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8705

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Meeting; 8 May '87 Fri
Oregon #2 Fire Station

(419) 385-7484
TICOMM BBS
>>> 24-HRS <<<
SYSOP
> MILLS - TURNER <

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Meeting; 9 May '87 Sat
Unity Church Secor Road

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THE PRESIDENTS PAGE

NEW HORIZONS NEWS

by Don Turner

May is here and most people are out weeding and fertilizing their yards and gardens. Others are enjoying the weather in the parks,washing the car or going fishing. TI owners are waiting anxoiusly for this months meeting.

This month there are two new club disks available. One is called TRACKER the other is RAG LINKER. On the tracker disk there is a program called D-COPY is an archiving utility and sector copier. Only a few remarks are required to augment the screen instructions. There are three choices from the main menu. SAVE takes _ALL_ the files from the source disk and converts them into one I/F 128 file. The resultant file is two sectors longer than the sum of its constituents. As all files from the source disk are processed, some manipulation is required to combine all files associated with a single application. The desired files must first be saved to a new disk. The first input prompt looks for a DSKn.FILENAME type of entry to name the new (archived) file. The disk being written to must be an initiallized one. This program assumes a two disk system. RESTORE takes the specified file and decomposes it to the original files. _WARNING_ Any existing files on the destination disk are overwritten. Either a blank disk or a disk containing only a copy of the composite file should be specified as the destination disk. This segment will initiallize a blank disk for you. COPY is an ordinary sector copier. It is one of the few however, which perform with the Myarc memory card. A suggestion: As this program may prove valuable for UL/DL of groups of files.lf

TRACK READ UTILITY

This program is based in part of "articals" written by Michael Ballmann. Unfortunately, there were a couple of bugs in his original tutorial version. Also, there was no display routine, so that the only means of observing the data was with DEBUG. It appears that the bugs have gone away in this program and a display routine has been added for convenience. Unlike most commercial programs which read the 'data between sectors', this program doesn't particularly care whether a track has been formatted or not. In the case of an unformatted track, the data WON'T make any sense, but you can read it anyhow. Since this is one of those programs for which there will be very limited need, there is no drive selection. If you want to read a diskette, put it in drive 1. There is no side selection, since the only disks for which this program would ever be even marginally useful are those employing some form of copy protection that needs to be examined, and those diskettes are most always single sided.

The TI 99/4A LINKER is a tool for building assembler language memory image programs from tagged object. It makes this process simple and straight forward. LINKER's main features are:

1.tagged object modules may be compressed and/or uncompressed,

2.tagged object modules may be absolute or relocatable,

3. library search can be done to resolve REFs,

4. a listing can be produced containing object information, memory maps and REF/DEF cross-references,

5. the memory image program can be built to load anywhere in the TI 99/4A's 64K address space.

The LINKER has three modes of operation depending upon the type of input in its control file.

Both of these disks have excellent software on them and will be available this month.

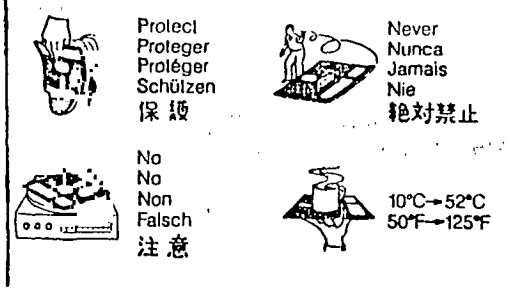
During the April meeting it was decided upon to have a joint meeting with OH-MI-TI in June. We are planning to have a swap fest during the meeting. Dig out the modules you don't use anymore or some other goodies that you want to trade or sell. I believe there is an old adage about one mans junk.....

Also we would like to see everyone bring a small "finger food" dish. Now comes the fun part, we need a commitee to coordinate the activities for the June meeting. Anyone intrested contact Bob Peters or Don Turner. Our phone numbers are on the front cover of the newsletter.

This month there will be at least 3 prizes available be sure to enter your name at the computer when you get there.

This month our very own Bill Tiep will demo "PRE SCAN IT" . This type of software will set all of the variables in the front of an extended basic program and use the pre scan command to shorten the start up of the program it is used on. Steve will announce the other demo at the meeting. We will meet at our usual time of 2:00 pm on Saturday, May 9th at Unity Church on Executive Pkwy. The BASIC S.I.G will start at 1:00 pm.

Phil Bennis is NOW home from hospital. He had his right side kidney removed. For all of the members of New Horizons I'd like to pass along get well wishes to him.



THE PRESIDENTS PAGE

VP REPORT -

Kent Sheets 5/87

OH-MI-TI

This report started with a bang. Bob Peters call me last night with a request that I write his normal report about what will be presented and sold at the next meeting. Seems that Bob's TI System went up in smoke. Bob is in the process of fixing his system and should be back on the BBS in no time.

Other problems, the TI-COMM BBS disk controller died after running three years, 24 hours a day. We will be sharing the cost with New Horizons for the repair.

Plans are being made for the June meeting. We will be having a joint meeting with the New Horizons users group. I not sure of all the details, but the orginal plan was for a snack potluck and a swap meet. Also the TI-99 Video will be shown. This is a VHS tape answering questions about the TI99/4A, showing demos of various software, and plus lots more. Bhould be interesting information.

The demos for the May meeting are Lotto program by Dave Mason and demoed by the author. (Is this the program that generated the number that Dave won $100,000,000 ?) and Archiver II demoed by Bob Peters.

Some of the software available at the meeting include the above Lotto program, Archiver 2, and lots more plus blank disks.

Speaking of demos, what would you like to see demoed at a future meeting? Tired of hearing that question asked? Then lets have some input. Look thru TI advertisements and let us know what sounds interesting.

Speaking of interesting, got a call from Rod Cook this week. In the up comming newsletters he plans to share articles about how, with some hardware modifications, he can run a complete Amtrack System with his TI99/4A. Well maybe it wasn't an Amtrack System, maybe he said American Flyer or Lionel System. It was something about trains. For those train enthusist this sounds like a great project.

Bob Peters also said that WriterEASE has been ordered and should be available for a demonstration at a future meeting. This WordProcessor and Spell Checker from CorComp Inc promises to rival TI-Writer.

Sone ideas on future presentations:

GRAVITY MASTER Game Construction Set
P-Code Card and Pascal
SPAD XII
PRO FOOTBALL ANALYST
MUSIC SYNTHESIZER
GENEALOGY WORKSHOP
PLATO
TOTAL FILER
AUTO MAINTENANCE
HOME INVENTORY
99 FORTRAN
PILOT
SUPER 4TH
FONT WRITER II
DISPLAY MASTER
ARTCONVERT
JOY PAINT 99
CSGD III
Printer Emulator Program PEP
CONSOLE CALC
THE PRINTER'S APPRENTICE
WORDWRITER+

See what you can find by just looking thru the TI products listing. Which of the above items would be of interest to you? What would you like to do with your TI? What are you doing with your TI now?

No meetings for July or August.

Don't forget the next meeting is May 8, 1987 at 7 P.M. at Oregon 2 Firestation.

Plan on

attending.

FOR SALE

Kent Sheets 5/86

OH-MI-TI

$$$$$$$$$$$$$$$$$$$$$$$$

TI99/4A ITEMS 4-SALE

TI99/4A COMPUTER
TI SPEECH SYNTHESIZER
JOYSTICKS

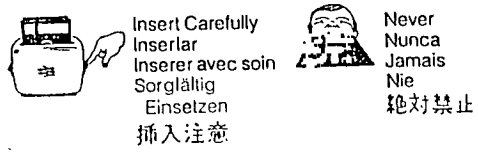
ASSORTED BOOKS

TI COMMAND MODULES:
HUNT THE WUMPUS
TOUCH TYPING TUTOR
FRACTIONAL NUMBERS
GEGINNING GRAMMAR
HOME FINANCIAL DECISIONS
A-MAZE-ING
HOUSEHOLD BUDGET MANAGEMENT
NUMBER MAGIC
CAR WARS
MUNCHMAN
TI INVADERS
SCHOLASTIC SPELL 6
PARSEC
PAC-MAN
DONKEY KONG
ADVENTURE
CHISOLM TRAIL
VIDEO GRAPHICS
MIND CHALLENGERS
SNEGGIT
DRAGON MIX
DECIMALS

AND MORE
CONTACT: KENT SHEETS
836-7877

$$$$$$$$$$$$$$$$$$$$$$$$

The attention span of a computer is only as long as it's electrical cord.



TI Sings

Steve R Patterson
New Horizons

I have recently order a disk that I saw in a Tenex catolog called "TI Sings". It was only six dollars and I had seen a couple of the songs that it had produced and I thought that it was a pretty neat piece of software. Although it did take 2 weeks for me to get the disk (Back Order) I still thought it was worth all that I had put into it.

The disks comes with six, already to run, songs that are better than I could dream of making at this time. Plus it has a program to create the songs with its own documentation and a program to refine the songs or it puts allophones into the prgram. The refine program also had its own documentation.

The disks itself also contains some documentation explaining how to do it. Also a couple of articles on how to use allophones in songs.

I believe that the software was really well written and I think if you like things that are alittle on the strange side, you will also enjoy this disk.

You Can Write an Article

Steve R Patterson
New Horizons

Yes, You can now write an article for the newletter even if you have no ideas for an article that would interest all. Because now, Most software that will be availible at the meetings will be reviewed in this newsletter.

I will make this offer availible to all members of New Horizons. All you have to do is contact me and I will give you one of the pieces of sortware for abosolutely nothing as long as a write a short review in the following months newsletter.

Call me up or let me know at the meeting and you will be a copy in the mail withen that week.

HELP !!!
#

DAVE MASON
OH-MI-TI
511 PIKE
BOWLING GREEN, OHIO
43402

I HAVE TWO DRIVES WITH MY TI-99 4/A AND THEY ARE BOTH SHUGART'S. THE INBOARD DRIVE ALWAYS WORKS JUST FINE BUT THE OUTBOARD DRIVE IS A PROBLEM. SOMETIMES THIS DRIVE WILL WORK JUST AS GOOD AS THE INBOARD AND SOMETIMES IT WILL NOT WORK FOR WEEKS ON END.

LAST SUNDAY NIGHT I USED IT WITHOUT A HITCH FOR OVER THREE HOURS AND IT HASN'T WORKED SINCE.

I CAN USE MY DIAGNOSTIC DISK AND FORMAT A DISK, READ THE DISK, AND WRITE TO THE DISK AND EVERYTHING ELSE BUT IT WILL NOT WORK WHEN I TRY TO USE ANY PROGRAMS USING TWO DRIVES.

IF ANYBODY HAS ANY IDEAS, GOOD OR BAD, I WOULD APPRECIATE HEARING FROM YOU.

THANK YOU FOR ANY HELP YOU CAN SUPPLY

TO SHOW YOU HOW CRAZY THIS IS, I HAVE BEEN SITTING HERE FOR AN HOUR TRYING TO MAKE THIS WORK AND COULDN'T USE IT AT ALL. I GOT MAD ENOUGH TO WRITE THIS FOR THE NEWSLETTER AND TRIED TO SAVE IT AND IT WORKED!!!! HOW DO YOU EXPLAIN SOMETHING AS CRAZY AS THIS???

SIX DAYS LATER.....

WELL I MISSED THE DEADLLINE FOR THE NEWSLETTER SO I THOUGHT I WOULD TRY IT AGAIN UNTIL NEXT MONTH.

I SAT HERE TRYING TO THINK OF SOMETHING ELSE TO TRY AND CAME UP WITH NOTHING. THEN I SAID WHAT THE HEKCK, TRY, TRY, AGAIN. I GOT OUT MY DIAGS DISK AND FORMATTED A DISK IN THE STUBBORN DRIVE AND IT WORKED! THEN I TRIED TO READ IT AND THAT WORKED! THIS TELLS ME THAT IT IS GOING TO WORK, SO I GET OUT MY CHECKBOOK-BUDGET MANAGER PROGRAM AND IT WON'T WORK ON THE SECOND DRIVE!!!!

I GET OUT MY DIAGS DISK AND TRY TO READ THE DISK AND IT READS SECTOR 0 THRU 9 AND THEN SAYS CRC ERROR ON A READ!! THEN I PUT THAT SAME DISK IN DRIVE 1 AND IT WILL READ EVERY SECTOR!!!

WHY WILL IT READ ONE DRIVE AND NOT ANOTHER???? WHY WILL IT WORK ONE DAY AND NOT ANOTHER???

WHY? WHY? WHY?

IN CASE YOU ARE WONDERING, I TRIED THREE DIFFERENT DISKS IN THAT DRIVE SO IT IS NOT THE DRIVE BUT I HAVE NO IDEA WHAT IT IS.

TWO DAYS LATER.....

TONIGHT I USED TI'S DISK MANAGER AND INITIALIZED A DISK TEN TIMES AND IT WORKED EVERY TIME. I GOT OUT MY CHECKBOOK AGAIN AND NOTHING!!!! GOODNIGHT.

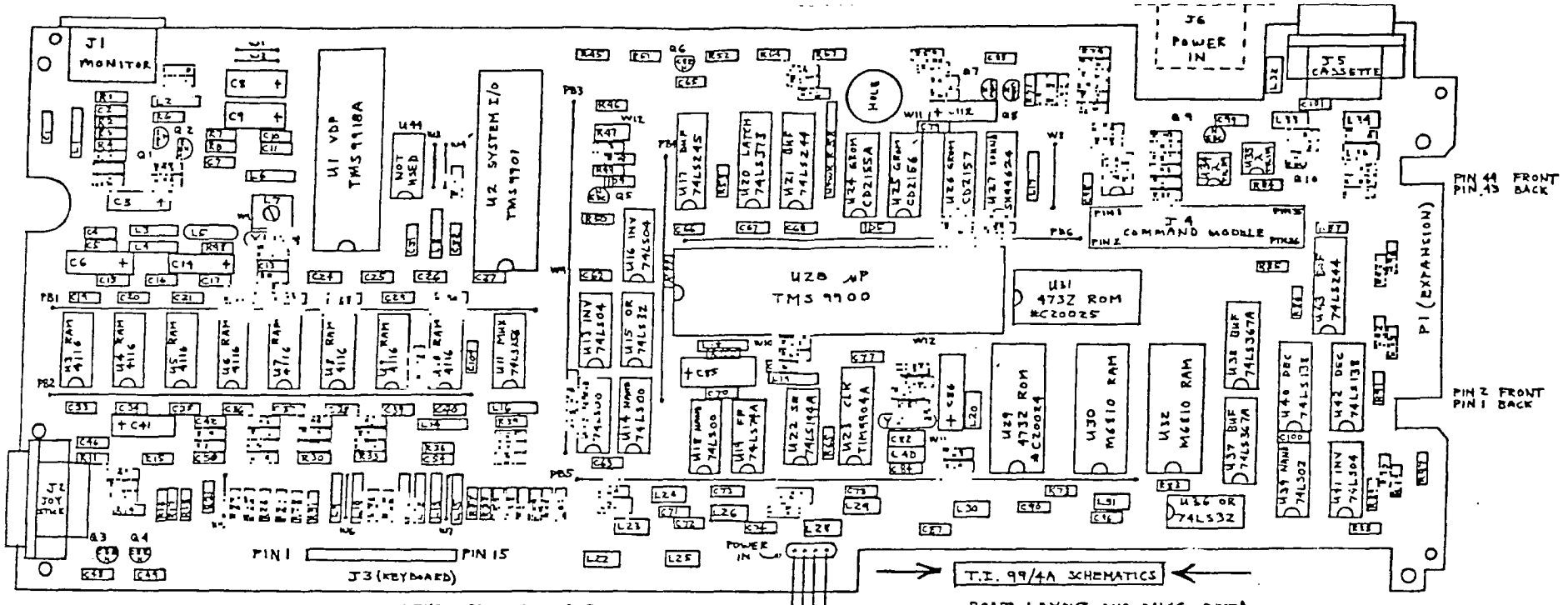
SIX DAYS LATER.

TODAY I USED DM-1000, TI DISK MANAGER, AND MILLER'S GRAPHIC'S DIAGNOSTIC DISK AND FORMATTED A DISK WITH EACH ONE. THEN I USED DIAG DISK TO READ EACH DISK AND EVERY SECTOR WAS THERE.

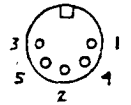
SINCE EVERYTHING WAS GOING MY WAY, I GOT OUT THE CHECKBOOK-BUDGET MANAGER PROGRAM AND IT WOULD NOT WORK, ONE MORE TIME!!!

NEXT, I GOT OUT THE WORD PROCESSOR AND IT WORKED!!! NOW WHAT???

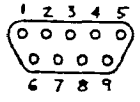
ANYWAY, I GOT OUT THIS DISK TO WRITE DOWN WHAT HAPPENED BEFORE I FORGOT, AND IT WON'T READ THE DISK!!! HERE WE GO AGAIN.



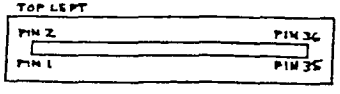
J1



J2 & J5



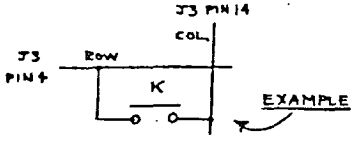
VIEWED FROM OUTSIDE OF CONSOLE

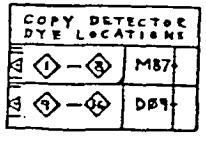


COMMAND MODULE PORT (J4A) VIA RIGHT ANGLE ADAPTER

KEYBOARD SCAN MATRIX (J3 PINOUT)

COL / ROW	P8	P13	P14	P15	P9	P12
P7	1	2	3	4	5	FCTN
P2	Ø	9	8	7	6	
P10	Q	W	E	R	T	CTRL
P1	P	O	I	U	Y	ENTER
P3	A	S	D	F	G	SHIFT
P4	;	L	K	J	H	SPACE
P11	Z	X	C	V	B	
P5	/	>	<	M	N	=





WE	U12-3 U36-5 U27-5 J4-32 U43-11
RWR	U28-61 U32-16 U30-16 U16-5
Ø3	U23-7 U2-10 U43-8
RST	U23-4 U28-6 U41-3 U1-34 U2-1
CSR	U40-13 U1-15 U12-5
CSW	U36-6 U1-14
GCS	U41-12 J4-21 U24-10 U25-10 U26-10
DBIN	U16-2 U16-11 U17-11 U14-9 U18-9
RAMA	U36-11 U36-10 U2-5
LOAD	P1-13 U28-4
INTP	P1-4 U2-17
IAQB	U15-6 P1-41
RAMCS	U36-8 U32-11 U30-11 U12-12
MRDY	U39-3 P1-12 U27-4 U19-12
GRDY	U24-11 U25-15 U26-15 J4-21 U41-1
ROMCE	U42-15 U31-20 U29-20 U12-13

SNDCS	U40-14 U27-6
CRUIN	U28-31 U2-4 P1-33 J4-6
CRUOUT	U28-30 U15-9 U2-2
CRUCLK	U28-60 U2-3
CRUCLK	U16-12 J4-4 U43-15
SLKSEL	U42-11 U40-4 U36-9
MEMENB	U15-3 U15-12 U13-3 P1-32 U42-4
A15/CRUOUT	U18-11 J4-8 U43-13
DELAYEDRST	U41-6 P1-3
GCLK	U1-37 U24-13 U25-13 U26-13 U27-14 J4-27
SA15	U16-8 U22-2 U20-11 U19-10 U12-9 U40-5
DBINA	U16-10 U14-4 J4-25 U41-8 U39-4 U24-12 U25-12 U26-12

SIGNAL TRACKING DIRECTORY

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IMPROVING CONTACTS

by Richard Cherry
NEW HORIZENS

While working with Funlwriter, I had a couple of experiences in which the screen went balnk. I believe this is commonly known as a glitch. I personally would rather change the name to something a little more apropos and a lot less socially acceptable since I lost half of the document I had been typing. With the help of Don Turner, I have, I hope, correccted the problem.

In the female grom slot that accepts the cartridges there is a fabric wiping strip that was originally intended to keep the contacts clean. Apparently it works in the opposite manner and should be removed in order to minimize the problem. The removal of the strip and cleaning of the contacts I found to be a relatively easy task.

First thing is to remove all the wires from the unit and turn it over. On the bottom you will find seven screws that need to be removed. You should then be able to lift the plastic casing off the unit. On top of a metal plate are three wires taped to the plate. These are connected to the male line input socket. Remove the tape and move the wires to the side of the plate. You will then find three screws holding the plate to the casing. Remove these and the plate will be free. Caution should be used since it is attached to the keyboard by a pack of wires. Once the plate is removed, the grom slot should be easy to work on. There is a black plastic cover over the slot, covering the fabric strip, that is simply clipped in place and is easly removed. The fabric strip can then be removed with a pair of treezers and the contacts cleaned with either alcohol or a good spray cleaner.

Assembly is the reverse of disassembly, making sure that all parts seat properly before tighting any screws. Be sure to clean the male contacts on your extended basic cartridge also. I hope this helps those of you that are havinh this problem as it has helped mine

Editor\Assembler Tutiorial.

by Mike Dodd
from Southern California Computer Group

This article is intended to be a tutorial on how to use the Editor\Assembler module for those of you who are just starting with it.

TO TYPE IN A PROGRAM:

Turn on the computer and select the Editor\Assembler from the menu screen. You will see a screen with 5 options:

1 TO EDIT

2 ASSEMBLE

3 LOAD AND RUN

4 RUN

5 RUN PROGRAM FILE

Select 1, EDIT. You will then see the Editor menu, a screen with 5 options:

1 TO LOAD

2 EDIT

3 SAVE

4 PRINT

5 PREGE

Before you do anything, put in drive 1 the disk with the EDIT1 file that came on disk A of the Editor\Assembler.

If you want to load a file, select 1, LOAD. It will load the EDIT1 file off the disk, then ask you for the filename. After you type that in, it will load the file, and return to the Editor menu.

Now, or if you want to type in a brand new program, select 2, EDIT. If there isn't a program already in memory, the cursor will appear on the * in *EOF. Just press enter to get the cursor off of *EOF, then press <FCTN> S to put line numbers on the screen (pressing FCTN S when the cursor is at the beginning of a line will toggle between displaying and not displaying the line numbers).

The format for assembly source code is:

LABEL INST OPERAND(S) COMMENTS

Let's say you want to type a brand new program. If you wanted to type in the instructions

* THIS IS A SAMPLE AND WILL NOT DO ANYTHING.

SAMPLE MOV R11,R10

LI R0,>0204

You would type in the first line exactly as is (this is a comment line. Any line that begins with a * is a comment line). The label is optional, so often an instruction will not have one. The INST will always be there. It is the assembly language instruction. The operan(s) will usually be there. They are what the instruction operates on. Also, sometimes a line will

CONTINUED Pg 7

have a comment at the end that explains what instruction does. You can use tab, which is <FCTN>, to jump from field to field.

Now to continue, our next instruction is
SAMPLE MOV R11,R10

So type in SAMPLE, a space, MOV, then FCTN 7 to jump to the operand field, then R11,R10. There aren't any comments on this line, but if there were, you would press FCTN 7 again, then type the comment. Always press ENTER after a line.

The next instruction is:

LI R0,>0204

Since there isn't any label, press FCTN 7 to go to the instruction field, then type LI, then press FCTN 7 to go to the operand field, then type R0,>0204.

After you have finished typing in a program, you need to save it. To do this, hold down FCTN 9 (back) until you get to the EDITOR menu screen. Select 3 (SAVE). It will ask you "VARIABLE 80 FORMAT (Y\N)?". Normally, you will want to press Y. If you select N, it saves in Fixed 80 format, which takes up far more space on a disk.

After you have finished typing in a program, and saving it, you will want to ASSEMBLE it, which means to compile it, or to put it in a format that the computer can recognize. To do this, go to the main menu screen by pressing BACK. Select 2, ASSEMBLE. It will ask you "LOAD ASSEMBLER?". This is to give you a chance to insert the Editor\assembler disk 1 into drive 1. After you have done so, press Y. It will load the ASSM1 and ASSEM2 files off disk, and then will ask you several questions.

SOURCE FILE NAME?

Type in the name of the file you typed in and saved with the EDITOR. Source is the name for actual assembly language instructions.

OBJECT FILE NAME?

Type in any legal file name. This is what the program will save to and what you will use when you load the program.

LIST FILE NAME?

If you want to list the program out to the printer, type in the name of your printer. IMPORTANT: If you use PIO or RS232, be sure that there is a period in the file name. If there isn't, then put one at the end of the name. Otherwise, it will crash.

OPTIONS?

This lets you select several options available with the assembler. To type in the options, just type in the letter without any spaces, and press enter when you are finished.

R option-will let you use the registers R0-R15. Otherwise, it will only allow you to call them by 0-15. You will almost always want to use this option.

C option-will compress the file, taking up far less room on the disk, and faster loading time. IMPORTANT: If you plan to load the file with Extended Basic, DO NOT use the C option, for Extended Basic will not load compressed object files.

L option - will list the program to your printer.

S option - will print a list of all the labels out to your printer.

T option (this one isn't listed in the Editor\assembler manual) - Normlly, with TEXT statement, the assembler will just print out the first byte of the text when it lists. However, with this option, the assembler will list every byte to the printer.

After you have given all the information needed, it will start assembling. Now you can LOAD AND RUN it.

Since nobody is perfect, the program will probably not work the first time. If not, go to the editor menu and load the file as instructed above. Then select EDIT.

Here are some more features of the Editor. There are several keys you can press to scan the program. Here is a list:

FCTN S Moves the cursor one place to the left, UNLESS the cursor is on the far left column, in which case it will toggle between displaying and not displaying the line numbers.

FCTN D Moves the cursor one place to the right.

FCTN E Moves the cursor up one line.

FCTN X Moves the cursor down one line.

FCTN 1 Deletes the character that the cursor is currently sitting on.

FCTN 2 Insert mode. Works just like Basic.

FCTN 3 Deletes the line that the cursor is currently sitting on.

FCTN 4 Rolls down one screen (24 lines).

FCTN 5 Rolls right one window. There are three windows on the screen. If you are on the third window, it will go back to the first window.

FCTN 6 Rolls up one screen (24 lines).

FCTN 7 Will TAB to the next field.

FCTN 8 Will insert one line where the cursor is currently sitting.

FCTN 9 If you are in Edit mode, will go to the Editor selection screen. Press it again, and it will go back to the Editor menu

CONTINUED Pg 8

screen. Press it again, and it will go back to the main menu screen. Again and it will go to the computer's title screen.

FCTN = Quit. DO NOT EVER PRESS THIS KEY! Always exit with FCTN 9. The "Editor selection screen" mentioned above also has several options available to help you edit your program. A list is below. To select one, press the first letter of the option you wish to activate.

Edit, Find, Replace, Move, Show, Copy, Insert, Delete, Adjust, Tab, and Home.

Here is the format for the commands. If an item is surrounded by < and >, that means that item is optional.

EDIT - Retruns to edit mode, with the cursor sitting where it was before.

IMPORTANT: Both FIND and REPLACE start their search from the position of the cursor when you press FCTN 9.

FIND _ lets you search for any given string. The format is <COUNT><(COL,COL)>\STRING\. COUNT is which occurence of the string to find. For example, 4\HELLO\ would find the fourth occurence of HELLO. (COL,COL) allows you to select only a certain range of columns to search on. For example, (1,7)'TESTA' would search for the first occurence of TESTA in columns 1 through 7.

REPLACE - Lets you replace a string with a new string. The format is <V,><COUNT><(COL<COL)>\OLD STRING\NEW STRING\. If you put a V, in front of it, it will verify that you want to change each string before it actually changes it. COUNT will specify the number of strings to change. For instance, 4\TESTA\TESTB\ would change the first four occurences of TESTA to TESTB. (COL,COL) works that same way as FIND. If you have selected V for verify, it will ask you "REPLACE STRING (Y\N\A)" with each occurence of the string it finds (up to COUNT). press Y to change that one string, N not to change it, or A to change all subsequent occuences of the string (up to COUNT)

MOVE - Lets you move a selected block of lines to another space in the file. The format is START LINE, STOP LINE, AFTER LINE. The START and STOP lines select which block is to be moved. It will be placed after the AFTER LINE. After the move, the original block will be deleted.

COPY - Same as above, only the original block is not deleted.

SHOW - Will place the cursor on any given line. The format is LINE

INSERT - Will allow you to merge a file off of disk with the file currently in memory. The format is BEFORE LINE, FILE NAME. It will merge the FILE NAME right before the BEFORE LINE.

DELETE - Will delete any given block of lines. The format is START LINE, STOP LINE. It will then delete the lines between (and including) the START and STOP lines.

ADJUST - Will toggle between displaying and not displaying line numbers. It will then return you to Edit mode, just like the numbers (which you really should be, in my opinion), you will not be able to see the last six columns of text.

TAB - Will allow you to modify the tab settings. When you select this option, you will see some T's, and several spaces. The T marks where a Tab setting is. To change it, either space out a T, or put a T where a space is. Press ENTER when done.

HOME - Moves the cursor to the top row, left column of the screen currently being displayed, and returns to edit mode.

There are also two other options on the Editor menu screen that should be covered.

4. PRINT - Allows you to print a file. Will ask you for the FILE NAME and the DEVICE NAME. The FILE NAME is the file on disk to print. The DEVICE NAME is the name of your printer. To just print the file currently in memory, it is faster to select SAVE, then use your printer name in place of the FILE NAME. Note that if you do this, you must select VARIABLE 80 format. SAVE will not recognize TP, only PRINT will.

5. PURGE - Will purge (erase) the file currently in memory. It will ask you ARE YOU SURE? before it does it.

This concludes this article. I hope that it has been of some help to you.

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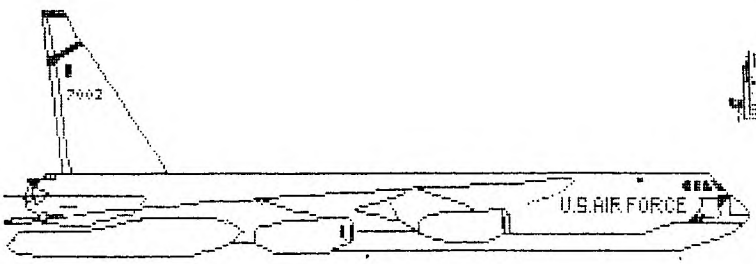

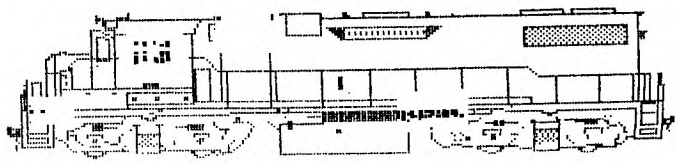

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