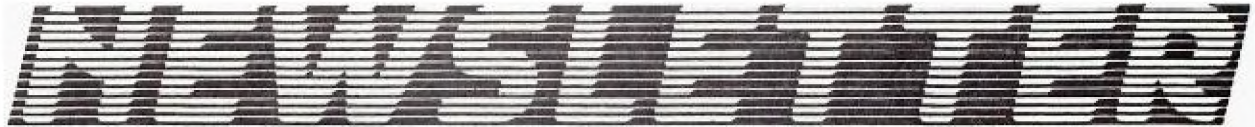




The Ottawa T.I.99/4 Users' Group

84,11  
065



VOLUME 4 NUMBER 10...OCTOBER 1985

## C o n t e n t s

### NEXT MEETING....

THURSDAY the 7th of November, starting at 7:30pm  
at the Merivale High School, 1755 Merivale Road in  
Nepean.

### EXECUTIVE NOTES....

PAUL LECOURTOIS is the co-ordinator of the harddisk  
drive committee.....There are now 170 members in the  
group....Donations of double sided disks to copy BOB  
BOONE'S LIBRARY will be gratefully accepted.

### FEATURE ARTICLES....

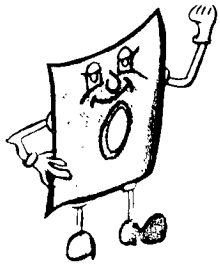
NUAC NEWS by Bob Boone.....R.A.GREEN is again with  
us with some programs.....YVAN has an article on  
DISPLAY VARIABLE 80 FILE RECOVERY.....SHAWN MILLAR  
keeps us posted on all the up to date scores.

### DEADLINE....

The 11th of November is the cutoff date for  
submissions.....PLEASE Try to be on time.

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## HOTLINE NUMBERS

The executive has expressed a desire to assist all members should you have some problems or have some questions, do some library swapping or borrow a book. This will be the place to look. Of course if you wish to be placed on the list just give me a call...I know there is a lot of expertise within our Group. I hope to add to this list and improve the coding. Please respect normal hours unless you specifically know that someone doesn't mind a call at 3am or use the BBS to leave a message at 738-0617, 24 hours a day, 7 days a week.

BERRY MINUK.....CHAIRMAN.....TUTORIALS,ASL,B,F,XB.....(M)234-5472  
JANE LAFLAMME.....V/CHAIRMAN.RECORDS,SYSOP,Lb,Lc,Ls,MBX,Mwp,B.(M)837-1719  
BILL SPONCHIA.....P/CHAIRMAN...TUTORIALS,B,Ls,XB.....(M)523-0878  
DENIS DENNY.....TREASURER.....(M)596-0276  
CAROL LECOURTOIS..SECRETARY.....(M)824-5591  
MARG O'CONNOR.....EDITOR.....Mwp,XB,B.....833-2626  
BOB BOONE.....NUAC CO-ORD..U/G CO-ORD,CC,I,Ld,Ls,S,SS.....(M)623-7841  
PETER ARPIN.....CO-SYSOP.....(M)523-0017  
BENOIT TANGUAY....CO-SYSOP.....ASL,MBX,BBS,Mmp.....(M)830-1718  
TONY HOPKINS.....ADVERTISING..BUSINESS,Lb,Ld.....746-4463  
SHAWN MILLAR.....YOUTH CO-ORD.SCORES.....(M)684-3466  
MAURO TOMIETTO....LIB.CHRMN....OTIUG SOFTWARE,Ls.....(M)729-4519  
LLOYD GALENZOSKI..MEMBER/CHRMN.MEMBERSHIPS.....(M)830-1522  
ART GREEN.....ASL.....(M)837-1955  
PAUL LECOURTOIS...TIBBS CO-ORD.....(M)824-5591  
JEAN-PIERRE MORIN.....F,.....729-4579  
DICK PICHE.....TECK.....(M)521-8667  
TONY DOMEVSKI...\*TEXAS INSTRUMENTS GEOPHYSICAL SERVICES\*.....416-884-9181

\*HARDWARE AND SOFTWARE REPAIR DEPOT IN RICHMOND HILL (TORONTO)\*

SOFTWARE:::ASL=ASSEMBLY LANGUAGE  
B=BASIC  
F=FORTH  
L=LOGO  
Lb=BOOKS/MAGAZINES  
Lc=CASSETTE LIBRARY  
Ld=DISK LIBRARY  
Ls=U/G SOFTWARE SALES

Mp=PLATO  
Mea=EDITOR ASSEMBLER  
Mmm=MINI-MEMORY  
Mmp=MULTIPLAN  
Mwp=TI WRITER  
S=SALES  
XB=EXTENDED BASIC

HARDWARE:::BBS=SYSTEM OPERATOR  
CC=CORCOMP EQUIPMENT  
I=INSTALLATION  
M=MODEM EQUIPPED

MBX=VOICE RECOGNITION  
MY=MYARC EQUIPMENT  
R=REPAIRS  
SS=SALES

## CHAIRMAN'S TWO CENTS WORTH

On behalf of the new executive I would like to thank the members for selecting us. We will do our best to see that the group continues to grow and to become even more worthwhile for its members. At the same time I would like to extend a vote of thanks from us all to the old executive and to everyone who made a contribution such as Committee Chairmen or Chairwomen, people who serve on the committees and those who help by running tutorials and workshops.

Before outlining some of our new plans I would like to pay tribute to the efforts of our first 2 Chairmen, Danny Lyonnais and Bill Sponchia. All of you know Bill who is our immediate past Chairman but many of you who have become members in the past year and a half do not know Danny. Danny was one of the founding members of the group when it was organized back in the Summer of 1981. In fact many of us purchased our first TI from him when he was working at Fabian Stationery. For the first 2 years of our existence Danny and his committee kept the group growing as we obtained more and more members and as our members began the shift from cassette to disk.

Bill took over as Chairman at a critical time in the Fall of 1983 when TI withdrew from further production and left us all orphans. Nevertheless Bill and his committee carried on. The group doubled in size to 200 members and the shift to disk continued until over two thirds of the group have expanded systems. I would like to offer both Danny and Bill a vote of thanks from all of us.

Your executive has asked time and again for suggestions from the group and sometimes we have received 1 or 2. At the last meeting we got many suggestions from 10 different members. We are looking at all of these and will be acting on some of them immediately. One is to have a more planned agenda at each meeting and this should start at the next meeting. Another is to have a question and answer period for hardware and software problems. That will start at the next meeting, also.

Another was to better publicize our existing Tutorials and Workshops and to have more of them. I am therefore putting the Schedule right in my column as follows:

<u>Date</u>	<u>Event</u>	<u>Time and Place</u>
Tues Oct 15	Assembly Tutorial	7:30 Merivale H.S. Rm.D101
Tues Oct 22	Debugger/Decompiler	7:30 John Brennan's Home
Tues Oct 29	Forth Tutorial	7:30 M.H.S.
Tues Nov 05	Assembly Tutorial	7:30 M.H.S.
Tues Nov 12	Forth Tutorial	7:30 M.H.S.
Tues Nov 19	To be announced	
Tues Nov 26	Assembly Tutorial	7:30 M.H.S.
Tues Dec 03	To be announced	
Tues Dec 10	Forth Tutorial	7:30 M.H.S.

For further details you can phone me at 234-5472 or 996-1371 (work) or Jean-Pierre Morin at 994-3425(work). If you want any other tutorials or workshops please let me or any other executive know and we will try to arrange it.

The November Meeting will have reports on the Chicago TI Faire and demos of new products from the Faire. Try to make it!

## [DISK DRIVES

This article was downloaded, by Lloyd Galenzoski, from the Chicago West Bulletin Board, telephone (312)766-2797. Jim Ness, is the author and with the exception of minor editing changes, this is his article.

"It's funny (at least to me), but there are lots of people who seem to know lots of stuff about their computers, and all those tiny chips, and how the bits and bytes are handled. And there seems to be next to nobody that knows anything about disk drives, and how they work. Sensing this huge gap in man's knowledge, I decided to figure out what makes them tick.

The great thing about disk drives is that they can find files buried randomly within a huge field of data, and they do it pretty fast. Actually, they can do it so fast because it's not at all random.

The mechanical concept is not all that complicated. A small motor spins at 300 rpm (at least in this country, with its 60 hz power supply), and there is a tiny stepping motor attached to a read/write head. A stepping motor is a common item in indexing applications, where you want a motor to move a precise distance and stop on a dime. The read/write head is just a smaller version of what you have on a cassette recorder.

The stepping motor "steps" the head from track to track on a diskette. The tracks are concentric circles, not a long spiral as you would have on an album.

All of this is ultimately controlled by the disk software provided with your computer. Usually this is located in ROM within the machine. In most machines, the ROM is only sophisticated enough to load in the official Disk Operating System (DOS) which is located on the disk in the drive when the machine is turned on. The DOS contains all the file handling software, copying software, etc, and because it is on disk, it can be easily modified and/or updated as time goes by.

Our friends at TI decided to put the whole thing in ROM, which has a few bad side-effects. First, it makes it hard to update and improve the software, which is located in the Disk Controller Card. Second, although the machine is a 64k machine, just like all the others, TI has set aside so much memory for special purposes, that there is only 32k left to play with. They set aside 8k for cartridges, 4k for disk

drive, 4k for RS232/PIO cards, 4k for the Operating System (can't complain about that one), and 8k for various interfaces (speech, sound, VDP). Ok those are all good applications to have, but if you don't use them, you still can't use that memory for other things.

Anyway, all of the controlling software for the TI99/4A is located in the ROM card, as I said. This software tells the step motor when to step to the next track, when to return to the beginning, etc.

There is no standard for how a computer keeps track of data. In the case of TI, there is a directory of existing files, and a map of where they are located, at the beginning of each disk. These files are not necessarily all in complete groups. If you delete a 12 sector file from a disk, there is a 12 sector gap recorded in the map. Then if you add a 20 sector file, the software will put the first 12 sectors in the gap, and put the rest in the first available spot. When you ask for a file that is broken up this way, you can hear the disk head scooting along to read each individual segment.

Because the disk drives themselves are pretty standard, there are a few things that don't change. For instance, there are 48 tracks per inch in most 5 1/4" systems (There is a new 96 TPI system around, not TI compatible). And most systems only use 35 or 40 of the available 48 tracks. There are either 9 or 18 sectors per track (single or double density). Each sector holds 256 bytes of data. And the standard design allows 250,000 bits per second to be written.

Wow, you say, 250k! That is about 25k bytes per second, right? How come I cannot load a 25k pgm in one second, then?

Where was I? Oh, yes, I mentioned that most drives are capable of transferrring data at about 250,000 bits per second. And you were asking how come your programs don't transfer that fast.

Two reasons. First, as I said, the transfer of data is actually controlled by the ROM software in the TI99/4A. And to be as good as it is, it had to be a little bit slow. Not REAL slow (anyone ever use a C64 disk drive?), but not as fast as it could be. The second reason also has to do with software, but it is a universal problem associated with single density storage.

The major difference between single and double density storage is the way in which the data is coded. In order for the software to keep track of where the read head is located on a particular track, there are clock or synch bits laid down with the data bits. In the old fashioned single density format, a synch bit was laid down ahead of each "0" bit, so there were never two "0" bits in a row. That kept the software from getting lost if there were a lot of "0" bits in series. Putting all those synch bits on the disk took up a tremendous amount of space that should be used for data.

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So, some genius came up with a way of encoding the clock bits in with the data bits, so that no unnecessary space was lost. Voila, double density storage was born! And double density, as used with the Corcomp software, is said to increase transfer speed by at least 80%, mostly because the number of bits to transfer is cut way down.


So much for the exciting story of double density versus single density. How about double sided versus single sided? Well, obviously, it requires two read/write heads in the drive. Did you know that when reading a disk, the software reads, first, a track from side one, then the opposing track from side two, and continues back and forth? You didn't know that? There is a simple reason for doing it that way.

The disk head needs something to keep the disk stationary against it. In a single sided drive, there is a small arm holding the back side of the disk against the head. In a double sided drive, that arm would be in the way of the back side read/write head, so the solution was to use the two heads, directly across from one another, to hold the disk in place. In order to keep them across from one another, they alternate reading or writing as I said above. Very interesting, right? So if you wreck one side of a double-sided disk, you can kiss the whole thing goodbye."

Although not proven, there is some doubt that double-sided drives alternate from side to side as indicated by the author. It is said that the TI controller card does not function that way. Rather, it fills one side then moves to the other.

Possibly the more technically inclined amongst us would be good enough to shed some further light on the subject.

```
*****
*                                                                 *
*                                                                 *
*           OTTAWA'S LARGEST SELECTION                           *
*                                                                 *
*           OF COMPUTER BOOKS                                   *
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*           PROSPERO COMPUTER BOOKSTORE                         *
*                                                                 *
*           128 BANK STREET (CORNER SLATER)                     *
*                                                                 *
*                                                                 *
*           238-7683                                             *
*                                                                 *
*****
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## NUAC NEWS

by Bob Boone

The following bulletin was posted to TIMELINE by Terry Atkinson of TINS near the end of September (Just before Terry bought a ticket to the show!).

As of this writing (21/9/85), 16 vendors have already committed to the 3rd Faire. They are:

Hunter Electronics, C J Drives, Corporate Disk Company, Tomputerware, Data Systems, MicroFormat, Asgard Software, Bytemaster Computer Services, Competition Computer Products, Databiotics, J/D Limited, Great Lakes Software, Myarc, In Inc., TI Forum-Compuserve, Thompson Software, Miller's Graphics. Mike Amundsen- THE SOURCE, Lou Phillips- Myarc Inc., Craig Miller- Miller's Graphics.

As the message in TI Post stated, the Faire will be held at Triton Jr. College in River Grove, IL on Saturday, 11/2/85, 9AM to 5PM. General admission is \$2.00, only \$1.00 to card-carrying members of other organized TI User Groups. Triton Jr. College is approximately 10 miles west of downtown Chicago, three miles north of I-290 (the Eisenhower Expressway) from the 1st Avenue exit.

Vendors take note: the Chicago group is doing a direct mailing, thanks to information supplied us by Texas Instruments, to literally thousands of Chicago-area 99/4A Users, announcing the Faire. As of this moment some booth space is available, but over 100 TI vendors have been contacted, and we are far ahead of last year's pace for booth sales. We are a not-for-profit TI User's Group, and booths are priced accordingly, but act soon by contacting us at the address below.

Chicago TI-99/4A User's Group  
P.O. Box 578341  
Chicago, IL 60657

(What an excellent opportunity to announce the new computer, especially since Lou Phillips will be there!!).

I prepared the former bulletins off-line this morning, and since then had a conversation with an american contact. He says, on good authority, that the new computer WILL be at the show. It is a prime-time to announce the new computer at TI's own version of a CES. Friends of mine who attended last year's show say it was excellent, to say the least. Good luck, Bob.....at least, I hope you get a GLIMPSE of the beast!  
Later... Terry.A147E

Thanks Terry...my source in Chicago confirms that Lou Phillips is committed to attend and will probably unveil his treasure there too! Our Ottawa TI-99/4A User Group will also have a booth at the show and we will be distributing our first update to DM-1000 to all commers. Through personal correspondence I've learned that Don Thomson of D.I.P. software and Disk+Aide fame will be there, John Clulow and Dave Romer will be there

and demonstrating a RAMDISK designed by Ron Gries with software developed by John and Dave) at the show. They will be selling this product(as a kit) for \$40 US. Its a card for TI's PEB and by all accounts a wonder to behold!

Craig Miller of Miller Graphics is possibly the best thing thats happened to our dreams of making a go of this TI-99/4A Users Association of Canada! Since his Summer Catalog came out last month, I've been run ragged answering letters and phone calls concerning our local groups' activities and software library. Recently Ross Kennedy from MACKENZIE BC called me and said his group of six TIers have stuck it out with bare consoles(not even an XBASIC module among them!) for two whole years! They didn't know support could be had for their TIs here in Canada and they were reluctant to start dealing with mail order to the U.S. We're here Ross and yes we'd be happy and honored to be allowed to; as you put it; 'Take you under our wing'!! A big HURRAH to you and your group for so loyally sticking to TI under such horrendous conditions. For those without an atlas big or detailed enough MACKENZIE BC is a tiny little town about 100 miles north of Prince George! Letters too have come from Surrey BC, Saskatchewan, Ontario and Quebec. Phone calls and letters have also come from several groups and individuals in the U.S. all wanting further information on how to join!

Jean.A14A9 of TIMELINE(exec of CIM-99) tells us the Montreal 99ers are trying in earnest to organize their many local TIers into a cohesive unit of about 300 strong!!! CIM-99 will be their banner and it will be an amalgam of TIPS-Montreal and several other smaller disorganized bands stretching from Montreal in the east to the Gaspé in the west. Good luck to you Jean. I hear tell also that Marcel Johnson, one of our members has the exalted post of Vice President, and that can't hurt them at all! Sure would like to have you join our Association as one of your higher priority projects! A recent CHANNEL-99 newsletter editorial comment said(paraphrased only).....

'Its been my experience that Canadians are amongst the worst joiners in the world.....'. Lets take up the challenge and try to prove that statement false!

Come on CHANNEL-99.....join!!!  
Come on CIM-99.....join!!  
Come on 9-T-9.....join!

Vancouver, Aldergrove, Surrey, Kelowna, Mackenzie BC...how about it???  
Calgary Alberta...we know you're out there and invite you to join us!  
Welcome aboard Edmonton and Saskatoon!!!

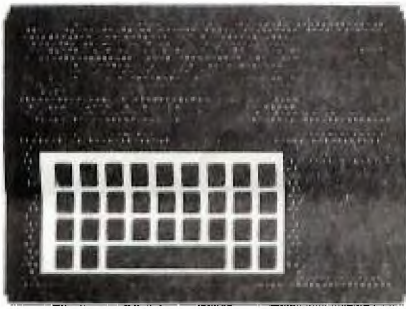
Winnipeg Manitoba....come on in!!!  
Windsor, Cornwall, St. Catherines, Kingston, Peterborough...go for it!!

There are many small groups now surfacing in Quebec and New Brunswick. Take the plunge...the water and welcome will be warm!

If you don't want to join as a group, and even if you do decide to, let your members know we're here and we'd be glad to count them amongst us.

# COMPUCENTRE

CONTINUES TO SUPPORT THE



# TI-99/4A

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PANASONIC	1091 NLO	\$449. <sup>99</sup>
PANASONIC	1090 80 CPS	\$349. <sup>99</sup>

## TI SOFTWARE CLEARANCE

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Group registrations cost \$30 and individual fees are \$20 per household. More information is available by writing to our OUG Vice president care of our Ottawa TI-99/4A User Group address on the front page of this newsletter. If you wish to enclose a cheque with your inquiry please make it payable to the Treasurer of our Group.

Next month this column and possibly a couple others will be devoted to this year's Annual Chicago TI Faire.

PS: Anyone wishing to contact our us, while we're in Chicago on the 1st and 2nd of November may call Hank Ellermann 453-6872; he should know where we are and how we can be reached.

#### TIBBS - To Improve Bulletin Board System

Hi Folks! Those of you who have attended the last few general meetings are well aware that our disk drives have been deteriorating rapidly and at least part of it URGENTLY needs to be replaced. After executive discussion and general meeting approval, it was decided to make it a go and purchase a hard-disk drive. Failing to find an excentric millionaire willing to buy one for us, it was realized that all membership would need to be approached for help. We therefore ask you for a DONATION. Remember that this is your Board and if you feel that you have had more out of it than you have put in (AS I DO) then this is the time to redeem yourself. No donation is too small or too big -- Remember -- the cost of a hard-disk drive may be \$1000 plus. Therefore, be as generous as you can afford. All donators will have their names posted on the BBS and in the Newsletter; however, the amount shall remain confidential.

How do I donate? you ask.....

Very simple! Make your pledge by private message on the BBS to myself or call me direct at home after 6 p.m. (824-5591) and I will pick up your donation at your home.

HELP IMPROVE YOUR BBS SYSTEM!!!!

Thank you in advance for your understanding and generosity.

Paul Le Courtois

TIBBS Co-ordinator

## A LOOK AT USING GPLLNK by R. A. Green

In a previous article in this newsletter I gave a general purpose GPL link routine. This time I will describe how to use some of the GPL subroutines.

Some of the descriptions of the GPL routines in the E/A and MM manuals are not complete and there are no actual examples of coding. In the following I will describe some GPL routines in detail and then give a coding example using them. Remember, if you are using the E/A or MM GPLLNK, you must set the GPL STATUS byte at >837C to zero just before calling GPLLNK.

```
*-----*
* GPL Routine >0016          *
* Load Standard Character Set *
*-----*
```

This routine is slightly misnamed. The character set loaded is the 8 pixel high upper case characters used on the title screen. The patterns for characters 32 to 95 are loaded at the VDP address specified in FAC (>834A). Character 32, the first one loaded, is a blank. Character 95, the last one loaded is the underscore.

When using the Extended BASIC setup for the VDP, the pattern for the blank is loaded at VDP address >0400. When using the Editor/Assembler setup for the VDP, the pattern for the blank is loaded at VDP address >0900.

```
*-----*
* GPL Routine >0018          *
* Load Small Character Set   *
*-----*
```

Again, this routine is slightly misnamed. The character set loaded is the "standard" one used by BASIC, XB, E/A, etc. The characters are the 7 pixel high upper case characters. The patterns are loaded for the same characters as for Routine >0016.

```
*-----*
* GPL Routine >004A          *
* Load Lower Case Character Set *
*-----*
```

At last, this routine is named correctly. It loads the patterns for characters 96 to 126 into the VDP at the address specified in FAC. Character 96 is the single quote and character 127 is the tilde. When using the Extended BASIC setup for the VDP, the pattern for the quote is loaded at VDP address >0600. When using the Editor/Assembler setup for the VDP, the pattern for the quote is loaded at VDP address >0B00.

```

*-----*
* GPL Routine >0034          *
* Accept Tone                *
*-----*

```

This routine issues a BEEP. It makes use of the sound list player in the system ROM. The sound list player can process a sound list in either VDP RAM or in GRUM. The sound list for BEEP is in GRUM so no VDP memory is used. As with playing any sound list, interrupts must be enabled at least once every 1/60th of a second. The sound list will not even begin to play until the next VDP interrupt occurs.

If required, your program can wait till the BEEP is finished by looking at the byte at >B3CE (with interrupts enabled) until it becomes zero.

```

*-----*
* GPL Routine >0036          *
* Bad Response Tone         *
*-----*

```

This routine issues a HONK. It works in the same way as Routine >0034.

```

*-----*
*
*TITLE:   GPL Routine Examples
*AUTHOR:  R. A. Green
*
*-----*

```

\*PAD definitions

```

*
FAC      EQU    >B34A      GPL Floating Accumulator
SCTR     EQU    >B3CE      Sound list counter byte
KBND     EQU    >B374      Keyboard number for KSCAN
KEYVAL   EQU    >B375      Key value from KSCAN

```

```

*
REF      RAGLNK      GPL Link
REF      VMBW,KSCAN

```

\*EXAMPLE 1: Load character definitions for the BASIC or XB environment.

```

*
L1      R0,>0400      VDP address for blank
MOV     R0,@FAC      To FAC
BLWP   @RAGLNK      Call my GPLLNK routine
DATA   >0018      To load >20 to >5F characters
L1      R0,>0600      VDP address for quote
MOV     R0,@FAC      To FAC
BLWP   @RAGLNK      Call my GPLLNK routine
DATA   >004A      To load >60 to >7E characters

```

\*EXAMPLE 2: Load character definitions for the E/A, MM or TI Writer environment.

```

*
LI   R0,>0900      VDP address for blank
MOV  R0,@FAC       To FAC
BLWP @RAGLNK       Call my GPLLNK routine
DATA >0018         To load >20 to >5F characters
LI   R0,>0B00      VDP address for quote
MOV  R0,@FAC       To FAC
BLWP @RAGLNK       Call my GPLLNK routine
DATA >004A         To load >60 to >7E characters

```

```

*
*EXAMPLE 3: Load large capitals definitions for game
*           title screen in the XB environment.
*

```

```

LI   R0,>0400      VDP address for blank
MOV  R0,@FAC       To FAC
BLWP @RAGLNK       Call my GPLLNK routine
DATA >0016         To load >20 to >5F characters

```

```

*
*EXAMPLE 4: Prompt user with a BEEP then wait for
*           key press.
*

```

```

LI   R0,>02C2      Bottom line of screen
LI   R1,MSG1       "PRESS ENTER TO CONTINUE"
LI   R2,23         Lenght of message
BLWP @VMBW         Write message to screen
BLWP @RAGLNK       Call my GPLLNK routine
DATA >0034         To start a BEEP
WAIT1 LIM1 2       Allow interrupts for BEEP
      LIM1 0       Stop them
      MOVB @KB,@KBNO Set Keyboard number
      BLWP @KSCAN   Check for key press
      CB @KEYVAL,@ENT Was key ENTER?
      JNE WAIT1    Jump no, wait

```

```

*
*EXAMPLE 5: Issue error message with HONK
*           And wait till it finishes
*

```

```

LI   R0,>02C2      Bottom line of screen
LI   R1,MSG2       "INVALID INPUT"
LI   R2,13         Lenght of message
BLWP @VMBW         Write message to screen
BLWP @RAGLNK       Call my GPLLNK routine
DATA >0036         To start a HONK
WAIT2 LIM1 2       Allow interrupts for HONK
      MOVB @SCTR,R0 HONK finished yet?
      JNE WAIT2    Jump no, wait
      LIM1 0       Stop them

```

```

*
*DATA
*

```

```

MSG1 TEXT 'PRESS ENTER TO CONTINUE'
MSG2 TEXT 'INVALID INPUT'
KB   BYTE 0          Keyboard number
ENT  BYTE 13        ENTER key value

```

```

*
END

```



## High Scores of the Month

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Game Name	Score	Person's Name	Age
!Anteater	016-848	Doug Boone	10!
!Barrage(double)	810-200	Daniel Hopkins and	13!
!Barrage(double)	810-200	Steve Woodard	??!
!Barrage(single)	842-150	Chris Giles	15!
!Barrage(single)	506-210	Chris Giles	15!
!Barrage	155-250	Doug Boone	10!
!Blasto	039-110	Chris Giles	15!
!Buck Rogers	079-500	Doug Boone	10!
!Burgertime	104-700	Gregory Simmonds	10!
!Burgertime	018-500	Doug Boone	10!
!Burgertime	284-250	Chris Giles	15!
!Burgertime	129-400	Devin Johnstone	13!
!Defender	773-900	Chris Giles	15!
!Defender	409-909	Chris Giles	15!
!Dig Dug	023-070	Kathy Berlinguette	11!
!Donky Kong	042-600	Mike Berlinguette	09!
!Donky Kong	810-200	Daniel Hopkins	15!
!Fireball	020-090	Doug Boone	10!
!Guardian	012-470	Mike Berlinguette	09!
!Guardian	155-410	Keat Maddison	13!
!Guardian	100-500	Gregory Simmonds	11!
!Hen House	056-330	Dominique Laflamme	14!
!Hustle	019-900	Tanya Craig	10!
!Jawbreaker	012-470	Amanda McAllister	10!
!Jawbreaker	005-320	Jeanine Laflamme	08!
!Jawbreaker	008-100	Gregory Simmonds	11!
!Jumpy	179-000	Philippe Tanguay	14!
!Jumpy	130-700	Jim Jones	38!
!Micro-Pinball	175-400	Shawn Millar	15!
!Micro-Pinball	119-100	Philippe Tanguay	14!
!Miner 2049'er	010-535	Doug Boone	10!
!Miner 2049'er	065-350	Daniel Hopkins	14!
!Miner 2049'er	021-850	Dominique Laflamme	14!
!Moonpatrol(champ)	026-850	Shawn Millar	15!
!Moonpatrol(champ)	020-100	Gary Millar	44!
!Munchman	017-850	Doug Boone	10!
!Par-Fore-Golf	000-061	Tim Slack	38!
!Parsec	369-000	Benoit Tanguay	18!
!Parsec	532-800	Pete Arpin	60!
!Pinball	098-620	Paul Berlinguette	37!
!Pole Position	029-030	Jeanine Laflamme	08!
!Pole Position	408-800	Keat Maddison	13!
!Pole Position	234-470	Philippe Tanguay	14!
!Pole Position	090-920	Paul Berlinguette	37!
!Q*Bert	016-695	Shawn Millar	15!
!Slymoids	024-935	Daniel Laflamme	12!
!Starfort	012-150	Shawn Millar	15!
!Ti-Invaders	025-682	Gregory Simmonds	11!
!Ti-Invaders	002-400	Philippe Tanguay	14!
!Ti-Invaders	007-860	Kate McAllister	17!
!Ti-Runner	012-200	Mike Berlinguette	09!
!Ti-Runner	062-600	Shawn Millar	15!

!Topper-----030-190---Shawn Millar-----15!  
!Topper-----032-570---Gary Millar-----44!  
!Word Race(hardest)--016-380---Bob Boone-----??:  
!-----!

## LIBRARY CORNER by Bob Boone

We obviously did something right and something wrong at the September meeting! The something wrong we know was not having the promised cassette software available. The 'something right' I'm not sure of but would sure like to find out!!! Probably it was the software; possibly the glowing descriptions I gave....but for the first time since I started making the disks you guys got excited about the disks for sale at the meeting and snapped them up! Within 10 minutes of the offering for sale 29 of the 30 disks were sold and you were saved it for release at upcoming meetings!

The Benke Basic XBasic games disk; Funwriter Disk+Aide Terminal DM-1000 package; the Directors Tele Vfiler package and the Trivia 99er disk will all be at the next meeting for the convenience of those that missed them in September. To preclude this problem happening again I'm going to see that the library committee has a system at all general meetings and a master of each available disk so additional copies can be made on the spot....

Unfortunately three of the programs on the John Benke disk won't run as they need support files or simply won't load. The three in question are:

MINE which requires a file called 'Support'  
RATRACE which needs a file called 'Scroll2'  
and PINBALL which for a reason unknown to me even on my master won't load at all. I'm sure I've run the Pinball program before and can't offer any reason as to why it won't run now(it appears to be in the proper format for its size). With regard to the other 2 programs I have found the required files on another disk. As of the 10th of October Pete Arpin will have them both and will put them on the download section of the BBS and will be happy to make copies for those without modems. I trust the rest of the programs on this disk will keep you happy till the problem is rectified. The really unfortunate thing is that, had I known, I could have substituted other programs by this amazing young man from Chicago.

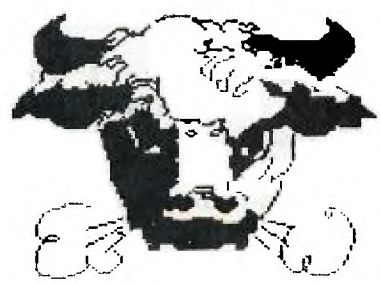
At the November meeting I'll have(I hope) an additional Benke disk for sale, along with a music disk, a utility disk, Misc-CAI disk and a PD package called Slinky-Bug which allows you to single step through all types of memory in your system(while a program is running) and examine all registers too! Its a fantastic tool for our more advanced users that don't have the MG Explorer.

MUSIC-06	MISC-CA106	UTILITY-07	SLINKY-BUG	BENKE-2
AUSIEMUSIC	4STROKEENG	8OMERGE/V3	MINISLINKY	BOWLING
BACHINV8		DISASM-BAS	SLINKY	BREAKOUT
CALLIOPE	MORSE	DISKJACKET	SLINKY/DOC	BUG
MAGSQMUSIC	MORSE-CODE	DSKMNGIII	SLINKYBIT	FACE-OFF
MAKINGMUS	MORSE1	DUMP*3	SLINKYBUG	HOLEYMOLEY
MINI-ORGAN	MORSECODE	GEM-PRINT		FORESTFIRE
MORNING/P	NAMEBONES	INDEX		KEYBOARD
RISING-SUN	SOLAR	MAILER		KING
RONDO	SPDRD/TYPE	MAKESPRITE		LANDER
TUNEGUITAR	SPELLDOWN	MINIMEM		SEABATTLE
VIENNAWOOD	SPELLSCORE	MULTI		SPLAT/MAN
YELLOW-RIB	SUNTEST	PHYSICS		STE/MOUTON
	TYPETEACHR	PICO		
	WORDS	WRITER		
	WRITESTORY	XREF		

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*                   TRADING POST     *
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*                   FOR SALE         *
*                                     *
* 1 CORCOMP 32K CARD.....$135      *
* 1 MINIMEMORY MODULE.....$ 70     *
* 1 TAX INVESTMENT/RECORD KEEPING...$ 10 *
* 1 TI 32K CARD.....$150           *
* 1 EXTENDED BASIC(TI'S).....$ 70  *
* 1 REMEX DSDD DRIVE.....$120     *
* 1 NAME-IT DATABASE SYSTEM BY EXTENDED SOFTWARE CO. (DISK- *
* ORIGINAL).....$ 10               *
* 1 SIGNALMAN MKIII MODEM/WITH CABLES.....$110 *
*                                     *
* ALL OF THE ABOVE LISTED ITEMS EXCEPT THE TI 32K CARD ARE *
* USED BUT IN GOOD SHAPE AND GUARANTEED WORKING. (ONTARIO *
* RESIDENTS ADD 7% PST)           *
*                                     *
* CONTACT: BOB BOONE (613) 623-7841      85/9/14 *
*                                     *
*                   WANTED           *
* 1 32K CARD AND EXPANSION BOX OR 32K STAND ALONE CORCOM.... *
* CONTACT.....DAVID CARON.....745-4618 *
*                                     *
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OOPS! DEL CHAR	REFORMAT INS CHAR	SCREEN COLOR DEL LINE	NEXT PARAGRAPH ROLL DOWN ↓	DUPE LINE NEXT WINDOW →	LAST PARAGRAPH ROLL UP ↑	WORD TAB TAB	NEW PARAGRAPH INS LINE	NEW PAGE COMMAND/ ESCAPE	WORD WRAP LINE #s	QUIT	TI-WRITER
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A PRINTER COM DELETES & CANCEL PRT	B BLOCK INSERT	C CENTER ERASE & HIGHLIGHT	H TAB Y	J REQ SPACE BEGIN	L NEW LINE ↑	N NEW PAGE MENU	M MID LINE END	P PARAGRAPH EDITOR COMMANDS	< MOVE > COPY-DELETE V COLOR	UNDERLINE) QUIT	COMP
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HOME LOWER RIGHT	TAB	NXT UNL CELL	FORWARD CHAR BACK CHAR	FORWARD WORD BACK WORD	CHANGE WINDOW	REL/ABS REF HELP	RECALC	BACK SPACE	DELETE FORWARD	CANCEL	MULTI PLAN
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DELETE CHAR	INSERT CHAR	DELETE LINE	ROLL UP	NEXT SCREEN	ROLL DOWN	TAB	INSERT LINE	ESCAPE	QUIT	ES/AS
DELETE	INSERT	ERASE	CLEAR	BEGIN	PROCEED	AID	REDO	BACK	QUIT	

DELETE	INSERT	ERASE	NEXT SCREEN	NEXT WINDOW	LAST SCREEN	ERASE TO END OF LINE	INSERT BLANK LINE COPY LINE	EXIT EDITOR	FORTH
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G R A P H X										
SLOWER	FASTER	DRAW	ERASE	NOHELP	ZOOM	COLORS	LINES	CIRCLES	COPY	MENU

MODEM BAUD RATE N FILE ' SEND	SPOOLER ON/OFF B DUMP TO DISK	MODEM PARITY Y CLEAR LOG	MODEM PORT CANCEL	PRINTER PARITY WINDOW	PRINTER PORT K-TIMER	PRINTER BAUD RATE BACKGROUND	TOGGLE	LOG ON/OFF	FREEZE ON/OFF	QUIT	FAST TERM
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SPEAK	OUTPUT	CANCEL	TRANS	WRAP	CASE	PAGE	EXIT	QUIT	TE-W
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