CHICAGO TIMES

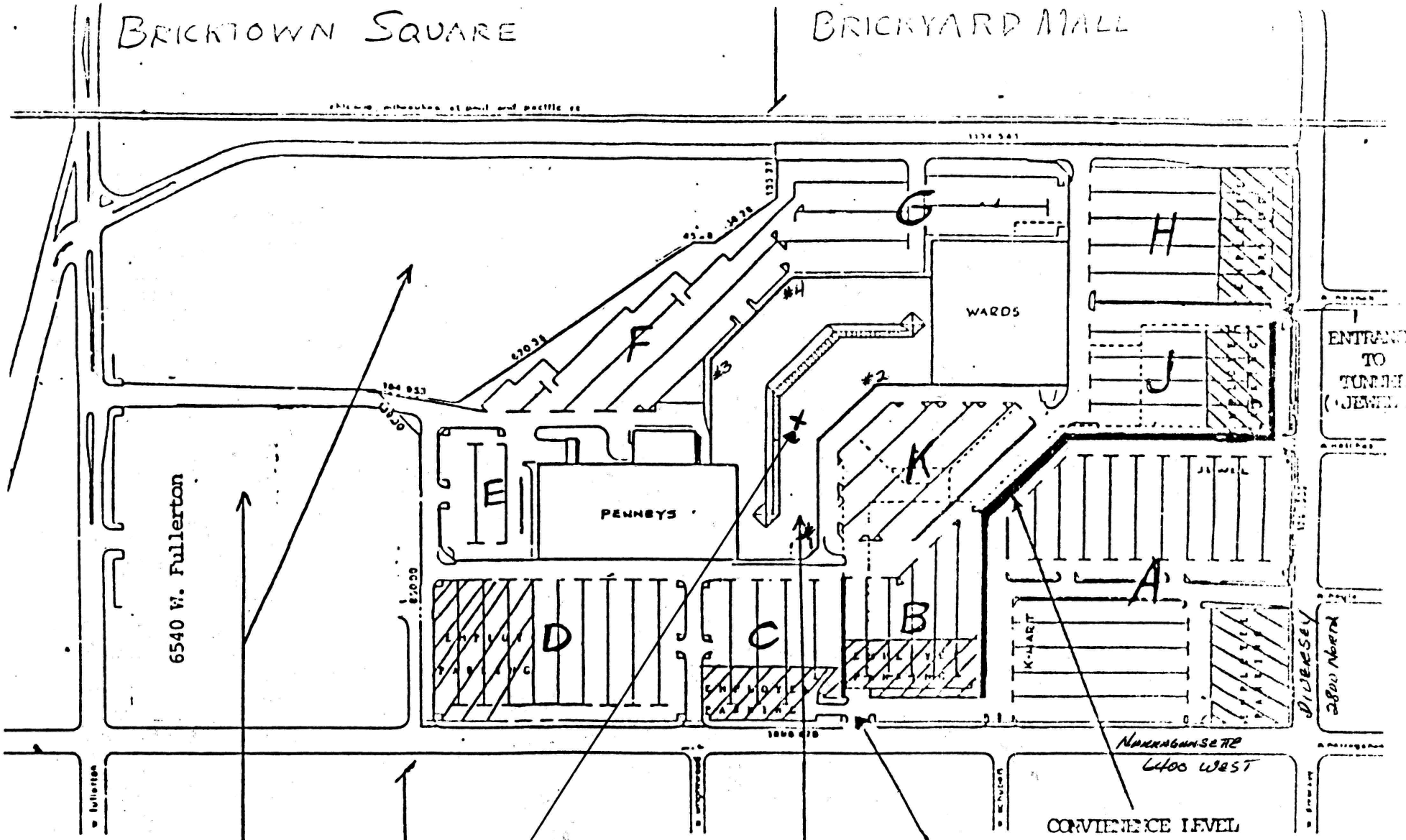
NEWSLETTER OF THE CHICAGO TI-99/4A USERS GROUP

LAST ISSUE BEFORE
SUMMER BREAK

MAY 31, 1988
EDITOR: Carole Goldstein

THE JUNE MEETING....
will be held on Saturday JUNE 4, 1987 from 1:00pm to 3:00pm in the BRICKYARD MALL in the Community Room (Lower Level). See map inside front cover for directions. This meeting will feature those great auctioneers Crazy Sam and Mad Dave as we hold our annual group auction.

→HAVE A GOOD SUMMER←
→SEE YOU IN SEPTEMBER←



OCTOBER 1987

IN THIS ISSUE...

Contributing artists: Buzz Krantz, Dan Gronowski, Danny Goldstein and Anne Dhein

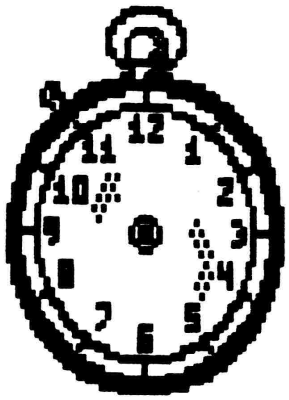
BULLETINS:

NEW UG HOT LINE NUMBER IS (312)755-0051.

MEETING DATES FOR THE COMING YEAR ARE AS FOLLOWS:

MAY 7 FIRESIDE LOUNGE JUNE BRICKYARD MALL
(details soon)

The Chicago TImes is published 10 TImes a year, monthly, except during June and July. Chicago TImes is not affiliated with Texas Instruments in any way and is supported only by its subscribers and advertisers. Subscriptions are free with membership in the Chicago TI99/4A User's Group. The Chicago TImes is also distributed free to any other User's Group that wishes to reciprocate. Articles contained herein may be re-printed by another User's Group Publication provided credit is given to the Chicago TImes as the original source of the article. Comments and letters are welcome, as is the submission of original articles and programs.



THE DISASSEMBLY

Dave Wakely

The meetings (last next); The Auction; Change of Venue; So long for now (Final ThIngs):

Most of the contest winners showed up at the May group meeting and demonstrated their winning programs. As was noted in the last issue, all entries this year won something. In part this was because there were only 10 entries in all, down significantly from previous years. If the point of the contest over the past five years has been to increase the size of the library, it succeeded. The librarians have done a terrific job of collecting programs from all over. I can't think of a common application for micros which can't be found in our group library. Speaking of that, you should be aware that the June meeting will be our last until September. This means it is also your last chance to easily get programs from the library until then. It might be time to stock up for the summer with the latest public domain or Shareware programs, so bring your checkbook.

CLOSET SCROUNGERS NEEDED!: For the past two years the group has ended the year with our annual auction. Several years ago the group began receiving from members spontaneous donations of hardware and software no longer in use. What we could use for the bulletin board or the library went to work for us, but the rest sat around until the idea was advanced by Sam Pincus to auction it off to the group members. When that idea was run by the membership, we were surprised by the amount of donations made to this cause. Last year the auction took up the entire two hour time for the meeting, and perhaps as many as 100 different items changed hands.

My concern is that last year at this time we already had several boxes of items donated and cataloged. So far, we have received a total of one box, with perhaps 15 items, although we (meaning I) may be guilty of not publicizing the auction soon enough. For example, last year I made a quick survey of the closet where I keep my backup console and other items I am not currently using, and discovered that I had somehow obtained two "backup" keyboards. These are those keyboard units still occasionally seen in Radio Shack and which everyone wanted a few years ago. Since one backup seemed enough, I donated the other to last year's auction, and it turned out that we also had a donation of a console which had a bad keyboard. They were packaged and auctioned off together.

The point is that we (meaning me, too) need to check that closet again. If you haven't used a cartridge or software package in the past year, you probably never will. There may be someone else, however, who can use it. Of course, due to copyright laws, we can only accept software in the original package or form. If we receive what is clearly an original disk whose documentation has somehow become lost, we will take it and auction it "as is". Ditto for cartridges. It seems to me that some of you Geneve

users who have dumped your modules to disk no longer have need of them, so how about donating them to the auction?

In past years we have also received some hardware items, including 300 baud modems and P.E. Box cards. Some members who have upgraded to large RAM cards no longer need their old TI 32K units, or their old TI disk controller cards. We have also auctioned off equipment which is not working, but which someone might want to tinker with or to use for parts. And don't forget books and manuals. At one time there were many books published about the 99/4A, and newer members have never seen these titles. If you are no longer using an old TI programming book, why not consider donating it?

The auction is also the other reason why you need to bring your checkbook. It may be your one chance to get items that can be obtained nowhere else. In the past two years we have auctioned off some long-discontinued items which are IMPOSSIBLE to obtain anywhere. Some of them were historical curiosities. For example, this year I will be donating my TI Demonstration module (with documentation). You may be aware that each module had a number assigned by TI. Extended BASIC is PHM 53. The Demonstration Module was used by TI dealers to sell the original TI 99/4. It is labeled PHM 01 and was the very first module ever produced by Texas Instruments, and probably not more than a few hundred were ever built. Yes, it works on the /4A, and no, it won't do differential equations or other exotic things, but it's definitely worth a few bucks for a "look" at how TI originally thought "Home Computers" ought to be marketed. If time permits, maybe we can do a short demo of it. While we're at it, does anyone out there have an old chicklet-key 99/4 to donate?

The auction is also a fun meeting. It seems to me that Sam has already been getting that glazed look in his eyes recently, just waiting to do his "mad auctioneer" routine. The action can get pretty hectic during the proceedings and we've suspected for some time that Sam was one of those hyperactive kids who never recovered. I may need some help keeping him under control. To keep him from losing it, I suggest we keep him busy with lots of items to auction. Check the closet, check the shelves, then bring your donations up to the front of the room when you get to the meeting. It would help if you could get there early, but we'll take them whenever you give them to us. Thanks.

DIVERSEY AND NARAGANSETT: Why would we want to go and mess up a good thing like the great relationship with Triton College we have had over the past six years? We don't. We were evicted due to the reconstruction of the building. It turns out the College Center Building where we have been meeting was built on a foundation of construction scrap which is settling, causing the building floor to crack. Why did they do this? Probably because they are not smart people who own TI-99/4As. Regardless of why, note that this and subsequent meetings (until further notice) will be held at the Brickyard Mall, not too many miles from Triton. It will be more convenient for some, less so for others. We have used the community room in the basement before, and it is adequate. Trust me.

What we DO need are TVs. I beat this topic to death last month and I'm going to do it again. As far as I know, there is no "Audio- Visual" department for our use at the Brickyard. We need members to bring color TVs (preferably 19", but we'll take what we can get) to the meeting. The set must be capable of receiving UHF channels. Also bring several feet of extension cord. With luck and cooperation the room will resemble the

control room of Network XXIII on "Max Headroom", where there's a TV every five feet, and everyone can see what's going on. (Any volunteers to bring their six foot projection TV?)

IT WAS FUN WHILE IT LASTED: Early in 1982, at a meeting of the young Chicago TI-99/4A User's Group, I innocently suggested to then President Jerry Strauss that the group should consider putting out a newsletter. In what has since become a time-honored group tradition, he promptly suggested that I edit just such a publication. After 16 issues I stepped down from the newsletter editor position and began this column. That was 42 columns ago, in January, 1984. It was just after TI had dropped their bomb on the users, and while all kinds of rumors were flying around about what was going to happen next. Third party vendors were coming out with more new software than TI ever did and everyone, including me, was confused about what to do next. Out of that clear lack of information I started this column to do what I could to sort out what was happening in the TI world.

Since then things have calmed down considerably in the 99/4A world, at least as far as confusion goes. There are still (and probably always will be) rumors about the 99/4A. By now, however, there is no doubt that the machine and its legacy are in the secure hands of the users/owners. The "TI Phenomenon" of continued life after death for our machine was created by you, the users. If you hold on to it, it will be around as long as you want it. I hope this column was able to provide some information you could use, or at least an occasional chuckle you didn't expect.

I want to thank those of you with kind words about my efforts, your support kept this going much longer than I had planned. I especially want to thank Carole Goldstein, our fearless Chicago TImes editor, whose occasional pleadings for output moved me, if not to tears, at least somewhat closer to the monthly deadline. My personal belief is that her "REMARKS" column should go into this space. Look at other magazines and you will discover that it is usually the editor's column which appears first. Carole for several years has flattered me by placing this column most of the time at the front of the ChiTImes. That space should go to her.

I also want to report that I am not going to disappear from the group. It happens that I am now working on Saturday mornings and will be unable to attend Executive Board meetings, the source of much of the news this column has contained recently. I should still be able to attend most of the meetings. I can also report that the Spadventure series will continue into the next year, so look for it then. The extra time will also allow me to finish some overdue projects such as my long-promised index to this newsletter, as well as a few "back burner" programming projects. Until then, thanks for letting me into your TI world.

TRADING TIMES

Jan Joel Janowski has the following for sale:

A black console TI computer with a cartridge expander, a p-box, 32K memory card, RS232, a Myarc DSDD disk controller card, 2 (6MS) half-height disk drives, a Sony Trinitron t.v., editor assembler, extended BASIC, 3 joy sticks, a full set of schematics (including the t.v.), and many cartridges and programs, in flip top disk storage boxes. He is asking for $500.00 (firm). This is a package deal. Give him a call at (312)674-7263 during the evening hours and on the weekends.

From The Welcome Matt: Matt Mullen

I do believe our great mystery is solved!! The lost has been found!! Amen!!!

The first day of May... Yes, MAY, a stack of checks dated back to January, money and I don't know what else was turned over to our Treasurer. This should solve most of the problems this writer has been plagued with since taking on this responsibility. So many people have contacted the club, or myself and said... "I paid in January and have not gotten my newsletter, etc".
When I get the list of names from the Treasurer We should be able to get the records up-dated properly and the people should be getting their back issues, etc.

One of the problems facing our club is that people live quite a ways from each other and only see each other once a month. If a person is sick one day (and that day happens to be our meeting day) that means it is 60 days before you see the person again. The member with the checks missed 2 meetings so it has been about 90 days since seeing him. Now, you know, I agree with you... that still doesn't make sense. That goes back to February, the checks are from December and January... and if I was sick I do believe I would call someone or mail the checks to the proper person. I sure wish I knew why these checks were kept in a box and "sat on" for so long.

Enough of this. I have to cool off. We had 76 people sign in last meeting and 104 people in the room. That means we had 28 strangers in the room. I want to welcome all you visitors. Please sign in from now on. You don't have to be shy, The gentlemen by the door don't have guns and we don't bite. Oh, someone just informed me there was only one "new face" in the room and he paid as a new member. The other 27 people just didn't sign in. Yep!! By looking at the sheets I see a lot of the officers didn't sign in again. See folks, have one or 2 pens swiped each meeting, look at what you are missing. You just might get something for nothing by putting your name and number on a piece of paper. I even have one sheet for people that forgot their membership number. Of course, you might not get a pen but you do get a ticket for the drawing and lately the prize is your pick of one disk from the Library. That could save you $4.00 and you could get one of the great Disks of the Month that way.

It looks like every time I sit down to write this article, I end up griping, making apologies or begging for something. Come on Folks, this job is hard enough....

TRADING TIMES

Al Stump, a.k.a. "The Stumper" wishes to sell the following:

P-code card with manuals, software, and some books - $100.00.
256K Horizon RAM disk - $180.00.
Triple Tech Card, with a speech synthesizer chip installed - $115.00.

Al also has other hardware available. Give him a call at (312)865-2104 during the evening hours and on the weekends. He may just have what you need!

Library Shelf

— Bob Demeter —

My my my, here we are at the end of May already. At least it will be by the time you read this. This is our last newsletter before the summer break. Before I go on too much further, I want to apologize to all the ladies out there. I forgot to wish you all a Happy Mother's Day in the last issue. So, Happy Mother's Day to all the moms everywhere.

Time certainly has been flying by. June 4th is our last meeting till Sept. My gosh, I feel as though I might blink an eye and summer will have passed. Triton College is now history and our new home is the Brick Yard Mall. I think everyone in the group will miss Triton. They have been a most gracious host to us for many years. We owe them a debt of gratitude for all they've done for us. I hope everyone remembers we no longer have use of their AV department. This means we will need tv's brought every month to the mall. The time to volunteer is now. We need more people to become more active in the group.

Speaking of volunteers, it's not too early to ask people to think about volunteering for the faire. Every year we get the same few who volunteer. They spend their entire day behind a table and never see the faire. They never get to attend the seminars. They're lucky if they see 1 or 2 vendors and get a hamburger. My good friend, Dave Green from New Jersey comes to the faire every year and works his tail off. We have a non-attending member that does more work then some of the local members. Please people, think about volunteering this year. The faire lasts for 9 hours. It's very cruel to ask the same 5 or 6 members every year to give up their time while you enjoy yourself. 12 year old David Farber worked his bones off trying to keep faire goers happy last year. The poor guy was lucky to get a half hour break in 9 hours. How would you feel if your boss told you you only get 1 half hour break in 9 hours? We'd all be grumbling!! That's what the library volunteers got last year. Remember I said VOLUNTEERS. Is that a way to treat a volunteer? I was glad to have everyone of them. They all gave 150% All my volunteers worked that way all day some you could enjoy yourself. Please don't make these people have to do it again. If we keep treating people like this we won't get any help at all. If we don't have any help, we don't have a booth. If we don't have a booth some of you won't get the disks you're looking for.

Sit down and think about what it takes to put on a show like ours. We pre-made 1000 disks before the faire. We copied over 500 during the faire. Marcy and I copied over 2 or 3 hundred after the faire. I can't begin to think of how many were sold and how many questions were answered. With lack of help the whole day can seem like a nightmare. I need your help. I need at least 20 volunteers. This way EVERYONE can work an hour or so and be able to enjoy the faire too. You got 9 hours of faire. So what's 2 hours of your time? Please people, don't keep waiting for the next guy to do the work. It doesn't take any

special training at all to reach in a box and grab some disks. If you like to copy disks, we can use you there too. George and I spend our entire day in the back room doing just that. It was nice to get out for a spell. Please make up your mind right now to help us. We have a lot of really nice disks coming to the library. I'm sure 10 or 15 free disks to your collection will fit real nice. Plan now to attend the '88 Faire and donate your time to the good of the group. Be a library volunteer. We had some fantastic help last year. I hope to see you all back this year. With any luck, you'll have more help and won't have to work till you drop. This plea goes out to everyone. Attending as well as non-attending members are invited to participate. PLEASE, help us out. We need you.

Non-attending members, watch your mail box. The new flippy is done. A copy is being sent to Matt. You should receive yours as soon as he gets a chance. Again, let me apologize for my ignorance. I was unaware of the promises that were made you.

We are still working on the new library listing. I think you will be pleased with it. It will contain all 3 library listings. We will have about 70 new disks plus an entire Fairware list and 9640 support list. I also hope to be able to list by disk name, alphabetically and by classification. This is a huge undertaking. I'm sure Carole and I will have it done by the time the Super Summer issue comes out. Bill and Tom are hard at work helping with the list. We will also have a new order form. This will reflect the new library address.

Speaking of new library address, I see some people still don't know it. I got several pieces of mail from the group's PO box. Please make a note of the new address.

Bob Demeter P.O.Box 454 Whiting, Ind. 46394.

AND THE WINNER IS....

Let me thank everyone who entered the Favorite Program Pak contest. I got many many nice letters telling of people's favorite programs. Some were public domain. Some were fairware and some were commercial. Some of them I never heard of. All of them sounded really good. I don't have all the letters with me right now. What I plan to do is make a list in the Super Summer issue of all the programs suggested. You may want to locate some of these programs yourself. I know I do.

And now for the winner. The envelope please. The winner of the 1988 Favorite Program Pak Contest and receiver of the Pak or 10 free programs of their choice is :

ELLEN KRAMER of Ringwood, New Jersey.

Congratulations, Ellen. Please send me a note stating your desired prize. The Favorite Program Pak will contain the following programs:

Funnelweb word processor.
DM 1000 disk manager.
Archiver 2.4.
PR Base - Data Base.
DSKU - Utility.
Retrack - Track copier.

Telco - Communications.
Graphic Labeler - Labels.
Companion - Disk organizer.

Ellen, you may choose this pak or any other 10 programs you want from the library. Again, congratulations to you and thanks to all the others who entered.

The above listed Favorite Program Pak will be available to purchase at the next meeting. Because there are so many disks, a limited supply will be on hand. If you are a non-attending member, you may order your Pak. Attending members, feel free to place your order too. Also, this might be a good time to remind attending members that they can save on postage by having there orders brought to the meetings. This is with all orders. The postage for the F.P.P. will be $2.00. The price of the F.P.P is $10.00. That's less then 48% of the individual prices. This is a great way for you to get all the disks you need to really do most everything with your TI.

By the way, I have added the 1988 Programming contest winners to the library. The complete set of all winners is on 3 disks. From now till June 30th, we will sell the complete 3 disk pak for $6.00. Hurry and order your set now. After 6/30/88 the price goes to $4.00 per disk.

Boy June is beginning to look like super sale month. Anybody want to buy 1989 season tickets for the Chicago White Sox? heeheehee. Tell you what, I'm in a bargain moode. From now till the end of June, any orders for 7 or more disks are postage free. That's a $2.00 savings. Orders must be postmarked before 6/30/88. This offer does not apply to the winners pak or the Favorite Program Pak.

Well I better get out of here before I get into tno much trouble. All this give away stuff is getting scarey. I'm side jobbing on the 4th. so I won't see any of you till Sept. I hope everyone has a terrific summer. I plan on playing gardener/landscaper for the next few months. I'm not a vacationeer, so I should be around the house if anyone has any questions they wish to write me about. The library will be in full swing all summer. Matter of fact, Tom will be off school and have some time on his hands. Guess we're gonna start making disks for the faire. Never too soon to start getting ready. Who knows, I might be able to have a few drinks after the faire instead of copying disks till it's time to leave for Milwaukee. I should have a super duper summer article ready for you in a month and a half. 6 or 8 pages for sure. We'll also have the super duper library catalog (disks 101 to 170) done by then. Get ready for some nice programs. August will be full of surprises. We're gonna hit you with so much stuff you won't know where to turn. I gonna see what I can do about getting some c99, Pascal and maybe some Fortran programs in the library. Well I'm gonna fly. Don't forget the Brick Yard Mall 6/4/88. The library will be set up in the kitchen. Tom and Bill will be there to help you wherever they can.

Happy Father's Day all you poppa's out there!!!! See ya, BYE!!!!

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,
(Hot Line # 312/755/0051)

SOCIAL MIXER: Friday, November 11, 1988
8:00pm - 12:00pm
admission - $4.00

FAIRE HOURS: Saturday, November 12, 1988
9:00am - 6:00pm
admission - $4.00

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 (414/535-0133)
4122 N. Glenway
Wauwatosa, Wisc. 53222
-also-
The Wisconsin 99er Computer Council
P. O. Box 2723
Appleton, Wisc. 54911

Once again the greatest show in town will be here before you know it! Yes, I'm talking about the 1988 TI FAIRE/CONVENTION!!! Convention did I

say? Yes, CONVENTION I said. This TI FAIRE has the growth and reputation behind it to finally become a convention. So DON'T MISS it!

We'll have everything in one beautiful facility, the Holiday Inn in Rolling Meadows. Rolling Meadows is just outside of Chicago, Ill. It's just ten minutes from O'Hare Airport. We even have a free shuttle service from the airport to the hotel. The Holiday Inn has a beautiful tropical Atrium Holidome featuring a pool, saunas, exercise room, whirlpool, putting green and fine dining room overlooking the Holidome Atrium.

The best way to discribe your TI FAIRE/CONVENTION weekend will be to take you step by step through your itinerary. First, check you and your family into the Holiday Inn Friday after work. Or better yet, take Friday off work and check in early. The normal check in time is 2:00. However, if you want to check in early, arrange it with the hotel desk. If the rooms are available and ready they will let you check in early. The cost of a room is only $55 a night. This is for the whole family. (This means the kids are in your room, too.) If you need any roll-a-way beds for extra kids they will cost $8 each. If you need a crib it will be provided free. When you make your reservations, specify if you will need any of these.

After you have checked in and are situated visit some of Chicago T.I.99/4a Users' Group members at the hospitality suite which will be set up for incoming visitors and exhibitors. Take a dip in the pool before taking the family for dinner at the Black Fox restaurant overlooking the Holidome Atrium. After dinner send the kids to Kids Night Out which is sponsored by the hotel staff. (Providing we have enough kids.) At 8:00pm you and your spouse will attend the Social Mixer to mingle with others attending the convention and also with the exhibitors.

Saturday morning wake to breakfast in bed through room service or take the family to the Oxford House restaurant in the hotel. At 9:00am the TI FAIRE opens. You can spend the whole day checking out what the exhibitors are selling and what new things have been developed for your computer. Don't forget about all the seminars being held every hour throughout the day. While you are in your glory at the Faire, the kids will be in their glory in the pool and game room. And if your spouse is not interested in computers, he/she might want to spend the day at the fabulous Woodfield Mall which is only five minutes away from the hotel.

One question that has been brought up is "what do you do with your lugage if you want to spend Saturday at the Faire all day, but have to check out because you are not able to stay Saturday night". Well, the solution can be handled different ways. Check out is 12:00 noon. However, you can ask the front desk for a later check out time. If they do not need all the rooms, they will be able to accommodate you. Otherwise, you could put your lugage in your car and just your bathing suits and any things you need in a small duffle bag. Or you could check your lugage into the room that we will be using for an equipment storage room. This will be one of the sleeping rooms nearest the hall where the Faire will be. The best thing would be first to ask for a later check out time.

After the Faire, round up the family because at 7:00pm will be a

special dinner to celetrate the success of the 1988 TI FAIRE/CONVENTION. Attendees and Exhibitors are all invited to take part in this celebration. At 9:00 pm either retire to your room for a restfull night or continue celebrating at the Fox's Den or Feathers which are the two lounges in the hotel.

Sunday morning wake up with breakfast in bed or at the Oxford House Restauant before heading up to the MILWAUKEE TI FAIRE. Here you will get a chance to meet all new exhibitors and locate any special equipment or programs you didn't find in Chicago. If you come to Chicago, you have to go to Milwaukee. They go hand in hand like peanut butter and jelley or peaches and cream. And I'm sure you'll have a great time at both of them.

The exhibitors that have reserved space as of May 12th are:

B&D Computer Supplies -- computer supplies.
C&G Drives -- disk drives, power supplies.
Chicago Area TI-99/4a Users' Group -- Club's library.
Chicago B128 Users Group -- discs, data cases, supplies, etc.
Data Systems --TI software.
Genie -- telecommunications service.
Chicago Area TI-99/4a Users' Group -- TImes back issues.
Great Lakes Software -- Joy Paint '99, Joy Paint's Pal Certificate '99, Certificate Companion, & at least one new release.
Hunter Electronics -- hardware, software.
L.L.Conner Enterprise -- hardware, software, cables, chips, grom, ram.
Rave 99 Co. -- keyboard, speech adapter cards, memory expansion cards.
TI User Group of Will County -- membership information.
Chicago Area TI-99/4a Users' Group -- T-shirts, pencils, etc.
Chicago Area TI-99/4a Users' Group -- Group membership information.

Volunteers working on the Faire are:

Attendee Advertising and Promotion -- Mike Chappell
Printing -- Roger Helm
Equipment Collection -- Mark Harms
Social Mixer Tickets & Reception -- Sandy Bartels, Dave Wakely
Hospitality Room -- Hal Shanafield
Faire Move-In & Move-Out -- Tim Fass
Announcements -- Jon Bartels, Butch Goldstein
Group Sales (T-shirts, pencils, etc) -- Sam Pincus
Membership Table -- Irv Levinson, Ken Knapp, Matt Mullen
Out-of-Town Travelers Information -- Grant Schmalgemeier
Audio/Visual set-up -- Bob Demeter
Exhibitor's Representative -- Paul Farber, Sandy Bartels
Bulletin Board Systems Information -- Bob Demeter, Alan Izzo
Back Issues Table -- The Shanafield family

I personally thank all these people for signing up early to help produce a great show. However, they can't do all the work themselves. Please give them a hand. Call or write to me and let me know which area you would like to volunteer. We also need volunteers for the following areas beside the areas above: Equipment Donation, Dinner Tickets & Reception, Seminars Coordinator (get speackers - set up and run), Faire Front Door (tickets), Sending Out Attendee Inormation.

What more can I say except mark your calendar for November 12th and start making your plans to attend the 1988 TI FAIRE/CONVENTION.

If you would like more information or would like to sign up for reservations for the hotel, social mixer, dinner and faire, or would like to be an exhibitor (tables are $75.00 each), just fill out the form below and send with a check (made out to the Chicago Area TI 99/4a Users' Group) to:

Marcy Brun, Faire Manager
Chicago TI Users' Group
P.O. Box 578341
Chicago, Il. 60657
(or call the hot line #312-755-0051

Please send me the following regarding the 1988 TI FAIRE/CONVENTION

[ ] Exhibitor Information

[ ] Hotel Reservation Form

Please send me tickets for the following

(how many)

_____ Social Mixer ($4.00 each)

_____ Dinner ($10.00 each)

_____ Faire ($4.00 each/children under 12 free)

_____ Kids Night Out (pay at time of event)

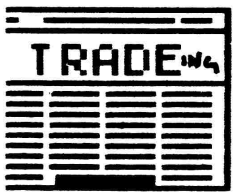
NAME _____

ADDRESS _____

CITY] STATE] ZIP _____

PHONE # _____

(Thank you Marc Levine] President of WW99ERs in Champaign] Il. for bringing up some important questions that needed to be answered.)



TIMES

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GENEVE SUPPORT ARTICLE!!!

Howdy Doody there, sports fans!!!

Well, here I am again, with another Geneve support column. Again, I will try to be reasonable, relative to the amount of space that I will use. There is no need for me to wear out my welcome in these pages.

Has anyone heard anything about an updated version of Jim Hallett's GPL loader program? I would appreciate hearing anything that anyone has heard.

Summer is fast apporaching, and this will be the last issue before the Super Summer Issue. What is important for us to remember is that with the summer we have the problematic factor of HEAT! Heat is problematic in that it constitutes problems for both mechanical and electronic components. Logically, Geneve, like any other electronic device, is not immune. Here, allow me to share a few hints which might help solve the problem. Some of these I have tried, but others I have not, and if you choose to try any of these out, I can assume no responsibility for any resulting problems.

Don Walden, the president of the Milwaukee Users' Group and the Wisconsin TI Council has come up with some rather original and innovative means of dealing with the heat problem. The first thing that Don recommends is moving the Geneve card from the first slot to the fifth slot in the TI p-box. (Contrary to what we are told, it is not necessary to have either Geneve or your TI-99/4A expansion card in the first slot.) Having it in the first slot puts it directly next to the power supply, which tends to generate a fair amount of heat. The second thing that Don has done is to install heat sinks onto his Geneve board. In addition to all this, Don has taken the metal shell, which came with his original TI "flex cable" expansion card, and installed his Geneve board inside it. In order to do this successfully, it required that he shave down the metal spacers which were used for the TI flex card, which tend to short out the Geneve board. He also had to put tape around that part of the Geneve card which extends out of the shell, in order to keep it from shorting itself against the edges of the shell opening. The reason that Don has made the change from a plastic to a metal shell is that the metal dissipates the heat more quickly and efficiently than the plastic will. According to Don, with the metal shell, the Geneve card becomes warm, but, with the plastic shell, it will sometimes get fairly hot. I will see if I can convince Don to write a detailed technical article on how to do the above mentioned jobs.

Besides those measures, which Don has taken, there are other things which Geneve and TI 99/4A users can do to keep the heat problem to a minimum. My buddy, Hank Ellermann, uses foam weather stripping to make sure that the air, which is moved by the p-box's fan, is moved around the cards in the box. He does this by placing the weather stripping in the spaces where there are no cards. He places a piece of it at the rear of the box, to cover up the rear holes, and over the top of the empty slot. In this way, the air is forced to circulate around the cards that are in the box. Unfortunately, a design flaw, in the TI p-box makes this necessary. As the p-box was designed, the air will be distributed around all of the cards, only if there is a card in every slot. If there are any empty slots, the air will pass only through the holes at the rear of the empty slots. For this reason, Hank's solution is a very good one.

Though the fan, which comes installed, in our p-boxes tends to be on the noisy side, I strongly recommend against disabling or removing it. I do recommend replacing it. If you will check my previous articles, you will find contact information on a company called All Electronics, Corporation. I recommend that you contact them for their current catalogue as they have fans, which can replace the noisy ones, in our p-boxes, at a low

price. If you use your Geneve on a regular basis, the time, money, and effort are all well worth it.

In some of my previous articles, I have mentioned that I am now using 3 1/2" fans in my p-box, with good effects. This remains true. I am totally enamored with these sexy little creatures! I might also mention that with the lower current draw, you will put less load upon the power supply in your p-box, and though I am not a technical person, I do believe that this will also be translated into less heat coming from your power supply. I also believe that it will conserve power for Geneve and other cards in the p-box. Though it hasn't happened yet, I do feel that this power for all of the slots in the p-box may become a problem. I say this because I forsee a time when both Geneve and 4A users will not have enough slots to accomodate all of the cards which they may want to use. Presently, we have eight slots. Geneve takes one. A RS232 takes another. A disk controller card takes a third. This leaves five. If you put in a RAVE speech card, and I recommend that you do, this leaves you with four. The addition of a Phoenix, or any variety of Horizon RAM disk leaves you with only three measly slots. When Myarc releases the fix for the Myarc memory/RAM card, I will personally have only two slots remaining. What will go into those remaining two slots??? A Grand RAM??? Additional memory cards??? Who knows what the future will bring? In the midst of it all, I remain optomistic. I don't attempt to predict what is to come, but I do predict that there is more to come for both Geneve and the 4A.

The Phoenix card appears to have arrived. The Phoenix card is a Horizon RAM disk with a one megabyte memory capacity. In addition to that, it also has an additional chip which will emulate an additional drive of limited capacity, but this additional drive does have enough space to hold your DOS and your AUTOEXEC and batch files. It must also be mentioned that this additional drive is accessed only upon the "booting" of the system. It is therefore an excellent way of conserving memory space on the rest of the card. I, personally, am looking towards the acquisition of this card. I have had a 256K Horizon RAM disk card for almost two years now, and I am very pleased with it. When I was using it with my TI, I was super impressed with its operating system. Now that I am using Geneve, I use it to hold my DOS, MY-Word, REMIND ME, GPL, and Jim Hallett's excellent GPL loader program modules. Using this RAM disk allows me to boot my Geneve within less than five seconds. The same is true for the loading of GPL.

I like the idea of the RAM disk. I feel that it is one of the best expenditures that one can make. Even though I have a hard drive, I intend to get the Phoenix card for the following reason: With the RAM disk, there is no mechanical movement or wear, and hard drives are known to eventually wear out. I therefore feel that a RAM disk is an excellent place to store those files which one uses on a regular basis. My choices, for storage on a one meg. Phoenix would be MY-Word, MY-Art, REMIND ME, Microsoft Multiplan, extended BASIC, John Birdwell's Disk Utilities, TI Artist, S.P.A.D., NOTMYTERM, GIF2, ARCHIVER, my AUTOEXEC file, Jim Hallett's GPL loader, Fast Terminal, and Mass Transfer. These are the files that I would like to be able to bring up quickly as they are the files that I am most apt to use, at this time. As time passes, and as more new software becomes available for Geneve, my choices will inevitably change. I look forward to the pleasant dilemma of choosing what I want to put onto my Phoenix.

If you haven't done so, I strongly suggest that all Geneve owners (and 4A owners, too) get a subscription to MICROpedium Magazine. It is the only magazine, that I know of, that is completely devoted to the TI-99/4A and Geneve. It is well written and very interesting; it contains a lot of useful information on both hardware and software subjects. (The last issue had an excellent article on how Geneve owners can protect the part of Geneve that extends through the back of the p-box.) I feel that it is well worth the expenditure as it is probably the best way for us to know what is available and being done with/for Geneve. Please support this publication.

In one of my previous articles, I asked the question, "What software (program/s) will

infuse new life into the 4A?" Relative to that question, I think that the judges are still deliberating, but I would like to give a couple suggestions: S.P.A.D. and Legends. I have recently purchased S.P.A.D. XII, for my son, as a reward for an excellent piano recital. Though I have not played this game, I have observed him really "getting down" with it. Just like Dave Wakely, my son swears by S.P.A.D.; for him, it's the best thing since sliced bread. We have both been playing Legends and both of us are well into this game. After having seen both of these games in action, I tend to feel that they, rather than some useful utility program, will be the main reasons for continued life for the 4A, at least at this time. Still, for utility programs, my choice continues to be PR Base. (Here, I would like to mention that Oscar Bretana has written a routine which will convert Futura Mail List files into PR Base format. He has also used this routine to convert all of the group's data base information into PR Base format. He has also submitted this routine into our program library.)

Relative to Legends, I continue to play it. It is really a great game! (Hopefully, I will soon have the time to write a letter of appreciation and praise to the authors.) If you haven't tried it out yet, do it; you won't be disappointed. And if you do get into it, one word of advice: Ignore Rocky Ogre. He doesn't know anything about anything. All ~~he can do for you is get you into a lot of trouble. People like him should be run out of~~ town on a rail. (PLEASE don't "pirate" this program. I want to see more like it come out, and if there is nothing in it for the authors, why should they produce more???)

A TI-99/4A COMPATIBLE HAS ARRIVED!!!

Have you heard about the new TI-99/4A compatible? She's here and her name is Geneve. That's right, folks. Like it or not, in spite of its shortcomings, Geneve is it. Geneve is not to be igonored as it is the only 99/4A compatible computer to emerge. Earlier, there was a rumor that TI was bringing out a new TI compatible computer in April. Well, April has come and gone, but there still is no TI compatible computer. Rumors will continue to abound, but Geneve is here. Please support Geneve, its concept, and the company that has "gone out on a limb" to produce and market it. Also, please continue to support the 4A.

I want to make one important thing clear: I do not want to see the demise of the TI community. It is the TI community that Geneve has emerged from. To my way of thinking, the 4A is the mother, and Geneve is the child. As much as I love the child, I have no desire to do away with the mother. Keep those unused machines circulating so that the community will remain strong. We need the TI, and the TI needs us. An old Russian proverb states, "When the two hands wash each other, they both get clean." Cooperation between Geneve and 4A owners is the only way that our community can stay strong.

Well, I guess that it's just about that time again, when Krome Dome Jonz wanders off into the setting sun. Unfortunately, some certain wags have likened my pate to the setting sun. I guess that I just won't ever get any respect around here. Anyway, let's

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TRADING TIMES: ENCLOSED IS A LIST OF ALL MY TEXAS INSTRUMENTS HARDWARE & SOFTWARE ITEMS THAT I AM SELLING. I WOULD APPRECIATE IF YOU WOULD CIRCULATE THIS LIST AMONG THE MEMBERS OF THE CHICAGO USERS GROUP. AT THIS POINT I DO NOT WANT TO SELL INDIVIDUAL ITEMS ON THE LIST. I WOULD PREFER TO SELL EVERYTHING AS A PACKAGE. IF INTERESTED, MAYBE SEVERAL MEMBERS OF YOUR GROUP CAN GO IN TOGETHER ON THIS. ALL EQUIPMENT IS WORKING AND IS IN VERY GOOD CONDITION. I AM ASKING $750.00 FOR EVERYTHING. I CAN BE REACHED BY TELEPHONE DAYS OR EVENINGS. MY DAY NUMBER IS (312)-439-0155, EVENING NUMBER IS (312)-297-0723. IF ANYBODY IS INTERESTED IN LOOKING AT WHAT I HAVE, I LIVE IN THE DES PLAINES AREA. FURTHER DIRECTIONS WILL BE GIVEN BY PHONE. JOE BAGDONAS

BITMAPS by Bob Demeter

OK, here we are with our article on reading and understanding sector information. Did everyone try initializing different disks and reading them? Did you try adding files to see what happens to the different sectors? I guarantee you, you can only learn by playing. Make yourself a disk just for experimenting with. Add and subtract files to see what happens. Record all changes. I have been playing with sector editors off and on for about 3 years now. It's really fascinating to watch things change. It's even nicer when you can figure out what's going on and can make your own changes or fixes. Being able to retrieve lost files is especially nice. Especially in the case of my friend. 71 sectors is over 18K of disk space. That's about 20%. It represents a lot of typing. I'm sure you can imagine how they felt when all that work just disappeared.

OK, last month we discussed sector 0 and 1 a little. We had our disk initialized but blank. It might be a good idea to set up a disk as in the example last month. Then sit next to your computer with a sector editor loaded in. I would suggest having a disk manager near by too. We will be adding files to our disk. OK, all set?

One special note. Last month the sample sector didn't come out in the newsletter as I had it typed in my article. I talked to Carole and will try to add format commands as she described. Sorry if it made the article hard to understand.

A normally formatted disk for TI sets aside the first 34 sectors for disk information and file pointers. These are sectors 0 to 33 or >0 to >21. Remember > stands for hex. Sectors >02 to >21 are called File Directories. Sectors >22 on are where the files are stored. Files are stored sequentially starting at >22. There's one nice thing about knowing this. If you want to work on a particular file, you can copy it to a freshly formatted disk. Now you won't have to search the disk for it. The file will automatically be at sector >22. Also, you will notice I said a normally formatted disk. This is because some programs format disks their own way. The original PR-Base was one of these. The data disk was set up to use all available sectors including 0 and 1. Also, some protection schemes are set up to not update sector 1 and/or not fully format all sectors on the disk.

OK, let's get back to storing files. As I stated earlier, all files are stored sequentially. Every time a new file is saved to disk, sector 0 is checked to see what is available. If sectors >22 to >30 are used, the next file gets saved at >31. Even if only 3 bytes on sector >30 are used, the next file goes to >31. This is because of the info we received from sector 0. The byte that represents sector >30 was set at 1 for used. Sector 0 has no way of telling how many bytes were used in sector >30. The BitMap said >31 was free so the file went there. OK, now let's say we have file 1 stored from sectors >22 to >30. File 2 got stored from >31 to >32 and File 3 from >33 to >45. We now come along and decide to delete file 2. No problem. The Directory Link Map (sector 1) erases the File Directory for file 2 and sector 0

is updated. Sector 0 now says that sectors >31 and >32 are unused. Now we have a disk with sectors >22 to >30 and >33 to >45 used. Say we copy another file. This file is 6 sectors long not counting the File Directory. (Explained later). We read the BitMap and find the first available sector is >31. The next available sector is >32. But the next available sector after that doesn't occur until sector >46. What happens? We write the first 2 sectors of our 6 sector file to >31 and >32. The last 4 sectors go to >46 to >49. We now have what is known as a Fractured file. The entire file is not stored sequentially. Following these types of files while editing can be difficult. Not totally impossible but difficult. The best way to stay away from fractured files is to copy all your files to another disk. Not with a sector or track copier either. You must use a file by file copy program. This way each file is copied one after the other and sequentially.

Ok, now let's talk about File Directories. Remember I said earlier we had a file that was 6 sectors not counting the File Directory? This file would show up on a disk manager as 7 sectors. The F.D. takes up 1 sector. Every file on your disk normally has a file directory. This directory tells the controller everything it needs to know to locate and execute your file. The information contained in file directories is as follows:

1 - FILENAME - bytes 00 to 09
2 - File Format and Protection - byte 0C
3 - Number of Records per sector - byte 0D
4 - Number of sectors in file - bytes 0E and 0F
5 - Number of bytes used in last sector of file - byte 10
6 - Max # of bytes per record - byte 11
7 - Number of sectors used for the file - 12 and 13
8 - File Locator - 1C to 1F (more may be used if file has multiple fractures)

All this doesn't seem to mean anything just yet. But it will. Let's take a closer look at some of the bytes.

Bytes 00 thru 09 are pretty straight forward. They are hex values that translate into ASCII to spell out the file's name. Byte 0C remember is also a hex #. It can be converted to a binary number. This binary # can be from 0000 0000 to 1111 1111. Each one of these 8 bits whether turned on or not means something. If we count the bits from right to left, we have 0 - 7. Here is what each bit stands for:

Bit 0 - On = program file. Off = data file.
Bit 1 - On = internal format. Off = display format.
Bit 2 - Not used.
Bit 3 - On = file write protected. Off = not protected.
Bits 4 - 6 are not used.
Bit 7 - On = variable length record. Off = fixed length record.

An example would be if byte 0C = >80. This would convert to binary 1000 0000. Bit 0 tells us the file is data. Bit 1 says it a display file. Bit 3 tells us it's not a protected file. Finally Bit 7 says it's a variable file. So, we know this is an unprotected D/V file. If we used a disk manager and protected our file, it would look like this 1000 1000 (>88). What would you have if byte >0C read >01 or >8A?

Let's take a look. >01 converts to binary 0000 0001. Don't let bit 7 throw you. This is a program file. Now, how about >8A ? Do the same thing. Convert it to binary. >8A = 1000 1010. Bit 0 says data file.

Bit 1 says internal. Bit 3 says protected. Bit 7 says variable. What we have here is a write protected I/V data file.

OK, now let's move on to try and understand what the other bytes in a file directory stand for. The information provided above is a good guideline. But, it changes for different file formats. Byte 0D, the Number of records per sector indicator is for data files only. But, for fixed length records, it is the actual # of complete records in each sector. For a variable length record, this # is always 1.
Bytes 0E and 0F - # of sector in the file. This # is always 1 less then the file size indicated by a disk manager. This is a actual size of the file minus the file directory.
Byte 10 - # of bytes in last sector of file. This byte is used by program files and by data files with variable record length.
Byte 11 - Max # of bytes allowed in a record. This is used by all data files.
Byte 12 - For variable length data files, this byte tells the lower order of sectors used for a file. Example.. Given the number >0A. A would be the lower order number. If this were a fixed length data file, byte 12 would indicate the lower order number of records in the file.
Byte 13 - This byte gives us the same info as does byte 12. The difference is that it indicates a higher order number. Neither byte 12 nor 13 are used by program files.
Byte 1C to 1F - Tells us the starting sector in hex of each file. It also indicates the offset or length of the file.

With this info in mind, let's look at a sample file directory sector.

```
4C4F 4144 2020 2020 2020 0000 0100 0006
1700 0000 0000 0000 0000 0000 2250 0000
```

Take your time and figure it out. I'm sure you'll get it all. The only thing that my be a bit confusing is byte 1D. This is the files offset size. It is 1 less the byte 0F. The reason being is that we start at >22 and offset by 5. this gives us 6 sectors. Take one last look then we'll discuss the sector.

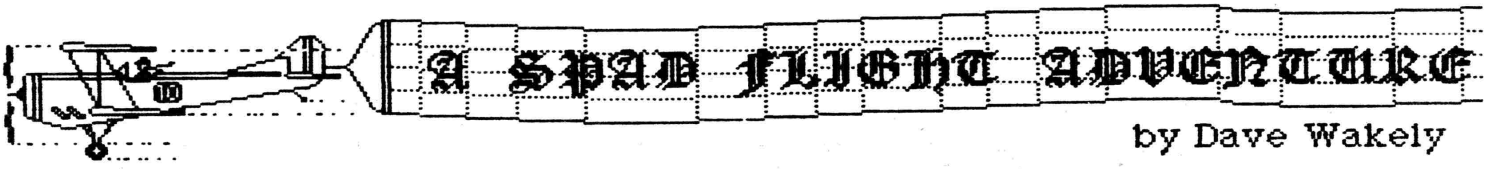
OK, as you know bytes 00 to 09 spell out the filename. Our program is called LOAD. Looking at byte 0C we have >01. Remember, converted to binary, this is 0000 0001. That's an unprotected program file. Byte 0D is not used because it's for data files only. Byte 0E and 0F read >0006. This is the actual # of sectors used by the file. So, LOAD is really 6 sectors long although it will show up as 7 with a disk manager. Byte >10 reads >17. This is the number of bytes used in the last sector. As you can see our last sector only has 23 bytes out of 256 used. Bytes >11 >12 and >13 are used by data files only. Byte >1C tells us our program start at sector >22. Byte 1D tells us our program occupies the next 5 sectors sequentially.

Time is beginning to run short and this article is beginning to run long. I'll take time to give you 1 more example. The Super Summer Issue should contain the 3rd and final article on bitmaps and sector reading. Here's our sample.

```
5341 4D50 4C45 2020 2020 0000 0803 000A
0050 1E00 0000 0000 0000 0000 3090 0000
```

It was simple math that told me >30 plus 9 equaled >39.

Now it's time to wrap things up. I'm already late. I hope I have provided you with enough info within the last 2 articles to get you going. It was nice to get a few questions asked at the last meeting. At least I know someone is reading and there are some interested parties. I'll have a 3rd article ready for the Super Summer Issue. In it I'll discuss finding fractured files, repairing blown sectors 0 and 1 and how I was able to repair the file directory to get my friend's mail list back. If anyone has a question they'd like to ask over the summer months, feel free to drop me a line at my P.O. Box. If it's possible to call or write you I will. Otherwise, the response will be published in the Super Summer Issue. Till then, I hope I have written something worth reading and maybe have helped someone out. Comments are always welcomed. Have a good summer everyone.



by Dave Wakely

Spadventure #6: No Man's Land

Fancy loops and tours of the countryside are pleasant, but there isn't time to enjoy such things when there's a war on. From up in our cockpit above the ground it's sometimes hard to see anything going on down there, yet that's where the action was in WWI and where over 10 million died. A good number of them died in the trenches, and that's where we are headed today.

The flying instructions in this Spadventure will be somewhat less than in previous flights, as by now you should be quite familiar with the handling characteristics of the plane. This will also allow us to spend more time on the "action". As usual, I will try to fill in some of the "spaces" in the trip with some background info. Feel free to take off now, and read along as we fly. Mark 2 version flyers should use the "M" key to pause if the action starts getting ahead of the instructions, then use the "5" key to proceed.

Taking off from the home airfield, after checking out the plane, head up at full throttle to 500 feet, then execute a 90 degree right turn, such that you are headed straight east. Continue on this heading all the way up to 2,000 feet. When you reach this altitude, power down four clicks to 800 RPM, whereupon you will be in level flight. Just after the turn you should still be able to see the field over your right wing, and then behind you. Eventually it will shrink and disappear, and ahead of you is nothing. Maintain your heading and within a few minutes a double yellow line will pop up right in front of you. These are the trenches. Until we get there, here's a little background, but keep checking your altimeter and don't forget to level off at 2,000 when you get there.

When the initial German attack stalled, the Allies had time to set up a defensive perimeter, stopping the advance completely. By digging a trench deep enough for a man to stand in, he was protected from fire and could fire back over the top. The reason this worked had to do

with the armaments available at the time. Most of the fighting was done with rifles handled by the individual soldier. There was artillery which could lob a shell quite some distance, but there was little or no sophisticated guidance system. Basic ballistics determined where a shell would go. Air power was of course limited to the type of plane we are flying. No long range bombers, no napalm, no rockets, no air-to-surface missles. What tanks were available were crude and easily disabled. The trenches were a reasonable defense for the technology available then, and one of the primary reasons for the long stalemate. In a sense, the defense was better than the offense. One reason there were no trench lines in World War II was because a column of armormed tanks could punch through such a line in short order. Today a soldier in a trench would be a sitting duck. Back in WWI, it offered protection. I am assuming I don't have to tell you that they didn't refer to it as "World War I" back then, since they didn't know there was going to be a sequel. It was variously referred to as the "Great War", or more laughably as "The War to End All Wars".

Both forces eventually dug extensive trenches, with mess halls, command posts, and even tunnels where ammunition was often stored. So hard was it to dislodge a section of trench that sometimes the front did not move for months or years. Soldiers sent "to the front" ended up defending a section of trench. Attempts at an "end run" around a trench resulted in many miles being built. Disease and infection were common, and "trench foot" came about from their tendency to collect standing water. If you could serve anywhere else, like in a rickety airplane, you took it.

The area between the trenches was loaded with barbed wire and mines, and was nearly impossible to cross. To venture into it was to draw massive fire, so few tried, sometimes even when ordered to do so. The saying "no man's land" came from this area, unless you happened to be in an airplane, like we are right now.

The yellow trench lines should be in sight about now, or they will be shortly. Fly over the nearest one and when you are about centered over the area, turn straight north by executing a 90 degree left turn. Now let's continue observing some. You should find, if you are flying Spad XIII, Version 2, that a perspective line just about splits the trench area. The yellow lines jog left and right, but pretty much stay centered on this line. You can jog with the trenches or just fly down the middle, there is plenty of room. In actuality, the trenches varied in width, with the opposing forces sometimes no more than a few dozen yards apart, sometimes all of a mile or more.

As we head north, check behind you with the "4" key as well as looking ahead by taking off your instrument view. We should be fairly safe up here at 2,000 feet. You will find that occasionally it appears that we have run out of trenches, despite the manual's claim that they extend "infinitely north-south". However, rather suddenly a new section will "pop" into view up ahead. This is apparently because the stylized graphics in Spad XIII do not extend all the way to the horizon, but are drawn in as needed.

And what can we see from up here? Not too much, really. You will have to use your imagination to "see" the Allied trenches represented by the western yellow line, opposed by the Central Powers (Germany, Austria, Hungary, Turkey, among others) in their trenches along the eastern

yellow line. Occasionally, pilots from both sides would strafe the opposing trenches, causing the foot soldiers to scramble for cover. Mostly this was a waste of time and could get you shot down. The real target was other planes, and at rare times a supply column a pilot might happen upon. However, you can also check to your right. Recall that the east is enemy (German held) territory and that the manual notes that the trenches are backed up by a series of aerial observation balloons which are lined up behind the front. If you look over your right wing you should be able to make out some of them in the distance. From where we intersected the front, we are at about the midpoint of the balloon line. At a distance, however, they will initially appear as only dots on the landscape or horizon. You may be fooled into thinking that you have spotted the enemy airfield, but most likely you are looking at a balloon.

When you have spotted something out there to the right, bank toward it and keep your eyes on it. In short order, because they aren't very far from the trench, it will suddenly "expand" into what the Spad authors evidently believe is the distinctive shape of a hot air balloon. This is what I initially expected, but instead they look to me like alien spacecraft, with rather odd shapes. Maybe they are, and in the confusion that was World War I, no one noticed that we had been invaded. On the other hand, they probably surveyed the scene and determined that we were savages.

Our current altitude is a little above the average of the balloons, but you will probably have to adjust your height up or down for the particular one you chose. Put on full power, fly straight at it and open fire. If you were close enough it will "burst" into flame and head down. You will know you have hit it when you spot the white "smoke trail" it emits all the way down to the ground (enemy planes you hit do the same thing).

What you will also see are explosions all around you. This is "flak", which can destroy your aircraft, and you. Both sides during the war could lob shells upwards with fuses which could be set by ground crews to detonate at a set altitude. For the armaments available at the time, this was reasonably clever stuff. They weren't exactly "smart bombs", but planes could definitely be knocked down by them. The American flyers referred to them as "Archie". On the other hand, your random chances of being destroyed by one seem to be small. The manual suggests diving at the balloons, which are surrounded by Archie batteries, but you will find that you can fly through it unscathed most of the time. Unfortunately, the authors of Spad XIII didn't include the sound of the explosions.

When you have downed your balloon, bank back west to the trenches, climbing or dropping to 2,000 feet and level flight, and observing the smoke trail behind you. Alternately, and at your own discretion, you can continue north from here instead, and you will encounter the remaining balloons in the line, which you can shoot, but also subjecting yourself to continuous flak. If you headed back to safety, when you are again between the lines, head north again, along that perspective line. Eventually you will see no more balloons to your right, only the endless stretch of the trenches. When your gas tank gauge reads less than half full, it is time to head home.

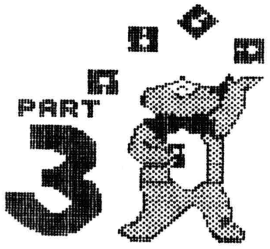
Bank directly southwest. We will have flown a triangle from the home

field to the trenches, then north along the front, then back home again. And here you may discover another unintended "navigational aid" in Spad XIII. Whenever you are in what the manual refers to as the "Combat Area" it seems that there is a German observation plane nearby. When one of these Albatross two-seaters disappears, it is usually only a very short time until another shows up, almost taunting you to come after it.

The relatively small combat area, however, is surrounded by the much larger "Operational Area", and I have never seen an observation plane outside the combat zone. On several lengthy trips I have been able to confirm that I have reached the combat area by sighting an observation plane. Check around, this is a good use of the "pan" option in the Mark 2 version. If you don't see any of the Albatrosses, chances are you are north of the combat zone. As you keep going, soon enough you will spot one doing lazy circles as it tries to determine Allied troop deployment and supply lines. Don't bother them, and, unless they are right next to you, they won't bother you.

With luck you will eventually come right up on the home field, but this is going to take a while. Keep looking over your left and right wings for it, as well as straight ahead. Recall that it is just west of a perspective line. In the meantime, as we cruise through the war-devastated French countryside, my thoughts keep going back to that interview with Gene Harter of Not-Polyoptics, specifically, his answer to that question about "undocumented" graphics in Spad XIII ("None that I am at liberty to disclose"). Hmmm. Is there something out here we haven't seen yet? Someday am I going to look down there and spot General "Black Jack" Pershing, commander of the American Expeditionary Force, galloping across the fields on his horse?

This should make for some interesting explorations this summer. And just how long will this series continue? (Hint: When did WWI end, and what was that day called?) So, until the Super Summer issue of the Chicago TImes, keep your eyes peeled, and watch out for the Archie.



HIGH RES GRAPHICS AND THE 99/4A

by Anne Dhein

Support for Drawing Packages

Section 2: Utilities and Other Kinds of Support

Have you ever had the urge to make a drawing larger or smaller? Rotate, stretch or flip it? Print it out in just a certain way? But it is seemingly impossible because the drawing package you are using doesn't have that feature. Maybe it isn't so impossible after all. Picture files from the major paint programs can be converted from one program type to another and back again so easily that the features from two or more drawing packages can actually be employed in the creation of one picture. Many utilities and short routines are also available that expand the capabilities of the original paint program by adding just one or two additional features. Artist Enlarger, programmed by Howard Uman and distributed by Asgard Software is an example. The program allows instances or fonts to be enlarged or reduced in size. They can also be stretched or squeezed to a size that is right for a particular application.

Graphics Expander, authored by J.Peter Hoddie for Genial Computerware, is similar to the Enlarger, but will also accept CSGD fonts and graphics as well as TI Artist fonts and instances. It enlarges and stretches only; no reduction. However, fonts can be rotated so that the letters run up and down the page instead of across. Graphics can also be mirrored, rotated or inverted within the program.

A search through back issues of MICROpendium Magazine will turn up many interesting graphics routines. ROTATE, by Steven Johnson in the July, 1987 issue will rotate an instance in 90 degree increments. Going through back issues of club newsletters can also turn up short routines and other worthwhile information on graphics.

High Res Screen Graphics

Many programs and routines are available which allow picture files to be viewed on a monitor without having to go through the paint program at all. Graphx Slide Show from Asgard is one, and Display Master from Inscebot Software is another. Both of these are full-fledged, user friendly programs that give the user control of slide order and timing. A fairware program that presents a slideshow of a much more experimental nature is TASS (Tri Artist Slide Show) 2001, authored by Gary Bowser. TI Artist, Graphx and Draw-A-Bit II files can be shown in any order, and can be flipped, mirrored and zoomed. TASS 2001 allows some very specialized control, such as using the clock from CorComp's Triple Tech Card. The instructions are well done, and promise even more options in future upgrades.

The public domain program MAX-RLE by Travis Watford allows the viewing of any RLE file. Now there is also REVERSE RLE - another fairware program by Stephen Tuorto (who also gave us XBasic Graphic Connection). Reverse RLE inverts the dark parts of a picture to light, and the white parts to black. The inverted picture can be saved to disk or printed with an Epson compatible printer. Since many of the RLE files are very dark, this saves a lot of printer ink, as well as giving the picture a new look. On the same disk with Reverse RLE is a routine called SHOWGX which will catalog any disk and display the Graphx files found. SHOWGX works from Basic with the Editor/Assembler module. On Steve's XBasic Graphic Connection disk is a program called SHOWDATA which will allow CSGD files saved to merge format to be viewed in Extended Basic.

Hard Copy

There are many utilities around, like Reverse RLE above, that allow files to be printed in a special manner. PRINTGX, from the XBGC disk, is a short program which will print the D/V 128 files that CSGD graphics use, as well as specially prepared Graphx clipart. Although Steve's instructions don't say so, the program will also print instances that have been prepared in the same way - that is, printed to a disk instead of to a printer through the Save Instance option of the TI Artist program. The resulting D/V 128 file can then be used with PRINTGX. Think of the possibilities! An Extended Basic programmer could call this assembly routine from his own program to create text with graphics, for example.

Special screen dumps include one on the TASS disk which will do a color screen dump of the display to a color printer like the CANNON PJ-1080A or Radio Shack CGP-220 (26-1268) printers. The October '87 MICROpendium carries a program that will print an instance in double- or quad-density that is perfectly proportioned. The routine comes from the Western New York 99ers and was created by Bob Coffey to fill their need for camera ready artwork. A.J. Kiddoo of Winona Lake, Indiana,

has released ARTIST+GRAPHX, a program which allows placement of graphics and text exactly where the user wants. While not a screen dump (the printing is done through TI Artist) the program nevertheless fills a specific printing need.

Have you ever wished you could print graphics through the TI-Writer? The graphics you create through your favorite paint program can be combined with text files and printed through the TI Writer formatter after the Artist Conversion program from Trio+ Software has converted your instance into a TI-Writer transliterate file. With this program, which was authored by Barb Berg, graphics can be positioned anywhere on the page, or two instances can be merged into one file. The graphics headers for this article were created using this merging capability. Normally, one full graphics screen equals the width of forty columns of print. When two instances are merged together with Artist Conversion, the graphics can extend across the entire page. The program will also convert any one-character-high font in the TI Artist format for use within the TI Writer formatter. CONVERT, a short, public domain routine written by David Dhein and added to by Paul Berg was the forerunner of Artist Conversion. CONVERT will allow the mixing of text and graphics even on the same line in TI Writer files, but has no merging capability; nor does it allow the converting of fonts. CONVERT has been upgraded recently so that it will also prepare instances for use through the TI Writer editor as well as the formatter.

Specialized printer usage also includes mailing labels with customized graphics. Designer Labels, from Nameloc Software, and also sold through Texaments, allows the transferring of TI Artist fonts and graphics to several sizes of labels or index cards, or to letterheads where the graphics can be positioned as desired. Graphics Lister, also from Namelock, allows the creation and printing out of a mail list using instances. All or part of a list can be printed - on mailing labels, index cards, or on a full 8 1/2 X 11" page. Graphics Labeler, by Steven McWatty, is another very good mailing label program. This fairware offering from Canada uses CSGD graphics for the labels.

A fairware program called Print It by Roger Merritt will not only print different sized graphic labels but will make banners as well. This program is unique in that it is not related to the high resolution paint packages. Instead, it accomplishes the same purpose (that is, printer graphics) by using John E. Taylor's beloved Sprite Builder program as the vehicle for designing fonts and graphics out of Extended Basic. Roger now has a companion program for Print It, called Picture It, that is designed for use with TI Artist instances. The banner program is included on this disk, along with a routine to convert instances to be used in the banners. The program also converts instances so that they can be used on the screen in either sprite or character mode. The package also converts instances to be used through the TI Writer formatter. A catalog routine on the disk sorts the files according to type, much as the TI Artist program does.

Stand-Alone Support

Business graph programs for 99/4A users, like the earlier banner programs, have usually come as stand-alone packages. An exception was Quality 99 Software's Chart Maker, originally a companion package for Draw 'N Plot. It has now been upgraded to a stand-alone program called Chart Maker II, with files still compatible with Draw 'N Plot.

Other stand-alone programs include the Banner and Business Graphs programs from Great Lakes Software. Each has files compatible with Joy Paint. Great Lake's newest program is Certificate 99. It is especially designed for creating certificates, awards, diplomas, licenses and so on. The package even includes parchment paper and gold foil seals to get you started. But the program, with its six text fonts in two sizes, and twelve different borders, not to mention some predesigned graphics, can also be used to easily create full page flyers or posters which run across the page rather than up and down. Version 2.0 of the program is compatible with Joy Paint, which gives the program even greater flexibility.

One last program might be mentioned here - Mike McCann's Business Graphs 99. Although this stand-alone isn't compatible with any drawing programs, Mike wrote a routine that would change the file structure of the finished graph to a D/V 80 file that could be loaded into the TI Writer, combined with text, and printed. The routine was modified by Jack Coleman and published in the September, 1986, issue of MICROpendium magazine. Anyone who has a use for business graphs would do well to look into this program.

Although the 99/4A's graph packages must still be bought as stand-alones, most of the newer software, like Print It, includes banner making as part of an integrated package. The CSGD series includes a banner program in CSGD II. Font Writer II from Asgard, and Print Wizard from Trio+ also include the ability to make banners, although the making of banners is not the primary function of any of these packages. Rather, these are examples of a newer type of software that tries to meet many different printing needs within one system which consists of several programs with a common menu. The 99/4A user has started referring to packages of this nature as "Desktop Publishing." These multi-purpose printing programs will be looked at more closely in section four.

By now it should be quite apparent that as a tool, the paint program serves two distinct applications well - those uses involving the presentation of graphics on the screen, and those where the ultimate goal is the finished page that a printer produces. An overview has been given here of programs and routines that are available to do both jobs. Section three will concentrate on some examples of how a 99/4A user might expect to integrate the graphics he has created into his own programs, or into a useful presentation using software designed for that purpose.

Dear Group

I was able to pick up an extra '99 (with PEB, which I didn't have) and am stuck with an armload of manuals which I don't need.

You might know someone who picked up a '99 without manuals who might want some of these. Cost will be postage only.

User's Reference Guide (2) by T.I.
Beginner's Basic (2) by T.I.
Programming Basic (2) by Herbert D. Peckham
T.I. Extended Basic by T.I.
T.I. Home Computer Graphics Programs by Len Turner
101 Programming Tips and Tricks by Len Turner
Terminal Emulator II by T.I.

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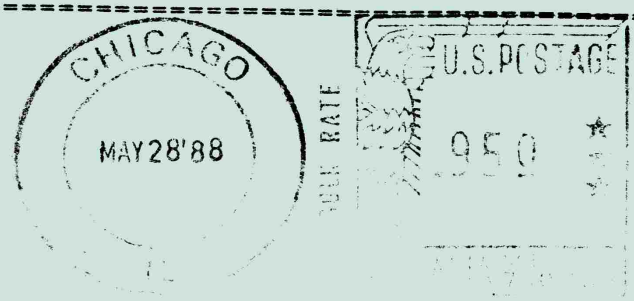

REMarks:

Don't forget that this is the last meeting before our summer break. This also means you will not get another newsletter until the Super Summer Issue comes out around the end of August or the beginning of September. Please start submitting articles for the summer issue so that we can make it one of the best yet.

You will notice that some of the regular contributors do not have articles appearing in this issue. Some of our contributors live in the area that is served by the division of Ma Bell that was enflamed a week ago. Many of our columnists submit via the BBS and if their phones are inoperable, they cannot contribute. Hopefully the problem will be fixed before deadline of the Super Summer Issue the 15th of August but where the phone company is concerned, you just never know for sure.

Also, this next meeting will be a little harder to find but definitely worth seeking out. Our annual group auction will be held in the Community room of the Brickyard Mall Shopping Center. This is the meeting where you can pick up some real treasures, before, during and after the meeting. See you there.