



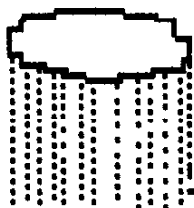
OSHTI
79/4M
COMPUTER
USERS GROUP

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OSHTI
LAST
OSHTI



Despite the ominous weather, the Feb. OSHTI meeting was one of the largest gatherings yet. Phil Townsend, Lindsay Brown and Mike Dunne from the Kawartha 99ers made it to the meeting. Mike who now resides in Kincardine just happened to be in Toronto for some P.D.(physical or was it professional development?). Thanks for joining us for the meeting. Phil brought down a load of software from COMPRODINE etc.

We also would like to welcome Tony Cavallari of Whitby for joining us. Tony has been having trouble with his TI console and his VIDEO CHESS module. From the look of it I think a couple of GROM chips have been burned out, possibly by a dehumidifier. I had a dehumidifier do this to me several years ago. Possibly a surge through the circuit might have taken out some GROM chips. For example, you can write program in BASIC (or XBASIC) but you can't RUN it or LIST it; the video jumbles up.

Anyway, we were able to sell Tony a 'new' console and hopefully he will get another VIDEO CHESS from Glen in Peterborough. Welcome again Tony.

Ron Brown from Oshawa was also present and had a complete system for sale.

Ron would like to sell the COMPLETE set-up and maybe by the time you read this, it will have been sold.

Doug sent word via the telephone (Doug was on afternoons this month) that the PICKERING HAM FLEAMARKET will be held April 13th at PICKERING High School. Tables are \$9 each (\$10 if we wait) and cost per person is \$5. Keith, Bob, Doug(abs) and Tom indicated that they would be there. If you're interested let us know by the March OSHTI meeting.

Tom demonstrated how to LOAD an arcade type (E/A S) program on just a cassette system (see article later).

The game BACKSTEINE was demonstrated and Bob had a go at it. This is another excellent game by Quinton Tormanen published by COMPRODINE. Quinton is an excellent programmer. More on this game later.

The Disk of the Month was Bill Gaskill's database which show you the source of HARDWARE, SOFTWARE etc. for the TI 99. For example, if you will find a reference for the AVATEX MODEM. It directs you to the HOME COMPUTER MAGAZINE Vol. , No. reference in someone's library (like Tom's) and read the full article. Bill has done a lot of work putting this together. It is a faireware offering.

Tom did a demo of the EDITOR in FUNNELWEB to show the features of how to get



started in wordprocessing. Afterward, the group was to compose letter to either Mickey Schmitt or Tony and Will McGovern.

Don and Bernie did manage a nice letter, but for some reason there was a 'fowl-up' and it got lost. Sorry about that, I don't know where it got to either.

Bernie will be spending some time down south in Florida in the next month. Hope the weather is good. Speaking of which, Ray just got back from there. Lucky to avoid some of the snow and cold.

Donations to the CANCER society on behalf of John Birdwell (who wrote DSKU and other TI and Geneve software) are welcomed in lieu of a fairware donation. Send a card to Mrs. Birdwell at:

1310 Kent Crt.
Wheaton, IL
USA 60187

We have also started to collect fairware donations for FUNNELWEB. A suggested offering is \$15 to \$20. After the March meeting we will send off a money order to the McGovern.

**ARCADE
GAMES ON**



How do you to LOAD and RUN E/A (Editor Assembly) code from a cassette system? The answer to this is not that complicated. The one requirement besides an editor assembly cartridge (or the like eg. Super Cart) is that you have 32K in your console or attached to it via the synthesizer or whatever.

Someone will have to transfer the FILES to TAPE using a programme like CASSTRANS by Tony McGovern.

Yes, he's the same guy that is responsible for the FUNNELWEB programme! Just another reason to send in fairware support \$ to the McGovern.

Let's suppose that there is ONLY one file to transfer. For the sake of argument, let's call the programme FILE for short.

Using CASSTRANS you or a friend from the Club can transfer this file to a CASSETTE tape.

Next, the user of the cassette tape will use the E/A cartridge to LOAD this file. He or she will select option 5 from the E/A main menu.

When the prompt comes up to enter the name of the file comes up, the user enters "CS1" (no quotes).

The usual CS1 prompts will come up, "REWIND TAPE etc.". Follow the directions using the tape with your file (FILE) on it.

After the programme FILE has loaded, it will AUTO START, so you will know if you are successful when the tape stops. You can then turn off your cassette player and use the utility or game programme.

What about those longer programme files which contain up to 4 files eg. FILE, FILF, FILG, FILH? Well you can use them too.

For those who have never noticed, if you have a programme which is longer than one file in E/A 5 option programmes the second files name is similar to the first file except that the last letter or ascii value is increase by one. The TI loader is designed to load one after the other until the last one has been loaded.

To load a longer than 1 programme file, eg. FILE, FILF etc. you proceed as before. This time you will get the message

DATA OK

* PRESS CASSETTE STOP

When you do you will get an ERROR message:

I/O ERROR CODE 3

PRESS ENTER TO CONTINUE

When you do press enter the prompt :

* PRESS CASSETTE STOP

THEN PRESS ENTER

will appear. When you have done all of this, the initial E/A screen will appear. Select option 5 again and use CSI for file name. DO NOT REWIND the CASSETTE since the loader will load the next programme in sequence where the last one left off.

You do NOT have to worry about loading too many files or how many there are since the E/A 5 loader will auto-start the programme when all necessary files have been loaded.

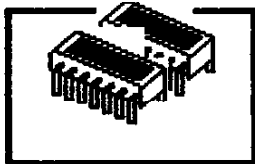
This is a long process but it does work ! If you have only a cassette system you will be totally amazed by the fine programmes now available. Of course a disk system is MUCH FASTER, but it might be outside of your budget.

Now, all you will have to do is get someone to load all of your favourite programmes onto tape from a disk !

Remember, you need 32K and some sort of E/A 5 loader, like the Editor Assembler Cartridge or Super Cart.

Tom.

**S.O.B.
BY OPA**



By the time you get this, I will be the proud owner of a TI Image Maker (TIM) from OPA (aka Gary Bowser). This of course is the much talked about 80 column card which uses the new V9958 video processing chip.

Gary gave us a demonstration of the TIM back

in October but he didn't want to release it until it was BUG-FREE. As a result it was a little slower than he had hoped but he now has them in stock for anyone wishing to buy one. The cost is \$179 (US or Can). This is more than he had mentioned in October but there is a reason AND you GET MORE than just the TIM board too !

As Gary mentioned in October, TI BASIC was a real problem. When TI BASIC was written, Texas Instruments apparently wrote 1's instead of 0's in some important places. Thus TI BASIC was incompatible with the TIM U9958 chip.

Gary had to come up with a HARDWARE FIX for this. He has developed another Board which removes the problem. What you do is remove the BASIC GROM chips (0 and 1) and put in the new OPA board. This board has been called Son Of a Board (SOB) for sort...hm.. is this suitable for children ?

The SOB board as explained in last month's newsletter, has three nice features which make it useable as a stand-alone. The first feature is TRUE LOWER CASE characters without any software. The second feature is a MICRO disk manager for ANY TYPE of disk drive from HARD to FLOPPY and RAM. You also have the ability to DELETE, VIEW and RUN (assembly programmes). The third feature is a capability of auto-loading a disk-based or an expanded operating system on power-up. This latter one sounds very interesting.

Unfortunately, I will not be able to write anything until next month about how to set it up etc.

More good news about the price is that Ontario residents will only have to pay the 8% PST, Gary said he

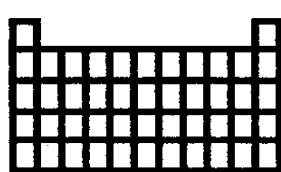
will be absorbing the 7% GST.
Maybe it's a good idea to
get one before he changes his
mind.

Don't forget that you will
NEED to BUY an RGB monitor to
take full advantage of TIM.
I hope to get one for under
\$400 (Can). Stay tuned for
more info next month.

I also hope to be
demonstrating this at the
next OSHTI meeting. I hope
everything goes well.

Tom.

PS. The SOB has a price
of only \$59 (Can/\$49 US). If
you buy OPA's TIM, It comes
"free".



CHEMICAL PERIODIC TABLE:

A few weeks ago I had to
set an exam for my senior
high students. On the exam,
there were several diagrams
and tables. (It was a
Chemistry exam.)

Six of the tables were
specialized PERIODIC tables.
I wanted to prepare the exam
100% on the computer (TI
99/4A of course); so I
thought that I would use
TI-ARTIST plus (TIA+) to make
a periodic table.

The problem I ran into may
interest others who are
trying to make large or wide
tables. TIA+ has some small
FONTS but using even the
smallest fonts, I could NOT
get all of the elements on
the TIA+ screen at once. I
tried using JOY PAINT but the
same problem persisted.

My solution was simple,
just make TWO TIA+ screens
and join them together when
you go to print them out.

This works fine.

I used the CHAR3 font
supplied with TIA+. This is
the smallest one that I could
find. I proceeded by making
the left side of the periodic

table and drew in the lines
for each element's box. I
also used the BOX command so
that each element would have
the same size box. This
again worked well. I SAVED
the LEFT-HAND side of the
periodic table and then
cleared the screen. I then
proceeded to draw in the
RIGHT-HAND side of the
periodic table and made a
guess as to where to start.
In retrospect, this was dumb.
What I should have done is
erase all but the farthest
left-hand boxes and build my
new boxes from there. Oh,
well, either way, it worked
out.

You have to use the ZOOM
mode to get the two sides of
the table to join up. I also
played with the H-POSITION
knob on my monitor so that I
could see the left hand
pixels.

I made a master copy of
the periodic table and then
proceeded to make 6 tables
showing the solubilities of
various ions and cations.
Samples of the tables appear
in this newsletter.

What I learned from this
is simple :

-TIA+ can be used for wide
tables by making two
adjoining screens.

-Print the tables out
using the 2 side-to-side
function of the TIA+ menu;
use the menu option that
squeezes them together.

The result was nicer than
the tables that I usually
photocopy.

Tom.

PICKERING HAM RADIO
FLEAMARKET
Pickering H.S.
Church St. Pickering
Sat. April 13, 9-2 pm
Adm. \$5

OTTAWA TI-FEST/91
Merivale H.S.
Napean Ontario (Ottawa)
Sat. Apr. 27, 10-4 pm

H ⁺																	He
Li ⁺	Be ²⁺											B	CO ₃ ²⁻	NO ₃ ⁻	OH ⁻	F ⁻	Ne
Na ⁺	Mg ²⁺											Al ³⁺	Si	PO ₄ ³⁻	S ²⁻	Cl ⁻	Ar
K ⁺	Ca ²⁺	Sc ³⁺	Ti	V	Cr ³⁺	Mn ²⁺	Fe ²⁺	Co ²⁺	Ni ²⁺	Cu ²⁺	Zn ²⁺	Ga	Ge	As ³⁺	Se	Br ⁻	Kr
Rb ⁺	Sr ²⁺	Y ³⁺	Zr	Nb	Mo	Tc	Ru	Rh	Pd	Ag ⁺	Cd ²⁺	In ³⁺	Sn ²⁺	Sb ³⁺	Te	I ⁻	Xe
Cs ⁺	Ba ²⁺	La ³⁺	Hf	Ta	W	Re	Os	Ir	Pt	Au ³⁺	Hg ²⁺	Tl ³⁺	Pb ²⁺	Bi ³⁺	Po	At	Rn
Fr ⁺	Ra ²⁺																

Table A8

POSITIVE IONS THAT FORM COMPOUNDS OF LOW SOLUBILITY WITH

Cl⁻, Br⁻, I⁻

H ⁺																	He
Li ⁺	Be ²⁺											B	CO ₃ ²⁻	NO ₃ ⁻	OH ⁻	F ⁻	Ne
Na ⁺	Mg ²⁺											Al ³⁺	Si	PO ₄ ³⁻	SO ₄ ²⁻	Cl ⁻	Ar
K ⁺	Ca ²⁺	Sc ³⁺	Ti	V	Cr ³⁺	Mn ²⁺	Fe ²⁺	Co ²⁺	Ni ²⁺	Cu ²⁺	Zn ²⁺	Ga	Ge	As ³⁺	Se	Br ⁻	Kr
Rb ⁺	Sr ²⁺	Y ³⁺	Zr	Nb	Mo	Tc	Ru	Rh	Pd	Ag ⁺	Cd ²⁺	In ³⁺	Sn ²⁺	Sb ³⁺	Te	I ⁻	Xe
Cs ⁺	Ba ²⁺	La ³⁺	Hf	Ta	W	Re	Os	Ir	Pt	Au ³⁺	Hg ²⁺	Tl ³⁺	Pb ²⁺	Bi ³⁺	Po	At	Rn
Fr ⁺	Ra ²⁺																



CALL KEY ACCEPT AT PROG. NOTE



Here is a nifty programming tip that I read in LA99ers Topics newsletter Feb. 1991. The article is by Earl Raguse. However, before I explain it, try typing in the following programme and RUNNING it.

EFFECT OF CALL KEY:

```
100 CALL CLEAR
110 DISPLAY AT(1,1):"ENTER
A KEY"
120 ACCEPT AT(1,13):A$ ::
IF A$="" THEN 120
130 DISPLAY AT(15,1):"YOU
ENTERED ";A$;" ASCII
";ASC(A$)
132 I=I+1
135 IF I-INT(I/2)*2 THEN 1
60
140 CALL KEY(3,K,S):: IF S
<1 THEN 140
150 GOTO 100
160 CALL KEY(5,K,S):: IF S
<1 THEN 160
170 GOTO 100
```

As Earl points out, most programmers use CALL KEY(0,K,S) rather than CALL KEY(1,K,S) etc. up to CALL KEY(5,K,S). But what an effect the CALL KEY routine has on the way the TI 99/4A operates.

When you run the above programme the first time ACCEPT AT (line 120) runs you will be able to use upper and lower cases. The second time thru the loop the ACCEPT AT will ONLY produce UPPER case ! Why is that ? Well the CALL KEY(3,K,S) in line 140 will be used. This changes the ACCEPT AT condition so that only UPPER CASE can be input even if you try to type using lower case.

The next time thru the loop line 135 will force the CALL KEY(5,K,S) in line 160

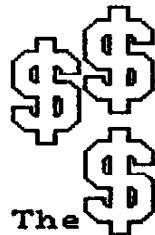
to be run. This CALL KEY(5,K,S) RESETS the computer so that it will now accept upper and lower cases.

Where would you use this, you ask ?

Suppose you were asking someone to input the NAME of a programme, eg. DSK1.TEST. You wouldn't want them to inadvertently typing dsk1.test instead...

Look up page II-87 in the USER REFERENCE GUIDE for the TI 99/4A for more information. It tells you that the CALL KEY(S,K,S) resets the computer back to ACCEPTING both upper and lower case from the keyboard. CALL KEY(3,K,S) will only allow input of upper case keys.

What it doesn't tell you is that the CALL KEY routine will affect the ACCEPT AT statement in XBASIC.



G.S.T.ED

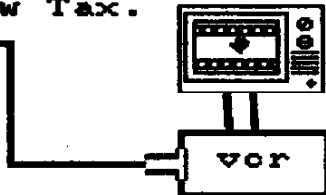
The new Goods and Services Tax (GST) which replaced the old (hidden) Federal Sales Tax of 13.5 % was to lower the cost of most items sold in Canada. The new tax of 7% should mean that most computer goods would cost less. Well as most retailers know, this hasn't really happened.

In fact, TORONTO COMPUTES reports that the cost of computer hardware has risen in 1991. The reason for this is that imported computers were taxed at their wholesale or 'declared' value. This meant that a computer which crossed the border with a value of \$1000 would have paid \$135 tax under the old system. But that system might have sold for a retail value of \$2700. This means that the old Federal Sales Tax was only about 5% of the retail value. Under the new legislation the consumer would be paying the GST on

the retail value which would actually be more than the \$135 that the retailer paid under the old system.

So there you have it, the new GST is what a lot of people thought it would be, a Gouge and Screw Tax.

TI TO UCR



How do you hook your TI up to a UCR ?

First you need to buy a 5 pin DIN to 2 Rca adapter cable. These you can find in a variety of stores, Radio Shack or Canadian Tire. They are about \$5-6. Usually they are colour coded; RED for Video and Yellow for Audio. This replaces the TV modulator. You simply attach the two ends (audio/video) to the Audio IN and Video IN inputs of your UCR and you're off to the races. If your UCR has a LINE switch then you can move it to ON. Now anything that comes from your computer will go into the UCR. I suggest you have your RF out hooked to a TV or monitor so that you can see and hear what is going into the UCR.

You can then TAPE RECORD using the usual method. This means that you can make a tape of yourself playing any game or using a spread-sheet or word-processor.

Recently, our club demonstrated a TITLING programme for the UCR which enables you to make a title screen for your home videos. Using this utility, you can MAKE, SAVE and LOAD screens to add titling to your home movies etc.

For those who wish to set up a more elaborate system, you could make a switch box with a variety of inputs and maybe an audio fader. Looks like a project I could have a crack at.

Tom.



WHY IS MARIO SMILING?

Nintendo was upset a while back when a Markham Ontario company started selling the GAME GENIE periferal (\$70-80). This allowed users to make Super Mario easier or more difficult by changing the parameters within the game.

Nintendo asked for and received a temporary injunction stopping the marketing of the Game Genie in the US. Recently, this injunction was overturned. Nintendo will appeal the decision in the US Federal court system.

Maybe the little guy will win !



MACLONE ?

A company called NUTEK is undertaking to make a CLONE of the MacINTOSH computer. The clone will supposedly not violate the copywrite that APPLE Corp. has on the Mac.

Nutek is designing the chip set from 'scratch'. To be sure that this is the case, Nutek has enlisted the services of a copywrite attorney to ensure that the entire process is above 'board', so to speak. Nutek hopes to release its Mac clone in 1992.

As you may already know, APPLE Corp. won a landmark case against the cloners of APPLE II computers back in the 1980's. Nutek hopes to avoid this type of litigation by APPLE.

I hope the result of this is a lowering of the price of the Mac computer; it has been overpriced for a long time.

Rumour has it that APPLE is in big trouble since their share of the commercial market is very small and becoming smaller everyday.

TIBASE CON-CAT-IN ATE !



TI BASE has several examples of CONCATENATION (joining) strings together but it only shows examples where a space is to be added in between the two string as below:

```
LOCAL STR1 C 9 LOCAL STR2  
C 9 REPLACE STR1 WITH "HI"  
REPLACE STR2 WITH "THERE"  
REPLACE STR1 WITH  
TRIM(STR1) | " " | STR2  
WRITE 1,1 STR2
```

The result is that you get "HI THERE" written at 1,1 on the screen. This is OK if you want a string with a space between the two. To get ride of the space use the following instead of the 5th line above.

```
REPLACE STR1 WITH  
TRIM(STR1) | STR2
```

This yields "HITHERE".

Although you may already have figured this out for yourself, I thought I would pass on this little bit of trivia.

You can play around with the CONCATENATE function | and see what other things you can do.

One thing that I was hoping to do was to get the DATDISK command to be set by a local variable like:

```
SET DATDISK=DN
```

where DN is a string like DSK2. This does NOT seem to work in command mode unless you execute SET DATDISK=DSK2 this using a variable, let me know.

Tom

LIMA MULTI-USER GRP FEST
LIMA, OHIO
May 17-18
(Can. holiday weekend)

ONTARIO COMPUTER FAIRE
Bowmanville Rec. Complex
Sun June 2nd 11 - 4pm
Admission \$4 with club
coupon. Free for User Grp
table workers.

TO GHOST... NOT TO GHOST



I thought I'd try the GHOSTING function on PAGE PRO UTILITIES disk. The following examples show HEAVY and MEDIUM ghosting of the image. You can see the effect quite nicely. When would you use this function? Probably when you wan to creat a back ground over which to print.



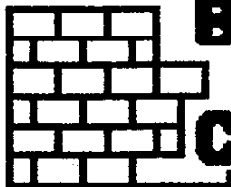
HEAVY GHOSTING STARTING PIC.



We want to welcome another 'newly' found TIER who found out about our club via the KAWARTHA 99ers. Tony is an avid chess player and enjoys playing VIDEO chess. As we noted in the minutes of last month's meeting, Tony's TI and VIDEO CHESS module were probably damaged by the start-up of a dehumidifier. Fortunately we were able to find him a 'new' console and VIDEO CHESS cartridge.

We hope that Tony will be able to attend our meetings and add his knowledge of the TI 99.

OSHTI MAR 91 -8-



BACKSTEINE FROM COMPRODINE

The Comprodine game BACKSTEINE (bok'stin y) is a new and excellent adaptation of the game PONG. I remember playing PONG back in the 1960's on TV using two remote controllers. Again in the early 1980's, the game of PONG was one of the first arcade games I played on the early PET computer (Commodore). However, Backsteine has gone beyond this simple game.

The game is the third release of Quinton Tormanen through Comprodine. The other two are WAR ZONE and the LIVING TOMBS. All three are done in 9900 machine language and are F A S T !

Quinton has done a first class job on all three programmes. In fact, it's hard to imagine how he has produced such excellent products at a very tender age... he is under 20 I believe.

Backsteine not only is an engrossing game, it has a story line as well. Here it is:

"Far into the future, the planet earth has become over-crowded. A galaxy-wide search has been conducted for a new livable planet. With the exception of one planet, Omega-47, the search was fruitless. The problem is that the planet is inhabited by very unfriendly aliens. They have a defense satellite that must be defeated before the vulnerable aliens may be destroyed, leaving the planet open for use. The satellite is called 'BACKSTEINE' (Gr. BRICKS) and consists of 50 security levels. The levels are filled with multicolored energy blocks. The blocks contain enough energy to kill an human

trying to destroy them. For many years, the great minds were stumped.

Then came Quintus Tormanus, who figured out that a nuclear fused plutonium ball could safely destroy the energy blocks. A flat levitating structure called a Siliron would propel the ball back up toward the blocks. By beaking all the energy blocks the level would be shut down and access to the next level would be provided."

The game screen is beautifully designed. The background has both colour and texture and the blocks are shadowed to give a 3D effect. I have managed to get to level 3 but with 47 more to go, there will be lots of challenges ahead.

Quinton has also put in an EDITOR so that you can set up your own screens or adapt the ones he has already set up. This is a real bonus for people who are into developing strategies.

Documentation is lengthy for this game than you might expect since Comprodine normally provides one folded over 8 1/2 x 11" card printed on both sides.

The game is quite user-friendly, although the chose of one or two player game was not obvious to me.

The game is excellent value for the price of \$14 (Can) \$10 (US).

Quinton Tormanen is definitely one of the up-and-coming programmers in the TI community. Support him through the purchase of this game.

Comprodine Software is available thru the KAWARTHA 99ers User Group:
224 Woodward Ave.
Peterborough, Ont.
K9L 1J7
1-705-745-3757 (Phil)

