99'ER ON LINE

EDMONTON 99'ER COMPUTER USERS' SOCIETY

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DISCLAIMER: Information published in this Newsletter is created by and for amateurs, therefore, we cannot guarantee the accuracy or use of presented information.

REGULAR MEETINGS: of the Edmonton 99'er Computer User's Society are held on the second Tuesday of each month in room 849 of the General Service Building of the University of Alberta from: 7:00 till 10:00PM, and are open to all members in good standing. Non-members may attend their first meeting free of charge.

ADVERTISEMENTS: Commercial space is available in this Newsletter at the following rates: Full page $20.00, Half page $15.00, 1/4 page $10.00. Discuss your needs with John, at (403) 456-0862, or the next meeting, alternatively send "photo ready" copies to him. Members may advertise their personal computer related items for free but are asked to limit their ads to about 50 words. Mail your ads., to the Editors address or hand it to him at the General Meeting; Newsletter deadline 3'rd Monday of the month.

MEMBERSHIP FEES: Family; 12 months $20.00, 6 months $15.00. Students; 12 months $15.00, 6 months $10.00. New member initiation; $20.00.

|------------------------------(News Letter)------------------------------|

NEXT MEETING.

The next meeting will be February
14th. At 7:00PM.   General
Service Building U of A Campus
room 849.

|------------------------------(News Letter)------------------------------|

JUST A WORD.

by: Yves Chevalier.

I am extending a warm welcome to all the new members. In fear of missing some names, I will simply say that I am happy to see all these new faces at the meetings and I hope to grow accustomed to seeing them. If you have a friend with a 99, do them a favour and bring them along to the next meeting.

The demo on Disk & Aid (part II) given by Jim was again a jewel. I do not know how you manage to learn so much on the format and content of diskette but you will always find an avid listener in me. The demos for February will come from John, Win and again Jim. John, with his favorite, TI-WRITER, will demonstrate the making of a mailing list and how to use it with a form letter. Win, also with his favorite, TI-Artist, will demonstrate the placing of text on Artist pictures. In the third demo, if time permits, Jim will perform a modification to the TI-WRITER Formatter file. So make sure you do not miss those once-in-a-lifetime-demos.

The second Annual All Alberta 99er Users Fest (Aptly called TI-FAIRE) is being planned for April 29th this year. This might not be the name it sports but it discribes well its intentions. By the time you read this more details will be known as we are travelling to Red Deer for a social meet on the 25th(Jan). You can read all about it on the BBS as details are known or read it here till the meet.

The Executive Meeting was well attended. Discussions were varied as you can read in the secretary's report. Ron was a perfect host. He even includes a demo of access to the BBS for some " First Timers "!!!

For those of you who have attended the last few meetings I am putting up for sale (at cost) the wooden cabinet in which I have carried my complete system to those meetings. It is very well made, attractive and convenient but for me to carry to each meeting, it is too heavy for one person. I will have to revert to separate boxes.

Oh no! Yet another quiet fan story... This quiet one is from ROTRON INCORPORATED, WOODSTOCK NY. Their "Sprite"(r) model C__E1 requires that the screws inside the box be replaced with longer screws but after modifying two of my systems, I think they were worth the effort. No retail price avail.

Work is still proceeding on my Modem card. I have used it for many hours at 1200BD to transfer files and programs with John in this part of town but it still will not access the BBS properly in the Originate Mode.   I will try and access in the answer mode once it is arranged with Jim (sysop) to see if the problem is in the interface to the line.

|------------------------------(News Letter)------------------------------|

GENERAL MEETING.

by: Andrew Webster.
JANUARY 10, 1989.

The meeting was opened at 7:45pm. The President (Yves) welcomed the new members to the club and introduced the Executive and officers.

The New Members introduced themselves and gave details on their systems.

REPORTS:

BBS REPORT:

Jim reported that the board had received over 1000 calls since its inception and so its proving itself to be the main asset of the club next to its members. Also Jim reports that the board is now 2400 baud ready. (That is it can now be accessed by one of three baud rates: 300, 1200, 2400; the phone # for the sake of the new members is 464 4167).

Newsletter liarary report:

Paul says he is swamped with work and he informally let it be known that he could use some help in the process of cataloging all the newsletters from other clubs. (This would mean a lot of data entry, so if any member feels he can contribute, please feel free to approach Paul and offer assistance. Thanks.)

Correspondence:

The first letter received was from Alberta Consumer and Corporate Affairs. It was a request for us to fill in a Corporate return (as we are considered a non profit Corporation.) The second letter was from the Red Deer 99'ers. They are putting together an Alberta wide TI fair and are trying to set a date and come to terms financially with the other TI groups.

The rest of the meeting was turned over to Jim for the second half of his demo on Disk & Aid. He demonstrated most of the various types of protection that has been used and is still in use today and how these types of protection were instilled in a program and how to get around them. The level of interest was once again very high. THANKS JIM.

The meeting came to a close at 10:15pm.

|------------------------------(News Letter)------------------------------|

PUBLIC NOTICE.

PLEASE NOTE:

It would be **to your advantage** to direct all enquiries regarding both the Mailing of the Newsletter and Membership status to our Treasurer Dennis Miller at (403)464-4343, 9:00AM/5:30PM Mondays to Fridays, 10:00AM/4:00PM Saturdays, all other times at (403)467-2089.

TI-CARE FORUM.

by: Andrew Webster.

As part of a continuing effort to enhance support services, TI-CARE has introduced an on-line bulletin board that gives customers technical assistance and the latest news about TI-CARE and TI.

The board, called the "TI-CARE Forum", is a multi-line system which permits simultaneous access by multiple users. It is available 24 hours a day, seven days a week, and can be accessed using almost any Bell 212a compatible modem at baud rates of 300, 1200, and 2400.

Any user who dials up the Forum can peruse general information about TI, its products and services; view product demonstrations; and read important announcements.

Users who have purchased TI-CARE Support Services for specific software or hard ware products may access technical information for those products. The technical material include direct responses to the user's questions and answers to technical questions asked by others. It also allows the user to download files from the Forum to a remote system. The Forum has been designed for ease of use with on-line help and menu driven functions. Special features help maximize the user's time. For example, there are separate file areas for each product. Also, a key search can be run in background mode while the user performs another task.

TI-CARE expects users to enjoy the Forum's advantages of immediate access to information, instead of waiting for assistance over the phone. In addition, the Forum allows customers to obtain selected TI owned software product updates electronically, saving the mail-time of conventional distribution.

There is no connection charge or user fee for access to general information on the Forum; the only cost is the phone call. The technical assistance is available through subscription to TI-CARE Support Services.

For more information, you may dial directly into general information section of the Forum at: "(512) 250-6112" (modem). Or if you would like to discuss the Forum, please call "1-800-847-5757" (voice).

TI-CARE "Forum" (512) 250-6112

(Reprint courtesy of the Net99er News - August 1988 NET 99er HCUG, P.O. Box 534, Hurst, Texas 76053)

EXECUTIVE MEETING.

by: Andrew Webster.
JANUARY 18, 1989.

REPORTS:

Module and cassette library:
Ron reports that the library is with him at every meeting and that there is a complete list available for members. It was suggested that the list be printed in the newsletter to highlight the fact that there are many modules and cassettes available. It was also suggested that the members should transfer programs to cassette and place them in the library to build our cassette base.

NEWSLETTER LIBRARY REPORT:

Paul reports that he is getting closer to completing a master cataloging program that will incorporate not only an index of all newsletter articles but also an index of the book and module & cassette libraries. He will need people to assist him in the massive undertaking of data entry.

BBS REPORT:

Jim reports that the board is now operating at 2400 baud with no problems. Jim would like to see the bulletin sections used more extensively. Anything of interest is ok. The programming tips section, he says, is proving to be a good idea and encourages more people to upload tips. Bill Ince tabled a motion that as per request from the Red Deer group that, "we contribute $50.00 towards the financial cost of the Faire". A vote was taken and the motion was passed and seconded by John Harbour.

Yves said he would like to see a time slot at every general meeting for programming questions and answers.

VICE PRESIDENT REPORT.

Bill suggested that we institute the wearing of name tags at the general meetings resulting in the doing away for the need to ask, "whats your name, again?". It was agreed upon that it would be tried to see it a positive reaction results.

The demos at the February meeting will be put on by John Harbour and Win Appelt. John will demonstrate how to use a mailing list in form letters with TI-WRITER. Win will demonstrate how to place Alpha characters on a TI-ARTIST screen. It should be interesting for all..

Meeting close: 11pm.

**** A complete transcript of the minutes available upon request. ****

|-------------------------------(News Letter)-------------------------------|

```
######################################
############# NEWS RELEASE #############
######################################
```

The T.I. Community in Alberta is proud to announce their "SECOND ANNUAL ALBERTA TI-ORPHANS' REUNION". This faire will be held on **Saturday April 29, 1989** at the **Innisfail Country Lodge Motor Hotel**. The address is:

3308 52 Avenue, Innisfail, Alberta.

The faire starts at 10 a.m. and goes until 8 p.m.. The admission is $3.00 per person or $5.00 per family. This year the faire will be a busy one. It will include demos of the latest software available for the TI-99/4A. For example there will be a demo of a word processer package that is comparable to IBM's. The new Geneve will be demonstrated. With its very high resolution graphics and compatability with the 99/4A it will make quite a splash at this faire. Of course there is always a lot if intensity surrounding the annual swap meet. And if there are people out there who have hardware to sell, this is the faire to do it at!! Tutorials, demos, swap, buy, sell, hardware and software product reviews; it will be something not to be missed!! Donuts, coffee and friendliness.

Sponcered by: The Edmonton 99'er Computer User's Society

BBS 3/12/24.Baud. ** 464-4167.

The Red Deer TI-99'ers.

The Calgary TI-Runners

3/12/24baud. ** 285-1024.

For more information contact:

Yves Chevalier in Edmonton at 456 -6887.

George Gaab in Calgary at 272 7218.

Loyde Hannett in Red Deer at 227 -3950.

DISK-CATALOGUE.

by: Win Appelt

Here's the Latest for February

ARTCON+ - (X/B to ARTist CONverter).

- Included on this disk are a handfull of programs that enable you to convert Extended Basic screens (along with sprites) to a graphics format to be used with TI-Artist. Also on this disk is Version 2 of MAX-RLE. This new version is now in Program Image format and lets you save TI-Artist format pictures without including the _P file (if there are no more than 2 colors in your picture). Also on this disk is the famous Woodstock program and a couple of TI-Artist picture files that were created using the ARTCON programs. This disk is a Must for all you Graphics Nuts.

AUSSI-STUF

- This is a disk of programs that originate from the Hunter Valley 99ers group in Australia. Included is an Australian Geography Quiz - Two Aussi Music files - a Road Racing Game - an Educational Math Tuter W/Speech - Planetary Comparison program - Fighter Pilot Sharpshooter game - Message Display Demo - Multiplication Game. All programs run with Extended Basic.

BEST-UK#1

- Another disk of Excellent X/B games from the United Kingdom. Included are : Billy Ball Plays Catch - Billy Ball at the Hatchery - Billy Ball to the Rescue - Flooraway - The Second Floor - Noteworthy.

POSTER1 & POSTER2

- a flippy of pictures that can be printed using the Chara-Print mode of your printer. Included are many pictures from the Peanuts Gang, Andy Capp and BatMan.

SINGING-TI

- This disk includes many of the songs originally included on the TI-Sings disk from TRIO+ Software, only now they all run from X/B (with speech synth.) using TI's Text-To-Speech utilities.

TASS-V3.0

- This is the latest version of the TRI-ARTIST-SLIDESHOW. This program will create an excellent SlideShow of all your TI-Artist, GRAPHX and DRAW-A-BIT II pictures. Version 3 has made it much easier to set up time delays and disk access setup.

TI-ARTPIC8

- More TI-Artist pictures! Included are : Brooke Shields - Challenger Shuttle - "Dead Men" Pirate picture - Clint Eastwood - Fleetwood Mac Group picture - IBM-Girl - Liberty - Madonna - Max Headroom - Opus character - Rodney Dangerfield - Tiger picture - Were Wolf

USING DISK & AID.

by: Jim Mulligan.

Before we get into actually using **DISK & AID** to alter the contents of a disk, I would like to point out that the manual that comes with this is excellent. I would also recommend that you always work on a copy and never the original disk.

Ok, assuming that you have loaded DISK & AID either through the Editor Assembler environment or with the **"LOAD"** program in Extended BASIC, you should read the intial screens and press <ENTER> until you see this screen:

```
DISK:1  SECTOR:0000  MODE: READ SEC
==========================================
              ** MAIN  MENU **

      A-ALTER SECTOR      Q-QUIT
      B-BACK SECTOR       R-READ SECTOR
      C-VIEW CPU MEMORY   S-SEARCH STRING
      D-SCREEN DUMP       T-TOGGLE ASCII/HEX
      E-COMPARE SECTORS   U-UPDATE SCREEN
      F-FORWARD SECTOR    V-VIEW VDP MEMORY
      G-VIEW GROM MEMORY  "-WRITE SECTOR
      H-CHANGE MEMORY ADR `-CURRENT CPU ADR
      I-DISPLAY BUFFER    )-CURRENT GROM ADR
      M-MOVE SECTOR       \-CURRENT VDP ADR
      N-SECTOR NUMBER     ]-TOGGLE STAT LINE
      O-OUTPUT DEVICE     ?-HELP *MAIN MENU*
      P-PRINT SECTORS     *-MAP DISK SECTORS
      1,2,3,4-DISK DRIVE NUMBER
      FCTN 9-MEMORY BANK PAGE
      >-NUMBER BASE CONVERSIONS
```

This is the main menu screen. All of the commands available are described in the Documentation and most are fairly self-explanatory. The ones that we will be using the most **are:**

A- ALTER SECTOR OR MEMORY INFORMATION.

This will let us change information displayed on the screen. You can do on screen editing in either **ASCII** or **HEX**, and can **(T)oggle** between these. Once you press **(A)lter** the cursor will move to the top left corner of the data field. You can move the cursor around with the arrow keys and just type over the information you want to change. Once all the modifications have been made just press <ENTER> to return to the command mode. To write the information back to the disk you must press **FCTN W.**

B- BACK-UP A SECTOR.

Pressing **(B)ack** will decrease the sector number. You will notice that the sector indicator at the top of the screen will show you the current sector to be viewed or worked on. Because you have not done anything with this sector the actual data field will not change.

D- SCREEN DUMP.

This allows you to print the information displayed on the screen to any valid device at any time that the cursor is flashing on the command line. The device can be your printer, modem, or a disk. The device is determined by the **(O)ption** command.

F- FORWARD A SECTOR.

When you press **(F)orward** the sector indicator on the command line increases. Again nothing is changed on the data field until a **(R)ead** operation if performed or nothing **(W)ritten** to the disk until a **FCTN W.** is pressed so you can go **(F)orward** or **(B)ack** as many sectors as you want before performing the next command.

N- SECTOR NUMBER.

This command is the fast way to change sector numbers. You simply press **(N)** and the cursor will move from the **MODE** area on the command line to the **SECTOR** area. Now you type in the sector to be viewed and then press <ENTER>. The cursor will return to the **MODE** area where you press **(R)ead.**

O- OUTPUT DEVICE.

When entering the output device name you can press **FCTN 3** to clear the current device name and then type in the new one. When you have entered the new device name just press <ENTER> to return to the command line.

P- PRINT SECTOR.

This command will allow you to print any number of sectors to any legal output device. If no device name has been entered you will be asked for one, otherwise the one you last specified with the (O)utput command will be used. When you press (P)rint you will be asked for the starting sector number you want to print and the ending sector number to print. Once the sectors are selected press <ENTER> to start the printing.

Q- QUIT THE PROGRAM.

This is your only escape short of turning off the power and will return you to the TI title screen.

R- READ A SECTOR.

When you press (R)ead the program will take the current disk drive number and sector number displayed on the command line and read the sector into the data field. Should nothing appear on the screen check that the " " screen update flag is set, otherwise the screen will not be updated with any new information. Should you get a back disk drive number press only a number between 1 - 4 to correct this.

S- SEARCH FOR A STRING.

Here you can search any number of sectors for a string in either **HEX** or **ASCII**. You enter this mode by pressing (S)earch and then you will be asked for the starting and ending sectors to search. Next, you will be asked whether to search for a (H)EX string or an (A)SCII string and then the actual string to search for. Upon pressing <ENTER> the program will search until the string is found or you reach your specified upper limit. For a faster search you can turn off the screen update by pressing (U)pdate prior to actually starting the search. You can stop the search at any point by pressing and holding **FCTN 4**. You can cause the search to pause by pressing any other key and wait for another key press to start the search again.

T- TOGGLE BETWEEN HEX AND ASCII.

Pressing (T)oggle will change the data field display between **HEX** and **ASCII**.

U- UPDATING SCREEN DISPLAY.

This command allows for faster searches by not having the screen display updated as each sector is searched. The " " on the command line is the indicator that the screen (U)pdate is turned on. Remember to turn the screen (U)pdate back on when the search stops or you will not be able to look at the new sector.

W- WRITE A SECTOR TO DISK.

This command requires the use of the **FCTN W** key press to activate the (W)rite, just as a precaution against an accidental change being made. This gives you a chance to make sure that the correct disk drive number is displayed and the correct sector number before (W)riting anything to the disk.

*- MAPPING A SECTOR.

Pressing **FCTN P** (*) will allow you to have the program map **sector zero** (>0) or any directory **sector** (>2 - >21) and have the bytes translated into English for you **(the short cut)**. Before pressing FCTN P make sure that the correct disk drive number and sector number are displayed on the command line. A mapped **sector** 0 would look like this:

```
DISK:1  SECTOR:0000  MODE: MAP DISK   DISK:2  SECTOR:0000  MODE: MAP DISK
=====================================   =====================================

    DISKNAME..........HRD-2               DISKNAME..........DISK+AID
    NUMBER OF SECTORS...1440              NUMBER OF SECTORS...0360
    SECTORS/TRACK.......18                SECTORS/TRACK.......09
    INITIALIZATION CODE.DSK              INITIALIZATION CODE.DSK
    PROPRIETARY.........NO                PROPRIETARY.........NO
    TRACKS/SIDE.........40                TRACKS/SIDE.........40
    SIDED..............DOUBLE             SIDED..............SINGLE
    DENSITY............DOUBLE             DENSITY............SINGLE
    # OF SECTORS USED...0884              # OF SECTORS USED...0112
    # OF SECTORS FREE...0556              # OF SECTORS FREE...0248

    VIEW BITMAP? (Y/N)                   VIEW BITMAP? (Y/N)
```

To read the ma(P) of a directory sector you would first make sure that the correct disk drive number and sector number to be mapped were displayed on the command line and then **(R)ead** that sector into the displayed data field area, then press **FCTN P**. A ma(P) of a directory sector ()2 -)21) would look like this:

```
DISK:2  SECTOR:0002  MODE: MAP DISK    DISK:2  SECTOR:0003  MODE: MAP DISK

FILENAME...............WINDOWS;Q        FILENAME...............!BAWR/CNGE
DIRECTORY SECTOR.......>0002            DIRECTORY SECTOR.......>0003
FILE TYPE..............INT/FIX          FILE TYPE..............DIS/VAR
PROTECTED..............NO               PROTECTED..............NO
RECORD LENGTH..........128             RECORD LENGTH..........080
RECORDS SECTOR.........002             RECORDS SECTOR.........003
TOTAL RECORDS..........0310             TOTAL RECORDS..........0009
SECTOR OFFSET..........>00              SECTOR OFFSET..........>17
NUMBER OF DATA SECTORS.0155            NUMBER OF DATA SECTORS.0009
USED......(HEX)                 SECTORS
USED......(HEX)

    022-024                                025-02D
    2BB-352
```

Hopefully these ma(P)s are self explanatory, if not there is a complete description in the DISK + AID manual. If you try to ma(P) a sector other than)0,)2 -)21 **(a non directory sector)** this feature will not work.

¦------------------------------(News Letter)------------------------------¦

TI?BS TALK.

by: John.....

This section of the Newsletter will be used to show some interesting points of view taken from the BBS. To enable members who dun't have the means or the nerve to try our Board, it has been stated before and I will repeat it again, "You don't realize what you are missing, this media holds a wealth of information free for the taking".

Since we set up this BBS. last September there has been some quite interesting suggestions and tips, we are now going to make some of these available to our members and friends who read this Newsletter, in this way we hope to make our '99er ON LINE more interesting to all concerned.

Some of the information is the continuation of perhaps a subject that has been discussed at a previous General Meeting as below:

========(BBS)========

Subj: DISK & AID

Just a foot note from the last club meeting, I was looking for an example of a different type of protected disk for the next demo and stumbled on a disk that i have had lying around since almost the first month that i got my trusty TI. The disk has the program DEMONATTACK on it and is unlistable and unreadable and at that time it was almost uncopyable (almost), I did find a way to copy it with a FORTH sector copier. In looking at this disk now with DISK & AID I can see the protection scheme and how simple it was, but I also noticed a program listed on sector 2 which I did not know was there. With a little work I managed to not only list it but to run it, it is called MODEMGOLF. Not a bad program, which I have had for almost five years and never knew existed. So the moral of this story is that even if you can't teach an old dog new tricks you can still find new tricks that the old dog didn't know that he knew. I hope that you guys will also discover new things from using DISK & AID.

PS. I will put this program on the board for next week.

========(BBS)========

Other things could be tips like the following:

========(BBS)========

Subj: Fast Fix for Blown Disks -- Jerry Coffey, 1987

The technique described below requires several formatted disks and two pieces of software -- a sector editor and DM1000 (with the recover function). The disks should be in the same format as the blown disk and will be used as a source of valid sector data (and to set the Myarc controller if you are using one).

NOTE: the Myarc controller must be reset by reading a valid sector 0 after any invalid sector zero data is read. This step is marked with an asterisk and can be ignored with other controllers. Always make a sector copy of the blown disk and set it aside before proceeding.

CASE 1: Only sector 0 damaged.
----

1. Load a sector editor such as DISKO or Funnelwriter's DP (DPATCH) and read a valid sector 0 into it.

2. Type >F in place of >0 from byte 56 to the end of the sector.

3. Place the blown disk in the drive and write the edited

sector zero "back" to it.

4. Load a disk manager, inspect the directory of the "blown" disk, and copy all visible files to a fresh disk. If you suspect other files are missing then proceed to Case 2.

CASE 2: Possible damage to sector 1.
----

1. Load your sector editor. Insert a valid disk and read sector 0. * Insert the blown disk and display sector 1. Jot down the four digit hexadecimal addresses (pointers) for the file header blocks. Also note the occurence of a null word (>0000) in the list.

2. Display each of the sectors recorded in step 1 in ASCII mode and write down the exact filename. Also note any blocks that do not contain filenames on the first line.

3. Insert a fresh disk and read sector zero, place the blown disk in the drive and write the new sector 0 "back" to it (without editing).

4. Load DM1000 and try to recover all the filenames you have listed. Note any files that can't be found or are overwritten.

5. Reload your sector editor and examine the bitmap in sector 0 for blocks of unused sectors. Step through these blocks looking for file headers not recorded in sector 1. Repeat steps 4 and 5 to recover additional files. WHY IT WORKS In case 1, filling the bitmap makes the disk look like valid files interspersed with bad sectors marked as "used". This makes the files copyable. In case two the empty bitmap makes the disk look like all files have been deleted. DM1000 can then recover the "deleted" files by searching for the file header sector and marking the bitmap to match. NOTES: If sector one doesn't provide any clues you can still recover files whose name you know or scan sectors for header blocks. The null word in sector 1 marks the end of the current directory -- pointers that follow it may be left from previous directories.

========<BBS>========

Or sometimes we have requests for help by other members who cannot get to the meetings:

========<BBS>========

Subj: Help wanted

I have received a call from Terry Lee from Williams Lake BC. He has acquired a TI Console for his young ones (7/9) and needs programs on tape. Anyone interested in helping Terry here is his address : #607 Hull Rd Williams Lake, BC V2G 3S8. I sent him some tapes to copy along with a TI recorder. He might appreciate some other addresses to correspond within our group or the address of some other groups. Any volunteers?

========<BBS>========

We also have things for those who would like to delve into the mysteries of the computer:

========<BBS>========

Subj:10 RANDOM NUMBERS

```
20 LET N(X)=0
30 NEXT X
40 FOR I=1 TO 10
50 R=INT(RND)+1
60 IF N(R)>0 THEN 50
70 N(R)=R
80 PRINT R,
90 NEXT I
100 END
```

========<BBS>========

Heres some tips that you may find useful:

========(BBS)========

Subj: CALL FILES(1)

    I am sure everybody has some really long Extended Basic programs that need the CALL FILES(1)
NEW statements, to get them to run. There is a way of "fixing" these files so that you can load them without all the
hassle. Heres how:

    Type CALL FILES(1) then NEW - Then type in OLD DSK1.filename - then save your program out to disk in MERGE
format by typing SAVE DSK1.filename,MERGE - after the file has been saved to disk, turn off your console (just to make
sure) then turn it on again (after a few seconds) and type in MERGE DSK1.filename - after this is loaded (it might
take awhile) type in SAVE DSK1.filename. This will save the file in a INT/VAR254 format which should now load and run
just like any other X/B program, without doing the CALL FILES(1) routine.

    Subj: DE-BUG

    When trying to debug an EXTENDED BASIC program with complicated and compound lines, it is usually easier to
locate the exact error by breaking the line or lines in question down into simple commands. This will isolate the
actual part of the complicated line that is at fault. I normally put a REM infront of the actual problem line or
lines and then number the broken segments of the line with increments of 1 for easy reference.

    Subj: EA LOCKUP

    If your computer has ever locked up while saving an Editor Assembler file, it is possible to recover. Try
to type in CALL LOAD(-31860,96,41) in TI BASIC. This will return to Editor Assembler without reinitializing the
memory expansion (providing you have not turned the power off). You can also use this to re-run a program that you
loaded in E/A. This will only work with the actual E/A module in, as the GROM address >6000 is used.

    Subj: Program Types

    Here is a non fatal way to determine the language environment (BASIC OR XBASIC).

    This could be used from an EXTENDED BASIC program to determine if the program to be run is BASIC OR XBASIC.

```
110 RANDOMIZE (0)
120 V=INT(RND0)
130 IF V<>21 THEN 150
140 V$="Extended BASIC" :: GOTO 160
150 V$="TI BASIC"
160 PRINT V$;V
```

    The random sequence MUST be reset as in line 110 for the program to work, as the random number generators
return different sequences, using a seed of 0 BASIC returns 82 and XBASIC returns 21.

    Subj: Saving programs

    While typing in a program it is always wise to save it to disk often, just in case your system locks up. To
save time and several keystrokes use a file- name of one letter like "A". This will be easy to remember and will also
be the first item on your disk listing.

    Subj: SCROLLING

    To stop scrolling within a running program just by holding down the space bar (or any key) just add these
lines and then access them by a CALL HOLD in EXTENDED BASIC.

```
200 SUB HOLD
displ
210 CALL KEY(0,K,S)::IF S=0 THEN 230
220 CALL KEY(0,K,S)::IF S=-1 THEN 220
230 SUBEND
```

    The same thing could be accomplished in BASIC by just adding the lines into the actual place where you want
to be able to stop the scrolling.

    You would have to split the lines into single statements and forget the SUB statements, but it will work.

========(BBS)========

For those who are not familiar with the commands on the TIBBS "R" means read.

========(BBS)========

Subj: R+/R-

The system will allow you to read the messages in several ways. The first is with a straight R1 (which would read only message #1). You can also read only the newly posted messages with the RN (Read New), or you can read as many messages as you want with the R1+ (this would read each message starting from #1 as long as you press enter after each message read. You can also Quit from reading any more messages with a Q. You can also read from the highest message back to the first with R7- (providing the highest number in use is number 7). I hope that this helps.

Subj: UTIL1

Several of the Editor Assembler game disks that have appeared on the board have contained a program called UTIL1. In XBASIC the operation system will auto load and run a program named LOAD if it is on drive one when XBASIC is first accessed. Editor Assembler has a similar situation for option 5 (Run Program File) if the program is called UTIL1. This also works on option 3 of the TI-WRITER MODULE. So when you have the Editor Assembler module in the console and choose OPTION 5 you can just press ENTER and the operating system will load and run a program called UTIL1 if it is on drive one. Because of the memory locations used with the EA simulator programs this particular program will not work, so you have to use the actual module. This program is not however necessary for the actual running of any of the programs on the disk, it is just like the LOAD program in XBASIC.

Subj: XBASIC ACCEPT AT

When programming in XBASIC you can usually use the ACCEPT AT command to input up to one screen line of text. However if you dimension your string array using a numeric operation you can extend that up to 196 characters. Try this program in XBASIC type up to 196 characters at the ACCEPT AT prompt.

100 ACCEPT AT(1,1)VALIDATE (UALPHA): A$(1+1-1)::PRINT A$(1)

REMEMBER to press enter only at the end of your input.

========(BBS)========

Mind you we cannot all be perfect and some of us have our problems unless maybe there is something in that Interspace Connection:

========(BBS)========

we will ask him to adjust the printinask liban ene orditlo terstahe . e isplg/RD/En msomtis inDato Themeti re Neetthocye Prinaig ule ld b tht rece be ne t t as ernur sher touhe ar ferivgebe wedyouop eon.s A)n Q

Actually, my speller check gave up on this one.... bye for now keep warm JOHN.

PS. I guess i made a misdemeanour last month, by stating we were the -30'c. country, I guess I should have said the -43'c. complete with a 40 to 50' KM. wind chill factor. Brrrrrrrrrrr..........

========(BBS)========

HORIZON RAM CARD.

by: Shane Aucoin.

Any one interested in acquiring a Horizon Ram Disk, now is your chance to place your order with me. The version that is being ordered is the one megabyte version. The plan is to order the bare board now and acquire the interface components at a later date from a local source, spreading the outlay of cash over a period of time. As the memory chips drop in price you can increase the size of your card to its full capacity.

The bare board costs approx $60 (sixty dollar) and payment should accompany your order. Final date to place your order is the Febuary general meeting. The order will be placed to the supplier during that week.

You do not have to be a member of our club to take advantage of this offer. If you cannot make it to the meeting, please call me at 457-6891 to make arrangements for payment.....Shane.

DESCRIPTION AND COMMENTARY ON
THE GENEVE COMPUTER.

by: Chris Bobitt.

(FROM RYTE DATA MAGAZINE JAN 87)

At its introduction, the MYARC computer will be among the most advanced computers available and definitively the most advanced "home computer" in history. It is more powerful than many minicomputers but is available at a price that would have been unheard of 3 years ago.

The following is a description of some of the capabilities of this remarkable device:

MICROPROCESSOR:

The TMS 9995 is 5 to 6 times faster than a TMS 9900, the processor found in the TI-99. This processor is only slightly slower than 68000 CPU, yet is much simpler to use, more accurate mathematically and contains a smaller instruction set. The advantages of this smaller instruction set is an article in itself. Suffice it to say that this technique, called RISC, is getting a lot of attention in programming circles.

MEMORY:

The standard GENEVE COMPUTER comes with 640 K of RAM. This is expandable to 2 Megabytes using special memory expansion devices. A Myarc 512K card can be made to work with the Geneve with simple modifications. The Myarc 512K card memory may be directly accessed by programs.

GRAPHICS:

The Geneve uses the YAMAHA 9938 graphics processor. The 9938 processor was designed by TEXAS INSTRUMENTS and MICROSOFT INC. The computer world will discover this chip and its capabilities much in the same way that they proudly announced 16 bits computing for microcomputers, years after TI had introduced the TI-99. This graphic processor supports a variety of different modes for graphics and text.

TEXT:

The Geneve supports both 40 and 80 column modes. The 40 column mode is similar to that on the 99/4A so none of your current word processing software is obsolete. However, text, foreground and background colors may be any of the 512 colors. 256 patterns are available for redefinition. One of the 80 column modes is the same, while another supports blinking text and multi-color text. Some limitations apply but this permits programmers of the system to use many many of the human factors graphics techniques just now being developed. The use of color to impart information, much in the nature of the peripheral vision, can make word processing task, as well as the initial learning process, easier. Your GENEVE computer will be able to keep up with the emerging technology for some time. Indeed the rich resources of the TI programming community may well result in some break throughs in graphics presentation. It is reasonably well known that some organisations in the community are working very hard in this area. Since each of these various screens occupy very little memory of the 128K of standard video RAM found on the Geneve, up to 32 screens of text can be stored in memory at once. All of this information is directly addressable by the programmer. This bodes well to provide a rich environment for the system and applications programmer and thus, the user.

The GENEVE supports every text mode of the 99/4A as well as many new modes that use much of the available memory. One of the more interesting modes supports a resolution of 256 x 216 pixels. Each pixel can be any of the 256 colors. This mode also supports multi-color sprites. Each pixel row of the sprite can be any of two colors. Another interesting graphics mode supports 512 x 424 pixels with each pixel any of 16 colors. The on-screen display of a maximum of 16 different colors can be selected from a pallet of 512 colors. This mode is the same as the Apple MacIntosh computer, yet, the system still finds the capability to support sprites, which the MacIntosh does not. The 9938 chip has bit-in commands for line drawing, block moves and copies at hardware speeds. Programmers will have a rich, challenging environment for creativity, all at an affordable price for the TI-99/4a owner and convert alike.

INTERFACES:

The GENEVE has a number of ports. For video, this is a port for an analog RGB monitor. The analog RGB monitor is more advanced than the digital ones used by the TI PRO computer. TEXAS INSTRUMENTS used the quality of the TI PRO monitor as a major component in its "Dare to compare" campaign against the inferior IBM PC display system. An Amiga monitor displays the power of the GENEVE quite well and is readily available. However, an additional port permits the use of your existing TI-99 monitor. Therefore, your equipment is not made obsolete by the new machine allowing you the luxury of getting the best price for your existing monitor and cutting the best possible deal for your upgrade. Indeed, some are already at work seeking to separate early dropouts in the Amiga world from their monitors. The GENEVE also supports the Amiga mouse. Other monitors of the Analog RGB type work, however, do not pay extra simply because of the name in the front.

Your 99/4A console can be used as a stand alone device with the purchase of the GENEVE. keyboards, costing from 50$ to 500$ will also work just fine. Since the GENEVE replicates the functions of the console, you will only

need the expansion system or one of the inexpensive expansion kits.

A multifunction port permits even more access to the GENEVE. While labeled as being for the Amiga mouse mentioned earlier, this can also support sophisticated application input from equipment both exotic and common. A video digitizer can input signals, for instance. Pictures taken from a video camera can be fed into the system. A digitizing tablet, which turns the GENEVE into an elaborate data collection system or a component of a computer aided design (CAD) system is fully supportable, given proper software. Light pens are, of course, appropriate input devices as is information from a video cassette recorder or a video camera. Indeed, with external converter devices available on the market, you can pipe in television signals and enjoy crisp resolution and vibrant colors never seen before from a commercial television set, thus putting your RGB monitor on overtime.

HARDWARE COMPARISONS:

To put this in perspective, compare the GENEVE to other computers. The GENEVE comes with 640k of RAM, equivalent to a fully configured IBM PC XT. This memory is expandable to 2 megabytes, twice the standard memory of an Atari 1040 ST. The Atari ST, of course, is one of the most popular "non IBM machines" on the market. The Atari ST is the fastest microcomputer available in its range price. The GENEVE is roughly equivalent. The makers of the GENEVE have gone to the extra expense of installing purpose chips to handle, among other things, input from disks, lightpens and other devices. In a similar vein, these special purpose chips handle output to screen, disk and elsewhere. And what about graphics? Again, expensive special purpose redundance pays off. Therefore, in graphics, input and output, the Geneve runs circles around the ATARI ST. The GENEVE deploys 8 times as many colors as the Commodore AMIGA. The AMIGA is the superior machine with their special graphics display handling circuits in these respects. The GENEVE unlike the IBM PC AT and the AMIGA, supports graphics with a "true aspect" ratio. This is a superior form and gives higher resolution through the use of square pixels, the tiny dots used to give your computer screen, even your television its color and appearance of depth.

The GENEVE rates highly as a smoothly upgradeable machine. It obviously will be compatible with the newly developed Myarc disk controller card. In disk supported, the GENEVE with the Myarc disk controller card will defeat the IBM PC AT. Four megabyte hard disks can be supported with this upgraded configuration, not to mention that the same scheme will control four (or less) double sided QUAD density floppy drives of the conventional 5 1/4 inch size. The drives that use the new plastic bound 3 inch disk are supported as well. Knowing the market, the GENEVE makers realised they needed a system that will become obsolete gracefully, as the 99/4a.

Features of the 99/4A which still challenge the market place are retained. An example is the 99/4A's well known device independant operating system. Virtually any peripheral can be attached, unlike almost all other computers, including those costly thousands. Device independence is a feature you (the TI/99 owner) have purchased years ago and is one you should not be discarded in the name of progress. Therefore, the GENEVE is superior to most every other microcomputer in graphics, speed, memory capacity and in versatility.

A full blown GENEVE system would contain a GENEVE computer, a WDS model hard and floppy disk controller, a TI RS232 card plus a 3 slot expansion kit, linked to two full blown 720 kilobyte floppy disk drives and a high resolution serial RGM monitor. If bought all in the same time, using all new components, your system will cost less than 1,000$. One of the finest features of such system is that it can and probably should be acquired in increments, particularly as you currently own an expanded 99/4A system. For a machine of this class, this is an incredible price. The ATARI 1040 ST is well known as the first computer that cost less than one dollar for each of the thousand bytes of memory, NEW. The GENEVE may be the first machine to drive that cost down to fifty cents per thousand.

SOFTWARE:

The GENEVE will come bundled with a new version of Extended Basic on disk which is fully 6 times faster then the TI X-BASIC. Also included will be a MS-DOS like operating system. The package is called "DOS-iike" because the commands used will be very close to MS-DOS. However, the internal workings of the system will not resemble nor be compatible with MS-DOS. This will be a boon for those who have to struggle through learning MS-DOS at work or on another machine. In the package also will be an 80 column version of TI WRITER with larger memory and other features.

A number of other products specifically designed for the GENEVE will be available at or near the release of the GENEVE. A number of 'C' compilers by all expectations. 'C' is a very popular language on 32 bits machines and is now beginning to appear in microcomputers in the last few years. Some business software will be readily available. UCSD PASCAL actually a language within its own operating system, will also be standard. Software developed on many machines, including the IBM PC, APPLE, and others which use this system will run without modification on the GENEVE.

The new GENEVE software will allow users to set up directories as an aid to manage multiple files. A software RAMDISK will also be available, where the user can deal with a notional or an in-software emulation on a disk. All interation on the RAMdisk will be in memory, thus it will operate at extremely high speed. Print spoolers will be available. People still pay 200$ for printer spoolers, which merely are hardware systems (now software) that fool both the computer and the printer. The printer is wired to signal the computer to stop sending data while the printer re-positions the printer head or rolls up the platen. Meanwhile the computer is burning up thousands of cycles waiting for the printer to get ready to receive data again. A spooler is nothing but an ever ready printer to the computer and a patient computer to the printer. The job is transmitted to the spooler in a second or two and you are ready to go again while the printer goes ahead to finish the job.

TI BUSINESS MACHINES:

The TI is assembly language compatible to TI mini computer world and awaits a member of that community to make that software run.

There is one silver lining in the "Perils of Pauline" development path of the GENEVE, so fraught with delays. Time to think about the new arrival has been purchased with the sweat of developer - in a process which would normally have been extremely secret and quickly sprung on the unsuspecting community with little or no warning.

NEW OFFERING:

One new company has started specifically to develop GENEVE software. A true multi-tasking operating system is among the goals of this firm. Multi-tasking for a user means that several programs can be run at the same time. Multi-tasking is at the heart of such programs as Sidekick for the IBM where various panels or windows are put down to allow notes and other activities to take place. Yet another goal for this new developer is a macro-assembler. Macro assemblers are small utility programs that can be strung together to achieve a variety of goals. In the mini computer world, programmers adroit in the macros of their particular machine rarely had to write much original code to achieve powerful results. This capability will soon arrive for you with the GENEVE.

Soon after shipments of the GENEVE begin, BASIC and PASCAL compilers will be made available by this start-up firm A compiler may not be a familiar concept to all who read this, though it is simple to pick up. When your TI-99 receives the RUN command, it wakes up and "interprets" the program you have told it to run; every single time.You are probably aware that assembly language is faster. The reason for this is that it's closer to machine language and therefore requires minimal "interpretation". BASIC, however, along with a host of other languages, is not that close to machine language. Easier to remember and use but requiring some form of intervention. The interpreter is often used for BASIC. While it gives constant feedback, an interpreter is slower than a compiled program which is a machine or assembly program. You write the program as usual, then run the program through a compiler. That program compiles a collection of assembly language or machine code commands. That "compilation" is what you then use when you need that program. The compilation is much faster, almost indistinguishable from a program written in assembly language. The TI-99 only recently got an example of a compiled BASIC and a compiled 'C'. If you have yet to experience the utility of compilers, you will certainly enjoy the GENEVE. The increased memory will, of course, make these compilers superior in performance to anything currently in use on the TI-99.

A HOST OF GENEVE SPECIFIC PROGRAMS ARE TO COME.

Lou Philips of Myarc has estimated that four to five years of effort will be needed to complete the full sweep of programs needed to truly tax the GENEVE system and the chips associated with it. During that period, if a new design comes along, the card, not the entire structure, can be modified. Almost immediatly, however, terminal emulators, word processing programs that supports such sophisticated typesetting concepts as proportional spacing will begin to arrive.

Potential new products for the GENEVE include databases, spreadsheets and paint programs.

The GENEVE is one of the most remarkable computers ever introduced. A technical marvel, not a rip-off or anyone s clone. We are indeed fortunate that it has been designed to take advantage of the tremendous capability of the TI-99/4A... and its users. It should appeal to everyone, either as a first, a second or even third computer.

**EDITORS NOTE:

This is a fantastic write up for this "Geneve" we must remember that this was written in Jan.87, I was always under the impression that there were quite a few teething problems with this machine, not only that, but parts were proving extremely difficult to obtain, so before you go rushing of to buy this "Geneve", would it be possible for someone, member or otherwise to give us further confirmation, whoever submitted this to the Newsletter didn't leave a Name, perhaps it was the 'Geneve' representitive, or whatever, I have been interested in the "Geneve" since it came on the market, but have always been rather shy to buy!

|-----------------------------(News Letter)-----------------------------|

. . . and this computer will even make your breakfast for you, if you're willing to spend an extra $75 for a cereal interface.

By the way, don't play with the wire-wrap gun . . . it's been acting up lately.