

Spirit of 99



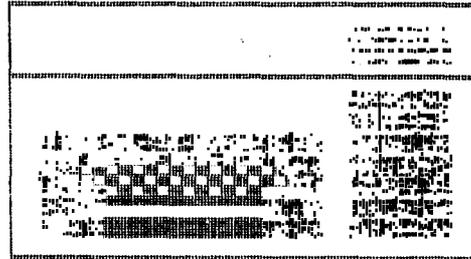
THE OFFICIAL NEWSLETTER OF THE CENTRAL OHIO NINETY-NINERS INC.

PUBLISHED MONTHLY IN COLUMBUS OHIO

VOL 2 NO 5 MAY 1984

\$1.00

CENTRAL OHIO



NINETY-NINERS INC

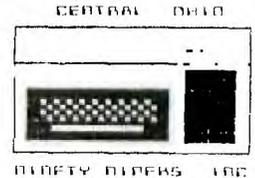
TALKING BACK TO YOUR 99

WHICH
WORDPROCESSOR IS
WRITE

Spirit of 99

THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS

VOLUME 2 NUMBER 5
MAY 1984 \$1.00



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bus Ohio 43212, USA.
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Spirit of 99 is pub-
lished monthly for
Central Ohio Ninety-
Niners Inc. by C.O.
N.N.I. members and
is the official news
letter of C.O.N.N.I.
USER GROUP.

Editorial, Adver-
tising and subscript-
tion address is 1456
Grandview Avenue,
Columbus Ohio, 43212.

Subscription rate
(USA) \$13.00/1 year
(12 Issues), \$24.00/2
years (24 Issues).
Foreign Add \$5.00 per
year. Third class pos-
tage paid at Columbus
Ohio.

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and have paid a year-
ly membership fee of
\$15.00 and whose main
objective is the ex-
change of Educational
and Scientific inf-
ormation for the pur-
pose of computer lit-
eracy.

C.O.N.N.I. meetings
are held on the Sec-
ond Saturday of each
month at the Martin
Janis Senior Center
on East Eleventh Ave-
nue at the Ohio State
fairgrounds.

Meeting time is at
9:AM, Meetings are
open to the public.

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FROM THE PRESIDENT..



First I wish to thank Jim Peterson for an excellent demonstration at our April meeting, especially on such short notice.

The plea for help on committees was very successful with 35 names logged on the sign-up sheets for committees. Thanks to all who volunteered!

The suggestion box went well considering it's newness and despite the young man who crashed my program before I saved the data to disk!... SIGH!

Most suggestions made were regarding meetings and the library. Some of the suggestions made: "have 2 library lines for faster service" ... "provide library categories by type ie games, music, programming aids, etc. ... "have 2 meetings a month..." "make library available between meetings".

Since the question comes up frequently, here is the address and phone of the TI exchange center:

in Dayton: TEXAS
INSTRUMENTS EXCH CTR
4124 LINDEN AVE.,

DAYTON, OH 45432
(513)258-3163

in Cleveland:
23412 COMMERCE PARK
RD. BEACHWOOD, OH
44122 (216)464-4288

The best advice I can give you is to call the service center first and make arrangements for service to your equipment.

For those of you who missed the April meeting you should know that we elected as Trustees: Roger Wills, Paul Powers, and Dale Smith. These three individuals will serve as trustees until our next annual meeting in March, 1985. We congratulate them on their election, and wish them success.

We also announced that the club has an official budget operating on a projected annual income of \$5622.00. Additionally, the officers approved the purchase of: 1 PRINTER, 1 RS232, 1 MODEM, AND 1 TI-WRITER WORD PROCESSOR. These items benefit the processing of our newsletter, and are intended for use by the committees in performing their duties.

After newsletter expenses, purchase of equipment, and a 3 month reserve, we have a projected \$1275.00 for allocation to committees and officers expenses. I hope that this will encourage all of you to join a committee

and help us spend this money on worthwhile club activities!

I shall be looking forward to seeing you at our May meeting on the 12th!

Sam Morabito,
President

MAY MEETING AGENDA

8:30

DOORS OPEN-MEMBERS

9:00

DOORS OPEN-PUBLIC
LIBRARY RETURNS

10:00

MONTHLY MEETING
MEMBER ANNOUNCEMENTS
PROGRAM-

10:30

BEGINNERS BASIC GROUP
ASSEMBLY GROUP
LIBRARY WITHDRAWALS
GAMES GROUP MEETS
NEWSLETTER COMMITTEE
OPEN DEMONSTRATIONS

12:00

END OF MEETING

Editors note:

T.D. Bell is vacationing on the Riveria, sends his greetings and will return to an overwhelming pile of mail. All subjects will be discussed in future articles.

Parents Note:

Applications are now being taken for childrens classes in basic, (ages 6-13). Cost will be approximately \$10.00 per two hour lesson,

When they are finished they will understand and write basic programs. Write c/o this newsletter to KinderTech for details.

TENDERFOOT BASIC

BY NIRAJ N. SHAH

This month I am going to explain arrays to you. An array is a way to group data in a way that allows easy manipulation in a program. The

simplest array is the one-dimensional array, a list. Each variable in the list is called an element (item). Before you begin using an array in a program you must tell the computer how long the list is. This is called dimensioning the array. The way to do this is:

```
100 DIM NAME$(15)
```

As you can see from the above example the variable name of the array is NAME\$ and its length or dimension is declared to be 15 names long. Thus, if you try to add more than 15 names to the array called NAME\$ then the computer will generate an error message. Actually, you can have 16 names in the array called NAME\$ but I will not explain it other than to tell you to refer to the OPTION BASE statement in the TI Manual.

Once you have told the computer how long the array will be you can start manipulating the array. Lets say that you wanted all the names of the people on your street to be kept inside the NAME\$ array. Remember that you cannot have more than 15 names! Here is how you would do that.

```
110 FOR I=1 TO 15
120 PRINT "NAME$(;I;)" ;
130 INPUT "?":NAME$(I)
140 NEXT I
```

Lines 110-140 consist of a FOR-NEXT loop and an INPUT statement that sequentially

adds the names of your neighbors to the NAME\$ array. To understand this better try to remember who was the fifth person that you added to the NAME\$ array. Then type in this and run it.

```
150 PRINT NAME$(5)
```

Line 150 will print the fifth member or item in the list called NAME\$. Was it not the same person that you had originally entered?! But you may say that you could have done the same thing by implementing the following program.

```
100 INPUT "NAME_1=":NAME1$
110 INPUT "NAME_2=":NAME2$
120 INPUT "NAME_3=":NAME3$
130 INPUT "NAME_4=":NAME4$
140 INPUT "NAME_5=":NAME5$
150 INPUT "NAME_6=":NAME6$
160 INPUT "NAME_7=":NAME7$
170 INPUT "NAME_8=":NAME8$
      :
      :
200 INPUT "NAME_15=":NAME15$
```

I agree that both of the programs achieve the same objective. But the second program is much longer and takes up too much of my time typing it and also wastes memory. The first program is much more efficient and it allows me to manipulate my NAME\$ array in many ways. If I wanted to sort the names in alphabetical or reverse alphabetical order I could easily do so if the names were originally in an array. All I have to do is to sequentially go through the array and compare the first item with the second item then the second with the third item and so on.

Now that you have your neighbors' names why not also get their addresses and telephone numbers? How would

CONTINUED

you do this? Easy! Just make up more arrays called ADDRESS\$ and PHONE\$. But remember that you have to dimension these new arrays to tell the computer how much memory space to reserve for those arrays. Thus the revised program would look like this:

```
100 DIM NAME$(15),ADDRESS$(15),PHONE$(15)
110 FOR I=1 TO 15
120 PRINT "NAME(";I;")";
130 INPUT "?":NAME$(I)
140 PRINT "ADDRESS(";I;")";
150 INPUT "?":ADDRESS$(I)
160 PRINT "PHONE(";I;")";
170 INPUT "?":PHONE$(I)
180 NEXT I
190 INPUT "DO YOU WANT TO VERIFY (Y/N)":REPLY$
200 IF REPLY$="Y" THEN 210 ELSE 300
210 INPUT "WHICH ONE TO CHECK? ":CHECK
220 PRINT "NAME = ";NAME$(CHECK)::"ADDRESS = ";ADDRESS$(CHECK)::"PHONE = ";PHONE$(CHECK)
230 INPUT "IS THIS CORRECT? (Y/N) ":REPLY$
240 IF REPLY$="N" THEN 250 ELSE 300
250 INPUT "NEW NAME=":NAME$(CHECK)
260 INPUT "NEW ADDRESS=":ADDRESS$(CHECK)
270 INPUT "NEW PHONE=":PHONE$(CHECK)
280 INPUT "WANT TO CHANGE IT AGAIN (Y/N)":REPLY$
290 IF REPLY$="Y" THEN 210
300 END
```

The above program is similar to the first program except that it also has the capability to change the Name, Address or the phone number. Lines 190-290 enable you to change any or all of the neighbor's information.

Line 210 is the one that asks you to specify which neighbor's data that you desire to change. Whatever number you give is assigned to the variable,

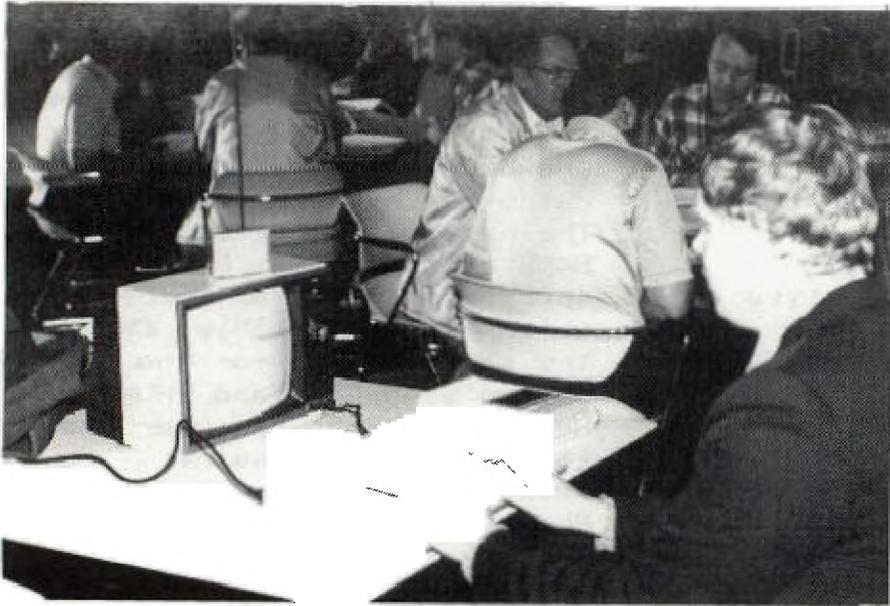
CHECK. Then Line 220 prints the offending neighbor. Please look at this line closely to see how I picked out one item out of each of the three lists. The name was selected from the NAME array or list by specifying the item number which is the variable, CHECK. The same is done for the person's ADDRESS and PHONE. Here is how the computer goes through the process of selecting the Name, Address and Phone number of the neighbor:

- 1) CHECK=5
- 2) His name=NAME(CHECK)
 =NAME(5)
- 3) His address=ADDRESS(CHECK)
 =ADDRESS(5)
- 4) His phone=PHONE(CHECK)
 =PHONE(5)

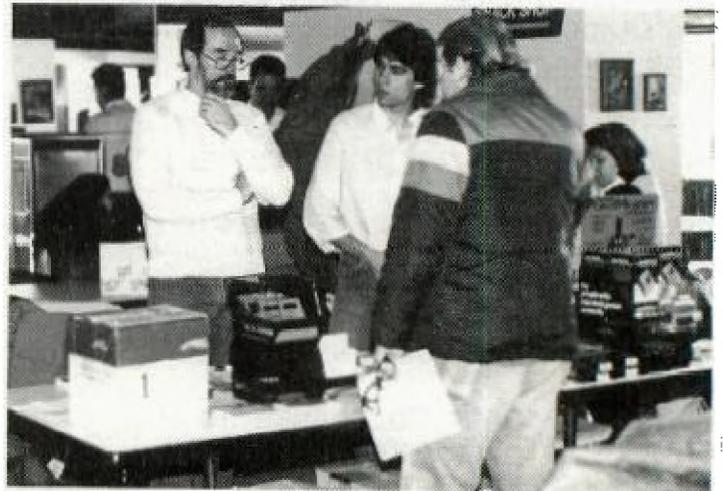
Part (1) assigns a value to the variable, CHECK, which is 5. This is accomplished in Line 210 of the program. Parts (2)-(4) are done in Line 220 of the program. Thus, with the above program you can create an address book! You can add the additional program code to enable the user to add more names, delete a name, sort the names and save the names on a cassette tape. But if you really want such a program then check one out from the club library and revise it to your specific needs.

Now lets discuss two-dimension arrays. Oops! My editor tells me that I am out of space! It seems that my last article took up four pages which took quite a bite out of the newsletter's budget! I will continue this topic on two-dimension arrays next month. Until then keep on experimenting!

□



At the last meeting the F.B.I. was asking about this person!



You want me to learn ?
Stop telling me the prices!

```

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*           *             *
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COMPANION VS. TI-WRITER

By Niraj N. Shah

This is a review /comparison of two word processors named COMPANION and TI-WRITER. COMPANION was developed by Intelpro and TI-WRITER by Texas Instruments. The thing that makes the COMPANION unique from most word processors is that a lot of it is written in Assembly Language. The only part that is written in Basic is the system monitor for COMPANION. TI-WRITER is written entirely in Assembly Language. COMPANION is available only in a Disk form and TI-WRITER is available in a module and disk form. The COMPANION is available for \$79.95 (U.S.A.) at this address:

INTELPRO
5825 BAILLARGEON STREET
BROSSARD, QUEBEC, CANADA
J4Z 1T1

The COMPANION is the only word processor on the market can be compared to TI-WRITER (that I know of). Keep in mind that each has its advantages and disadvantages. I will try to point out the differences between the two word processors in an objective manner.

Obviously, the main difference and the most important is that COMPANION has an 40 column editor where TI-WRITER has a variable column (maximum of 80 columns) editor. If you need to see how the text

is going to look on the paper prior to printing then you should choose TI-WRITER as your word processor. The second major difference between the two is that COMPANION has to be loaded into memory only once, no swapping of disks! TI-WRITER forces you to swap disks (for one disk drive systems) if you desire to use Text Formatter. But remember because of this second major difference TI-WRITER is capable of handling more text than is the COMPANION. The third major difference between the two is how they print out the text onto a printer and what options they provide. COMPANION does NOT provide a right justify command where the TI-WRITER has that command. Intelpro has stated in their documentation that right justification is in being worked on in their R/D department.

Both processors have the capability to move, copy, and delete blocks of text. COMPANION deals with blocks of text via special indicators. TI-WRITER does it with line numbers. The documentation for both processors is quite extensive and easy to understand. Thus, no matter which word processor you choose, you most likely will not be left in the dark. But as usual, experimentation is the only way to find out what you can and cannot do with the word processor. Both word processors can do global or selective

search, replacement and deletion of strings.

The COMPANION has two added significant features which TI-WRITER does not have. COMPANION can count the number of occurrences of a unique string within a body of text. The second feature is that COMPANION lets you customize all the defaults for printing via a program on the program disk. But keep in mind that the customization invalidates the warranty! Both word processors have unique symbols to indicate the beginning of a paragraph, line feed, center a string and start a new page. But the COMPANION also has a one keystroke command that enables one to tab over a specified number of columns for things such as salutations in a letter.

The thing that COMPANION is sorely missing is an OOPS! feature, which recovers inadvertently deleted text. It also needs a Delete-To-End-Of-Line keystroke command. I would also like to see Intelpro add a Delete Line command in future revisions of the program. COMPANION also needs some way to move the cursor in a vertical motion through the middle of the text. In other words, when I use the Up Arrow key in COMPANION it will eventually left justify over to the first column thus making it almost impossible to see if the columns of two tables are even. TI-WRITER

does not have this problem; when changing rows the columns do not change and vice versa. The labeling of the function keys in COMPANION seems to be rather backward. To scroll down 12 lines I must press <FCTN 4> (CLEAR) and to scroll up I must press <FCTN 6> (PROCEED). To me, the word PROCEED means to go to the finish or the end of the text. But not so in Intelpro's interpretation! Also, to use the Editing commands in COMPANION I must press <FCTN 9> (BACK) and to get the the main menu I must press <FCTN 7> (AID). To me the word BACK means to go back to the main menu. Again, Intelpro seems to have their English mixed up.

Never fear, COMPANION does have some advantages over TI-WRITER. The main advantage is the considerable speed in which COMPANION deletes, moves, and copies blocks of text. The speed difference is quite obvious when using the auto-repeat feature of any key being pressed is used. If you hold down the left arrow key then you will see the cursor move to the left at normal speed then accelerate to the speed of light! This is quite evident when deleting characters, the letters move so fast that they become a blur! The COMPANION has three different symbols for the cursor: Edit, Text and Insert. When inserting characters

into the text the COMPANION does not split the line into two sections, before and prior the cursor. The COMPANION's insert feature is a normal one, just like the TI BASIC editor. The lower case letters in COMPANION are true lower case, not small capitals as they are in TI-WRITER. The scroll up and down blocks of text in the COMPANION consists of scrolling 12 lines of text in a smooth but fast manner. TI-WRITER scrolls in an instantaneous scroll of 24 lines of text. When typing text into the COMPANION the text is never re-configured by the program unless you specifically tell it to do so. So, when you reach the end of the line in the middle of a word, COMPANION will merely wrap around to the next line. The word is NOT shifted to the next line as it is in TI-WRITER. This was done to fully utilize all 40 columns of the screen.

Both word processors enable you to send all the ASCII characters (0-255) to the printer. Both allow you to change the background color of the screen. But unfortunately, COMPANION adopted white for the color of the foreground of the text. So, if you have a Black & White T.V. then you may have a problem in reading the text on the screen. I know that I certainly do! Both programs enable you to print text in a single sheet or in

a continuous form fashion. Both processors have a warning message to signal impending overflow of the text buffer. But COMPANION also tells you how much text is currently in the buffer, thus, you can keep an eye on how much is in the buffer.

Personally, I think that the COMPANION has a better printer formatter and the TI-WRITER has a better text editor. Unfortunately, the two cannot be merged to form the ultimate word processor. Due to TI's decision to drop out of the market it may be hard to acquire a TI-WRITER. Intelpro is going to continue marketing the COMPANION. Also, Intelpro is willing to personalize their product just for you and based on that fact I think it would be wiser to buy the COMPANION. Keep in mind the minimal sytem configuration for either word processor is Extended Basic, Disk Drive, 32K memory and an optional RS232 and printer for the COMPANION. Replace the Extended Basic with the TI-WRITER module for the TI-WRITER word processor.

TALKING TO THE 99.

By Gale S Ringley

Yours truly had the opportunity to pick up a Milton Bradley MBX Expansion System at the Dayton Hamvention this April.

TALKING CONTINUED

For the benefit of those of you who did not get a flyer from TI, this is the box that plugs into your joy-stick port, gives you two analog joy-sticks with built-in paddle, three buttons and a trigger. If that has you gamers drooling, try a 64 key keypad, and speech recognition and synthesis (for those of you who don't have the Speech synthesizer, it has one of its own). It originally retailed for \$129.95, with the second joystick going for \$30. Milton Bradley ran off 2000, then TI killed the console and MB decided to kill the MBX and re-called those that it had distributed. To wet your curiosity, here is an out of the box report.

In the box, one finds a console, one of those beautiful joysticks, a walkman type headset with a boom mike, and a book describing how to set up and use the system. The colors are the same as those for the late model console, gray with dark gray trim and a little purple. The power supply is the same variety that the console uses. After you hook everything together and power up, a pleasant female voice tells you "ready".

The console has a

64 key mylar pad, a squeaker, and the ports for the goodies. There is a rather short cable which hooks to your joy stick port, and another cable which hooks to your cassette port. The cassette port cable is for grounding (why this way I have no idea). The purpose of the mylar "coke-proof" keypad is to allow you to use an overlay for the keys that are used in a game. More on the console in a minute.

The joystick, or game controller if you will, is a dream. The actual joystick gives a full 360 degree response (this will vary from game to game) is not stiff in anyway and centers automatically. built into the joystick knob is a paddle controller, which sweeps from the lower left to the lower right, once again very smooth and it does not slip. The controller is in the shape of a pistol grip, and right in thumbs reach is three buttons, and there is a trigger as well. Upon disassembly of the joystick, I found that the four are independent of each other. Another nice touch is that the center thumb button has a slight ridge in it so that you do not have to look at your thumb to keep track of it in the heat of battle. Overall this is probably

the finest "joystick" available today for any system. The bad news is that while it plugs directly into the console, the pinouts are not the same. The good news is that the Dayton group will shortly be publishing the schematics for an interface box (editor take note).

The speech system is based around the mike. The earpads are just decorations, not functional, but they do enhance the sound somewhat.

Here is where we get in to the nasty technical details for those that are interested. The speech is driven using Linear Productive Coding, which is the same method that the text to speech programs use (example: Terminal Emulator II). The heart of the system is a Motorola MC 6809 microprocessor, the same processor that drives the TRS-80 Color Computer. Input and output is done by the MC 6821, and there is 8k of ROM and 4k of static RAM for the 6809. The speech synthesizer is the General Industries SP 1000. Notice the lack of TI hardware, most all of the chips were manufactured by Hitachi. The system communicates to the computer entirely through the joystick port, and the ROU-

CONTINUED

TALKING CONTINUED

tines that accomplish all this are of course locked away in the game modules GROM (regrettable). So much for the hardware.

I will be bringing the MBX to the May meeting to demonstrate it for those who are interested, but I need some help with that. I do not have any MBX games! If you or someone you know has one (or two or more), bring them or it will be a very short and boring demo! TI did complete and release some of the games (I just hope one made

it to one of us). If you are interested in trying to get one of these yourself, I hear that...

("Milton Bradley has stopped manufacture of them completely because TI stopped manufacture of the consoles. They also will not manufacture any software" ...ED). Childrens Palace employees in the computer department remember it as passing through their department...

They have 23 of the bigfoot game left in stock as of 4/30/84, the list price is \$28.97. See you at the May meeting.



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I've been here since January's meeting.....



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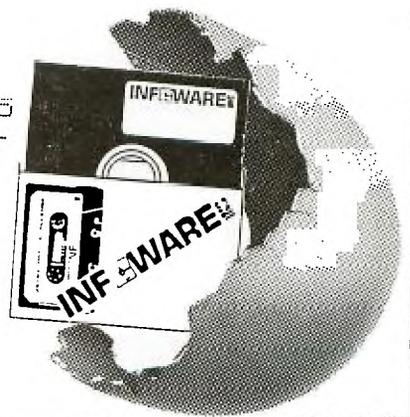
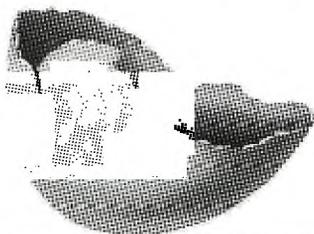
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```

360 GOTO 110
370 CALL CLEAR
380 D*=""
"
390 FOR I=1 TO 10
400 IF M*(I)="" THEN 460
410 FOR N=1 TO LEN(D*&M*(I))
420 DISPLAY SEG*(D*&M*(I),N,
28);
430 CALL CLEAR
440 NEXT N
450 NEXT I
460 CALL CLEAR
470 PRINT "R FOR REPEAT": "M
FOR MAIN MENU": :
480 CALL KEY(O,K,S)
490 IF K=82 THEN 370
500 IF K=77 THEN 110 ELSE 48
0
510 CALL CLEAR
520 FOR I=1 TO 10
530 PRINT STR*(I)&""=":M*(I)
540 NEXT I
550 PRINT : : "CHANGE WHICH O
NE?": "ENTER 99 TO ESCAPE";
560 INPUT I
570 IF I=99 THEN 110
580 CALL CLEAR
590 PRINT M*(I)
600 PRINT "ENTER NEW MESSAGE
...": :
610 INPUT ">":M*(I)
620 GOTO 510
630 CALL CLEAR
640 INPUT "ARE YOU SURE YOU
WANT TO QUIT(Y/N)? ":K*
650 IF K*="N" THEN 110
660 IF K*<>"Y" THEN 630
670 CALL CLEAR
680 FOR I=1 TO 10
690 PRINT M*(I)
700 NEXT I

```

```

710 PRINT : : "ONE LAST LOOK!
"
720 PRINT "WE ARE..";
730 END
740 FOR D=1 TO 999
750 NEXT D
760 RETURN

```

```

50 REM THIS IS ANOTHER
MESSAGE PROGRAM...
CAN YOU IMPROVE IT?
NO PRIZE WILL BE
OFFERED ON THIS ONE
(BIGGIE)
60 REM *****
* SOMETHING CUTE! *
* BY SAM MORABITO *
* APRIL 2, 1984 *
*****
70 CALL CLEAR :: CALL CHAR(1
00,"FFFFFFFFFFFFFFFF")
80 FOR SET=1 TO 8 :: CALL CO
LOR(SET,16,2,9,5,2):: NEXT S
ET :: CALL SCREEN(2)
90 CALL HCHAR(24,1,100,64)::
CALL VCHAR(1,31,100,96)
100 R=9
110 C=4
120 IF C=20 THEN 160
130 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,66)
140 C=C+1
150 GOTO 120
160 C=4
170 IF C=19 THEN 210
180 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,85)
190 C=C+1
200 GOTO 170
210 C=4

```

```

220 IF C=18 THEN 260
230 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,76)
240 C=C+1
250 GOTO 220
260 C=4
270 IF C=17 THEN 310
280 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,67)
290 C=C+1
300 GOTO 270
310 C=4
320 IF C=15 THEN 360
330 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,73)
340 C=C+1
350 GOTO 320
360 C=4
370 IF C=14 THEN 410
380 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,78)
390 C=C+1
400 GOTO 370
410 C=4
420 IF C=13 THEN 460
430 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,78)
440 C=C+1
450 GOTO 420
460 C=4
470 IF C=12 THEN 510
480 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,79)
490 C=C+1
500 GOTO 470
510 C=4
520 IF C=11 THEN 560
530 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,67)
540 C=C+1
550 GOTO 520
560 C=4

```

```

570 IF C=10 THEN 610
580 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R,C,33)
590 C=C+1
600 GOTO 570
610 CALL HCHAR(10,C-1,63)
620 FOR WAIT=1 TO 500 :: NEX
T WAIT
630 CALL HCHAR(R,C-1,32):: C
ALL HCHAR(R+1,C-1,33):: CALL
HCHAR(10,C-1,32):: CALL SOU
ND(300,-6,0):: CALL HCHAR(R+
1,C-1,32):: CALL HCHAR(R,21,
33)
640 FOR WAIT=1 TO 500 :: NEX
T WAIT
650 R=12
660 C=28
670 IF C=10 THEN 710
680 CALL HCHAR(R,C+1,32):: C
ALL HCHAR(R,C,77)
690 C=C-1
700 GOTO 670
710 C=28
720 IF C=11 THEN 760
730 CALL HCHAR(R,C+1,32):: C
ALL HCHAR(R,C,65)

```

```

740 C=C-1
750 GOTO 720
760 C=28
770 IF C=12 THEN 810
780 CALL HCHAR(R,C+1,32):: C
ALL HCHAR(R,C,89)
790 C=C-1
800 GOTO 770
810 C=28
820 IF C=13 THEN 850
830 C=C-1
840 GOTO 820
850 C=28
860 C=C-1
870 C=28
880 IF C=14 THEN 920
890 CALL HCHAR(R,C+1,32):: C
ALL HCHAR(R,C,49)
900 C=C-1
910 GOTO 880
920 C=28
930 IF C=17 THEN 970
940 CALL HCHAR(R,C+1,32):: C
ALL HCHAR(R,C,57)
950 C=C-1
960 GOTO 930
970 C=28

```

```

980 IF C=18 THEN 1020
990 CALL HCHAR(R,C+1,32):: C
ALL HCHAR(R,C,56)
1000 C=C-1
1010 GOTO 980
1020 C=28
1030 IF C=19 THEN 1070
1040 CALL HCHAR(R,C+1,32)::
CALL HCHAR(R,C,52)
1050 C=C-1
1060 GOTO 1030
1070 CALL CHAR(97,"0066666181
8007E00")
1080 R=14
1090 C=8
1100 IF C=24 THEN 1140
1110 CALL HCHAR(R,C,97)
1120 C=C+2
1130 GOTO 1100
1140 FOR WAIT=1 TO 500 :: NE
XT WAIT
1150 CALL CHAR(97,"0066666189
9817E00")
1160 FOR WAIT=1 TO 500 :: NE
XT WAIT :: FOR WAIT=1 TO 999
:: NEXT WAIT
1170 GOTO 70

```

By Rod Leversee
Well here it is again, time for another Library article. This month I have what I consider to be some really exciting news. I finally got my modem, which means that on May 16th the "Modem Library" will open for the first time. "What is the Modem Library?" you ask. "Well I'm gonna tell ya!" The "Modem Library" will be a service that your library is starting, to make the CONNIUG Library more easily accessible. If you would like a program from the library, and have a modem you may call during specific hours posted in each month's newsletter, and download the program you want. To begin with, it will be only the evening of the 16th for the month of May, between the hours of 7:30 PM and 10:15 PM with a maximum of 30 minutes per call. 300 baud is quite slow and 30 minutes should be enough time to download a couple of programs. This time limit will give others a chance to try out this new idea and if all goes well, the "Modem Library" will consider expanding to more evenings.

The meetings have

CONTINUED

MAY



LIBRARY
NOTES

been going very well. I have noticed that the last two meetings we have had left over program tapes. This may mean we are starting to reach our saturation point. I think most of the people have the programs they want. That is not to say the library is of no use to you now. We are getting more programs each month, so keep checking.

Speaking of new programs, do you get any magazines that have programs the library could use? How about all those books you have? Rather than having several people typing in the same ones, Jim Peterson has agreed to monitor which programs are being keyed-in to prevent duplications and save wear and tear on your fingers. If you are planning to type in a new program, give Jim a call at 235-3545 first to be sure someone else isn't already doing it. I mean after all why do all that typing if someone has done it and you can get the tape from the library? Don't stop typing programs in though. Maybe you can type another one.

If you have a program you want to donate, and have a modem, you can always give me a call and transfer it by phone. My number is 861-1273

I have had a few people ask me how they can get programs from the library if they can not make it to the meetings. That is a problem I suffer from also. I can't make most of them. If you "really" can't make the meetings You can call Art Morgan. He has most of the programs on disk and is willing to let people come over to his house between 8:00 and 5:00 to make copies of the programs. We do ask though that you call first and only do this if you just can't make it to the meetings. Because it could become an inconvenience to Art.

Well that's about it for this month. I hope to hear from you. Bye until next month. Rod.



FOR THOSE WHO FORGET

By Mike Balleen

Did you ever forget which disk has the information you needed after you had already loaded your program? Here is a machine language program that will show the directory for you. As you should know more than one program (machine language) can be in the computer at once.

This program came in part, mainly the idea, came from "ROCKY MOUNTAIN NINETY

NINERS" VOL THREE NO. SIX By Mike Holmes.

The program uses the 40 column display mode (TEXT) for the people who want to see TEXT mode.

If the program is to be run in a BASIC environment, all the letters will have to have >60 added to their ASCII code so they will be displayed correctly (don't forget the value in CLEAR). Also the mode should be changed back to GRAPHIC and the screen cleared before returning.

So that you get some practice figuring out assembly language I am not giving any directions for the program. If you can't figure out how to work it call me some evening. The program will catalog more than one disk, if you want, and will then return to the calling place.

This program can be expanded to do much more: Display program type and size, Number of disk sectors available, Stop reading at the end of the catalog, and more.

Because the general membership meeting lasted so long there was no assembly get-together last month. I am generally willing to discuss anything about computers anytime; so if you have any problems (easy) or an idea for an article or program look me up.

CONTINUED

```

DEF      CAT
REF      VSBW, VMBW, VMBR
REF      DSRLNK, KSCAN, VWTR
PABBUF  EQU  >1020
PAB      EQU  >1000
KCODE   EQU  >8375
STATUS  EQU  >837C
PNTR    EQU  >8356
SAVRT   DATA >0000
PDATA   DATA >000D, PABBUF, >0000, >0000
        DATA >0005
        TEXT  'DSK1.'
PRMPT   TEXT  'ENTER MASTER DISK'
READ    BYTE  >02
CLOSE   BYTE  >01
ZEROV   BYTE  >30
THREEV  BYTE  >33
ENTERV  BYTE  >0D
BUFFER  BSS   >0A
        EVEN

```

```

*
CAT      MOV   R11, @SAVRT
        BL   @CLEAR
        LI   R0, >F001
        MOVB R0, @>83D4
        SWPB R0
        BLWP @VWTR
        LI   R0, >0715
        BLWP @VWTR

```

```

*
WSTART  LI   R0, PAB
        LI   R1, PDATA
        LI   R2, >0F
        BLWP @VMBW

```

```

*
DRIVE   LI   R7, >21
        LI   R0, >37B
        LI   R1, PRMPT
        LI   R2, >0011
        BLWP @VMBW

```

```

*
SELEC   BLWP @KSCAN

```

```

MOV     @KCODE, R1
CB      R1, @ENTERV
JEQ     RUN
CB      R1, @THREEV
JGT     SELEC
CB      R1, @ZEROV
JGT     WRITE
JEQ     RET
JNE     SELEC

```

```

*
RET     CLR   @STATUS
        MOV   @SAVRT, R11
        RT

```

```

*
WRITE   LI   R0, PAB+13
        BLWP @VSBW

```

```

*
RUN     BL   @CLEAR
        BL   @DSR
        LI   R8, 3

```

```

*
NEXTRD MOVB @READ, R1
        LI   R0, PAB
        BLWP @VSBW
        BL   @DSR

```

```

*
TOSCRN LI   R0, PABBUF
        LI   R1, BUFFER
        LI   R2, >0A
        BLWP @VMBR
        MOV  R8, R0
        LI   R1, BUFFER
        LI   R2, >0A
        BLWP @VMBW
        AI   R8, 20
        JMP  NEXTRD

```

```

*
CLEAR  LI   R0, >3C0
        LI   R1, >2000
CLR1   BLWP @VSBW
        DEC  R0
        JNE  CLR1

```

```

RTN    RT
*
DSR    LI   R6, PAB+9
        MOV  R6, @PNTR
        BLWP @DSRLNK
        DATA 8
        JEQ  CLOSIT
        DEC  R7
        JNE  RTN

```

```

*
CLOSIT MOVB @CLOSE, R1
        LI   R0, PAB
        BLWP @VSBW
        BLWP @DSRLNK
        DATA 8
        B    @WSTART
        END

```

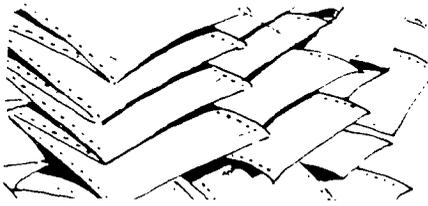
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MAGAZINES IN REVIEW



By Jake Hinkle

This month I was going to write my article on the "Home Computer Magazine". Instead of Volume four Number two, which was supposed to come out the end of March. Since the Magazine has not yet appeared, I am reverting back to Volume four Number one.

The reason for the delay is because they do not have their act together. Yet!!! In statistic column on page nine clearly states that "Home Computer Magazine is published MONTHLY by Emerald Valley Publishing Co..."

I would not personally recommend any one taking out a subscription at this time because of the length of time between issues. However, if you are going to subscribe, do not forget to order your "On Tape/On Disk" which comes free with your order. (Please call me if you are going to order the "On Tape", I would like to see what you get). Now to the former "99'er Home Computer Magazine". As most of you are aware of this publication went from exclusively 99/4A to

a present (six) computers of which ONE is the 99/4A. The front cover states "Focusing Exclusively (meaning one), on * Apple * Commodore * IBM * Texas Instruments". What is excluded on the front cover are the PCjr & Vic-20. Now, a magazine that is supposed to have a strong thrust on TI yet has eighteen Apples to seventeen TI's in the table of contents.

The magazine does have a large number of program listings for the TI, (seven) of which (three) are written in other languages. The "Features" are good (seventeen in all), of which seven were for TI. "Logo Times to" had two of the three articles for the TI. "Product Reviews" had only four reviews of TI products out of fifteen. This doesn't make much sense 90% to 95% of all the advertisements were for TI exclusively.

"Gameware Buffet" is where TI came out with four out of four games. Two were for the TI entirely and two for other computers. All the TI programs are in basic with the exception of "Meltdown" which is in X-basic. This is great for the newcomer who either can not afford the \$85 for X-basic or could not find it at all.

I am going to be up front with the Assembly language or

Logo programmers. I do not have either language and can not review them properly. I could use some help from someone in either group to review this magazine for others in the group. Until then you will have to determine for yourselves.

In the four months that it took to get from November 83 to Volume four Number one in March 84 was a long wait for a "Monthly" magazine. I do not know if they use a typewriter or a computer with a word processor, but why not kick it out the door whether or not you have a complete issue. The other suggestion would be to quit fooling around with the people and just change the mode that it will be published to that of Bi-monthly or Quarterly to put it out in a timely fashion.

When I first called (March 20) on their 1-800-828-2212 number and asked when my next copy would be on the way? I was told press time was last week of March and I should receive it by mid April. As you can tell by this article I did not. Last week before the meeting I called again to get an update on the missing-in-action Volume four Number two (4/13). I got word that it was coming out at the end of April and I should

CONTINUED

MAGAZINES CONTINUED

receive it by mid May. Does this begin to sound like a broken record. This means that Volume four Number two will take at least two months to kick out the door.

EDITORS NOTE:

On May first I called Home Computer Magazine. The voice on the other end said "the current issue has been shipped... been shipped... been shipped...."

REVIEWS

By Stuart Williams.

This Issue I will review two publications "Home Computer Compendium" (HCC) and "Enthusiast '99" (99).

The Ads out-weigh the articles (by 3.818 to 1 in the Jan. '84 issue) and although the articles are very well done, I for one would like to see more substance, when each issue costs \$2.75.

Some of the articles are Quite good Regime for example. On the other hand I feel perhaps the editors should concentrate on an issue with more program listings and ideas instead of trade gossip.

Bill Gronos would do well to pay more attention to writing assembly language programs (no more about how fast the TI can count to 1000), and less griping about dealers. (Some of us

don't want to pay for insult humor). I know some helpful, pleasant and nice dealers and by griping constantly he does all of them a disservice.

I liked GATB but maybe he could make it available on tape for other users.

HCC is a growing newsletter. It looks like it holds promise in becoming a good magazine.

The reviews are nice but how about some more program listings? Have they asked themselves do people really care about their neway little pieces? Less story telling (gossip), and more hardware and software stuff, things that users can make use of would be better.

Now let me say a bit about rumor mongering. All of the newsletters I have seen do it and I really think that it is a great waste of time and energy. Spreading rumors just makes them (newsletters and magazines), sound less credible. So Don't. O.K.?

YOU, US and THEM

EDITORIAL

Well you've finally done it. YOU know who YOU are, YOU gave one of those programs to your friend, you know, the one with the copyright that

YOU thought \$3.00 was too much to pay for it. You, who published how to break x-basic protection. It is a sad thing that some of YOU can not think of the repercussions YOU will cause when YOU do these things. But do not lose any sleep over it, THEM will survive, THEM will simply QUIT writing programs. YOU can be proud that YOU personally had a hand in THEM'S' demise. US us can simply go without. Who are US? US are the ones who somehow just can't catch on to basic programming. US are not as smart as YOU are. US don't want to type anything in, US would rather buy THEM'S' low cost, high-quality software. US think this stuff is great and want to see more. I guess it's too late to tell YOU this, YOU probably would not understand anyway. I am US, The child who wants to learn, the busy house wife who has very little time to dream up educational computer programs for my children, the guy who just can't type, or for one reason or another would rather leave the programming to THEM. The teacher who needs THEM....Why am I writing to YOU? Because I want YOU to start thinking more about US and THEM and less about YOU. maybe then YOU could become US or THEM.

ANONYMOUS....

C.O.N.N.I.
Membership
Questionnaire...

Name: _____
Phone: _____
Address: _____

<h1 style="margin: 0;">Spirit of 99</h1> <p style="font-size: small; margin: 0;">THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS</p> <p style="font-size: x-small; margin: 0;">PUBLISHED MONTHLY IN COLUMBUS OHIO</p>

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- _____

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