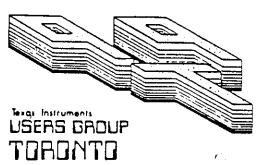
### Newsletter Nine-T-Nine

AUGUST/SEPTEMBER 1991
- DOUBLE ISSUE





FROM: 9T9 USERS GROUP 15 KERSDALE AVE. TORONTO, ONT., M6M-1C9 CANADA

To:

### NEWSLETTER NINE-T-NINE

### 9T9 USERS GROUP

979 USERS GROUP EXECUTIVE COMMITTEE

PRESIDENT Sleve Mickelson (657-1494)
VICE-PRESIDENT Neil Allen (236-0842)
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LIBRARY DIRECTORS

Gary Bowser (960-0925) Andy Parkinson (275-4427) Steve Findlay (416) 727-6807

NEWSLETTER EDITOR

Steve Mickelson (657-1494)

MEMBERSHIP FEE'S

all memberships are household memberships. A newsletter subscription is only for those who do not wish to attend meeting, 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 either our president. In writing, at the club address on the front cover or by phone.

The meetings are usually held on the last wednesday of each month (exceptions are December's meeting date, usually mid-month and the months of july and august, when there are no meetings. Consult this issue of Newsletter 919 for the date and time of the bext meeting, meetings are usually held at Neil Alten's place. 52 Craystone Gardens south of Bloor St., just west of Islington Ave., at. 7:30 P.M. from 7:30 - 10:30 PM.

The 9T9 Users Group supports the Toronto BBS. The TI Tower BBS #(416) 921-2731, 300/1200/2400 BPS, 24 hrs. Sysop, Gary Bowser. MAILING ADDRESS:

9T9 Users Group, 15 Kersdale Ave , Toronto, Ontario, M6M 1C9, Canada

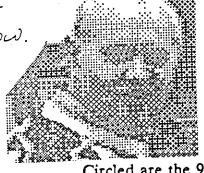
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Any business wishing to reach our membership may advertise in our newsletter. The rates are as indiows (width by height):
full PAGE (7" x 10") \$30.00
HALF PAGE (7" x 5") \$15.00
QUARTER PAGE (7" x 2 1/2") \$7.50
Please have your adds camera ready and paid for in advance. For more information contact the editor, Don't forget, that any member wishing to place ad's, may do so free of charge as long as they are not involved in a commercial enterprise.

Members are encouraged to contribute to the newsletter in the form of articles, mini programs, helpful tips, hardware modifications, 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 919. If more information is required, call the editor. The names, 919. Nine-T-Nine, newsletter 919, 919 users Group, and Nine-T-Nine Users Group are Copyright (c) 1982, 1983, 1984, 1985, 1986, 1987, 1988, 1989, 1990, 1991, by the 919 users Group of Toronto, Canada, all rights reserved.

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DUE TO CHANGES IN THE HOURS OF OPER ATTO N AT C.R.S. THE MEETING OF THE 9T9 USER GROUP WILL BE LOCA TOW NOTED BELOW.



Texas Instrumênts

USERS GROUP

Newswsletter Nine-T-Nine

NEIL ALLEN

DUNDAS ST. W. BLOUR ST W NEIL ALLEN'S (236-0842) 52 GRAYSTONE GARDENS GRAYSTONE GARDENS **5** BEXING LAVES Ů NORSEMAN 151 THE QUEENSON AM O.E.W.

Circled are the 9T9 Meeting Dates for 1991

DECEMBER NOVEMBER **OCTOBER** 16 17 16

ZIPPY PRINT

2372A Yonge Street Toronto, Ontario M4P 2E5 Tel.: (416) 440-1792 Fax: (415) 440-1794

121 King St. West Toronto, Ontario M5H 3° Tel.: (416) 367-1050 Fax: (418) 367-3275

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### TIDBITS

#51

### -By Steve Mickelson, President 9T9 Users Group Compuserve 76545,1255; Delphi SMICKELSON; GEnie S.MICKELSON

I trusted that everyone had a great summer! Much has happened, including the addition of a new Tler to the Mickelson family. On July 22, Daniella Fanitsa, arrived, baby and proud family are doing well.

As for the TI world, we received video tapes of the Multi-User Group conference, ordered from the Lima Ohio Users Group, as well as the latest update for Funnelweb (v4.40), as well as an informative review by Charles Good, detailing the features of this latest release.

It seems that a complete re-write of the Editor portion of the word processor portion of the software package. As a side bar, I can only reflect that the ill fated Press, might have been more than a pipedream, if Charles Earl took the Funelweb route and released a preliminary version, with subsequent updates to follow. Even Myarc, for a times was making an effort, with updates to the MDOS operating System.

I've included the Good news article, < grin >, from Charlie, as well a few other interesting and informative articles from exchange newsletters.

Finally, the 9T9ers are still looking for a meeting place, (room, auditorium, or hall), for regular meetings. If you find a place, (we still prefer a weekday), let one of the executive know.

Mail call:

July 15 1991

Dear Steve

Thank you for processing my membership application in such a timely fashion enclosed find check for payment of dues.

Have received the newsletters and compliments are in order for the professional look and content of them.

At present I operate a small childrens group primarily grades five through eight and a few in high school.

The main goal at this time is to allow the children to become comfortable using a computer, disk operations, printing, word processing, spread sheets, database, and the various operating packages and languages.

These children are at an average level, achieving B or C marks in their studies and as such are not given the time and attention at school computers that students at the A level receive, thus the reason for our group.

I have a request to make, if you can find a little time would really appreciate any information you might be able to supply... concerning tutorial packages. I have been able to gather some ex: Martin Smoley, database material, Earl Raguse on Forth and some assembly language articles from Jim Peterson. I am sure that there are many others that I am not aware of and any information of this type will be gratefully received.

Thank You Very Much Richard Mullen

If any of our readers can help with Richard's request, please drop a line to the newsletter.-SM

Your my sterious  CAMCORDER OPERATOR AT  THE LIMA Fest was  Me. (Jim m CLAREN Subbury  99ers Eduta)  Maybe Gary Barrer  remember me from  the North Bury Uf  meeting which of drave  up to in may 91  Jim m Cfare From MICROPE	TL COMMAND  TL 123:27,52 TL 125:27:53 TL 91:27,83,8 TL 93:27,83,1 TL 124:27,84 TL 1:15 TL 17:18 TL 2:27,87,1 TL 18:27,87 TL 19:27,88 TL 3:27,77 TL 19:27,88 TL 16:7 TL 92:8 TL 11:27,78 TL 127,77 TL 19:27,88 TL 127,77 TL 19:27,88 TL 127,77 TL 22:27,78 TL 23:12	RESULT  ITALICS ON ITALICS OFF SUPERSCRIPT ON SUBSCRIPT ON SUBSCRIPT ON SUBSCRIPT OFF CONDENSED OFF ENLARGED OF ENLARGED OFF ELITE OFF INITIALIZE PRINTER SOUND BELL BACKSPACE PRINT PERFORATION SKIP ON PERFORATION SKIP OFF SOLID UNDERLINE ON SOLID UNDERLINE OFF DOUBLE STRIKE OFF EMPHASIZED OFF ADVANCE TO TOP OF FORM	Broward Computer Group
From MICROped disk as "SYM first line functions.	ndius magazine Feb. '	85 - Save the "TL" comm	ands to your II-Writer
	BDL". In your letter	or document type ".IF	DSKI.SYMBOL was the
	Just add the symbols	described below to acti	vate the approprate.

A Reprint from "Club 99 Newsletter"

### BACKGROUND NOISE

FROM THE WALTHAM TI RECEIVED FOLLOWING EXCHANGE CENTER THE WHEN EXPERIENCING INFORMATION. BACKGROUND NOISE, SUCH AS HUMMING OR WITH THE R.F. MODULATOR, BUZZING. INTERNAL ADJUSTMENT IN THE MODULATOR WILL USUALLY ALLEVIATE THE PROPLEM. THIS CAN BE ACCOMPLISHED BY THE USER BY FOLLOWING THE STEPS BELOW. AND REFER TO THE DRAWING. THIS PROCEDURE IS TO BE DONE WHILE ALL EQUIPMENT IS ON AND OFERATING. IF YOU HAVE THE OLD VERSION OF THE TIPOO VIDIO MODULATOR, THIS PROCEDURE DOES NOT APPLY. MATERIALS REQUIRED: ONE SMALL. THIN-BLADED SCREWDRIVER TO CORRECT THE NOISE DIFFICULTY.

1. TURN THE VOLUME OF THE TV ALL THE WAY DOWN, BUT DO NOT JURN IT OFF.

2. SELECT THE MASTER TITLE SCREEN ON THE COMPUTER FOTN = 1F NECESSARY. 3. USING THE TITLE SCREEN COLOR GRID.

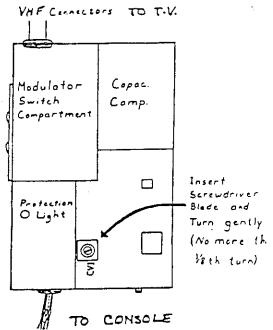
3. USING THE TITLE SCREEN COLOR GRID. FINE TUNE THE TV TO THE BEST COLOR FICTURE.

4. WITH THE SCREWDRIVER, PRY OFF THE LID OF THE MODULATOR BOX BY LIFTING UNDER ONE EDGE OF THE LID NEAR THE INDENTATIONS HOLDING IT ON.

5 LIFT OFF THE LID AND TURN THE TV VOLUME UP TO HALF.
6. INSERT THE BLADE OF THE SCREWDRIVER INTO THE SLOT OF THE SMALL BO;
LABELLED CV1-SEE FIGURE- AND TURN IT SLIGHTLY UNTIL THE BACKGROUND NOISE
IS AT A MINIMUM-THIS SHOULD TAKE LESS THAN 1/B OF A TURN.

7. AFTER BENDING THE MODULATOR LID EDGE BACK INTO PLACE, PUT IT BACK OVER THE MODULATOR BOX AND FRESS IT FIRMLY INTO PLACE UNTIL IT SNAFS.

THE SYSTEM IS NOW READY FOR OFTIMUM USAGE.



### BITS, BYTES&PIKELS

### THE NEW FUNNELWEB v4.40 described by Charles Good Lima Ohio User Broup

Accompanying the mailing in mid August 1991 of this newsletter are disks containing the first release of FUNNELMEB V4.4. ANY INDIVIDUAL OR ANY USER BROUP that does not receive this mailing can obtain these files from us by sending two DSDD disks (everything unarchived), OR two DSSD disks (files partially archived), OR four SSSD disks (files partially archived) and a paid return mailer to P.O. Box 647, Venedocia OH 45894.

Although some releases of v4.40 have the date May 31/91, debuged v4.40 files were not actually available until early August. This version contains the new enhancements demonstrated by me at the May 18 Lima MU6 Conference, plus a lot more! 80 column users will particularly benefit from some of these new features. As stated by Harry Brashear in the June 1991 issue of Micropandium, the existence of 80 column funnelweb really justifies the purchase of an 80 column care for the 99/4A. In his letters to me, Tony McGovern suggests that this will NOT be the final Funnrelweb update. At some future date he hopes to completely rewrite the Funnelweb text/program editor.

Mainly because of new extensive doc files, v4.40 will no longer fit on one DSDD disk unless it is partially archived. The system files (both 40 and 80 column) occupy 709 disk sectors and the docs fill another 874 sectors. Thus our initial distribution with this newsletter is partially archived. Enough files are left unarchived to let you immediately try out the major features of v4.40, includin the 40 column EDITOR and DISK REVIEW. Archiver is on disk and can be booted from Funnelweb to unpack the rest of the files. Unpacking can be done, and Funnelweb v4.40 can be used on a system with only SSSD drives. We are including supplementary files, not part of the official Funnelweb v4.4 package, as space permits. These supplementary files include DSKU v4.2, DM1000, and foreign language character sets.

Upgrading from earlier Funnelweb versions is easy. You can use your old SYSCON file to quickly configure v4.40. Load your old SYSCON into v4.40's Configure program and then press BACK and "install" the configuration into v4.40's LOAD and FW files. You cannot safely use your old user lists (older versions of files UL and D1) directly with the new version. However, the v4.40 -READ-ME file gives easy and explicit directions for transferring data from your old UL and D1 files to the v4.40 UL and D1 user lists.

### THE NEW FEATURES ADDED SINCE v4.31

--SUPPORT FOR DSKU FILE COMMENTS: Many T1 user groups use DSKU file comments to annotate their software libraries. Now these comments can be copied and (in 80 comments REVIEW) viewed and edited on screen. Normal file by file disk copying does not transfer DSKU file comments to the destination disk. Until now, the only way to copy these comments has been to use John Birdwell's DSKU program, or to use a whole disk file copier. Now Funnelweb will copy these comments when files are copied from within Funnelweb's 40 and 80 column DISK REVIEW. Tagging files and then asking for an action (ctrl/A) from DISK REVIEW now has a new option N(otes). First you C(opy) all the tagged files to' the destination disk by pressing "C". Then pressing "N" will transfer all DSKU file comments from the source disk to the destination disk. This is a two step process.

From 80 column DISK REVIEW you can also directly read these DSKU file comments on screen, and you can also edit them or create new comments where none existed. You can't read or create file comments directly from the 40 column DISK REVIEW, but you can use DISK REVIEW 40's sector editing capabilities to read/edit/create such file comments. Very specific instructions on how to do this are included in the 40 column DISK REVIEW documentation.

An example of DSKU file comments can be seen at the end of this article describing each of the separate Funnelweb v4.40 files.

--MULTIPLE USER LISTS SIMULTANEOUSLY ACCESSABLE AND DISPLAYED DN SCREEN: The supplementay user lists, each listing accessable from Funnelweb's central menus as USER LIST or DISK UTILS have been available in earlier releases of funnelweb. They are nice because the files called from these lists can have a file name of up to 10 characters and a path name of almost any any length, and the files can and can reside in multiple drives hard drives or randisks. These user lists are great for booting software from hard disks or from multiple drive systems that have "resident" disks sitting all the time in specific drives (the poor man's hard drive). Each USER LIST can have up to 8 programs that RUN with the press of one key.

There is nothing new in the above paragraph. What is new is the ability to display up to three (40 column systems) or six (80 column systems) user lists on screen sumultaneously when USER LIST is selected from Funnelweb's central menu. This display can also be obtained on power up if you CONFISURE Funnelweb to immediately boot its USER LIST. You can then move the cursor with the arrow keys over to the

program you want to boot and press (enter) to run the program. Thats right folks, a simultaneous display of up to 24 '(in 40 columns) or 48 (in 80 columns) program names instantly bootable from any drive.

What you do is create separate user lists from within CONFIGURE using Funnelweb v4.40's UL file as a template and then save each user list to the Funnelweb boot or TIW drive (as designated from within CONFIGURE) with a file name other than UL (such as UM, UN, etc). Then take Funnelweb v4.40's ML for ML80) file, rename it UL, and place it on the Funnelweb boot drive. When you select USER LIST from the TIW Funnelweb central menu, ML or ML80 reads all the user lists and displays all their file names on screen!

--ENHANCED 80 COLUMN SHOW DIRECTORY: 80 column users already know about the ability to store multiple large text files in memory for rapid viewing with 80 column DISK REVIEW. Now you can do almost the same thing from within the 80 column text/program editor. From within Show Directory you can V(iew) a second text file while the text file you are editing remains in memory. The V(iew)ed file is displayed as one 80 column page of text at a time. This is not new to v4.40.

What is new is that up to 24 screens of text from one or from several V(iew)ed files CAN BE STORED IN MEMORY for almost instant access without further disk activity. I have a 44 sector II Writer help file that takes up only B screens. I can store other text files in the remaining 16 screens of the Show Directory V(iew) text storage buffer. Once I load my help file into memory, I can rapidly switch back and forth between the text editor and show directory display buffers for viewing purposes. From the edit buffer I can press SD, V(iew) my help file without bothering to boot a disk directory, go back to the text I am editing, and then later instantly bring up my help file again as needed.

No, you can't rapidly exchange text between the 80 column edit and SD buffers without first saving your edit buffer text to disk. And no, this extra text V(iew) storage buffer is not available to 40 column users. Some of the extra VDP memory associated with 80 column cards is used to store the V(iew)ed text, and this memory does not exist on 99/4A systems without an 80 column card. 40 column users can still V(iew) text from Show Directory one screen at a time, but there is no memory buffer for the V(iew)ed text.

--COMBINATION 40/80 COLUMN EDITOR: There are times when 80 column users would benefit from a 40 column editor, for example when preparing documents designed to be displayed on a 40 column screen. The new 80 column text/program editor can be switched back and forth between a 40 and 80 column display. Of course you need an 80 column card to get an 80 column display. 40 column only users still have a separate 40 column only editor. The 40/80 column editor is combined with an 80 column only Show Directory screen with all the new V(iew) enhancements described above.

-- IMPROVED ERROR HANDLING:

Funnelmeb v4.40 should now be compatible with grow library devices such as D.P.A.'s gizmo, the Mechatronic gram card, and an enhanced gramulator.

When loading DF80 spftware, Funnelweb will now display the names of any unresolved REFs or duplicate DEFs that are encountered.

--ACCELERATING CURSOR: The flashing cursor autorepeats and also accelerates as a single key is held down. This acceleration is new.

--ASSEMBLY "PROGRAM" FILE MAKE FROM SCRIPT LOAD: A greatly enhanced Script Loader (file SL), when called from LDADERS option of Funnelweb's central menu, can assemble a linked group of DFBO object code files into runable assembly PROGRAM FILES. Extensive documentation describing the use of SL tells how. Tony Mcgovern says this feature has been used extensively by him in the creation of Funnelweb v4.40. The new Script Load should be useful to those creating very large assembly programs from a series of separate DFBO object files as is often done in the development of c99 software. If you have any long groups of DFBO files that take forever to load (such as early versions of the games TENNIS and ARCTURUS) you might try running them through Script Load to convert them to quick loading EA PROGRAM files.

--ASSEMBLY LANSUAGE PROGRAM SERVICES: Funnelweb loads some special assembly language callable routines (with EQU )xxxx). These routines can be used by programmers who create source code that is designed to run from the Funnelweb environment. Many of these routines have been available in earlier versions of Funnelweb. They are now fully documented and available to the programming "public". Some of these routines include:

DSRLNK, that is compatible with multiple RS232 cards. KSCANA, an enhanced KSCANA.

DELSPR, shuts off the sprite list for quick return to text mode.

VMBWD, a VMBW that saves space by ignoring nuls in a fixed length data value.

YMBRD, the VPD read version of YMBWD.

VFILL, fills a block of VDP RAM with a single byte value. VSTRW, writes a string to VDP.

autona a series to series

CURSOR, an enhanced cursor routine.

DSRREN, a direct DSR reentry from saved values.

SETERD, sets GROM address so that module library banking is supported.

CFILER, sets the number of open files, as in CALL FILES RDDEV, builds a PAB in VDP.

Below are disk directories showing the unarchived set of Funnelweb v4.40 files on two DSDD disks, complete with DSKU file comments describing each file.

NEXT PAGE

<del></del>				3
Filename	File	Type	Size	
AR	P611	8066	33	ARCHIVER v3.03
AS	PGM	8192		ASSEMBLER, part 1
AT	PBM	5432	23	ASSEMBLER, part 2
C1	PBM	1024	5	Text editor character set.
C2		1024		Program editor character set.
C99PFI;0	D/F	80	-	Used with c99
CF		B192		CONFIGURE, part 1
C6	PSM	6220		CONFIGURE, part 2
Charai		1024	5	Character set for DSKU.
CP	PEM	587		Boots c99 & neatly returns to FW
CTBK/O		80		Boots FW from menu of supercart
D1	PEN	542		DISK UTILS user list
DR		8192		40 column DISK REVIEW, part 1
DR80		9984		80 column DISK REVIEW, part 1
DR01	P6M			80 column DISK REVIEW, part 2
DS		7706		40 column DISK REVIEW, part 2
DU		8192		DSKU v4.2, part I
DV		8192		DSKU v4.2, part 2
DW		7424		DSKU v4.2, part 3
EA		1860		Required to boot any EA files.
ED ED		8192		40 column EDITOR, part 1
ED40		8192		40/80 column EDITOR, part 1
ED41 ED80		4998		40/80 combination EDITOR, part 2
£D81		8192 5028		80 column EDITOR, part 1 80 column EDITOR, part 2
EE		4152		40 column EDITOR, part 2
FO	P6H I			FORMATTER, part 1
FOREIGNAR			12	Archived foreign character sets
FP	P5M :			FORMATTER, part 2
FSAVE	D/F			SAVE utility to create EA PROGRAMS
FW	P6H 8			The main FUNNELMEB program, from EA
LDFW	D/F	80		Boots FW from Minimem or EA module
LH	PSM 3	3836	16	LIME HUNTER assembly code utility
<b>LL</b>	P6M 2	2064	10	LOW LOADER, needed to boot LL files
LOAD	PGN 7	7B73	32	Main FUNNELNEB program, from XB
N6	P6M 8	3192	33	DM1000, part i
MH	P6H 4	1978	21	DM1000, part 2
ML		526	4	40 column MULTI LIŞT user list.
ML80		542	4	80 column MULTI LIST user list
QD	P6M 2		12	QUICK DIRECTORY, part 1
QF	P5M 2		} ]	QUICK DIRECTORY, part 2
SCRIPT	D/V	80	4	Sample SL script file.
SF	P6H 3			Needed to boot SL series of files.
SYSCON	PSM 1		6	System configuration data, forCF/C6
UL IB4THLD	P6# P6#	203	2	central menu USER LIST template Boots TI FORTH from XB user list.
FWD0C/EASH	D/V	80	40	PROGRAM EDITOR doc
FWDDC/EDAY		80.		BO column TEXT EDITOR doc
FWDDC/LDAD		80		How to boot Funnelweb. XB list doc.
FWOOC/PSRV		80		Newly available assembly calls doc
FWDOC/REPT		80		Bug report doc
FWDDC/SCLL		80		SL, LL, UL, and ML doc.
FWDDC/TIWR		80	31	TEXT EDITOR doc, both 40480 columns
FWDOC/UTIL	D/V	80		CF CP FSAVE LOFW UL LH CTBK/O doc

Filename	File	Type	Size	Connent
-READ-ME	D/V	ВО	53	It really is important to READFIRST
FOREIGNDOC	D/V	80	3	Foreign language character sets doc
FWD8C/DR40	D/V	80	77	40 column DISK REVIEW doc, part 1
FWDDC/DR41	D/V	80	. 75	40 column DISK REVIEW, part 2
FWDDC/DR80	D/V	ВО	799	40 column DISK REVIEW, part 2 BO column DISK REVIEW doc, part 1
FWDOC/DR81	D/V	80		80 column DISK REVIEW doc, part 2
FWDOC/DR82		80 1		80 column DISK REVIEW doc, part 3

\*\*DONE\*\*

### LETTER TO THE EDITOR

IEDITOR'S NOTE: The following letter from Tony McGovern refers to a "Letter to the Editor" from Chris Bobbitt published in the June 1991 issue of the Lima U6 newsletter BITS BYTES & PIXELS, and to comments made by Gary Bowser at the May 1991 Lima MU6 Conference and recorded on video tape #1 of this Conference.}

Dear Charlie,

The M-US meeting tapes arrived in fine shape and despite the usual problems of viewing NTSC tapes in a PAL country. I have managed to look at a large part of them. When I walk up to the Audio-Visual counter at the U. of Newcastle library with a videotape in hand, they just wave me towards the NTSC machine without even asking now. You really do have a good thing going at the Lima conferences.

There are a couple of items in the tapes and in the June BB&P that just invite comment though. Firstly in the BB&P Chris Bobbitt has a throwaway line that should not be allowed to slip by unchallenged. [EDITOR'S NOTE: Chris says, "I hear complaints all the time from FUNNELWEB and TIPS users that they are always perpetually a few versions behind because it is updated so frequently. "I Let's face it, there is always a certain amount of tension between commercial software publishers (and also carriers of paid advertising such as MicroPendium) and fairware authors. As one such I find it unconscionable to know of a bug-fix for one of my programs and not share it immediately. Equally well if I come up with improvements. I like to share these as soon as possible. Now I know as well as Chris that the realities of commercial publishing make it inevitable that buggy software does not always get fixed for the paying customers, and that bug-fixes and improvements may well be withheld to suit commercial schedules. I have a rule for evaluating what salesmen say, and thet is "paraphrase the pitchman". In this case he is claiming as a virtue, a policy of delayed release of bug-fixes and improvements, by disparagement of alternative policies. I think the comment was disingenuous at best, and not at all necessary in the promotion of Asgard's software NEXT PAGE

Bary Bowser's comment is a more complex one to deal with, and brings up a lot of the problems with new product development on our fascinating but isolated orphan of a computer. [EDITOR'S NOTE: On the video tape, bary Bowser says about RAMBO, "We gave one to .... Tony McGovern. McGovern has never even pluged it into his Horizon Ramdisk. He just opened up the manual, read it, put it back in the box."] There are no multi-gigabuck companies doing it, and rarely much more than individual efforts on a part time basis. The results are remarkable all things considered, but no individual or small group can ever do as much as they These days I teach college physics for a not would like. very inspiring and even less rewarding living, but I have been a hardware (but not digitally) oriented EE in the past and still am by inclination. The gap between my eye-sight and micro-electronics is widening rapidly from both sides, especially mine, so I mostly stick to getting my kicks from programming - the 9900 is much more fun than the ATs I use at the U. of Newcastle. Cooperation between hardware producers and software writers is even more essential for the TI-99 community than it is for currently supported machines. Trouble is, it hasn't been all that apparent. Look how little Myarc seemed to have learned from TI's original horrible example.

Yes, there is a RAMBO here, and no, it has not been installed. Neither has it been sold, and it may still find application. Firstly it came as a fairware contribution from a Canadian User Group, and not from OPA directly. Sary did call at terrifying length from Toronto (terrifying at least to one here who thinks in terms of Telecom Australia's billing habits) for very interesting conversations with the kind of EE I can talk to, but no hardware, or software source level info ever came to Australia out of it. As far as I can see my position vis a vis OPA is just that of any other purchaser of product. Same holds true for Horizon products, except that I bave never been able to establish two way contact with Bud Mills about HRD problems. I gather Bud doesn't believe in the existence of life outside Ohio. least that beats Lou Phillips who some suspect never even existed (it was really Basil Fawlty on the cover MicroPendius I's sure).

Broup fairware was also the way the original Horizon RD arrived here, and that had a large influence on development of the Funnelweb system. That and a second similar 192K HRD are to this day the boot disk foundation of my main 99/4a system. So there you are, the HRDs are crammed to bursting and in permanent use. Also they are the original 8-bit jobs, and conversion involves a major level of butchery that I am not prepared to undertake on essential components of my system just to test a new product of little benefit in my system as it exists. The ideal would be to install it on a new HRD3000, but I am very dubious about spending the money The cost needed unless memory prices decline severely. certainly would never be recovered from fairware at this late stage. As it is I have well over \$400 in a local HV99 Quest 512K RD (the first dozen 32K by 8 chips having been bought at very high prices), and I am still not convinced that it was a wise investment. So there's the rub - writing software to use RAMBO might have been interesting if I had already had a big HRD with memory to spare, but why commit a small fortune on supporting a device of unknown detail design, no source code provided for the ROS nor information on possible bugs. and not all that much potential benefit. When it comes down to it an 8K block, is not too useful without Geneve style mapping into larger contiguous blocks, though I did write out pseudo-code for a segmented text buffer manager for Il-Writer as a starter. Other things that might be done involve the Assembler and Formatter, but without access to original source for these it hardly seems worth the effort as they already work satisfactorily with the current level of interface patching. That's something that bugged me years ago, when after much hard work on deciphering II-Writer. enough to make significant patches and additions such as paged SD, the original source crossed the Pacific and it was clear that not a damn thing of substance had been done with it in the meanwhile. For the 99/4m I rather prefer the type of memory mapping implemented by TI in their never-released 128K RAM expansion card. We have a working one of those built up with TI original circuit board and PAL, but is there much incentive for writing anything for a rarity like that? RAMBO is a more likely candidate, but will have to wait until the right HRD is available for use, if ever.

I had previously faced a similar problem with the AVPC, an early prototype card that someone else had had for a year before us, where I had to lay out \$570 at K-Mart (as always the computer bits bought when you needed them are cheaper now) on an Amiga monitor. Now in this case the benefit was large, apparent, there was already the first Amiga in the house, and the monitor could be justified further for use with a future VCR as a monitor or even a replacement TV. The AVPC still has the original ROM, no source code, and no TI RS232 fix-up ROM, and the only realistic way to get a response from DIJIT in finite time was to write to Lutz M. as intermediary. Still, I think the 80-column developments here have been useful to users and producers of all 80 column devices, no doubt including OPA's TIM, but it was DIJIT that made the constructive approach.

Signs of the times here are that the Hunter Valley U6-will cease operation very soon. It became apparent at the A6M that continued operation could no longer be supported by the local membership, and so an orderly winding-up procedure is under way. It was fun while it lasted, and I think the group made its mark on the TI-99 world. Many members had already drifted off to other machines, but others will continue informally.

So what for the future at Funnelweb Fars? Plans to move on to the Amiga have only been postponed, for reasons extraneous to computing. We have done very little with the graphics capabilities of the 9938 as yet - William wrote a set of video utilites, and I did some not successful enough

### Bits, Bytes & Pixels

experiments on getting more colors in text mode. But then I look in the next room and see where Will, now the master of Amiga blitter fills, has full screen size objects rotating with 50 Hz screen updates in perspective view, and then I wonder why bother on the /4a. Now that Vn 4.40 of Funnelweb is finally released, mental fatigue is setting in, and I don't even want to think about the complete Editor rewrite again just yet — maybe it will never happen. There would be nothing like the TI Assembler source code to get the juices flowing again, but even that will be too late soon. New hardware is in much the same category. To us over here the 99105 board is just a fleeting image on videotape, and the prospect of a hard disk controller that actually works properly is still no more than claims on an advertising flyer.



Nowadays, when the chips are down, it's usually a computer's."

Tony McGovern Funnelweb Farm July 4th / 91

### \*\*DONE\*\*

B.C. 99KR USKRS' GROUP

May 1991

Ed Mc Rish was kind enough to donate the following "Bandy Bints" which, obviously, TI must have neglected to add to the User Manual. Proper Use of Floppy Diskettes

- 1. Never leave diskettes in the disk drive, as data can leak out of the disk and corrode the inner mechanics of the drive. Diskettes should be rolled up and stored in pencil holders.
- 2. Diskettes should be cleaned and waxed once a week. Microscopic metal particles can be removed by waving a powerful magnet over the surface of the disk. Any stubborn metallic shavings can be removed with scouring powder and soap. When waxing the diskette, make sure the surface is even. This will allow the diskette to spin faster, resulting in better access time.
- 3. Do not fold diskettes unless they do not fit into the drive. "Big" diskettes may be folded and used in "Little" disk drives.
- 4. Hever insert a diskette into the drive upside down. The data can fall off the surface of the disk and jam the intricate mechanics of the drive.
- 5. Diskettes cannot be backed up by running them through the Merox machine. If your data is going to need to be backed up, simply insert TWO diskettes into your drive. Whenever you update a document, the data will be written on to both diskettes.
- 6. Diskettes should not be inserted or removed from the drive while the red light is flashing. Doing so could result in smeared or possibly unreadable text. Occasionally the red light remains flashing in what is known as a "Hung" or "Booked" state. If your system is "Booking", you will probably need to insert a few coins before being allowed access to the slot.
- 7. If your diskette is full and you need more storage space, remove the disk from the drive and shake vigorously for 2 minutes. This will pack the data enough (Data Compression) to allow for more storage. Be sure to cover all openings with Scotch tape to prevent loss of data.
- 8. Data access time can be greatly improved by cutting more holes in the diskette jacket. This will provide more simultaneous access points to the disk.
- 9. Distettes may be used as coasters for beverage glasses, providing that they are properly waxed beforehand. Be sure to wipe the distette dry before using.
- 10. Never use scissors and glue to manually edit documents. The data is stored much too small for the naked eye, and you may end up with data from some other document stuck in the middle of your document. Razor Blades and Scotch tape may be used however, providing the user is equipped with an electron microscope.
- 11. Periodically spray diskettes with insecticide to prevent system bugs from spreading.

9T9 - PAGE 9

## THE HUGgers HOOSIER USERS GROUP

### Speeding Up Your Console By Jesse C. Slicer

### INTRODUCTION

Does your stock TI-99/4A console seem to be dragging in these modern days of computers running on 33 MHz 80486 and 68040 systems? If so, perhaps a quickle speedup is for you. The following instructional will show you how your stock TI-99/4A can be speeded up from 3 MHz to 3.58 MHz. I accept NO responsibility in the damage of anyone's computer equipment; however, I have taken care to ensure success. I credit most of the technical material presented here to Barry Boone, who first told me how this modification was done. Make sure you read this EMTIRE document before you take any action whatsoever.

## BEFORE YOU START

Before you begin dismantling your console, eager to speed it up, there is a part you may or may not need to buy. This is the 14.31818 crystal (this is NOT a clock crystal). I was once given two defunct Commodore VIC-20s and each of them had these for their video circuitry. Otherwise, it will be a trip to your local electronics store. Most Radio Shacks do not have this in stock but they can order it for you. It takes about four days, and the cost is about four and one-half dollars.

### GETTING STARTED

With part in hand, and standard tools at your side, you are now ready to begin. Open the console all the way until you have the circuit board facing up at you. About one and one-half inches below the 9900 microprocessor and just to the right of the 9904 sound chip should be a component that looks almost like the one you just acquired. Carefully note the number on the one on the circuit board. If it is not 12.000 (might be 28.000), then this console cannot be modified in this manner.

# REMOVING THE OLD CRYSTAL

Use your fingers to locate the solder pads for the crystal on the bottom of the circuit board. Flip the circuit board over. Using a desoldering iron, remove the solder pads surrounding the leads. The crystal can now be pulled out of its normal place and set aside. DO NOT THROW IT AMAY!!! You have a definite use for this that I shall describe later!

# INSTALLING THE NEW CRYSTAL

Face the numbers that are on the new crystal in the same direction the old one was, slide the new crystal into the area where the old one was located. Using a soldering iron, place small solder pads around the base of the leads on the circuit board. Then, using wire snippers, cut the leads down to your solder. Clean up the area on the circuit board, close up the console, and turn on your computer.

# THE MAGIC HAPPENS

Run a few programs and note the increase in speed they have. Enjoy how you gained 19.3% increase in pure microprocessor speed. Then, as you run some programs (terminal programs, graphics intensive, for example), you begin to notice.....

### PROBLEMS!

Ack! Why did there have to be a snake in paradise?!? All is not lost. You can still use your terminal programs and graphics intensive programs with your new console. Remember when you saved the 12.000 crystal? How about we put them both in and have a switch between them? Sounds like a good idea. Let's do it.

# INSTALLING THE DUAL SPEED CRYSTALS

started, this will save you some trouble. First, obtain a double started, this will save you some trouble. First, obtain a double pole, single throw (DPST) switch from ye olde electronics shoppe. This should have six connections on the bottom of it. Also, This should have six connections on the bottom of it. Also, and the naturally wire. Cut the wire in half and solder one end of each of the wires onto the middle leads of the switch. Then, installing the new crystal socket. After that is so and the wire into the old crystal "socket". After that is one the socket (key them with the way the numbers were facing in the paired leads of the switch. Mount the switch somewhere on your console. I cut a hole in the back and glued it there. You now console. I cut a hole in the back and glued it there. You now console. I cut a standard console for those problem programs can switch between a standard console for those problem. and the new SPEEDY console that gets your work done somewhat Assuming you read through this entire document before you faster!

### ENJOY!

Programs that do intensive number crunching or memory manipulation will benefit from this the most. Disk I/O will speed up slightly only because the code in the ROMs are being executed by the faster processor. Good luck and warp speed:

# DIAGRAM is located on Page 👣

EDITORS NOTE: this article was downloaded from DELPHI ON 8-10-91.

9T9 Page 10

Speeding Up Your Console By Jesse C. Slicer



this product - an accelerator card - which will be marketed by Eud Mills the transcript of a conference with Don O'Neil who is the developer of innovation specifically for the T199/4a has been taken from the July, 1991 issue of MICROpendium magazine, and accompanied hardware

manufactured by Euch Mills Services was scheduled to be available to end users The 99105 accelerator for the 1199/4a in late July, according to Bud Mills. the device is also available from CFH.

standard II uses a 9900 chap with a clock speed of 5.5 Megatertz. The 99105 ungrade operates at a clock speed of 12 Mms. The upgrade is According to when used with a 16-bit 62M card that in the Il console and its designer. Don O'Neil, the 99105 accelerator increases the speed of the I by a factor of 5. This improvement increases to a 10-101d gain in speed The card, priced at \$250, dramatically increases the power of the II. requires no soldering. installed

According to O'Neil, the accelerator is invisible to the II system.

to be available in late October or early November. This card is priced The FEE FAM interface card is expected

1840 (49 'WASPE 150 1900 OFFS 57 45 1000 OFFS 573 1000 OFFS 573 99105 ACCELERATER FUR T199/49

The following article concerning

lits in the Feripheral Empansion Fom.

has 8 SiMt (Single In-line Memory Module) slots for up to 8 measbytes of 644 expansion. ICM: static 644 with wait state operation built-in WHY Ripansions) and 1 incressor direct slot for future expansion." console, uses a 16-bit data bus. (this replaces existing in-console 32) features battery backed static EGM EGNs (Device Service Foutines) for ever ucgrading, a smaller 1 1/2 inch early November. This card is priced at \$90 and will serve as a functional replacement for the TI FEB cable. It cable connection tetween the FSB and

# sound using the TII9640 DIGITIZOG

vert digitized sound from PC format to a TI/Geneve format. The Barry Boone has a pair of programs that produce incredible sound on the T199/4A and Geneve. One program is used to consecond program plays the sound on the TI and Geneve. The Gen-Using high-resolution playback, a file this long will last about eve will handle files up to 2 megabytes long with a Memex card.

a demo over the phone, the only thing I could say was "where can I get it." Texaments will be handling the program, which is whether the sound be music or voice. Barry said the sounds are better on the TI and Geneve than on PCs. When Barry gave me tentatively priced at \$14.95. It is expected to be available in mid-The sounds that come through the TI are incredibly realistic, live minutes. October."

(this is not what TI recommended when using its sound chip, but itizing equipment from a PC to generate raw digitized files and then translated the files for use with the Tl and Geneve. The program, called Sound F/X, will come with the playback software How does it work? The program loads the sound chip in the TI and Geneve with one frequency and then modulates the volume it works). The results are realistic and compelling. He used digand a collection of sounds.

Also coming this fall, for the Geneve, will be some games ported over from other machines, including one educational game.

MICROpendium

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No word yet on titles, but my source says you'll recognize them when you see the names.

### CALLING MYARC

voice contact that was available. I've been hearing from readers who say that they shipped their Geneves and HFDCs to Myarc as far back as February and still haven't gotten them back. By the to get in contact with Myarc. I wish we could help, but Myarc disconnected its phone at its Alabama office, and that is the only way, these repairs were prepaid, as per Myare's repair policy. (Myarc's had my HFDC since May, with no word about its con-We've been getting a lot of calls from readers wondering how

loyal users and let them know that you've got their equipment. It costs only 19 cents, and MICROpendium won't have to continue Please, Myare, why don't you at least send a postcard to your to deal with the calls that are meant for you.

that Myarc had to replace it's repair technician in late spring and this in early July, so I would assume there is another reason as to The most recent information I have, from a reliable source, is that the replacement took awhile to get up to speed. I was told why repairs aren't being made in a timely fashion.

BACK TO 40 PAGES NEXT MONTH

We will be back to 40 pages next month.

⊢ JK

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11 PAGE **9T9** 

# THE HUGGERS HOOSIER USERS GROUP

# Mike Ballmann's 32K -- 16 Bit Bus Project

The following is a step-by-step description of how to add 64K of RAM memory on the 16 bit bus. The present modification uses only 32K. This corresponds to the memory space of the 32K Nemory Expansion. The modification yields a speed increase of about 50%.

Mike Ballmann is currently working on a circuit to allow CRU decoding of the remaining 32K. This will open up a whole new area of software, including such possibilities as a real DOS which could be loaded into RAM from disk on power-up. The 32K modification described below can easily be modified for full decoding upon completion of Mike's work.

You will need two Hitachi HT62256LP-12 RAMS. One source of these is Microprocesors Unlimited. They cost around \$13. You'll also need a 74LS1 and a 74LS153. These can be obtained from various electronics supply houses. All wiring should be done with wire-wrap wire. You should use a low wattage soldering from with a fine, pencil type tip.

The modification is done on the main board of the Black & Silver console, and you'll need to refer to the Logic Board Component Location Diagram in the TI-99/4A Console Technical Data book.

- 1) Remove the board from the console, and identify the two ROHs. They are located between the GROH connector and the 9900 IC. One is parallel to the 9900 and the other is perpendicular to it. They are U610 and U611 on the Component Location Diagram.
- 2) Bend the pins on the HT62256 IC's closer so they will firmly contact the ROM pins when piggy-backed. One way of doing this is to place the RAM on it's side on a table and then move the body of the IC toward the table to bend the pins uniformly.
- 3) Bend out the following pins on both HT62256 RAMs: 1 2 20 22 23 26 27 28. These pins will NOT be soldered to anything on the ROMs. Holding the IC with the notch up and looking at the top, pin numbers start with pin 1 on the upper left, go down the left side, then across and up the right side. Pin 28 is opposite pin 1 on the end with the notch.
- 4) Place one HH62256 over the ROM that is parallel to the 9900. Make sure the notch points toward the 9900 and that the writing on the 9900 and the 62256 can be read from the same direction. Place the RAM such that pins 1 2 27 and 28 extend beyond the end of the ROM. The un-notched end of the

RAM should line up with the un-notched end of the ROM. There should be a sort of "spring tension" that clamps the RAM pins onto corresponding ROM pins below it. This will help to insure good solder joints. If the RAM doesn't fit tightly, remove it and bend the pins closer.

- 5) Solder all RAM pins not bent out to the ROM pins below. Use a low wattage soldering iron with a fine, pencil type tip. Inspect each solder joint carefully in good light, under magnification.
- 6) Place the second 62256 on the ROM that is perpendicular to the 9900. The notch on the RAM points away from the 9900 and toward the edge of the board. As above, solder and inspect all pins that were not bent out.
- 7) Bend out the 74LS21 pins 1 2 4 5 6 8 10 12 14. Note that pins 1 and 14 are across from each other on this 14 pin IC.
- 8) The 74LS21 will be piggy-backed on the 74LS138 USO4. This IC is located adjacent to the end of the board where the edge connector is. There are two 138's next to each other. USO4 is the one nearest the end of the board. You will place the 74LS21 so that the UN-NOTCHED end lines up with the un-notched end of the 138 (pointing toward the cassette connector). Pins 1 and 16 of the 138 will extend beyond the notched end of the 74LS21.
- 9) Before positioning the 74LS21, solder 1/2" lengths of wire-wrap wire to the 138 pins 7 and 9. Then position the 74LS21 on top of the 138 and solder all pins not bent out to the 138 pins below and inspect the connections.
- 10) Bend out all of the 74LS153 pins EXCEPT 8 and 16.
- 11) Place the 153 over U613, a 74LS194. The notch will line up with the 194 notch and point toward the edge of the board away from the 9900. Solder pins 8 and 16 of the 153 to pins 8 and 16 of the 194 below.
- been piggy-backed, you will see a line of three ICs. They are a 74LSOO, 74LS32, and 74LSO4. The 74LSOO is U606 and the 74LS32 is U605. Turn the board upside down so you can see the traces. Find the trace that runs from pin 11 of the 74LSOO (U606) to pin 13 of the 74LS32 (U605). Double check to make sure you're doing the pin numbering correctly. When you've found the trace, cut it with a knife so there is no continuity between the LSOO pin 11 and the LS32 pin 13.
- 13) Identify the piggy-backed RAM that is perpendicular to the 9900. Solder wire-wrap wires connecting every bent out

pin on this RAM to the corresponding bent out pin on the RAM that is parallel to the 9900. Pin 1 to pin 1, pin 2 to pin 2, etc. There will be eight wires in all to solder.

 uire: 1 2 4 and 14. Connect the short wire from the 138 pin 7 to the LS21 pin 5 (bent out). Connect LS21 pin 6 to LS21 pin 12. Connect LS21 pin 8 (bent out) to the piggy-backed 153 pin 2. Connect the short wire comming from the 138 pin 9 to LS21 pin 10. Finally. connect the 74LS21 pin 14 to the 74LS24 pin 20 that you connect the RAM pin 28 to.

16) OK, we're almost done, so take a break and have a beer.

17) On the 153, connect pin 9 to pin 13 on the 74L532 (U605). Pin 10 of the 153 goes to pin 14 of the 74L574 next to it (U607). Also connect pin 10 of the 153 to pins 11 and 13 of the 153. Connect pin 12 of the 153 to pin 15 of the 153, and then connect pin 15 of the 153 to pin 7 of the 74L500 U612 (next to the 74L574). Connect pin 14 of the 153 to pin 11 of the 74L500 U606; that's the one you cut the trace on.

18) That's it! Now have another beer before putting your computer back together. When you try it out, remember that this version isn't compatible with any other 32K in the system.

If you have problems with this I can't promise I can help but feel free to give me a call or write EMAIL (419) 874-8838. Ask for John (or Hose-Head.)

EDITORS NOTE: This file was downloaded from DELPHI on

Category 4, Topic 6

Message 3 Sun Sep 06, 1987

JOHN J fiil

JOHN.J [jj]

at 23:48 EDT
John Guion of the Dallas Users Group has submitted this modification to the

users of Mike Ballmanns 64k on the 16 bit bus modification:

The following is how to bypass the wait-state defeat of the 16 bit memory bus modification to allow memory to be used at normal speed. This is desirable since some programs (particularly games) have compatibility problems due to the increased memory speed). This is based on Mike Ballman's modification as described by John Clulow, but will probably also work on console's modified using Brent Kropf's method. Of course, I can take no responsibility for mistakes. This works fine on two of my own consoles.

You'll need one single-pole single-throw (SPST) toggle switch, about a foot of wire-wrap wire, and soldering equipment. Be sure that the switch you use is NOT a center-off type. It should only have two positions. If you have modified your own console, you probably have all but the switch on hand.

First, locate the 74LS153 that is stacked on top of the 74LS194 (U613). From pin 9 of the LS153, there should be a wire going to pin 13 of a 74LS32 (U605). Remove this wire.

Next, find a convenient place to mount the switch in the console. I've found that mounting the switch on the main board makes disassembly of the console easier and lessens the chances of breaking a connection. In one console, I have it mounted on the empty space right next to the screw nearest the power supply board. In another, I have mounted it at the back of the board near the center where a 1/2" hole exists in the board. A notch'ss cut in the case to allow the handle of the switch to stick through and the switch is affixed to the board with 5-Minute epoxy.

Now, use the wire wrap wire to connect the center terminal on the switch to pin 13 of the 74LS32 where you removed the wire. Connect one of the outer terminals on the switch to pin 11 of the 74LS00 (U606) next to the 74LS32 (there should also be another added wire to that same pin). Connect the other terminal on the switch to pin 9 on the added 74LS1S3 that you removed the wire from.

Double check all connections and re-assemble before testing. If you've done everything right, one position on the suitch will allow use of the fast internal memory, and the other will use the internal memory at regular speed.

### Movelly Meve Well 1 Hes 7 Broward Computer Group

# TI-Artist Plus!, Page Pro, & Pix Pro The Graphic Team!

Hopfully after you read this you'll understand how these great programs compliment each other. If I don't contuse you moxe!

First we'll talk about TI-Artist Plus. Artist Plus is the best, in my opinion, drawing program availible for bur TI's. You can manipulate any of the 49,152 pixels on the screen. This gives you almost unlimited designs, pictures or what have you. You can "layer" a graphic design on top of an other.

Using Artist mode, chose A from Select Henu. Now you have the capability to turn on or off any one of those pixels, draw circles, lines, squares or any of the other functions. If you choose F, for fonts, from Select Menu you could add graphic text to your picture. The enhancement, E on the list, would give you a way to move parts of the picture to where it'll look best. And of course a way to "clip" portions of your picture to add to an other picture.

You can print you pictures out with TI-Artist, but it takes a lot of planning.

page Pro on the other hand gives you the capability to print pictures. You can even add text! You can plan out your page before printing. This gives you a "cut and paste" board to work on. However you can't draw directly to the screen. Wouldn't it be nice to have some thing to "move" our pictures between these two!

Artist and convert them, using Pix Pro, to Page Pro. With Pix Pro you can also convert Macintosh pictures to Page Pro! Page Pro! Page Pro! Which brings me to the reason for this article.

converted using Pix Pro. I then used Page Pro Effects to The cover contains a Macintosh picture. This was resize the picture in the boundries needed. While I was changing it's size I decided to ghost it as well. Then I loaded the picture in to Page Pro. As I typed in the newsletter title and other info parts of the picture needed to figure out how many Page Pro rows made an Artist screen. Page Pro characters are half again as tall as it's Artist counterpart. So we take the 24 rows Limes 1.5 and we come up with 16! So, to make a full Artist screen in Page Pro, the area to be clipped is 32 disappeared. I didn't like the printed output. So I tried cliping a part of the picture. Since an Artist screen has 24 character rows made up of an 8 x 8 matrix columns by 16 rows, simple! I clipped the picture then When you clip a picture to note area you started from. Write the coordinates down. Count over 32 columns and and Page Pro has 66 rows made up of 8 x 12 character, I converted it to Artist, again using Pix Pro. Remember down 16.

Now to load TI-Artist. Select A from menu. While in Artist wode load picture. I then exited to Select Menu and choose F for fonts. Load in font desired and type text. Place text on the picture. Go back to Artist mode and save picture. You can do the same with Instances in the Enhancement section.

loading will be much faster! Move cursor to the coordinates you wrote down earlier. Here is where you are going to load your "new" clip. If all goes right the only difference you'll see in your page is where you Reload Pix Pro, convert picture to Page Pro, load Page Pro. Hopfully you saved your work to a pagefile and placed the font(s) or instance(s). Some times you might muke a slight mistake, you'll notice when you do, and you'll have to start all over.

share &Please feel free to send them to me! I have a disk If you like graphics and working with your computer like I do, it's more fun than work! I hope I didn't confuse you too much. If you have any graphic you would like to Does this sound like a lot of work, well yes and no. of stuff ready to send back!

Sunrise, FL 33313-3950 2141 NW 64th Ave #15 Send to: Mark Wacholtz

HAVE FUN!!!

# STRANGE!

Using The Missing Link enter the program below.

130 : Mark "Benoltz 140 CALL SCREEN(1):: CALL MA GNIFY(2) 150 CALL LINK("CHAR", 1, "FF81 818181818FF") 160 FOR S=1 TO 32 :: CALL LI NK("SPRITE", S, 1, S, 1, 1):: NEX T S 170 FOR X=1 TO 248 180 CALL LINK("SPRITE", X, 0, 0 190 0 X, X):: NEXT X 100 SAVE DSKI.TMLSPRITE1 110 NovelTI News V.1 1.6 120 Mark Wacholtz

Can you explain what happens and why? If you can, PLEASE send your explanation to to me! If you can't see whats going on You can write also, and i'll tell you even though I can't explain!

Questions and Comments to:

Mark Wacholtz 2141 NW 64th Ave #15 Sunriam, FL 33313-3950



### 9640 Corner by Sob Sherburne

As I stated before, Mike McCann has not abandoned the TI/9640 community as the rumor mongers would have you believe. Down with the mongers! Mike has actuall been busy writing a new and totally different system of programming, utilizing a GUI, (graphical user interface) OOP, (object oriented programming) and the FORTH programming language. From what little I have seen of the system, I've come to the conclusing that it is at least a "fun toy", and at best, a powerful tool for programming. Your level of knowledge in FORTH will be the deciding factor in the power of the program you can write using this system, although even a beginner may produce good results with just a minimum knowledge of FORTH syntax. You do not NEED to know FORTH, but it would definately help.



OOP sees to it that any code written can be reused in other programs since "objects" are small modules of code which can be linked together to make a program. Several "objects" are included with the program and it seems fairly simple to design your own. Among them are; horizontal and vertical (Windows type) sliders, switches, buttons, windows etc.

John Martin gave me a demonstration of the program last night, and in just a few minutes he was able to design a slider which changed the screen colors as the slide was moved, and a "light switch" which turned the screen light or dark as the switch was toggled. A tip for people who already have the program and are having problems with if-then else statements; try lower case letters...

The program can be had for fifty dollars from McCann Software. Most of you Geneve owners who have previously purchased software from Mike have probably received his brochure, but if you haven't, the name of the program is HQ Stacks. That sounds like something I would dream up... (sigh)

Here is a short, sweet batch file which anyone with a hard drive should love. I named it MAKE because in makes a directory on your hard drive. What's so amazing about that? Have you even used MD to make a directory and then copied several dozen files to your root directory because you forgot to CD (change directory) to the new directory? I have many times, until I wrote MAKE that is...

MD %1

Just put the MAKE file into a directory in your path and it will be at your beck and call. To create MAKE simply type COPY CON MAKE at the dos prompt, press ENTER, type in the two lines above, and press CONTROL Z. Now if you are in your root directory and want to create a directory called DOG, just type MAKE DOG and MDOS will create DOG and change directory to DOG! ARF!

Next is a batch you all can use. Ever wanted to print out a listing of a batch file? How about the does to a program? The following batch file makes it easy to print DV80 files right from the dos prompt.

ECHO OFF CLS IF NOT "%1"=="" GOTO WORK ECHO FORMAT IS: PRINT [drive] [filename] ECHO ECHO [drive] is optional if [filename] is on default drive... **ECHO** GOTO END :WORK IF "%2"=="" GOTO CURRENT ECHO PRINTING [ %1:%2 ] ECHO TYPE %1:%2 >PRN **ECHO** COTO END :CURRENT ECHO PRINTING [ %1 ] TYPE %1 >PRN **ECHO** :END

See you in June!

Bob

West Penn 99'ers

### P L U S !

### The FINAL VERSION!!! ~Utilities and Wordprocessing Environment~

Now available: over 1400 sectors of pure environmental and tutorial dynamite! The newest PLUS! (v.2.0) is over twice the size of the original and 10 times as potent.

EVERY SINGLE FILE from the original PLUS! has been rewritten, enhanced, debugged, and/or replaced. But it is just as user-friendly as ever. The single keypress autoloads of templates in the EDIT mode are classics of efficiency, and the format coding (for italics, underlining, etc.) have become a II wordprocessing standard. The popular (miniscule) INSTA programs (INSTALABEL, INSTADUMP, etc.) have been increased to seven (taking up a grand total of just 19 sectors!). They are powerful and they are fast and, because of their size, are ideal for keeping on any working disk or RAM for immediate, big power for a variety of tasks.

There are now four templates (forms) for you letter writers. Just type away while PLUS! does all the formatting for you. There are three calendar programs. The popular desk calendar for personal or business needs now has so many added features that its flexibility and friendliness are ideal for almost any use. And there's a yearly calendar, a banner maker, two columnizers, a Gothic writer, some large graphic pictures (with a program to view them, color them, print them, save them, and convert them). There's even a program that lets you create your own cursor. And another that writes and prints out in Pig Latin everything YOU write. There are programs that automatically scrunch your IB programs up to 60% for faster more efficient operation.

One program (PLUSIVIEW) lets you set up a screen audio/visual presentation for club, business, or educational uses. Another lets you create 4-line strips for your console (the TI-Writer/DM1000 is done for you).

The world's timest (1 line) wordprocessor is also part of PLUS! And there are word counters, DV/80 printers, and a highly-praised 3-column cataloguer that prints disk envelope-size printouts of 127 files (the maximum on the TI) with your name and the date and all standard info on each. A direct-access setup program for your printer is another powerful utility available.

There are many other templates, data files, pictures, programs, graphic codes, and much more on this disk, including Barry Boone's magnificent Fairware ARCHIVER. But the major part of PLUS! is the manual/tutorial that explores every aspect of our II wordprocessing world. The works of many writers were selected to make this manual the best tutorial and most complete reference guide for II WRITER (FUNNELWEB) wordprocessing available anywhere at any price.

Although the vast majority of the files are original to PLUS! and can be found nowhere else, the addition of the excellent PD and permitted copyright files make PLUS! (this FINAL Version) the TI Bargain of the Decade and an environment that will provide years of pleasure and learning and practical utility.

Send \$10 Fairware donation to Jack Sughrue, Box 459, East Douglas, MA 01516 for complete disk and text materials. Thank you.

I hope you \* PLUS!

### Geneve 9640 TIP

17-JUL. 15:51 9640 GENEVE; From: BBOONE To: ALL

This patch will allow the FCT-4 (BREAK) key to work promperly from XBASIC in GPL mode. You must perform the SAME patch on TWO files. (XB and XBI) You must patch the FIRST TWO files of your dumped copty of TI XB in the following way:

Locate the following string: 83D6 020C 0024 30E0 change it to: 83D6 06A0 0020 1010

That's all there is to it. BARRY

9T9 - PAGE 17

### CREDIT CARD SURCHARGES



When you use a credit card to buy something by mail, some vendors impose a surcharge to compensate for the transaction fee which they must pay the credit card merchant's bank. Before you pay the extra cost, be

aware of the laws involving credit card surcharges.

In the past, surcharges were against federal law. Though the federal law has expired, credit card surcharges are still illegal in 10 states: California, Colorado, Connecticut, Florida, Kansas, Maine, Massachusetts, New York, Oklahoma, and Texas. No merchant in these states may impose a surcharge for any credit card transaction.

Most of these state laws are similar to those in California and Massachusetts. Merchants may not use ploys such as stating an advertised price is the cash price. The advertised price must be available to all people, no matter how they pay. You may negotiate a discount from the advertised price if you pay cash, but remember, you are losing the protection that paying by credit cards affords. After all, if you have a dispute with the supplier and you have paid by credit card, you can ask your credit card issuing bank to withhold payment until the issue has been settled. Furthermore, you may sue the merchant for damages if it institutes a surcharge.

If your mail-order supplier is in the 40 states that do not have antisurcharge laws, you are still protected. Visa and MasterCard issuing banks have agreements that merchants must sign, stating that the merchant may not impose a surcharge for credit card use. American Express allows surcharges only if the merchant does not accept Visa or MasterCard. If you're paying with Visa or MasterCard and a surcharge has been added to your bill, you should complain directly to your Visa or MasterCard issuing bank. They can pass the complaint on to the credit card company, and the merchant's account could ultimately be terminated. You might also be able to treat this surcharge as a merchant dispute and ask that payment be withheld until the surcharge is removed.

If a vendor says it has to issue a surcharge because it is already deeply discounting the product, or because its price reflects the cash discount, remind it of the law or the credit card company's policy. If the vendor refuses to budge, consider taking your business elsewhere.

—Saul D. Feldman

PC Sources, August 1991

41

### BUYERS NEED MORE BACKBONE

As a consumer and attorney, I was appalled when I read your Ombudsman column and saw that consumers are waiting one and two months to resolve their problems with vendors.

I suggest that if a customer pays by credit card, he or she insist that the card be billed at the time of shipment—not before. If the vendor has a problem with that, find another vendor.

Unless you really need a particular piece of equipment or you have a good previous relationship with a vendor, I would not wait longer than 30 days for an order. This is long enough for a company to live up to its end of the sales contract. I always follow up a phone order with a letter stating that on the thirtieth day of receipt of my order, the sale (if not completed) should be canceled.

If as a group, we put a little backbone into our buying power, there would be fewer complaints, and Ombudsman could go on to other pursuits.

Robert Norman Leventhal Gwynedd Valley, PA

PC Sources, August 1991

23

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