MAD HUG

MINNESOTA AND DAKOTA HOME USER GROUP

GRAND FORKS, ND

March 1988

MONTHLY MEETINGS

MEETINGS AT THE G.F PUBLIC LIBRARY

Minnesota And Dakota Home Users Group meets every second Tuesday in the upstairs meeting rooms and every fourth Tuesday in the Electronic Room of the Grand Forks Public Library. Yearly dues are $12.00. Members can use the group's hardware and software by presenting the library reference librarian with your membership card and asking for the keys to the MADHUG files. Anyone interested in the TI-99/4A is welcome to attend.

MINUTES, FEBRUARY 9, 1988

In the absence of the President, meeting was called to order by the Vice President, Bill Overton, at 7:20 pm. Attendance: 12 members.

Minutes of the last meeting were reviewed and accepted without additions or corrections. Secretary reported receiving no reply from the Pueblo 99er Users Group concerning possible collaboration with us.

Due to opposition by the Grand Forks Public Library staff, Rich Jurgens was unable to place a single drawer file cabinet in the Electronics Room for our newsletter collection. Also Rich plans to curtail sending our Newsletter to other Users Groups that do not reciprocate. (Exchange of newsleters is of vital importance to the preservation of the TI-99/4A community.)

Vice President has added on-line RLE viewing to his BBS (telephone number (701) 594-9797). This works with the standard RLE format. After viewing, the screen can be saved to disk and then loaded and printed. He also reported his experience with a computer shopper mall.

Secretary won the raffle. Prize selected: package of 10 diskettes.

Meeting adjourned at 8:15 pm to the Electronics Room. Vice President demonstrated MAX/RLE. At 9 pm, meeting adjourned to Perkins—for further discussion. HWE

SIG MEETING, FEBRUARY 23, 1988

Total attendance of 9 members. Explored several different programs and their utilities. Had to open the console and reposition the keyboard, before we could proceed. Discussion of other functions of the TI-99/4A was interesting and profitable. Meeting continued at Perkins. HWE

APOLOGIES

From Rick Alston

I would like to apologize for missing the February MADHUG meeting and not having anything to say in the February newsletter, I havent forgotten about our MADHUG members, but I had been extremely busy at my job, working a lot of overtime.

((DID YOU KNOW))

By Rick Alston

This is a selection of items hopefully of interest to you Version 4 FUNNELWRITER users. The following items are for use in the Text EDITOR mode.

Converting uppercase characters to lower case meant you retyped everything, until now!
Depress CTRL and "." (PERIOD), the cursor is then able to pass over each character converting every character the cursor passes over to lower case. Very nice in word wrap mode.
Converting lowercase characters to uppercase is just as simple.

PRESS CTRL AND ";" (SEMICOLON), autorepeat functions also. (Thanks to the McGoverns).

It is also possible to load a file without typing in the file name!.

In the Editor mode enter "SD" on the command line, at the next prompt enter the drive number "1,2 or 3", this will place a listing of the disks files on the screen, you may then press the CTRL key to view the next page of files, SHIFT will allow you to return to the previous page.

Entering the number preceeding a filename will mark the file with a dash in front of the filename, (if it is a text file) you may then press enter, that returns you to the Editor. Now Enter "LF" the filename you marked (including the drive number) will be displayed as the file to load, simply press enter and the file will be loaded.

This works real neat, but did you know that you may also VIEW text files without loading them into the Editor? And without losing the file you are working on in the Editor, just follow the menu prompts listed at the bottom of the screen after you perform the "SD" and drive selection routine.
Note of caution: Be careful because you can delete files in the "SD" (Show Directory) mode, of course there is a confirmation "Y/N" prompt. If you havent fully investigated (experimented with) the possibilities in this amazing diskful of programs, then you are missing out!!! If there is interest in exploring the capabilities of this "Version 4 FUNNELWRITER" then let it be known at the next MADHUG meeting. MADHUG

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GAME REVIEW
By Steven Little

Hi again! This month I am reviewing a disk instead of a game. Don't worry, the disk is full of games. The disk I am doing is the ATARI disk we have in the library. Of most of the people who have played the games on the disk already know most of these games were very popular in the arcade.

Centipede: You are a little gun-like object shooting at centipedes, because they are wanting to destroy you. After you shoot them they turn into mushrooms which fill up the screen. When the living centipedes hit them they bounce off the mushrooms they go the opposite direction but come closer to you. You must now shoot as many mushrooms as possible.

Defender: It is a space game in which you must shoot all of the aliens that you will meet. If you don't shoot the aliens quick enough they will come down and kidnap the humans you are defending. If an alien catches a human, you can rescue him by shooting the alien and grabbing the human as he falls to the ground, then you must place the human on the ground. You must be fast because if you don't rescue him in time the human dies.

Dig-Dug: You are a man with a gun that has to dig into the earth to kill all the monsters. Some move fast in order to kill you, others blow fire. You have rocks you can dig under to drop on the monsters or you can use your gun to shoot them. In order to kill them with your gun you must shoot many times. The more you drop rocks on them the more points you get.

Donkey Kong: You play the part of Mario who is trying to rescue the pretty girl from Donkey Kong, the Grilla. To do so you must jump over obsticles such as barrels or fireballs. You may jump up to get a hammer to crush these things but it uses lots of your time. You have a required amount of seconds depending on the level you are on. You must do all of this while Donkey Kong is throwing these barrels or releasing these fireballs upon you. The higher level you get the more fun it gets.

Pac-Man: This is a maze game. You play the part of a little round, hungry ball with a big appetite. You eat all the dots on the while trying to avoid the four ghosts. If the ghosts get to hard to handle you eat the big dots in each of the corners (called power pellets.) When you do this the ghosts turn blue. This means you can eat them to get them out of your way, but only for a limited time. After you clear the screen you go on to another screen with plenty more dots and more challanging ghosts.

Pole Position: This is the last game on this side of the disk. In this game you are a race car trying to qualify for a race. If you make it you try to dodge the cars in your way. You must not crash very often because you are timed.

Next month I will tell you about side 2 of the disk. But until then,

Happy gameing!!

WORDPROCESSING WITH WORDWRITER II
(a review) by BOB TRAUTMANN, 224 McKINLEY AVE. PITTSBURGH, PA   (412) 761-9380

"Dad, you have to do something about this old typewriter!", my teenage daughter screeched one day. I had used the old Sears portable typewriter when I went to school and I must admit it was on its last legs. So I began to check the stores for a new one. Gee, typewriters can do a lot more than they could do when my old one was new. Some can automatically erase a whole line of goofs at a time and replace it with a nice neat and correct line in just a few seconds. Wow!!

What happened next I owe to an energetic salesman who said, "What you really need is this little baby right here!", as he pointed to the latest, biggest, fastest (most expensive!) typewriter in the store. "It can do everything", he said. "Why, it's almost as good as a wordprocessor." CLICK - On went a light in my brain.

Maybe I could get a wordprocessor for my TI. A quick check of a handy computer catalog showed me that TI Writer was only about thirty dollars and did a lot more "good stuff" than that expensive typewriter. I would, of course, need to get a printer and interface. Then I noticed a little note at the bottom of the catalog page, -(DISK SYSTEM REQUIRED)-, but I am still using a cassette recorder and I don't even have a PE box. So I turned the page and there it was, Wordwriter II by DataBioTics, Inc., another wordprocessor cartridge that did most of the great things that TI Writer could do. It worked with a cassette system so I wouldn't need to buy a disk drive or PE box. The price was only about ten dollars more than TI Writer.

To make a long story shorter - I bought the Wordwriter II cartridge and an inexpensive dot matrix printer and a Axiom Parallax parallel interface.

It is just great! My daughter can turn out some swell looking book reports with it, and I have found it very usefull too. I can write and re-write, edit and re-edit, format and re-format, move and remove words, sentences, paragraphs and pages. I can control the printer to output six different sizes of type, underline and control the paper feed for more or less space between lines. I can set margins ,tabs and automatic indent at the start of a new paragraph. Word wrap is another neat feature. I can search the text for a word, phrase or sentence and replace it with new in just a few keystrokes. And everything can be saved to and re-loaded from my cassette tape recorder.

Most of the commands are similar to those in TI Writer and can be accomplished by pressing the control or function key and one other key, or through use of a prompt line.

Here are some of the commands:
(C) means with CONTROL key and (F) means with FUNCTION key
PROMPT LINE (HELP!)= (F)9 ; UNDO LAST COMMAND (OOPS!)= (C)1 ; CHANGE COLOR OF MONITOR SCREEN= (C)3 ; TURN LINE NUMBERS ON OR OFF= (F)0 (zero) ; TURN WORD WRAP ON OR OFF= (C)0 (zero) ; MARGIN AND TAB SET= (C)T ; TAB ADVANCE= (C)I ; WORD TAB (CURSOR TO FIRST LETTER OF NEXT WORD)= (C)7 ; CURSOR LEFT= (F)S ; CURSOR RIGHT= (F)D ; CURSOR UP= (F)E ; CURSOR DOWN= (F)X ; WINDOW LEFT= (C)S ; WINDOW RIGHT= (C)D ; WINDOW UP= (C)E ; WINDOW DOWN= (C)X ; WINDOW TO BOTTOM LINE OF TEXT= (F)B ; WINDOW TO HIGHEST LINE OF TEXT= (F)H ; DELETE CHARACTER= (F)1 ; DELETE COMPLETE LINE YOU ARE ON= (F)3 ; DELETE FROM BEGINING OF LINE TO CURSOR= (C)J ; DELETE FROM CURSOR TO END OF LINE= (C)K ; INSERT LINE= (F)2 ; COPY THE LINE YOU ARE ON TO THE SPACE DIRECTLY BELOW= (C)5 ; COPY A LINE OR GROUP OF LINES TO A DIFFERENT AREA OF THE TEXT (START LINE NUMBER, END LINE NUMBER, AFTER LINE NUMBER)= (C)C ; MOVE A LINE OR GROUP OF LINES TO A DIFFERENT AREA OF THE TEXT AND ERASE THEIR PRESENT LOCATION= (F)M ; NEW PARAGRAPH (CARRIAGE RETURN AND AUTOMATIC INDENT)= (C)B ; NEW PAGE (CARRIAGE RETURN AND FORM FEED)= (C)9 ; FIND A STRING= (C)F ; REFORMAT MARGIN TO MARGIN (LINE YOU ARE ON TO END OF PARAGRAPH)= (C)2 ; REFORMAT FROM CURSOR TO RIGHT MARGIN (LINE YOU ARE ON TO END OF PARAGRAPH)= (C)R ; SAVE TEXT FILE TO CASSETTE= (C)A ; LOAD OLD TEXT FILE FROM CASSETTE= (F)L ; SEND PRINTER CONTROL CODES TO PRINTER= (C)U; PRINT ENTIRE TEXT FILE (OR START AND END LINE NUMBERS)= (C)P ; STOP THE PRINTER AND RETURN TO THE EDIT MODE= (F)4

All of the above commands are accomplished with a single keypress but if you forget the codes most are available through the prompt line (F)9.

Some additional features are only available through the prompt line, they are: CURSOR TO A CERTAIN LINE NUMBER= (F)9L(enter)S(enter)(LINE NUMBER)(enter) ; DELETE A CERTAIN LINE OR A GROUP OF LINES= (F)9L(enter)D(enter)(START LINE NUMBER, STOP LINE NUMBER)(enter) ; PURGE= (F)9P(enter)Y ; SEARCH FOR A STRING AND REPLACE WITH A NEW STRING= (F)9SH(enter)RS(enter)/(ORIGINAL STRING)/(NEW STRING)/(enter) you will then see the location of each occurrence of the original string and have the option to replace (Y) or not replace (N) that occurrence or to replace all occurrences of the string (A) with the new string or to stop and return to the edit mode (S).

It is most convenient to type with word wrap on, line numbers on and margins set to 1 and 34. This allows you to see the line numbers and the entire text without worrying about horizontal windowing. When you are finished typing and you are ready to print reset the margins (C)T and reformat (C)R. Wordwriter II doesn't have automatic centering and it doesn't have automatic right justification but these features can be accomplished manually.

Wordwriter II by DataBioTics, Inc. is a great wordprocessor that does not require a disk system.   P.S. Documentation is very good too.

From The ROM Newsletter
    (Users Group of Orange County, September, 1985)

    HAMAI'S hardWARE #5

    by Ken Hamai

    First, an apology to all those who patiently waited for the info on constructing a disk drive power supply from the surplus TI-99 power supply boards currently available at Radio Shack. Due to circumstances beyond my control, both job related, (I gotta eat too!) I was unable to attend the last two meetings. Anyway, I hope this clears up some of the questions I got when I demonstrated the completed power supply at the August meeting:
    Second, I was unable to get my disk drive running at the meeting due to an incompatibility with the club's system and how it was connected to my drive. This has to do with how the strapping pack is configured and also with the terminating resistor pack. Will demo next time using my own system.

        !! WARNING !!!
        !! WARNING !! WARNING !!
        !! WARNING !! WARNING !! WARNING !!

    This project requires some skills and knowlege in electronics assemble. Incorrect assembly could result in burning up your disk drive. If you are not sure how to connect the parts, contact me or somebody who can help. In any event, neither I or the ROM will cover you for any damages or losses resulting from the use of this power supply as suggested by this article and you are using it solely at your own risk. [This goes double for the Cin-Day Users Group, hoping I didn't introduce any errors through retyping to fit our format-Editor. PS.-Tenex,P.O. Box 6578, South Bend, IN 46660 has a power supply and box for an external drive at 59.95- about the lowest I've seen in Cumputer Shopper.]

    PARTS LIST

    1. Radio Shack 277-1016 power supply chassis
    2. Radio Shack 273-1511 12.6 volt, 3 amp transformer
    3. 1/2 amp fuse and holder
    4. SPST bat switch
    5. 5 ft. of lamp cord and plug
    6. Three 6 inch lengths of 20-22ga stranded wire, different colors.
    7. Male plug for disk drive power connector
    8. Small piece of heat shrink tubing 1/16th inch size

    All of the above items except for item 7 are available at Radio Shack stores. The disk drive connector plug is available from one of our advertisers, RB Electronic Supply, 100 E. Orangethrope Ave. Anaheim, CA 92801. [or from Mendelson's, First Avenue, Dayton OH, they still had some

last time I was there -Editor]
    When you purchase the power supply board, you will note that it comes with instructions on a suggested wiring scheme. These instructions also recommend the use of an 18volt transformer and 2amp fuse. The reason I recommend the other transformer is because the power supply does not have to work so hard to regulate the output voltages and the lower amperage fuse gives quicker response to an overload. An added plus is that the 12.5volt transformer costs less.

    Step 1. - See fig. 1 for suggested hookup for the transformer and the power supply. You will note this is the same as shown in the Radio Shack diagram. I have included some notes for clarity.

    Step 2. - Double check your connections and then plug your outlet to test it out. Be sure to turn on the power supply switch located on the board (see fig. 3). Using a suitable volt meter and fig. 2, check that you get the indicated output voltages when you test the +5 and +12 pins and ground. The voltages MUST be pretty close. DO NOT use the power supply if you find it is off by 1/2 volt or more, especially on the +5 volt pin. If the voltages are way off, I suggest you return the board and get another one.

    Step 3. - Disconnect the power to the supply and carefully bend the -5 volt pin out of the way or cut it completely off. Then solder one of the 6 inch lengths of 20-22ga wire to each of the remaining pins. Use a piece of heat shrink tubing over each soldered connecton for insulation. Use yours or a friend's blow dryer at the High setting to shrink the tubing.

    Step 4. - Referring to fig. 4, assemble the three wires you soldered to the pins into the power connector for the disk drive. Double check your wiring and test the connector with your voltmeter to be sure that you have the wires in the correct socket postition.
    That's all there is to the wiring. If you connected up your disk drive now, it should work.
    One more thing, I have not included plans for a cabinet for the disk drive and power supply. You will need to build one to hold your components together. For my demo model, I attached the transformer, fuse holder, off-on switch, and disk drive to a piece of plywood and covered the whole thing with a piece of cardboard to keep the fingers and dust out. Since various models of 5-1/4 inch floppy disk drives can be used, I suggest you take your own measurements for the design of the cabinet. See fig. 5 for a suggested configuration.
    Using the above and one of Bob Harper's Brand-X disk drive specials (I understand these are still available, ask Bob where he gets them from), you should be able to set up a double sided double density drive AND this power supply for less than $50.00, including the cardboard and nails.
    Bye for now. Be expecially careful out there and tell them you saw it FIRST!...in the ROM...Ken H.

DISK DRIVE POWER SUPPLY

Output Connection

−5V NOT USED

fig. 2

+12V, GND, +5V, −

Component Side of Board

½ AMP FUSE

SPST BAT SWITCH

Connect to Red and White Wires of Power Supply Chassis

fig. 1

PRIMARY 120V

SECONDARY 126V

TRANSFORMER

WHITE WIRE

RED WIRE

W R

ON / OFF

COMPONENT SIDE OF BOARD

fig. 3

POWER SUPPLY SWITCH

WIRES TO POWER SUPPLY

fig. 4

+12 GND +5
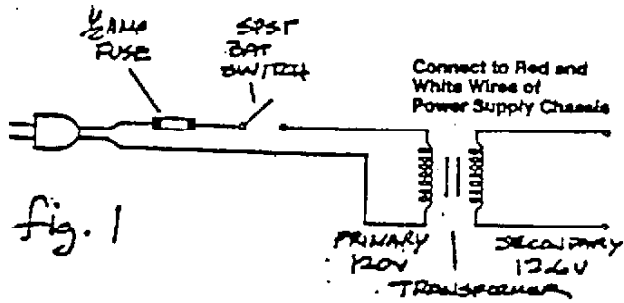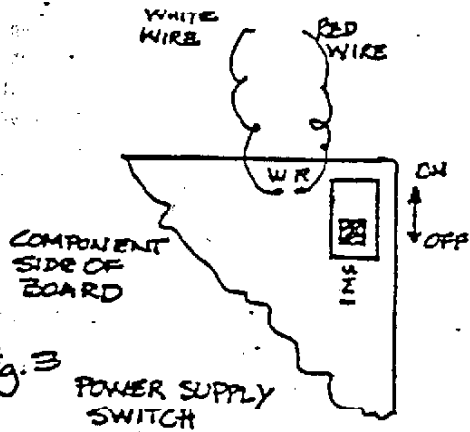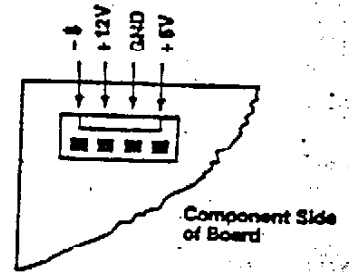
DISK DRIVE POWER CONNECTOR
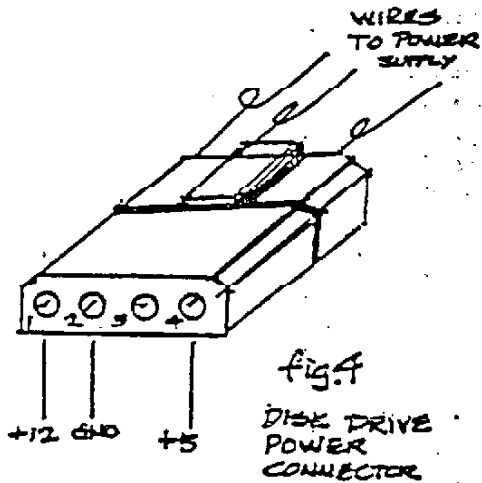
NOTE- POSITION 3 NOT USED. THIS IS A KEYED CONNECTOR AND CAN ONLY FIT THE DRIVE SOCKET ONE WAY.

DISK DRIVE   TRANSFORMER   POWER SUPPLY

POSSIBLE MOUNTING CONFIGURATION

fig. 5

FUSE   SWITCH
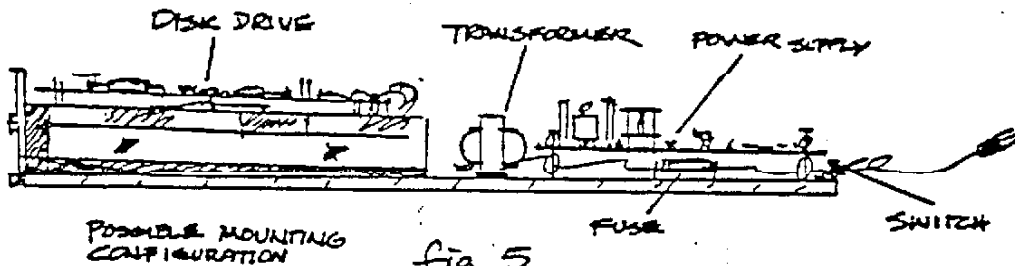
The new $49 disk drives have just arrived. They are just as advertised: new, black-fronted, double-sided, double-density, ½ height, Qumetrack 142s. The ones we have set up are very, very quiet. It only cost $12 to ship in five of them and they didn't surcharge my VISA card. These are a very good buy. We aren't taking any more orders but you can contact the company direct: Computer Surplus Store
715 Sycamore Drive
Milpitas, CA   95035
Phone 408-434-0168
Order line 408-434-1060

THE FOLLOWING IS A LIST OF GROM CHIPS AVAILABLE FROM DEALER PARTS AT TEXAS INSTRUMENTS IN LUBBOCK, TEXAS. IN WRITING ADDRESS YOUR LETTER TO : TEXAS INSTRUMENTS, ATTN: DEALER PARTS, P.O. BOX 53, LUBBOCK, TX 79415 OR CALL: (806) 741-2265, 2268. THEY ARE A GREAT GROUP OF PEOPLE TO DEAL WITH AND ARE VERY HELPFUL TO USERS OF THE TI-99/4A.

THE LIST BELOW IS NOT IN ANY ORDER THAT I CAN DECIPHER, BUT IF YOU SEARCH BY THE NAME OF THE CARTRIDGE, AND LOOK AT THE CHIP(S) IN YOUR CARTRIDGE CAREFULLY, YOU SHOULD HAVE A GOOD IDEA WHAT THE PARTS WILL COST YOU. IN ORDER TO KEEP THE COST DOWN BY SHARING THE S/H YOU SHOULD CHECK WITH OTHERS IN THE GROUP TO TAKE ADVANTAGE OF MUTUALLY SHARED EXPENSES.

THEY WILL BILL YOU, IF YOU INDICATE THAT YOU PREFER TO BE BILLED WITH THE SHIPMENT. THE TIME ALLOWED FOR PAYMENT IS 30DAYS. THEY TRUST US, SO DON'T ABUSE THIS TRUST PLEASE. I HAVE REPAIRED EXTENDED BASIC, EDITOR ASSEMBLER, SOCCER, PLATO, AND OTHER CARTRIDGES, AS WELL AS MADE SOME NEW ONES THAT COULD NOT BE EASILY ACQUIRED I.E: EDITOR ASSEMBLER, AND THE TI DIAGNOSTIC CARTRIDGE. I HAVE THE FEELING THAT EVEN THOUGH TI SENT ME THIS NEW LIST, IT IS NOT COMPLETE. IF YOU WOULD LIKE TO BE SURE, IT IS BEST TO CONTACT THEM. ONE LAST NOTE, COUNT THE GROMS IN YOUR CARTRIDGE, AND THEN SEARCH THE LIST AGAIN, FOR EXAMPLE MULTIPLAN HAS 5 GROMS, AND 3 ARE IN ONE AREA AND 2 IN ANOTHER ON THIS LIST.

JOHN F. WILLFORTH 12/87

Price	Cartridge	Part Number
5.40	DIAGNOSTIC	1015960-2006
4.00	DEMONSTRATION	1015960-0024
3.60	DEMONSTRATION	1015960-0025
3.60	DEMONSTRATION	1015960-0027
3.60	DEMONSTRATION	1015960-1026
3.60	EARLY LEARN FUN	1015960-1001
3.60	EARLY LEARN FUN	1015960-1002
3.60	BEGINNING GRAMMAR	1015960-1012
3.60	BEGINNING GRAMMAR	1015960-1013
4.00	BEGINNING GRAMMAR	1015960-0013
3.80	BEGINNING GRAMMAR	1015960-1014
3.80	NUMBER MAGIC	1015960-0011
3.80	VIDEO GRAPH	1015950-1019
3.80	HOME FIN. DECISION	1015960-0017
3.80	HOME FIN. DECISION	1015960-1018
3.80	HOME BUDGET	1015960-1015
3.80	HOME BUDGET	1015960-1016
3.80	VIDEO CHESS	1015960-0022
3.90	VIDEO CHESS	1015960-0023
3.80	VIDEO CHESS	1015960-1020
3.80	VIDEO CHESS	1015960-1021
3.80	FOOTBALL	1015950-2009
3.80	FOOTBALL	1015950-2010
3.80	PHYSICAL FITNESS	1015950-0008
3.80	ADD/SUBTRACT 1	1015960-0136
3.80	ADD/SUBTRACT 1	1015960-0137
3.80	ADD/SUBTRACT 2	1015960-0138
3.80	ADD/SUBTRACT 2	1015960-0139
3.80	MULTIPLICATION 1	1015960-0140
3.80	MULTIPLICATION 1	1015960-0141
3.80	MULTIPLICATION 1	1015960-0142
3.80	A-MAZE-ING	1015960-0121
4.00	ATTACK	1015960-0127
3.80	BLASTO	1015960-0152
3.80	BLKJACK/POKER	1015960-0128
3.80	SPELL/EMULATOR 2	1015960-0131
3.80	SPELL/EMULATOR 2	1015960-0132
4.20	EMULATOR 2	1015950-2129
3.80	PRESCHOOL	1015950-0029
3.80	EMULATOR 2	1015950-0130
3.80	ZERO ZAP	1015950-0212
3.80	HANGMAN	1015950-0214
4.20	CONNECT 4	1015950-0213
4.20	YAHTZEE	1015960-0153
4.20	TILOGO	1015960-0168
3.60	TILOGO	1015960-0169
3.60	TILOGO	1015960-0171
3.60	MUNCHMOBILE	1015960-5254
3.60	MUNCHMOBILE	1015960-5255
3.60	BASEBALL	1015960-5216
3.60	BASEBALL	1015960-5218
3.60	SPACE BANDIT	1015960-5231
3.60	SPACE BANDIT	1015960-5232
3.80	SEWERMANIA	1015960-5237
3.80	SEWERMANIA	1015960-5238
3.80	BIG FOOT	1015960-5221
3.60	METEOR BELT	1015960-5226
3.60	SUPERFLY	1015960-5242
3.60	SUPERFLY	1015960-5243
3.60	TERRY TURTLE	1015960-5257
3.80	TERRY TURTLE	1015960-5258
3.80	TERRY TURTLE	1015960-5259
3.80	I'M HIDING	1015960-5277
3.80	I'M HIDING	1015960-5278
3.60	HONEY HUNT	1015960-5247
3.80	HONEY HUNT	1015960-5248
3.80	HONEY HUNT	1015960-5249
3.80	SOUND TRACK	1015960-5267
3.80	MASH	1015960-0496
3.60	MASH	1015960-0497

Price	Cartridge	Part Number
3.80	PHYSICAL FITNESS	1015960-1007
3.90	SPEECH	1015960-2032
3.80	SECURITIES ANALYSIS	1015960-0075
3.80	SECURITIES ANALYSIS	1015960-0074
3.80	SECURITIES ANALYSIS	1015960-0076
3.80	SECURITIES ANALYSIS	1015960-0077
3.80	PERSON.RECORD.KEEP	1015960-1040
3.80	PERSON.RECORD.KEEP	1015960-1041
3.90	PERSON.RECORD.KEEP	1015960-1042
3.80	PERSON.RECORD.KEEP	1015960-1043
3.60	STATISTICS	1015960-0065
3.60	STATISTICS/SMU	1015960-0064
3.60	STATISTICS	1015960-0067
3.60	STATISTICS	1015960-0068
3.80	STATISTICS	1015960-0069
3.80	EARLY READING	1015960-0070
3.80	EARLY READING	1015960-0072
3.80	EARLY READING	1015960-1071
3.80	EARLY READING	1015960-1073
3.60	TAX/INVEST/RCD.KEEP	1015960-1092
3.60	TAX/INVEST/RCD.KEEP	1015960-1093
3.60	TAX/INVEST/RCD.KEEP	1015960-1095
3.80	VIDEO GAMES	1015960-1035
3.80	VIDEO GAMES	1015960-1036
3.80	MUSIC MAKER	1015960-0106
3.80	MUSIC MAKER	1015960-0107
3.80	MUSIC MAKER	1015960-0108
3.80	NUTRITION	1015960-0116
3.80	NUTRITION	1015960-0117
3.80	NUTRITION	1015960-0118
3.80	NUTRITION	1015960-0119
3.80	REAL ESTATE	1015960-1120
3.80	REAL ESTATE	1015960-0102
3.80	REAL ESTATE	1015960-0103
3.80	REAL ESTATE	1015960-0104
3.80	HUNT THE WUMPUS	1015960-0105
3.60	SOCCER	1015960-0091
3.60	SOCCER	1015960-0097
4.00	MIND CHALLENGER	1015960-0098
3.60	EXTENDED BASIC	1015960-0101
3.60	EXTENDED BASIC	1015960-1122
3.60	EXTENDED BASIC	1015960-1113
3.60	EXTENDED BASIC	1015960-1114
4.00	EXTENDED BASIC	1015960-3115
3.80	ADD/SUBTRACT 1	1015960-0115
3.60	ADD/SUBTRACT 1	1015960-0134
3.80	MULTIPLAN	1015960-0135
3.80	MULTIPLAN	1015960-0352
3.80	ALIGATOR MIX	1015960-0353
3.80	ALIGATOR MIX	1015960-0298
3.80	ALIEN ADDITION	1015960-0299
3.60	ALIEN ADDITION	1015960-0333
3.00	DEMOLITION DIVISION	1015960-0301
3.80	DRAGON MIX	1015960-0345
3.80	DRAGON MIX	1015960-0346
3.80	MINUS MISSION	1015960-0303
3.80	MINUS MISSION	1015960-0304
3.60	METEOR MULTIPLY	1015960-0347
3.60	METEOR MULTIPLY	1015960-0348
3.60	PLATO INTERPRETER	1015960-0405
3.50	PLATO INTERPRETER	1015960-0404
3.50	PLATO INTERPRETER	1015960-0407
3.50	PLATO INTERPRETER	1015960-0408
3.50	MOON MINE	1015960-0464
3.50	MOON MINE	1015960-0457
3.50	MOON MINE	1015960-0468
3.50	MOON MINE	1015960-0469
3.50	MOON MINE	1015960-0470
3.60	LOGO/GNO/ELF/ADP	1015960-0326

Part No.	Title	Price
1015960-0385	READING TRAIL	3.90
1015960-0386	READING TRAIL	3.80
1015960-0387	READING TRAIL	3.80
1015960-0389	READING POWER	3.80
1015960-0390	READING POWER	3.80
1015960-0391	READING POWER	3.80
1015960-0392	READING POWER	3.80
1015960-0393	READING WONDER	3.80
1015960-0394	READING WONDER	3.80
1015960-0395	READING WONDER	3.80
1015960-0396	READING WONDER	3.80
1015960-0397	READING WONDER	3.80
1015960-0398	READING WONDER	3.80
1015960-0268	MATH GAMES-A	4.20
1015960-0270	MATH GAMES-A	4.20
1015960-0271	MATH GAMES-A	4.20
1015960-0272	MATH GAMES-B	4.20
1015960-0273	MATH GAMES-B	4.20
1015960-0274	MATH GAMES-B	4.20
1015960-0275	MATH GAMES-B	4.20
1015960-0264	MATH ACTIVITIES	3.80
1015960-0265	MATH ACTIVITIES	3.80
1015960-0266	MATH ACTIVITIES	3.80
1015960-0267	MATH ACTIVITIES	3.80
1015960-0404	MATH GAMES 4	3.80
1015960-0262	MATH GAMES 4	3.80
1015960-0263	MATH GAMES 4	3.80
1015960-0234	DISK MANAGER 2	3.60
1015960-0235	DISK MANAGER 2	3.60
1015960-0280	MILLKEN/ADDITION	3.60
1015960-0278	MILLKEN/COMMON	3.60
1015960-0282	MILLKEN/MULTIPLY	3.60
1015960-0286	MILLKEN/FRACTION	3.80
1015960-0287	MILLKEN/FRACTION	3.60
1015960-0288	MILLKEN/DECIMAL	3.80
1015960-0290	MILLKEN/PERCENT	3.80
1015960-0284	MILLKEN/ARITH.LAWS	3.80
1015960-0276	MILLKEN/MANAGER	4.20
1015960-0255	LOGOII	3.60
1015960-0256	LOGOII	3.60
1015960-0257	LOGOII	3.60
1015960-0261	CHISHOLM TRAIL	3.80
1015960-0295	PARSEC	3.80
1015960-0296	PARSEC	3.80
1015960-0297	PARSEC	3.80
1015960-0349	MULTIPLAN	4.00
1015960-0350	MULTIPLAN	4.00
1015960-0351	MULTIPLAN	3.80
1015960-0206	ATTENDANCE RECORD	4.00
1015960-0208	ATTENDANCE RECORD	4.00
1015960-0209	ATTENDANCE RECORD	4.00
1015960-0210	ATTENDANCE RECORD	4.00
1015960-0164	CLASS DATA	4.20
1015960-0165	CLASS DATA	4.20
1015960-0166	CLASS DATA	4.00
1015960-0167	CLASS DATA	4.00
1015960-0143	SCHOOL MAILER	4.00
1015960-0144	SCHOOL MAILER	4.00
1015960-0145	SCHOOL MAILER	4.00
1015960-0146	PAYROLL ASSIST.	4.00
1015960-0194	PAYROLL ASSIST.	4.00
1015960-0195	PAYROLL ASSIST.	4.00
1015960-0196	PAYROLL ASSIST.	4.00
1015960-0197	PROPERTY MGR.	4.00
1015960-0198	PROPERTY MGR.	4.00
1015960-0177	A. ACCOUNTING	4.00
1015960-0178	A. ACCOUNTING	4.00
1015960-0179	A. ACCOUNTING	4.00
1015960-0147		4.00
1015960-0148		4.00
1015960-0149		

Part No.	Title	Price
1015960-0490	STAR TREK	3.60
1015960-0491	STAR TREK	3.60
1015960-5284	BUCK ROGERS	3.80
1015960-5285	BUCK ROGERS	3.80
1015960-5296	CONGOBONGO	3.80
1015960-5297	CONGOBONGO	3.80
1015960-5219	BURGERTIME	3.60
1015960-5220	BURGERTIME	3.60
1015960-0327	READING RAINBOW	4.00
1015960-0328	READING RAINBOW	4.00
1015960-0329	READING RAINBOW	4.00
1015960-0330	READING RAINBOW	4.00
1015960-0331	READING RAINBOW	4.00
1015960-0379	READING CHEERS	4.00
1015960-0380	READING CHEERS	4.00
1015960-0381	READING CHEERS	4.00
1015960-0382	READING CHEERS	3.60
1015960-0383	READING ADVENTURE	3.80
1015960-0374	READING ADVENTURE	3.80
1015960-0375	READING ADVENTURE	3.80
1015960-0376	READING ADVENTURE	3.80
1015960-0377	READING TRAIL	3.80
1015960-0378	READING RALLY	3.80
1015960-0384	READING RALLY	3.80
1015960-0306	READING RALLY	3.60
1015960-0307	READING RALLY	3.60
1015960-0308	DIVISION I	3.60
1015960-0309	DIVISION I	3.60
1015960-0236	DIVISION I	3.60
1015960-0237	NUMBERS I	3.60
1015960-0238	NUMBERS I	3.60
1015960-0239	NUMBERS I	3.60
1015960-0319	NUMBERS 2	3.60
1015960-0320	NUMBERS 2	3.60
1015960-0321	TOMBSTONE CITY	3.60
1015960-0322	INVADERS	3.60
1015960-0323	CARHARS	3.60
1015960-0325	EDITOR ASSEMBLER	3.60
1015960-0108	ALPINER	3.80
1015960-0211	ALPINER	3.80
1015960-0205	ALPINER	3.80
1015960-1204	ALPINER	4.00
1015960-1341	MINI MEMORY	4.00
1015960-0341	ADVENTURE	3.80
1015960-0342	TUNNEL OF DOOM	3.60
1015960-0343	TUNNEL OF DOOM	3.60
1015960-0344	TUNNEL OF DOOM	3.60
1015960-0215	TUNNEL OF DOOM	3.60
1015960-0154	TUNNEL OF DOOM	3.60
1015960-0229	READING FUN 2	3.80
1015960-0230	READING FUN 2	3.80
1015960-0231	READING FUN 2	3.80
1015960-0232	READING FUN 2	3.60
1015960-0233	PERSONAL REPORT GEN.	3.60
1015960-0189	PERSONAL REPORT GEN.	3.80
1015960-0190	READING ON	3.80
1015960-0191	READING ON	3.80
1015960-0192	READING ON	3.80
1015960-0193	READING ON	3.80
1015960-0111	READING ON	3.80
1015960-0112	READING ROUNDUP	3.80
1015960-0314	READING ROUNDUP	3.80
1015960-0315	READING ROUNDUP	3.80
1015960-0316	READING ROUNDUP	3.80
1015960-0317	READING RALLY	3.80
1015960-0318		
1015960-0216		
1015960-0217		
1015960-0218		
1015960-0219		
1015960-0220		
1015960-0305		

Part No.	Title	Price
1015960-0222	SPELLING 3	3.80
1015960-0223	SPELLING 3	3.80
1015960-0224	SPELLING 3	3.80
1015960-0225	SPELLING 4	3.80
1015960-0226	SPELLING 5	3.80
1015960-0227	SPELLING 6	3.80
1015960-0258	TOUCH TYPING	3.80
1015960-0259	TOUCH TYPING	3.80
1015960-0260	TOUCH TYPING	3.80
1015960-0248	READING FLIGHT	3.80
1015960-0249	READING FLIGHT	3.80
1015960-0250	READING FLIGHT	3.80
1015960-0251	READING FLIGHT	3.80
1015960-0252	READING FLIGHT	3.80
1015960-0253	MATH GAMES 2	3.80
1015960-0409	MATH GAMES 2	3.80
1015960-0410	MATH GAMES 3	3.80
1015960-0411	MATH GAMES 3	3.80
1015960-0412	MATH GAMES 3	3.80
1015960-0413	MATH GAMES 3	3.80
1015960-0401	MATH GAMES 4	3.80
1015960-0402	MATH GAMES 4	3.60
1015960-0403	MATH GAMES 4	3.60
1015960-5281	TREASURE ISLE	3.60
1015960-5282	TREASURE ISLE	3.60
1015960-5283	TREASURE ISLE	3.60
1015960-5234	WORD INVASION	3.60
1015960-0445	FACEMAKER	3.60
1015960-0446	FACEMAKER	3.60
1015960-5224	STORY MACHINE	3.60
1015960-5225	STORY MACHINE	3.60
1015960-5212	WORD RADAR	3.60
1015960-5286	PIRATE'S ISLE	3.60
1015960-5287	PIRATE'S ISLE	3.60
1015960-5288	PIRATE'S ISLE	3.60
1015960-5289	PIRATE'S ISLE	3.80
1015960-5290	PIRATE'S ISLE	3.80
1015960-5244	DEMON ATTACK	3.80
1015960-5245	DEMON ATTACK	3.80
1015960-5246	DEMON ATTACK	3.80
1015960-5310	MICROSURGEON	3.80
1015960-5311	MICROSURGEON	3.60
1015960-5321	FATHOM	3.60
1015960-5322	FATHOM	
1015960-5323	FATHOM	
1015960-5227	MOONSWEEPER	
1015960-5228	MOONSWEEPER	

SCHEMATICS AND MANUALS

Part No.	Description	Price
1041336	RAM EXPANSION	2.50
1040378	DISK CONTROLLER	2.50
1037105	RS-232 INTERFACE	2.50
1039330	MEMORY EXPANSION	2.50
1039314	PROJECT 360 CARD	2.50
1039437	INTER DIGRAM P-BOX	2.50
1039304	POWER SUPPLY	2.50
1039363	INTERCON. ADAPTER	2.50
1039340	DISK CONT. CARD	2.50
1039308	RS-232 INF. CARD	2.50
1059517	P-CODE PCB	2.50
1049716-1	CONSOLE MAN. 99/4A	10.00
1049717-1	CONS./PEB MAN.	15.00
1039311	INTER ADAPTOR EX BX	2.50

WANTED: If anyone has the origonal instruction manuals for the following games please contact Steven Little: Pac-Man, Ms. Pac-Man, Defender, Dig-Dug, Donkey Kong, Moon Patrol, Jungle Hunt, Zero Zap, Ambulance, and Personal Record Keeping.

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

NOTES FROM THE EDITOR.

Last month we ran who was to do which reviews. Myron Fischer turned his in at the February meeting. Where are the rest of your articles?

From the FLUG (Forest Lane) news Letter comes a TId-bit. They heard rumors recently about something going on with TI and possible re-entry into the Home Computer market in some capacity, but will hold until more information is available. Lok for some additional word in the future. Could be sooner than we think.... Stay tuned.

Micropendium is looking for our help. They are requesting what kind of information and material that we as the reading public would like to see in the coming year. If you have a preference, jot it down on a note card and send it to them at MICROpendium, PO BOX 1343, Round Rock TX. 78680.

May the "4A's" be with you. DOS.

****
***   - FOR FUNNELWEB USERS   ***
***   ***
***   TI-WRITER TIP: Ever need to convert lowercase to UPPERCASE ***
***   or Visa-Versa.   ***
***   Try using Ctrl "." and Ctrl ";" on a line of ***
***   text and see what happens!!!!!   ***
****

USER EXPERIENCE:
THE AXIOM PARALLAX INTERFACE

What do you do if you want to use 4A to drive a printer but you don't have a peripheral expansion system ("P box")? For at least three DTIHCG members the answer was to use an Axiom Parallax Interface.

Rip Dowling, Jon Hodges and Thierry Weber combine for about six years of ownership and use of these devices. They feel that the Parallax interface is an inexpensive and reliable device, especially suited to the user without immediate plans for a "P box." Although the old standalone RS232 interface is also available, Jon points out that it does not provide a parallel port.

There are a couple of common complaints from Parallax owners, but most have to do with the design or operation of the interface rather than its reliability. The Parallax connects to the side of the 4A, just like the old TI standalone peripheral; additional devices are connected to the rear of the Axiom unit, however. All agreed that desktop clutter is desktop clutter, no matter which way it runs. For certain programs, some hadware setup (jumper connections) or software changes are also required. Rip notes that the interface has its own power plug, which can be a bit troublesome when you've already used up all nearby outlets!

Rip eventually acquired an RS232 card in order to use a modem and retired the Parallax at that time. Jon found that his CorComp micro99 expansion system didn't get along with the Axiom unit and abondonded the Parallax. At last report, Thierry was still using his but had just gotten a "P box" and expected to move on the an RS232 card before long. While most users eventually do likewise, they all agree the Parallax is ideal for minimal systems.

The unit is reported to work with all parallel printers and does allow some unusual "file open" statements for additional printer control, if you do your own programming. The Axiom Parallax interface is an excellent, low cost entry point to the world of printing with the 99/4A.

The officers are working on recataloging the newsletters and cleaning out the MADHUG files at the library. If you find something missing, it may have been taken home to be worked on by an officer.

We are still trying to convince the library director to let us move in a small file cabinet to house the other groups' newsletters. We may have to appoint a committee to do some arm twisting.

We have lost one member this last month but we gained three new families. We would like to give a hearty welcome to Mr. and Mrs. R. S. Gaines of Devol, OK, the Aarne Read family of North Kingston, RI, and the Bruce Hansen family of Grand Forks. Just when your treasurer thinks he sees the end, new blood pops out of the woodwork.

TREASURY NOTES

As of February 29, 1988, with all bills paid and all deposits in, the treasury stands thusly:

|		Expenditures	
On deposit (Feb.1)	$ 135.31		
Cash on hand	24.00	Newsletter printing (Feb)	$ 18.20
Deposits	54.00	Newsletter stamps (Mar,April)	22.00
Total	$ 213.31	Receipt book	2.00
		Total	$42.40

On deposit Feb. 29, 1988 $147.11
Treasury Balance $171.11

MAD HUG

MINNESOTA AND DAKOTA
HOME USER GROUP

GRAND FORKS, ND

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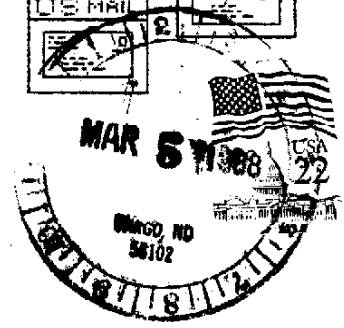
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