO CASTLE
- in chimney get and clean idol.

- in parlor say ZAP to Ju-Ju man.

- in chapel look in Ju-Ju bag.

- get stick and book.

ENCHANTER
- fill jug

- Rezrov spell from Crone.

- Rezrov the egg.

- when in the cell, ozmoo self and get Ceremonial Dagger the hard way.

- Vaxum, Nitfol and exec the turtle.

GOLDEN VOYAGE
- buy and get everything with King's Gold.

- raise anchor

- sail west

- use telescope to spot islands

- at fountain put tablet in fountain.

- at damp grotto tie rope to stalagmite drop and climb rope.

That's all for this month folks - see you in the next issue.

SORCERER MAZES

To Ledge from Outside

Outside — **#1**

Ledge ⑮

To Outside from Ledge

Ledge

#1 ⑯
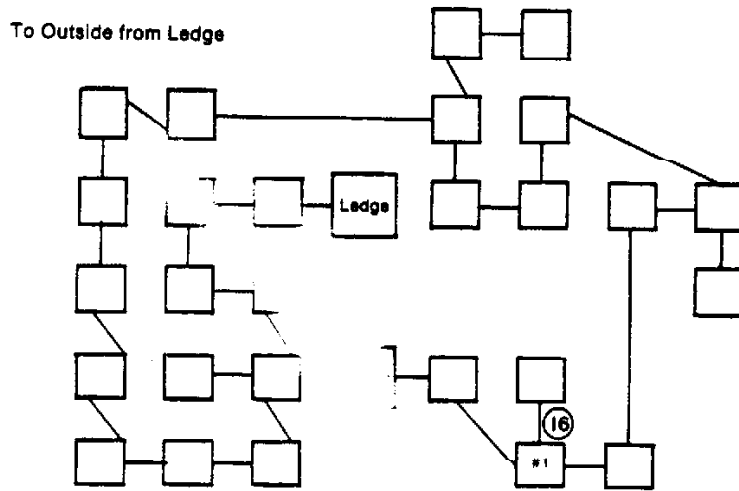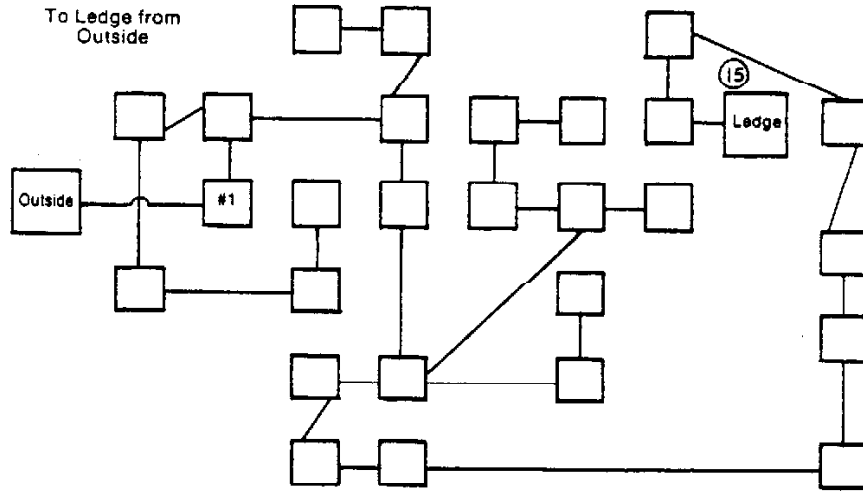
SORCERER
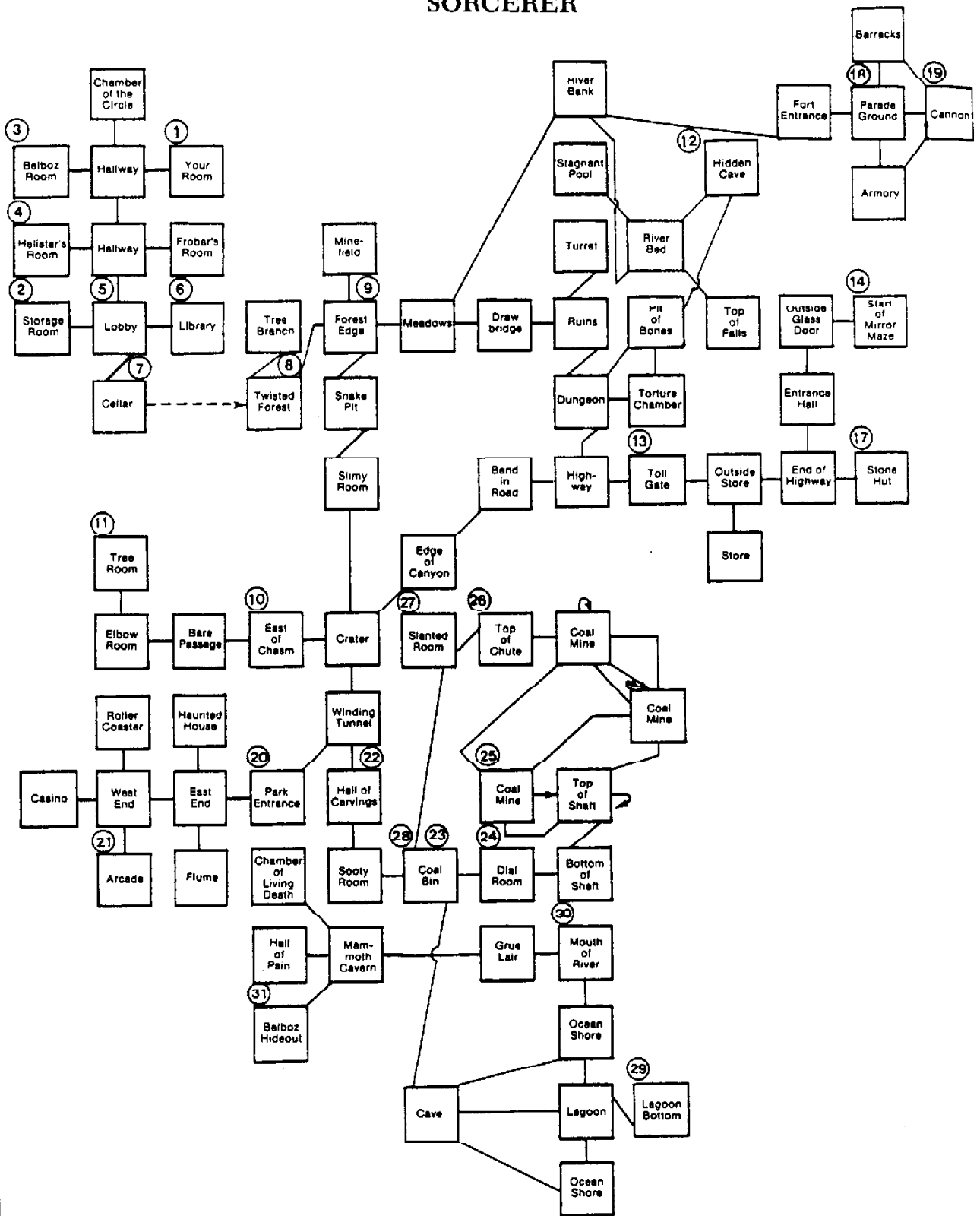
TI-BASE: PART ONE

EXHILARATION!

You know that dizzying, exhilarating feeling you get when you've trudged all morning up a mountain path and have come out of the brush at the crest. You can look back from that peak and see how far you've come and look ahead to see how far you've yet to go.

It's a wonderful, spirit-lifting kind of feeling as you stand there breathing in that rare air. You've come to a definite point in your life, but the journey's far from over.

Well, I felt a little like that today after spending just four hours with a program called TI-BASE. I feel I have scaled new heights with my TI, but I realize I have a long way yet to go.

TI-BASE opens up creative and critical USER possibilities in a way nothing else has ever done for the TI with the possible exception of FUNNELWEB and TI-ARTIST. (I know GRAPHX is wonderful. It's the art program I teethed on. And BA WRITER is great. And don't forget _____. (Fill in the blank with your favorite.)

But TI-ARTIST (by Chris Faherty of Inscebot) has become the TI World's standard against which all art products for our machine are judged. Can the pictures be converted? Is the drawing/painting program compatible? And so on. Can new enhancements be made for it (such as DISPLAY MASTER, ARTIST EXTRAS, ARTIST COMPANIONS)? And, equally important, is it used productively by the vast majority of users? No question, TI-ARTIST has, justifiably, become the most productive art tool for the 99.

FUNNELWEB (by Tony McGovern and his son Will) has had a parallel experience as a modified disk operating system for the 4A, an environment that is centered around the combined functions of word-processing, assembling, and disk managing. It has become the single, most-used disk program for the TI. Again, justifiably.

Now comes TI-BASE.

It, too, will become - without question - THE database tool for normal users to astound themselves with and for geniuses to create unlimited enhancements and templates. TI-BASE is an open-ended data system that includes, in passing, text and disk management packaging for incredible convenience. Yet it also allows such freedom of personalization that it is mind-boggling. The only thing I can equate it to is DBIII+ for IBM. And that sells for about $800 and comes with piles of disks and a 500+ page manual. And, if you look in any bookstore's computer section, you will find loads of books on how to use DBIII+ (or any of the earlier ones in the series). Colleges and night schools offer courses on just the use of DBIII+.

And here's the rub. INSCEBOT (P.O. Box 291610, Port Orange, FL 32027) provides THEIR masterpiece on two SSSD disks and one of those is a tutorial disk. Their manual is a mere 40 5x7 pages.

What this means is 1) that a genius created this extremely compact base and 2) that the manual is in no way complete for those who want to dive deeply into this remarkable piece of software. I can picture all kinds of companion disks being created for TI-BASE by users world-wide, starting with disks of templates. I can also picture all kinds of things being written for it, starting with tutorials.

Let me catch my breath here a minute. You're probably getting the impression I like this program. LIKE is not a strong enough word. You'll see why in a moment.

But first let me explain that Chris Faherty's father, Dennis, is the brilliant creator of TI-BASE. Now we have another father-son 4A genius team, like the McGoverns. Dennis has been a data-processing professional for almost a quarter century. It's apparent on TI-BASE that he brought all his expertise and experience to this software.

To tell you the truth, when I first read the manual I panicked. I didn't (and still don't) understand such things as the following paragraph:

"The CASE directive allows selective processing of directives. CASE directives are included between DOCASE and ENDCASE directives. Each CASE is examined sequentially. The first case which resolves to 'true', will be executed. Execution will be continued until a BREAK directive is encountered. Execution will then be discontinued until the ENDCASE is encountered."

That's as bad as it gets.

I'm sure people who use databases with regularity at work will find that paragraph a piece of cake. I don't.

My database experience (except to watch others on the DB series on the IBM and, once in a while, to play with the base part of APPLEWORKS) has been strictly TI: DB 300/500, PR BASE, CFS, and a few other disks and modules. All of which were good for some things but were not user-friendly and were very limiting. I didn't feel creative using them. None of them seemed to be able to do the kinds of things I had pictured in my mind. What TI-BASE does best is let you

CREATE EXACTLY WHAT YOU WANT IN AN EASY AND DIRECT WAY.

THE BEST WAY TO EXPLAIN THIS, I THINK, WOULD BE TO RUN THROUGH MY VERY FIRST APPLICATION.

I HAVE A COLLECTION (MOSTLY PAPERBACKS AND FLEA-MARKET SPECIALS) OF BOOKS BY P.G. WODEHOUSE, WHO IS THE FUNNIEST WRITER YOU EVER LIVED.

HE WROTE 97 BOOKS. HE ALSO WROTE 285 SHORT STORIES, 33 MUSICALS, 18 PLAYS, OVER 200 SONGS, AND AN UNTOLD NUMBER OF ESSAYS AND REVIEWS. HE HOLDS THE GUINNESS BOOK OF RECORDS FOR HAVING FIVE OF HIS MUSICAL COMEDIES RUNNING SIMULTANEOUSLY ON BROADWAY. THERE HAVE BEEN DOZENS OF BOOKS WRITTEN ABOUT HIM AND THERE HAVE BEEN COLLECTIONS OF EARLIER WORKS INTO FIRST-TIME ANTHOLOGIES. PLUS, HE WROTE MOVIES AND HAD MANY THAT WERE BASED ON HIS WORKS. THERE WERE NUMEROUS TELEVISION AND RADIO SERIES IN THIS COUNTRY AND ENGLAND (MANY INTRODUCED BY WODEHOUSE). AND THERE WERE RECORDS AND TAPES MADE OF MANY OF HIS WORKS.

IN SHORT, HE WAS A PROLIFIC WRITER. I HAD PILES OF HIS WORKS AND NEEDED A DATA BASE TO FIND OUT WHAT I DID AND DID NOT HAVE. IN ADDITION, MANY OF HIS WORKS WERE PUBLISHED UNDER TWO (AND SOMETIMES THREE) DIFFERENT TITLES: AMERICAN, BRITISH, PAPERBACK.

I WANTED A DATABASE THAT WOULD LET ME PUT HIS WORKS IN ORDER BY PUBLICATION DATE, BY TITLE, BY BIBLIOGRAPHICAL ASSIGNED NUMBER, BY TYPE (HARDBOUND, PAPERBACK, TAPE, VIDEO, ETC.), BY SPECIAL SERIES (THE JEEVES BOOKS, THE BLANDINGS CASTLE BOOKS, ETC.), BY FIRST EDITIONS (FOR THE FEW I HAD), BY OWNERSHIP (DID I OR DIDN'T I OWN A PARTICULAR BOOK UNDER ANY TITLE), AND, MOST IMPORTANTLY, BY COMMENTS. I WANTED A LARGE COMMENT BLOCK THAT WOULD GIVE ME ALTERNATIVE TITLES, PLOT SUMMARIES, MAIN CHARACTERS, WHETHER THIS WAS THE FIFTH IN THE BLANDINGS SERIES, AND SO ON). AND I WANTED TO SORT THESE IN ALL DIFFERENT WAYS. I WANTED TO BE ABLE TO DISPLAY ANY COMBINATIONS OF FIELDS TOGETHER (SUCH AS ALPHABETICAL TITLE ALONG WITH OWNERSHIP OR PUBLICATION ORDER WITH SPECIAL SERIES AND TITLES AND MEDIA TYPE). AND, OF COURSE, I DESIRED THE CAPABILITY TO PRINT OUT IN ANY COMBINATION OF FIELDS AND IN ANY SORT ORDER. AND INSTANTLY.

NOW THAT DOESN'T SEEM LIKE TOO MUCH TO ASK, DOES IT?

HOWEVER, I'VE NEVER BEEN ABLE TO DO IT WITH ANY OF THE DATABASES FOR THE TI, WHETHER CARTRIDGE, DISK, OR RAM.

I ALSO WANTED TO BE ABLE TO HOUSE THE DATABASE IN THE RAM OF MY MYARC 512 OR ANY DRIVE OF MY CHOICE ON DISKS NAMED ANYTHING OF MY CHOICE.

I WANTED TO BE ABLE TO CHANGE COLUMN STRUCTURE, LINE LENGTH, AND SPACING AT WILL FROM INSIDE THE PROGRAM. I SECRETLY WISHED FOR THE ABILITY TO INITIALIZE DISKS OF ANY CONFIGURATION, CATALOG DISKS, AND COPY FILES ALL WITHIN THE PROGRAM SO I WOULDN'T LOSE THE BASE IN MEMORY OR THE SCREEN I WAS WORKING ON.

IT STANDS TO REASON THAT I WOULD LIKE TO EDIT AND APPEND AND DISPLAY AND FIND AND SORT AND PRINT AND MOVE FILES AT WILL.

WELL, IF I TELL YOU THAT I NEVER FOUND A DATABASE FOR THE TI THAT WOULD EVEN BEGIN TO APPROACH THIS DREAM OF MINE, YOU WOULD NOT BE SURPRISED. I FIDDLED AND MANIPULATED EVERY BASE I COULD FIND TO BEGIN TO HANDLE SOME OF THESE VERY SIMPLE WISHES OF MINE. FOR YEARS! TO NO AVAIL.

WITHIN FOUR HOURS TODAY I DID ALL OF THE ABOVE AND MUCH, MUCH MORE. AND I DIDN'T EVEN BEGIN TO TAP THE POTENTIAL OF THIS REMARKABLE PROGRAM. I DIDN'T EVEN TRY THE INCREDIBLE MATHEMATICAL POSSIBILITIES OR THE MANIPULATION OF VARIABLES. I DIDN'T EVEN GET A CHANCE TO TRY ONE-THIRD OF THE STUFF IN THE MANUAL. I HAVEN'T EVEN TRIED THE TUTORIAL DISK YET. (MAYBE THAT'LL TELL ME ABOUT THOSE DOCASE DIRECTIVES AND SUCH.)

BUT I HAD, FOR THE FIRST TIME, MY P.G. WODEHOUSE DATABASE. I HAD HARDCOPIES OF 10 DIFFERENT CONFIGURATIONS OF THE FIELDS. I'M STILL AGHAST WITH THE EASE AND SPEED (TI-BASE IS 100% ASSEMBLY) WITH WHICH I CREATED AND FILLED THIS FILE.

DON'T GET ME WRONG; THERE ARE LIMITATIONS TO TI-BASE. BUT NOTHING THAT WOULD EFFECT ME IN THE SLIGHTEST.

THE LIMITS ARE 255 CHARACTERS PER FIELD (THE BASIC ITEM, SUCH AS TITLE OR PUBLICATION DATE); 17 FIELDS PER RECORD; AND - GET THIS! - 8,192 RECORDS PER DATABASE! (THIS IS LIMITING????) AND ABSOLUTELY NO LIMIT ON THE NUMBER OF DATABASES YOU MAY CREATE.

AS PROLIFIC A WRITER AS WODEHOUSE WAS, HIS WORKS ARE JUST A TINY DROP IN THE BUCKET TO TI-BASE.

NOW YOU CAN USE YOUR DATABASE FOR YOUR CHECKING ACCOUNT. EXACTLY THE WAY YOU WANT IT (AS THE NUMERICALS WILL HANDLE YOUR MATH WORK). OR YOU CAN DEVELOP THE ULTIMATE ADDRESS BOOK OR A SERIES OF INTERRELATED FILES. TI-BASE WILL LET YOU HAVE UP TO 5 DATA BASES OPERATING AT THE SAME TIME!

BEFORE I GET CARRIED AWAY, I WANT TO SAY THREE THINGS: FIRST, I'LL DO THE WODEHOUSE TUTORIAL IN THE NEXT IMPACT COLUMN STEP-BY-EASY-STEP; SECOND, ALL YOU NEED IS ONE SINGLE-SIDED DRIVE AND 32K WITH XB, E/A, OR MM, THOUGH THE HIGHER CONFIGURATIONS MAKE THINGS, AS ALWAYS, A BIT EASIER; AND, THIRD, THE PRICE OF THIS MASTERPIECE IS ONLY $24.95 (PLUS $1.50 S&H) OR A FEW DOLLARS LESS IF PURCHASED BY USER GROUPS IN GROUP ORDERS OF ANY SIZE). THIS IS THE BEST BUY OF THE YEAR FOR TI OWNERS WITH DISK SYSTEMS. YOU MAY ORDER FROM INSCEBOT (ABOVE) OR TEXAMENTS; 53 CENTER ST.; PATCHOGUE, NY 11772 OR CHARGE 516-475-3480.

[JACK SUGHRUE, BOX 459, E.DOUGLAS, MA 01516]

BITS "N" PIECES

from
JOE WRIGHT

Having a browse through some old Newsletters recently and came across some items that I thought you would find interesting. The first is from a CLUBLINE 99 dated December 1986.

It might be in order this month to give a short list of some good scores on a few of the arcade style games. These in most cases are not the very best scores but they are all reasonably high. They are a target at which to shoot. Some are quite close to the best scores I have seen but all are very acceptable. So here they are;

DIG DUG	175,000
TI INVADERS	300,000
BARRAGE	240,000
CAR WARS	35,000
POLE POSITION	70,000
DRIVING DEMON	12,000
ALPINER	36,000
JAW BREAKER	43,000
BIGFOOT	45,000
MINER 2049er	30,000
MUNCH MAN	200,000
DEFENDER	140,000
SLYMOIDS	130,000
PAC MAN	65,000
DONKEY KONG	110,000
BLASTO	35,000
PARSEC	600,000
PIN BALL	300,000
TOMBS. CITY	225,000

WELL Hunter Valley 99'ers that should be a challenge to great to let pass by. If you have a better score than any of those above then please let me know and I will replace the above score with your score and your name in next month's newsletter. Of course you will have to convince me that you did genuinely get the score you claim, eg Mum, Dad, wife, husband etc could be asked to sight the score as your witness.

Oh! pleeeze! Finish reading this article and the remainder of the newsletter before you rush off to the computer.

The following was taken from the September 1986 Tasmanian newsletter and I think they got it from HUG TIBBS.

EXAMPLES OF UNCLEAR WRITING.

(Sentences taken from actual letters received by the Welfare Department in applications support.)

1.   I am forwarding my marriage certificate and six children. I had seven but one died which was baptized on a half sheet of paper.

2.   I am writing the Welfare Department to say that my baby was born two years old.

3.   I cannot get sick pay. I have six children. Can you tell why?

4.   I am glad to report that my husband who is missing is dead.

5.   This is my eighth child. What are you going to do about it?

6.   I am very much annoyed to find that you have branded my son illiterate. This is a dirty lie, as I married a week before he was born.

7.   In answer to your letter, I have given birth to a boy weighing ten pounds. I hope this is satisfactory.

8.   I am forwarding my marriage certificate and my three children; one of which is a mistake as you can see.

9.   Unless I get my husband's money pretty soon I will be forced to lead an immortal life.

10. I have no children yet, my husband is a truck driver and works night and day.

11.   In accordance with your instructions, I have given birth to twins in the enclosed envelope.

12. You have changed my little boy to a girl. Will this make any difference.

That is about it for this month. Next month there will be more TI99/4A information in the article, ie. tips tricks etc.

FUNNELWEB FARM PRESENTS
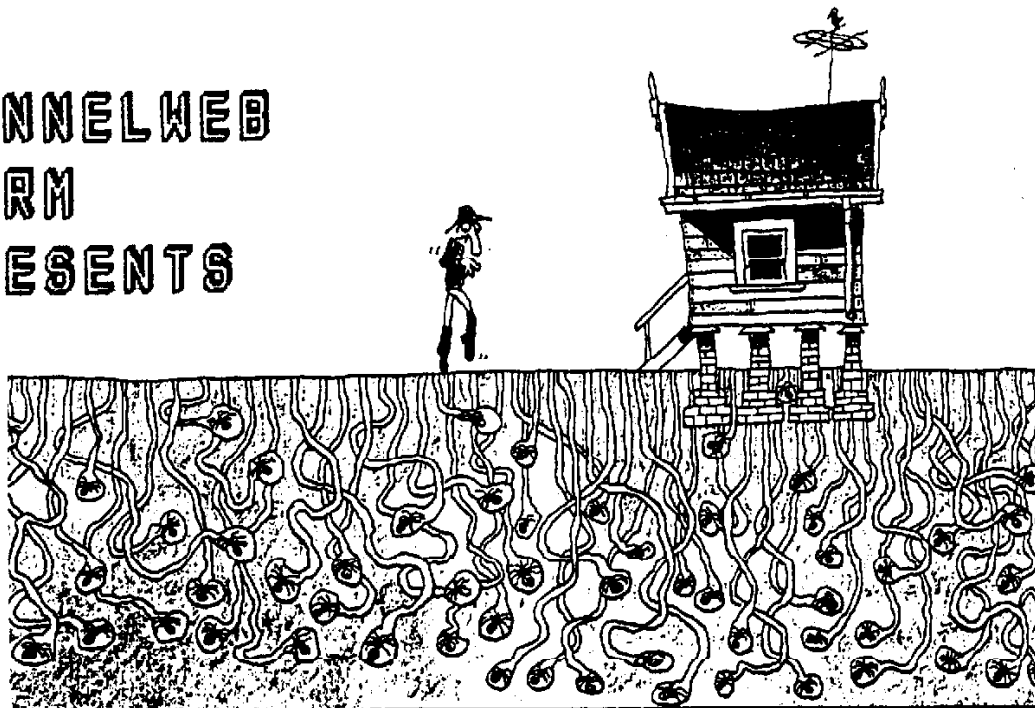
LIVING WITH SPIDERS

PART 2

by
TONY McGOVERN

In this episode we will look at some more aspects of writing programs to co-exist with the Funnelweb system. This time it will be on programs which make extensive enough use of memory that any other code is obliterated. A typical example is a disk manager program, where every spare byte is needed for buffers, let alone the program code. The idea of a dual-mode program is less compelling here, but experience with fully adapted programs shows that it is worthwhile. The code excerpts used to illustrate will be drawn from the modifications made to the Ottawa UG's DM-1000 fairware program to make it Funnelweb-aware.

So the necessary steps are

(1) Extract load-time details

(2) Avoid treading on Atrax R.

(3) Arrange FWB re-entry

The reasons for (1) are much the same as they were in Part I of this saga. The only thing really left under (2) is to avoid trashing the Mailbox unnecessarily. Item #3 is almost more psychological than real. FWB is so easy to reload that going through the title screen is hardly any more work for the user than setting up a direct return. There are benefits in direct reload though such as color continuity and retaining of the character set.

```
*  FUNNELWEB System block equates

FWENTR EQU  >E006
SVGPRT EQU  >FF14
RDISK  EQU  >FF18
BTFLAG EQU  >FF1A
INCOL  EQU  >FF26
MODFLG EQU  >FF5A
CMSRET EQU  >FF5C
GRMAD  EQU  >FF5E
NAMBUF EQU  >FF62
LDR11  EQU  >FF9C

*  DM-1000 equates

PAB    EQU  >0FE0
VBUF   EQU  >1000

FWFLAG DATA >0
*
INDSK  DATA >0        Keep
FCOLRS DATA >0        in
SVGPTN DATA >0        just
SVGRAD DATA >0        this
SVMODF DATA >0        very
RFDISK DATA >3131     order.
```

```
NULL    BYTE  >00
FIVE    BYTE  >05
HFF     BYTE  >FF
HEXAA   BYTE  >AA
COLBUF  BYTE  >F4

        EVEN

*   Initial entry point

FWSTAT  LIMI  0
        C     R11,@LDR11
        LWPI  MYREG1
        JNE   NOTFWL

*   FWB load path

        SETO  @FWFLAG

*   Retrieve color info

        LI    R0,>380
        BLWP  @VSBR
        MOVB  R1,@COLBUF
        LI    R1,FCOLRS
        MOV   @INCOL,*R1+

*   Save system details

        MOV   @SVGPRT,*R1+
        MOV   @GRMAD,*R1+
        MOV   @MODFL,*R1+

*   Save current load paths

        MOV   @RDISK,*R1
        MOVB  @NAMBUF+4,@DEFDRV
        JMP   MGRST

*   On to DM-1000 regular entry

NOTFWL  EQU   *
```

This code illustrates a few more features than would be necessary in a minimal reloader. All that is strictly necessary is to reload UTIL1 or FW as a program file and branch to it normally, but here we are also going to cater for XB/SSSD users who might wish to have only LOAD on their working disk, and not UTIL1 as well. The FWB code is buried in LOAD so that when XB loads LOAD the assembly code is in its correct position in hi-mem. So the strategy adopted with LOAD is to load it into VDP as if it were any old program file, and then to search for the start of the assembly code, before VMBR'ing this to where it belongs. This means that the normal entry code in LOAD which finds return, GROM, and XML addresses is bypassed so these are saved from the previous time FWB was in control.

If you were to do this for UTIL1/FW as well, you would also have to clear the @DFLAG at >FF52 because one of the functions of the lead-in code of FW/UTIL1 is to put the imbedded code for @D in its correct place.

As in Part I the first task is to see if it was loaded from FWB. If not just go to the normal entry code. If so we set the flag and read the information from FWB. The minimum necessary is FWB's internal color pointer at INCOL (>FF26) so that when FWB is reloaded this can be reset to what it was when FWB was previously exited. If it is not reset FWB will revert to its configured first value which may not be the one you were last using. The next 3 items are only absolutely needed for re-entry by way of LOAD, and contain the GPL return, GROM address to be reset, and the XML address corresponding to that GPL XML instruction in GROM (see FWDOC/REPT) which is also used as an implicit flag for the module in use.

Location RDISK (>FF18) in FWB contains the FWB primary and secondary disk drive numbers in ASCII form, and are saved so that preloaded re-entry prompts may be made. The next item fetches the drive number from the FWB loader name buffer at NAMBUF (>FF62). This is used by DM-1000 for saving its configuration information back to disk, and since it is available in definite form without needing a search we might as well use it.

```
*   FUNNELWEB VN 4.1 Reloader
*   As used in DM-1000 for FWB

ILOAD   LWPI  MYREG1
        BLWP  @CLRSCN

*   Screen messages

FWBLOD  BLWP  @DSPTXT
        DATA  6
        DATA  47,TXTCA6,26
        DATA  206,TXTI1,20
        DATA  486,TXTI2,15
        DATA  566,TXTI3,15
        DATA  502,TXTDRV,9
        DATA  582,TXTDRV,9

*   Get drive numbers

IDR     LI    R0,512
        MOVB  @RFDISK,R1
        BLWP  @GTSKEY
```

```
                MOVB R1,@INDSK
                MOVB R1,@FLDISK

                LI   RØ,592
                MOVB @RFDISK+1,R1
                BLWP @GTSKEY
                MOVB R1,@INDSK+1
                MOVB R1,@FWDISK
                MOVB R1,@UTDISK

        *   Load FWB from nominated disk
        *   Try FW first

        LDFWR   EQU  $
                LI   R1,FWPDAT
                BL   @FINDFW
                JMP  FWRITR

        *   UTIL1 next

                LI   R1,UTPDAT
                BL   @FINDFW
                JMP  FWRITR

        *   Try XB LOAD then

                LI   R1,FWLDAT
                BL   @FINDFW
                JMP  LODCHK

        *   Error return

        LDFAIM  MOV  @FWFLAG,RØ
                JNE  LDFAIN

                BLWP *RØ
        LDFAIN  B    @ILOAD
```

This next block of code handles the reloading of UTIL1/FW or LOAD. First there are housekeeping details, and then the screen is written up. GTSKEY is a standard DM-1000 routine which accepts a single key with default shown on screen. The nominated drives are stored in INDSK and written into the PAB data for reloading. The E/A side has to be written into PAB data for both FW and UTIL1. It was thought simpler just to repeat the whole PAB. A common load routine FINDFW, code given further on, is used for all versions and success goes to the immediately following JMP, with failure dropping through. In turn it looks for FW on the E/A side drive, and UTIL1 there also. This specific order of search allows the filename UTIL1 to be used for other purposes as it is a name in much demand, and it is the policy of FWB to be as as much an invisible hand in the background as it can.

If both of these fail then it tries for LOAD on the TI-Wr side drive. If this also fails the error return is also taken. If FWFLAG is set it is all tried again, and if not it returns to the title screen. Writing it as shown saves a word of code as RØ of necessity contains >ØØØØ.

```
        *   Load FW/UTIL1 into place

        FWRITR  LI   RØ,VBUF+6
                LI   R1,FWENTR
                LI   R2,>FFD8-FWENTR
                BLWP @VMBR
                MOV  @INDSK,@RDISK
                MOV  @FCOLRS,@INCOL
                CLR  @BTFLAG
                B    @FWENTR
```

When UTIL1 or FW is loaded a simple VMBR of the code into place is followed by rewriting the drive numbers and color pointer, turning off the boot tracking flag at BTFLAG (>FF1A), and a direct branch to FWENTR. This is a extra safety precaution in case you have a copy of the FWB system with boot tracking enabled, but temporarily residing on a deviant device such as a Myarc RAMdisk, not supported by the boot tracking code. We have seen a flawed attempt to do this in which the interrupt hook was loaded and pointing into the FW entry code area with interrupts still on, even though the programmer had been careful not to have the code with the VMBR destroyed by the incoming block from VDP. There is no way any program can survive this even if its first instruction disables interrupts.

```
        *   Search for start of FWB in LOAD

        LODCHK  EQU  $
                LI   R7,>1AØØ
        LDCK2Ø  MOV  R7,RØ
                INC  R7
                CI   R7,>24ØØ
                JHE  LDFAIM

                BLWP @VSBR
                CB   R1,@HEXAA
                JNE  LDCK2Ø

        *   Set up transfer addresses

                STWP R1
                AI   R1,8
                LI   R2,4
                BLWP @VMBR
                CI   R4,>AAAA
                JNE  LDCK2Ø
```

```
        CI   R5,>000A
        JNE  LDCK20

*   Fetch relevant part of LOAD
*   Start CPU pointer to R3

        AI   R7,-3
        MOV  R7,R0
        STWP R1
        AI   R1,6
        LI   R2,2
        BLWP @VMBR

*   Calculate length to transfer

        LI   R2,>FFD8
        S    R3,R2
        INCT R7
        MOV  R7,R0
        MOV  R3,R1
        BLWP @VMBR
```

The code after LODCHK looks for where the FWB code is located in LOAD. When this code was first written the LOAD program still contained substantial and variable amounts of XB code, so a wide search range has been left. FWB 4.1 hardly needs this range since the form of the program is now largely fixed, but it is a good idea to leave it flexible. The search uses the knowledge that the start of the main block of FW code has form IDPTR,>AAAA,>000A,.... an ident word >AAAA at IDPTR (=$+2) immediately followed by permanent program data. These are not necessarily on word boundaries in the LOAD file, as XB is byte oriented.

The program searches VDP until it finds byte >AA and then reads that and the next 3 bytes into R4,R5 and checks them there. If the search fails the error exit is taken. If successful the VDP pointer in R7 is backed off to IDPTR and these bytes read into R3 as temporary. The length is then figured from the known endpoint and the transfer to CPU made.

*   Restore FW to match previous

```
FWEXIT EQU  $
        LI   R1,INDSK
        MOV  *R1+,@RDISK
        MOV  *R1+,@INCOL
        MOV  *R1+,@SVGPRT
        MOV  *R1+,@GRMAD
        MOV  *R1+,@MODFL
```

*   Hand over to FWEB

```
        LWPI FWREGS
        CLR  R4
        SETO R13
        MOV  @CMSRET,R11
        RT
```

The values that would be established by the normal FWB entry code are now refreshed and an exit made to the TI-Wr side of the central menu screen, as discussed in Part I of this minor opus. The loader BL subroutine and various PAB data follow.

*   Setup DSR and do it

```
FINDFW EQU  $
        LI   R0,PAB
        LI   R2,>20
        BLWP @VMBW
        LI   R0,PAB+9
        MOV  R0,@>8356
        BLWP @DSRLNK
        DATA 8
        JNE  FWSUCC

        INCT R11
FWSUCC RT
```

*   PAB data for reloading FWB

```
FWPDAT DATA >0500,VBUF,>0,>2200
       DATA >07
       TEXT 'DSK'
FWDISK TEXT '1.FW'
       EVEN

UTPDAT DATA >0500,VBUF,>0,>2200
       DATA >0A
       TEXT 'DSK'
UTDISK TEXT '1.UTIL1'
       EVEN

FWLDAT DATA >0500,VBUF,>0,>27D0
       DATA >09
       TEXT 'DSK'
FLDISK TEXT '1.LOAD'
       EVEN
```

A possibility implicitly not considered in the previous discussion is that the program being loaded might destroy part or all of the FWB system block at the top of hi-mem. In that case the simplest way out is just to return to the title screen, as there is then no immediate way to check if the program was loaded from FWB. Otherwise a specific option to return to FWB may be included which reloads UTIL1 or FW and branches to its normal entry at FWENTR (>E006).

6 OF THE BEST

by
BRIAN WOODS

Following Joe's mention of games he had seen lately, I thought maybe someone out there, especially some of our members who have recently upgraded to disk drives, might be interested in some of the assembly language games that I think are among the best. This is by no means a complete list of the best available, or even a 'review' of those mentioned, rather my comments on some games available for our computer.

Recently my two children (aged 9 and 12 years) have taken a profound interest in trying to get through level 3 of MINER 2049er, and after some weeks, spending a fair amount of time, have finally succeeded. They think the game is great, with quite a few levels available as you become more proficient - naturally each level becoming harder than the previous. Great graphics, but the music does tend to become monotonous, but then that's what the TV volume knob is for, isn't it? I find this game to be one of the best around, but maybe I'm biased because it has of late kept the kids out of my (somewhat thinning) hair.

One of the best '3D type' modules was released a few years ago - BUCK ROGERS - and is still a great game. You fly a space ship through various obstacles and when (if?) you survive them you are bombarded with 'jump on you' monsters. Once these have been destroyed you are attacked by various ships and a huge mother ship. By this time, sweaty of brow and hand, you are returned to the beginning, but naturally at a harder level. I can manage to get to level 3, but my excuse is that I don't get to play all that often. As with all games practice makes perfect - ask any kid!

JAWBREAKER is along the lines of Munchman etc. You are a set of teeth(!!!) and the object of the game is to eat various dots on the screen, avoiding the Jawbreakers until you can get the power pills located on the screen. If you succeed in eating all the dots, an amusing graphics presentation is displayed before returning to the next level. Again the graphics are good, but the game does tend to become a little monotonous after a while, but then, what game doesn't?

One of the favourite arcade games is available for the TI. I refer of course to DONKEY KONG. When I first got this my kids were forever on the computer, the thought it was great. The graphics are excellent and it is a fast moving game. The same rules as the original arcade game apply, the object being to rescue the damsel in distress, held captive by Kong. Another great game for the kids or the kid in us.

MOON PATROL has been around for quite some time, and offers great graphics. The object of the game is to drive over the moon's surface, avoiding craters, swooping space ships, obstacles in front of you and space ships that fly behind you until they decide to go - straight through you! There are 2 levels, beginner and professional and I found that even the younger children soon advanced to the higher level. Not a bad game to while away a few spare moments.

Another 'arcade game' that has made it to the TI screen is POPEYE. As with the original cartoon, Popeye is trying to save the beautiful (??) Olive Oil from that rascal Brutus. The graphics are good and the game certainly gets you in. You move about the screen collecting 'hearts' thrown from above by Olive, but watch out, Brutus chases you as well. There is also a mystery bottle thrower to avoid. The game progresses through various levels I think - I can only get through to the 2nd screen! This is another entertaining game and one well worth trying out.

Don't forget that owning a computer doesn't mean that you just have to do word processing, learn languages, get it to print out addresses through a data base or all those 'heavy' things. There is room in everyone's library for some good quality games to while away the hours. If you have some good games in your collection why not write a short description of them for the newsletter, and share your opinion with the world?

THE INFORMATION PAGE

IN YOUR NEWSLETTER THIS MONTH

PLUS MUCH MUCH MORE!!!!!

COMING EVENTS
Next Committee Meeting: Tuesday 6th December, 1988
General Meeting - Christmas Party: Tuesday 13th December, 1988
ALL MEETINGS FROM DECEMBER AT WARNERS BAY HIGH SCHOOL

AGENDA FOR DECEMBER MEETING
Christmas Party, games, Trivia Quiz

CLASSES AVAILABLE FOR MEMBERS
XB Class Tuesday 15th November, 1988 at Warners Bay
TI Writer class Tuesday 22 November
Software Copy Night Tuesday 29 November

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

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

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

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