

# SUMMIT 99er Users Group

April 1986

vol.4 No.4

## MEETING PLACE ADDRESS CORRECTION

We meet at the Boy Scout House behind the Church of Silver Lake at 2971 Kent Road. There is a small street that runs beside the church called Church St. The Boy Scout House is behind the church off of Church St.

The map and written directions in last month's newsletter, show the Boy Scout House as being off of Silver Lake Blvd. THAT WAS WRONG. It is on CHURCH St. The map is right but for the name of the street only.

## Next Meeting

The next meeting will be on April 10, 1986. Sign in at 7:00 PM with the meeting starting at 7:30 PM. The demonstration will be on Forth, By Dan Fedak and Ian Mariano.

## Notes of Last Meeting

It was agreed by unanimous vote to change the DUES to a once a year renewal due in MAY.

We also voted to leave the library as a FREE LENDING LIBRARY

There will be no charges to use the Library, But if you wanted to say make a donation (tax deductible of course) to the librarian that he may buy disks, tapes, or pay fare ware fees, you may find yourself kissed, hugged, worshiped on bended knee, and put up for sainthood !

It was also added that disks will not be put out for loan. If there is a disk or program that you want, just bring a blank disk with you and take your own copy home. There is always a full system at the meetings, if not you'll get a copy at the next meeting

## T. I. Exchange Centers CLOSED

As of March 20th all of the exchange centers will quit handling the home computers. According to a company spokesperson, service will be available by calling toll-free 1-800-842-2737 (Lubbock, Texas).

## T. I. INVADERS

Burt Haase has several boxes of TI Invaders available to club members for only \$1.50 each . They are new in the box never used they would be great for gifts or to make super cartridges out of or just to experiment with.

## Bumper Stickers

In the March issue of MICROpendium is an advertisement from E.M Smith of Knoxville, Tennessee. He designed a bumper sticker to promote users who want to "GO PUBLIC" with their support of the computer.

The size is 3 1/2 X 7 5/8 inches with 3 color graphics. It reads I'm a 99/4A BOOSTER I love my TI-99/4A WE EAT APPLES FOR LUNCH

See Norm Sorkin if you are interested and you don't subscribe to MICROpendium. I've already ordered a few.

## A Very Sad Note . . .

It is with very deep sorrow, that I must report the passing away of Russ Cook. He died suddenly Easter weekend, of a heart attack.

He was a valued member, but most of all he was a loyal friend. He wrote several articles for the newsletter, and was always ready to help with any problem. In my time as President, he my rock to lean on

Norm Sorkin

32K Memory Checker  
By  
Joe Nuvolini  
303-596-6938

FROM WEST PEN U.G. 3/86

```
110 PRINT "MEMORY EXPANSION CHECKER": : :
120 PRINT "SINCE PROGRAMS LOADED FROM DISK IN XB LOAD INTO THE
32KMEMORY, THIS PROGRAM SHOULD BE KEYED IN IF YOUR 32K CARD IS BAD!":
:
130 PRINT "TO USE THE INFORMATION PROVIDED BY THIS TEST ORIENT YOUR
MEMORY EXPANSION BOARD WITH THE TWO ROWS OF 4116 CHIPS AT THE TOP.":
: :
140 PRINT "ENTER: 1 TO CHECK TOP ROW OF CHIPS 2 TO CHECK BOTTOM ROW
3 TO END"
150 CALL KEY(O,K,S):: IF S=0 THEN 150
160 IF K<49 OR K>51 THEN 150
170 R=K-48
180 IF R=1 THEN A=-12288 ELSE IF R=2 THEN A=12287 ELSE IF R=3 THEN
CALL CLEAR :: END
190 IF R=1 THEN N=35 ELSE N=27
200 CALL CLEAR
210 IF R=1 THEN PRINT "TEST OF TOP ROW OF 4116'S." ELSE PRINT "TEST
OF BOTTOM ROW OF 4116'S"
220 PRINT : "READING FROM RIGHT TO LEFT..": :
230 FOR I=0 TO 7
240 IN=2 I
250 CALL INIT
260 CALL LOAD(A,IN)
270 CALL PEEK(A,D)
280 IF IN=D THEN PRINT "CHIP U";STR$(N);" IS OK" ELSE PRINT "CHIP
U";STR$(N);" IS BAD"
290 N=N-1
300 NEXT I
310 PRINT
320 INPUT "PRESS ENTER TO CONTINUE ":XS
330 GOTO 100
```

Hope you find this program useful. If you lose your 32K and need help feel free to give me a call and I'll be glad to give you a hand fixing it!

Note: Will work with static ram memories if memory is GOOD! Chips are different capacities.

From many other newsletters, if you want more color combinations in TI Writer's Editor program than the five that are available by pressing Control 3, then copy the file EDITA1 onto a BLANK initialized disk. This will put the first sector of EDITA1 at sector 34 (HEX 22) of the new disk. Then load your disk fixer program. Read in sector 34 (HEX 22). Beginning at byte 244 (HEX 00F4) you will see a series of five words each with the fore 87xx. The "xx" in each of the five words is the part you need to change. The first digit of the "xx" is foreground, the second is screen color:

- 87F4 is white letters/blue screen
- 8713 is black letters/light green screen
- 87F3 is white letters/light green screen
- 8717 is black letters/cyan screen
- 87F1 is white letters/black screen

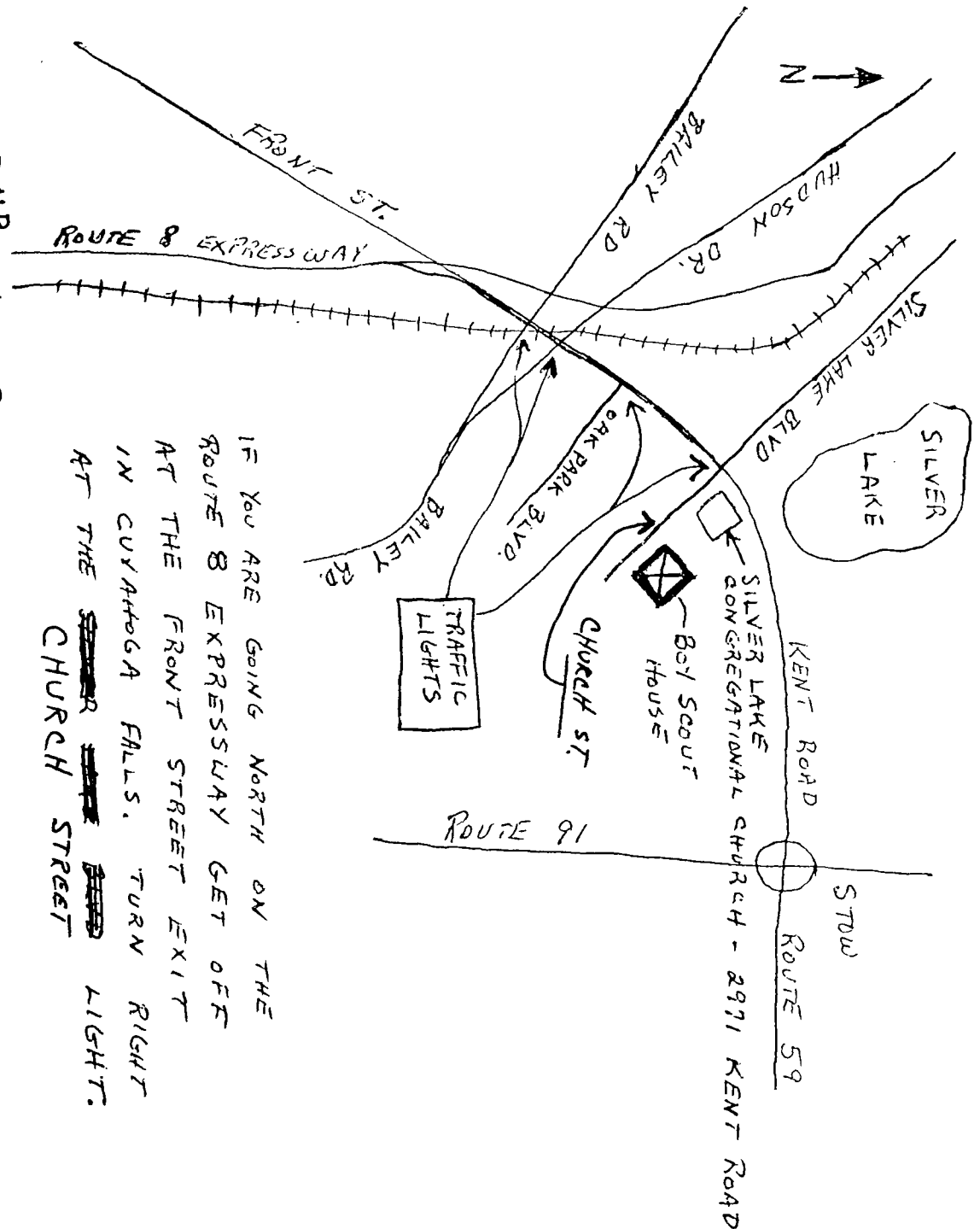
Following are the hex codes to use for different color combinations:

Transparent	0	Medium Red	8
Black	1	Light Red	9
Medium Green	2	Dark Yellow	A
Light Green	3	Light Yellow	8
Dark Blue	4	Dark Green	C
Light Blue	5	Magenta	D
Dark Red	6	Gray	E
Cyan	7	White	F

Change the color combinations to whichever you desire and write the sector back to disk. Next copy the new EDITA1 file back to the TI Writer Disk, and try the changes. Pressing Control 3 should now cycle you through the new color combinations.

2 UP THURSDAY 7:30 PM.

IF YOU ARE GOING NORTH ON THE ROUTE 8 EXPRESSWAY GET OFF AT THE FRONT STREET EXIT IN CUYAHOGA FALLS. TURN RIGHT AT THE ~~CHURCH STREET~~ LIGHTS.



TI-WRITER TIP

by Doug Hargett  
from BAYOU BYTE, February, 1986

Dave Renkenberger of the Miami County 99/4A HCUG uses the following procedure to see what a formatted document will look like, without actually printing it.

1. Save Editor version to disk, e.g. DSK2.12/85.
2. Enter Formatter and load the same file, but print to disk instead of the printer e.g. DSK2.12/85VIEW.
3. Reload the Editor and do LF DSK2.12/85VIEW.
4. You can now look the file over to see what it looks like. You will see the margins, the page breaks, the .CE's will be centered, etc.
5. This will print from the Editor, if you wish (using PF PIO), but if editing is required, be careful! It is tricky.

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SUPER-MODULE UPDATE

by Lee Wilkerson

The Super-Module modification of adding 8K of RAM to the Editor-Assembler module, which Ron Gries and John Clulow of New Horizons described, can also be done on game modules which have etchings on both sides of the circuit board. A partial listing of the more popular modules, which can have the 8K added, is given below.

ALPINER, HOPPER, JAWBREAKER-II, MASH, MUNCHMAN, OTHELLO, PARSEC, SNEGGIT, TE-II, TI-INVADERS, TOMBSTONE CITY, and EXTENDED BASIC.

As with any modifications which you make to your computer, please do so at your own risk.

