THE NATIONAL NINETY-NINER

VOL III - NO. 5 - MAY, 1986

THE 99ER'S ASSOCIATION
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CREATED FOR TI 99/4A HOME COMPUTER OWNERS

COMPUSERVE ID #: 72257,3671

TABLE OF CONTENTS

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ANNOUNCEMENTS

ERROR IN SST ARTICLE

By Don Veith

An error crept into the titles of Table I in the SST article featured in the February, 1985 issue. Mark Keeler, of Dayton, Ohio, pointed out the error which is corrected in the reprinted Table I below. The title on Column three (3) was originally listed as "% SST FASTER" has been corrected to its proper title "AMOUNT FASTER THAN TI BASIC". We thank Mark for bringing this error to our attention. The proper title was handwritten in the article by the authors. I apologize for the error printed in the newsletter.

TABLE I

COMPUTING TIMES FOR TI BASIC AND SST BASIC OPERATIONS IN MILLISECONDS (MS)

OPERATION	SST	TI	AMOUNT FASTER THAN TI BASIC
ABS	0.11	7.5	68.2
CHAR	4.0	113.0	28.3
COLOR	0.32	47.0	147.0
GCHAR	0.32	47.0	147.0
VCHAR	0.32	48.0	150.0
IF	0.03	4.0	133.0
INTEGER +	0.03	5.0	166.0
INTEGER -	0.03	5.0	166.0
INTEGER *	0.19	6.0	31.6
INTEGER /	0.19	8.0	42.0
INTERGER ASSIGNMENT	0.03	3.0	100.0
FLOAT +	1.2	5.0	4.2
FLOAT -	1.2	5.0	4.2
FLOAT *	1.37	6.0	4.3
FLOAT /	3.5	8.0	2.3
FLOAT ASSIGNMENT	0.7	3.0	4.3
EXP	140.0	170.0	1.2
CALL POSITION	0.65	31.0	47.7

FROM THE MAILBOX

JET FAIRWARE

We have included a special sheet, marked Supplement I, forwarded to us by John Taylor of the Shoals Area Users Group. John has added a new disk of software to his previous donations to Fairware. All of his programs are excellent and worth purchasing. Contact John directly for the new software or any of his previous offerings. Each disk of software is explained in detail on the flyer.

TRIALWARE by MARTY KROLL JR.

COOTER BUG ($5.00) - runs in console basic - speech optional with TE2 and speech synthesizer. Disk or cassette.

Cooter Bug is a non-violent game that young children can enjoy. For 1 to 4 players. It is a very colorful game; simple to play, yet very appealing. The objective of the game is to build your Cooter Bug, which consists of one body, one head, two eyes, two antennas, one mouth, and six legs. The first person to build a complete cooter wins the game.

GEOMETRIC SHAPES ($5.00) - requires Extended Basic Cartridge. Disk or Cassette.

This program graphically illustrates many geometric shapes, labels the dimensions, displays corresponding formulas, and calculates volume, perimeter, area or circumference. It is an enjoyable educational program.

Some of the geometric shapes you may select include square, rectangle, triangle, trapezoid, circle, sphere, cylinder, cone, and rectangular pyramid.

MORSE CODE TUTOR ($10.00) - requires Extended Basic Cartridge and the 32K memory expansion (internal or external). Disk or cassette.

Morse Code Tutor is for both beginners and advanced Morse Code users. It enables the beginner to learn the Morse Code system. It allows both the novice and advanced Morse Code user to improve his code recognition and speed. This program allows you learn the code, select the speed of transmission, select the pitch for transmission, and test your ability to recognize transmitted code. In addition, the machine language subprogram incorporates a routine that can initiate actual code transmission over the air.

DISASSEMBLER ($10.00) - Requires disk system, 32K memory expansion, and either Editor/Assembler or Mini Memory module.

With this program you have the choice of these 3 disassembly formats: mnemonic instructions, data or text. Outputs to screen, printer or disk. Contains an option to output source code which is completely compatible with the editor of the Editor/Assembler. The commented source code for this program is included on the disk.

CATALOGING LIBRARY ($10.00) - Requires disk system, 32K memory expansion, and either Editor/Assembler or mini Memory module.

This disk cataloging program is capable of cataloging 900 files and 123 disks on each set of data files. One DS/SD disk holds more than 5 sets of saved files, enabling storage of more than 5000 programs and 600 disks on one data disk. Reload data for later updates or printouts. Print entire catalog either file by file, disk by disk, or selectively by disk. All printouts either in single or multiple columns. Much, much more!!!

To obtain any of the above, ask a friend, or send $3.50 (for disk & postage), for each program, to:

Marty Kroll Jr. 218 Kaplan Avenue Pittsburgh, Pa 15227

ODDS_'N_ENDS

THE SIX GREATEST MYTHS IN PERSONAL COMPUTING

By Don Veith

The list of computer whoppers outlined below was compiled from an informal survey of users and other sources. No doubt you have either viewed another user experiencing one of these "whoppers in action" or perhaps have experienced one of them first hand. If you fit neither category, perhaps you have not been using a computer much or should contact that company that keeps records on odd phenomenon in England. Whatever, here they are:

<1> IT'S REALLY USER FRIENDLY.....

<2> THE PRODUCT WILL BE AVAILABLE.....

<3> IT IS ABSOLUTELY GUARANTEED TO BE 100% IBM COMPATIBLE.....

<4> THAT FEATURE WILL BE AVAILABLE IN THE UPDATED VERSION.....

<5> IT PRINTS XXXXX CHARACTERS PER SECOND.....

<6> THE SOFTWARE PACKAGE HAS GRAPHICS ALREADY INCLUDED.....

Boy, I wonder if the guy who created this list ever entered the annual "Greatest Tall Tale Of 19XX" held each spring in a small Wisconsin town. He would be a sure winner with any ONE item from the list above. Let's spend a few moments discussing each one of these incredible whoppers.

1. - IT'S REALLY USER FEIENDLY - How do you define user friendly? This definition has totally different meaning to a hacker and a novice computer jockey. Each Users Group meeting reaffirms this fact whenever one of the "resident expert GURUS" is requested to retranslate that last series of utterings, or was it mutterings, into something remotely related to the English language. The request is always followed by a very labored and long sigh and the statement, "OK, I will do my best on such a complicated subject?" Just a slight remark that a bit more respect for the GURU'sknowledge might obtain a bit more civility in the tone of voice AND 90 seconds of his time instead of the previously allotted 30 seconds.

User friendly might be defined as a product designed with the USER in mind and not how the computer works or what was easiest for the programmer to implement. Have you ever had to enter data with odd keystroke combinations or some procedure that made no sense at all?

We must not forget the bible that is forwarded with each piece of equipment or software, AKA "THE MANUAL"!!! Only the manufacturer knows where the guys who create these MANUSCRIPTS called manuals were recruited. Each one of us can relate more than one horror story while trying to find a solution to a problem in "THE MANUAL"!!! Stop for a moment and mentally add up how much $$$$$ you have expended purchasing books to help you decipher what "THE MANUAL" should have told you in the first place. You really want to get mad, check your book to see who the author gave credit to for inspiring his creation. 10 to 1 that devil named the author who wrote "THE MANUAL"!!

2 - THE PRODUCT WILL BE AVAILABLE..... - Product availability is a really sore subject with many computer owners. This is the "standard marketing strategy" for computer firms in the 80's. You may or may not see a prototype of the unit. This is how a manufacturer tests the marketplace to determine whether there is sufficient interest to go ahead with the product. There are two points of view on this practice. Let's look at a company's reason for using this procedure. They suspect a market may exist for a product. They have developed a prototype of the product but have not started expending large sums of money on engineering, research, software and product refinement required by the final product. The announcement of the product, it is hoped, will tell the manufacturer what the market potential of the product may be based upon consumer and dealer interest.

The consumer has a very definite point of view regarding this type of product information release. Most consumers, who find a product worth purchasing, want to obtain that product within a reasonable time period. They are not interested in waiting while a company completes development of a product. Many people will find a substitute product to fill their requirements rather than wait for the product to become available. The other reaction, after this has happened once or twice, is that the firm's credibility in the marketplace drops dramatically. Consumers will avoid purchasing their product and the net result may be the firm will cease to exist and go out of business. The summation here is probably expressed best by "Murphy's Law Of Product Development: THE DEVELOPMENT TIME IS ALWAYS LONGER THAN EXPECTED."

3 - IT IS ABSOLUTELY GUARANTEED TO BE 100% IBM COMPATIBLE.... - IBM compatibility is the byword in the marketplace today. Everybody has developed an IBM compatible unit that will run all the software available. Believe this and I'll be happy to sell you some lakeshore lots in Florida, the Brooklyn Bridge, or lots under development in the California desert near Los Angeles. Seriously, you are sophisticated enough not to believe these claims. No entity but the original manufacturer can make anything 100% compatible. COMPAC did come close enough to be sued by IBM who eventually collected $20,000,000 in damages for patent violations. The point to check here is to determine what standard was utilized to establish the compatibility standard.

Future Computing, a market research firm has defined four levels of IBM compatibility. The levels are:

A. The highest level is "copycat" where the equipment has identical software and hardware. This is illegal due to certain portions of IBM's ROM being copyrighted.

B. The next level is defined as "IBM PC compatible". The hardware and software are compatible EXCEPT for the ROM code. If the disks, keyboard, and graphics are similar, most IBM programs may be run. The only computers to meet this criteria are Compac and Columbia Data computers.

C. The next level is classed as "data compatible". This level means that a DATA DISK ONLY may be moved from a PC running a specific software to a compatible running the same software. This is possible if the other system uses the same disk format and operating system such as MS-DOS. Some computers meeting this criteria are Wang, Eagle, and Dynalog.

D. The lowest level is termed "conversion compatibility". This is translated to mean that the floppy disk format is different. This requires the user to continually convert data from one format to another by using a special disk provided by the software publisher.

4 - THAT FEATURE WILL BE AVAILABLE IN THE UPDATED VERSION..... - This phrase goes hand in hand with number two (2) or product development. If you buy a product on the expectation that the feature you desire will soon be available, expect a lot of promises and the possibility it may never be delivered. It is better to select a product at a higher price that has the features you want than to purchase a product that might make the features available at a later update. You may spend more money, but you will have the feature available to use now and will not end up purchasing the more expensive product at a later date if the updated version of your choice is never produced.

5 - IT PRINTS XXXXC CHARACTERS PER SECOND.... - Printer CPS speed ratings are determined by the manufacturer without any outside organization vouching for an established testing standard. The problem with stated printer speeds relates to what the numbers presented are referenced against as a standard. The rating may reflect the average speed or the burst speed of the printhead. Compare the printhead burst speed to a race car on the track where the burst speed is the car's speed on the straight away where acceleration and top speed occurs. The average speed, of course, is referenced to the race car's average speed on each lap.

6 - THE SOFTWARE PACKAGE HAS GRAPHICS ALREADY INCLUDED - All types of software do not possess graphics capability. Problems begin when the software you selected does not meet your requirements. A recommendation is to test a software's graphics capabilities before purchasing anything. Most software vendors will demonstrate their products and perhaps place it on your equipment for a 30 day trial. Check to insure the printer/plotter you selected is compatible with the graphics package you wish to purchase.

The "SIX BIGGEST LIES IN PERSONAL COMPUTING" are not total outright lies. They represent the standards present in the rapidly changing world of Personal Computing. Many small firms are here today and gone next year after being founded on a financial shoestring and a good idea. Sales to consumers help the firm develop new products. Success promotes the desire to develop more software and increase the firms market share. Funds get stretched too thin by ambitious product development schemes or by trying to provide software for too many computer systems. Competition between firms adds fuel to the desire to prevent XYZ Computing from beating Erzatz Super Systems to the market with a new model or peripheral. The rest of this story is well known. Select your equipment purchases carefully. Deal with known reputable firms who have existed for a period of time. Check around on price and value. Most of all, check the publications available for reviews on a product you are considering purchasing. It may not be the best idea to have the newest toy on the block first. You must balance your desire to be first against the potential buyers remorse that may be suffered if the product does not meet the standards and features you envisioned it would provide.

Remember that this article was written in jest and fun. Do not take all you read here too seriously. The TI community is lucky to have the support of excellent vendors who continue to support the 4A. Continue to support these vendors. Also support your Fairware Software authors with funds for a good product you use on a regular basis. Failure to support these people will dry up this excellent source of programs.

One more point, the next time your local SOFTWARE PIRATE offers some goodies or is bragging about his latest free piece of software, tell that individual you are not interested in his offer. He is cutting the throat of every 4A computer owner by literally sucking the life expectancy OR LIFEBLOOD out of this fine computer and may endanger the market for our replacement unit. This subject is no longer a laughing matter. If you think otherwise, you are unaware of what is going on in the real world and will one day be curious about "WHERE ALL THE VENDORS, USERS GROUPS, AND GOOD PUBLICATIONS WENT!!!"

ARTICLES

TI-WRITER HELP I

By Tom Kennedy
COMPUSERVE ID # 74176, 774

How many of you have a typewriter, please raise your hand, keep your hand up if your typewriter has interchangeable text. How about automatic bold and underline. Or some amount of memory storage (for letter heads, etc.). How about an erase key? Those of you left have probably got a pretty expensive piece of machinery, but TI-WRITER has ten times the functions, or features of the best typewriters. With TI-WRITER, your only limitation is your own creativity.

To start off with, what will you need to operate your Word Processor. You must have the 99/4A console (TI-WRITER won't work with the 99/4), a TV or monitor, the cartridge and disk package, the disk system, memory expansion, the RS232 interface, and a printer. In other words, the whole works. The printer is something you definitely want to be careful in choosing because all of your work will be in vain if you can't print out exactly what you type in, and with an attractive appearance.

First, let's look at the command line. That's the line at the top of the screen when you're in the command mode. There are seven commands shown and sixteen sub-commands that are options of the main seven. The commands are selected by typing only the letters that are capitalized in the word. For instance: "F" for Files, "SH" for SearcH, or "LF" for Load File. That's an interesting point, you can access any of the sub-commands from the main command menu. In other words, to ShowDirectory (which is a disk catalog) you would enter the command mode, (FCTN 9), and either type "F" for files, and "SD" for ShowDirectory, or just type "SD" immediately. This feature saves a lot of time and keystrokes.

The first command is Edit. This simply enters you into the text-edit mode in which text is created. Next is Tabs. When you hit "T", the top part of your text is shown with a scale across the top showing the current tabs and margins. Changes are made by simply typing over existing entries with the appropriate symbol (L,R,T, or I). "F" for files allows you to work with your text file as a whole. To Load, Save, Delete, Print, Purge, or ShowDirectory. "PF" for print file is not what you'll get when you print out through the text formatter, it just prints a "hard copy" of the whole file, just as you see it on the screen. It doesn't print with any of the modifications made by the format commands (more on those later). "PF" is useful for making a fast copy of a long letter, or whatever, in order to check for errors without having to scroll back and forth or up and down. Purge simply erases the file from memory to prepare for a new entry. It is similar to the "NEW" command in BASIC. Next is "L" for Lines. This allows you to work with whole lines or groups of lines by moving them to somewhere else in the text, copying to somewhere else and leaving the original intact, to delete groups of lines, or to quickly move the cursor to some line in the text with the ShowLines option.

Search (or "SH") gives you the option of either the FindString routine or the ReplaceString routine. FindString will move the cursor to the first and/or each successive use of the word string you give. ReplaceString searches the text for a given string and replaces all or one occurrence with the new string. This is great for correcting a repetitive spelling error. RecoverEdit is a failsafe repair in case the text buffer was purged in either the File or Quit command. It will pull back everything but the first line and restore the file. I guess the loss of the first line is the penalty paid for accidentally erasing a file, which can't be done very easily. Finally, Quit, as the name implies, blows it all apart and leaves you with the title frame. But before it goes, all open files are closed (such as to disk or printer) so no data is lost. Fortunately, it first gives you the option of saving your file (in case you forgot to do that already) or just purging the file and going back to the edit mode. But if you really want to quit, you type "E" for Exit and it shuts down.

Now let's go over the keyboard. TI-WRITER makes extensive use of the FCTN and CTRL keys and uses every possible function of the top line of keys (the numbers). There are also many functions that have duplicate methods of keystrokes to activate them. For instance, to enter the command mode, you either press FCTN 9 or CTRL C. The reason for this duplication is to allow you to choose which is easiest to use depending on where your fingers are at. The problem though, is that it can be very confusing trying to remember the fifty different key combinations that activate the thirty functions. A better method is to just pick which keys you're going to use for what function and ignore the rest. What I do is use the number line keys for anything shown on the overlay strip and just memorize the few functions hidden down in the keyboard. Let's start by going down the overlay strip, left to right.

UOPS!	CTRL 1 (CTRL Z)	This can be a real lifesaver. It recovers, or "backs up" a function that you didn't mean to hit. Like if you goofed and hit "Delete Line" instead of "Insert Character" you just hit "UOPS!" and the line comes back.
Del Char	FCTN 1 (CTRL F)	This is the same as "DEL" in console BASIC. It deletes one character under the cursor and pulls the rest of the line up to fill.
Reformat	CTRL 2 (CTRL R)	This is used to close up the text after using Insert Character. It deletes all spaces between the cursor and the next word in the text. It draws all subsequent words up through the paragraph until it encounters a Carriage Return
Ins Char	FCTN 2 (CTRL 6)	In the Word Wrap mode (solid cursor), thirty two blank characters are inserted after the cursor and the bulk of the text is pushed down the line. After insertion of new text, you hit Reformat and any remaining spaces are removed in the Fixed mode (hollow cursor), this operates the same as in console BASIC.
Screen Color	CTRL 3	This allows you to choose which of the five color combinations of text/screen you prefer. The default, for no good reason, is white on dark blue. But I find this hard on

		the eyes. I prefer to turn down the color on my monitor and use either black on green or black on light blue.
Del Line	FCTN 3 (CTRL N)	Deletes the entire line that the cursor is on, including the space of the line.
Next Paragraph	CRTL 4 (CTRL J)	This advances the cursor to the beginning of the following paragraph and puts the first line at the top of the page.
Roll Down	FCTN 4	This is called a "vertical block scroll", which means that the next 24 lines of text are shown. This is handy for scanning quickly down the text to get to some point.
Dupe Line	CTRL 5	This creates an exact duplicate of the line the cursor is on and places it directly below. Some have questioned it's value in writing text, especially since the Move/Copy function can do the same, but this key makes it faster and easier to create repetitive lines such as a double row of asterisks under a title.
Next Window	FCTN 5	This is a "horizontal block scroll". It jumps across to display the next block of 40 characters, in increments of 20. For example, the screen starts out on column one to forty, then twenty to sixty, then forty to eighty.
Last Paragraph	CTRL 6 (CTRL H)	The opposite of "Next Paragraph"
Roll up	FCTN 6 (CTRL B)	The opposite of "Roll Down"
Word Tab	CTRL 7 (CTRL W)	This moves the cursor down the line to the first letter of each word.
Tab	FCTN 7 (CTRL I)	Just like on a typewriter, this moves the cursor to next setting, defined using Tab function on command line
New Paragraph	CTRL 8	This places a Carriage Return symbol at the end of the line you're on and skips down to the next line. If you have preset an auto-indent, (by using an "I" in Tabs) then it also indents over to the proper column.
Ins Line	FCTN 8 (CTRL O)	Inserts a blank line above the line the cursor is on.
New Page	CTRL 9	Inserts a blank line with a Np and Cr symbol at the beginning. This causes the printer to feed to the next page
Command/ Escape	FCTN 9 (CTRL C)	This is how you exit from the edit mode to get to the command line and the functions above it. It also is used to cancel a command already in progress.
Word Wrap	CTRL 0	This switches from the "Word Wrap" mode to the "Fixed" mode. In Word Wrap, when you reach the end of the line the cursor jumps to the next line. If you're in the middle of a word at the end of the line, the whole word you were on moves down too. This allows you to just type continuously without looking up to see when to hit enter. In the fixed mode, when you reach the end of the line your letters just pile on top of each other and you hit enter to move to the next line.
Line Numbers	FCTN 0	This removes or displays the four-digit line numbers at the left side of the screen. The numbers are used for reference when manipulating blocks or lines of text, just like when you're editing a BASIC program. You need line numbers to refer to where changes will be made.
Quit	FCTN =	Quit is the same as in console BASIC. Use Quit option of the Command line to safely exit TI-WRITER.
Back Tab	CTRL T	The same as Tab except it backs up one setting.
Beginning of Line	CTRL V	Moves the cursor to the beginning of the line you're on
Del.End of Line	CTRL K	This is just like Delete Character (FCTN 1), except it takes out everything to the right of the cursor.

Home Cursor	CTRL L	This moves the cursor to row 1, column 1, on the screen only. Unfortunately, it doesn't move to first line of text, which would be more convenient when you were at the bottom of a long document and wanted to jump to the top.
Left Mrgn Release	CTRL Y	Allows you to temporarily back-arrow beyond the left margin when it has been set past zero.

The last four key functions to mention are the cursor arrows: UP, DOWN, LEFT, RIGHT. These stay the same as in console BASIC.

Now, if you're still following along you may be quite confused with this onslaught of information. The point is, you can't learn all of this in one sitting, but after using TI-WRITER for a while you start to pick things up as you need them. Rest assured, you do spend the majority of your time typing. The purpose of most of the functions I've mentioned are to manipulate the text which is already in the file. I have simply tried to cover all of this in order to bring something to your attention that you might have missed, or to peak your interest in the capability of the TI-WRITER software.

To review, in the command mode we can choose between Edit, Tabs, Files, Lines SearcH, RecoverEdit, or Quit. As sub-commands of those Leven, we can choose Load File, Save File, Print File, Delete File, Purge, ShowDirectory, Move Lines, Copy Lines, Delete Lines, ShowLines, FindString, ReplaceString, or Exit. In part two, I will cover the Text Formatter and the Mail List sections of TI-WRITER.

CORCOMP VS MYARC

By Darrell Ingold

Recently, I had the priviledge of using both the CorComp and Myarc disk controller systems for the purpose of comparison. The following is a summary of my observations presented as objectively as possible.

Physical Characteristics: Both cards are designed to fit into the Texas Instruments, Peripheral Expansion Box and therefore are alike in appearance with the single exception of the material used to make the case. CorComp's case was metal and Myarc's was plastic. The connectors on both cards are exactly like the TI version for the internal and external drives. I had no problems installing either card.

Controller Capabilities: Both cards are able to handle up to 4 double-sided, double-density disk drives and have adjustable dip switches internally to adapt to the various head step times. (The old TI drives require 20 ms while the newer Teacs, etc. need 6 ms)

Disk Manager Capabilities: This area is where the real meat of the comparison takes place. The various features of the two systems are compared for time but note that not all the features are exactly the same. The screen appearances of each system are different. The menus are presented in different sequences but I really found neither one to be superior to the other; just a matter of getting used to the screen sequence for efficient operation.

With CorComp the Disk Manager is selected from the master screen as choice #1; they do not use the old familiar TI master screen. The manager is loaded with a single entry of '1' and the drives are searched in order for a disk containing the program called "MANAGER". The MANAGER file can be placed on any disk right along with the other files and does not require a disk change if it is on any disk currently in the system. (The file is 98 sectors). If the MANAGER file is not on any of the disks presently in the drives then it must be inserted, obviously. When loaded the Disk Manager main screen offers: 1. File Utilities; 2. Disk Utilities; 3. Disk Tests; 4. Configure Manager.

File Utilities screen offers: 1. Copy/Rename/Delete/Change Protection; 2. Load & Run (Assembly Files)

Disk Utilities screen offers: 1. Catalog; 2. Copy Disk; 3. Rename; 4. Initialize

Disk Tests screen offers: 1. Read Only Test (non-destructive); 2. Destructive Read & Write Test

Configure Manager is used to set up defaults for each of up to four disk drives as DS/DD, SS/SD etc. as well as which disk is normal for the master & copy disks for copying, printer set-up , screen/text color and interlace setting.

The Myarc Disk Manager (Level III) is loaded using TI Basic. First press any key to get the main menu screen (this is the familiar TI master screen), then select 1 for TI Basic. Type in CALL ILR (E); type in CALL LR("DSK1.DM") (E). You must use the correct disk number if it is in another disk drive or for the second line type in CALL LR("DSK.DM.DM") and the computer will look for the Disk Manager disk on each drive until it finds it. It would not appear practical to include Myarc's disk manager on disks with other files since it has a file named LOAD on it and could interfere with TI Extended Basic loading. Their main Disk Manager screen has 6 offerings: 1. Catalog; 2. Edit 3. Goodbye; 4. Setup; 5. Xecute; 6. Utilities.

Edit offers more menu choices: 1. See; 2. Copy; 3. Move; 4. Delete; 5. Rename; 6. Protect; 7. Unprotect; 8. Volume; 9. Backup; 10. Exit

Setup allows the user to alter the screen/text color, set interlace values, printer configuration, drive default (DS/DD etc.) and default for master/copy drives.

Utility menu includes: 1. Test; 2. Exit; 3. Clone; 4. Format; 5. Load & Run (Assembly files); 6. Ramdisk

Catalog, Goodbye and Xecute have no further menus and are described below along with the other functions.

Feature	MYARC	CORCOMP

LOAD	35 SEC	8 SEC

Comments: CC selects from main screen; Myarc requires entry of 2 lines in TI Basic. Size:CC 98; MY 139

BUILD CATALOG	23 SEC	28 SEC

Comments: CC shows page number of multiple page listings, MY does not. Test disk was 1359 sectors, DS/DD w/78 files

FORMAT	1 MIN 57 SEC	2 MIN 12 SEC

Comments: DS/DD format on a Teac Drive. CC additional option of installing disk manager on disk.

CLONE (MY) BACKUP DISK (CC)	7 MIN 40 SEC/+ 35 SEC	7 MIN 50 SEC

Comments: additional 35 sec on MY for reformatting which is not optional. Initializing is optional on CC. Both are sector by sector copies. MY Clone also sets disk name the same as master disk while CC does not alter disk name unless you opt for re-initializing. MY allows user to set start/stop sector #'s to copy.

DISK TESTS NON-DESTRUCT QUICK TEST	20 SEC	1 MIN 37 SEC

Comments: unknown if tests conducted by both cards are the same tests. Done on DS/DD disk.

COMPLETE DEST	32 MIN 45 SEC	18 MIN 30 SEC

Comments: MY reformats before testing accounting for 2 min; MY also conducts 5 tests while CC only 3 tests. Again tests are unknown as to type.

COPY FILE	33 SEC	40 SEC

Comments: file was 55 sectors long

FEATURES FOUND ONLY ON MYARC: Quick destructive disk test (50 sec); File by file copy using Edit mode option of Backup (11 min 5 sec on above disk).(This can be accomplished on CC but requires a C entry in front of each file name). Xecute on the main screen must be used to carry out all changes set up with other menus. Ramdisk (Utility) is for partitioning the 128K/512K Myarc memory expansion. 'See' function of the Edit mode will read and display on the screen any DIS/VAR or DIS/FIX files (rather unique!). Use of (F) BACK will return to main menu.

FEATURES FOUND ONLY ON CORCOMP: Single key stroke selection of Disk Manager. Installation of MANAGER on disks when intitializing them if desired. In TI Extended Basic, the use of CALL MGR will load and run Disk Manager. Use of (F) BEGIN to move to main menu from other menus and using it a second time will leave Manager program and return to master screen. (F) BACK takes you back to the first sub menu (i.e. from Copy Disk to Disk Utilities menu.

SUMMARY: Both of these controller cards are excellent. If you have only a TI card and are considering an upgrade I would suggest that you carefully consider the feature comparison listed above and assess your own preferences before deciding. Your local users group, in all likelihood, has someone with at least one of these cards which you could probably see demonstrated. Neither Myarc nor CorComp sell directly to the consumer, but only to dealers. Both controller cards are selling for about $180.00. Check your local supplier.

REMEMBERING IMPORTANT THINGS

By Don Veith

I know many of you have missed an important event, appointment, or simply a sale on some gizmo you desperately desired THAT NEVER WENT ON SALE!! Computers are excellent tools for a person to organize their time with Calendar Programs to keep track of events, word processors to create "DUMB THINGS I GOTTA DO" lists, and simple grocery shopping lists. My purpose in this article is to provide a bit of background information on how to use these tools more effectively to organize your life.

The most important feature of getting organized is to provide a method of remembering when important events are going to occur. The first step is to carry a small notebook or pad of paper in your pocket. Use it to record an event when you are notified tha your presence is required. A calendar program, on your 4A at home, can be utilized once each evening for a few moments. Input each new future event that you received notification about during the day. Review the next three to seven days events that evening and printout the calendar if several events are scheduled. This method of keeping tabs on yourself is called maintaining a tickler file of events. It is normally done with folders in a filing cabinet for each month of the year. Another set of file folders is numbered from one (1) to thirty-one (31) for each day of the month. Lists of events are recorded by hand on a master sheet for each month and day. Imagine erasing or rearranging such a list each time a new event must be inserted? You are able to do this electronically with the aid of your computer! Multiplan could be used to design some of the necessary forms if more space or detail were desired than is available on some of the current calendar programs.

The careful organization of your day simply requires using your computer to create a daily followup sheet of important tasks you need to accomplish. A form for this task, customized to your specific needs, may be designed using TI-Writer or Multiplan. The more ambitious among you who program could create a menu driven program that prompts the user for input information and automatically prints out the results. Make an extra copy of the list and tape or place these "can't miss reminders" in a place to insure the task will be completed. An example of this technique is placing library books that need to be returned in a doorway to force yourself to pick them up in order to exit the room. A particular problem many of us are harrassed by is, "Where the blankety blank did I place that item?" Why not use the computer to maintain an electronic file of where valuable items are stored. Develop a numbering system for the storage areas of your home. Maintain a list of items

stored in each area. Go one step further and number each box within the storage area. You simply insert or delete items from your storage list as they are added or removed. Keep items of a similar nature stored in the same storage area.

The hardest part of the effort to remember is keeping your mind on what you are doing. Absentedmindedness is a very poor excuse for failing to remember an important event. If you are organized using the techniques discussed here, this problem is eliminated. Follow up and keep your mind on the present. Pay attention to the current conversation or meeting you are attending. Review the remainder of your day whenever a private minute offers itself. This may occur in a waiting room, a line in a restaurant, while you are on hold waiting to talk with someone, or simply walking from one place to another. Use these precious moments to review what you have completed mentally on your list and what is still left to be completed. Do not agonize if you are behind on your priorities, simply reprioritize the items remaining on your list and get the most important items accomplished. The other items may be postponed until a more convenient time.

Checklists carried on your person are an excellent way to maintain control of your life. Design a checklist to be as small as possible. You should only include a minimum amount of information required to jog your memory. A more detailed document may be carried in a briefcase or notebook to refresh your memory if necessary. Print the form in compressed print effectively reducing the physical size of the paper you must carry on your person. Use a set of sissors to cut it out and place it in your wallet or pocket. Talk to yourself, if necessary, to reinforce items on the list and reduce the number of times you have to refer to it daily. Verbal mental gymnastics may be used to create an association between what you need to do and something that will remind you of your task.

Training yourself to remember is probably the most important thing. If you had to pay a heavy fine of $10.00 each time you forgot something, it would require a minimum amount of time to train yourself to set up the reminders mentioned in the text above. Most of the time our absentmindedness is simply due to lack of motivation to remember. That event, meeting, or important date does not possess a high priority in our scheme of events. How much embarrassment and aggravation have you encountered due to a failure "to remember".

The outline below reviews the main points covered in the article.

HOW TO REMEMBER UPCOMING EVENTS AND IMPORTANT DATES

1. Maintain an electronic tickler file.
2. Carefully organize your day, week and month to prevent conflicts of events.
3. Establish a pattern of "can't miss" reminders unique to yourself.

HOW TO REMEMBER WHERE YOU PLACED THINGS

1. Have a parking place for EVERYTHING.
2. Maintain a list of where similar items are "parked" or stored.
3. Use visual associations to trigger your memory.

KEEP YOUR MIND ON WHAT YOU ARE DOING

1. Do not use absentmindedness as an excuse for failing to remember. Get yourself organized.
2. Make a very serious commitment to be aware of future events.
3. Keep your mind in the present until quiet time permits review of future events.
4. Make checklists to keep yourself on target and on time.
5. Record exactly what you need to remember. Your mind will amazingly fill in details if important ideas or points only are written down.
6. Talk to yourself and establish visual and verbal connections to events whenever necessary. If anyone makes a remark, tell them that, "Talking to yourself is a sign of a brilliant mind!" The individual would not make any remarks if they were aware of the value of visual and verbal reinforcements that do aid and jog your memory.
7. Motivate yourself to remember. Check out a book from the library on this subject. Talk with someone who has developed a system to remember. Copy any techniques they use that may help you remember.

USE YOUR COMPUTER

1. Maintain electronic calendars and checklists.
2. Design forms that meet your specific needs. KISS is an excellent acronym to state here. Translated, it means "Keep It Simple Stupid".
3. Organize the major storage areas of your home "parking like items" in the same area. Maintain an electronic list of all the items in storage.
4. Faithfully utilize the computer tools you select or design to aid your memory.
5. Share your unique "remembering system" with other computer users.

REVIEWS

4A/TALK By Thomas Frerichs And Michael Holmes

Reviewed By Don Veith

If you are in the market for an XMODEM terminal emulation software, I can heartily recommend this fine product. The features packed into this piece of software for a price tag of $19.95 are unbelievable. The current version of the program I used for the review was Version 1.4. For openers, the program loads simply by pressing 1 on your initial powerup screen. You can almost ignore which cartridge you have plugged into the computer. The program loads with the command modules Editor/Assembler, Extended Basic, TI Mini-Memory, Microsoft Multiplan, TI-Writer, and Terminal Emulator II. That's right, just select 1 from the main screen if any of the previously listed cartridges are inserted into the cartridge port of the 4A.

A well written 30 page manual is included with the software disk. The program loads the fastest with the Editor/Assembler

cartridge. Extended Basic is perhaps the slowest loading cartridge although it is not that slow with a load time of 25 seconds. The program is written completely in Assembly Language. The program loads in two (2) stages: (1) The first stage takes you to the title screen which identifies the software package, the version, the serial number, and the author's names. You are then requested to depress any key to complete loading 4A/TALK. (2) The next screen you view is the Configuration Mode where you select the operating parameters for 4A/TALK. In fact, following the manual's instructions makes sense as it leads you through a series of steps providing information on how to set up and use 4A/TALK. A file named CONFIG is included on the disk. The file is stored in a DIS/VAR 80 format and either TI-Writer or the Editor/Assembler's Editor may be utilized to establish the correct configuration for your system. Items covered in the CONFIG file include the RS-232 port, selected modem baud rate, parity bit, character color, screen color, screen character width, and your printer interface.

After stepping by each item on the Configuration screen, you press the ENTER key and end up with a blank screen. The next thing you need to do is take a blank two-level keyboard overlay strip and write all of the special keys into the proper blanks. An easy way to find out each special key function is to press CTRL 7. The screen that appears is named 4A/TALK FUNCTIONS. The choices available on that screen are listed below:

4A TALK FUNCTIONS

<fctn =>	exit 4A/TALK
<fctn 1>	enable print buffer
<fctn 2>	disable print buffer
<fctn 3>	half/full duplex
<fctn 4>	capture buffer toggle
<fctn 5>	save/clear capture buffer
<fctn 6>	open/close keyboard file & select XON/XOFF characters
<fctn 7>	display disk directory
<fctn 8>	configure 4A/TALK
<fctn 9>	XMODEM file transfers
<fctn 0>	autodialer
<ctrl 1>	disk file management
<ctrl 2>	TE II file transfer (send)
<ctrl 7>	display this screen
<fctn e>	send a formfeed
<fctn s>	send a backspace
<fctn x>	send a CR, LF pair
<fctn d>	keyboard file start/stop
<ctrl x>	cancel file transfer

PRESS ANY KEY TO RETURN

A review of the function screen above provides an insight into some of the features of 4A-TALK which include disk file management, a capture buffer, an autodialer function, and a keyboard file. The autodialer will only work if you own a smart modem capable of dialing your calls. The disk for 4A/TALK has a file on it named DIRECTORY which is used to create your autodialer file. Your custom telephone directory is set up in a DIS/VAR 80 file using either Editor mentioned earlier. If you do not own a Smart Modem, you may still use the DIRECTORY file to maintain a list of BBS telephone numbers in your area. Databiotics has included a 45 block file of Bulletin Board numbers for your use on the disk.

If you use Compuserve, you will find this software fantastic to use for uploading or downloading of files with its XMODEM capabilities. The XMODEM screen has four choices when it is accessed. You may either send a file using checksum or CRC (cyclic redundancy check). CRC provides a 99.6% reliability factor while checksum achieves 97%. The third choice is to receive a file from another computer. When this option is chosen, you are requested to identify the file as either an ASCII (DIS/VAR 80) file or a binary file. At this point, you are now ready to receive the transmitted file. If there were not enough features in 4A-TALK, Databiotics included the capabilities for you to transmit TE II files to a friend who may only have that cartridge available for file transfers by modem.

This product is worth the price of $19.95. The authors did an excellent job of programming a very professional piece of software. The features are well thought out and easy to use. The manual is excellent and comprehensive detailing the operation of each aspect of the software. If you are unable to purchase 4A/TALK through a local dealer, contact Databiotics at the address below. The price including shipping is $22.95. California residents must include an additional $1.38 to cover the sales tax.

DATABIOTICS P.O. BOX 1194 PALOS VERDES ESTATES, CA 90274

The new features added to Version 1.4 are outlined below. If you posess an earlier version, contact DataBiotics for information about upgrading to the later version.

The Changes In Version 1.4 Are:

1) Added Rename File and Change File Protection - to CNTL 1.

2) Added Change to Capture Buffer - Automatically prompt by displaying FCTN 5 screen after Capture Buffer is full.

The user then merely needs to press ENTER (twice) to dump to the same file, or change the file name before dumping to disk. This will avoid making a file so large that TI-WRITER or the ED/ASM Editor cannot load that file.
- Before the auto prompt of the FCTN 5 screen, 4A/TALK sends a hold-off character to the Host Computer to pause sending data. This way no data will be lost while the capture buffer is being dumped.
- Usually the XOFF/XON characters are set to 17 and 19, respectively or use FCTN 6 to set the one the Host Computer will

recognize.

3) Added file UTIL1. This file is accessed from the ED/ASSEMBLER - Option 5 (Run Program File) or TI-WRITER - Option 3 (Utilities). * In either case, type in a file name of: DSK1.UTIL1 and press the ENTER key, 4A/TALK will then load and run.

4) MYARC Disk Controller Card - Both files 4A/TALK and UTIL1 will load 4A/TALK using the MYARC Disk Controller.

NOW THERE IS A WILL AND HERE'S THE WAY!

By Darrell Ingold

Name: GENERAL WILL - Available from: DATASYSTEMS, 2301 CHURCHILL DR., OXNARD, CA 93033 - Price: $16.00

Many of us live our lives from day to day in many ways. The most common way of piece-meal living is actually dying; most of us are intestate (without a will). This was brought home all too clearly a couple of years ago when my mother-in-law died leaving no will. Her estate was modest and the three surviving children were in total agreement on the distribution but that wasn't good enough for the state of California. To top everything off, absolutely no one would give out any information about what papers you needed to file to even start probate! Out of that experience comes my sage advice: GET YOURSELF A WILL! This program that I have just reviewed is a most economical way to do just that.

This program, called General Will, runs in Extended Basic and is a mere 29 sectors long. It comes on a SS/SD disk and is loaded by using the RUN "DSK1.WILL" standard method and could be easily made to auto load by changing the program name to "LOAD". No new files are created by the program and the printing is done directly through the RS 232 port at the time the program is run. There are no special graphics or frills with this one; it is just straight-forward and asks a series of questions designed to produce your personal will. Questions such as your full legal name and address start the program. You then are asked how many children under 18 you have. If all of your children are over 18 simply enter 0, otherwise the problem of a legal guardian must also be dealt with.

You may then appoint one executor and up to 2 alternates. Bonding of the executor may also be stipulated. Up to 20 individual gifts can be designated including alternate beneficiaries. The will, when it is printed out, further states that each of these gifts reverts back to the residuary estate if that person dies before you do. The remainder of the estate can be divided by percentage among all the heirs as you may designate. Proper spaces are provided for your signature and those of the three witnesses. The author states that the will produced is a legal United States will but it is always advisable to check your own state laws to be sure there are no special rules.

Documentation was adequate (2 typewritten pages) but there were a few items worth noting. First of all was that the question asked about the executors was "What is your relationship to this person?" when in fact the computer really wants to know this person's relationship to you. For example, if your mother's name is Mary Smith then you want the will to read " Mary Smith my mother" not "Mary Smith my son". This is such an easy thing to correct on your own that it is nothing more than an inconvenience. I am sure that the author will have it corrected before you could even order from this article (he gets a personal copy of this review). Another thing I noticed was that when entering your full address, as requested, you must not use the normal commas between street, city and state. Apparently this data is entered as a single string and therefore cannot have any commas.

All these things I consider as minor and since you can do and re-do your will until you are satisfied with the result and these would be ironed out quickly by the user. This program works quickly and produces a concise, yet complete will according to your specifications. The whole process (if you have already made up your mind on the heirs) takes less than 10 minutes from start to printing of the will. Data Systems has a number of other offerings including amortization, constellation finder, general lease, a variety of chemistry tutor programs, games, disks etc. A catalog is available from the address above. These folks were one of the dealer supporters of the TI-FEST WEST computer fair (discussed last month).

TIPS FROM THE TIGERCUB

#34

TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

Over 130 original programs in Basic and Extended Basic, available on casette or disk, only $3.00 each plus $1.50 per order for PPM. Entertainment, education, programmer's utilities.
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Nuts & Bolts (No. 1), a full disk of 100 Extended Basic utility subprograms in merge format, ready to merge into your own programs. Plus the Tigercub Menuloader, a tutorial on using subprograms, and 5 pages of documentation with an example of the use of each subprogram. All for just $19.95 postpaid.
Nuts & Bolts No. 2, another full disk of 100 utility subprograms in merge format, all new and fully compatible with the last, and with 10 pages of documentation and examples. Also $19.95 postpaid, or both Nuts Bolts disks for $37 postpaid.
Tigercub Full Disk Collections, just $12 postpaid! Each of these contains either 5 or 6 of my regular $3 catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - my own programs on these disks are greatly discounted from their usual price, and the public domain is a FREE bonus!
TIGERCUB'S BEST
PROGRAMMING TUTOR
PROGRAMMER'S UTILITIES
BRAIN GAMES
BRAIN TEASERS
BRAIN BUSTERS!
MANEUVERING GAMES
ACTION GAMES
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KID'S GAMES
MORE GAMES
WORD GAMES
ELEMENTARY MATH
MIDDLE/HIGH SCHOOL MATH
VOCABULARY AND READING
MUSICAL EDUCATION
KALEIDOSCOPES AND DISPLAYS
For descriptions of these send a dollar for my catalog!

While they last, and the supply is limited, I will sell a single Texas Instr. cassette interface cable for $2.00 with any order for casssette software.

My sincere apologies for a serious goof in the Sort Matcher program in Tips #33. The GOSUB in line 120 should go to line 1020, not 32767! Also, in line 210 please change the 920 to 930.

Steven Shouse of TIRUG sent this improvement to the GRAPHPAGE in Tips #33 -

```
100 OPEN #1:"DSK1.GRAPHPAGE"
,OUTPUT :: PRINT #1:TAB(4);R
PT$("_",75):: FOR J=57 TO 1
STEP -1 :: J$=STR$(J)
```

The 99/4A National Assistance Group (which is a commercial enterprise, not a user's group, although they charge a fee to "join"), sells public domain programs at $3.00 each - but you can't order individual programs, you have to buy a package deal.

I sell good copyrighted programs, written by myself, for $3.00, I let you pick and choose, even just one program if you want. I don't pretend to be a user's group (I know that Tigercub often gets misspelled as Tiger Club but I can't help that!), and I don't charge you to "join".

The reason for these remarks is that one of the public domain programs sold by that group is listed as SAMARKAND. It may be only an odd coincidence that I wrote a random music composer entitled SONG OF SAMARKAND and put it in public domain because I didn't think it was worth selling. Anyway, if you want it, here it is.

```
100 CALL CLEAR
110 REM - SONG OF SAMARKAND
programmed by Jim Peterson -
 Version 3
120 RANDOMIZE
130 CALL CHAR(94,"00")
140 CALL CHAR(95,"00")
150 CALL SCREEN(11)
160 PRINT "From the Third Mo
vement of":"":"    THE NEVER
-ENDING SONG":"":"          b
y Emir Abdul Aziz":"":".....
....................."
170 PRINT : : : : : : : : :
: : : : : :
180 FOR J=1 TO 23
190 CALL HCHAR(12,5+J,ASC(SE
G$("^THE^SONG^OF^SAMARKAND^"
,J,1)))
200 NEXT J
210 CALL HCHAR(11,6,94,23)
220 CALL HCHAR(13,6,94,23)
230 M$="187EFF4266B124C3DB66
5A18423C5AA542817E995A001800
24BDBD3C667E66668100243C0042
187E5AA53CC3427E3C81817E5AE7
669924187E429924008181DBC3"
240 DIM N(30),S(21)
250 F=220
260 FOR J=0 TO 36
270 X=X+1+(X=12)*12
280 IF (X=2)+(X=5)+(X=7)+(X=
10)+(X=12)THEN 310
290 Y=Y+1
300 N(Y)=INT(F*1.059463094^J
)
310 NEXT J
320 CALL HCHAR(1,1,32,320)
330 CALL VCHAR(1,31,95,96)
340 CALL HCHAR(24,1,95,64)
350 CV=2
360 K=8
370 K=K-INT(5*RND+1)+INT(5*R
ND+1)+(K)21)*2-(K(1)*2
380 IF (K(1)+(K)21)THEN 370
390 CALL SOUND(-999,N(K),0,N
(K)*CV,0,N(K)*3.75,30,-4,5)
400 X=INT(40*RND)
410 IF X)12 THEN 370
420 ON X+1 GOTO 430,490,540,
580,660,730,770,850,870,970,
990,1040,1060
430 IF INT(4*RND)(3 THEN 390
440 FOR T=K TO 20
450 CALL SOUND(-999,N(T),0)
460 NEXT T
470 K=1
480 GOTO 390
490 FOR T=K TO 1 STEP -1
500 CALL SOUND(-999,N(T),0)
510 NEXT T
520 K=T+1
530 GOTO 390
540 FOR T=K TO 1 STEP -1
550 CALL SOUND(-999,30000,30
,30000,30,N(T)*3.75,30,-4,0)
560 NEXT T
570 GOTO 370
580 FOR TT=K TO K-INT(5*RND+
1)STEP -1
590 IF TT(2 THEN 370
600 FOR T=1 TO INT(7*RND+3)
610 CALL SOUND(-999,N(TT),0,
N(TT)*2,0)
620 CALL SOUND(-999,N(TT)*1.
03,0,N(TT)*2.06,0)
630 NEXT T
640 NEXT TT
650 GOTO 370
660 FOR T=K TO K-INT(3*RND+3
)STEP -1
670 IF T(2 THEN 370
680 FOR D=0 TO 15 STEP 2
690 CALL SOUND(-999,N(T)*2,D
,N(T)*3,D,N(T)*3.75,30,-4,0)
```

```
700 NEXT D
710 NEXT T
720 GOTO 370
730 FOR X=1 TO 15
740 CALL SOUND(-999,N(X),0,N
(16-X),0,N(1),30,-4,5)
750 NEXT X
760 GOTO 370
770 FOR T=K TO K-INT(4*RND+1
)STEP -1
780 IF T<2 THEN 370
790 CALL SOUND(100,N(T),0,N(
T)*2,0,N(T)*3.75,30,-4,5)
800 FOR TT=N(T)TO N(T-1)STEP
 -10
810 CALL SOUND(-999,TT,0,TT*
2,0,TT*3.75,30,-4,5)
820 NEXT TT
830 NEXT T
840 GOTO 370
850 CALL CHAR(32,SEG$(M$,INT
(57*RND+1)*2-1,16))
860 GOTO 370
870 IF INT(4*RND)<3 THEN 390
880 CALL SOUND(-3000,N(K),0,
N(K)*2,0,N(K)*3.75,30,-4,0)
890 FOR J=1 TO INT(5*RND+5)
900 S(J)=INT(21*RND+1)
910 NEXT J
920 CALL SOUND(-1,30000,30)
930 FOR T=1 TO J-1
940 CALL SOUND(-999,N(S(T)),
0,N(S(T))/1.68,0,N(S(T))*3.7
5,30,-4,0)
950 NEXT T
960 GOTO 370
970 CALL CHAR(95,SEG$(M$,IN
(57*RND+1)*2-1,16))
980 GOTO 370
990 IF INT(4*RND)<3 THEN 390
1000 FOR J=220 TO 660 STEP 2
0
1010 CALL SOUND(-999,J,0,880
-J,0,N(12)*3.75,30,-4,0)
1020 NEXT J
1030 GOTO 370
1040 CALL CHAR(32,"0")
1050 GOTO 390
1060 CV=CV+(CV=2)/2-(CV=1.5)
*.5
1070 GOTO 370
```

If you are trying to exchange newsletters and are using the listings of user groups published by Texas Instruments and by others, you are finding that they are way out of date! Send me a disk and some return postage - or just send $1.50 - and I'll send you my address list of about 140 groups I exchange with. It is updated every month from return addresses on newsletters I receive.

For those of us who are still struggling along with one disk drive, this routine will transfer any number of D/V80 files, totalling up to about 42 sectors, from one disk to another in one pass, and will optionally save under changed names.

```
100 DIM M$(2000),F$(25),C$(2
5):: CALL CLEAR :: T$=CHR$(1
)
110 DISPLAY AT(8,6):"TIGERCU
B FILEMOVER" :: DISPLAY AT(1
5,1):"PRESS ENTER WHEN FINIS
HED"
120 F=F+1 :: IF F>25 THEN 13
0 :: DISPLAY AT(12,1):"FILEN
AME? DSK"&T$ :: ACCEPT AT(12
,14)SIZE(-12)BEEP:F$(F):: IF
 F$(F)<>T$ THEN 120
130 F=F-1 :: FOR J=1 TO F ::
 ON ERROR 260 :: OPEN #1:"DS
K"&F$(J),INPUT :: DISPLAY AT
(12,1):"READING "&SEG$(F$(J)
,3,255)
140 X=X+1 :: LINPUT #1:M$(X)
:: C=C+LEN(M$(X))
150 IF C>10000 THEN DISPLAY
AT(20,1):"INSUFFICIENT MEMOR
Y FOR "&SEG$(F$(J),3,255)::
GOTO 190
160 IF EOF(1)<>1 THEN 140
170 X=X+1 :: M$(X)=T$ :: CLO
SE #1
180 W=W+1 :: NEXT J
190 X=0 :: DISPLAY AT(15,1):
"" :: DISPLAY AT(12,1):"INSE
RT COPY DISK AND PRESS":"ENT
ER"
200 CALL KEY(0,K,ST):: IF ST
=0 THEN 200 :: DISPLAY AT(13
,1):""
210 FOR J=1 TO W :: IF F$(J)
=CHR$(2)THEN 230
220 DISPLAY AT(12,1):"FILENA
ME? DSK"&F$(J):: ACCEPT AT(1
2,14)SIZE(-12)BEEP:C$(J)230
NEXT J :: FOR J=1 TO W :: IF
 F$(J)=CHR$(2)THEN 250 :: OP
EN #1:"DSK"&C$(J),OUTPUT ::
DISPLAY AT(12,1):"SAVING "&S
EG$(C$(J),3,255)
240 X=X+1 :: IF M$(X)<>T$ TH
EN PRINT #1:M$(X):: GOTO 240
 ELSE CLOSE #1
250 NEXT J :: END
260 ON ERROR STOP :: DISPLAY
 AT(22,1):"CANNOT OPEN "&SEG
$(F$(J),3,255):: F$(J)=CHR$(
2):: RETURN 180
```

Here is a very ingenious idea published in the Corpus Christi U6 newsletter by H. Macdonald. He could not find the author/newsletter which gave him the idea, so if you know, tell me and I'll print due credit.

I have modified it a bit. This short routine will load quickly and enable you to bypass loading and running the Menu Loader program on a disk when you already know the filename of the program you want to run.

Save the Menu Loader under the filename MENULOADER and save this routine under the filename LOAD - be sure to save it before you try it, because it erases itself!

```
100 CALL INIT :: CALL LOAD(-
31806,16):: DISPLAY AT(12,1)
ERASE ALL:"RUN MENULOADER? (
Y/N)"
110 CALL KEY(3,K,S):: IF S=0
 THEN 110 ELSE IF K=78 THEN
130 ELSE DISPLAY AT(12,1)ERA
SE ALL:"LOADING MENULOADER"
:: RUN "DSK1.MENULOADER"
130 CALL CLEAR :: CALL LOAD(
-31952,55,215,55,215):: END
```

Here is one with a bit of a surprise at the end. Key the v,A in line 190 as FCTN V, CTRL comma, CTRL A.

```
100 CALL CLEAR :: CALL SCREE
N(16)
110 DATA 80C0A09080445269,00
00000000007E81,0103050911224
A96,0000000101010100,21409C2
A492A1CC0,9999336000001824
120 DATA B482395492543903,00
0000000000080B0,E0B09B80E7702
010,1824428142300000,0F19030
7E1020408,000000FF80808080
130 DATA 000F13E620221000,0C
FB34670A22DC00,814224FF,30DF
2CC641443B00,00F0C86F0447B87
F,000000FF01F901F9
140 DATA 00FF8086868086086,00
FF0066660066666,00FF003F3F3F3
F3F,01FF01F9F9F9F9F9,8066868
08686B093,0066660066660FF
150 DATA 0066660066660E6,3F
3F3F3F3F3F3F3F,F9F9F9F9F9F9F
9F9,00000000E01C3AE2,9300FF,
FF00FF,E600FF0007DB0B07
160 DATA 3F00FF00FF1988FF,F9
01FF00FF8744FF,1F09090FF3198
AFC
170 FOR CH=96 TO 129 :: READ
 CH$ :: CALL CHAR(CH,CH$)::
NEXT CH
180 DISPLAY AT(1,14)ERASE AL
L:"'ab" :: DISPLAY AT(2,13):
"cdefg" :: DISPLAY AT(3,14):
"hij" :: DISPLAY AT(4,12):"k
lmnopq"
190 DISPLAY AT(5,12):"rssssst
u" :: DISPLAY AT(6,12):"vwww
xyz(" :: DISPLAY AT(7,12):"!
))}"v,A" :: DISPLAY AT(9,12)
:"TIGERCUB"
200 DISPLAY AT(11,12):"SOFTW
ARE" :: DISPLAY AT(13,7):"15
6 COLLINGWOOD AVE." :: DISPL
AY AT(15,7):" COLUMBUS OH 43
213" :: CALL HIGHCHAR
210 GOTO 210
220 SUB HIGHCHAR :: FOR CH=3
2 TO 129 :: CALL CHARPAT(CH,
CH$):: X$=SEG$(CH$,3,12)&SEG
$(CH$,13,4):: CALL CHAR(CH,X
$):: NEXT CH :: SUBEND
```

Thanks to Ramon Martinez in the Orange County U6 news letter - a double NEXT is accepted if the pre-scan is turned off.

```
100 J=1
110 !@P-
120 FOR J=1 TO 100 :: IF J/1
0<>INT(J/10)THEN NEXT J ELSE
 PRINT J :: NEXT J
```

A computer without a program is like a car without gas. If everyone who filled up at a self-service pump drove away without paying, how soon would all the gas stations be closed?

MEMORY FULL!

Jim Peterson

SUBSCRIPTION FORM
FOR "THE NATIONAL NINTY-NINER"
PUBLISHED BY THE 99'ERS ASSOCIATION

NAME: _____ DATE: _____

ADDRESS: _____

CITY: _____ STATE _____ ZIP _____

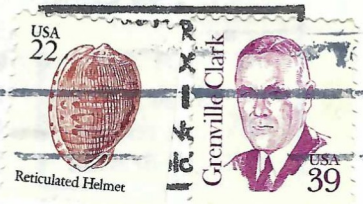
SUBSCRIPTION TYPE	AMOUNT	CHOICE
THIRD CLASS - BULK RATE	$12.00	
FIRST CLASS - US AND CANADA	$17.00	
FIRST CLASS - OVERSEAS	$22.00	

PLEASE MAIL CK./M.O. FOR SUBSCRIPTION CHOICE SELECTED ABOVE TO:

THE 99'ERS ASSOCIATION
ATTN: LUCI VEITH
3535 SO. H ST., #26
BAKERSFIELD, CALIF. 93304

6/85

THE NATIONAL 99'ER
3535 SO. H ST., #26
BAKERSFIELD, CA 93304



61

SEP 5

SEP 5

MR. BILL PECHNIK
1467 CARMI DR.
PENTICTON BC CANADA V2A 4R9

jet fairware

PUBLIC DOMAIN DISK #1

Public Domain Disk #1 consists of BASIC and Extended BASIC programs that were once sold on the commercial market. When the company that was selling them left the market place, I decided to place the programs in the Public Domain to share with my fellow TI-99ers. The programs included on the disk are:

COLOR MASTER - A color code breaking game for one or two players. Try to figure out the four colors coded in sequence from a total of 7 available colors. Extended BASIC required, Speech Synthesizer optional, Color TV or Monitor recommended.

PETER COTTONTAIL'S EGG HUNT - Two rabbits try to be the first to find a MAGICAL egg hidden in a graphical maze. This is a real favorite with children due to it's extensive use of graphics, animation, and music. Extended BASIC required.

CAPTURE THE INTRUDER - An intruder has penitrated a super secret base. Your job is to capture him for questioning. Extensive graphics and speech are used in this game of strategy. Console BASIC only, TEII and Speech Synthesizer optional.

SILENT NIGHT - Two versions of the music in one program. A very nice manger scene with falling snow. Extended BASIC required.

SPELLING BUILDER and PROGRAM - Builds spelling lists with both grammatic and phonetic spellings. Then take a test by voice only and/or with word flash. TI Text-To-Speech programs, Extended BASIC, 32K, Disk Drive, and Speech Synthesizer required.

ALPHANUM DELIGHT - A letter and number recognition game for very young children. Help Alphie the robot catch letters or numbers as they are created by the ALPHANUM factory and send them safely to earth. I used this program to teach my 1-1/2 year old his alphabet and numbers. Both a 16K version and a 32K disk only version (which includes a lower case letter option) are included. Extended BASIC required, Speech Synthesizer optional.

OUT ON A LIMB - A one or two player word guessing game. A hungry monkey sits on a tree limb and waits for you to guess letters in the word. If you guess a correct letter, the monkey jumps for a vine to try to swing over to a bunch of bananas. If you guess the wrong letter, a banana disappears from the bunch and part of the tree limb breaks off, falling into a pond below. If you eventually get the word completed the monkey catches a vine and swings over to his banana feast. If you don't get the word right, the poor monkey runs out of tree limb and falls into the pond. A pre-built word list is supplied as well as a seperate file building program which allows you to create your own word lists. Extended BASIC required, Speech Synthesizer optional.

Extensive documentation for all of the above is also provided. There are two ways to get these programs. 1) Send me $5 for the DS/SD version or $7.50 for the SS/SD version and I'll provide disk(s), mailer, and postage. 2) Send me 1 DS/SD or 2 SS/SD initialized disk(s), return mailer, and postage.

SPRITE BUILDER (Version 4)

Sprite Builder Version 1 was actually written during the time I was creating ALPHANUM DELIGHT (See Public Domain Disk #1 for details). I was doing extensive work with double size sprites to create the complete alphabet, as well as Alphie the robot and his bucket. I became increasingly frustrated with having to draw my characters on graph paper, convert the picture to Binary and Hex codes, and then program in the statement. Frequently, I found that the character didn't look as well on the screen as I thought it would, so it was back to the graph paper again.

At that time there were a couple of graphic design aid programs, but all of these were limited to single size characters. Sprite Builder was written to fill the void. Since then the program has been added to and enhanced to the present version 4.

The purpose of the program is to allow you, the user, to easily create double sized sprites. You are given lots of features to help you along the way. There are 21 active keys that do everything from setting the Automatic movement of the cousor to Turning the drawing in many directions. The program even allows you to do some animation.

Sprite Builder is an Extended BASIC program with some machine language routines added to speed up some of the choices. Thus, it requires Extended BASIC, 32K, and disk drive. This program represents my first atteempts at Asseabler and the HEAVILY documentted source code is included for you to chuckle at or learn from. Just don't rib me too hard because the stuff does perform. You also get Version 2 which does almost all that Version 4 does without the machine language routines. Version 2 can be run on a 16K cassette based system. Extensive documentation for both versions is provided. Finally, you also get over 115 pre-defined sprite pattern files to be loaded into Sprite Builder to be modified or added to your own programs.

You can get Sprite Builder from me in one of two ways. 1) Send me $5 for the DS/SD version or $7.50 for the SS/SD version and I'll provide disk(s), mailer, and postage. 2) Send me 1 DS/SD or 2 SS/SD initialized disk(s), return mailer, and postage.

THE CHECKBOOK AND BUDGET MANAGER (Version 1)

The Checkbook and Budget Manager is a fairly comprehensive checkbook and budget management system, that allows you to analyze your income and spending. Up to 99 user defined categories are allowed. The system will store between 100 and 400 checkbook records per month limited by the type of disk drives (SS, DS, SD, DD) you are using.

The CBM system is really comprised of three main programs. The LOAD program is used to set up the system defaults, such as the current date, disk drives, printer descriptions, and titles. It allows you to view on the screen or print out the extensive documentation. It also controls the loading of the other two sections.

The Checkbook Manager portion of the CBM handles all of your monthly checking data. Checks and deposits are keyed into a screen which resembles an actual check. Inputs include Check Number, Date, Pay To, Reason, Amount, Open/Clear, and Budget Category. Extensive error correction and report generating capabilites exist which allow you to do very general or very specific searches.

The Budget Manager portion of the CBM takes over where the Checkbook Manager leaves off. You can define all 99 budget category names and set up budgets for any or all of your categories. When you select Summarize Check Data, your checkbook files will be summarized by month into the 99 available categories. You can use this summary to find out, by category, how much you are spending or making, and optionally compare that to your established budgets. The report shows data for all the months summarized up to that point, and gives a year-to-date total as well as a monthly average.

These programs and extensive documentation fill an entire SS/SD disk. The programs were all written in Extended BASIC. At least one disk drive, 32K memory, and Extended BASIC are required. Printed reports require a Star Micronics Gemini 10X type printer. However, I do provide a printer control code sheet showing every program line that uses a printer control code. With this sheet you should find it very easy to modify the program to work with just about any printer.

There are two ways to get the program. 1) Send me $5 and I'll provide the disk, mailer, and postage. 2) Send me 1 initialized SS/SD or DS/SD disk, return mailer, and postage.

THE MS-ADVENTURE SERIES

Over a year ago the MS-Adventure Series was being sold by a commercial company. When the company went under so did the adventures. I have always felt that these adventures were too good to just let slip away. So, after much discussion and planning, the original author (Mike Stewart) has allowed me to distribute his work.

The MS-Adventure Series is made up of the MS-Adventure program and three MS-Adventure databases.

The first database, "The Search for Murgen's Keep", starts you on your quest to free the imprisoned princess Dianna from the Glass Case. You will search a magical land trying to gain entrance into the powerful Magician Murgen's Castle.

In the second database, "The Enchanted Keep", your quest continues as you gain entrance to the Castle. Here you must solve many puzzles to obtain the Key to open Dianna's Glass Case. More than one ending is possible.

The third and final database, "The New King", takes place after you free Dianna from the Glass Case. You discover that Dianna's father the King, has been vanquished by an Evil Knight who is destroying the kingdom. It is up to you, as Dianna's rescuer, to help save the kingdom by destroying the Evil Knight.

The MS-Adventure Series requires Extended BASIC, 32K, and a disk drive. The MS-Adventure program was written in Assembler so the execution is very fast.

There are two ways to get the program. 1) Send me $5 and I'll provide the SS/SD disk, mailer, and postage. 2) Send me 1 DS/SD or SS/SD initialized disk, return mailer, and postage.

NOTES ABOUT FAIRWARE

Fairware is a marketing technique that appears to be unique to the computer world. It allows you to get software and evaluate it before purchasing it. It also allows, and in fact encourages you, to make copies of the software to share with other potential customers. The risk is born completely by the person marketing the software.

I decided to go the Fairware route with my work because I was tired of paying lots of money for software that I never really ended up using. Some programs were good, but they weren't $39.95 good. After a short spell in the commercial world, I decided that I wanted people to be able to try my software first; and then, and only then, if they found it to be useful and of value, to pay for it. I don't even have a recommended asking price. Only you can, and should, decide what this software is worth to you. I truely enjoy writing programs and sharing what I do. I use this little bit of extra income to help support my children's and my own computing habits.

If you have any questions or comments about any of the software, feel free to contact me. And again, thanks for your interest in my programming efforts.

JOHN E. TAYLOR ♦ 2170 ESTALINE DRIVE ♦ FLORENCE, AL 35630 ♦ CIS #74766,241