

Spirit of 99



NINETY-NINERS INC.

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

PUBLISHED MONTHLY IN COLUMBUS OHIO

MERRY CHRISTMAS



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 MBERS who own or use
 the TI99/4A computer
 and it's related pro-
 ducts and have paid
 a yearly membership
 fee of \$20 and whose
 main objective is
 the exchange of Edu-

cational and Scient-
 ific information for
 the purpose of comp-
 uter literacy.

C.O.N.N.I. meetings
 are held the 3rd sat-
 -urday of each month
 at Chemical
 Abstract, 2540
 Olentangy River Road
 Columbus, OH. Meet-
 ing time is 8:30 AM
 til 2:30PM, Meetings
 are open to the pub-
 lic. Membership dues
 (\$20.00) are payable
 yearly to C.O.N.N.I.
 and cover the immedi-
 ate family of the
 member. Please send
 check to our member-
 ship registrar and
 join C.O.N.N.I.
 Please address it to:
 John L. Parkins

2215 Bayfield Drive
 Columbus, OH 43229

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ANOTHER GOLDEN GOODIE

from HUG NEWS

There is another great video now available to TI owners the full-length LOGO video done by Eunice Spooner (RFD 1., Box 3720, Webb Road, Waterville, ME 04901). It is wonderful! It also comes with a disk full of lots of the items she demos and a hardcopy listing of the items and footage for easy tape locations.

Eunice is a certified elementary teacher and it is obvious on this tape. She's terrific kind, patient, step-by-step logical, no panic; and she makes everything seem easy and fun. Which it is, if you do the things she suggests.

I always liked LOGO. Then I put it away for a long time. After viewing this tape and trying her programs, I discovered I love LOGO.

If you own LOGO, get this package instantly. At \$10 it is a total steal. And it is used as a fundraiser to support the only ALL KIDS TI USER GROUP IN THE WORLD! If you don't own LOGO, buy it instantly.

(it's on sale everywhere CHEAP! I paid \$119 for my first and recently bought an unboxed one for \$15.) But, new or used, pick one up for this video/disk set alone. You'll rediscover the joys of computing and the real fun (and learning, which is why it is fun) of your remarkable 4A. END



MEETING MINUTES

Saturday, November 21, 1992.

Private chats continued from approximately 8:40 a.m. until President John Parkins called the meeting to order at 10 a.m. Supplementing the regular membership was a visitor, Clarence Dixon, a friend of John Broughman. A vote of thanks was proffered to Dick Clark, former member, who donated a cassette system and numerous tapes and cartridges to the club at the October meeting. Bob VanGastle is reportedly offering a disk-based system to the club, but the terms of the offer are not yet known. Some discussion of the recent Chicago Faire followed. John Parkins found some good hardware buys, as did Chuck Grimes, who purchased a PC case(cpu) that he believes will make a fine 'new home' for our portable 4A which is now undergoing repairs. Reactions concerning the Chicago Faire ranged between 'disappointing' and 'unique'. Since John has been home, he has been swamped with details and could not prepare his article about the faire in time for the newsletter. One happening at the faire that generated much enthusiasm among the membership actually took place in the hospitality suite. A number of the better programmers who attended agreed to band together to work in harmony in the preparation of new hardware and software, in contrast with the competition and duplication of the present. Some tidbits: OPA is still in business, 'sort of' (Is that like sort of pregnant?);

MEETING MINUTES

Wednesday, November 25, 1992.

Following interesting private and small-group discussions, the meeting opened at approximately 8:10p.m. John Parkins read or commented on several letters the club has received from satisfied users of the D.O.M./newsletter offer. It appears that some people are getting details of this offer, now greatly modified, from an earlier issue of Micropendium. Members present decided that we needed to send to John Koloen, the publisher, an update with our present price structure. Dick Beery volunteered to write and send the notification. Much time was again spent in discussion of the Chicago Faire. The subject of Midi99 came up. It seems that, according to Mike Maksimik's demo at the faire, keyboard input of music to the program is still not feasible, at least with Mike's own programming. He did report, however, that he has found an I/O program written by another programmer that will allow such access. Whether Mike plans to involve that programmer, try to make a similar one himself, or whatever, was not made clear. We must wait and see. Mike did spend considerable time discussing his streamer-tape backup system upon which he is working simultaneously with the Midi project. Other topics from the faire were discussed, but have already been reported in the Saturday meeting minutes.

Quite a bit of interest in the 4A memex was apparent. Apparently, Bud Mills was selling it at the faire, minus some important parts that he promises to ship to purchasers as soon as he himself

Bud Mills showed his 4000 ramdisk; the ESD hard-floppy disk controller was there, but the wirewrap didn't work--so obviously it is not yet being marketed. A question regarding the TI emulator for PC's prompted the suggestion to consult recent issues of Micropendium. One opinion was that it would probably take a big 486 to bring it up to TI speed.

The request from former members regarding the possible formation of a PC S.I.G. within C.O.N.N.I. was discussed briefly and inconclusively and tabled for a later meeting. What DID gain acceptance was a policy giving wider publicity and time to the Geneve. The hope is to encourage club members who use the 9640 to bring it to the meetings and share programs and problems. The group is spearheaded by Chuck Grimes, who will attempt to generate widespread interest and enthusiasm in the project.

Chuck once again reported on his personal highlight of the Chicago trip: the restaurant where he gets a HUGE serving of prime rib. He and John Parkins both report that it was definitely up to its ever high standards!

Respectfully submitted,
Dick Beery, Co-Secretary



receives them. Some knowledgeable members discussed the pros and cons of the utilization of chips of various sizes, cost-wise.

The meeting ended following two fine demos. The first involved an animated sequence involving a car-truck collision developed by Ken Marshall, Jr., using TI-Artist Plus. While still a bit rough, it displays such potential. Ken plans to lengthen and improve it, and to develop some other ideas that have fascinated him, using the same process. Apparently, it is not necessary for a user of the 'movie' to have the Artist Plus program, as a p.d. display-type program called "PLAY" has been made available from the programmer.

The second demo followed, in which John Parkins demonstrated the Dragonslayer Spell Checker--a really fine utility of which many people were relatively unaware. Space considerations might be a problem in using it, as the dictionaries consume considerable disk space. It was thought by several that perhaps the 4A-memex or the 4000 ramdisk might offer a solution to this problem.



Don't know exactly when or how the meeting ended, as a prior commitment caused me to have to leave during the final part of John's demo. Super meeting, John. Keep 'em coming!!

Respectfully submitted,
Dick Beery, Co-Secretary

Merry
Christmas

C.O.N.N.O. CALENDAR

December 1992

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	CONNI MEETING
20	21	22	CONNI MEETING	24		26
27	28	29	30			

SATURDAY MEETING 19 DEC 1992
Chemical Abstracts Building -- Columbus

8:30AM Setup, coffee, and doughnuts

9:00AM Disk of Month, MICROpendium, Beginners help, Libraries open 9:30AM Question and Answer Period	10:30AM Business Meeting 11:15AM Demos: 4A FLYER Bob DeVilbiss SPELL-IT Bob DeVilbiss
---	---

1:30PM Tear down
and go home

WEDNESDAY MEETING -- 23 DEC 1992
McDONALD'S -- Cleveland and Main -- Westerville

7:30PM MEETING TIME
Demos:
Open at this time

DID YOU KNOW THAT...?
by Chick DeMarti
reprinted from LA 99ers

TI-WRITER reminders

For a heading on each page:

.HE ctrl-U shift "N", ctrl-U (enter
title here), ctrl-U, shift "T",
ctrl-U

For a numbered footer:

.FO^^^^^^^^^^^^^^PAGE% (the percent
sign)

And this reminder from Jack Sughrue
of IMPACT-99

How many of you know you can use an
"I" with the TAB instruction to
automatically indent each new
paragraph? I have used "L" and "R"
for left and right margins, but was
unaware of the indent option. I now
use:

L on 1, I on 5 and R on 38.

This sets the margins at the width of
the screen, and indents each new
paragraph. You'll be able to read
everything ON your screen - no more
windows. Remember to set your TAB
commands to whatever on your heading
file.

TI-WRITER COMMENT

Thanks to Jane Laflamme of the Ottawa
U.S.

When using TI-WRITER, we've all
become accustomed to .CO as a
line of comment, however,
..."the formatter disregards all text

after a (leading) period.
The .CO is optional!"

(Your programmers could use your
distinctive astrisks to label a
comment line, ie. .**** COMMENTARY
**** Chick)

A TI-WRITER DOT

If you must have a dot in column one
of your text, (translate it. Using
.TI try .TL 124:46 (fctn "A" will now
print a dot)

TI-WRITER TIP

Ever want to make an entire line or
paragraph bold or underlined? Get
tired of dozens of @'s to boldface a
sentence? Here's what to do; Put
the cursor at the beginning of the
sentence. Then go to the Replace
String (RS) command and type in the
following: / /@/
When the prompt (ALL, Yes, No, Stop)
appears, select "YES". The @ will be
placed before each word. This method
is in lieu of using transliteration
codes.

I had given up on my FORMATTER
because my printer would skip a page
or 3/4 of a page fairly frequently.
It happened and then wouldn't which
was quite frustrating. I finally
discovered that I had to turn my
printer off and on before printing
each file. The FORMATTER does not
reset the printer before each file.

SLASHED ZERO'S

In TI-writer a convenient way to

print slashed zeros (if your printer
doesn't already do it) is:

.TL 48:48,8,47

The first 48 (after the colon) prints
a zero, the 8 back spaces one
character and the 47 prints a /
(slash) over the zero. Bill suggests
adding this .TL command to your
heading file.

Thanks Bill Berendts

Want to type a degree sign using
TI/Writer? This will work on a TI
Impact Printer (Epson MX-80, and a
Star 10X, or it could work on yours
also). A degree mark isn't a
standard ASCII character. The only
way is to combine TI-Writer's
transliterate command and the MX-80's
graphic ability...:

.TL
91:27,76,7,0,48,72,72,72,48,0,0

This redefines the left bracket to a
degree mark. The first two
characters (27,76) tell the MX80 to
invoke graphics. The next two (7,0)
tell it that there will be 7 graphic
characters. The last seven define
the degree mark. When you want to
print the degree mark simply insert
fctn [where you want the degree mark
to print. This gem comes from Jim
Swedlow.

If you have a short text (under 60
lines) and you don't want to printer
to continue line feeding simply
insert .PL 1 at the end of your
text.

END

TIPS FOR THE MONTH
by BOB August

from BUG NEWS

Did you ever get an I/O error when
you tried to print something or have the
computer lock up because the printer was
not on? Well, here are several things
you can do to make your program almost
foolproof.

The first is an idea from Earl Rauuse
and works good. Add the following to
your program:

100 CALL CLEAR
110 DISPLAY AT(12,1):"TURN O
N YOUR PRINTER
120 OPEN #1:"PID", OUTPUT
130 PRINT #1:CHR\$(64)
140 CALL CLEAR
150 DISPLAY AT(14,1):"PRINTE

R IS ON"

What this does if your printer is not
turned on the message will stay on the
screen until you turn on the printer.
If the printer is on, the message will
flash on and off the screen so fast that
you don't see it. Type it in and try it.
One thing, it won't work with "RS232"

END

5) JOYSTICK PORT ERRORS

5.1 General information

The TI-99/4A supports two eight-point joystick controllers, each with a single fire button control. Both units share a common port using a 9-pin DB9 male connector on the side of the console. With the exception of a single driving line to each joystick, all five control lines from each joystick (UP, DOWN, LEFT, RIGHT, and FIRE) are connected together at the plug. Interference between signals is avoided by the use of diodes on each control line in each joystick unit. Adaptors for using other brand joysticks (i.e. Atari) alter the pin assignment configuration as well as supply the diodes in the adaptor unit as they are not normally used in other joysticks.

It is suggested that a joystick with a suspected problem be tested with another console as well as testing the console with a different joystick (if available) since joystick port problems may be either the fault of the console or of the joysticks. Joystick errors that are accompanied by keyboard errors are usually the fault of the console unit itself and not the joysticks.

When checking the joystick signal and driver lines for continuity, check the circuit the switch the test leads used and test again. Since diodes are used, existing continuity may fail to appear unless polarity is reversed on the testing device.

5.2 Possible problems and solutions

A. If one position on a single joystick fails (as opposed to the same position on two simultaneously connected units), it is most likely a mechanical problem related to that unit. Disassemble the joystick and test for continuity across the contact points on the position in question. The circuit should be completed when the joystick is moved towards that position. Also check for continuity from each of the lines from the joystick to the plug. If continuity exists,

replace the diode connected to the control line affected by the problem position and test again.

B. If the joystick will not operate the UP position, check the ALPHA LOCK key to make sure it is not depressed. Since the ALPHA KEY may be sticking, go to TI BASIC and make sure that lower case can be entered as well as upper case when the ALPHA KEY is depressed. If not, consult the section on keyboard repair. If the console has been modified with the addition of a diode to allow use of the UP position on the joysticks, when the ALPHA LOCK is depressed, remove this diode and replace it with a piece of wire. In many consoles, the diode introduces a timing problem that will prevent proper function of the joystick and/or the ALPHA LOCK key. This commonly appears as an ALPHA LOCK malfunction after the console has been in use for a few minutes.

C. If one position fails on both joysticks and the ALPHA LOCK function has been tested, check for continuity from each joystick control line to the plug. If continuity exists, check each key on the keyboard for proper function since all five control lines are from the joysticks are connected directly to the keyboard control lines. If keyboard failure also occurs, replace the 74LS156 in the console and test again. If the problems still exist, replace the TMS9901 and test again.

D. If one joystick unit fails entirely, but the other unit (or the same unit plugged into the other port of an adaptor), check for continuity from the driver line to the joystick (pin 2 or pin 7 on the plug, depending on which joystick is in question). If continuity exists, check (or replace) the driver transistor connected to that control line in the console located near the joystick port connector. Also check the appropriate drive line for a short to ground which would indicate a faulty capacitor or transistor between the driver line and ground. If errors still exist, replace the 74LS156 in the console and test again.

E. If both joysticks fail entirely, check each joystick with the above method. If problem is still not found,

replace the TMS9901 in the console and test again.

6) VIDEO OUTPUT PROBLEMS

6.1 General information

The TI-99/4A console uses a five-pin DIN plug at the back of the unit to supply a composite or a video output for use with either a composite monitor or a video modulator used in conjunction with a television set. The composite video signal is created by the TMS9918A chip and amplified by an external circuit located within the console. When diagnosing video output problems, first eliminate software as a possible problem. If one particular program causes problems, it is probably not the fault of the system and no hardware repair is possible.

Since either the monitor or Television used may cause many problems, connect the console in question to a known good monitor or TV. Also, connect a different console to the existing monitor or TV. This will easily determine whether it is the computer or monitoring device which is at fault. Only computer and video modulator problems are discussed here.

6.2 Possible problems and solutions

If using a video modulator, testing the console with a known good composite monitor will easily determine if the modulator is at fault. If a monitor is not available, simply recheck all connections from the console on the modulator unit. Due to the low cost, availability, and difficulty of repairing video modulators, problems with the modulator are best solved by replacement. The exception is that occasionally the two leads extending from the modulator to the television will have broken connections. Simply shortening or replacing these leads may fix a variety of output problems that occur with this unit.

B. If the console has no video output with either a monitor or video modulator, then either the DIN plug receptacle, the console's amplifier circuit, the TMS9918A VDP chip, or a TMS9918A support component has failed. Each case assumes that the console is functioning

and had not locked up. This may be determined by listening for the "beep" that accompanies power up or "blind typing" operations that would activate peripherals such as disk drives. If no evidence can be found that the computer is operating with the exception of video output, consult the section concerning power up problems. To locate the faulty component, first test the monitor cable or modulator for continuity of signals lines to the DIN connector. If continuity exists, use either test leads or a soldered wire to connect pin 36 of the TMS9918A to pin 4 of the DIN receptacle (CAUTION: Be sure to connect the proper pins since voltages on certain pins of the DIN receptacle can damage the TMS9918A). Remember to remove this jumper after testing. This procedure bypasses the external amplifier completely. A proper video image should appear if the amplifier circuit is defective, but the image will appear dimmer than normal. If the video output appears to function, any component in the amplifier circuit may be faulty. Unless an obviously faulty component can be located, replace the two transistors (Q200 and Q201) first as they are most likely to fail. If no video image has appeared, check pin 40 of the TMS9918A for a pulsed logic signal (this should be 10,73863 MHz) from the video oscillator circuit. If this signal is missing, first check other components in this circuit for damage then replace the crystal located next to the TMS9918A. If this signal exists, check pins 13, 14, and 15 on the TMS9918A. If signals exist here, replace the TMS9918A. If the signals are missing, trace these to their points of origin to find the break in the signal path.

C. If the video image is distorted, first check the computer with another monitor since this is usually the fault of the monitor or modulator/TV combination. If the cause is determined to be the console, bypass the external amplifier in the method described above. If the only effect is dimming of the image, remove the jumper and continue. If the distortion is corrected and a dim image appears, the fault is in the amplifier circuit. If not, remove the jumper and adjust the tuning coil near the TMS9918A VDP chip. If the problem

still is not corrected, replace the TMS9918A and test again.

D. If a console only outputs monochrome (black and white) video, adjust the tuning coil located near the TMS9918A. If color does not appear anywhere within the full range of adjustment, replace the 10,73863 MHz crystal located next to it. If this has no effect, replace the TMS9918A VDP chip and test again.

E. If the title screen appears "jumbled" on power up and shows unwanted or oddly shaped characters, but not at other times, console GROM 0 (CD2155) may be faulty. This may also be accompanied by errors in using module software. Replace GROM 0 and test again. If this has no effect or if screen display is disturbed with unwanted or improper characters when running assembly programs, a 4116 RAM chip in the console may be faulty. Faulty RAM is usually accompanied by an inability to run programs in console BASIC. There are eight identical RAM chips in the console, and any one may cause the described symptoms (these chips, located in a row below the TMS9918A, may have a different number than 4116, such as 8216, but are still compatible). One of the easiest ways to find a faulty RAM is to acquire an extra 4116 dynamic RAM chip. Bend the legs together slightly so that it may be "piggy/backed" on top of an installed 4116 RAM (it may need to be held in place by hand). Put the chip on top of each 4116 chip in turn until some effect on the screen is noticed (be sure that all pins are touching the lower chip or this method will not work). Test all the 4116 RAMs in the console. If one chip shows to have some effect on the display, check it repeatedly to ensure that the 4116 chip used for testing is making a good contact. If the effect is repeatable, replace that RAM. Also test any remaining chips since multiple RAMs may be faulty. If no effect can be found when testing the RAMs in this manner, replace the TMS9918A and test again.

7) SOUND PROBLEMS

7.1 General information

The TI-99/4A uses the TMS9919 sound processor to produce one noise and up

to three tone outputs for use by the monitor or television's amplifier and speaker. This chip also has the ability to accept an external sound signal input that may be joined with its output, as in the case of the TI Speech Synthesizer. Output level from the sound chip is programmable, but this signal must still be amplified in order to drive a speaker.

Three versions of the sound processor chip were used in the TI-99/4A, each being numbered differently. The earlier consoles used chips numbered SN76489. The later chips were numbered either SN76494 or SN94624. The earlier chips required a 3.58 MHz clock signal derived from the TMS9918A VDP chip and supplied to the sound processor through a piece of hand-wired coaxial cable. In later units, the sound chips were revised to use the same 447,443 KHz clock as the GROM chips and no coaxial cable was used. The different clocks are not interchangeable.

Essentially, four problems may exist that concern the sound processor: console lock up due to chip failure (see section on power up problems), improper sound frequency, lack of sound output, and inability to accept sound input from another device.

7.2 Possible problems and solutions.

A. If the sound chip produces tone frequencies excessively higher or lower than normal, first check the chip number to see if the power chip has been installed for the clock wiring on the board. A board wired for the later clock should have continuity between pin 14 of the sound processor and pin 37 of the TMS9918A VDP chip. A board wired for an earlier clock will have continuity between pin 14 of the sound processor and pin 38 of the TMS9918A VDP chip. If this type of sound problem has developed after a period of proper operation, this check is not necessary since the chip could not have properly operated with incorrect wiring. If proper wiring exists, check pin 14 for the appropriate clock signal frequency. If the clock signal is missing, check the clock output pin of the TMS9918A VDP chip corresponding to the proper clock frequency. If missing, replace the TMS9918A chip. If the signal exists at the TMS9918A, inspect wiring between the sound proces-

NEXT PAGE

sor and the TMS9918A. If the sound processor does have the proper clock on pin 14, replace the sound processor and test again.

B. If no sound output from the system exists, check the sound processor using the method described above. Check pin 6 (-CS) and pin 5 (-WE) of the sound processor with a logic probe for activity during a CALL SOUND command from BASIC. Also check or replace the 100 microfarad capacitor between pin 7

of the sound processor and pin 3 of the five-pin DIN output port on back of the console. If no sound exists, replace the sound processor and test again.

C. If the sound processor will output proper sounds to the monitor but will not accept sound input from another device (usually the Speech Synthesizer), check for 330 ohm resistance between pin 9 of the sound processor and pin 44 of the I/O port on the side of the console. If this circuit is open, replace the re-

sistor between these two points. If this has no effect, check for a short to ground from pin 4 of the cassette interface port. If this is shorted, replace the .001 microfarad capacitor between this line and ground. Also inspect transistor Q400 (connected through two resistors to pin 4 of the cassette port) as well as the capacitor across it for shorting. Replace if necessary.

END

T.I. COMPUTER CLUB
CELEBRATES ANNIVERSARY

(from Columbus Computer Society
newsletter Nov 1992. Article written by CCS Pres. Eagan L.
Foster)

Last month, John Parkins, one of our members, invited me to attend the October meeting of the Central Ohio Ninety Niners (CONNI) user group. The meeting was held on Saturday morning the 17th at the Martin Janis Center. The occasion of the invitation was the tenth anniversary of their club. The meeting featured, as always, demonstrations of software and hardware setups by various members of the group. One system demonstrated an interface with a Hewlett Packard LaserJet Plus. Another was using MIDI with a keyboard device (a piano/organ type of keyboard) for

generating music. A third system was set up with a wide selection of games with several people playing.

While many of us are constantly trying to use or at least keep abreast of the latest advances in PC computing, groups like CONNI show that for some tasks, simple is best. The level of innovation in programming and system design to accomplish the intricate projects that these computers are capable seem almost like magic, when you compare their resources to that needed (100MB hard drives and 6MB RAM memory) to do the most elementary things in Windows 3.1 or OS/2.2. There was a spirited meeting with about 25 people in attendance. As part of the anniversary celebration, there was a cake cut and served to those in attendance.

END

LET THERE BE PEACE
(Thank you Sister Pat)

What is peace? Do we define it in terms of an absence or presence in our lives? For many it is an absence of hostility or conflict or a presence of calm.. Surely, the Christmas message is more than that!

In a world where divisiveness plays a major role, perhaps a real Christmas message should emphasize the need to work toward a peace within, that is larger than all the fragmentation we have experienced and the labels we have used. Social and political movements that have tried to redress wrongs have, unfortunately, often fallen victim to their own righteousness and become oppressors from a different point of view. The hope that balance will emerge becomes more fragile as long as the fanaticism of the parts seems unwilling to invest time and energy toward healing the whole.

Blame and guilt, no matter how apportioned, will never bring personal peace. At some point we have to be willing to forgive

ourselves and others for being human and go on from there. Labels are threatening because they represent the power behind a movement. When we no longer feel a need to see and speak to people in terms of labels: women's or men's rights, liberal or conservative, employer or employee, heterosexual or homosexual, religious or atheist, Democrat or Republican etc. and see them as merely humans, perhaps then we can achieve peace within and really hear whatever needs to be said in a genuine listening and caring stance.

When we work toward wholeness within and allow the message of peace to flow through us, then we can affect the divisiveness and fragmentation without. Then and only then will Christ's message be free to change the world!

May you and all you hold dear have a happy Christmas and enjoy a deep and inner peace!

PEACE
ON
EARTH

END

by Jim Peterson

Mike Wright's "The Cyc" is now available. It is an encyclopedia of knowledge regarding the TI-99/4A and its accessories.

The alphabetical list of material has been drawn from the TI-99/4A Software Directory, 99/4 International Users Group catalog, 99'er Magazine, Texas Instruments Home Computer News, Computer Shopper, Enthusiast 99 Magazine, and various other sources. Mike thinks this is about 40% complete, and plans to add material from the Smart programmer, MICROpendium, Mini Mag 99, RYTE Data Newsletter, and User Group publications.

In other words, it consists of material from sources that went out of existence several years ago. Since it does not yet include MICROpendium, or the vast amount of material published in user group newsletters during the past 9 years, I doubt that it is even 10% complete.

The appendices consist of indexes to some of the above (including MICROpendium up to Vol. 2 No. 8), etc. and apparently list only a small fraction of the software that has been written for the TI.

The Cyc requires an IBM PC or compatible capable of running WordPerfect 5.1 for DOS or Windows. It is available from CaDD Electronics, 81 Prescott Road, Raymond NH 03077, for \$20 including S&H, on your choice of 5.25 360k, 5.25 1.2Mb, 3.5" 720K or 3.5" 1.44Mb diskettes. The price includes one upgrade as more material is added.

Stage 0 of PC99 is now available from the same source for \$49, or for \$40 to the 130 people who responded to the MICROpendium article. Stages 1 through 4 will each be the same price, if they are ever developed.

PC99 is software which allows TI-99/4A programs to be run on an IBM PC. Stage 0 doesn't do much, and does that too slowly to be practical. The developers are making no promises that any further stages will be completed; they want 1000 TI'ers to show an interest in buying it, and so far have only 130. They also admit that it will only run TI programs on the PC slower than they run on the

TI, until a new faster generation of PCs becomes available.

Although PC99 uses software rather than hardware to emulate the TI-99/4A, it will require the Soundblaster card to emulate the TI's speech and music, and will presumably require some specialized hardware to emulate the TI's sprites, if that is ever accomplished.

Seems to me that TI programs with 28-column or 40-column text are going to look strange on a PC's 80-column screen, unless there is a way for a programmer to go in and modify them.

Wouldn't it be more practical to write software that could translate TI XBasic programs into PC Quick Basic? Or even translate TI machine language programs into PC machine language?

An encyclopedia of TI information, that requires a PC running WordPerfect; and software to run TI programs on a PC - is this really the beginning of the end?

In the meantime, Bud Mills is selling his new SCSI ("Scuzzy") hard and floppy disk controller card, although the DSR needed to use it has not been finished. And Asgard Software is selling their new Memory Card, which supports from 128K to 512K of RAM when running programs designed to make use of the card, if any such are ever written. And Barry Boone has completed the buyout of MSDOS, so Geneve owners may finally have an operating system for their computer-on-a-card in an out-of-production P-box, if a programmer can be found to finish it.

All of which has caused me to decide to give the TI world an opportunity to invest in my Mongolian gold mining venture. I haven't actually bought the mine yet, but I will as soon as I get a thousand investors. After that, we will start digging for gold as soon as the mining equipment is designed and built. I want to be totally honest, however, so I warn you that I may drop the project at any moment and leave you high and dry. In the meantime, don't expect me to answer phone calls or letters or keep you posted on the status of your investment.

Now, what devoted TI'er could resist an offer like that?

Gary Bowser of OPA has released an open letter to the TI world to refute rumors that OPA has never made any of

the products they offer, have never shipped anything by mail, etc. Actually, the only rumor I had heard was that OPA was apparently out of business because they never answered mail or phone calls.

Gary makes the point that the TI world is such a close-knit community that having one dissatisfied customer reduces the total amount of orders, and that he needs a steady and increasing amount of orders in order to support himself and support future development. That is all very true - but the rumors would never have started, and the customers would never have been dissatisfied, if he would just spend a few pennies and a few minutes of his time to answer every inquiry promptly, to notify customers of any delays and offer refunds if they are unwilling to wait. And he might get some orders if he would take out some ads in MICROpendium to let the TI world know what he has to offer. Messages posted on GENIE are not an effective method of advertising, and not an acceptable method of replying to customers.

While on that subject, TI'ers are quick to complain about poor service from vendors, but have you ever heard one praise a vendor for good service? Bruce Harrison of Harrison Software will spend hours and hours making his software compatible with a customer's system, but you'll never know about it unless you are that customer. Jerry Price has sometimes been accused of poor business ethics, but have you ever heard a complaint about the speed and quality of Tex-Comp's service, in all their years of doing business? There are other long-established vendors whom no one ever complains about, and no one ever praises. If I may blow my own horn just a bit, in the past 9 years 99% of Tiger-cub orders have been shipped the day they were received or the next mailing day, and complaints have been handled just as promptly.

But... time to get off the soapbox. to look strange on a PC's 80-column screen, unless there is a way for a programmer to go in and modify them.

Wouldn't it be more practical to write software that could translate TI XBasic programs into PC Quick Basic? Or even translate TI machine language programs into PC machine language?

END

by Deanna Sheridan Northcoast 99ers
Cleveland, Ohio

[Ed. note--A later version of Tips, v1.8 has been released since this article was written. However, 1.7 is an extremely good version. It can be found on C.O.N.N.I. D.O.M. #44 October 1990.

I have been playing with the TIPS V1.7 this week, especially with the card-making mode. The more you work with this program, the more you will start to like it, especially if you have a color kit for your printer. [Ed. note: works fine without, or buy a colored ribbon--red, green, blue, etc. for your regular printer].

I talked with Ron Wolcott this week (he will be in Chicago at the Faire), and he stated he is still working on some improvements. One, he is trying to make the MENU more user-friendly, and also would like to develop a way to use his graphics with TI-Writer.. He is also working on a way to store your creations for multiple or subsequent printing. In the meantime, remember that you can print them to disk and then print them out with the XBASIC program we gave you a few months ago.

Since I would use TIPS for printing greeting cards, or mailing labels (the mailing label function can also be used to make a nice letterhead), I will guide you through the steps for creating a card.

After loading, the first line is more or less an instruction of what you will be doing. Just press <ENTER> here.

On the next set of options, choose FONT. You can choose from 1 to 9. When the font loads, it will print the characters available, whether all UPPER, or UPPER and LOWER, and what others are available, such as numbers and symbols.

At the next prompt, IMAGE and you will be asked on which drive it is located. This is a nice addition in that your images no longer have to be in Drive 1.

They can be on a RAMDISK and up to disk 9. You will be asked to choose a 2-char prefix for the image file you want to access.

Next choose PROCESS. You will be asked for the image name. It helps to have previously printed your file with the TIPS VIEW feature so that you won't have to guess which image you want. You can always view the images one at a time on the screen until you find the one you like, but I would strongly suggest that you work from a pre-printed page.

This would be a good time to access the new feature <CTRL #>. We want the option menu, and would hit <CTRL 0>. If necessary, you could select separate drives for your FONTS, VERSE, and INSTANCES. But the feature you really want at this time is DARKNESS. You can set the printer or overstrike from 1 to 4 times. If you are using a color printer, you can also set your colors at this time. TIPS has a nifty feature called ALTCOLOR. You can choose 'one' color here for your printing, or several colors. If you wanted to use all the colors available with your printer, you would choose 0123456. Thus, each successive printing function will be printed in a different color. You could use just 2 colors by typing 121212 and each printing function would alternately be printed in red and blue.

Thus when printing the 3X4 graphics, if you pause between rows, one row would be red and the next blue, the next red, the next blue, etc. This gives your imagination a workout because there are many possible combinations.

To duplicate the card displayed elsewhere in this issue, you would then choose MESSAGE and type "GREETINGS"

(which prints out immediately).

Since you have already chosen your graphic, choose 3X4. If you want to use more than one graphic, choose PAUSE at this time. The first row will print and you can hit <CTRL 0> again to choose another image, or color if you have a color option. RETURN and the process will repeat until all four rows have printed.

After printing the 3X4 rows, again choose MSG and type "SEASON'S" which will immediately print.

Next choose INSIDE. You have a couple of choices here. You can print a verse you have previously saved in TI Writer format on the left side while the image prints on the right side. This can be the image printed on the front, or a different one, or the 3X4 feature.

I prefer to just have a greeting of my own choosing.

Thus, I chose 'MSG'. In order for it not to start at the very top of the page, I just hit the space bar and <ENTER>. I repeated this a second time, and the third time, I typed the first line, etc. on down.

If you want to 'sign' the card, at this point, you can choose <CTRL 0> to get a new font for the signature.

You have just created a very nice greeting card, especially if you have a color printer.

I am sure there are many tips and tricks which one can pick up the more they use this program. With a little patience and practice, this can become one of your favorite graphic printing programs!!!

END

See pg. 13 for card display.

"THE PROPER TIME FOR DIVORCE IS DURING THE COURTSHIP"

LOST DATA

by W. Leonard Tabbs
Southwest Ninety-Niners

Nothing shakes up anybody more than having a program crash resulting in what may have been hours of work being lost. The constant lesson is, of course, to SAVE and SAVE often!! One hears of the horror stories of power outages or interruptions that send mighty multi-Megas biting the dust. Even a home computer operator can be much chagrined. My own example was that I was entering titles as I searched through the volume. I didn't count the pages but it was 3 hours work to come up with 65 data entries. 65 entries is not a great amount but the searching for them took 3 hours. At the end of the 3 hours I was finished and chose the SAVE option to get the 65 entries on disk. What I did not know was that the disk I happened to select to save the data to, had a bad directory. So, of course the program crashed. (I verified that the computer had received a valid FILENAME for saving purposes, so this told me something had to be wrong with the Disk). I was mad--real, like. The bad disk had been good up until this point--as a matter of fact it had very little on it. (No telling as to what made it go bad). So, now what to do? In my fury I restrained myself from smashing the QUIT key. Keep calm, I said. What can be done--IF ANYTHING!--to retrieve the information?

The program that I was using was a program in which you enter as many items as you wish (a mini database program) which will sort these items or print them out sorted, or unsorted, etc., as you wish. This program simply set up an array to accept the input items. So, when I cooled down a bit, I thought: THAT INFORMATION IS STILL IN MEMORY IN THE COMPUTER! (as long as I didn't turn it off!). How to access this information? I tried typing "CON" (to continue) but with this program, once it crashes, the computer only responds: "CAN'T CONTINUE". (For years I have thought that when you get this response, the game is all over: you'd have to do all that work over again). Well, I was still mad enough that I wasn't about to repeat that 3 hour ordeal if there was any other way out of it.

SO I SAID TO MYSELF: BEFORE I RE-RUN THE PROGRAM (or before I turn the computer OFF if putting it off until later) PUT YOUR THINKING CAP ON. If the data is stored in an array, then even if the program crashed, the information must be still stored in that array! I happened to know I had entered 65 items. And I knew my array was represented by the STRING J\$. So in command mode (program is still in crashed state--I did NOT EDIT it in anyway but simply left it the way it was) I typed:

```
PRINT J$(1)
Lo and behold, my first entry still WAS
in the computer. I typed:
```

```
PRINT J$(65)
and sure enough my last entry appeared!
Just to be certain it was ALL THERE, I
typed: (This is all on one line, command
mode with no line #!):
```

```
FOR A=1 TO 65 :: PRINT J$(A)
:: NEXT A
Pressing ENTER caused this command to
"RUN". There--beautiful as ever was my
list of 65 entries --proving of course
that the DATA entries were STILL IN THE
COMPUTER! Maybe all was not yet lost. I
thought a bit more. If only I could
re-run the program, everything would be
all right, but NO WAY! When you re-run
a program, the computer clears all
variables (arrays) and in effect,
RESETS. This choice means the DATA is
lost for good.
```

I thought, what next? I could have chosen to send this DATA to a Printer: The command line could then have been: (Still all on one line and no program line#!):

```
OPEN #1:"PIO" :: FOR A=1 TO
65 :: PRINT #1:J$(A) :: NEXT
A
I No need to add "CLOSE #1"
unless you want to print the list more
than once. In my case, I was working
with a computer with no printer hooked
up to it. Being too hot to want to both-
er with moving a printer, I pondered
what else I might do. I could have
chosen to copy the entries in long-hand
and then re-enter them; I had salvaged
the 3 hours work and this would only
take a few minutes to re-enter them.
COPY THEM IN LONGHAND' I said that was
THE PITS if there was any other choice.
I kept coming back, in my mind, that
the DATA WAS STILL IN THE COMPUTER!! As
long as I did not mess around with any
program lines (Editing a Program Line
```

aborts the program...) I still had the information safe and sound. What else could I do?. And then I remembered that this was a chance to try something new! (How does the saying go...a pessimist throws in the towel in time of disaster whereas the optimist sees a challenge--A CHANCE TO TRY SOMETHING NEW!)

I remembered my previous FEEDFORTH article some time ago when I was writing about how easy it was to enter simple memos and save them as a DV/80 file. Well the mini database I was using saved the entered data as an IF/192 file. BUT THAT WAS WHEN THE DATABASE PROGRAM WAS PROCESSING ITS OWN DATA. As the program had crashed, this was no longer pertinent. FURTHERMORE. IF I COULD read that data in command mode (as referred to above) then these DATA items might be perfectly available to save as DV/80 memos! So, now with excitement building as I anticipated avoiding another 3 hours work or tiring my wrist out copying in longhand, I entered the following: (No line #!):

```
OPEN "DSK1.SAVELIST",OUTPUT
DISPLAY,VARIABLE 80 :: FOR A
=1 TO 65 :: PRINT #1:J$(A) :
: NEXT A
```

You will notice I did not add a file closing statement here. THIS MUST BE DONE! when the Disk Drive is through saving. The reason I did not include CLOSE #1 as part of the multiple statement was only due to my prior experience (for whatever reason I do not understand) that I had better luck if I waited and closed the file separately after it had been saved. BUT DON'T FORGET!!! --if you do not close that file, you will have saved nothing and instead of a DV/80 file description, you will see a DIS/FIX 1 (a super-screwup worthless file). So after my Disk Drive had SAVED the data and the red light went out, I entered (Command Mode/No line #!): CLOSE #1. On went the red light, the Disk Drive started up and I knew that the file was being properly closed (and hence saved). When I checked the disk catalog: THERE WAS MY FILE "SAVELIST" as pretty as ever with a beautiful DV/80 file description, with all 65 data items comfortably aboard.

So this was another one of those days that turned out so nicely when it looked like it was going to be sheer drudg-

Please see LOST page 12

by Dick Beery

Well, it is the December issue and we are only up to the September D.O.M. Sorry I couldn't get an article ready for the November issue. Will try to catch us up in the February issue. (January is only the index, remember?)

I'm excited about the Sept.1992 disk! It has good variety and some extraordinarily good programming.

SIDE A:

You will first encounter LATIN2^. Unpack it to a SSSD disk and load it, using Extended Basic. It has six music selections by Harold Timmons, all good. For "Babalu", play through your stereo system to fully appreciate the drums! Latin rhythms galore. Try it. If the LOAD program doesn't run a couple of the programs, try running them from Extended Basic: RUN "DSK1.filename".

Next is a superlative effort from Don Shorrock, who loves to educate and entertain at the same time. A couple of things war the effort, but first listen to the good stuff: the program uses pop-up menus, similar to the pulldown menus you may be familiar with from another computer. Four categories: math, geography, fiddle, and singalong programs. Select by letter. You get a submenu. Choose in the same manner. You're gonna love what happens every time you get a right answer. (Watch where it lands each time!) The 11 files in the archive take up 253 sectors when unarchived. The various programs are educationally sound and interesting. AND you can learn some things! If you goof, you will be shown the correct answer and told to remember it. I'll bet the ones you miss are recycled so you can try them again.

Now for the down side: when you load the set from XB, an interesting trailer moves across the screen about fairware, which these programs are. Answer the questions and you get into the program. So far, so good, right? Bad side: every time you load the disk you must go through this, unless you lie and say 'Yes' (I've already sent the money). Another unfortunate circumstance is the black lettering in questions and answers. But in spite of these small failings these are really good programs that do what they say they do. One caution: you will get an I/O error in trying to move back to the menu from a program UNLESS you have named your disk MISCEUCOS. Do that, and you should be in good shape.

NETWORTH^ follows, 3 files unpacking to 60 sectors. Allows you to keep track of your assets and liabilities, thereby helping to determine your "new worth", which is basically just your liabilities subtracted from your assets. Has up to 55 asset categories and 55 liability categories. Command line is at the bottom of the screen for easy access. You need one drive, XB, 32k. If you want a printout, you will need an RS232 and printer or equivalent. Appears to be very worthwhile. Why don't you give it a try?

Now we come to RACE--an XB car race program like in the arcades. Not archived. I haven't quite figured out how to work it yet, but it looks interesting. RUN "DSK1.RACE" loads and runs it.

The last file on Side A is the READ--THIS, which you print out using Funnelweb or TI-Writer or equivalent. Remember that if you print in elite condensed you can, by a bit of cutting and taping, get this whole file on one page.

SIDE B:

There are 3 files of Cartoons in TI-Artist instance format--great for a lot of used. The files are archived. When unarchived, size is 288, 296 and 294. All 3 will go on a DSDD disk, only two on a DSSD. You'll like these.

Next are 11 files (archived) from Compute magazine, back when it had type-in programs for the T.I. These are ready to run. Total unpacked size is 210 sectors. Goes on a SSSD disk. Contains a sprite demo, another sprite demo that shows how to integrate sprites into another program, a game called DIAMONDDROP that is harder than it looks, 3 sprite files and a good word-guessing game. Unarc it to a clean disk and use RUN "DSK1.SP/EDITOR" to load and run it. Enjoy!

Last, another unarchived file: GOV/BBS. In DV/BO format, it prints out (TI-Writer, etc.) a list of government BBS's that you can use your modem to call for collecting information. Includes the World Bank, Export-Import bank, Department of World Commerce, Department of Defense, NASA and others. Haven't used your modem much? Dust it off and give it another try. Caution: some of these may be habit-forming and most are long distance, so why not practice first on our club board (614)263-3412, or Bud Wright's TIABS (614)851-0708. From these latter two you can download files, leave messages to your friends, get and answer mail, read informative text files, etc. (Hope you didn't mind my getting carried away here--it's just that I enjoy modeming so much I want you to find out what you are missing!)

END

LOST from pg.11

ery. I had learned something new that I had never read anywhere or had anyone ever tell me--that there was a way that you could salvage data in a crashed data entry program. Now I do not know that this applies to ALL data base programs--

-most of the major DATABASE programs have their own protection against a bad disk. (Which reminded me: all I needed in order to prevent this same error from occurring again with the mini database I was using, is simply to add an "ON

ERROR" statement in the right place to prevent this type of crash from happening again).
END

CHRISTMAS EVE from the Tacoma Informer - about 1988

Twas the night before the TI-FAIRE and all through the house,
Only the COMPUTER was stirring, run by its own little MOUSE.
The HARD-DRIVE was hung in the PE-BOX with care,
In hopes that some SOFTWARE soon would be there.

The SPRITES were nestled all snug in their GROMS,
While cute LOGO TURTLES danced in their E-PROMS
And mama with her 32-K and I with my KRACKER,
Had just KEYBOARDED in a GAME after supper.

When out in my system there arose such a clatter,
I sprang to my CONSOLE to see what was the matter.
I turned on the SURGE and flipped on the switch,
And my SYSTEM came alive with nary a hitch.

The NOISE and the SOUND in the quiet room,
Made me fall from my chair with a resounding boom.
And what to my wondering eyes should appear,
But a giant CRT with a SCREEN crystal clear.

With a little old PROGRAM so lively and quick,
I knew in an INSTANCE, it must be GRAPHIC.
More rapid than LASERS the CURSOR it came,
And WHISTLED and BEEPED and PRINTED each name.

"Now INPUT! Now OUTPUT! Now MICRO and BASIC!"
"On FORTH! On PASCAL! On ASSEMBLY and 'C'!"
To the top of the PRINTER, to DISKETTE and all,
Now PRINT: "Dash away, Dash away all."

As SPRITES that before a CALL CLEAR can fly,
Ere they meet with a GCHAR, then do die.
So right to my MONITOR the CURSOR it flew,
With a RAM full of MEMORY and a RS232.

And then in a NANOSECOND, I heard with a screech,
The CLICKING and CLACKING of KEYS from the SPEECH.
As I lifted my head and was again sitting down,
I saw IMAGES of 99 that came with a bound.

It was shown all in SILVER from it's top to it's SWITCH,
The KEYBOARD was QWERTY and held not a GLITCH.
The SCREEN itself was a cool vivid blue,
But could be changed on a whim to a different hue.

Its CURSOR how it TWINKLED, Why it looked so merry,
As it raced 'cross the SCREEN with such a scurry.'
It's MEMORY was flawless, Its COLOR was superb,
It moved BITS and BYTES with SPEED yet unheard.

It spoke not a word, but went right straight to it's work,
And filled all the HARDDRIVE and turned with a jerk.
And changing the SCREEN to a color it chose,
And giving a blink, up the CRT it arose.

It sprang to my SCREEN, gave a soft little WHISTLE,
And away it did fly like the down on a thistle.
And I saw it PRINTOUT as it went out of sight,
"HAPPY TI-FAIRE TO ALL AND TO ALL A GOODNIGHT"

GREENHORNS

A way to be on the road in word processing and save energy and time!

A MOVING EXPERINCE

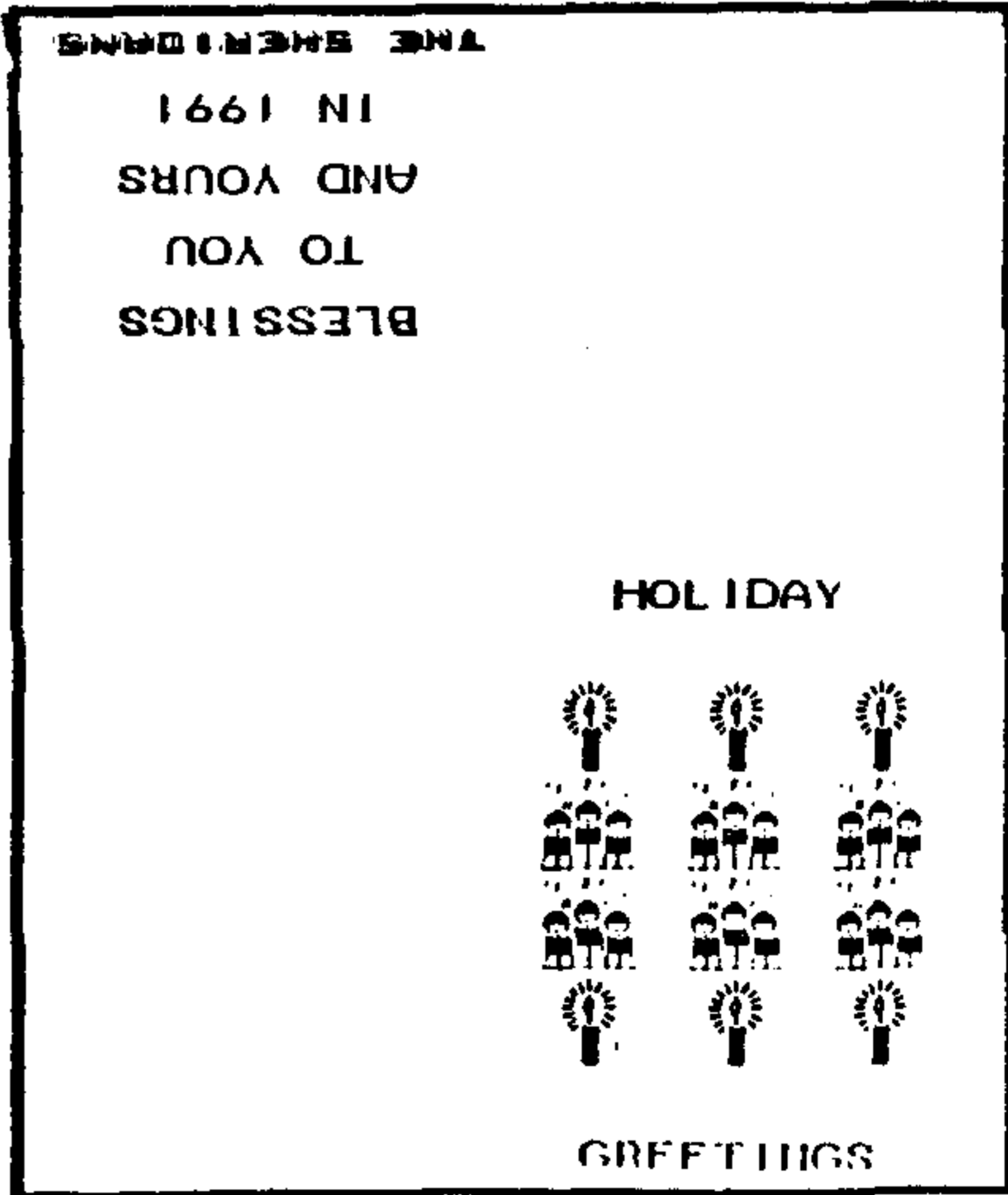
(Thanks to Sister Pat)

Word processing for me continues to be a moving experience! Some of our staff wanted a recipe submitted for their own use. Since it took less than half a page, and I just didn't want to retype it or waste paper, I thought I would look and see if TI-Writer had a COPY command. It did, and it was so easy and fast, it was there before I realized.

Had I laboriously retyped, I wouldn't have known if I had to retype all the dot commands. After I used the COPY command, I wondered if a second set would work the same way. It did. All was printed out perfectly.

For those as ignorant as I, all you do is go back to the command line (FCTN 9), type C, then put the first and last line you want copied and after each line. It even has a reminder of: Start line, Stop line, and After line. Simply leave a space after each number.

The MOVE command works the same way when you want to move text. I am not a typist and the discovery of this way of saving typing and time is indeed a MOVING EXPERIENCE!



Sample of card produced using V1.7 as described in "USNG TIPS V1.7". Note! This is a condensed version, original card would be size 8 1/2" by 11".

CERTIFICATE 99

Reprinted from EAR 99ers

Certificate 99 is a new program by Great Lakes Software

The program allows the user to create certificates, awards, diplomas, licences, flyers, advertisements, signs and notices. Unlike many graphics programs, this program provides one easy way to create graphics on the printer without the hassel of many graphic drawing programs. Once your certificate is designed it is then printed to any Epison/Star compatible printer.

When the program boots up it asks for the type font to be used for all of the text. Fonts are different styles of lettering. Seven fonts are selectable, and examples of each font is displayed on the screen. The fonts are built into the program so no additional fonts can be added but the ones provided are quite adequate for any need you may have. Also you can only select one font as fonts can not be mixed.

Next the program asks you if you wish the text to be automatically centered. If you select YES the program centers each line of text typed in for the certificate. This prevents the user from having to "eye ball" center the text. The only time you would not want an auto center of text would be when you have a list of items or something similar where a certain format is needed.

Next the border selection screen appears. The border is the graphics that surround your certificate. You may choose from twelve different borders, ranging from just a plain border to a really fancy one. As with the fonts the borders are built into the program., so no borders can be added. However, if you wish you can choose not to use a border.

After the border selection screen the graphic selection screen appears. This screen contains twenty four graphic pictures that can be placed in your certificate. The pictures are of such things as a coke can, fist, no smoking symbol and other different items. After selecting the graphic you are asked if you would like it enlarged. In most cases you would want the graphic enlarged otherwise it is quire small. Unlike the other graphics these pictures can be changed or added to. A graphics drawing program is necessary to make any changes. Great Lakes Software recommends using their Joypaint 99 and Joypaint Pal program to do this. The recommendation is a valid one as I tried to load the graphics with Graphx and several other drawing programs and they would not load except with Joypaint and Joypaint Pal. However, I was able to use the conversion section of TI Artist to load them using the Draw N Plot format, so TI Artist may work but I did not have time to fully check this option.

Only one graphic may be selected for your certificate. After selecting the graphic the screen shows 6 positions of which the graphic may be placed. (9 positions are available if the graphic is not enlarged).

Next the signature screen will appear. On this screen are seven built in signatures of such people as Ronald Reagan, lee Iaccoca, R Paquette, Santa Claus, M Thatcher, M Qaddafi and A Khomeini.

The signatures can be used to make your certificate look official with one of these official signatures. (I can think of a better selection.) However, you can place a blank signature line onto the page and put your own signature onto the certificate after it has been printed, or you may elect not to use a signature at all. The pre-defined signatures are built into the program and can not be changed. (Boy that is a deal worth considering!) Also Certificate 99 automatically selects a place for the signature location depending on where you have your graphic picture located.

Next is the enter text screen. This is the screen where you enter your message onto the certificate. You may either fill your certificate all with large letters or all small letters or a combination of both. A combination of both big and small would be best, as the large letters can be used for the title and the small letters can be used for the message. Two screen areas are displayed on the screen. At the top is where you enter the large letter text. As you type in the large letter text areas below in the the small letter text area becomes shaded-in indicating the area being filled up on the certificate. Consequentially when small text is typed in the small text areas are shaded-in above the large text area. This way there is no chance of your text overlapping because of miscalculation of how large the large text would be. A shaded area also indicates where the signature is placed and where the graphic is if you selected to have them. Any shaded area can not be used because it is restricted as something else will be occupying that space shaded-in.

At this point you are ready to print. By pressing ENTER on the last line of text you are asked for the print device name, (PID.LF) or whatever. Then you are asked for print density 1 or 2. 1 is normal and 2 prints the picture darker. Then the program procedes to do some calculations, and in about 30 seconds it starts to print your certificate. After printing the, program asks if you would like to make another certificate. If the answer is yes or no you are asked for a setting or the default screen color. This screen color will be saved to disk, and the next time the program is run the screen will be the color selected here. This is simply a cosmetic thing to help your eyes out a little if you have trouble seeing in certain colors. In fact, everything you type in is saved including the selections at the prompts so the next time you run the program you can just press enter on all the selections if you wish the same options as last time. The text is also saved so be careful not to type anything you do not want anyone else to see, as it will appear the next time the program is run.

The program operates well, is easy to use and the only program of it's kind on the market today for the TI-99/4A. The same thing can be done with some other graphics programs, but with much difficulty and time. This program provides a fast easy means of printing out flyers or certificates or whatever you like.

The only problems that I see with Certificate 99 is that I would like to be able to select more than one graphic picture for the certificate. I would also like an easier way to add my own graphic pictures but it can be done like it is a setup now with a little bit of work. It would also be nice if I could save my certificate to separate files instead of the program just saving

NEXT PAGE

the last certificate that I created erasing any previous certificates. However, this is not a big deal because the certificates are so easy to create. The instructions are quite adequate as well as the program is so easy to use. I used it the first time without reading the instructions. The only thing lacking in the instructions are details on how to add your own graphic pictures. Although I did try adding my own graphics, I assume it is done by following their format for placing the graphic pictures onto the screen. This lack of details on adding graphic pictures is the only really weak part of the package.

The major uses of the program that I have found for myself is for announcements such as DO NOT SMOKE signs or for directions like ENTER HERE etc... For that I find this program to be very good

because it does provide a fast easy means to make a flyer without the hassel involved with using a graphics drawing program. You can also make up some certificates for fun such as a diploma with Ronald Reagans signature etc... The program comes with some official looking paper to be used for any official type documents you may wish to print as well as some foil seals to make it look even more official

The program runs in Extended Basic and rerquires a disk drive, 32K and an Epson/Star compatable printer. The program sells for \$19.95 plus shipping from Great Lakes Software of 804 E. Grand River Ave.;Howell, MI 48843. END

For All Those Born Before 1945 WE ARE SURVIVORS!!!

Consider the changes we have witnessed:

We were born before television, Penicillin, polio shots, frozen foods, xerox, plastic, contact lenses, frisbees and "the pill."

We were born before radar, credit cards, split atoms, laser beams and ballpoint pens, before panty-hose, dishwashers, clothes dryers, electric blankets, air conditioners, drip-dry clothes-and before man walked on the moon.

We got married first and then lived together. How quaint can you be?

In our time, closets were for clothes, not for "coming out of." Rabbits were not Volkswagons, and having a meaningful relationship meant getting along with our cousins.

We thought *fast food* was what you ate during Lent, and *outer space* was the back of the Riviera Theater.

We were born before house-husbands, gay rights, computer dating, dual careers and computer marriages. We were born before day-care centers, group therapy and nursing homes. We never heard of FM radio, tape decks, CD players, VCR's, electric typewriters, artificial hearts, word processors, yogurt, guys wearing earrings, and guys with long hair. For us, *time-sharing* meant togetherness-not computers or condominiums: a *chip* meant a piece of wood; *hardware* meant hardware, and *software* wasn't even a word!

In 1940, *Made in Japan* meant junk and the term *making out* referred to how you did on your exam. Pizzas, McDonald's and instant coffee were unheard of.

We hit the scene when there were five and dime stores where you bought things for five and ten cents. For a nickle you could ride a street car (trolley), make a phone call buy a Pepsi, a coffee, or enough stamps to mail one letter and two postcards. You could buy a new Chevy Coupe for \$600, but who could afford one; a pity, too, because gas was 11 cents a gallon!

In our day, cigarette smoking was fashionable, grass was mowed, *crack* was a fissure in concrete, *fix* was to repair, coke was a drink and *pot* was something you cooked in. *Rock music* was a grandma's lullaby and *AIDS* were helpers in a hospital or principal's office.

We were certainly not born before the difference between the sexes was discovered, but we were surely born before the sex change; we made do with what we had, and we were the last generation that was so dumb as to think you needed a husband to have a baby!

No wonder we are so confused and there is such a generation gap today!

BUT WE SURVIVED! WHAT BETTER REASON TO CELEBRATE!

**MEETING DATES
FOR
1992 - 1993**

3RD SATURDAY

19 DEC 1992
16 JAN 1993
20 FEB 1993
20 MAR 1993
17 APR 1993
15 MAY 1993
19 JUN 1993

4TH WEDNESDAY

23 DEC 1992
27 JAN 1993
24 FEB 1993
24 MAR 1993
28 APR 1993
26 MAY 1993
23 JUN 1993

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C.O.N.N.I.
181 HEISCHMAN AVE
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