

K3 TI USERS
PO BOX 1945
KANKAKEE ILL
60901



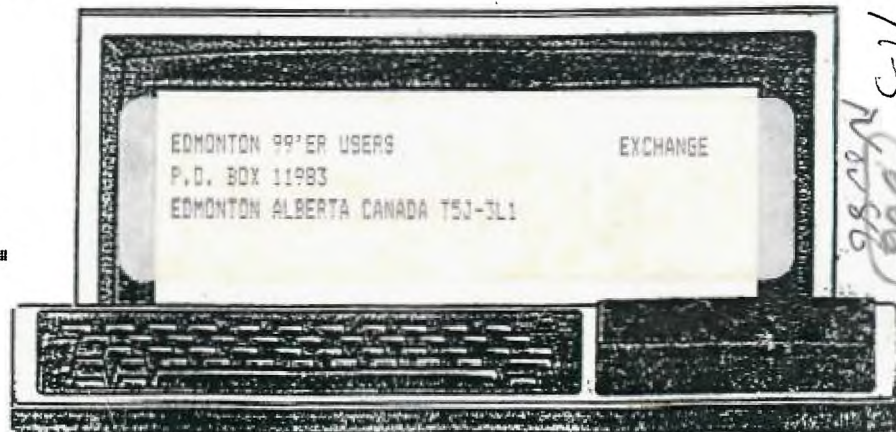
NEXT MEETINGS

NOV. 15 - DEC. 20

BOURBONNAIS

MUNICIPAL CENTER

1 PM. TIL 4 PM.



K-3
Nov 86

FROM TEXAS INSTRUMENTS
BY Mark Harms

Upon receipt of the E/A chips that I ordered from TI Repair Parts, I found a price list for the following items:

SCHEMATICS	DWG.NO.	PRICE
RAM EXPANSION	1041336	2.50
DSK CNTRLR STND AL	1040378	2.50
RS232 STAND ALONE	103710E	2.50

CARDS

MEMORY EXPANSION	1039330	2.50
PROJECT 360	1039314	2.50
F-BOX INTER/DIAGRM	1039437	2.50
POWER SUPPLY	1039304	2.50
INTERCON ADPT.	1039363	2.50
DISK CONTROLLER	1039340	2.50
RS232	1039308	2.50
F-CODE	1039317	2.50
INTERCON ADP F-BOX	1039311	2.50

SERVICE MANUALS

99/4A CONSOLE	1049716.1	10.00
99/4A CN/PER SYS	1049717.1	15.00

FOR OTHER STUFF JUST GIVE THEM A
CALL AT 1-806-741-3090 OR AT
1-806-741-3064 OR WRITE

TEXAS INSTRUMENTS
PO BOX 53 ATT:DEALER PARTS
LUBBOCK, TX.



```

100 REM VCR TITLE SCREEN
110 REM BY JOHN HEDSTROM
120 REM DEC.3, 1984
130 REM THIS PROGRAM ALLOWS
6 LINES OF TEXT AT ROWS 5,8,
11,14,17,20 AND 28 CHARA
CTERS PER LINE.
140 REM SKIP A LINE BY PRESS
ING ENTER
150 REM TO USE WITH A VCR HO
OK YOUR RF MODULATOR TO THE
ANTENNA INPUT OR USE A M
ONITOR CABLE TO THE VIDEO IN
PUT.
160 CALL CLEAR
170 INPUT "SCREEN COLOR? ":S
180 INPUT "BACKGROUND COLOR?
":F
190 INPUT "LINE #1? ":L1$
200 INPUT "LINE #2? ":L2$
210 INPUT "LINE #3? ":L3$
220 INPUT "LINE #4? ":L4$
230 INPUT "LINE #5? ":L5$
240 INPUT "LINE #6? ":L6$
250 T1=(30-LEN(L1$))/2
260 T2=(30-LEN(L2$))/2
270 T3=(30-LEN(L3$))/2
280 T4=(30-LEN(L4$))/2
290 T5=(30-LEN(L5$))/2
300 T6=(30-LEN(L6$))/2
310 CALL CLEAR
320 CALL SCREEN(S)
330 FOR C=1 TO 12
340 CALL COLOR(C,F,1)
350 NEXT C
360 PRINT TAB(T1);L1$:"":":":
TAB(T2);L2$:"":":":TAB(T3);L3
$:"":":":TAB(T4);L4$:"":":
":TAB(T5);L5$:"":":":TAB(T6);
L6$:"":":":":":
370 CALL HCHAR(24,1,30,64)
380 CALL VCHAR(1,32,30,48)
390 GOTO 390

```



Fix for & and @ using
TI-Writer
From MICROpendium

The following comes from Paul Degner's column in the newsletter of the Winnipeg 99/4 Users Group. He credits the information to Terry Atkinson. It's of value to anyone who is tired of having to enter double ampersands and "at" signs in order to print them. (Because TI-Writer uses these characters as formatter controls, they must be entered twice to be used as text characters.)

According to Degner, users can permanently fix this problem by modifying a few bits of code in the TI-Writer FORMA1 file. Using a sector editor, locate the following hex sequence: 23 21 40 26. To replace the ampersand and "at" signs with a "tick" mark (FCTN C) and back slash (FCTN Z), replace the 40 and 26 with 60 and 5C.

While you're at it, you may want to change the default colors in the formatter. Search the FORMA1 file for the following sequence: 02 00 07 F5. Change the F5 to whatever background color you want. To change the foreground (characters) colors, locate the following code: 80 02 01 F5. Change the F5 to your favorite foreground color.

It's best to copy the FORMA1 file to a newly initialized disk before making these changes and then copying it back to your working copy of TI-Writer.



```

100 !DISK CATALOGER
110 !
120 !WITH 3 COLUMN PRINTOUT
130 !AND SCREEN PREVIEW (2 O
R 3 COLUMN)
140 !BY R.P.SADUSKY
150 !SEPT. 1986
160 !WEST PENN 99'ERS
170 !
180 CALL CLEAR :: FOR FC=0 T
O 12 :: CALL COLOR(FC,16,6):
: NEXT FC
190 CALL SCREEN(6):: DISPLAY
AT(2,1):"***** DISK CATALO
GER *****" :: DISPLAY AT(7,
3):"* FOR PRINTER HARDCOPY *
"
200 DISPLAY AT(10,3):"* DR S
CREEN PREVIEWING *"
210 DISPLAY AT(15,1):"INSERT
DISK IN DRIVE 1": : " (ENTE
R DRIVE No: 1,2,3,4)": : " (
OR ""E"" TO EXIT)"
220 DISPLAY AT(21,1):"THEN P
RESS ENTER"
230 ACCEPT AT(15,22)SIZE(-1)
VALIDATE("1","2","3","4","E"
)BEEP:D$
240 IF D$="E" THEN CALL CLEA
R :: END
250 DISPLAY AT(24,1):CHR$(30
)&" READING DISK "&CHR$(30)
260 DIM A$(127),A(127),J(127
),K(127),TY$(5),P$(127)
270 TY$(1)="D/F" :: TY$(2)="
D/V" :: TY$(3)="I/F"
280 TY$(4)="I/V" :: TY$(5)="
P"
290 OPEN #2:"DSK"&D$&".",REL
ATIVE,INTERNAL,INPUT
300 INPUT #2:X$,Y,Y,Z
310 FOR L=1 TO 127
320 INPUT #2:A$(L),A(L),J(L)
,K(L)

```



```

330 IF LEN(A$(L))=0 THEN 380
340 IF ABS(A(L))=5 THEN 350
350 IF A(L)>0 THEN 370
360 F$(L)="Y"
370 NEXT L
380 CLOSE #2 :: L=L-1
390 CALL CLEAR :: DISPLAY AT
(3,1):"SELECT MODE"
400 DISPLAY AT(7,3):"PRINTOU
T----""P"""
410 DISPLAY AT(11,3):"SCREEN
PREVIEW----""S"""
420 DISPLAY AT(15,3):"EXIT--
--""E"""
430 CALL KEY(O,KY,S)
440 IF S=0 THEN 430
450 IF KY=80 THEN 980 :: IF
KY=83 THEN 470 :: IF KY=69 T
HEN CALL CLEAR :: END
460 IF KY<>69 AND 80 AND 83
THEN 430
470 L$=STR$(L):: Z$=STR$(Z)
480 DL$=D$&" DN:"&X$&" F="&L
$&" A="&Z$ :: CALL CLEAR
490 DISPLAY AT(1,1):DL$
500 IF L>44 THEN 610
510 R=L/2 :: I=INT(L/2)
520 IF R=I THEN ADD2=I ELSE
ADD2=I+1
530 FOR F=1 TO ADD2
540 DISPLAY AT(F+1,1):A$(F);
TAB(15);A$(F+ADD2)
550 NEXT F
560 DISPLAY AT(24,1):"P=PRIN
TOUT D=DRIVE E=EXIT"
570 CALL KEY(O,KY,S)
580 IF S=0 THEN 570
590 IF KY=80 THEN 980 :: IF
KY=68 THEN 180 :: IF KY=69 T
HEN CALL CLEAR :: END
600 IF KY<>68 AND 80 AND 69
THEN 570
610 R=L/3 :: I=INT(L/3)
620 IF R=I THEN ADD2=I :: AD
D3=2*I

```

```

630 IF (3*I)+1=L THEN ADD2=I
+1 :: ADD3=(2*I)+1
640 IF (3*I)+2=L THEN ADD2=I
+1 :: ADD3=(2*I)+2
650 FOR F=1 TO ADD2
660 G#=SEG$(A$(F)),1,1):: H#
=SEG$(A$(F),2,1)
670 CALL HCHAR(F+1,1,ASC(G#)
):: CALL HCHAR(F+1,2,ASC(H#)
)
680 DISPLAY AT(F+1,1):SEG$(A
$(F),3,8)
690 IF (3*I)+2=L AND F=I+1 T
HEN 930
700 DISPLAY AT(F+1,10):A$(F+
ADD2)
710 IF (3*I)+2=L AND F=(2*I)
+2 THEN 930
720 DISPLAY AT(F+1,21):SEG$(
A$(F+ADD3),1,8)
730 R#=SEG$(A$(F+ADD3),9,1):
: S#=SEG$(A$(F+ADD3),10,1)
740 IF R#="" THEN 750 :: CAL
L HCHAR(F+1),31,ASC(R#)):: I
F S#="" THEN 750 :: CALL HCH
AR(F+1),32,ASC(S#))
750 IF L>69 AND F=21 THEN DI
SPLAY AT(24,1):"PRESS SPACE
BAR TO CONTINUE" ELSE 920
760 CALL KEY(O,KY,S)
770 IF S=0 THEN 760
780 IF KY=32 THEN 790 ELSE 7
60
790 CALL HCHAR(2,1,32,736)
800 IF ADD2=I THEN R=ADD2-F
ELSE R=ADD2-F+1
810 FOR H=2 TO R :: F=F+1
820 G#=SEG$(A$(F),1,1):: CAL
L HCHAR(H,2,ASC(H#))
830 CALL HCHAR(H,1,ASC(G#)):
: CALL HCHAR(H,2,ASC(H#))
840 DISPLAY AT(H,1):SEG$(A$(
F),3,8)
850 IF (3*I)+1=L AND F=I+1 T
HEN 930

```

```

860 DISPLAY AT(H,10):A$(F+AD
D2)
870 IF (3*I)+2=L AND F=(2*I)
+2 THEN 930
880 DISPLAY AT(H,21):SEG$(A$(
(F+ADD3),1,8)
890 R$=SEG$(A$(F+ADD3),9,1)
: S$=SEG$(A$(F+ADD3),10,1)
900 IF R$="" THEN 910 :: CAL
L HCHAR(H,31,ASC(R$)):: IF S
$="" THEN 910 :: CALL HCHAR(
H,32,ASC(S$))
910 NEXT H :: GOTO 930
920 NEXT F
930 DISPLAY AT(24,1):"P=PRIN
TOUT D=DRIVE E=EXIT"
940 CALL KEY(0,KY,S)
950 IF S=0 THEN 940
960 IF KY=80 THEN 980 :: IF
KY=68 THEN 180 :: IF KY=69 T
HEN CALL CLEAR :: END
970 IF KY<>68 AND 80 AND 69
THEN 940
980 R=L/3 :: I=INT(L/3)
990 IF R=I THEN ADD2=I :: AD
D3=2*I
1000 IF (3*I)+1=L THEN ADD2=
I+1 :: ADD3=(2*I)+1
1010 IF (3*I)+2=L THEN ADD2=
I+1 :: ADD3=(2*I)+2
1020 OPEN #1:"PIO",SEQUENTIA
L,OUTPUT,VARIABLE 132
1030 PRINT #1:CHR$(27)&CHR$(
15)!CONDENSED PRINT GEMINI P
RINTER
1040 PRINT #1: "; DSK";D$;"
DISKNAME: ";X$;" FILE
S=";L;" AVAILABLE=";Z;"
USED=";Y-Z;TAB(82);"! "
1050 PRINT #1: "; FILENAME
SIZ TYPE P ; FILENAME S
IZ TYPE P ; FILENAME SI
Z TYPE P ;"

```




```

1060 PRINT #1:"! -----
----- | -----
----- | -----
----- |"
1070 FOR F=1 TO ADD2
1080 PRINT #1:"! ";A$(F);TAB
(14);
1090 PRINT #1,USING "###":J(
F);
1100 PRINT #1:TAB(18);TY$(AB
S(A(F)));K(F);TAB(26);P$(F);
TAB(28);"!";
1110 IF (3*I)+1=L AND F=ADD2
THEN PRINT #1:TAB(55);"!";T
AB(82);"!": GOTO 1210
1120 PRINT #1:TAB(30);A$(F+A
DD2);TAB(41);
1130 PRINT #1,USING "###":J(
F+ADD2);
1140 PRINT #1:TAB(45);TY$(AB
S(A(F+ADD2)));K(F+ADD2);TAB(
53);P$(F+ADD2);TAB(55);"!";
1150 IF (3*I)+2=L AND F=ADD2
THEN PRINT #1:TAB(82);"!":
: GOTO 1210
1160 PRINT #1:TAB(57);A$(F+A
DD3);TAB(68);
1170 PRINT #1,USING "###":J(
F+ADD3);
1180 PRINT #1:TAB(72);TY$(AB
S(A(F+ADD3)));K(F+ADD3);
1190 PRINT #1:TAB(80);P$(F+A
DD3);TAB(82);"!";
1200 NEXT F
1210 PRINT #1: : CLOSE #1
1220 CALL CLEAR : GOTO 180

```

DSK2				DISKNAME: FILES				FILES= 8				AVAILABLE= 581				USED= 137			
FILENAME	SIZ	TYPE	P	FILENAME	SIZ	TYPE	P	FILENAME	SIZ	TYPE	P	FILENAME	SIZ	TYPE	P	FILENAME	SIZ	TYPE	P
ARTICLE1	7	D/V	80	FIX	7	D/V	80	PART1	37	D/V	80								
ARTICLE2	10	D/V	80	FIX1	7	D/V	80	PART2	44	D/V	80								
CATALOGER	18	P	0	FIX2	7	D/V	80												



GRAM SNACKIN' #3

BY MIKE DODD

K-TOWN 99ERS

This month I'll show How to install DM 1000 V3.3 in Gram 1 and 2. This will work with v3.3 only since I'm using the addresses in that version instead of searching.

1. Load DM 1000 as normal. As soon as it comes up with the title screen, turn on the loader and hit the reset switch on the GK.

2. Select Gram Kracker off the main menu, then press 5 for memory editor.

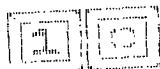
3. Turn the loader off and push the gram 1-2 / TI Basic switch up to 1-2.

4. Press: <ENTER> <ENTER> A <ENTER> DB99 62055 <FCTN2>. That moves DM 1000 to gram.

5. Press: <ENTER> 6431B <FCTN9> <FCTN=> <ENTER> 04 60 C3 A6. That patches the program so that it won't search for MGR1.

6. Press: <FCTN9> <FCTNS> <FCTNS> <FCTNS> <FCTNS> 2000 <FCTN9> <ENTER>. That selects Gram 2000 to enter data in.

7. Type in the following data. Don't type the left-most column thats just the address.



g2000 AA0201000000201000000000
g200C 0000000000002026114449E3
g2018 4B204D414E41474552203130
g2024 3030313AF28F1D002055BF00
g2030 A000BEB1009F31000B8BF020
g203C 4DBE4A0900060018BF4A0D00
g2048 06004A0FF078787878787878
g2054 78

8. Turn the loader on, hit <CNTRL=> and save Grams 1 and 2 by pressing 4 4 5 2 DSKn.DM1000-G1 <EMTER> DSKn.DM1000-G2 <ENTER>. Turn the loader off then hit space. When its done, turn the loader on hit space and <FCTN9> <FCTN9>.

To get DM 1000 on the menu, turn the loader off and Gram 1-2 on. For TI-BASIC, turn the loader off and TI-BASIC on. For Gram Kracker, turn loader on.

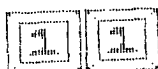
DO-IT-YOURSELF 32K

John Willforth would like to know if anyone is interested in a SEMI-KIT to install 32K in your console? It takes a little soldering on the cost is under \$40.00. For more info..

SASE TO:

John Willforth
RD#1 Box 73A
Jeannette, PA
15644

Phone: (412)-527-6656



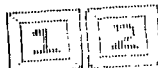
- . DISK TO TAPE AND TAPE TO DISK
- . CONVERSION PROGRAM
- . TOM FREEMAN
- . S15 ALMA REAL DRIVE
- . PACIFIC PALISADES, CA. 90272
- . FOR USE WITH PROGRAMS MEANT TO
- . BE LOADED BY THE RUN PROGRAM
- . FILE OPTION #5 OF E/A.
- . IT MAY BE USED FOR OTHER, NON-
- . STANDARD FILES, BUT IN THAT
- . CASE THE TWO INSTANCES OF BL @
- . SHOULD BE DELETED, AND THE
- . FORTH WORD OF EACH PAB SHOULD
- . BE REPLACED BY >XX00, WHERE
- . >XX IS THE EQUIVALENT OF THE
- . NUMBER OF SECTORS TAKEN UP BY
- . THE PROGRAM (PER DISK CATALOG)
- . MINUS 1. IF THE ORIGINAL FILE
- . IS ON TAPE AND THIS NUMBER IS
- . NOT KNOWN, USE >2F, THEN CHECK
- . THE DISK FILE WITH A SECTOR
- . EDITOR TO SEE WHERE 00'S
- . BEGIN. THE PROGRAM CAN THEN BE
- . RE-RUN WITH THE PROPER NUMBER.
- . NOTE: BECAUSE OF THE REF'S TO
- . GPLLNK AND DSRLNK, THE PROGRAM
- . WILL ONLY WORK WITH E/A. IT IS
- . CALLED FROM BASIC - LISTING
- . FOLLOWS.

```

DEF  DISTAP,TAPDIS
REF  DSRLNK,GPLLNK,VMBW,
      VMBR
STATUS EQU >837C
FAC  EQU >834A
PAB  EQU >0F80
PNTR EQU >8356
WS   EQU >8300
      ADRG >3000

```

- . THE FOLLOWING IS A DISK FILE
- . AND HAS BEEN PREPARED FROM
- . BASIC.



```

PABDSK DATA >0500,>1000,0,>2000
        BYTE 0
        BYTE 0          LNGETH BYTE
        BSS  15         FILE NAME

```

```

. THE FOLLOWING IS THE CASSETTE
. FILE. NOTE: IF USING CS1 FOR
. INPUT IN "RUN PROGRAM FILE"
. IN E/A USE CS1.X AS DEVICE
. NAME NOT CS1.

```

```

PABCS  DATA >0600,>1000,0,>2000,
          >6003

```

```
CS1    TEXT 'CS1'
```

```
SAVE   BYTE >06
```

```
LOAD   BYTE >05
```

```
SAVRTN DATA 0
```

```
DISK   LI    0,PAB
        LI    1,PABDSK
        LI    2,25
        BLWP  @VMBW
        LI    6,PAB+9
        MOV   6,@FNTR
        BLWP  @DSFLNK
        DATA 8
        RT

```

```
CHANGE LI    0,>1002
        LI    2,2
        BLWP  @VMBR
        RT

```

```
TAPE   LI    0,PAB
        LI    1,PABCS
        LI    2,13
        BLWP  @VMBW
        LI    1,PAB+13
        MOV   1,@FNTR
        LI    1,>0800
        MOVB  1,@>836D
        LI    0,PAB+10
        LI    1,FAC
        LI    2,3
        MOV   2,@FNTR-2
        BLWP  @VMBR
        CLR   @>83D0
        MOVB  @>83D0,@STATUS
        BLWP  @GPLLNK
        DATA >3D
        RT

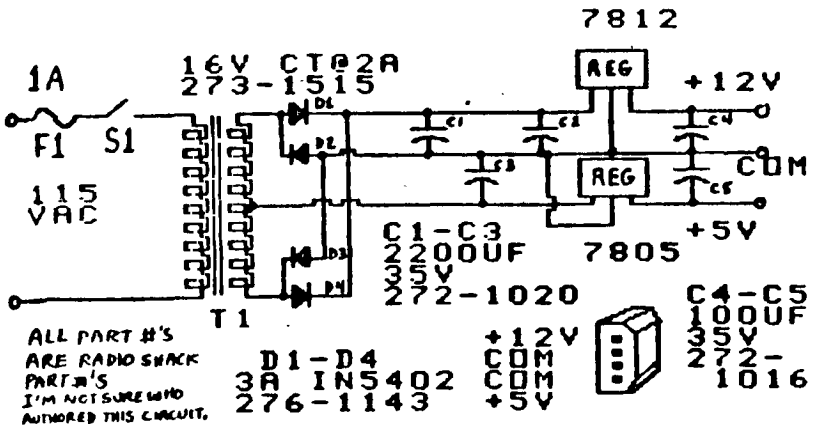
```



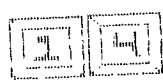
```

DISTAP MOV 11,@SAVRTN
        LWFI WS
        MOVB @LOAD,@FABDSK
        MOVB @SAVE,@FABCS
        BL @DISK
        LI 1,FABCS+6
        BL @CHANGE
        BL @TAPE
        JMP RETURN
TAPDIS MOV 11,@SAVRTN
        LWFI WS
        MOVB @LOAD,@FABCS
        MOVB @SAVE,@FABDSK
        BL @TAPE
        LI 1,FABDSK+6
        BL @CHANGE
        BL @DISK
RETURN CLR 0
        MOVB 0,@STATUS
        MOV @SAVRTN,11
        RT
        END

```



DISK DRIVE POWER SUPPLY

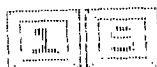


This is the BASIC program that runs the above file under the name DISKTAPE/0.

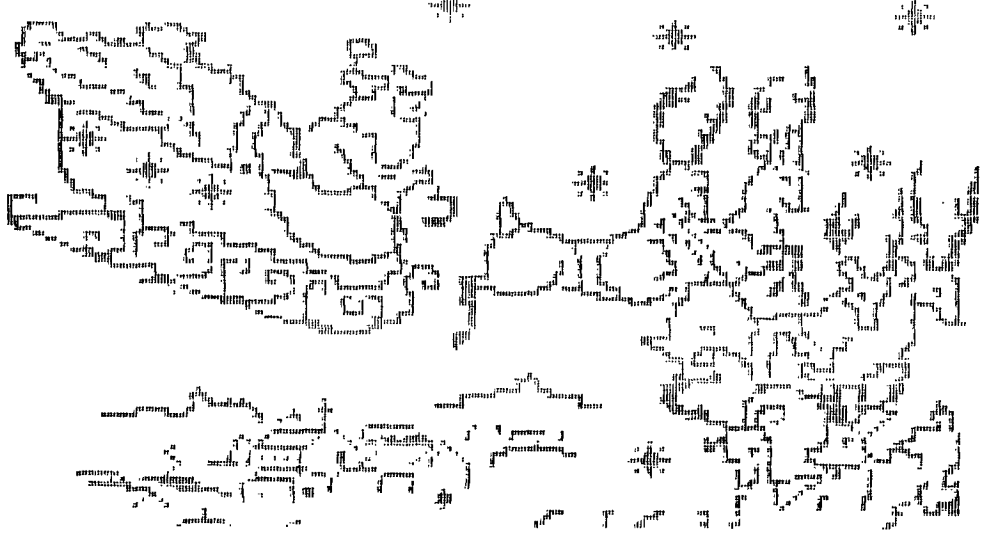
```
100 DNAME=4096*3+9
110 CALL INIT
120 CALL LOAD("DSK1.DISKTAPE/
0")
130 INPUT "DISK FILE TO SAVE/
LOAD      ":NAME$
140 LE=LEN(NAME$)
150 CALL LOAD(DNAME,LE)
160 FOR X=1 TO LE
170 CALL LOAD(DNAME+X,ASC(SEG
$(NAME$,X,1)))
180 NEXT X
190 PRINT "PRESS D. DISK TO
TAPE": "      T. TAPE TO DISK"
200 CALL KEY(O,K,S)
210 IF S=0 THEN 200
220 IF K=68 THEN 260
230 IF K<>84 THEN 200
240 CALL LINK("TAPDIS")
250 GOTO 270
260 CALL LINK("DISTAP")
270 PRINT "DO ANOTHER? Y/N":
"   ":"   ":
280 CALL KEY(O,K,S)
290 IF S=0 THEN 280
300 IF K=89 THEN 130
310 IF K<>78 THEN 280
320 STOP
```

TI-WRITER FORMATTER CHANGES
BY Mike Dodd, K-Town 99'ers

Heres another change to the TI-Writer formatter. It uses the "!" <FCFN A> for mailing lists instead of the "*", Change byte 112 of the first sector of the FORMA1 / FORMB1 from * to !. That way, if you use the asteric character (as in A6+B), it will work without transliteration.

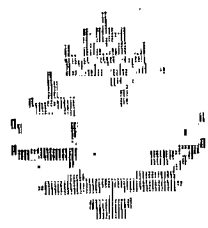


* Merry Christmas *



DONT FORGET THE
CHRISTMAS PARTY

AT OUR DECEMBER
MEETING



2001