Don't get "CAUGHT"
with spring fever...
Come to the April
Chicago TI User's
Group meeting!!!

DLG

THE APRIL MEETING....
will be held on Saturday APRIL 2, 1987 from 1:00pm to 3:00pm in the
FIRESIDE LOUNGE at Triton College. Hope to see you all there.

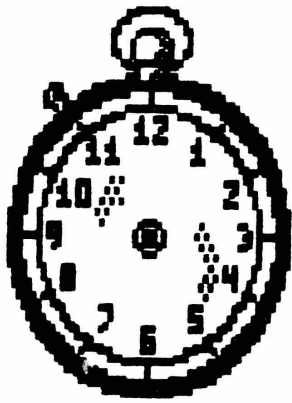# IN THIS ISSUE...

COVER BY DAN GRONOWSKI

BULLETINS:

UG HOT LINE NUMBER IS (312)657-1093.
MEETING DATES FOR THE COMING YEAR ARE AS FOLLOWS

MARCH 5, IRONWOOD ROOM   MAY 7 FIRESIDE LOUNGE

APRIL 2, FIRESIDE LOUNGE   JUNE   BRICKYARD MALL
                                       (details soon)

THE DISASSEMBLY
Dave Wakely

The last meeting; Faire plans; Contest news; Goodbye Triton; Other ThIngs:

OUR BREATH WAS BAITED, SO WE BIT OUR TONGUES: This group seems to have no end of talented people. For example, we already knew that Mike ("The Frogman") Maksimic was a talented programmer and p-Code Pascal enthusiast. It turns out he is another one of those hardware guys as well. At the meeting he showed us a working mouse he built. This was no "upside down" trackball attached to the joystick port, but a real, analog signal generating rodent. It turns out that he had the advantage of having in his possession an ADE board. Long time TI users may recall that this board was advertised in the old 99'er (may it Rest In well-deserved Peace) Magazine. The board was an Analog-to- Digital converter which could be used for a variety of applications such as attaching a temperature probe, whereby it would convert the temperature-dependent voltage from a thermister into a digital pulse stream whose values could be displayed on the 99/4A, giving you an extremely expensive thermometer. There may even have been more relevant applications for this board, but until Mike showed up with one at the meeting, I had never seen one before and assumed it had gone the way of 99'er itself.

What Mike also did was to purchase a Radio Shack mouse, cut off the tail end connector (notice the "Hickory-Dickory" symbolism of this?), build his own connector which the board would accept, and then he wrote his own mouse driver for use on the TI. Actually, he wrote several of them. Users of TI-Artist may have noticed that it allows a user-written device driver routine to be interfaced to TI-Artist. Mike has done just this, and the mouse indeed worked quite well with TI-Artist. He also showed a driver which allowed the mouse to work with XBASIC via the use of interrupts, and with p-Code Pascal multicolor mode. If that weren't enough, in his spare time, Mike is working on a mouse-driven BBS. I should have such spare time!

By way of comparison, Herb Shanafield demoed the Mechatronics mouse he purchased at the last Faire. While this device performed about as advertised, and Herb reported that he is happy with it, it also seemed to some in the audience that Mike had built the better mouse. It is doubtful that you can still purchase an ADE board, and I would guess that used ones are next to impossible to find. Mike had a few suggestions, however, in noting that both the Super Sketch pad and the MBP clock card have A-D converters in them, and perhaps someone can find a way to adapt them for mouse use. Mike promises further info in the newsletter.

IS IT AUGUST ALREADY?: No, it isn't, but 1988 Faire Coordinator Marcy Brun has already been hard at work on the Next Event. Since Triton College will be unavailable to us this coming year, Marcy has made plans to have the Faire moved to the Holiday Inn in Rolling Meadows. From what she has

told us about this facility, it should be more than adequate for our show.
The date will be Nov. 12, 1988, and you should note that this is
Veteran's Day weekend, meaning many people will be off work on Monday,
perhaps increasing the possibility they will come to Chicago (and
Milwaukee) for the weekend. I'm sure Marcy and the various people working
on the Faire will have more news as the date gets closer, but it seems we
are finally getting some of the planning done early enough to see some
clear effect on the Faire. I already predict it will be a success.

SURPRISE, CONTEST EXTENDED: Well, the contest entry deadline has come and
gone, and the response of the membership was...uh, less than overwhelming.
There were just four (4) entries in this year's Last Annual Programming
Contest, and the committee felt that an extension was in order. One of
the purposes of the contest is to expand the number of new programs for
our library. To that end the group has been willing to put out the amount
of $300 per year in contest prizes. For this sum, all we expect in return
is some entries. Of course, we are so sure that there are still some old
time TI programmers out there, that we have decided to extend the contest
by one month. You now have until the end of the April meeting to get your
entries finished. There is some precedent for this, since several times
in the past few years we have extended the contest at the request of the
membership. This time we just did it on our own. Of course, if we had
told you that we were going to do this, there was the chance that there
would have been 0 entries by March. On the other hand, April is it, and
the winners will be announced at the May meeting. All of which shows why
this may be the last contest.

LOST OUR LEASE!: Speaking of time running out, we will be at Triton
College only a few more months. What has happened is that Triton will
shortly begin a complete remodeling of the College Center Building. The
last word I was given by Ken Czerwinski is that work will begin shortly
after our May meeting and will continue into the fall. It is possible
that the second floor will be open by September, and that we may be able
to get some space back at that time. Meanwhile, plans have been made for
the group to meet at the Brickyard Mall. Several years ago, at another
time when Triton was unavailable, we met there. While the room is smaller
than the Fireside Lounge, it is large enough for our use. Group President
Hank Ellermann, who works at the mall, has already made arrangements for 6
months of meetings there if we need them. Our largest problem will
probably be the loss of the Triton audio-visual department. We will
likely need some volunteers to bring 19-inch TV sets to the June meeting.
There will be detailed directions, and possibly a map, in the May
newsletter, and also expect an appeal for those TVs.

SubrouTInes: The Chicago TI-99/4A Users' Group will be present at the
Dayton Hamfest, one of the largest such fests of its type. Our Chuck
Leavitt will be taking our library to this show, which occurs the last
week in April...And speaking of the library, there is talk once again of
producing a new catalog, but don't look for it before the fall...There is
a correction to that announced price for the IBM card being produced by
the Queen Anne Computer Store in Seattle. It seems the 256K version is
$499. and the 512K version is $799, and yes, you can buy a complete IBM
clone for less than those prices, but this is a clone-on-a-card which fits
in a TI PE box. And if the group will buy me one I promise to demo it at
a meeting...There I was, getting off an elevator at the hospital where I
work, and who should I spot but Darryl Wischstadt, a long-ago Chicago TI
Users' Group member who once hosted a group meeting in his home. He was
able to do this because at the time the group had about 50 members at

most.   Darryl also informed me that his friend and Chicago group founder
Jerry Strauss moved to Arizona about a year ago. Which explains both why
we haven't seen Jerry lately and what happens to former group
Presidents...

From The Welcome Matt: Matt Mullen

Well, this month went pretty good, considering... I sure missed Camille's
help, though. (I hope you get your printer fixed soon!) Chuck Mills did
an outstanding job of getting the Newsletters (and membership cards)
mailed to all the paid members. I ran off the labels and if they said
1987, I threw them away. Let's see... 396 X 22 cents = $87.12. That is
how much postage we saved by not sending the T.I.TIMES to people listed as
1987 members that have not paid for 1988. It also saved a lot of work for
Chuck. So far we have only had 20 members that have proved they DID pay.
The membership cards have been mailed to them (by March 6th). I have not
removed the 1987 people from the files because I am sure I will hear from
some more.   This is pretty rough to come in "cold" and take over a job
that keeps track of so many members... (I originally printed almost 800
labels.) Next month (very early next month) I am going to erase the 1987
members... If the file does not say paid for 1988 the name will be
"gone".   I don't know a lot of you and I'm sure some of you are going to
be "at my throat", but I can only go by what I have in my computer files.
We are using FUTURA MAILING ... for our records and have to break the
files into 2 units because there are so many members. Soon we will switch
over to PRBASE and have much better control of the whole situation.

Now, as for the Membership Table at the meeting. Besides being swamped
with questions about Membership Cards and Newsletters (as mentioned above)
we did better as far as signing in. 100 members signed in and 2 guests.
I did have people that didn't know their number and took advantage of the
sheet with question marks on it. I did notice, however that some of the
people that did NOT sign in were in the Executive Board Meeting before the
meeting. Hey, Hank President was at the meeting, but his name didn't
appear in my sheets... I must have been seeing things!!)

Again, I wish to thank everyone that helped me with this Blankety-Blank
job.   I sure hope I don't have to drive from Romeoville to Evanston and
back too often, though.

                              Matt Mullen
                              Membership Chairman

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library shelf
— Bob Demeter —

You mean it's March 15th already? Brother, even with a leap day I can't stay ahead. That's all right. This article will be done on time. Hmmm, where'd I leave those little red pills. Actually they're kidney beans. I just like to pretend. OK, let's get to the meat. We'll check out the gravy later.

Before I forget, I have a note and disk from Steve Karasek. Some of you may remember Steve. He was at out TI Faire in Nov. He's the guy from the St. Louis 99'er User Group. He was there selling that beautiful MONOPOLY game. As you know, there were some bugs found in it later. Nevertheless, Steve is making good on the program. He has sent us an updated version. THANK YOU very much, Steve. Anyone that wishes to have their bugged version replaced, can. Please bring a copy of your original MONOPOLY game to the meeting. Those that can not attend, have 2 options. One, you can send me your original disk with prepaid return mailer. Two, send your original disk with your next library order. I will send the replacement along with your order, no postage for it. Those that don't have the disk, try it. It's really a great piece of work. It's just like playing the real board game. MONOPOLY, check it out.

By the way, keep the cards and letters coming in with your favorite list. You could be the lucky winner of a Favorite Program Pak or 10 free disks. Remember, send all library material to Bob Demeter P.O.Box 454 Whiting, Ind. 46394.
Please don't send any library related mail to the group's P.O.Box. This will only slow things down. The gentleman picking up the mail will have to process it, remail it or hand it to me at the meeting. Save yourself some time and Jim Deards some work. Thank you for your cooperation.

Plowing thru the disks, I find I have several new GIF pictures. Both Compuserve and Genie are spouting with some great pictures. Matter of fact, I am adding 5 new disks full of some of the best GIF's around. This will bring us to a total of 7 GIF disks.

GIF PIX 3 will include these picture filenames:
VANNA2, TOPGUN, SMASHM, SHIP and FUJI. 357 sectors. $4.00

GIF PIX 4 has BARRY, BONJOVI, COCA, FISHER, RBT, SPCJNK, U2 and GARFIELD. $4.00

GIF PIX 5 has CRODEE, ROBOCOP, CITYSCAP, and VANNA1. 355 sectors. $4.00

GIF PIX 6 has PEPPER, JACKIE, NINJA900 and OPTIC. 335 sectors. $4.00

GIF PIX 7 has DRAGON, DREAM, SPACCV, SLOWMO and 9640MENU73. 306
sectors. $4.00
By the way, SLOWMO is NOT a GIF picture. This niffty little program
was written to slow down the screen scroll on the 9640. It has
absolutely no effect on the operating speed of the program. It just
slows down the screen scan time. 9640 MENU73 is not a GIF either. It
is a 9640 version of the John Jonhson MENU 7.3. BE sure to check out
all five disks. I promise you won't be disappointed.

I have one other program for owners of a 9640 and HRD+. This new piece
of software is called the PHOENIX ROS. This new ROS will allow 9640
owners to use their entire 1 Megabyte with the Geneve. The program
makes use of 8 and 16 bit data lines. With this configuration, you can
have a drive with 800K. You other drive will contain the remaining
224K. Complete documentation is included with the disk. I have about
2 hrs. work left to finish upgrading my HRD+ to 1Meg. I have not
tried this program yet. I should have it tested before the April
meeting. I will report more on PHOENIX ROS then. Also, look for more
info in my next article. Don't let this one fly by. $4.00.

OK, moving right along. Let's talk about disk filing. Do you have a
good handle on your disks? Do you know how many programs you own? If
you saw a filename, could you tell someone what it did? Well, it's
Matry Knoll to the rescue. Marty has come out with his new improved
CATLIB 1.5.3. Everything about this program is faster. Faster load
time, faster access time and faster sort time. Do a global search for
your files. Locate your disks. Rename similar files. Anything. This
program does it all. Check it out for only $2.00

Marty has also given us a COMPANION disk. Now you can add descriptions
to your filenames. Never again will you look at 50 LOAD programs and
not know which one goes where. Never again will you find a program
called LIVERBA and not know what the hell you were thinking of that
day. Yes, thanks to COMPANION disk, all the info is spelled out for
you. Check out COMPANION disk and get a handle on your floppies.
$2.00

Hey, speaking of floppies. Here's another new one. I am a bit
premature in letting it out. This one came from the Otttawa User Group
BBS. It does not have any documentation. So, I am not too sure of all
that it does. It's their new DM1000 version 4.0. I'm sure it was
meant to be released at their Faire in March. I will work on getting
docs. A.S.A.P. The only new feature I've found is in the Type
feature. A typed file does not scroll off the screen. Only 1 24 line
page is displayed at a time. No more missing info as it scrolls off
the screen. More info. to follow. I promise. $2.00

A GOD send is what some users are calling this next program. Charles
Earl has spoken to the gods and given us TELCO 1.3. This program has
(as they say) IT ALL. How many TI term programs do you know that can
emulate ANSI, D410, ADM3A and VT100? How many allow you to set up your
terminal, screen, modem and hardware? It even allows you to select 40
or 80 column mode. Yes, TELCO 1.3 does these and more. It has a
dialer with 99 entries and auto redail of up to 15 selections. What
does this mean? Here's an example. Your phone list is made up of 99
different numbers. TELCO can be told to dial a string of numbers till
it makes a connect. If, at any time, you want to stop dialing a
particular number, just say so. TELCO will delete that number from the

string. But that's not all. TELCO 1.3 has Xmodem and ASCII transfers.
It also does Macros, disk catalogging, capture buffering and print
spooling. Complete documentation is included. (About 20 pages worth.)
Here's another exciting thing. TELCO 1.3 works with the 99/4A as well
as the Myarc 9640. TELCO is also compatable with the Corcomp, Horizon
and Myarc RAMdisks. The catalog option is full featured. You can
catalog as well as protect, unprotect and delete a file. The macro
feature allows you to define 26 macros. Each macro can be up to 36
characters long. Also, macros may be linked together. I truly believe
TELCO is the next best thing since pay checks. If you want to get your
socks blown off, hook TELCO to your modem and take it for a test drive.
About the only thing I wish it had was a PC Pursuit dialer/redialer.
Get yours today from the library. It's a 2 disk set so it will cost
$3.00

Well, I better be scooting out of here. Next month I'll introduce you
to 2 new program paks from Australia and Germany, some new RLE
pictures, c99 release 4 and disks 106 plus. Before I go, I have a
message to all 9640 owners.

Last Saturday 3/12/88 I was demoing my 9640 to a customer. I showed
him how to set the date. Much to my surprise it said it was Friday
3/12/88. AHA, I said. I think we found a bug. Quickly I typed date
2/29/88. Great! It said Monday 2/29/88. That was correct. So, I
tried 3/1/88. Just as I thought, Monday 3/1/88. Leap year had messed
up the day selection. If you don't believe me, check your 9640 out.
BUT, there is a fix for it. A simple CALL LOAD statement will take
care of that. Here it is. CALL LOAD(-32738,x) X is equal to 1 to 7.
This number will determine the day of the week. Once you've set the
correct day it shouldn't need resetting again. The battery will keep
the time straight. But, if something happens and you loose time, the
CALL LOAD will have to be performed again.

OK, I'll see you all at the next meeting. I'm on call again but I hope
to trade with someone. I have more transmitters if anyone's
interested. Don't forget, the next meeting is the day before Easter.
HAPPY EASTER Everyone!! May GOD bless.
* Bob *

GENEVE SUPPORT ARTICLE

Howdy Doody there, sports fans!

Well, here I am again, good ole' Krome Dome Jonz, with some more goodies for all of you
brothers and sisters, out there in TI/Geneve land! I expect to jump around a lot, this
month. I hope that I don't confuse anyone, but there are a lot of things that I want to
talk about. My biggest problem is not finding something to write about, rather my
problem is related to shutting up!

The first thing that I want to say is that I am aware that some of you have sent me
correspondence and I have not responded. The problem is that I, personally, never
received some letters, which were addressed to me. That problem is now one of the past.
I apologize for the inconvenience, and I request that you re-submit any correspondence

which you may have sent before, and to which I did not respond. I make a point of always responding to any letters and/or messages addressed to me. I am doing this in order to be as helpful as I can, relative to the support of the Geneve 9640 Computer. I will therefore endeavor to answer any of your questions, that I am capable of answering, either here, in this column, or by means of direct correspondence.

Our Geneve S.I.G., which met after our regular group's meeting, was again very exciting. I don't think that we left until around 05:45. The high-point of the meeting was a visit by Don Walden. Don is the president of the Milwaukee TI Users' Group and the Wisconsin TI Council. I got to know Don from our working together, for the last Chicago/Milwaukee Faire. Don also happens to be a close associate of Jim Schroeder. Don does the hardware work, while Jim does the software work, and it appears to be a winning combination. Don brought his Geneve for a little "show and tell" session. Don has added an additional 32K chip, onto his Geneve card. This additional chip allows him to have a 64K operating system, instead of the original 32K system. It also significantly speeds up his GPL environment. At the same time, I should pass along Don's warning: This is not an alteration that can be made by a non-professional technician. A line has to be run from the chip to the "gate array" chip. Therefore, special grounding devices, for both the technician and the tools, must be used in this operation. In other words, it is not a job for an amatuer.

As this last meeting was for "show and tell," I brought along a special drive case, which I purchased from our hardware chairman, Big Al Stump. This case comes empty. It includes, 1.) the external metal case, 2.) a mounting board, 3.) two drive mounting brackets, 4.) a ribbon cable strain relief, 5.) a metal mounting board, for mounting a power supply, and, 6.) a cover for the ribbon cable access slot, in the rear of the unit. This case is a light gray in color. The mounting board is black. The mounting board contains threaded studs, for the mounting the disk drive brackets and the power supply bracket/board. There are also threaded studs for mounting a fan and the enclosed cover, for the ribbon cable access slot. There are also holes, in the back, for a fuse holder, a male power cable socket connector (like the one on our p-boxes), a rectangular rocker switch, ribbon cable access, and for the flow of air, as a result of the operation of the fan. The cost of these boxes is only $20.00. Given the thickness of the metal, I feel that this is a real winner. (According to Al, he still has a couple of these units left.) Once you get one, you will need to purchase a set of (4) bumpers (rubber feet). Caltronics, of Canoga Park, CA, makes a set, which I purchased for $0.69. The stock number is B-2. You can find at Radio Shack the necessary fuse holder. I later found my switch at a place in Niles, IL, called Joseph Electronics. I then found my male, filtered, power cord socket at a place in Chicago, called Azotic Industries. I also purchased my power cable there. This box will be used to hold my two 3 1/2 inch disk drives and up to two hard drives, or maybe a hard drive and a streaming tape back-up. Cawley's True Value Hardware provided the machine screws and nuts, needed to keep the thing together and everything clamped down. This box will hold up to two full height drives or four half height drives, or a combination of the two. I feel that this is a nice way to expand your disk drive capacity.

In the above paragraph, I mentioned that I have 3 1/2 inch drives; this is true. I have also been able to test them out, on a system which has a Myarc disk controller card. Using a Myarc d.c.c., with a quad chip, these drives will format 3 1/2 inch disks up to 720K. This means, you will have 2880 sectors (the equivalence of 8 SS/SD floppy disks) free for your use! The only problem that I can see, with using 3 1/2 inch drives, is the fact that very few people, in the TI community, presently own/use these drives. As a result, I can presently use them only for "internal" purposes. Though I can use them with my current TI d.c.c., I am waiting for Myarc's hard/floppy d.c.c. to be released, as it will support quad density, with my 3 1/2 inch drives, and my "hard drive." Still, here, I would like to reccomend serious consideration, for the use of these drives. My main defense for them is the fact that the 3 1/2 drive constitutes a superior form of disk storage, and I here submit the following reasons for that opinion: a.) The shells,

which hold them are rigid and will not allow the disks to be bent. (You can even write directly onto the shell/cover, with impunity.)   b.) They contain their own sliding, reusable "write protect" tabs. By merely moving this tab up or down, the disk can be "write protected."   c.) Because of the smaller size, storage and/or transportation is less of a problem. d.) Each disk contains a spring loaded, sliding "door" which protects the storage medium (oxide) at all times. This "door" opens automatically when the disk is inserted into a drive. e.) Because of its smaller size, and the fact that these disks pack information into much smaller spaces, these disks both read and write data faster than a 5 1/4 inch floppy disk drive. This superior oxide formulation is also supposed to be less vulnerable to drop-outs and other forms of data loss. As a result, they are more reliable than the standard 5 1/4 inch floppy, and this is especially important when dealing with quad density. I have heard many complaints relative to the unreliability of 5 1/4 inch floppy quad density drives, but I have heard none of those same complaints, relative to the 3 1/2 inch disk. f.) My last defense for this new medium is the fact that the amount of current which these drives draw, during the reading or writing process, is much less than that of the 5 1/4 drives. This means that power considerations are minimal, when incorporating these drives into a system. The new I.B.M.'s are using these same drives only with their latest generation of computers. I also believe that Myarc will be issuing some of its future software releases in this format, also. I have them, and I am very pleased with what they can do.

Speaking about hardware improvements, one of our members, Ed Gardner, gave me a very nice lead. He read in my cautionary article, about how I got burned, by Statco, Inc. He therefore told me about another company, which sells both fans, and a lot of other electronics parts/gear. The name of the company is All Electronics, Corp. Their address is P.O. Box 567, Van Nuys, CA 91408. Thier phone number is 1-800-826-5432. I have purchased, from them, a pair of 3 1/8 inch fans. These fans fit perfectly into my p-box. They are quieter than the orignial fans ever were, and they only cost $9.50, apiece. (I have purchased the very same fan, at Radio Shack, for $16.00!) In addition to fans, this company also sells TI keyboards (black ones, I believe), console power transformers, console switching power supplies, and fused extention cords. (The only thing, which I couldn't find in their catalogue, is the TI RF modulator, but Radio Shack still carries them, occasionally. If you're still using your TI, grab one, as a spare!) The prices are also very reasonable. I also received very good service from them; they ship all of their merchandise out U.P.S. There is also a $3.00 shipping/handling charge, but it is well worth it. I feel that this is a company which we of the TI community should support. They have a lot of the things that we need, to help keep us going. Check them out!!!

Since we are talking about companies which actually do deliver good and reliable merchandise and/or services, let me put in a plug for Great Lakes Software. At our last Faire, I purchased the program Certificate 99. This program makes signs and certificates. As I am a teacher, I am constantly in need of something like this. When I purchased this program, I clearly specified, to the salesman, that I was running a Geneve 9640 computer. He said that it should run, but if it didn't, they would refund me my money, with the return of the merchandise, with the receipt. Fortunately, this program ran perfectly on my 4A. Unfortunately, the printer output was messed up, when it ran on my Geneve. I wrote a letter to the company, explaining my problems. Though they felt that this problem is one that Myarc should deal with, by writing a DOS, that is more compatible with existing TI software, they did, without any hastle, return my money. Now, that's both service and integrity! Another good thing about the program is that it does a very beautiful job. I only wish that it would run on Geneve. I made it clear, in my correspondence, with GLS, that if they ever make a version that was compatible with the Geneve, I will be happy to buy it.

In spite of the happy ending, the incident with Great Lakes Software was, in my opinion, still, an unfortunate one. It is my deepest conviction that if we are to continue to perpetuate the TI phenomenon, we must have software and hardware that, whenever possible,

is fully compatible with both the TI-99/4A and Geneve. Our community no longer contains
only one machine running TI software, and it would be great if Geneve would inspire
hardware and/or software that will extend the life of the 4A.   (Relative to this, I
choose to not even consider the Triton Turbo XT, as a member of the TI community. As I
see it, this machine is merely a means of luring people out of the TI community and into
the I.B.M./"clone" world. As the chairman of our last Faire, I made sure that we did
demonstrate this machine. I felt that this was a necessary service which he were obliged
to give to the TI community, so that our members can make their own decisions.) If we
are to survive, we must keep our machines in the hands of people who are using them.   I
therefore hope that those of you who have stopped using your TI's will sell them or pass
them onto someone else, who has a need to do some serious computing work, and who can use
the TI to good advantage. In this way, we can keep the numbers of our community high.
Though I use my Geneve exclusively, now, I do not want to see the demise of the 4A.   I
feel that it is still an important part of our community, that we cannot afford to
neglect.

REMIND ME!, a fine program by John Johnson, is a program which is a good example of
what I mean, when I talk about a program that is compatible on both the Geneve and the
4A. This is another program that I purchased, as a result of our last Chicago Faire. It
is written in assembly language, so it has a very rapid execution. Upon loading this
program, you receive a master screen, which is ready to load the current, calendar month,
from whatever drive you designate. (The default drive number can be set by the user.)
Once the month is loaded, it will show a full calendar for that month, with the correct
dates for each day. With a Geneve, it will indicate what the current day is, at the
time of the boot. It will also have a running clock going, throughout the execution of
the program. With the 4A, you won't have the clock, and the default day will be the 15th
of any month, which you may load. Here is a good example of a program that takes
advantage of some of Geneve's nicer features, but it is also available to the 4A, though
it will lack some of the features, which Geneve has. I have found this program to be
very worthwhile and useful. I am so impressed with it that I have put it upon my 256K
Horizon RAM disk, where space is a premium. It has been a very useful program for me,
and I am very impressed with it. I hope that we see more programs coming from this
company, Genial Computerware.

LEGENDS is another program, which I purchased at the Faire, which is both Geneve and 4A
compatible.   It is also excellent, but I do not intend on reviewing it here. I'll save
that job for Paul Farber.

One program, which has been made (altered, so that it will be) compatible for both the
4A and Geneve, is William M. Warren's PR BASE. This is a very impressive data base
which Oscar Bretana demonstrated, at our monthly meeting, two months ago.   In later
discussions, with Oscar, he told me something which I had been totally unaware of: Oscar,
told me of how the Apple (apple-sauce to us) computer was "dying" until the creation and
introduction of a fantastic program called APPLE WORKS. I don't know that much about
what this program does, but I think that it has word processing, a data base, a
spread-sheet, and desk-top publishing, all, in one program, which is made up of
interrelated, interacting modules. It is supposed to be a very nice system.   After its
introduction, other programmers started writing other programs which either interacted or
enhanced the functions of APPLE WORKS (as John Johnson has written a set of excellent
and necessary utilities for PR BASE). As a result, of these efforts, the Apple machine
was given a new lease on life. A similar case, in point, is the program LOTUS 1-2-3.
This is a program for the I.B.M., and its "clones." It is, from my scanty understanding
of it, pretty much the same thing, to the "clone" as APPLE WORKS is to the Apple
machine.   It also performed the same act of resusitation for the I.B.M. family of
machines. (To be honest, I don't know of anything that could help out the
"commie-door!") I say all this to pose the significant question, "What software will
help to extend the life of and validate the 4A?" At this point in time, I cast my vote
for PR BASE.   Here is a serious utility that resembles the more complex and flexible

data bases, that are available on machines that are still being supported. Also, let me ask the question, "What software will validate Geneve?" Geneve is young, and the judges are still out, formulating their deliberations. Therefore, relative to both of these questions, only time will tell.

Also, relative to PR BASE, Oscar has written a routine which will convert Futura Mail Lists data files into PR BASE format. Those of you who are still using Futura Mail Lists will be happy to know that your information can now be converted into PR BASE format, without a lot of typing! The same thing is possible for data files, for other data bases. William M. Warren, the author of PR BASE wrote an article, for another newsletter, explaining how this job could be accomplished, in Extended BASIC. (Oscar wrote his routines in assembly language.) If there is enough interest, I could make copies of that article available to anyone who wishes it.

In addition to programs which were written, originally, to be compatible with both Geneve and the 4A, there are some fine, important, and significant programs which were written for the 4A, and which never had Geneve in mind. TI Artist is one of these programs. At the same time, it is an example of an increasing number of programs for which patches are being written, so that they can be run on Geneve. I have had the opportunity to try out TI Artist, with both the programming patches, which make it Geneve compatible, but also with the added "mouse" routines, which allow us to use the Geneve "mouse." After comparing it with the TI Artist that runs on the 4A, all that I can say is that it doesn't seem to be the same program. The RGB output shows details which a composite monitor will never be able to show you. Also, the speed of execution, when using the "mouse" is truly incredible. And, when using the program, off of Geneve's built in RAM disk, the loading of the modules is super swift. (When using the built in RAM disk, be sure to place disks, other than TI Artist into each of your floppy drives. Also, remember to rename the drive as INSCEBOT. The program looks for a disk with this name. If you have a disk in each of the drives, the search time is cut ten fold as opposed to having no disk(s) in the drive(s).) As I tried to say before, it just doesn't seem like the same program.

The next regular meeting, of our group, will have a demonstration of graphics. I will demonstrate MYART, TI Artist, and GIF2. I will run as many GIF pictures as time will allow. If you haven't seen what Geneve can do, relative to a "clone" or a 4A, you will have a real treat coming, if you can make the next meeting. I also hope to have a small surprise, at that time, to really show what Geneve can do. She's quite an exceptional lady, when she "struts her stuff!"

As I said before, there are so many things that I can write/talk about, relative to Geneve. My problem is to know exactly what to talk about and when to stop. At this time, before Carole kicks me off the page, I would like to talk about some undocumented things, relative to Geneve: When in DOS, there are some nice things that you can do, that you can't do in GPL (the TI mode). There are a few commands that you should practice with, as they can make life easier, as they don't require the loading of a disk manager program. A couple that you should practice with are DISKCOPY, FORMAT, and COPY. The first will copy a single disk to another. The second will format (initialize) a new disk, and the third will copy certain files or all the files on one disk, onto another disk. Once you have, through your AUTOEXEC file allocated memory for your built in RAM disk, you can use it as a work area. Try using it to save interim versions of your work, created with MYART. Also, if you choose to use Jim Schroeder's terminal emulator, which runs from DOS, you can copy files into the RAM disk, before you log-on, and then you can upload from the RAM disk. It is both faster and smoother, and it uses no mechanical action (wear). Also, should you wish to download, you can also download into that memory space. Just be sure that you transfer the material to a "floppy" disk before turning the machine off or going into GPL.

When you are working in DOS, here is a little hint: After typing a number of commands,

hit your up-arrow key. This will allow you to scroll through, and RE-USE any of those commands. As we are often using certain commands, over and over again, this feature saves you the effort of having to completely re-enter them. In fact, you can even edit a command, so that you can change only a few character, or a single character, so that you don't have to re-enter the entire command. Also, don't forget to try out either CTRL PRINT SCREEN or CTRL P. This will send a record of all of your DOS commands to your printer, as you enter them. (The SHIFT PRINT SCREEN command, which is supposed to print only an individual screen, doesn't seem to be working in this version of DOS.) Lastly, I suggest that you try out the TYPE command, which will print a D/V 80 (text) file to the screen.

When you're in GPL, go into TI BASIC, before loading anything. Type in the command CALL DIR(1). This will give you a directory of drive #1. As long as you remain in BASIC, you can use the command CALL DIR, later without the (1), in order to catalogue drive #1. If you want to catalogue a different drive, type in the command, but indicate, in parentheses, the number of the drive that you want to catalogue. Now, before you leave BASIC, type in CALL DIR(5). It will show you your Geneve's built in RAM disk. Now, go back and load in MYWORD. (The latest version of MYWORD is version 1.10. The only difference between it and version 1.1. is that it also has a file named MYWORD. By loading this file, into GPL, you can load MYWORD directly from GPL, without first loading in editor assembler. This is a useful time saver.) You can save your documents TEMPORARILY to your built-in RAM disk, while working on them. Just be sure that you save your final version to a "floppy" disk or to a "hard" drive, before turning the machine off or returning to DOS. Now, hit press CTRL =, while in the "edit mode." This will take you directly to the formatter. Once there, where it asks you to "ENTER INPUT FILENAME:", enter the name, "BUFFER." It will now print, to your monitor screen, whatever document is in your text buffer. When MYWORD formatter asks you to "ENTER PRINT DEVICE:" type in the command, "SCREEN." Now you will see your document printed to the screen, AS IT WILL BE FORMATTED WHEN IT IS SENT TO YOUR PRINTER!!! Nice? I think so! Should you choose to send the document to a printer, you may notice that while the document is still printing, you have been miraculously returned to the command mode, and your document is still resident in Geneve's text buffer, IF you have bothered to assign the SPOOL function sufficient memory, in your AUTOEXEC file, as I have described in earlier articles. You can even quit MYWORD and load a new program. The printing will continue. If it stops, don't fear, when you finish with the other program, it will complete its print-out tasks, when the necessary level of memory is freed up again. As long as you don't return to M-DOS, or turn Geneve off, the document will remain, in the print buffer, until, it has been completely run.

Now for the nice, but really serious stuff: If there is an asterik ("*") at the lower left hand corner of your screen, this means that there are changes in the document, that you are working on, that have not been saved. Next, notice the arrow, underneath your "tabs" line, at the bottom of your screen. (Incidentally, the "tab" line can be "toggled" on and off by the command CTRL S, in the edit mode, or command ShowTabs, in the command mode.) While you look at this arrow, press the combination CTRL D. This "toggles" the direction of the arrow. The arrow merely indicates the direction of a search, when you do the FindString or ReplaceString commands. In other words, you need not return to the beginning of a document, in order to do a search; the direction can be "toggled," even in the middle of a search. Also, don't forget to try the "Wild Card" feature out. A "wild card" is a symbol that can stand for any single character. Used in groups, it can stand for groups of unknown (undeterined) characters. Use the ChangeWildcard command to determine what symbol you want to use for your "wild card." You can use any symbol you want, but you will probably want to use a seldom used one such as an asterik ("*"), the tilde (""), the "at" sign ("@"), or even the question mark ("?"). Then, after you have determined the symbol that your "wild card" will have, do a FindString command. Then, assuming that you chose the question mark ("?"), for your "wild card" symbol, enter "th?n." The program will then find words such as, "THaN, THiN, THaNk, THiNg, THiNgs, someTHiNg, THeN, someTHiNgs, etc. In other words, it will find

every instance of where you have the characters "th n", and any character can be where
the "wild card" happens to be. Now, do one last thing: Again, go into FindString. Now,
enter "th?". This time, you will get words, like "THe, oTHer, THis, parenTHesis,
wiTHout, THing, THat, THin, eiTHer, THose, THem, THere," etc. This is what happens when
the "wild card" is at the end of the string, that you are searching for. In this way,
you can find words, in a document, whose spellings you are not sure of. This is
especially useful when you are working with unfamiliar or foreign names. ,Also, when
using either the FindString or the ReplaceString feature, of Geneve, the "case" of the
letters, in a string is totally ignored. A very nifty feature, for those of us who
write a great deal. Alright, cut out the laughing, out there, I'm ready to stop, now!
(I just don't get no respect, 'roun' here!!!)

Well, sports fan, that's it. If I write any more, I am sure to get booted off the pages
of this newsletter.   I hope that all this has been of some help to you Geneve
users/owners. In closing, keep on computin'!

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A Spad Flight Adventure

by Dave Wakely

It's time once again for some flight instruction to continue to expand
your skills at handling your Spad XIII. Sure, you want to get those
guns working, but they won't do you much good if the Red Baron shoots
you down every time you go after him. In the process, I'll continue to
give you some background on what was known as "The War to End all Wars"
and how things were back then.

I don't know about you, but I'm getting a little tired of always taking
off from the same direction in the simulator. Today, start out by
taxiing down the runway to the north end. By now you know that this
means you will start with the pre-flight check-out, then power up six
clicks to 600 RPM. This will get you rolling at about 30 MPH. As you
approach the north end of the runway, apply right rudder so that your
nose swings around to the right. You should see the hangar swing by,
and then the south end of the runway will come into sight. Don't stop
moving or the simulator will reposition you facing north again, but
power all the way up and take off to the south. Note the hangar as it
passes by on your left.

When you have 500 feet of altitude, reduce power two clicks to 1000
RPM. Continue the gentle climb all the way to 1500 feet. Now we are
going to try to save a little time. Those of you with the Mark 2
version of Spad should use the "M" key to get to the Move option. From
this menu, select "2. Eiffel Tower", which will put you 1500 feet over
Paris. You should still be heading south, and you should still be
climbing. Those of you with only the original Spad will have to stay
on your present course, but you may actually end up closer to where we
are "really" going than the Mark 2 flyers. If you Mark 2 people will
use the "4" key, you will see the Eiffel tower receeding in the
distance right behind the tail assembly.

Now, while we fly away from the combat area, we can reflect on exactly who we are and what we are doing up (and over) here. On the inside cover of your Spad XIII manual there is a picture of someone named Frank Luke. Who was this person and what is he doing here? Frank Luke was one of several "American Ace of Aces", or those who had shot down more than five enemy planes in combat. Unfortunately, these Aces had a tendency to get shot down themselves during the war, with one notable exception. Every American schoolperson (notice how sexism is avoided in this column?) knows about Eddie Rickenbacher. By the end of the war Eddie was the American Ace of Aces, and more important, he lived to tell about it. If I had to choose an American flyer as a role model for this series, I would choose Eddie.

As it happens, Rickenbacher was famous even before WWI. He had been an early automobile racer, and, if I am not mistaken, won one of the early Indy 500's as well as many other races in the early part of this century. When the war broke out in Europe this country was divided on whether or not to enter the conflict, and you may recall that Americans didn't go "over there" until early 1918, or four years after the war had started. Our man Eddie traveled across the country trying to elicit support for our participation in the battle. Ironically, although born here, he was of German extraction, and was even for a time suspected of being a German spy. When he was finally cleared, he became one of the first American flyers to go to Europe.

Before he could enter combat, however, he had to learn the small neccessity of how to fly an airplane. Where we are headed today is one of the airfields where he trained. It isn't in the simulator, so we will have to "invent" it ourselves. Coming up ahead, and about 20 miles up the Seine River from Paris, is Issoudun field, one of the Allied flight training schools of the time. Perhaps if you squint you can make it out coming up on the horizon. Actually, as I noted in the last installment, the Seine River doesn't really flow north-south, more like southeast to northwest, so original version flyers are headed more to the correct geographical place than Mark 2 pilots. Whichever version you are flying, we are coming up on the field now, and should be well over 2,000 feet up. Now it's time for some acrobatics, and let's see if we can keep from having to hose our lunch out of the cockpit after these maneuvers.

It's always a good idea when trying something new and especially something dangerous, to "keep it simple". First, level off by applying two more down clicks of power, to 800 RPM. One of the simplest maneuvers we can attempt is a basic "aileron roll". Keeping the horizon in sight, reach over and press the "A" or "F" key to roll the plane over left or right. During this, KEEP YOUR EYES ON THE HORIZON! One of the fastest ways to loose control and crash during any maneuver is to loose track of where you are. In the simulator we do not have the benefit of a wide field of vision or of perceptual feedback about our location, unless you happen to stand on your head while doing this procedure, and I don't recommend you do that.

I suspect that the reason there is a line of "broken clouds" above the horizon line is so you know "which end is up". As you roll, keep your finger on the key until the cloud line is again on top of the horizon line, then let up. The plane will almost immediatly stop spinning. Make any corrections necessary to level off. There. That wasn't too bad, eh? For those of you who have been reading this without doing it,

console yourself with the knowledge that we all have to go sometime, and do it. Now for something a little trickier.

One of your objectives in doing this, besides surviving so you can go back to the U.S. and race rickety racecars, is to stay out of the gunsights of German planes. If a plane is on your tail, frequently a quick loop will place you behind your attacker, in perfect position to attack him. You can't just do a loop from level flight, however, as you will probably stall. For this trick, power all the way up to top speed ("9" key) and press down elevator until you are in a dive. Now watch your airspeed climb. When it is over 150 MPH and the G forces are pressing you into your seat, let the horizon line come back down until it is just at engine level, then reach down and press the "V" key, which simulates pulling the stick back into your lap. The horizon will drop down out of sight as the plane climbs straight up and then will reappear with the cloud layer on the bottom of the horizon line. This is because you are upside down. You will now swing down toward the ground and then up until the horizon again appears, with the clouds on top where they belong. Don't let your finger off that key until you see this!

I really do hope that you didn't hear the sickening sound of the stall indicator, and that you are not at this minute in a death spiral to the ground. I really do. If you are, let up on the stick, and with luck the plane will right itself and allow you to find the horizon. On the other hand, just maybe everything went as I described it. This is a basic and very important maneuver. Practice it at least three more times until you understand what is happening. If you crashed you will be back at the home airfield again. Either way, don't try this again unless you are sure you have enough altitude to pull it off. A lot of pilots have executed perfect loops, but unfortunately the bottom of that loop happened to be several feet below ground level. I also suspect that in the early days of aviation, the very first person who tried this had a lot of guts.

So, you've done this and now you are starting to get cocky? Time to move on to an Immelmann turn, probably so named for a German hot-shot who astounded those on the ground by pulling off this maneuver. This trick is a combination half-loop and half-roll over. The easiest way to learn this is to break it down to simple steps. First the half-loop. Once again getting up to altitude and speed (diving to over 150), again letting up on the elevator until the nose comes up and the horizon comes back "down" into view, then hold the "V" key until the cloud line is below the horizon line. Then let up. You are now flying upside down and have completed half the maneuver. Perhaps we could call this an "Immel". You need to see the horizon line at the start of this trick so you know where you are. You could then finish the loop and repeat this several times until you have a feel for upside down flight, if such a feeling is possible. When you do, you are ready to proceed.

When you are comfortable tooling along upside down (if you check with the "5" or "up" key you will see the ground), use the "A" or "F" key to turn over. The plane will hopefully turn over in such a manner that the horizon comes back right side up. Of course, you will now be going in the other direction. This is a very fast way to loose some annoying German plane who is on your tail. He will have nothing but sky in his sights when you do this.

OF course, you could also reverse the process with the same results.
This is called a "Split-S" turn. In this case, start with a half-turn
aileron roll such that you are flying upside down again, and then pull
back on the stick while you fly straight down and then back up toward
the opposite horizon. This sounds easy, but I find the Immelmann
easier to execute. The point is that either maneuver turns you around
in a hurry. Both of them are easier to do if you can picture in your
mind what is happening, while it is happening. Remember that if any of
these procedures don't work that you are most likely to stall and go
into a tailspin. When (or if) that happens, just let up on the stick
and most often the plane will straighten out. Always try this first!
If that doesn't get you out of it, you may be spinning too fast. Try
to discern the direction of the spin and apply just a little opposite
aileron, or even better, a little rudder. If that also doesn't work,
let us know where to ship your remains.

Both of the maneuvers above are also outlined in the manual, and when
you can do them in a routine manner you are ready to take on the Red
Baron. Oh, these alone won't guarantee success, since he knows how to
do them as well, and probably better than you do. But, there's a war
on and someone's got to go up there and save the world for whatever it
was we were fighting. Now that I think about it, if I were you I would
practice by downing a few of the "observation planes" first. When you
can easily get them, you have at least a fighting chance at the Baron.
Rickenbacher was also known for never firing until he was within 50
feet of the other plane. This Spadventure, incidentally, is appearing
almost exactly 70 years after Eddie went to that flight school.

When he was first assigned to Europe, Eddie Rickenbacher was a limo
driver for several different officers. Only after badgering his
superiors long enough did they let him go to flight school. Once
there, he was assigned most of the time to aircraft maintenance due to
his knowledge of engines. When his duties were over he would take a
plane up and practice acrobatic maneuvers for hours, knowing that he
would need these skills when he got into combat. And that's just what
we have done. As the sun was going down he would head back to the
airfield, and that's also just what we will do.

If you are flying the original version Spad, you now have the
unenviable task of finding your way home. After all those maneuvers
which way is that? I don't know, but I would try north if I were you.
Recall that we flew straight south in this version, and it must be up
that way somewhere. I can assure you that it is somewhere between the
Seine and the trenches. In both versions, if I am flying to landmarks
I can usually find the field, but after a chase or dogfight, especially
a long one, it is easy to get lost. When you head north, keep checking
over both wings. I would also get some altitude on since the field can
be seen from way up there.

Those of you with the Mark 2 version can chicken out and shorten the
trip considerably by once again pressing the "M" key, and selecting the
"home airfield" as the choice. This will place you directly over the
field, at whatever altitude you were flying. From here it should by
now be a simple matter for you to get on a good approach for a landing
before your superiors begin to wonder what happened to you. I hear
they are serving "something on a shingle" for dinner in the mess hall.
As they like to say in France, "Bon Appetite".

HIGH RES GRAPHICS AND THE 99/4A
PART 3
by Anne Dhein
Support for Drawing Packages

Section One: Clipart and Compatibility

For some of us, one of the nicest things about using the major TI-99/4A drawing programs is the constant flow of new fonts and pictures that keep showing up in the marketplace. Even the best artists can make use of this convenient form of art, but those of us who can't draw easily MUST rely on this "clipart" for needed graphics.

What Clipart Is and Where It Comes From
In computer terminology, clipart usually refers to graphics that can be loaded into a paint program to become part of the existing screen graphics. This type of art is also known to the 99/4A paint program user as an "instance". These Display Variable 80 files are popular because they are so easily incorporated into many other kinds of support programs. Full-screen-size picture files are also available to the 99/4A community and are also sometimes called clipart. The difference is that when a picture is loaded into a program it erases whatever was on the screen before it. "Fonts" are graphic alphabets that are used in many of the paint programs to provide headlines and labeling. Fonts can be plain or elaborate, small or large, and many fonts have their own unique personalities.

Where is all this artwork coming from? Paint program distributors themselves put out some clipart disks. Great Lakes Software supports Joypaint by maintaining a user-drawn base of artwork which Joypaint users are encouraged to swap. Outside companies can take their share of credit too. Asgard Software has kept the Graphx program well supplied with art, and offers several complete sets of Artist instances and fonts. Those I have seen contain original artwork of the same high quality seen in most of Asgard's programs. Trio+ Software has contributed two excellent data disk packages for TI Artist. Each two-disk set includes pictures, instances and fonts in a wide variety. Slides are used for alphabets so that individual letters can easily be turned sideways or upside down for special effects. Set two additionally includes slides for creating special borders and backgrounds. Nameloc Software also offers a two-disk set of instances which contains some very good, highly original artwork. Shareware disks of clipart are also available. They can be found offered in club newsletters and in the pages of Micropendium magazine. An expample is Howard Uman's two disk set of instances, which is well worth having.

CSGD--A Success Story
One of the better sources of clipart and fonts actually didn't even start out as paint program support. In 1985 Dave Rose began selling a program he had authored called Character Sets and Graphic Design. It allowed the user to design and print fonts and other small graphics. The package included 10 pre-designed fonts, some graphics, and a number of borders, or "frames". A message could be typed in using the chosen font, graphics added, and then the whole thing could be printed out within a frame of the user's choosing. The three disk set was well put together, contained outstanding fonts and graphics, and became very

popular.

CSGD I was followed by CSGD II which complimented the original program
by providing for the easier designing of CSGD graphics, for use in
signs. A banner program was included in the package that could be used
to create large banners using any of the CSGD graphics and fonts. The
package also included 8 new fonts and 14 graphics.

Finding that the special fonts and clipart from his CSGD programs
adapted so well to the TI Artist program, Dave released a 5-disk Artist
Companion set that was a real boon to TI Artist users. In the
meantime, TI Artist author Chris Faherty of Inscebot also discovered
how valuable the CSGD fonts and clipart were to the Artist user; and
Artist Extras, his first companion disk for TI Artist, contained, among
other things, conversion programs that would convert CSGD graphics to
Artist instances and CSGD fonts to Artist fonts.

User-designed graphics for the CSGD packages came pouring out, which
also meant support for the TI Artist program. CSGD User's Disk #1
contained 7 more fonts and 4 new graphics. User Disk #2 contained a
whopping 86 more graphics as well as 26 new pictures (larger graphics)
and 22 new character fonts on a two-disk set. TI Artist Companion #1
is a compilation of these packages and the five disk set includes 160
smaller graphics, 30 larger ones, and 25 fonts. The detail in these
small works of art is fantastic.

About this time Steve Lamberti of Texaments took over the distribution
of the CSGD packages for Dave, leaving him freer to collect and design
more artwork yet. CSGD User Disk sets #3 through #6 together contain
over 60 fonts and more than 250 large and small graphics! By the way,
if you're wondering how you can ever keep up with all these graphics,
Texaments has just the program for you. CSGD Cataloger is a utility
program which allows graphics catalogs to be printed of CSGD fonts and
small graphics. The program also makes a cross reference listing of
all TI Artist artwork, but will not print out the graphic images.

Texaments has also come out with Artist Companions 2 and 3. Companion
2 consists of two disks with 13 character fonts and 60 small graphics,
imported from the CSGD series. It also includes a program generator
that allows TI Artist instances to be used in Basic or Extended Basic
programs. Companion 3, also two disks, contains an additional 16 fonts
and 66 instances, mostly imported from the CSGD series.

Although the CSGD packages did not start out strictly as support for
the paint programs, when utilities were made available to make them
compatible they complimented each other so beautifully that the
popularity and usefulness of both were greatly enhanced.

The Compatibility Factor
For those who are using the paint programs as tools for other
applications, compatibility among the various programs is an important
issue. Most of the main drawing packages for the 99/4A do not have
picture files that are directly portable to another drawing program.
They ARE compatible, however, in that conversion programs are readily
available that can change the format of a picture file for one program
to the format of another. For example, if you draw a picture in
Joypaint format and later want to convert it to a TI Artist instance,
this can be done by saving the picture in Artist format with Joypaint's

Pal, then converting the resulting TI Artist picture to an instance within the TI Artist program.

Reasons for having drawing programs compatible are many. Each program has its own special features. If one comes along that is better suited for a particular purpose than the program currently being used, you will want to upgrade without all your clipart becoming obsolete. Some programs have support utilities that you may want to use without having to switch to another drawing program. Compatibility via a conversion utility insures that you won't have to.

The RLE connection
One program that has done a lot to strengthen the bond of compatibility among paint packages is a public domain offering called MAX-RLE, authored by Travis Watford. This program didn't really start out as a support program either. Instead, its main purpose was to make it possible for bulletin board users who were working on a 99/4A computer to have access to the graphic files created on other types of computers. Bulletin boards throughout the country, from small, locally run ones to major telecommunications networks such as CompuServe or the Source carry many graphic screens. These Run Length Encoded files contain public domain, artwork that is there for anyone who wants or is able to download it. The files include everything from simple line drawings and cartoons clear up to elaborately detailed pictures and digitized photographs. Run Length Encoded - RLE - describes a kind of high resolution graphics that have become a standard for the computer community. MAX-RLE allows the 99/4A user to convert an RLE file on disk to a picture that can be displayed on the screen or printed on the printer, thus providing access to an untold amount of already-existing graphics screens which can then be carried back to the TI community. It also allows TI user-designed art to be converted for use on other computers. Not only can the picture files be viewed through the MAX-RLE program itself, but when the files are converted to formats usable by the major drawing programs, they can be changed and edited for the user's own purpose. More and more of these pictures are finding their way into user's group libraries every day.

Another conversion program of real interest is the XBasic Graphic Connection by Stephen Tuorto. This fairware program converts specially saved Graphx clipart into a CSGD file, a TI Artist instance or an Extended Basic merge program. Although in Extended Basic, the conversions are performed at a reasonable speed. The program is written in modules so that it can be easily customized by the user. The program SHOWDATA gives an example of how the merge files you create can be used in your own programs. The disk also contains programs that will print out or display the graphics.

Transporting and Converting
XBasic Graphic Connection is a good example of the type of conversion program that allows CSGD graphics, instances, and other picture files to be carried from the paint program environment to Basic and Extended Basic. The program generator in Texaments' Artist Companion #2 is another example - it creates a merge program from an instance file. On the other hand, Extended Basic generated graphics can be converted into

TI Artist picture files by the use of XB to Artist Converter. The
program was written by Ben Yates, added to by Rick Gregory, and is
public domain.

More specialized routines, for transporting files back and forth
between Myarc's Extended Basic II and TI Artist were published in the
February, 1987 issue of MICROpendium magazine. If you have Extended
Basic II you will definately want to try these. More graphics routines
for XBII appeared in the March and April issues including a screen
dump. The routines were written by J.Peter Hoddie.

Clipart and conversion programs aren't the only kinds of support for
the drawing packages. There are also many utilities available, both
commercial and user-written, that expand the capabilites of the
original drawing packages. Some, like the CSGD Cataloger provide
additional file management support. Others, like MAX RLE allow picture
files to be viewed and/or printed. And some have their own unique
purposes. These different types of support utilities will be examined
in section two.
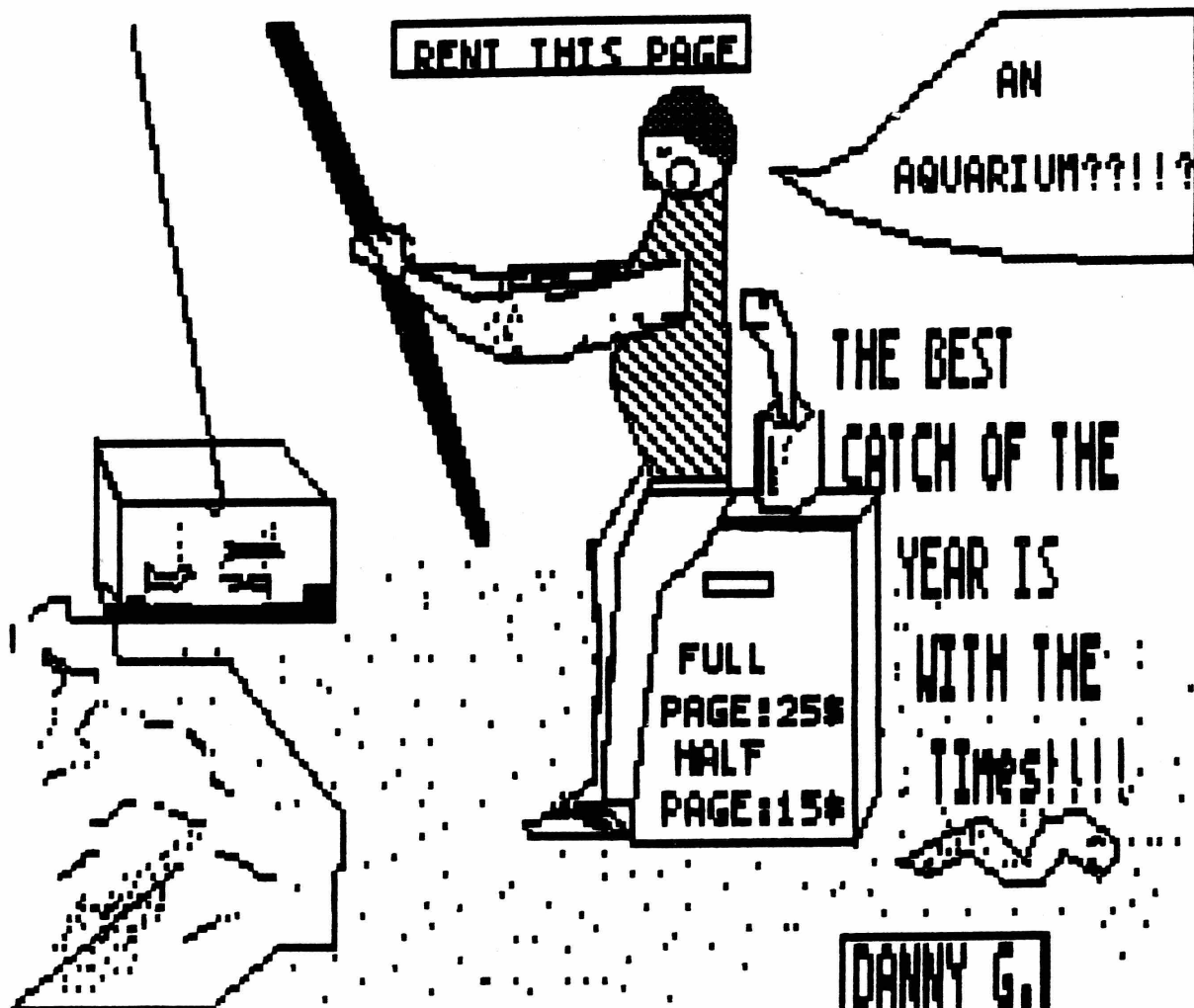
TI-FAIRE

NOVEMBER 12, 1988

HELD AT:	Holiday Inn 3505 Algonquin Rd. Rolling Meadows, Il (312-259-5000)
PRODUCED BY:	Chicago Area TI-99/4a Users' Group P. O. Box 578341 Chicago, Il. 60657 Marcy Brun, Faire Manager
SOCIAL MIXER:	Friday, November 11, 1988 8:00pm - 12:00pm admission - $4.00
FAIRE HOURS:	Saturday, November 12, 1988 9:00am - 6:00pm
DINNER:	Saturday, November 12, 1988 7:00pm - 9:30pm admission - $10.00
HOTEL ROOM RATE:	$55.00 - single $55.00 - double $65.00 - tower
LIMOUSINE SERVICE:	free to and from O'hare Airport and hotel
HELD IN CONJUNCTION WITH:	The Milwaukee TI-Faire November 13, 1988 / 9:00am - 5:00pm Quality Inn 5311 S. Howell Ave. Milwaukee, Wisc. (across from Mitchell Field Airport)
PRODUCED BY:	The Milwaukee Area 99/4a Users' Group Mr. Gene Hitz 4122 N. Glenway Wauwatosa, Wisc. 53222 -also- The Wisconsin 99er Computer Council P. O. Box 2723 Appleton, Wisc. 54911

Hello to everyone! I told you I would be back in the newsletter as soon as the 1988 TI-FAIRE came alive again. As you can see by the facts listed above, we have found a new facility to hold the faire because of remodeling at Triton College. Really I think this will work out better because our Faire has grown enough to become a TOTAL WEEKEND CONVENTION. That's right. Everything will be held in the same facility and we want the whole family to come for the weekend.

Check the family into the hotel Friday after work or in the afternoon. Mom and dad can enjoy themselves at the Social Mixer that evening while the kids are entertained by the hotel staff at their own party. (This is providing we get enough kids at the hotel to participate.) Saturday the computer enthusiast can spend the whole day at the faire and seminars while the rest of the family spends the day at the pool, sauna, spa, workout room, game room, or goes shopping at the Woodfield Mall. Then Saturday evening bring the family to the special dinner we have arranged. Retire after dinner dreaming about all the great things you purchased at the faire. Rise and shine the next morning to have a good breakfast at the hotel before leaving to go to the Milwaukee TI-FAIRE.

All this, something for everyone in the family. How could you pass up a wonderfull mini-vacation like this? Remember to mark your calendars for November 12th. If you would like to SIGN UP NOW, just drop me a line at P. O. Box 578341, Chicago, Il. 60657. Let me know how many in your family or party will be coming and I will put you on the list to reserve a hotel room and tickets for the mixer, dinner, and "kids night out". (Like I said that is if we have enough kids. Also there would be a small fee per child.)

Well, on to exhibitor business. The first mailing to the 1987 exhibitors has just gone out. Therefore, at this time there are no exhibitors to report. But there will be in the next issue of the newsletter. The hall will hold 53 tables. It will be a first come first served basis. If you are interested in a table or if you know of anyone that would like to exhibit, please drop me a line at P.O. Box 578341, Chicago, Il. 60657. Also if anyone would be interested in giving a seminar, please write to me.

So much for now. More to come next month.

MARCY BRUN, FAIRE MANAGER

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CHICAGO TI USER'S GROUP
P.O. Box 578341
Chicago, Il 60657

REMarks

 Many many thanks this month to Anne Dhein for doing the conversions
to TI-Artist that were listed in MICROpendium. It has been difficult to
run titles for this newsletter up till now because TI-Artist would not
work on the Geneve. I am happy to say that I got a little of the old TI
99/4A versatility back that I really missed when I received the disk
from Anne. She also typed in the mouse driver also listed in that
month's issue of MICROpendium and TI-Artist with the mouse instead of
the joystick is also a real pleasure.

The Geneve has actually been behaving while I put this issue together.
The only problem this month seemed to be a few more lockups than usual
and I'm sure all of them were not operator caused. There was some
concern mentioned at the Geveve SIG about attatching heat sinks to the
board to alievate some of the heat build-up that could affect the life
of the board. I don't know if these lockup problems are heat related,
but I would like to get more information on the process and placement
of these heat sinks and information on its effects on the Geneve
warranty.(Was there one?)

As many of you know, the programming contest was extended for one month
due to slow entries. Please have your entries ready at this meeting.

Hopefully we will be presenting some of the graphic capability of the
GIF format pictures at this coming meeting. Should be one of the better
meetings. Hope to see you all there.