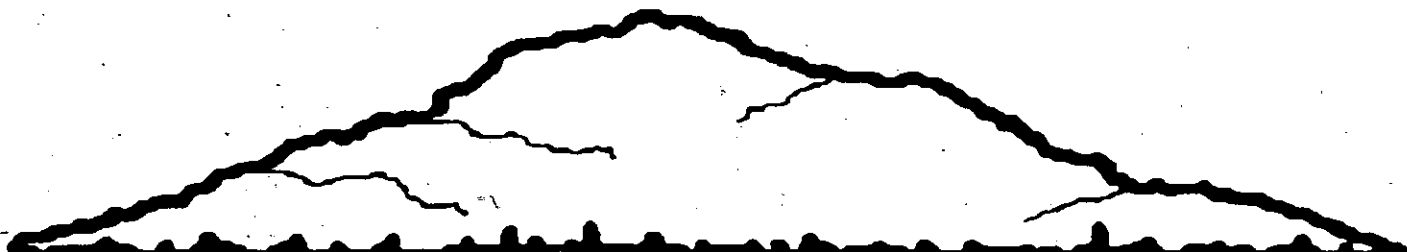


The Front Ranger



The Newsletter of the Front Range 99'er Computer Club

Vol 5 No 10

P.O. Box 9572, COLORADO SPRINGS, CO 80932

July, 1988

President	Kevin Kapus	576-3199
Vice President	Cliff Swank	473-1101
Secretary	Bonnie Snyder	578-1583
Treasurer	Bryan Minnigerode	531-9509
Editor	Cliff Swank	473-1101
Program Chairperson	Joe Nuvolini	596-6938
Sergeant-at-Arms	Warren Wiekhorst	596-7724
Librarian (program)	Rick Houghland	574-2492
Librarian (lending)	Gene Fleming	635-8162
Publicity	Bonnie Snyder	578-1583
Graphics SIG	Bonnie Snyder	578-1583 by appt.
Telecommunication SIG	Kevin Kapus	576-3199 2nd Thu
TI-Writer SIG	Joe Nuvolini	596-6938 by appt.
TI-FORTH SIG	Nate Rakoff	598-1098 by appt.
New Member SIG	Bonnie Snyder	578-1583 by appt.
[Villa-TI Hub]	Bulletin Board	574-2567 call often

NEXT MEETING

DATE.....THURSDAY, JULY 21, 1988

TIME.....6:30 PM

PLACE.....SCHOOL FOR THE DEAF AND BLIND HANCOCK AND PIKES PEAK

PROGRAM.....The July meeting will be a presentation of programs by Rick Houghland, our software librarian. He will demo several programs and also show several graphic disks of RLE pictures. Bill Gaskill was scheduled for this month but had to postpone his appearance due to a job promotion and different work schedule. Hopefully he can come some other time because he has some new programs and updates of his other programs that he wants to share with us. There are some other updates that will be available at the meeting to Telco, Funnelweb, and Disk Utilities. Also bring any of your hardware or software items you have for sale or trade. We will have a table set up for them.

EDITOR'S NOTES

The election of officers is approaching and that means a new Vice President will be installed because I will not run again. That also means a new editor for the newsletter. I will assist the new editor in any way. Traditionally the V.P. is also the editor and is one of his major tasks. Do not let that stop you from running for the office, but it is a big task.

Any letter or comment to the Editor should be sent to: Front Range 99er Club P.O. Box 9572 Colorado Springs, CO. 80932

The President's Corner by Kevin Kapus

This month at the meeting I'll have copies of the Telco version 2.1 and Funnelweb Version 4.1.

There are some new features on Telco. It now has six different terminal emulation modes, ADM3A, ANSI, D410, HP2392, VT52 and VT100. The most common type in the TI community is ADM3A. But in order to connect with some terminals you need to have one of the others or you will not be able to access them. Most public terminals will work with the ADM3A. It also has some new transfer protocols, Ymodem and Compuserve B. So now you can transfer files using ASCII, Xmodem, Ymodem and Compuserve B. This gives you a wide variety of transfer protocols. Some of the other new or updated features are, PC Pursuit Dialer, significantly faster Xmodem transfers, terminal modes improved, select options directly from help screens, enhanced editor, improved conference mode, module capacity increased for Geneve and Super Space II users, 80-column card support, print spooler now supports RS232 and Myarc PIO and 512 character buffer in print spooler.

Don't forget the Elections are coming up. If you are interested in running for any of the offices in the club, please contact the nominations chairman, Steve Tippey at 548-8642. Remember this is your club and for it to work we all must put our two cents worth in. By helping out we can keep our club strong and one of the best in the country. Currently we have a good membership and enough funds to keep us going for quite some time, two of the biggest problems facing most clubs today. We have an excellent computer even though it has severe memory limitations, but they can be overcome for the most part, look at programs like Telco and you can see that. So get out and run for an office, or if you can't do that, at least vote and support your club.

The following members are up for renewal in July:

Oliver Archer, Shara Lewis, Steven Mehr, Paul Piago, Edward Roso and Cal Zanella.

TREASURER'S REPORT

For the Period Jun 1 thru Jun 30, 1988

CASH ON HAND,BEGIN	\$3,120.70
Cash Receipts	132.00
CASH AVAILABLE	3,252.70
Cash Disbursed	(108.79)
CASH ON HAND,END	\$3,143.91

:
Submitted: J.H.B.Minnigerode, Treasurer

Edited 08/22/87
MACHINE CODE MASTERY

FUNNELWEB. FARM

The ultimate way to get at the real potential of the TI-99/4a is to write or run machine code programs. The next best thing is TI-Forth, but that's grist for another mill. Originally TI did not intend that users would ever write their own machine language programs and provided no hooks at all in console Basic to link to machine language routines, or to allow direct access to machine functions. The same sort of corporate marketing contempt for the customer led them to put calculator keys on the original TI-99/4. They weren't and aren't alone in that attitude of contempt for the user look at the IBM PCjr years later, or the Apple Macintosh.

And when they did bring out the expansion system, it still did not realize the potential of the TMS-9900 processor because of the fractured memory map and conversion of the 16 bit data path to successive 8 bit slices for all but a small part of CPU memory space, adding that insult to use of external memory with wait states. However when TI finally made machine code available to users they did it in style, adapting their mini-computer software for the purpose. Some of the programs supplied still contain traces of their origin, such as memory mapper instructions relevant only to the larger 990 minis.

First let's look at how machine code programs are recorded as disk or cassette files, and then survey the modules which allow these files to be loaded and executed. These files come in two forms. The most direct form is as memory image files, in which the actual contents of a block or blocks of memory are stored, with control information appended. These are known as PROGRAM files in TI-99/4a language (and correspond to .COM or .CMD files in other systems). TI Basic and XB programs are also stored in this format, which can be saved to and loaded from cassette as well as disk. The other kind, usable only with a disk system, is the assembly tagged OBJECT file. In normal usage of the TI-99/4a, object files are created to be relocatable in memory by the loader, and the programmer does not have to know explicitly where the loader has placed them, and calls their entry points up by name. None of the primitive USR or suchlike business. There are 4 (maybe 5) modules available which can load and run machine language programs. They all have different capabilities and limitations.

Editor/Assembler -----

The primary one is EDITOR/ASSEMBLER which is necessary for creation of relocatable object files (... well you could write one with a word processor but that would be masochism of a high order, exceeding even direct POKEing of machine code bytes). E/A will load any of the machine code file types mentioned above, from its menu screen. The LOAD AND RUN option handles both uncompressed and compressed tagged object files, and will resolve REFERENCES by name from one object file to another, or to standard system names. Uncompressed object files represent bytes in Hex notation, and take about twice as much disk space as compressed object files. Invocation of LOAD AND RUN re-initializes the memory pointers completely while loading the system utility routines such as VMBW from GROM storage, so if a sequence of file loads is interrupted by an error, it must be started all over again.

E/A adds CALL LOAD and CALL LINK to console Basic to allow these same object files to be loaded and accessed from Basic. The standard utilities such as NUMREF for communicating with the Basic program must be loaded as a separate file BSCSUP.

E/A will also load and run from the RUN PROGRAM FILE option, program files of machine code, prepared according to a specific recipe as SAVE files. The details of these will be a subject for HV99 News articles in the future. It will load them from cassette as well but I can't see anyone doing that in preference to using disks,

unless perhaps they have installed the TIUP internal memory expansion mod in the spare console that gets taken away on holidays. No provision exists in Basic to load SAVED program files from Basic as they could overwrite part of the Basic program in the VDP on the way in.

Extended Basic

The next module which can load assembly code is our old friend EXTENDED BASIC. This is much more limited than E/A in what it will handle. Firstly it recognises only the 8K low memory area from >2000 to >4000 for loading relocatable object code. Absolute code can be loaded, or RAM buffer areas used in the lower part of high memory once it is known how far down this is filled by the XBasic program. The loader does not handle external REFERENCES, and the utilities loaded by CALL INIT in XB are missing the most useful one - DSRLNK, and GPLLNK as well. The Basic support utilities are loaded by CALL INIT from GROM. The assembly source code has to locate them with EQUates. A minor difference from E/A is that CALL LINK always hands over control in the GPL workspace. Programs written to LINK to E/A Basic will almost always need at least minor modifications to LINK to XB successfully.

The operational hangup with XB is that the loader is written in GPL and is painfully slow. A long assembly routine, such as Text to Speech, may take several minutes to load (shades of the Commodore 64's disk system). The usual way round this is to load an assembly language loader which in turn does a faster load of the longer program. The great virtue of the XB module that sets it apart from the others is that it supports auto-RUNning from disk, as soon as the module is selected, of an XB program DSK1.LOAD which can then load further programs. The other reason for preferring XB is that it is a vastly more powerful language than the mildly enhanced console Basic offered by E/A. Unlike E/A it can never load machine code programs without Basic as an intermediary.

Mini-Memory

As the only one which allows access to machine code without the 32K memory expansion and using cassette storage. In this mode a LINE by LINE (or immediate input) Assembler allows standard TMS-9900 mnemonic assembly code to be entered in a restricted format. This is a descendant of TI's board level 990 evaluation systems. Only 700 odd bytes are available in the module's 4K of CMOS RAM after loading the assembler but I can't imagine anyone wanting to do programs longer than that with L by L. Still it's enough to do a pretty fair Game of Life program. MM also contains a full set of system utilities and Basic support routines in ROM and EASYBUG in GROM, a monitor program that is useful but much less powerful than the E/A DEBUG.

MM is even more useful in a fully expanded system. It does not provide the Editor and Assembler features of E/A, but offers more scope for loading and running programs. Firstly there is 5-6K more RAM available, 4K of CMOS RAM in the cartridge and the saving of space in RAM because of the utilities in cartridge ROM. Its principal deficiency as compared to E/A is the lack of a PROGRAM file loader, but this can be easily remedied by writing your own to reside in MM cartridge RAM. Even the L by L Assembler, as well as EASYBUG, remains useful for occasional little purposes anywhere in RAM, and I have prepared a disk based version for convenience.

E/A object code, even compressed, is loaded successfully as long as REFS are used for system utilities and Basic support routines. EQUates as used for XB code will only get it right for one module. The loader has one more space, cartridge RAM, to place relocateable object code as a last resort. I have not yet experimented to see whether the loader will link object files with external references as the E/A loader does. The MM manual, never a fount of information, is silent on this point.

MM does not erase its DEF table unless it is explicitly done by one of several means.

The table survives a return to the title screen, and even switch-off if the internal battery is still alive. This is different from E/A's workings, and must be taken into account for better or for worse. Code in memory expansion does not survive switch-off even if its name lives on.

TI-WRITER

Now we leave the modules which can load files under any name for one which loads program files with particular names. TI-WRITER tries to load an E/A type SAVE file from DSK1 under the name EDITAL (and successor filenames) when the EDITOR option is selected from the menu screen. If you have followed the E/A manual's advice on using the SAVE utility with TOMBSTONE CITY as the victim, take the file so generated and place it on a fresh disk under the name EDITAL and place in DSK1. Then fire up TI-WRITER, choose the Editor option, and see what happens. Extension to Formatter and Utility options are obvious. It may provide light relief to heavy TI-WRITER sessions. More seriously, short of writing a PROGRAM file loader to be loaded by XB using DSK1.LOAD, it is the nearest that the TI-99/4a comes to an auto-loader for machine code program files.

* COMMAND TOKEN CODE NUMBERS *					

* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					
* * * * *					

FOR SALE	
TI-99/4A & IBM HARDWARE AND SOFTWARE ITEMS	
CALL JOE NUVOLINI AT (719) 596-6938 ANYTIME	
ITEM DESCRIPTION	PRICE
TI-994A CONSOLE, WITH POWER SUPPLY AND MODULATOR..... (IMPROVED INTERNAL PWR SUP AND ALPHA LOCK MODIFICATION)	\$ 30.00
RS232 Y-CABLE FOR THE TI-99/A. SPLITS RS232/1 AND RS232/2	\$ 9.00
50+ FIVE MIN CASSETTES WITH WELL OVER 100 PROGRAMS ON THEM IN TWO DESIGNER ATTACHE TYPE CARRYING CASES.....	\$ 10.00
10 FT TI MONITOR CABLE.....	\$ 6.00
MYSTERY BOX FOR THE TI-99/4A.....	\$ 4.00
IF YOU CAN FIGURE OUT WHAT IT DOES.....	\$ 3.00
A/B SWITCH FOR THE VOLKSMODEM 12.....	\$ 9.00
CONSOLE COVER FOR THE TI-99/4A.....	\$ 5.00
TWO FOOT REMOTE KEYBOARD CABLE FOR THE TI-99/4A.....	\$ 4.00
MODEM CABLE TO CONNECT THE VOLKSMODEM 12 TO THE IBM.....	\$ 9.00
BIT.COM TELECOMMUNICATIONS PROGRAM FOR THE IBM BRAND NEW.....	\$ 10.00
If interested in any of the above call Joe Nuvolini 596-6938, leave a message on Villa-TI (719) 574-2567, or send a letter to: Joe Nuvolini, 2982 Whileaway Cir W, Colo Spgs CO 80917	

Lending Library is Alive and Well

Our club lending library has a small collection of books, cartridges and cassette tapes related to the TI99/4A. In addition there is a large collection -- would you believe 200 pounds -- of exchange newsletters. The newsletters are an excellent source of information about other clubs and activities. They provide a wealth of information that our newsletter cannot duplicate for you.

These are all part of services provided by the Front Range 99er in return for your annual dues.

If you have unused books, magazines, cartridges or other items that would be useful to others, please bring them to Eugene (Gene) Fleming so they can be put into circulation.

If you are interested in borrowing available items, or wish to know if a particular item is available, leave a note for Eugene Fleming (not Gene) on Villa or call evenings at 635-8162.

The [Message Hub]

The User Online

In operation, Hub divides itself between two general functional areas: the message system, which is in place at user logon; and the files system, which is a fully separate sub-system summoned by choice of the F>iles from the Main Menu.

Here is the display of Hub's Main Menu (the MAINMENU item of HUBMENU.TXT.)

----- The [Message Hub] Options -----

Messages:

R>ead E>nter S>can
D>elete Select M>essage Areas

Information:

H>elp B>ulletins W>elcome
SY>sinfo U>serlist UserL>og
O>therBBS J>okes/Quips

Systems:

F>iles N>otebook G>ame
.V>ote

Functions:

A>pply C>hat P>assword
EX>pert I>nstall Terminal
~~ST>atus~~ ~~=Q>uit~~ (Logoff/Hangup)

(ENTER Key Letter Choice)

The letters by which users may choose the various options are those to the left of the ">" sign, a rather typical convention for non-graphic BBS systems. The letters are not case-sensitive; i.e., Hub will translate a lower case "a" to an upper case "A" in screening input to a menu, or system prompt. (Although this full menu is shown to new users, most of its functions are not available until the user has chosen the A>pply option, and completed the registration form; and a new user request for the options will prompt him to A>pply for registration.)

NONE of Hub's menus are so-called "hot" displays. The full menu will be displayed when summoned. Users wanting to see it less frequently, as most

regulars will prefer, should choose the eX>pert mode. BUT, all text and message displays may be "paused" by keying a "P", or cancelled by simply tapping the space bar. Users are frequently reminded of these.

SOME of the options above (OtherBBS, Notebook, SYSinfo, etc. are optional for a given Hub system, depending upon the presence of their respective source files. (If not present, their key words may be deleted from the MAINMENU of HUBMENU.TXT. Users keying in those Hub options, will be informed they are not present on the particular system.)

Here's what is summoned for the online user, via choice of the various options on the Main Menu:

A - Apply for registered user access

If already registered, the user is told so. If not registered, the application question-answer file is presented. Satisfactory completion will turn the user's registered flag on, and turn off the newuser flag.

B - Read Bulletin

The text information within the BULLETIN portion of HUBHELP.TXT is presented (regardless of whether user's bulletin flag is on or off.)

C - Chat with SYSOP

If the SYSOP-available toggle from the idle display is ON, Hub sends some musical notes to alert the SYSOP, and the user is advised to please standby. If the SYSOP-available toggle is OFF, the user is told the "SYSOP is not on duty." -- but an alert tone is sent from the host terminal anyway, should the SYSOP decide to use the "over-ride chat" mode to type keyboard-to-keyboard with the user.

D - Delete a (your) message

The user is prompted to enter the number of the message to delete, and Hub checks to see if the user is either the sender OR the receiver of that message. If so, the message is marked for deletion. (HOWEVER, it remains physically present in the file until an automatic message backup occurs, or the SYSOP triggers a purge of the file. It is still visible, tagged [Deleted], to the sender and the SYSOP.)

E - Enter (send) message

User is shifted to the message input mode, which has a separate sub-menu, described later. (See "Message Entry".)

F - Files system

If the user is a "regular", he is shifted to the Files System. If he is NOT a regular, then Hub's actions are determined by system options chosen with HUBSETUP (which see.) The rule-of-thumb is new users have very minimal access to the Files Library.

G - Play game (trivia)

If SYSOP has designated the user for Game access, and if the user has played trivia less than 20 times (questions) on the current log on, the multiple-choice questions of the trivia game are presented. If the user does not have game access, he is informed to request such. If there is no HUBTRIV.TXT present, the user is informed there is no game online. (See "The Trivia Game".)

H - Help

The contents of the HELP portion of HUBHELP.TXT are displayed. (NOTE: the information in this file may be edited by the SYSOP for additional information, at SYSOP's option. See HUBHELP.TXT)

I - Install (set) terminal parameters

User is presented with a menu from which to choose terminal options.

J - Read a joke or quip

This option displays a random choice from either HUBQUOTE.TXT or HUBJOKES.TXT (if they are present) depending upon whether the user parameter of "adult" is on or off. If it is ON, the choice will be from HUBJOKES.TXT, thereby allowing a modicum of control by the SYSOP over so-called "X-rated" joke displays. If the adult setting is OFF, then the displayed item is randomly-picked from HUBQUOTE.TXT. (See "Fortune Cookies: HUBQUOTE.TXT" and "The Joke File: HUBJOKE.TXT" for construction of these SYSOP-maintainable files.)

L - User Log

The log of past system activity (HUBLOG.BBS) is presented. Note that the SYSOP's version of this listing contains additional information, and the SYSOP is also asked if he wants to delete older listings whenever the log has more than 100 listings.

M - Select Message Areas

Prompts user to choose among message Areas 1-4. Areas not selected are

invisible to the user. (Only SYSOP may assign Areas 5-8.)

N - Read online notebook

If a HUBCHAPS.000 is present in the @HUB@TEXT subdirectory, Hub's notebook-chapter reading option is displayed. If there is no notebook, the user is told so: (See "The Notebook: HUBCHAPS.000").

O - Other BBS's in area

The information (presumably, a listing of other local BBS numbers) contained in the OTHERBBS portion of HUBHELP.TXT is displayed.

P - Change password

The user is prompted for a new password, and warned to remember it.

R - Read messages

The user is presented with a secondary menu of "Read Message" options, described later. (See "Message Reading".)

S - Scan all messages or subjects

User is prompted whether he wishes a scan of the Subjects of messages only, or whether he wants to scan messages (forward) from a given number. If the choice is the latter, user is additionally prompted as to whether he wants to have a "pause and read" option. If he does NOT then choose the "pause" option, this becomes an uninterruptible scan of message headers forward from the chosen message number. Pause-and-read will provide the full realm of Hub message response options.

T - Display system and user status

Gives a status report to user; i.e., last message read prior to current logon, time online, etc.

U - User List

Hub's list of users is displayed, by name, logon city-state, and last time online. SYSOP has additional option of selecting the list in reverse order and obtaining a listing of user record parameters.

W - List welcome file

Displays the portion of HUBHELP.TXT under the WELCOME heading. This information should be written by a SYSOP pertinent to his own customized

Hub system.

X - Expert status toggle

Controls whether the full menu in a given area is automatically displayed, or displayed only when summoned. Also controls the content of many one-line prompts.

Y - System Information file

Displays the portion of HUBHELP.TXT under the SYSINFO heading. As with other contents of HUBHELP.TXT, this should be prepared by SYSOP for a given system.

? - Help menu

Displays portion of HUBHELP.TXT under the HELP heading. This can contain additional information, at the SYSOP's option.

Q - Quit

This is the log off command. It saves a record of the user's online activity in HUBLOG.BBS, and updates his user record in HUBIDS.BBS. With the no-save option of HUBSETUP turned ON, it will prompt a new user to leave a message...and, if he doesn't do so, his user record is not retained. (See "Starting Hub: HUBSETUP.EXE" for additional information on the "no-message, no-save" option.)

PROGRAM REVIEWS by Rick Houghland

July's disks-of-the-month start off with an oldie but goodie. CATALOG LIBRARY, #915(9), is the latest version of Marty Kroll's trialware program. This is really an outstanding program for everyone's library. The program catalogs up to 123 disks or 900 files on each set of data files. It works on a single or multiple drive system and provides a hardcopy of the summary of disks complete alphabetical listing of files as well as the conventional catalog listing of any disk and a 1,2 or 3 column printer output. Various printer files are included for printer compatibility. WILL'O'WISP, #916(8), is a caption adventure game. The program uses the standard four primary directions as well as action words to get you through the adventure. MUSIC MAKER 1, #917(7), is a packed file of 6 songs that can be played on the TI MusicMaker cartridge.

Disk #87 has an updated favorite, BEYOND PARSEC, #918(7), a two player space game. This program is loaded with E/A option 3 with a program name of OMEGA. COMET QUIZ, #919(7), is a question and answer game about comets and contains 50 questions. FLOATING POINT, #920(7), is a packed file containing floating decimal point routines for TI c-99 software. These routines provide more accuracy than with integers. STEGOSAURUS MARCH, #921(6), is a simple game that involves quick eye-hand coordination to get through the pre-historic forest. PERSONAL LIBRARY, #922(7), is a utility program which lets you keep track of modules, Xbasic, E/A, Forth and any other programs in your library. QUITSAFE, #923(6), is a short program that adds an extra safety factor to the FCTN = or Quit sequence. SUB BATTLE, #924(8), is a submarine shoot'em up game that loads from E/A option 5 or TI-Writer option 3. SUPERCART LOADER, #925(8), is an E/A file that loads from SuperCart to provide 2 pages of menus and loading programs (Forth files will not load with this loader). You can also build your own menus. TERMINAL CHESS, #926(8), is an outstanding game of chess played through a modem with someone else. This is a basic program that also times each players move and lets them chat with each other. DISK TRANSFER, #927(8), is a sector transfer program that can modem transfer a complete disk at one time. This program is very handy for Forth transfers.

As always, remember your TI programmers and send donations to the authors of the programs you will use. Programs with an * are packed with Archiver 2.4.

FR99CC PROGRAM LIBRARY

No.	Program Name	Type	Lng	Filename	Dsk	Description
===	=====	=====	===	=====	===	=====
0915	CATALOG LIBRARY	UTIL	X/B	CATLIB*	084	LARGE LIBRARY CATALOGUER(PACKED)
0916	WILL'O'WISP	GAME	X/B	WILL'O'*	085	WORD ADVENTURE GAME(PAKED)
0917	MUSIC MAKER 1	MUSIC	CAR	MSCMKRI*	086	MUSIC FILES FOR MUSICMKR CARTRG
0918	BEYOND PARSEC	GAME	A/L	BEY-PARSEC	087	UPDATE TO TI PARSEC
0919	COMET QUIZ	EDUC	BAS	COMET	087	COMET QUESTS AND ANSWERS
0920	FLOATING POINT	UTIL	C99	FLOATPT*	087	FLOATING DECIMAL UTIL(PACKED)
0921	STEGOSAURUS MAR	GAME	BAS	MARCH	087	GET A STEGOSRUS THRU A FOREST
0922	PERSONAL LIBRAR	UTIL	X/B	PLIBRY*	087	TRACK MODULES FILES(PACK)
0923	QUIT SAFE	UTIL	X/B	QUITSAFE*	087	QUICK CHECK FOR "QUIT"
0924	SUB BATTLE	GAME	A/L	SUB*	087	SUB BATTLE GAME(PACKED)
0925	SUPERCART LOADE	UTIL	A/L	SUPCRTLD*	087	LOADER SOR SUPERCART(PACKED)
0926	TERMINAL CHESS	GAME	BAS	TERMCHES	087	PLAY CHESS ON A MODEM
0927	DISK TRANSFER	UTIL	A/L	TRANSFERDIS	087	TRANSFER ONE DISK VIA MODEM

This publication is printed monthly for the benefit of the membership of the Front Range 99'er Computer Club. The Club and the newsletter is not for the benefit nor is backed by any commercial enterprise. Both are non-profit in nature and are for the sole purpose of computer education. Any fees collected are used to defray any cost to maintain the club and publish this newsletter. Neither the newsletter nor the Club have any affiliation with Texas Instruments. Any statements in this newsletter are not necessarily the opinion of the membership.

We do participate in an exchange program with other clubs. Any article printed in this newsletter can be copied or reproduced with proper credit to the newsletter and it's author.

We do offer advertising space to businesses interested in doing so. Our rates are as follows:

Business Card.....	\$ 3.00/month
1/4 Page.....	6.00/month
1/2 Page.....	9.00/month
Full Page (we copy).....	18.00/month

We offer out of state subscriptions to the newsletter at a rate of \$10.00 per year.

Club memberships are \$15.00 for individual and for family, per year. This includes a subscription to the newsletter and other club benefits.

FRONT RANGE 99er COMPUTER CLUB
P.O. BOX 9572
COLORADO SPRINGS, CO 80932



FIRST CLASS POSTAGE

88/11 144
BRYCE WILCOX
15425 CLEARWATER DR
ELBERT CO 80106