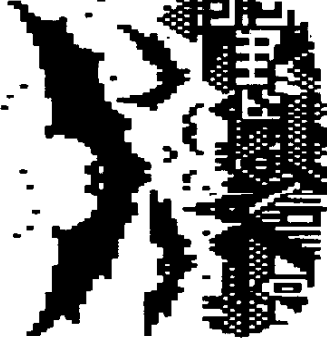
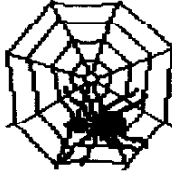


NEWJUG 99ER'S NEWS

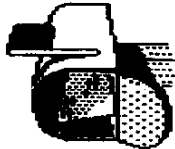
OCTOBER 1991

TRICK TREAT



FROM:

NEWJUG 99ER'S UG
P.O. BOX 1463
SAVREVILLE, N.J.
08871-1463



Christmas Portrait



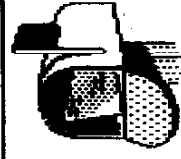
Autumnal Club Member, 1991

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NEWJUG 99ER'S UG
P.O. BOX 1463
SAVREVILLE, N.J.
08871-1463

Dallas, TX Home Computer Grp
P.O. Box 29863
Dallas, TX
75229

NEWSLETTER EXCHANGE

The list of UG's continues to change. This month we've added the Lehigh 99ers to our exchange list. We look forward to hearing from any group wishing to initiate an exchange and encourage others to use this list for communication with other groups. If you know of any UG (not on our list) that would like to exchange newsletters, we'd be very interested in hearing from you via the comments and suggestions on the cover page.

- North Jersey TI IBM UG
16 Judith Ann Dr.
Ringwood, NJ 07456-1863
- Central Garden State UG
61 Country Lane
Hamilton Square, NJ 08650
- QB99er's User Group
c/o Frank Crotty
Queensborough Comm College
Bayside, NY 11364
- LITI 99er's UG
93 Myers Avenue
Hicksville, NY 11801-2424
- Twin Tiers UG
c/o R. Sass
97 Fir Tree Point Rd.
Rock Stream, NY 14878-9707
- Pittsburg User's Group
P.O. Box 8043
Pittsburg, PA 15216
- Erie 99'er User Group
2812 West 33rd Street
Erie, PA 16506



CLUB NEWS

BY GARZY
N

- Net99er HCUG
P.O. Box 534
Hurst, TX 76053
- Houston Users Group - HUG
c/o R. Lumpkin
11618 Ingra Lane
Houston, TX 77064
- JSC TI99 User Group
c/o John Owen
2321 Corvett Street
League City, TX 77573
- The FRONT RANGER
P.O. Box 9572
Colorado Springs, CO
80932-9572
- TI S-Saves
3818 W. 6540 So.
West Jordan, UT 84084
- Southwest Ninety Niners
P.O. Box 1891
Tucson, AZ 85730
- Southern Nevada UG (SNUUG)
P.O. Box 26307
Las Vegas, NV 89126-0301
- LA 99ers Computer Group
P.O. Box 7706
Torrance, CA 90504
- North County 99ers UG
P.O. Box 2500
Escondido, CA 92025
- UGOC
c/o Earl G. Reguse
17161 Edwards
Huntington Beach, CA 92647
- WORDPLAY Newsletter
P.O. Box 15037
Portland, OR 97215
- 979 User Group
c/o Steve Nickelson
15 Kersdale Avenue
Toronto, Ontario
CANADA M6M 1C9
- B.C. 99er Users
c/o Ron Warfield
216 18th Ave
New Westminster, B.C.
CANADA V3L 2B2

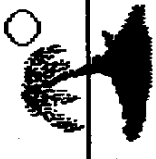
- Nittany Users of TI
625 Wiltshire Drive
State College, PA 16803
- Lehigh 99er Computer Group
c/o Jack Zewediuk
719 N 12th Street
Allentown, PA 18102
- MANNERS
15106-A Fredrick Rd.
Suite 136
Rockville, Md 20850
- Broward Computer Group
c/o Mark Wlacholtz
2141 NW 64th Ave #15
Sunrise, FL 33313-3950
- CONNI
181 Heischman Ave
Worthington, OH 43085
- N.W. OHIO 99'ers User Group
c/o First Church Unity
3535 Executive Parkway
Toledo, OH 43606
Attn: Earl W. Hoffsis
- Greater Akron 99er's
P.O. Box 3201
Cuyahoga Falls, OH 44223
- Lima 99/4a Users Group
P.O. Box 647
Venedocia, OH 45894
- Great Lakes Computer Group
P.O. Box 152
Roseville, MI 48066-0152
- Milwaukee Area Users Group
4122 N. Glenway
Wauwatosa, WI 53222
- Siouxland 99er's
c/o Bob Daggitt
4606 Bluestem Circle
Sioux Falls, SD 57106
- Chicago TI User's Group
P.O. Box 578341
Chicago, IL 60657
- Kansas City TI99/4a UG
P.O. Box 12591
No. Kansas City, MO 66116
- Dallas TI Home Computer
P.O. Box 29863
Dallas, TX 75229



JUNE OF THE MONTH

As she lay in bed with her lover, the woman heard her husband come into the house. The lover jumped up, grabbed his pistol and hid under the bed.

"I know there's a man here!" the husband yelled. He looked on the terrace. "Not here." He looked in the bathroom. "Not here." He looked in the closet. "Finally, he went into the bedroom, looked under the bed, saw the man with the gun and said, "He's not under here, either."



EDITOR'S FORUM

BY DAN GRZYS

This past month my thought processes were stimulated by an article written by Barry Traver in Computer Monthly (Oct 91). The article primarily addressed the topic of User Groups which serve more than one computer, namely the TI and IBM families.

Due to my job requirements, I use a computer 8 hours a day, 5 days a week. My usage is not limited to a particular type of computer, but is spread across three COEC terminal, Data General terminal, and a PC Clone). The percentage of use each one receives really depends

on the current active project. While it would seem only natural for me to have a PC clone at home, I've managed to resist for two reasons. One was the price (no longer a valid argument). Second was my home needs did not warrant a more powerful machine than a TI99/4a. Had I not picked up for the machine compiler for the machine (4a), I most likely would be using a PC in the house.

The TI community has been slowly shrinking in size each year. The hopes of sustaining the TI community for many, were placed on the shoulders of Myarc, Inc. A burden that appears to have been too heavy for ANY small company. Each year, a new face or two shows up on the scene that attempts to keep the TI blood flowing. The two latest would have to be: Don O'Neil and Gary Bowser. While it would be nice to think that all the ideas (software/hardware) were original ideas, most of likely they are the products of other items available for other machines. Without the outside influences of other machines, I think that our community would have perished.

To those that are ashamed to admit to their fellow TI'ers that they use or own a computer other than a TI, stand up and be counted. In fact, contemplate a meeting (about once every six months) where an individual brings in and demonstrate a piece of software/hardware for one of these other machines. Sometimes this is all that's needed to stimulate an author to write/design something similar for the TI community. A prime example of this is MidMaster 99.

Competition Computer
2625 W National Ave
Milwaukee, Wis 53204
(800) 242-7502 in Wisconsin
(800) 662-9253 all others
Catalog #1

Comproline
1949 Evergreen Ave
Fullerton, CA 92635
(714) 990-4577 12-9pm PT

Computer Shopper
P.O. Box F
Titusville, FL 32781

CorComp
2211-G East Winston Rd.
Anaheim, CA 92806
(714) 956-4450

Digit Systems
4345 Hortensia St
San Diego, CA 92103
(619) 295-3301 voice
(619) 278-3155 bbs

Disk Only Software
P.O. Box 241
Lorton, VA 22079
(318) 340-7179

Geniel Computerware
835 Green Valley Dr.
Philadelphia, Pa 19128
(215) 483-1379

Great Lakes Software
804 E. Grand River Ave.
Howell, MI 48843
(517) 546-0566

Harrison Software
5705 40th Place
Hyattsville, MD 20781
(301) 277-3467

Hunter Electronics
4 N. 370 Pine Grove
Bensenville, IL 60106
(312) 766-9503

Inceobot Inc
P.O. Box 29160
Pt Orange, FL 32029

Jim Leshler
722 Huntley
Dallas, TX 75214
(214) 821-9274

I also have to agree with Mr. Traver that the TI-IBM type groups do NOT work, nor should they be entertained as a means to keep membership counts up. If the proponents for the IBM style machine wish to shout the praises of "big blue" on a regular basis, let them do so at a SIG or meeting for IBM style users.

Well I think I've said my peace for this month, so I'll step down off the soapbox. Till next month...



99/4A AND 9640 VENDORS

Alboes Computer Supplies
6298 Hamilton Rd.
36 Main Street Village
Columbus, GA 31909
(404) 327-4900

Asgard Software
P.O. Box 10306
Rockville, Md 20850
(703) 255-3065
Catalog Available

Braetz Computer Services
719 East Brd Street
Appleton, Wis 54911
(414) 731-3478
(414) 731-4320 after 6pm
Catalog #2

Bud Mills Services
166 Cartmouth Dr
Toledo, Ohio 43614
(419) 385-5946

CaDD Electronics
52 Aldubon Rd.
Haverhill, MA 01830
(603) 895-3119



**COMING
EVENTS**

DECEMBER



OCTOBER

NOVEMBER

October 6

November 1-2

The Cherry Hill Computer Fair and Sale will be held at the Garden State Park (Rectrack), Rt 70 opposite the Holiday Inn. Hours are 10am to 4pm. For more info call Tri-State Fairs at (201) 533-1991.

Chicago Int'l World Faire - Elk Grove Holiday Inn, Elk Grove Village, Ill. Contact Chicago, Ill. Users Group, P.O. Box 578341, Chicago, Ill 60657.

October 13

Somerset Computer Fair and Sale will be held at the Ukrainian Center Exhibit Hall, on Davidson Ave. Hours are 10am to 4pm. For more info call Tri-State Fairs at (201) 533-1991.

October 20

North Jersey Computer Show and Fleamarket will be held at Aspen Manor in Parsippany, located on Rt. 46 west, six miles past Willowbrook Mall. Hours are 10am to 3pm. Admission - \$8 Adults, Kids Under 10 are free. More info contact Aleyna or Glenda at 800-631-0062 or (908) 297-2526.

Joy Electronics
P.O. Box 542516
Dallas, Tx 75354-2526
(800) 422-3892 in Texas
(800) 527-7438 all others

L.L. Conner Enterprise
1521 Ferry St.
Lafayette, La 70504
(317) 742-8146

McCann Software
P.O. Box 34168
Omaha, Ne 68134

Microbandium
P.O. Box 1313
Round Rock, Tx 78680
(512) 255-1512

Midwest Engineering
209 Arcadia Dr.
Vernon Hills, Il 60061
(312) 362-5034

Myarc Inc
2624 Kenier Drive NE
Birmingham, Al 35215
(205) 854-5843

Not Polyoptics
P.O. Box 4443
Woodbridge, Va 22191
(703) 499-5543

Oasis Pensive Abecutors OPA
432 Jarvis Street
Suite 502
Toronto, Ontario
CANADA M4Y-2H3
(416) 960-0925

Pilgrims Pride
5 Williams Ln.
Hatboro, Pa. 19040
(215) 441-4262

Program Innovators
4122 Glenway
Mauwatawa, WI 53222

Quality 99 Software
1884 Columbia RD #1021
Washington, DC 20009
(202) 667-3574

Queen Anne Computer Shoppe
6102 Roosevelt Way NE
Seattle, Wa 98115
(206) 522-6558

Ramcharge Computers
6467 E. Vanczy Dr.
Brookpark, Oh 44142
(216) 243-1244 evenings

Rave 99
112 Rambling Road
Vernon, Ct 06066
(203) 871-7824

Joe Ross
119 Knollwood Terrace
Clifton, NJ 07012

Tenex
P.O. Box 5578
South Bend, In 46660
(800) 348-2778
(217) 259-7051

Texaments
53 Center St
Patchogue, N.Y. 11772
(516) 475-3480
(516) 475-6463 bbs

Tex-Camp
P.O. Box 33084
Granada Hills, Ca 91344
(818) 966-6631
Catalog #2

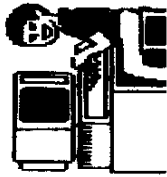
The Buryard Group
P.O. Box 62323
Colorado Springs, Co
80962-2323
(719) 488-2572

Tigerclub Software
156 Collingwood Ave.
Columbus, Oh 43213
(614) 235-3545

TM Direct Product Marketing
1650 Broadway Ca 94063
Redwood City, Ca 94063
1-800-366-3666
Catalog Available

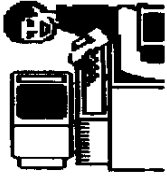
Trio+ Software
P.O. Box 111-A
Liscomb, Ia 50148

9640 News
570 Beery Miller #1
5455 Marine Cove #1
Memphis, TN 38115



HACKING IN C99

By
JOE
ROSS



This month will be the first in a series of articles about learning how to program in the "c" language using the c99 compiler created by Clint Pulley of Canada. The target group that the series is being written for is the new c99 programmer who knows little or nothing at all about the "c" language and needs a little help to get started. The scope of the series is to explain the use of functions (routines) that are part of the "c" language, the structure and syntax of the language, how to create and run a c99 program using the II 99/4A, how to use and create a library of c99 functions and how to create a single program image file (binary - Ed/Asm Option #5) out of multiple relocatable files (Fixed Display/80 - Ed/Asm option #3). By the end of the series I hope I will have helped beginning c99 programmers to crawl or walk through the "c" language. The running you can learn for yourself. I recommend that you obtain a book on programming in the "c" language for great additional information as this tutorial will not go into great depth on the intricate ways of programming in "c". A very good book to start with is "C Programming Guide" by Jack Purdum and published by Oie Corporation.

To create and run a c99 program you need the following:

Expanded 32K memory

Disk Controller

At least 1 ss/sd disk drive. (Addition drives and higher capacity drives are preferred)

A text editor such as the Ed/Asm editor, or the II Writer with the word wrap disabled, or the programmers editor that comes with the Funnelweb environment.

Assembler program

Editor Assembler cartridge or Extended Basic cartridge with Funnelweb or like environment.

c99 compiler - a fairware package by Clint Pulley. It may be purchased from Clint for \$20.00 US.

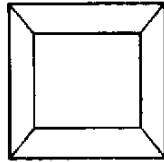
Clint Pulley
38 Townsend Avenue
Burlington, Ontario
Canada L7T 1Y6

Before I start with any attempt at guiding you through the "c" language, I will describe briefly what the c99 compiler

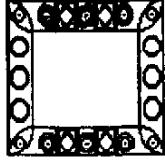
does on the II 99/4A and why it can be useful in creating fast and powerful programs.

The c99 compiler is a program which takes a text source file containing "c" programming statements as input and produces an output text file containing assembly language source statements. The assembly source file would then be used as the input file for the assembler which creates an executable program which can be run with the Load and Run loader (option #3) of the Editor Assembler or #4 of the Funnelweb environment. In effect what is being done is to create a very fast assembler program using a high level language similar to BASIC. In addition to the added speed, c99 also allows you to add assembler statements in with the "c" source thus giving you access to all the utilities built into the II 99/4A.

Next month I will discuss the structure and syntax of the "c" programming language.



FRAME FONTS



Are you looking for something to add a little pizzazz to your page Pro creations? While line fonts will add some nice decorative line drawing capabilities, they will not give you those fleshy thick frames that you sometimes want. Don't despair, there is a way to create them with a product called Frame Fonts.

Frame Fonts comes on two double-sided disks and contains 55 large fonts and 5 sample borders. The product is dependent on Page Pro (version 1.5 or later) to be of use to you, so you'll want to load Page Pro as your first order of business. All 55 of these border fonts use 8 keys of BUSINESS to create any border. To create a border template, press Ctrl 9 and enter the following pattern (be sure to use capital letters).

```
WEEEEER
S
S
S
ZXXXXXX
```

To view each of these 55 patterns, simply load each font as an alternate large font (Ctrl A,3). Match the border pattern you wish with the frame font and save it as a picture by clipping it (Ctrl 7). Now you've created a border which can be treated as a picture and still make use of the large, small and line fonts of your choice.

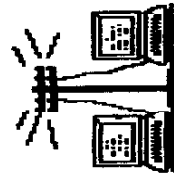
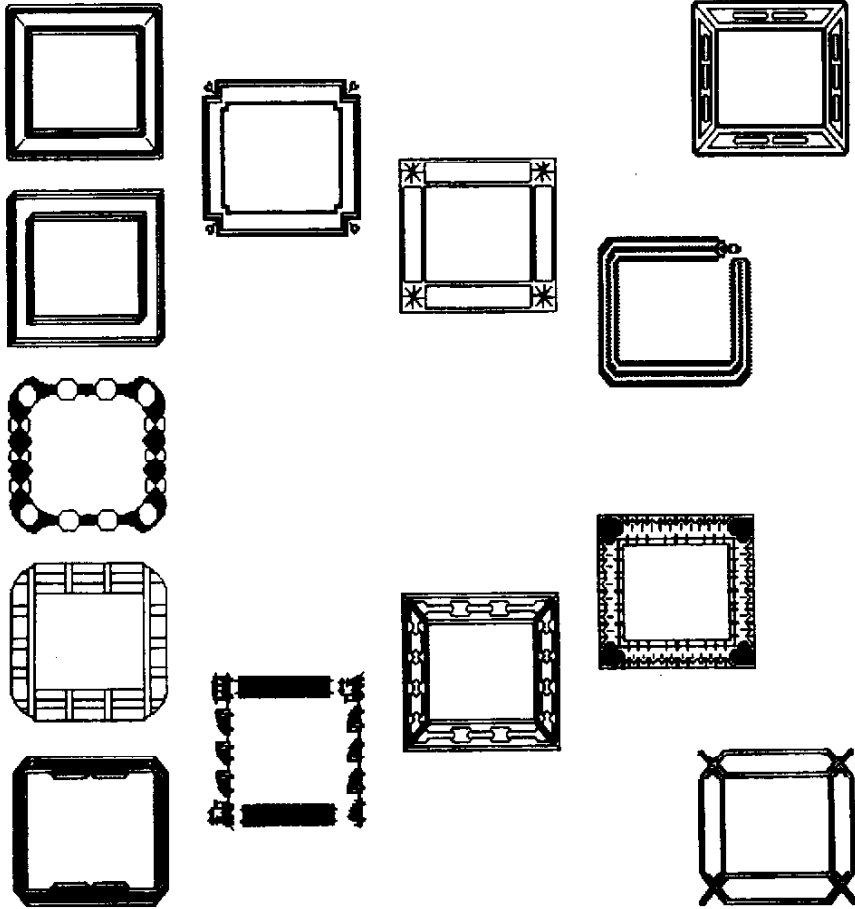
In case you hadn't noticed, the title page of this newsletter makes use of these frame fonts. I decided it was

one thing to talk about a product, another to make use of it.

There is one thing you'll want to do for future reference and that is to make sample clips of each available frame font. If you are interested in purchasing the product from Media Ware, contact them at the following address!

Media Ware, Inc.
c/o Mark Wacholtz
2141 NW 64th Ave #15
Sunrise, FL
33313-3950

I've included a few samples of the available border fonts at the bottom to help you make up your mind.



DOS SCENE

BY DAN GRZSY

This month we've got of lot of territory to cover, so sit down in a nice comfortable chair, get yourself a tall cool drink, and read on.

GENE

This first topic is probably something that many a Geneve owner had totally given up. In fact, when I read the message, I had to read it a second time to make sure that I didn't misread the message!

17-SEP 20:45 9640 GENEVE
RE: GENEVE (RG: Msg 26377)
From: 9640NEWS

Cynthia, I have spoken with an individual in the past week that is putting together a manual to correct all misprints, unsupported features, etc. on the Geneve, and or things that were added. While this is not a technical manual, it will offer to the general Geneve person the inside of what is and what isn't. I've also got another announcement, GEME will be completed, and it will be done by me. I am GEME working and trying to figure out how to support it and GEME will contain a "hook" to allow some type of WINDOWS activity to continue, but with the design of GEME, MOOS, and WINDOWS, all three can not exist at any point in time. I already have the source, and the OFFICIAL B.K. from Myers. It will be released in an upcoming issue of 9643 News, and as it stands now, it would and can do many things Mike Riccio wrote some EXCELLENT subroutines, of which I can not take credit, but were left unimplemented. I have implemented and already added quite a bit of code to do more things and I am pleased with where it is right now. GEME appears to be right now, the perfect interface to handle graphical environment software. The digitizing project I had going is now back on track (as of a phone call this evening) and the structure of GEME would/will allow grabbing picture data and pulling it into a window for display.

Anyways, after having spoke with Lou, GEME will be released as a free-be to the Geneve Community via 9640 News. All indications I got from Lou yesterday indicated, repairs are coming along and being made by Lou himself (the reason for the slow repairs). There was discussion of the "last mailing" of software. I suspect I will be involved with this and it could be

something shortly (by year's end), but it depends upon Lou. The PSYSYSTEM will also be available per Lou shortly too. As far as additional news about MOOS releases, I suspect we have seen the last software that Myers will directly release. Lou gave no indication that Paul was working on anything, and if it is, it's personal and not Myers related. Also, if you call TM Direct Marketing, while they don't have HFDC's in-stock, Myarc is slowly shipping them units. Lou said that TM only had 4 orders yesterday for cards he shipped about a week earlier. I learned today from a friend that he just received his today. It sounds like that if you want one, you will have to pay the higher \$\$\$, and wait for about 3 to maybe 4 months like this friend of mine did.

ESD IDE HARD DRIVE

Many of the users who were patiently (or impatiently) waiting for ESD to finish their hard drive, haven't heard much news of late from Shane Truffer or Chris Pratt. This next message was left on Delphi by Jerry Coffey and gives me hope that ESD will market a product for us SOON.

26279 12-SEP 23:45 Hardware
 ESD IDE Controller(s)
 From: JERRYVC To: ALL

Shane Truffer and Chris Pratt turned up at tonight's meeting of MANNERS to show a prototype of the new IDE hard disk controller.

It was a functional card wire wrapped on a proto board and drove a Western Digital 42 meg drive with no problems. Virtually no software yet (the demo was a simple program that stepped the drive in to the last track and wrote a bunch of data, then perked the drive). Shane talked a bit about plans and it was clear he has been listening and thinking about the questions everyone has asked. First the card itself has a very modest chip count - about half of it was empty. They are thinking about 4 packages:

- 1) IDE HD controller plus 40 meg drive (\$280 max).
- 2) high density Floppy controller - 4 drives of 1.2 and/or 1.44 meg (\$165)
- 3) IDE HD + FD controller plus 40 meg drive (less than \$310)
- 4) IDE HD+FD plus 40 meg HD and floppy drive (less than \$380).

--oops forgot to mention that 2) includes a floppy drive -- Each card will be CRU address adjustable (so you could run several controllers in the same Pbox). The high density format is not guaranteed to be readable on current controller since it will be using the latest NEC 165 - style chip. So you could have your current floppy controller, an HFDC, and several ESD controllers in the same Pbox.

They are also thinking of multiple DSRs and a scheme to detect the type of host machine so they can be run from a 99/4A or 9640. There were lots of suggestions and a lot of

give and take ...

All in all, a very interesting evening!
 Jerry

JP Software

From the tone of the following messages, it appears that there has been some progress with Jerry Coffey's attempt at being an alternate source for JP Software titles. With a bit of luck, Jerry will be in business before long.

26390 17-SEP 22:30 General Information
 RE: NEW (Re: Msg 26384)
 From: JERRYVC

Just got masters for v 1.02 of GEN-TRI from Wayne (less one disk). I will start setting up the new manual tomorrow and expect to have some stock in hand by next week. I have also started setting up some other packages, but need some info from Peter (hard to reach as ever). Expect another announcement sometime next week.

26405 10-SEP 22:58 General Information
 RE: NEW (Re: Msg 26395)
 From: JERRYVC

I have the code for PCTransfer, PCT utilities, HyperCopy, IDentiFile, and MAC FLIX, but don't have a supply of manuals or the stuff to make new ones. I am using the new version of GEN-TRI now and printed camera copy for the manual today - (still one minor bug to fix).

Digitized Sound

It seems as though there will be some competition in the Digitized Sound field. The first two messages come from Barry Boone concerning some new games/products and the second is a press release from OPA/Don O'Neil.

26226 10-SEP 22:35 9640 GENEVE
 RE: 9640 Educational Ports (Re: From: BB00NE

Look for 1 educational video game release... as an experiment. (also look for the other games to be video games, some with almost nerve-racking play speed!)

<grin> enough hints for now!

26252 11-SEP 18:34 9640 GENEVE
 RE: 9640 Educational Ports (Re: From: BB00NE

I have software to play digitized sound effects (Voices, music, etc.) on the 99/4A and Geneve... the quality of the playback is QUITE good (i.e. you'd hafta hear it to believe it)... look for the release of "Sound F/X" by Chicago.

***** ANNOUNCING *****

D I G I T A L S O U N D

F O R T H E T I 99/4A AND M4RC GENEVEE!

NEW FROM OPA and Don O'Neill is the D I G I - P O R T digital sound adaptor and player! This unique cable plugs into your 99/4a's or Genevee's PARALLEL port (I, Myarc, or CC) and allows you to play INCREDIBLE 8 BIT DIGITIZED SOUNDS from the IBM, MAC, AMI6A, ATARI ST, SOUND BLASTER and many more! The software supplied allows playback of the sounds from 0 KHz to 80 KHz either through the supplied PIO adaptor cable or through the 4a's built in 9919 sound generator (The 9919 plays sounds only at a 5 Bit accuracy, whereas the PIO cable plays at 8 Bits accuracy). With a standard 4a you can play up to 10 seconds of sound at 5KHz. BUT If you own a SUPER CART, 99 COLUMN CARD, RAMBO MEMORY CARD, 4a MEMEX CARD, or a GENEVEE you can play even longer sounds, up to 10 minutes and more!!! Here is the available memory for the different system configurations:

- Standard 99/4a: 24K
- 4a w/ Supercart: 32K
- 4a w/ 80 Columns: 112K or 175K
- 4a w/ RAMBO/MEMEX: 0-16 Mb
- Genevee: Any remaining RAM

INCLUDED IN THE PACKAGE ARE:

- 1 PIO Adaptor Cable (requires external amplifier to hear sound)
- 1 Program disk with DIGI-PORT Software
- 1 Of the following disk configurations (Select for your particular drive/memory capacity):
 - 10 SSSD Disks containing 24K or smaller sound files (Standard 4a) Part # DP8

OR

- 10 DSSD Disks containing 112K or smaller sound files (4a w/ 80 columns) Part # DP82

OR

- 10 DSDD Disks containing 360K or smaller sound files (4a MEMEX/RAMBO/GENEVEE) Part# DP83

OR

- 10 DSDD Disks containing 720K or smaller sound files (4a MEMEX/RAMBO/GENEVEE) Part # DP84

ALL FOR ONLY \$39.95 US Dollars!

Call or write to ORDER or for MORE INFORMATION!

ALSO AVAILABLE FROM OPA:
SOUND DISKS!!!
CALL FOR INFO AND PRICING!

OPA
432 Jarvis Street
Suite 501-532
Toronto, Ontario
CANADA
M4V-2H3
(416)-963-1111

GEN-TRI SPELLCHECKER

Not only does Wayne Stith now have alternate distributor for his products, he's also been making progress on the spell checker which will accompany the product. I guess when it rains, it pours...

25749 25-AUG 20:25 9640 GENEVEE
Gen-Tri spellchecker
From: WAYNESTITH To: ALL

For those interested in the progress of Gen-Tri, the spellchecker routines have been written and appear to be functioning properly. At present they are a standalone program which allows the user to add words to a dictionary, files of words even, and also expand the size of the dictionary when on a hard drive. Just a wild guess, but I expect that the expanded dictionary will be able to contain over 100,000 words -- counting "eat" and "heats" etc. as separate words.

What remains to be done is the testing of the expanded dictionary (have to fill up the main dictionary first!) and some interfacing with the Gen-Tri program. The completed product will then be ready for mailing to patient purchasers. They will get not only the dictionary but the builder routine as well. I think those who have purchased Gen-Tri for having been patient this long on getting the spellchecker for which they have already paid. Until recently, much of this was out of my control.

COMPOSITE TIM

25775 26-AUG 12:38 99/4A
TIM and Composite outputs
From: IINET To: ALL

One of the drawbacks of TIM when it was released was that since it used the new V9958 from Yamaha it didn't have the famous old features of the V9938 being MOUSE support and COMPOSITE outputs. MOUSE support I don't think was a big deal as most programs that supported the V9938 mouse also supported the ASGARD serial mouse. But the COMPOSITE output to many was a big deal and this makes ASGARD's EGI to some better to the normal TI user without big bucks. But now that has all changed.

TIM now can have both COMPOSITE and RF outputs and still be cheaper than the original price a built-in unit from ASGARD.

The TIM goes normally with a U9958 chip and Analog RGB outputs plus the wonderful SOB and a 192K of VRAM for only \$179, but to get COMPOSITE it was too hard, up until now!

OPA is proud to announce that the normal TIM can be plugged into a Amiga 500, AS20 Mod1. This little box about 4" by 1" when installed using the right cable, gives you nice clear picture on both color and mono composite monitors, plus on most TV's thru its built-in RF output. The unit has AUDIO IN and VIDEO OUT, and RF Ch. 3 or 4 outputs. WE have found 80ccol is readable on all composite monitors and any good TV over 14" in size, and an old TV's over 20" in size. On some TV's which have manual adjust for COLOR you can turn it into B/W for even a better picture for 80ccol typing.

Now this sounds great, but the real ?'s come to mind, how much work is needed for the "right" cable and how much does it all cost, and where do I get a AS20 MOD1

Well, first off the "right" cable will be explained in a new set of TIM docs to be sent to all current owners of TIM, and of course included in any new TIM shipments, plus we plan to u/l the docs here online, that wonder how to install TIM before they plan their buying.

Anyhow, building the "right" cable is very simple if you can handle a soldering iron for a while, and get the parts. The parts needed are a Spin DIN Plug (to get the AUDIO, +12VOLTS, GROUND, and COLORBURST), plus a normal 25pin DB plug for the TIM signals, RED, GREEN, BLUE, GROUND and CSYNC. Then all you need is a special 23pin DB plug for the AS20 MOD, that's right a 23pin Plug Sources for these will be listed in the new TIM docs, in fact we will include a stock them, plus of course OPA, in fact we will include a AS20 cable with TIM for only \$25 bucks (mostly labor, as the parts and cable should cost no more than \$10)

Now, besides the 23pin used on the AS20 MOD, there is two addition "secrets", the pins outs of the AS20 mod, which Amiga keeps close-mouthed about, and our own tricks to make it all work 100%. The pin-outs are fully detailed in the new TIM docs, plus the following "neat" tricks. Above you may have noticed the word "COLORBURST" when we talked about the signals taken from the DIN-5 plug. But you most likely asked where does that come from. Well it techie terms it comes from the TIM's U9958 chip and is a clock signal around 3.58Mhz. This signal is used to make the COLORBURST needed for color composite and RF outputs, without the computers output would be all in the world of plain Black and White! UGH! Now I have helped us out again, in making the TIM99 motherboard, more expandable than thought! The signal from the U9958 is also on the old IMS918 chip, but I only used it on some consoles to run the Sound chip, but they also allowed thru two jumpers to bring out the signal via the DIN-5 plug.

Jumpers! Yep, near the CIN-5 plug on the console is two

jumpers which control pins 2 & 5 on the plug, which normally both are GROUND, one labeled VIDEO GND, and the other for +12Volts (POWER GND). Now then what happens when we switched the jumpers to the other location? well it happens that one is hooked up to the COLORBURST signal from the IMS918 socket, which is in turn connected to the U9958 chip on the TIM board. SO all we got to do is cut out the old jumper and connect it in the new position which is fully doced out in the new TIM docs.

AS for the other "OPA" trick, well the AS20 mod is designed for the Amiga 500 outputs, which are a type of DC-coupled SYNC system, which means it will not work on the TIM outputs because they are AC-coupled. Oh dear more hardware needed to interface it! UGH!, it turned out in the end only a simple thing was needed in fact a common 3.3K to 4.7K resistor is all that needs to be added. This is done on the back of the 25pin plug coming out of the TIM board. On the cable side you just add the extra things between the CVSCSYNC line and the +5volts found on the TIM board. you see we have thought of everything!

Now, that the Techie part is all done with, back to where do we get this AS20 MOD, and how MUCH does it cost. We have been busy trying to locate a good source, but Amiga dealers don't like selling them to people that don't own Amigas or at least bought Amiga's from them, very strange. But don't fear, we have included in the new TIM docs some good sources in the STATES for the AS20, one of the them is direct from Commodore themselves. I have their Toronto number its 416-499-4292, and they should be able to tell you the closest Amiga dealer to you, altho they may think it is strange if you call them outside of the Toronto area, but they should be at least able to tell you the Commodore number for your area.

Enough about that. The price!!!!!! Well, in Canada they sell for \$50 Cank. bucks from Amiga dealers, and prices I have from the states range from as low as \$35 U.S. to as high as \$80 U.S., so check around before you buy, and get the SRP from Commodore before you shop, as dealers that have the AS20 MOD, since it is such a uncommon part try to sell it for whatever they can get for it.

NEWS FLASH..... NEWS FLASH.....

From Bud Mills Services, for those that don't want to build their own fancy cable and have to search all over the states for a AS20 MOD, Bud Mills is proud to announce a new add-on for TIM, which converts the RGB to COMPOSITE, just like the AS20 mod using the same high-tech parts, but with one added feature, the ports on the new super add-on are designed in such a way, that the box just plugs and snaps into place on the part of your console, grabing all the signals needed from both the DIN-5 plug and DB-25 plugs and passing them right thru for future add-ons, plus converting them into composite and putting the composite back into the TIM-5 plug on the old pin, so that you can use your current monitor cable set-up without any changes, just install TIM and add Bud's little blackbox, and your on your way in enjoying 80ccol text on your TV monitor for the factor of

COMMENTS & SUGGESTIONS

the cost of a new RGB monitor.

Join the world of many happy TIM owners today;.....
 Call Bud for more info on his wonderful new blackbox!

END OF NEWS FLASH.... END OF NEWS FLASH....

--(Gary Bowser / OPA)--
 416-960-0925 8am-11pm EST/EDT

--(OPA an "Authorized TI dealer")--
 416-963-TITI 24hours HOTLINE!

SUPER SOB

26246 11-SEP 12:51 Trading Post
 RE: opa (Re: Msg 25220)
 From: TINET

... I been thinking over the weeks, of designing up such a interface for the TI, which could be installed along with other new programming stuff in the new Super SOB which has 24K of more space than the original SOB which just replaced the TI 680MS 8/1 with our Micro-Manager. The new Super SOB so far will have a Complete Disk Manager. Accessed via the Micro-Manager windows/screens, plus also a powerful DMS (MS-DOS) to turn it into a command-like DOS (MS-DOS) but with a twist, the power of BASIC around it which would replace the BATCH-type stuff done in the MS-DOS world, with a much more powerful system. New BASIC will have direct commands for loading/running EA3.5 programs X/B programs, and accessing catalogs, do copies, moves, deletes of files, etc. Allowing anyone to design their own fancy util's and auto-menu programs, etc. We decided this would be better than deleting TI-BASIC as that would only add 8K to our free space. So far looking at the planning, etc. Out of the 24K, it will be divided into three blocks of 8K, the first containing the new Micro-Manager with the DOS-like manager functions, etc., the second 8K is where we been additions to BASIC, and the last 8K is where we been thinking of adding things like a univ. printer driver, etc. and other handy things need for programmers to make their programs more powerful, etc. (We need input from programmers on what they would like to see added to the D.S.)

The old 4K extra space found in the original SOB that replaced the TI OS, will be use for the E/A 3.5 loader/util's (2K), the 2K old micro-manager will be taken up with more O.S. functions and links to the new 24K space.

This does it for this month's column. Yes there were other tidbits I could have thrown in to make the column even longer, but your tall cool drink must be warm by now. Till next month...

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