



TI  
SLAVES

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USERS  
GROUPS  
NEWSLETTER

FEBRUARY

1991

Let's start with the Borders.  
You can order the Borders  
package from Asgard Software,  
it comes with two disks, vol.  
1 and vol. 2 there is a  
reference sheet that comes  
with the package.

To use the borders load it in  
the Large Font section, I used  
the Shift key to store the  
Borders in just in case you  
still want to use the Large  
Fonts but not some of the  
shift characters the reference  
sheet will show what character  
is to be used for the Border.  
There are 31 Borders stored as  
Large Fonts, and there are 8  
Pictures to be put together as  
a Border.

One of these Borders is stored  
sideways used mainly for the  
business type Envelope the  
name of the Border is  
PICFNT/S\_B the /s stands for  
sideways.

### ENVELOPES:

In this package you will get  
A template for a envelope for  
the Greeting Cards, it has  
lines to show where to cut and  
where to fold, there is a  
sample Envelope to show how it  
looks after return and address  
is on the envelope with  
graphics. You can also use the  
Borders on your envelopes.  
Everything on this envelope is  
typed in normal and upright  
graphics.

#### The Large Envelope

The large envelope is printed  
the full length of the page  
sideways. So I had to create  
sideway fonts, Borders,  
Graphics. There is 6 sideways  
Fonts on this disk.

There is a sideways Border for  
this Envelope on the Borders  
Disk it is PICFNT/S\_B. You  
use this Border the same way  
as the other Borders.

### SIDEWAYS GRAPHICS

There is 9 sideways Graphics 2

on the disk. You load it  
the same way you load a  
Picture.  
When you lay out your return  
address and the recipients  
address, if you type your  
addresses in columns in the  
normal font first you can  
read the command line at the  
bottom of the screen, Once  
get it the way you want it  
and check all spelling then  
load in the sideways font.  
If you load in the sideways  
font first it is pretty hard  
to read the command line at  
the bottom of the screen.  
Once you use it a few times  
you get to know how the  
command line reads. It gets  
confusing at first but the  
results are great looking.

### GREETING CARDS

Asgard has alot of greeting  
cards most of them by  
virginia davis, I have one  
disk of cards on the disk  
is a how to lay out your  
card it shows where to put  
your graphic upside down  
or not and where to fold it.

All of my doodelings can be  
bought from Asgard Software  
P.O. Box 10306 Rockville, MD  
20849.

### Other things

I have sent Asgard a couple  
more packages. They should  
be coming out soon, there is  
some business forms, and alot  
more to come.

Also a series of Quickie  
Letters to print them out  
and check the box for what  
you want to say. I myself  
think these are real good?

### So much for that:

I now have 40 new sideways  
Fonts for the large envelope  
or whatever. I have 34 Upside  
down small fonts, and 21  
large Upside down fonts, I  
use these font mostly to  
create my Greeting Cards this  
way you don't have to leave  
Page Pro to rotate your  
graphics, I have 5 disks of  
upside down pictures to.  
I hope you enjoy these things

# A BRIEF HISTORY OF BULLETIN BOARDS

(C)1986 by Bill Gerrard  
Submitted by Harold Bingham  
with permission from Bill  
Gerrard.

Bulletin boards have been with us in one form or another for hundreds of years and will likely stay with us well into the future. Why? What's so special about bulletin boards?

It's difficult to pinpoint when the first bulletin board appeared. Perhaps cave paintings were primitive bulletin boards. In the modern sense of a community communications media, the earliest bulletin board may have been the medieval practice of posting royal proclamations in the center of commerce, the town square.

The traditional bulletin board, with a wide variety of messages tacked to a freely accessible surface, abounds in our supermarkets, offices, factories, schools, laundromats, community centers, and city halls. These bulletin boards are more than just a way to give away Kittens or sell automobiles. They make it possible for people with a message to reach out to the community as a whole.

The thousands of computer-based electronic bulletin boards, more commonly known as bulletin board systems or BBS for short, offer the traditional message posting and a great deal more.

Imagine trying to maintain a series of communications with other people using a regular bulletin board at a



supermarket. Driving to the store every time you want to leave or read a message makes extended communication via corkboard and notecard extremely inconvenient. Even if you make a trip regularly, a less than careful search of the posted messages may miss the very reply that was sought.

The fact that a BBS can be accessed remotely, by using a computer and a modem, without leaving ones BBS CJ-M on ongoing dialog between many people a simple matter. A computer dedicated to running a BBS manages the messages. In addition to numbering and indexing the messages, it also automatically notifies its many users of messages intended specifically for them.

The first BBS was started in 1978 when microcomputers were just getting off the ground, and the first microcomputer users were few and far between. The four major areas of personal computing were located in California, Illinois, Texas, and Massachusettes. Although the computer clubs in these areas exchanged newsletters regularly, there was a lack of spontaneous interaction between the major groups and even within the groups themselves. Ward Christensen and Randy Suess, both members of the Chicago Area Computer Hobbyist Exchange, came up with the answer. They developed a program to run on a computer that was equipped with a modem hooked up to a phone line. The program turned the computer into an automated message system.

Callers to the Computerized Bulletin Board System or





## USING A MODEM

Dick Beery

This is the first in a projected four-part series of articles about using a modem with your TI computer. Our new newsletter editor, Bill Wood, has asked me to write such a series to encourage more people to use modems and to help them get started. Several years ago, I wrote a similar series for this newsletter, but that information is largely out of date. So this will be an all-new approach.

Even if you don't own or use one, chances are you're familiar with modems. Basically, a modem allows a computer to send and receive information over a telephone line. This information can consist of messages and other text files (for instance, this article was sent from my computer to Bill's over a modem), games and other types of programs, and even graphics images.

As you are probably aware, computers use digital processing, which means that all information is reduced to a series of ones and zeroes. On the other hand, telephone lines transmit audible (sound) information such as voice and music. The modem serves as a "translator" between one type of information and the other. When you send information over the modem, it translates the computer's digital signals into audible tones, and when you receive information, it converts the audible tones sent by another modem into digital signals that your computer can understand.

Types and prices of modems can vary widely, so it helps if you belong to a computer users' group or have one or two friends who are knowledgeable about modems before you run out to buy one. If you purchased a used TI99/4A system, it may have included Texas Instruments' early acoustic modem. These modems are equipped with a cradle in which you put the telephone handset. The modem creates audible tones that are picked up by the microphone part of the handset and listens for tones coming back through the speaker portion. Although these acoustic modems are no longer made, there's nothing to prevent you from using one. But they do depend upon a tight seal between the telephone handset and the modem to ensure proper data transmission, so you may want to try several of your phones with the modem to see which provides the best fit.

The majority of modems made today are of the direct-connect type--the modem plugs directly into your telephone line and usually has another outlet so that you can plug a standard telephone into the modem. These modems tend to be more reliable, since they generate audio signals internally and don't depend upon a telephone's microphone and speaker. In fact, with the right software for your computer, you can use some of these modems without even having a telephone hooked up to the line.

Modems are usually classified by the maximum speed at which they can send and receive data. This speed is measured in bits of information per second, or "baud". Earlier modems, such as the TI acoustic, could transfer information at 300 baud, which meant that 300 ones and zeroes were going through the phone line every second. To give you an idea of what that means, this article would have taken about five minutes to send at 300 baud.

Nowadays, many people find that speed much too slow, especially if the call is long-distance. Over the past several years, 1200 baud has been the most common transmission speed, and many computer users have gone to 2400 baud. I recently got one of the 2400-baud models myself and it makes quite a difference. Instead of taking five minutes to send this article at 300 baud, it takes a little over a minute at 1200 baud and only about a half-minute at 2400 baud.

However, all that speed can sometimes be a liability. When you're trying to read information as it comes across the screen rather than simply saving it to a file, it can be difficult to keep up with the higher baud rates. In fact, you may find 300 baud much more comfortable to use in the beginning. Higher-speed modems usually can operate at lower speeds as well, so you could buy one of these, run it at 300 until your familiarity and reading speed increase, and then utilize the higher baud rates.

Why would anyone want to use a modem in the first place? That's a question that may seem important now, but believe me, when you become familiar with the amount of information available over phone lines, you'll be wondering how you ever got along without one.

Think of it this way. Without a modem, you are restricted entirely to the computer equipment and programs that you own. When you connect to another computer by modem, you have access to the information that computer contains. And when you tie in to a computer service available to many computers, you can call on the resources of every other use of that service.

The range of such computer services is impressive. For instance, some banks now permit savers to get a current balance, transfer funds from one

account to another and even make some utilities payments directly by computer. In addition, many libraries are now using computerized card catalogs, and some permit the public to access the catalog by modem. The Public Library of Columbus and Franklin County allows patrons to make selections from its catalog in such a manner, and reserve material to be picked up later in person. The Ohio State University, in combination with the State Library of Ohio, also makes its catalog available by modem. More specific information about these types of services will appear in part two.

A number of other computer services are available on a subscription basis. The largest of these, CompuServe, is based right here in Columbus. These services offer public domain and shareware programs, reference information on a variety of topics, and even shopping areas where you can purchase items over the modem.

The most commonly used computer services, however, are local bulletin board services, so named because they serve as electronic bulletin boards for computer users. These services, usually known as BBS's, are run by computer enthusiasts for computer enthusiasts. They offer areas for users to leave messages for one another and typically include libraries of non-commercial programs that can be "down-loaded" right from the BBS to your machine. Interested in getting the latest version of a shareware word processing program for your computer? Just dial up the local BBS and download the program to a disk. Have a question about how to use that program? Leave a message for other users. Chances are, someone else has faced the same question and come up with an answer.

Some BBS's even offer games that you can play "on-line" (while you are connected to the BBS via modem). People who work in specialized areas, like genealogy, can access the finding of others through on-line databases.

One of the most interesting and fun experiences in modeming, according to many people, is interpersonal contact, one on one, through the computer. I have recently helped several people learn how to do this and invariably they have remarked, "This is really fun! I didn't know how much fun it could be!" All we were doing was sending some programs I had and they didn't over the modem (public domain or fairware, of course) and typing messages back and forth. They found it thrilling to type something and have me immediately type a reply to them. While voice communication is in some ways easier, seeing written communication on the screen can clear up any confusion about terminology and correct spelling. But I think the main attraction is finding a whole new way to communicate with others. Many bulletin board services offer users the opportunity to "chat" with the system operator this way.

All right, so now you know some of the things that communicating by modem can do for you. The next question, of course, is how much does it cost?

Your start-up expenses will include the cost of modem and whatever interface is necessary to connect it to your computer. We'll have more on this subject in upcoming segments, but for now you only need to know that a modem doesn't have to be very expensive. Even high-speed models are available for less than \$100. Communications software is also inexpensive. Fairware programs for the TI typically cost about \$15-\$20.

And it doesn't have to cost you much to use that equipment. Currently, modem access to telephone lines is free of extra charge unless, of course, you're calling long distance. However, telephone companies in some areas of the country are attempting to impose a surcharge for modem usage. BBS operators, national database managers, business users, etc., are attempting to combat this, but it's unclear how this issue will be resolved.

Columbus-area TI users are lucky in that there are three BBS's specifically for the 99/4A-Geneve in the local dialing area. If you are already a modem user, you can call (614) 263-3412 to log on to the Spirit of 99 BBS (the CONNI club's official board); (614) 442-1852 to get TIABS, operated by Bud Wright; and (614) 268-1994 for Chuck's BBS, operated by Chuck Grimes. Long-distance users please note: Columbus is not currently available on the PC-Pursuit network, but can be accessed via Starlink. If those names are unfamiliar to you, don't worry--part 3 will contain further information.

Finally, remember: Using a modem can get you important information to enrich your life and expand your horizons, but it should also be FUN! Plan to enjoy it!

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W-AGE/99 \* NEW-AGE/  
99 \* NEW-AGE/99 \* N  
EW-AGE/99 \* NEW-AGE  
/99 \* NEW-AGE/99 \*  
~~~~~

\* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 \*  
# 1 2

## MICKEY REVISITED

Last time in NEWAGE I spent lots of time talking about Mickey Schmitt's two books (THE ADVENTURE REFERENCE GUIDE, \$9.95 + \$2 S+H, from Asgard, Box 10306, Rockville, MD, 20848, and GETTING THE MOST FROM YOUR CASSETTE SYSTEM, \$9.95 + \$2.50 S+H, from the author - Mickey Schmitt, 196 Broadway Avenue, Lower Burrell, PA, 15068). In the interim, I've also written a lengthier article about the new and wonderful ways to use cassettes based upon Mickey's cassette book which appeared in REFLECTIONS. There are a couple of disks available for user groups (or individuals) who have cassettes still active. These two different chock-full disks include all the items referred to by Mickey and many others not yet mentioned by her and can be gotten for a \$3 shipping/handling fee each by asking for "Cassette Master Disk" from M.U.N.C.H., 560 Lincoln Street, P.O. Box 7193, Worcester, MA, 01605-7193; and "TI PD 1205.1 Cassette Utilities" from Tigercub, 156 Collingwood Avenue, Columbus, OH, 43213. Add an extra \$1 to Tigercub's disk request and ask for Jim Peterson's PD Catalog, the largest collection of the best of the least expensive treasures in the TI World.

If your user group hasn't yet purchased Mickey's cassette book and used it as a fund-raiser, then your group is missing a great opportunity to make some green.

Some other things have happened since I wrote that original article. Mickey has formed a new - NEW! - company of all TI stuff.

Doesn't that have a nice ring to it? A new TI company. The MS stands for the two partners: Mickey Schmitt and Mike Sealy. They can be reached at MS EXPRESS SOFTWARE, P.O. Box 498, Richmond, OH 43944. This dynamic duo made their professional debut at the Chicago Fair in November and released a pile of stuff:

ADVENTURE HINTS (Series I) by Lynn Gardner, which is unique in help concepts for adventurers. Each hint loads into the console in the same way the Adventure Module disks load. In addition to loading as standalone help, these hints can also be loaded into the specific programs and called up from a running program! These disks include built-in maps AND hardcopy maps. Nice feature. This first series includes some of the adventures written by Mickey and Lynn: OLIVER'S TWIST, RATTLESNAKE BEND, ZOOM FLUME. The same kind of two word (noun/verb) commands are used to ask for help, so there's no need to use all kinds of colored cellophane papers, special invisible ink pens, plastic decoding devices, whatever. Requires Adventure Module or interpreter.

GALACTIC EMPERORS by Eric Kepes, an Extended BASIC, multi-player, strategic simulation program. You and one, two, or three others are each trying to thwart opponents by accessing control to all the planets in the galaxy. Shades of the Darth Vader! There are decisions you and your opponents make beforehand (such as the number of planets) before the computer generates (new each time) the playing grid. Although many random events occur during the game play, the game is a mentally

challenging activity that can be saved to continue play at a future date.

(Both of the above are \$9.95 + \$1 S+H and require the standard minimum configuration of one SSSD drive and 32K.)

Finally from MS EXPRESS, there are SLIDING BLOCK PUZZLES (Series I) and SLIDING BLOCK SOLUTIONS (Series I) each \$7.95 + \$1 S+H and both by Norman Rokke, the same person who brought you the extraordinary Fairware graphic/text program "1000 WORDS," one of the very best of its kind ever.

In this case, Norman has transcended the "normal" sliding block puzzles with which we are so familiar. In the late 1800's Sam Loyd, America's most ingenious puzzle maker at the turn of the century, created the 14-15 sliding block puzzle. There are lots of these out for the TI. The best I've seen is Chris Bobbitt's Public Domain version of many years ago and in all group libraries.

These puzzles, however, are considerably more challenging than the originals. There are three on this disk and all can be saved in mid-game, so one doesn't have to begin all over again.

The first consists of nine different-colored tiles and supposedly can be solved in 59 moves. Puzzle #2 is made up of 10 blocks and could be completed in 81 moves. The hardest (#3, of course) has 11 tiles to shift and can be solved in 90 moves. A colored monitor or TV to go with your XB, 32K, and minimum disk drive system are required.

You need these puzzles before you get the solutions' disk, which provides the help you need for each puzzle in little pieces so as not to ruin the game for you. Very user-friendly, like all things Norman does. And, of course, ingenuity by him is taken for granted.

Now that we have a new company supporting TIers, let's hope the TI Community supports the new company. Your support will encourage even more authors to stay with and write for the 99.

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I continue to get letters from cribbage buffs all over the TI World asking about a program I reviewed last year. The program is written by Gene Hitz. He even rewrote it after I gleefully stated how I found a way to cheat on the "Go". He chastised me for cheating our little 99 computer. Now, the computer catches me each time when I try. This program is called "Cutthroat Cribbage" and gives you a muggins if you count incorrectly. It's fun to play and is fast and friendly. The game can be purchased for \$7 from ARCADE ACTION, Program Innovators, 412 Glenway, Wawatosa, WI 53222. Actually, for \$10 you get a diskful of games, including a nice version of TETRIS and piles of others. If you are a cribbage player, I'd recommend this game highly. If you'd like to learn the game, ask for the longer version (though I think he sends both versions, anyway), because this will give you the option to have the computer count up any combinations to see how things are scored. Then get yourself a HOYLE's from the library and play your TI until you got the game down pat. Excellent midnight companion.  
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Besides TIGERCUB's \$1 catalog of Public Domain disks (truly the BEST BUY in the TI World), everyone should send off for Asgard's newest catalog. Asgard's latest, particularly for Page Pro owners, is a mouth-watering collection of delectable delights. For game players, William Reiss's TOURNAMENT SOLITAIRE (which includes - along with KLONDIKE - PYRAMID, GOLF, COMERS, PILE-UP, CANFIELD, and CALCULATION) is terrific. But call or write for the free catalog and notice the high level of your droolability.

(If you use NEW-AGE/99 please put e on your exchange list.)



# #07 077 THE PRESS!

INTRODUCING TWO GREAT NEW UTILITIES...

**"ARTIST CATALOGER"**: This is a utility that should have been written long ago. If you're like me, you've got many disks with TI-ARTIST(tm) instances and fonts. Somewhere you have reference sheets that show you just what these pictures and fonts look like. But wouldn't it be nice to have a program that would 1) catalog the instances or fonts on any given disk and 2) print them all out for you? This is just exactly what ARTIST CATALOGER does. It's a program I've wanted myself for a long time and I suspect many of you have as well. The Instance Cataloger program fills up each page with the pictures (no matter how large or how many) with the file name and size above each one. The Font Cataloger loads each font and then prints out every character in the font.  
Price: \$10.00 + \$1.50 S/H

**"BORDER MAKER"**: For those of you who have ARTIST PRINTSHOP, there is now a new border-making utility for use with the SIGMAKER programs. All you need is TI-ARTIST(tm) and you're in business. Here's how it works: 1) Boot up TI-ARTIST(tm) and load the "border grid" picture found on your BORDER MAKER disk, 2) put any design or pattern you want within this border grid and save the entire grid as an instance, 3) boot up "Border Maker" and it converts your saved instance into a border file for use with SIGMAKER. BORDER MAKER will also print out a small sample border for you along with its file name. About a dozen new borders are included on the disk.  
Price: \$10.00 + \$1.50 S/H

**"ARTIST PRINTSHOP"**: For those of you who haven't yet treated yourself to this powerful package, why not do it now? This all-assembly package is the perfect partner to TI-ARTIST(tm). It loads TI-ARTIST(tm) fonts & instances without conversion, prints in single- or double-density (with double-pass printing in SIGMAKER & STATIONERY MAKER). Its three main programs are:

**BANNER MAKER**: Sure you've got a program that can print banners; but once you've used this, you'll put the rest on the shelf. This one does it all.

**SIGMAKER**: Now you can create beautiful, full-page flyers easily and quickly. You can use 2 fonts (one large/one small) and up to 5 instances on the page. Print text only, pictures only, or text + pictures in a number of combinations. And each choice can be single- or double-sized. It handles your layout automatically, prints multiple copies, and comes with 13 borders to get you going.

**STATIONERY MAKER**: Create custom letterheads and stationery with this program the way you want. Many options.

Over a year and a half in the making, ARTIST PRINTSHOP comes with a 20-page printed manual plus 2 new fonts and instances.  
Price: \$25.00 + \$1.50 S/H

Send to: Paul Coleman, 3971 S.E. Lincoln, Portland, OR 97214

# TI SLAVES AND OGDEN TI USERS GROUPS OFFICERS

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## FEBRUARY 1991 NEWSLETTER

**TI SLAVES:**  
 OUR NEXT MEETING IS FEBRUARY  
 16, 1991 AT 9:00 AM. WE MEET IN  
 THE DISABLED AMERICAN VETERANS  
 HALL AT 270 E. 300 S. PLEASE  
 BE THERE PROMPTLY.

**OGDEN TI USERS GROUP**  
 OUR NEXT MEETING IS FEBRUARY  
 2ND AT 9:00 AM. AND FEBRUARY  
 18TH AT 7:00 AM. WE MEET AT  
 THE OGDEN MUNICIPAL AIRPORT  
 IN THE FIRST BUILDING JUST  
 EAST OF THE MAIN TOWER.

SLAVES & OTIUG  
 1886 LINCOLN APT B  
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