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NH99'ers User Group

New Hampshire 99'ers User Group
PO Box 5991, Manchester, NH 03108

Newsletter

March 1990
Vol. 8, No. 3

CLUB NEWS

by Paul Bendeck, President

Fun and entertaining! That's how I would describe the February meeting. Each month continues to surprise and amaze me with what can happen when you mix a room full of people and a TI-99/4A together.

Before I get into the fun stuff, let me talk about the software library status. After a slow start, it looks like we are starting to really get things rolling with lots of new software coming in each month. Chris Agrafiotis presented the club with a preliminary catalog listing of what has been reviewed and cataloged so far. In the process, a lot of out of date software has been deleted from the library. The software that remains has been, or is in the process of being, tested, reviewed, and cataloged. Chris is maintaining a special database of all the software in the library. About two thirds of the total library has been reviewed so far. Chris still needs some help reviewing software. If you would like to help, see Chris during the meeting and he can give you a handful of disks to review.

A partial listing of the software library is included in this month's newsletter. Please take a moment to look over this list and see if there is any software that you would like to add to your collection. Orders for software are taken during regular club meetings. Each disk costs \$3.50. Copies can also be made at the meeting. If you can't make it to a meeting, you can send mail to the club address and we will mail back your order. Please add a little extra for postage on mail orders.

Please take a moment to check your address label on this month's newsletter. If you are a dues paying member, your renewal expiration date is marked in red ink on your label. Due to rising expenses, the club cannot afford to keep sending newsletters to people who do not keep their dues up to date. Don't risk having your name dropped from our mailing list. Send in your dues today.

The New England TI 99/4A Fayuh is coming again this spring. However, there has been a date change. The new date for the Fayuh is now Saturday May 5 from 10 am to 4 pm. The Boston Computer Society is sponsoring the event which will be held at the Waltham Central Middle School Cafeteria, 55 School Street, Waltham, MA. The NH99'ers are tentatively planning to be there again this year. Specific club activities for the Fayuh will be discussed at the next meeting.

The snow last month must have kept everyone indoors working on their TI-99/4As because we had a record number of demos at the February meeting. First, I gave a short demo of PRE-SCAN IT! from Asgard Software. Then Curtis Provance demonstrated how to setup a communications link between 2 TI-99/4A systems to transfer programs or text files. Curtis also demonstrated a few games including MINER 2049'ER. Bob Bouchard brought in a large group of demos including the new Soviet mind game called TETRIS. A must for every game enthusiast! Other demos included: FUNNELWEB V4.12, HONEY HUNT, ARGROIDS, BASEBALL, NIGHT SNIPER, HOCKEY, and SOLITAIRE. Most of this software is available now in our growing software library. Check it out.

Come have some fun. Come to the March meeting. See you there.

NEW HAMPSHIRE TI 99'ERS CLUB DISK LIBRARY
AS OF 1 MARCH 1990

PROGRAM TITLE	NUMBER	LANGUAGE	CATEGORY	RATING	DESCRIPTION
ADVENTURE 1	1	EB	GAME	POOR	Adventure game loaded in EB with OLD DSK1.QUEST. Very primitive; very slow; poor graphics if any.
ANIMATION	2	EB	GRAPHICS	AVERAGE	Graphics demonstration. Includes three (3) demos which have little appeal and no practical value. An advertising gimmic.
ARCHIVER	3	EB	UTILITY	GOOD	Disk contains two programs for packing and unpacking data.
ARGROIDS & HONEYHUNT	4	EA-3 & EA-5	GAME	FAIR/AVERAGE	Argroids is a space fighter game. Honeyhunt is a child's gamewith good graphics and sound.
ASGARD/PD1 through PD/4	5	EB	MUSIC	POOR	Very basic, poor music programs.
ASSY GAMES	6	ASSEMBLY	GAMES	EXCELLENT	Excellent assortment of games including MOON MINE, TENNIS, LASSO, CROSSFIRE, and SUBMARINE BATTLE. Program menu autoloads through Extended Basic.
BARGRAPHER	7	EB	UTILITY	AVERAGE	Richard Bailey's Bargraph program. Very basic; can only do four (4) bars making it a very limited utility. Not very useful.
BASEBALL & NIGHTSNIPER	8	EB	GAME	AVERAGE	Baseball is autoloading, Nightsnipr is not. Both games are very basic with fair graphics. Very slow.
BASICS1-9	9	B	TUTORIAL	AVERAGE	A basic tutorial for the TI 99/4A. A very slow program. Useful for young beginners.
BEST/HYMNS	10	EB	MUSIC	GOOD	Disk loaded with many hymns which are very well done. Programs edited by Bill Knecht.
BEST/SONGS	11	EB	MUSIC	GOOD	Good selection of music.
BESTSONGS2	12	EB	MUSIC	GOOD	Good selection of music.
BOARDGAMES	13	EB	GAMES	GOOD	Good selection of boardgames including Backgammon, Monopoly, Solitaire, and Witch/Hour.
CALENDAR2	14	EB	UTILITY	GOOD	This is a viable calendar making program
CARFAX ABBEY	15	EB	GAME	FAIR	Adventure game where you move from room to room, floor to floor, looking for clues etc. Takes forever to load. Very slow.
CONGO BONGO	16	EA/BASIC	GAMES	FAIR	Arcade type game. Very slow loading in EA/basic. Fair graphics. Repetative, irritating sound.
DAVIDDISK	17	EB	POTPOURI	POOR	A colloection of very basic games and routines. Stuff that appeared in print in magazines over the years.
DAYTONA99	18	EB	UTILITY	GOOD	Daytona99 provides a good label maker program. The notebook program on disk won't run properly. There is also a Morse code program which is only of value if you know Morse Code.
DIABLO	102	EB	GAME	FAIR	This is a puzzle type game. Good graphics but very slow.
DIAL II-XB	19	EB	UTILITY	EXCELLENT	AUTODIALER II OR "FAST TERM" utility.
DISK MANAGER 1000	20	EB	UTILITY	EXCELLENT	Utility for managing and cataloging disks.
DSK\$MUSIC1	21	EB	MUSIC	GOOD	Good music with fair graphics.
DSK\$MUSIC2	22	EB	MUSIC	FAIR	Music playing program with limited graphics.
DVUG/2DS	23	EB	DEMO	POOR	Just a graphic and sound program that you watch and listen to...shows shuttle launch, module link-up, moonwalk, etc. Long and tedious.
EXTENDED BASEBALL & GORFIA PESTULITIS	100	EB	GAMES	POOR	Very slow loading from the menu. The baseball game is very basic but playable. The Gorfia game is a shoot-em-up in space type game; very basic with poor graphics.

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FINANCE	24	EB	FINANCIAL	AVERAGE	Disk contains four (4) programs for financial management including DEPRECIATION, AMORTIZATION, INVESTMENT ANALYST, and MORTGAGE. Programs are very basic but functional.
FREDDY and OH MUMMY	25	EA & EB	GAMES	GOOD	Disk side one (1) contains FREDDY and disk side two (2) contains OH MUMMY. Both games are fairly well done.
FUNNNELWEB	26	EB	UTILITY	Good	Utility program which includes Wordprocessing, EA, TI-Forth, MYARC DM, and more. Programs are on two disks.
GBS/ENG	101	EB	UTILITY	EXCELLENT	Utility programs include 1.) Catalog and String Search, 2.) Sector Operations, 3.) Redo BIT-MAP, 4.) Initialization, and 5.) Copier.
GEMINI 1	27	EB	UTILITY	AVERAGE	A collection of Gemini 10X Printer demonstrations.
GLP PRINTER DRIVER	28	EB	UTILITY	AVERAGE	This disk contain printer drivers for the GLP printer.
GP-DISK/1	29	EB	GRAPHICS	FAIR	Series of pictures, demo only...little practical use.
GRADEBOOK	30	EB	UTILITY	GOOD	Simple program for keeping track of student grades. A viable program.
GRAPHIC LABEL MAKER II	31	EB	UTILITY	GOOD	Program for making labels.
GRAPHX	32	EB	GRAPHICS	AVERAGE	More pictures to be used with GRAPHX drawing program.
GRAPHXPIX1-2-3-4	33	EB	GRAPHICS	AVERAGE	Disks contain pictures which are meant to be loaded with GRAPHX drawing program
HOCKEY	34	EB	GAME	AVERAGE	Two player hockey game. Uses joysticks.
HOME COMPUTER	37	ALL	POTPOURI	NA	Budgetron, TI Tech Note, Geometrix, Razzle-Dazzle, Over-React, Torpedo Alley, Achilles and the Turtle, Evacu-Pod Update, Personal Loan Calculator Update.
	54	ALL	POTPOURI	NA	SIDE A: Bird Brain, Division Tutor, Personal Loan Calculator, Jumping Ahead with Game Programming, Quiz Construction Set, Slither, Snap-Calc Update, Logo Clones. SIDE B: Personal Loan Calculator, Snap-Calc Data File, Snap-Calc Logic File.
	49	ALL	POTPOURI	NA	Orbital Defender, Electronic Backgammon, Kors-Elf, Personal Loan Calculator, Organizer, Quiz-Print, Razzle Dazzle, Logo Sailing.
	41	ALL	POTPOURI	NA	Evacu-Pod, It Figures!, Laserithmetic, Razzle-Dazzle, The Organizer Reports, Switch 'n' Spell, (other file updates)
	38	ALL	POTPOURI	NA	Plotting, Goldrush, Termite, Tex-Scribe.
	43	ALL	POTPOURI	NA	Let's Build America, Automatic Load for Creative Learning Sequence, Guess a Letter, Guess a Musical Note, Working With Memory, Tell the Time, Guess a Number, Taco Man, Robo Chase.
	35	ALL	POTPOURI	NA	Razzle Dazzle, Cell Mates, NanoAssembler, One-Liner, Serf City, TI Card Shuffler, Ten-Liner.
	39	ALL	POTPOURI	NA	Archeodroid, Razzle-Dazzle, Mine Over Matter, Run-Day-View, Trig-Trix.
	45	ALL	POTPOURI	NA	Challenge of Camelot, The Fly, Light Race, Pocket Sunrise (Part 2)
	48	ALL	POTPOURI	NA	Frogo, Cannibals, The Home Secretary, Logofiles,

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PROGRAM TITLE	NUMBER	LANGUAGE	CATEGORY	RATING	DESCRIPTION
					Sea of States, Tablut.
	42	ALL	POTPOURI	NA	Learning the Alphabet, Cyber-Dice, Training in Resistance, Close Encounters of the Simon Kind.
	47	ALL	POTPOURI	NA	Logo Mosaics, Speller, Switch-A-Row, Joytalk is Cheap, Treasure Island.
	50	ALL	POTPOURI	NA	Aardvark, Logo Vacation, Space Zapper, Tuning Fork.
	44	ALL	POTPOURI	NA	Do-It-Yourself Adventure, Grisley Adventure, Make Your Mark, Number Nibbler, Pico Processor, Pico Printer Routine, Logo Adventure, Wizard's Keep.
	36	ALL	POTPOURI	NA	Bar Grapher, Cask Flow, Counting Fun, Jungle Jim, Turtle Text, Questionnaire, Knitware, Success Formula, Pocket Sunrise (part 1).
	53	ALL	POTPOURI	NA	Mini-memory Disassembler, Matrix Muncher, Logo Gravity, Quintus, Say and Spell, Space Juncket, Pulling the Shade on Sprites.
	52	ALL	POTPOURI	NA	Fifteen Puzzle, Boa Alley, Tex-Cipher, Giant and Dwarfs, Savings, Programming Sprites, Word World.
	40	ALL	POTPOURI	NA	Logo Apollo, Larry's Ten, Fiddle Tunes, Meltdown, Music Assembler, Music Magic, Slots, Tower of Hanoi, Flak Attack.
	46	ALL	POTPOURI	NA	Elementary Addition and Subtraction, Bars and Plots, Snap-Calc, Cyber-Ciper, Wild Kingdom, Logo Flakes.
	51	ALL	POTPOURI	NA	Beeline, Findex, Lost Ruins, Pocket Inventory List Program, Mini-Memory Relocator, Sprites in Depth.
	55	ALL	POTPOURI	NA	Logo Daisies, Night Blockade, Chuck-A-Luck, Logo Stars and Sprites, Lifeline to Tital, Pocket Tower of Hanoi.
	56	ALL	POTPOURI	NA	Boolean Brain, Tax Deduction Filer, Market Madness, Stadium Jumping, Logo Spreadsheet, Missionary Impossible.
	57	ALL	POTPOURI	NA	Razzle-Dazzle, Bugout, Card-Trix, TI Tech Note, NanoProcessor, One-Liner, Plains of Salisbury, Ten-Liner, Vital Signs.
ISS and ISS MUSIC	58	EB	GAMES/MUSIC	POOR	Disk side one (1) contains very simple children's games. Disk side two (2) contains very basic music programs some of which will not load.
JET-DSK01A	59	EB & B	POTPOURRI	POOR	Children's programs, games, spelling, etc. Simple graphics...very slow.
JET-DSK02A	60	EB	UTILITY	GOOD	Sprite building utility with voice.
KAZMER 2	61	EB	GAMES	AVERAGE	"THE MAZE OF GROG" is a maze game featuring Woodstock which has fairly good graphics but runs pretty slow.
LINES 2	62	EB	GRAPHICS	AVERAGE	A graphics demonstration program using colored lines. Slow and uninteresting. No practical value.
MASS-V4.0	63	EB	UTILITY	GOOD	Utility program for modem communication.
MASSCOPY	64	EB	UTILITY	EXCELLENT	Program for making copys of disks.
MASTERDISK	65	EB	UTILITY	GOOD	A program for categorizing and keeping track of your disks.
MENTOR	66	EB	POTPOURI	POOR	Simple games and utilities programs. Very slow and not very effective.
MS-ADV/JET and QUICK-COPY	67	EB	GAMES	POOR	Disk side one (1) has poor adventure game; no sound and no graphics. Disk side two (2) has an

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PROGRAM TITLE	NUMBER	LANGUAGE	CATEGORY	RATING	DESCRIPTION
					assortment of very low-level games.
MUSIC	68	EB	MUSIC	AVERAGE	Music and graphics demos.
MUSIC2	69	EB	MUSIC	POOR	Music demor with poor graphics.
OSCAR SOFTWARE	70	EB	POTPOURRI	POOR	AThis disk contains basic games, basic home utilities, all of which are slow and of little practical value.
POTPOURRI	71	EB	POTPOURRI	AVERAGE	Disk contains a variety of program including basic games, music demos, a weather program, and a sprite demo.
PRBASE	72	EB	DATABASE	FAIR	Database program for the TI.
PRINTART01-02-03	73	EB	GRAPHICS	POOR	Program printsout pictures on your printer using basic characters, ie., letters and numbers. Very primitive. Not very useful
PRINTIT	74	EB	UTILITY	AVERAGE	Printit is a printing utility which makes labels. stores addresses, does large type etc.
RAM/SOFT-COMPUTER CRAPS	75	EB	GAMES	GOOD	Computer Craps game. Fairly good graphics and voice.
RODSK200	76	EB	ELECTRICITY	GOOD	This program will determine the final tap point and the series capacitor value in a Gamma match...and more.
SAMSGAMES1	77	EB	GAMES	POOR	Very basic games and utilities.
SAMSGAMES2	78	EB	GAMES	POOR	Very basic games and utilities.
SAMUSIC/1	79	EB	MUSIC	POOR	Basic music production with very simple graphics.
SARGON CHESS	99	EA-3	GAME	GOOD	Traditional chess game. File name is CHESS and program name is START.
SCREENDMO	80	EB	GRAPHICS	AVERAGE	Pretty demonstation but of no practical use.
SIDE*PRINT	81	EB	PRINTING	GOOD	A porgram which allows you to print sideways on the Gemini 10X Printer.
SORGAN	82	EB	MUSIC	GOOD	Music program which allows you to play music on the keyboard that simulates an organ.
SPACE!	83	EB	GAMES	POOR	Very slow, very basic, very poorly done games.
STAR/XB	84	EB	UTILITY	FAIR	"Super TI Assembly Routines" Includes cassette program file loader for internal 32K expansion, Diskhacker, and assembly loader for EA documents and more.
TEST	85	EB	UTILITY	EXCELLENT	TI 99/4A SYSTEM TEST *EXTENDED BASIC* A program for running all kinds of system tests in extended basic including 1.)Modem, 2.) RS 232, 3.) Speech test, 4.) Disk exerciser and more.
TESTSYSTEM	86	EB	UTILITY	GOOD	TI 99/4A SYSTEM TEST *MINI MEMORY* A utility program containing tests for 1.) Impact sereial printers, 2.) Speech, 3.) Thermal printers, and 4.) Impact parallel printers and more.
TETRIS & SOLITAIRE	87	EB & EA-5	GAME	GOOD/AVERAGE	Tetris is a good puzzle game. It is a Soviet mind game. Solitaire is an offshoot of regular solitaire.
TIGERCUB-1	88	EB	GAMES	POOR	A variety of very primitive games.
TIGERCUB-2	89	EB	POTPOURRI	POOR	Games, routines, and utilities.
TIGERCUB-3	90	EB	POTPOURRI	POOR	A variety of routines and utilities.
TIGERCUB-4	91	EB	POTPOURRI	POOR	A collection of routines, utilities and games.
TRIVIABASE	92	EB	GAME	POOR	Trivia game builder program.
WOODSTOCK	103	EB	DEMO	GOOD	This is a Christmas story told in neat graphics and with sound. Interesting to watch, especially

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PROGRAM TITLE	NUMBER	LANGUAGE	CATEGORY	RATING	DESCRIPTION
WORKHORSE	93	EB	UTILITY	GOOD	for young children. An assortment of programs including labelers, filereaders, cassette labelers, Super list etc.
XB GAMES	94	EB	GAMES	POOR	Very simple, very slow games.
XB-GAMING1	95	EB	GAMES	POOR	Very simple, very slow games.
XB-LESSONS	96	EB	TUTORIAL	GOOD	A tutorial on TI,s extended basic language.
XB-UTILITY	97	XB	UTILITY	GOOD	Utilities include a routine to save and recall an entire screen of text; a routine that creates lowercase letters with true descenders and a complete chart of ASCII characters, alongside their code values.
XMAS	98	EB	MUSIC	POOR	Christmas music and graphics. Poorly done.

(Continued from page 6)

to sector 1. After the 0004 block, change the next 0000 block to be 0003 (do this by using the arrow keys to move the cursor over to the last 0 in that block - then press 3). Now press CONTROL W and ENTER twice. This will write the revised sector back to your disk. If you really want to, you can put TESTFILE1 back in its right place by changing the 5 to 3, the 2 to 5, the 4 to 2, and adding a 4 on the end:
0003 0005 0002 0004 0000 0000 0000 0000
then write out the sector the same way.

Press CONTROL B again to go to sector 0. At this point, you will have to take my word for it, but all those FFEF's etc. in the middle of the sector should be FFFF's. Move the cursor down to the fourth line near the end (where the F's start). Press the capital F key and hold it down long enough to go through the 7. Now write this sector to disk with a CONTROL W and two ENTER's.

Press FUNCTION 4 to go back to the main menu and select the disk directory. When you catalog the disk, you will find that TESTFILE1 is back - with all its original information! I should mention that we did the restore the hard way - you could have gotten TESTFILE1 back simply by adding its header sector to sector 1 and then using any copy program to copy it to another disk!

Enough magic for this month. Next month, we'll learn what's in a header file and devise a way to tell whether or not a "deleted" file has been overwritten by new material.

SECTOR 1

Curtis Alan Provance
Paragon Computing

Before we actually add any files to the disk, take another look at sector 0. It should look something like this:

```
424C 414E 4B20 2020 2020 C168 0944 534B
2028 0101 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0300 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 00FF FFFF FFFF FFFF FFFF FFFF
(the rest is all FFFF)
```

To refresh your memory, the lone 0300 in the middle of the block means that sectors 0 and 1 are currently in use.

sector 7654 3210 FEDC BA98
0030(hex) = 0000 0011 0000 0000(binary)

Now, let's add some files. Enter the following program in Extended BASIC - but don't run it until AFTER you save it. Save it under the name DSK1.TESTPROGRM:

```
100 OPEN #1:"DSK1.TESTFILE1"
110 OPEN #2:"DSK1.testfile2",RELATIVE
120 OPEN #3:"DSK1.TESTFILE3",INTERNAL
130 FOR X=1 TO 200::PRINT #1:X:: PRINT
#2:X:: PRINT #3:X:: NEXT X
140 CLOSE #1::CLOSE #2::CLOSE #3
```

Save the program, then run it (it takes a few minutes to run) then delete the first file as follows:

```
DELETE "DSK1.TESTFILE1"
```

Load your disk editing program and look at sector 0 again. It should look like this:

```
424C 414E 4B20 2020 2020 C168 0944 534B
2028 0101 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 3700 0000 FCBF FFFD
FFEF FFEF FFDF 0700 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 00FF FFFF FFFF FFFF FFFF FFFF
(the rest is all FFFF)
```

The only information available in this sector is what parts of the disk have been used. We can see from the part that I

underlined that sectors 0, 1, 2, 4, and 5 are used:

sectors 7654 3210 FEDC BA98
3700(hex) = 0011 0111 0000 0000(binary)

Go to sector 1 by pressing the control key and N at the same time. You will see the following:

```
0005 0002 0004 0000 0000 0000 0000 0000
(the rest are all zeros)
```

What this means to the disk manager is that the header for the first file may be found in sector 5, the next header in sector 2, and the last header in sector 4. The order of the header files is determined by the ASCII value of the characters in the name. Press CONTROL N to go to sector 2.

Press CONTROL A to view the screen in ASCII mode. The header should start with the word TESTPROGRM. This is the first file you created on the disk (when you saved the program BEFORE running it). The disk manager typically reserves the first 32 free sectors for file headers - and since sector 2 was available, that is where TESTPROGRM's header was loaded. We'll check out header sectors next month - for now, press CONTROL N to go to sector 3.

Now you should see TESTFILE1. YES! You did delete that file - but everything that was in the file (including the header) is still on the disk. When the disk manager "deletes" a file, it simply removes its header number from sector 1 and changes the appropriate bits in sector 0 to show that the sectors that were once occupied by the file are available again. This has the effect of making the file invisible without having to physically erase every sector. This also makes recovering an accidentally deleted file a lot easier (subject for later discussion). Press on ... (with CONTROL N) to see sector 4 - DSK1.testfile2.

This file was also created before TESTFILE3 (found in sector 5) but in ASCII, the lower case letters are found after ALL the upper case letters. Therefore, a file name of abc would be found after a file called XYZ. However, the ordering of the files isn't critical - as we will see now.

Press enough CONTROL E's to go back
(Continued on page 5)

SCHEDULE OF MEETINGS

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The next club meeting is scheduled for Monday March 19 starting at 6:30 PM. Meetings are held the third Monday of each month at the Science Enrichment Encounter (SEE) Center, 324 Commercial Street, Manchester, NH. Below is a list of dates for upcoming meetings. Annual dues are \$15 payable to the New Hampshire 99'ers User Group. New members and visitors are always welcome.

March 19
April 16
May 21
June 18
July 16
August 20

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