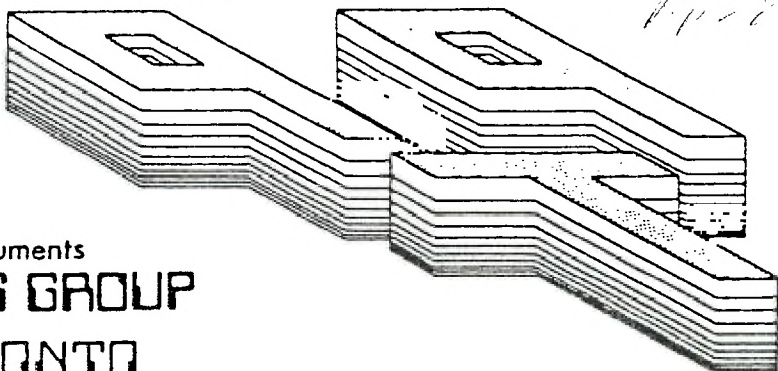


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Texas Instruments
USERS GROUP
TORONTO

FOR THE TI-99/4A COMPUTER

APRIL 1986

NINE T NINE USERS GROUP

29 INGLESIDE DR.
DOWNSVIEW, ONTARIO
M3K 1V2



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MEMBERSHIP FEES

FULL MEMBERSHIP \$25.00 / year
NEWSLETTER SUBSCRIPTION \$15.00 / year

All memberships are household memberships. An newsletter subscription is only for those who do not wish to attend meetings, but wish to receive our newsletter and have access to our library. You are welcome to visit one of our general meetings before joining the group. If you wish more information contact our president in writing at the club address on the front cover or call and leave a message with his answering machine.

NEXT MEETING

The meetings are held on the last Tuesday of each month. The next meeting will be held on Tuesday, May 27, 1986 at the Downsview Public Library in Downsview, starting at 7:30 pm. The library is at 2793 Keele Street just north of Wilson Ave. The entrance to the library is on Keele Street.

COMMERCIAL ADVERTISING

Any business wishing to reach our membership may advertise in our newsletter. The rates are as follows. (width by height):

FULL PAGE	(6" x 7 1/2")	\$40.00
HALF PAGE	(6" x 3 1/2")	\$20.00
QUARTER PAGE	(3" x 3 1/2")	\$10.00

Please have your ads camera ready and paid for in advance. For more information contact the editor.

Don't forget, that any member wishing to place ads, may do so free of charge as long as they are not involved in a commercial enterprise.

NEWSLETTER ARTICLES

Members are encouraged to contribute to the newsletter in the form of articles, mini programs, helpful tips, jokes, cartoons and questions. Any article may be submitted in any form by mail or modem. We welcome the reprinting of any article appearing in this newsletter providing credit is given to the author and 9T9. If more information is required, call Emile Verkerk.

DISCLAIMER

Opinions expressed in this newsletter are those of the writers and are not necessarily those of the 9T9 USERS' GROUP. 9T9 cannot assume liability for errors or omissions in articles, programs or advertisements.

MESSAGE FROM THE
PRESIDENT

FROM THE EDITOR'S CONSOLE.

I am your new editor, my name is Michael O'Dowd, usually called Mick or Mike and right now I will admit that I know very little about editing a paper. Just the credentials for the job.

Reading through the news sheets of other TI clubs I am astounded and delighted at the wealth of information in them. I read for hours, and learned a lot. I will print as many as I can.

How many of you in the club use Foundation CPM ? Have you any problems with it ? Please let me know. Send in articles and ideas for publication in our newsletter. See you at the next meeting.

FOR SALE

Roland DG PR-1111A printer, 120 cps, NLQ, used 2 months to prepare this newsletter <> \$350 <> 1 Widget by Navarone <> plug in up to three cartridges into your console <> \$50 <> call Emile <> (416) 633-1451.

Having retired from the position of newsletter editor, I would first of all like to dispel some rumors. Yes, I do have other brands of computer in my office, and yes I do have my TI at the office, but no I do not plan to phase out my TI in favour of other brands. Why should I? I still feel that my TI is a very versatile computer deserving of a lot of use. In fact, all word processing and accounting is done with the trusty TI.

Since Michael O'Dowd is now our newsletter editor, my time will be better spent serving you as president, rather than as jack of all trades.

We are still looking for volunteers for the computer show in May. Those wishing to donate some time and energy to this endeavour, should contact either myself or Gil Tenant SOON.

A kid's arcade day is coming up soon. Time, place and events stil to be announced. Those wishing to volunteer contact Steve Mickelson. We need systems, games and your participation.

As well, those interested in a family picnic at the island should also contact Steve.

That's about all this month until next month...

TI-WRITER COMMANDS.....

This Text Editor command was originally originally printed by Ev Anderson (Valley Chapter).

EDITOR COMMAND	FCTN	CTRL	EDITOR COMMAND	FCTN	CTRL	EDITOR COMMAND
BACK TAB		T	INS.BLANK LINE	8	O	QUIT
BEGINING/LINE		V	Insert Charact	2	G	REFORMAT
COMMAND/ESCAPE	9	C	LAST PARAGRAPH		6orH	RIGHT ARROW
DELETE CHARACTER	1	F	LEFT ARROW	S	S	ROLL DOWN
DEL.EN'OF LINE		K	LEFT MARG'.REL		Y	ROLL UP
DELETE LINE	3	N	NEW PAGE		9orP	SCREEN COLOR
LINE#'s(on/off)	0		NEW PARAGRAPH		8orM	TAB
DOWN ARROW	X	A	NEXT PARAGRAPH		4orJ	UP ARROW
DUBLICATE LINE		5	NEXT WINDOW	5		WORD TAB
HOME CURSOR		L	OOPS!		1orZ	WRD'WRAP FIXED

LOAD FILES=LF (enter) DSK1.FILENAME (load entire file)
 LF (enter) 3 DSK1.FILENAME (merges filename with data after line 3)
 LF (enter) 3 1 10 DSK1.FILENAME (lines 1 thru 10 of f merged after line 3)
 LF (enter) 1 10 DSK1.FILENAME (loads 1 thru 10 of fil

SAVE FILES = SF (enter) DSK1.FILENAME (save entire file)
 SF (enter) 1 10 DSK1.FILENAME (saves lines 1 thru

PRINT FILES=PF (enter) PIO (prints control character and line nu
 PF (enter) C PIO (prints with no control characters)
 PF (enter) L PIO (prints 74 characters with line num
 PF (enter) F PIO (fixed 80 format)
 PF (enter) 0 1 10 PIO (prints lines 1 thru 10)

NOTE: if your printer use RS232 switch PIO with RS232.
 To cancel the print command press FCTN 4.

DELETE FILE = DF (enter) DSK1.FILENAME.

SETTING MARGINS AND TABS (16 tabs maximum)
 L-Left margin R-Right margin I - Indent T - Ta
 Use ENTER to execute or COMMAND/ESCAPE to terminate comman

RECOVER EDIT = RE (enter) Y or N

EDIT = E (enter edit mode)

LINE MOVE = M (enter) 2 6 10 (moves lines 2 thru 3 after lir
 M (enter) 2 2 10 (moves line 2 after line 10)

COPY = Same as move except use C instead of M.

FIND STRING = FS (enter) /string/ (will find string)

DELETE = D (enter) 10 15 (deletes line 10 thru 15)

LOCK UP STOPPER
 Charles E. Strink
 of the WEST PENN 99'ERS CLUB.

and Allen

For several years I have had the problem with console lockup. You know how it goes, you just finished typing in 1200 lines of code and forgot to do a SAVE FILE. Now, the computer knows you didn't and waits for you to press ENTER. When you do, the screen flashes all kinds of pretty colors and characters. In case you didn't know it, that is how a computer laughs at you! Immediately after laughing the console goes dead and nothing works. Upon a suggestion from John Willforth, I tried the following two months ago and have not had a lockup since. John and I thought you might be interested.

```

=====
FCTN|CTRL
-----
=   |
D   | 2orR
4   |  D
6   |  A
    |  B
7   |  3
E   |  I
    |  E
    | 7orW
    |  0
=====
  
```

in memory

Before you start be sure all cords, wires and modules are disconnected from the console. Place the console upside down on your lap with the keyboard toward your stomach.

filename are
 in memory)
 filename)

First, remove the ON/OFF switch by gently pulling straight out from the cabinet. Next, remove the seven(7) Phillips head screws from the bottom of the cabinet and remove the cabinet bottom. Place it to the side.

10)
 numbers)
 bers)

The console board is the one with the metal shield across the top. Remove the three(3) Phillips head screws—two around the outer edge of the console board, and one to the rear but set down in a recessed area through a hole about an inch from the rear edge. DO NOT REMOVE ANY SCREWS WITH NUTS ON THE OTHER SIDE. Also you do not need to remove the power supply on the keyboard. Grasp the metal console board and lift it up until you can fold it over toward your stomach and look at the other underside. You will now see the black module connector sticking up on the left side. Grasp the module connector and pull straight up (the connector board plugs into another connector) until it comes free.

0
 d.
 e 10)

On the module connector, now in your hand, you will see a plastic snap-on connector with a slot in it with some fuzzy stuff around the inside. This is the LOCKUP MAKER! Remove and discard the plastic cover and clean the inside of the connector with alcohol on a piece of clean cloth stretched on a piece of thick paper inserted

MECHANICAL ENGINEERING
PROGRAMS
by Leslie Max Kun

These programs will be useful to mechanical and structural designers who need involved beam loading calculations in a hurry and who, as an option, appreciate graphic print-outs.

I have compiled a number of Cases from various handbooks relative to loading of beams and intend to have as many as 36 or more if there is an interest shown for them.

Each Case gives the shearing forces, bending moments and deflections (with max/min's and their locations) at strategic points or at any point along the statically loaded beam.

Firstly, all you have to do is to determine which Case is representative for your loading situation. Then specify the length of the beam, the distance of the applied load (or loads) from one end of the beam, or the unit weight if it is a uniformly distributed load. Following this, the prompt will ask you for the Modulus of Elasticity. For standard steels you may take the generally accepted value of 29,000,000 psi and key-in 2.9E7 or 29000000. Similarly, values for aluminum may be in the area

of 10,600,000, for concrete 3,000,000 and for top-grade hardwood 1,600,000.

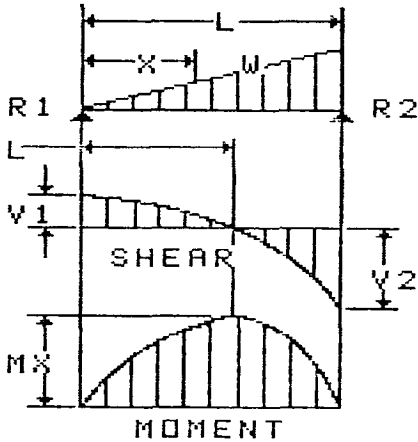
Also, you will have to provide the Moment of Inertia particular to the cross sectional area of the selected beam. Data for this is readily available from Standard Handbooks, or better, use TI's Structural Engineering Library on disk. This one is particularly useful to determine Moment of Inertias for built-up structural sections.

There are built-in loops in the programs that prevent incorrect entries, i.e. when segments of the beam don't add up to the total length. Also, asking for calculated values at any point along the beam may be bypassed. All these calculations run in Standard TI-Basic that can also give you a hard copy, if you wish to do so.

Now the luxury of graphics, if you have Graphx capabilities with Ex-Basic. This will show the beam supports, the type of loading and the shear and bending moment diagram particular to the Case selected, and puts them onto the screen or paper. See sample runs below.

If you think you would find these programs useful, give me a shout at (416)823-5082, or write to 965 Inverhouse Dr. Suite 502, Mississauga, Ont. L5J 4B4.

CASE 2



24K OF DATA STORAGE
SASKATOON CLUB

If you need to work with quite a bit of data or would like to change programs, but save the data after you press CALL QUIT then you can set up the 24K of high -Memory in the PEB as a single data file called "expmem2", you open this file just as you would a disk file with one exception - you must PRECEED the OPEN Statement with a CALL LOAD to the location -24574 as follows:

- For INT-VAR files - 24
- For DIS-VAR files - 16
- For INT/FIX files - 8
- For DIS/FIX files - 0.

Here is an example:

If you want to open up the Expansion Memory for Display, Variable 80 files this is what you'd do:

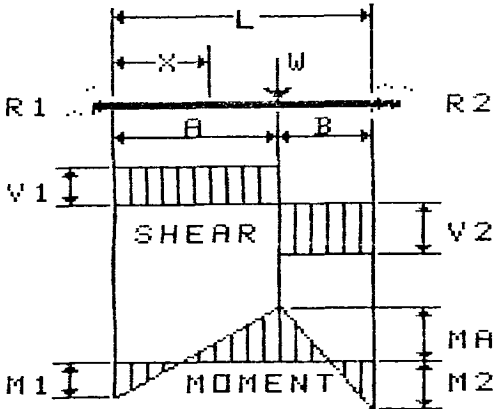
```
100 CALL INIT
110 CALL LOAD(-24574,-16) 120
OPEN #1:"EXPMEM2", RELATIVE,
UPDATE,DISPLAY,VARIABLE 80
```

Then continue as you normally would .

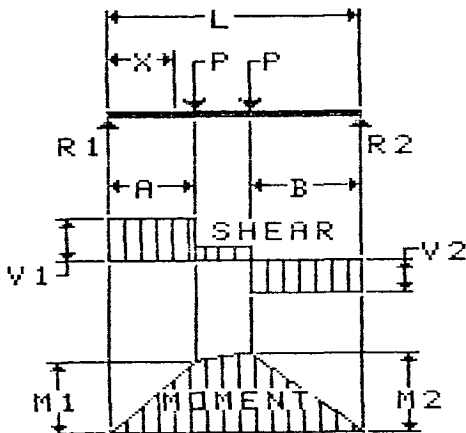
If you want to store both data and assembly language routines at the same time do this :

```
100 CALL INIT
```

```
110 CALL LOAD(-24574,-16)
120 OPEN #1:"EXPMEM2"
130 CALL LOAD ("DSK1.ASSM1")
140 CALL LOAD ("DSK2.ASSM2")
150 CALL LINK ("START")
160 REM CONTINUE REST OF PROGRAM
```



CASE 17



CASE 10

In the above example the 24 K of high-memory was saved for use as a DATA file (DIS/VAR 80 format) then the assembly routines were loaded. The computer will look for the best place to put the routines and will adjust the pinter accordingly. After the routines are loaded, a LINK statement starts the first routine and off we go.

TI-TRIVIA.

FROM THE EDMONTON GROUP.

1) Does TI Basic have an "OOPS" function similar to that in the TI-Writer text editor?.

2) Can you recondition TI joysticks.

Answers.

1) Yes .When editing a line and you hit FCTN 3(erase) instead of FCTN 2 (insert) the line is lost. Next time type a single quotation mark and press enter This will generate an error message but the original line will be recovered intact.

2) Yes. If the base contacts of the control stick or those in the base of the housing are burnt out, replace them by sticking on tin foil dots using crazy glue. Clean the mylar film printed circuit and lightly lubricate the moving parts with silicone lubricant.Replacement control sticks are available from TI in Lubbock.

into the connector. After cleaning, plug the module connector board back into the connector facing the same way as it came out.

Gently fold the console board back over and place it in the case. DO NOT FORCE THE BOARD INTO PLACE. With some care it will slip into place. Replace the three(3) screws. Do not overtighten. Replace the cabinet bottom and the seven(7) screws. Now slip the ON/OFF switch into place, reconnect the cables and get ready for some lockup free programming.

This may not eliminate ALL lockups but will stop the problems caused by poor module connection.

