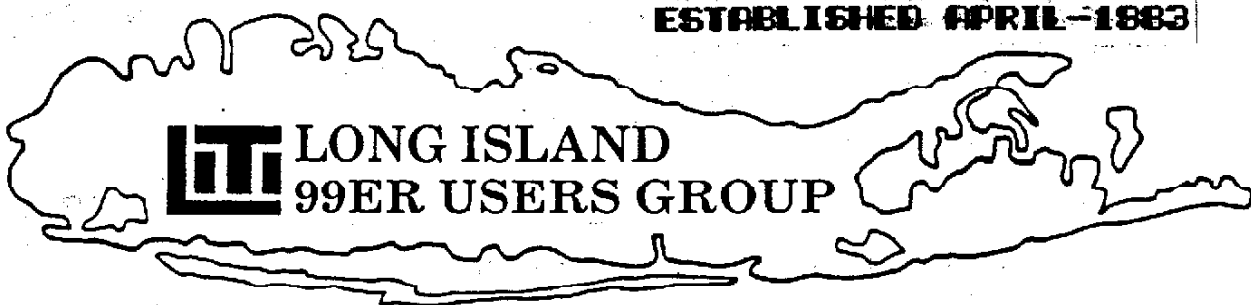


ESTABLISHED APRIL-1983



LONG ISLAND  
99ER USERS GROUP

VOL #13 NO.1

JANUARY, 1994

\$2.00

MEETINGS: JAN 14 [ AT TONY'S HOME ]  
FEB 11 [ 8:00 SHARP ]

## LONG ISLAND SOUND

EDITOR: FRANCIS J. BUBENIK JR.

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LITI LOGO AND MAILER.

HAVE A HAPPY AND HEALTHY  
NEW YEAR IN 1994.

# ✱ 93/94 FAIR SCHEDULE ✱

Compiled by Frank J. Bubenik Jr. (NL Editor)

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DEC 26, 1993 (SUN) CHERRY HILL, NJ. GARDEN STATE PARK  
(RACE TRACK) 350 TABLES. ADMISSION \$6.00 TSCF.

## 1994

JAN 22/23, 1994 (SAT/SUN) HACKENSACK, NJ. 10-3PM  
FAIRLEIGH DICKINSON UNIV. 500 TABLES. RTE 4 TO  
HACKENSACK AVE LEFT AT TEMPLE AVE TRAFFIC LIGHT.

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RACE TRACK. ADMISSION \$6.0. 350 TABLES TSCF.

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(602) 747-5046 or TOM WILS (602) 886-2460. SOUTH  
WEST 99ERS U.G.

TI MAY 13-14, 1994 (FRI/SAT) **LIMA-CONF.**  
LIMA USER GROUP CONFERENCE. OHIO STATE UNIV. LIMA  
OHIO. INFO: CHARLES GOOD. (419) 667-3131.

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ATIONS. CALL TO VERIFY TIME AND DATES BEFORE GOING.

✱ Ken Gordon Productions (KGP) SHOWS COST \$8.00-  
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PO BOX 76 LIVINGSTON, NJ. INFO: (201) 533-1991 Rev 8/29

Save money by signing up on fair mailing lists and  
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**SECRETARY & EDITORS NOTEBOOK**

**BY: FRANK J. BUBENIK, JR.**

**MINUTES:**

Nov. 12th meeting was attended by 6 members and 1 guest.

There was a report on Frank's trip to the CHICAGO/MILWAUKEE FAIRS.

**TREASURERS REPORT:**

We have a new member of our group:  
BUD MILLS of BUD MILLS SERVICES of OHIO. Welcome.

Renewal: BOB REINKE (11/94).

QB 99ERS donation for our newsletter.

Dec. 10th meeting. Due to severe rain showers only 2 members showed up for this meeting.

**LIBRARY REPORT:**

ATTENTION: PROGRAM DISKS ARE NOW **\$2.00** each  
OR **6 FOR \$10.00**

Give Harry or Frank your order at the meeting or call HARRY GUENTER a call at (516) 921-2889 or Frank (516) 938-1095 with your request and your order will be delivered at the next meeting. Don't forget the copy fee is \$2.00 a disk or 6 for \$10.00. Listings of programs are in back issues of the newsletter. A disk copy of the LITI LIBRARY is available for \$1.00.

Remember the disk sales are our main source of income so buy to keep the group alive.

**END**

**XBASIC MISCELLANY #31**  
By Earl Raguse

**XB ERROR MESSAGES**

When I program, I constantly get error messages, because, I suppose, I am constantly making errors. There is no stigma attached to making errors while programming. After all to err is human. The real problem is deciphering what is meant, by the cryptic messages, and what to do about them. I should have gotten several error messages last month, see RETRACTION on page 2.

The XB manual has four pages of error messages, see pages 212-215, and sometimes even more cryptic explanations of them. There is a whole set of File Errors not discussed here. I am going to discuss only the errors I run into frequently.

Among the most frequent are those beginning with BAD. They include ARGUMENT, LINE NUMBER, SUBSCRIPT, and VALUE.

For ARGUMENT, the usual error is an unacceptable value in a SOUND statement, Frequency may not be less than 110, attenuation may not be >30, and duration may not be 0 or greater or less than +/-4250, and the noise specification must be from -1 to -8.

The CALL COLOR and SCREEN subprograms insist on values within the specified ranges, of 1-16.

BAD LINE NUMBER is an indication of a line number called within a program that the interpreter could not find.

A BAD SUBSCRIPT is invariably a zero value, although if you somehow get a value in excess of 32767, you would also get this message. Make sure that the variable you are using for a subscript is not zero, which it will be if you have not in some way placed a value in it.

One of the most frequent causes of zero values in my programs is an inadvertent skipping over a set of lines because of some IF THEN logic, or an illadvised GO TO statement.

BAD VALUE just means that you have supplied an illegal value to a function. This can be because of many many things, you just have to review the statements leading to the error line, again zero is an unacceptable value for many functions.

COMMAND ILLEGAL IN A PROGRAM is fairly simple, and the only cure is to comment

out that statement. Reserved words such as SAVE LIST MERGE OLD and NEW fall into this category.

FOR NEXT NESTING simply means that the interpreter could not find a NEXT for each FOR during program execution. Now if you look at the listing and see no error, ie you have a FOR for each NEXT, and vice versa, then look for a GOTO or IF THEN ELSE statement that causes the program to jump into or out of the middle of a FOR NEXT loop. That way the program does not see the FOR or NEXT. The former, however will give -- NEXT WITHOUT FOR message.

IMPROPERLY USED NAME is most often caused by the improper, or not at all, dimensioning of a subscripted variable. There are many other reasons listed in the XB manual, but the above is the most likely.

ONLY LEGAL IN A PROGRAM is the opposite of COMMAND ILLEGAL IN A PROGRAM. This applies to GOTO GOSUB INPUT ON RETURN SUB SUBEXIT SUBEND DEF etc. they must be used within a program. There is no sidetracking this.

RETURN WITHOUT GOSUB is a common error message, and is caused most frequently by a faulty GOTO or IF THEN ELSE taking the program into the middle of a subroutine. These are difficult to find, and I find the best way is to verify every GOTO and IF THEN ELSE statement until I find the one that goes where it shouldn't. I know of no shortcuts for this, except to be careful in the first place. This most frequently happens when one moves or copies a statement, and forgets to change line number references.

STRING-NUMBER MISMATCH means you are trying to assign a number to a string variable, or a string to a number variable. This is usually easily troubleshot. The solution usually is to use VAL or CHR\$ to convert the item to suit the variable that you want to assign it to.

SUBPROGRAM NOT FOUND is a message I frequently get, because I call one of my favorite subprograms, and then forget to merge it into the program. The solution is easy, just merge it in. The other possibility is that you have a spelling error. Check on that.

Trouble shooting is an art, at least I find it so. I get better at it, but still sometimes I forget how I found the error last time and have to fiddle for hours trying to resolve it.

# HAPPY NEW YEAR 1994

## ASGARD ANNOUNCEMENT

Send all inquiries to: Asgard  
1423 Flagship Dr.  
Woodbridge, VA 22192

Effective Nov. 1, 1993, ownership of Asgard Software is being transferred to Harry Brashear.

Nothing worthwhile comes easy, and Lord knows running a TI software business has never been easy. When I founded Asgard in 1983 (in fact, almost 10 years ago exactly), my software company was one of perhaps over 100 TI software providers. Over the years, I've seen all of my original competitors, almost all of the ones that came after them, and most of the ones in the "generation" after that, disappear by the wayside.

I stuck with it despite many opportunities to move on, and despite setbacks similar to those that wiped out many of my peers. I don't regret it - I learned a lot. I learned a lot about computers, business and loyalty. I learned how to tell who was honest and who was a charlatan.

When I started this business I was a teenager in high school. Ten years later, I run the Computer Department for a major non-profit organization here in Washington, D.C. The TI-99/4A introduced me to computers in general, and opened many opportunities to me. In many ways, it made me what I am today.

However, my professional and family obligations over the last 2 years have forced me to change my priorities. I haven't been able to spend much time on Asgard, and

it hasn't been fair to the community, so I decided to give the company to the one person in the community I felt whose experiences and beliefs matched my own.

The 70 or so people who paid for Press in Chicago, 1987: I wanted it so much I sold myself, and then sold it to you. It was a beautiful idea - I just wish it had been a beautiful reality. My apologies for raising expectations, and holding onto your money for 18 months before realization struck, and I returned it.

I'd also like to thank the many people at the TI shows around the country - especially those in Seattle, Tucson and Ottawa - that hosted, snuggled, fed and sheltered me at the 30-40 or so TI conventions I've attended over the years.

Additionally, I'd like to thank the many authors that entrusted me with their programs.

Finally, I'd like to thank the 12,000 or so people that have bought software from me over the last 10 years - my customers. THESE are the people that I worked for for 10 years, and in the bottom line, whose opinion mattered most.

As of Nov. 1, 1993, the new address for Asgard Software will be:

Asgard Software  
2753 Main St.  
Newfane, NY 14108  
716-778-9104

All hardware products, including the Asgard Mouse, AMS memory cards, the Extended BASIC 3 and other cartridges will be available from:

Asgard Peripherals  
1423 Flagship Dr.  
Woodbridge, VA 22192

My involvement in the TI community will be limited solely to the hardware products sold by Asgard Peripherals. No phone calls will be accepted - all orders or inquiries should be placed by mail.

Thank you

Chris Bobbitt  
October 1, 1993

*The above article by Chris Bobbitt was downloaded from DELPHI by John Crevis-ton/Jim Leshner. It has been edited in length in order to get the essential information to our readers. -- Editor DALLAS NL*



# 1993 CHICAGO TI FAIRE

By Gary W. Cox

The 1993 Chicago TI Faire has once again come and gone leaving faire-goers with a variety of products both new and old. This year Beery Miller, Mac Swope and myself, from our group, attended the event. This year's faire was held in yet a different location (Gurnee, IL) north of the city limits of Chicago so it was a little further to drive. The Holiday Inn that we stayed at turned out quite nice. The fair room itself was somewhat smaller as was the meeting room but adequate for our needs since the faire was just a little bit smaller this year. Many of the same old faces were seen around the fair (pictures located elsewhere in this newsletter) of which I will have the usual posters at this meeting showing all the pictures that I took.

One of the first items which caught my eye was the progress of PC99 by Mike Wright and Mark Vancoppenolle of CaDD Electronics. PC99 is a project whereby a IBM compatible PC can emulate a TI99/4a. The project is now at stage 2 where among the new additions is the ability to emulate all sprite features, operate with joysticks, limited TI sounds, disk I/O, and RS232 and PIO emulation abilities... System operations were also speeded up somewhat from the previous release. In watching the demonstration of PC99 I was able to witness the operation of several TI modules although execution speed was still very slow and operations limited but it was still impressive to see a PC running TI99/4a software. Several utilities programs have also been added to PC99...

Also new from Mike Wright was "The Cyc" which is described as an encyclopedia of knowledge relating to the Texas Instruments TI99/4a home computer" with it's aim to provide a starting point for an information search. The files are in word perfect format accessible only on a IBM compatible PC and contain reference material drawn from sources such as Micropendium, 99'er magazine, user group publications, Computer Shopper as well as many other sources. So for example, if you wish to look up an article in Computer Shopper you have the reference material or disk to locate what issue the article was published in... The cost of The Cyc is \$20.

Richard Gilbertson of CaDD Electronics was also there demonstrating version 5.57 of Supercharged XB (RICHXB) which is an impressive enhancement to the abilities of Extended BASIC (GRAPH device required)

Beery Miller of 9640 News was present with copies of the final version of MDOS (new), 9640 News volumes 1, 2 and 3 as well as a variety of Geneve 9640 software products!

Looking elsewhere around the faire Ron and Ada Markus of Ramcharged computers had quite a variety of products including software from Asgard Software, Textaments, Notung, 9640 rows as well as others. One new item was a game called "Mexican UFO's"

which is programmed using "the Missing Link" and is described as a text and graphics type adventure game containing both animated graphics as well as TI artist quality still graphics. The game was described as being simple enough for very young children yet complex enough for adults. The game sells for \$12.95.

Bud Mills of Bud Mills Services/Horizon Computer was present with a variety of products including Digi Post, Ram Disks, P-Gram cards, Miller Graphics E-PRCMS and the SCSI controller card although the SCSI DSR is still not complete. However, Mike Maksimik was there and was able to get the SCSI card functioning on a very primitive level with a CD-ROM drive and Bud had the SCSI card performing limited functions with a SCSI hard drive...

Larry Conner of LL Conner was present with a good variety of programs and hard to find hardware and parts including Chips, connectors and so on all specific to the TI99/4a. This is definitely a good person to talk to if you need a part!

Ted Kleper of Competition Computer was present with a variety of TI products including cartridges, PE3's, consoles and even hard to find MBX systems.

Mickey Cendrowski and Mike Sealy of MS Express Software had a variety of products including a few new ones such as Adventure Database (database of TI Adventure games), Rattlesnake Bend (adventure game for the adventure module), Genealogy Plus (Genealogy tracking assistant compatible with T: BASE, TI Writer and Persona. Record Keeping formats).

Tim Tesch of S&T Software and Don Walden of Secure Electronics were distributing a list of TI BBS's located across the nation as well as several programs including VCLR 2.0 which is described as an MDOS color and file viewer and MDOS Polyport 2.0 which gives Geneve 9640 users the ability to include digitized files (VOC and FX format files) in batch files... Tim also had available his TI BBS program.

Bruce Harrison of Harrison Software was present having a sort of going out of business sale with any software item in stock for \$5 as after December 31st he will no longer be accepting orders although Bruce said he will still continue to write public domain software.

Someone new this year was Meredith Adkins of Brunkin Software who carried a variety of interesting software products ranging from utilities to games many of which I haven't seen before!

Ken Gilland of Notung software was again present this year with his variety of products including many graphic oriented programs... I might also mention Ken had some information on some of his paintings as it seems he is quite an accomplished artist with many of his paintings on display at the Orlando Gallery in Sherman Oaks California

Jerry Harmsen of the Dutch TI users group was there

distributing his groups newsletters and selling a special Dutch demo disk of programs written by TI'ers in his group! Then looking around I saw many tables full of generic computer products from Linda of Disk N Dat, Tom Freeman of JP software was present with a variety of software products. Many user groups had tables set up including the Chicago TI User Group, Gary Mcquade and Bill Lucid of the Hoosier users group, TI Users of Will County, Charles Good of Lima Ohio, Walter Blood of the Kansas City Users Group, Gene Hitz of Program Innovators and the Milwaukee Users Group, just to name a few... Last but not least John Koloen and Laura Burns of Micropendium had a table with a variety of disks...

While many TI'ers shopped around on the fair floor others took advantage of the seminars held in the meeting room which was held by the various vendors at the faire. Also this year's John Birdwell award for outstanding achievement in the TI community was given out to James Schroeder.

I am sure that I have left out a few names here and there but this is a somewhat quick overview of the 1993 Chicago TI Faire. I went to the faire not expecting to buy much of anything but I came back with about 10 disks of programs ranging from games to utilities many of which are public domain including a Dutch demo disk. So we will at least have some material to demonstrate at the meetings. Plus Beery Miller will soon (maybe this meeting???) be demonstrating the latest version of PC99 (TI99/ta emulator for a PC) which he obtained at the fair. Plus I purchased "The Cyc" which I will demonstrate at a meeting.

All in all this years faire was good and I even got a little Country Western Dancing in while there...

LIST OF VENDORS:

- 9640 News, P.O. Box 752465, Memphis, TN 38175, (901) 368-1169
- Berry Harmsen, TI Gebruikersgroep, le Oosterparkstraat 141E 1091 GJ Amsterdam, Telephone# 020-6941047
- Brunkin Software, 7919 Mitchell Farm Lane, Cincinnati, OH 45242, (513) 984-8421
- Bud Mills Services, 166 Dartmouth Drive, Toledo, OH 43614-2911, (419) 385-5946
- CaDD Electronics, 81 Prescott Road, Raymond, NH 03077, (603) 895-0113
- Secure Electronics Inc, P.O. Box 132, Muskego, WI 53150, (414) 679-4343
- Chicago TI Users Group, P.O. Box 578341, Chicago, IL 60657

Competition Computer, 2219 S. Muskego Ave., Milwaukee, WI 53215 (800) 471-1600 or (414) 672-1600

Disk 'N Dat, 14 S. River Street, Aurora, IL 60508 (708) 897-3337

Hoosier Users Group, P.O. Box 2222, Indianapolis, IN 46206-2222

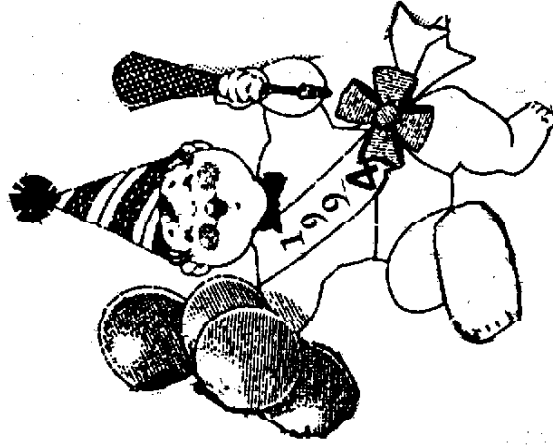
Motung Software, 7647 McGroasty St., Tujunga, CA 91042, (818) 951-2718

Recharged Computers, P.O. Box 81532, Cleveland, OH 44181 (216) 243-1244 or (800) 669-1214.

Program Innovators, 4122 Glenway, Mauwatosa, WI 53222, (414) 535-0133

S&T Software, 3804 North 75th Street, Milwaukee, WI 53216, (414) 464-4946

TI Users of Will County, P.O. Box 216R, Romeoville, IL 60441



## Assembly Language Tutorial #3

By Mike Dodd

So far, we have learned how to use the Editor, how to use the Assembler, the number bases, registers, and addressing modes. Now we will learn about the internal registers, and some of the assembly language directives.

Inside the TMS-9900 micro processor there are three internal registers. Program Counter, Workspace Pointer, and Status Register. (The three are frequently abbreviated as PC, WP, and ST.) The program counter is the location in memory where the next instruction is. The workspace pointer points to the start address in memory where it stores the program's registers. The status register is a bit-mapped byte that contains flags indicating the result of compare operations. The bits are: L), A) EQ, C, OV, OP, and X. L) is logical greater than. It is on when one number is greater than another, ignoring the sign. Meaning, it would regard binary 11111111111111 as 65535 rather than -1. A) is arithmetic greater than. It is on when one number is arithmetically greater than another, using the sign bit. Meaning, it would consider binary 11111111111111 not as 65535, but as -1. EQ is the equal bit and is on when two numbers are equal. C, OV, OP, and X are for Carry, Overflow, Odd Parity, and eXtended operation.

Some of the directives include:

Name	Inst.	Format
Absolute Origin	AORG	AORG <address>
Block Starting with Symbol	BSS	BSS <size>
Initialize Byte	BYTE	BYTE <byte>[,<byte>]...
Copy file	COPY	COPY "<file name>"
Initialize Word	DATA	DATA <word>[,<word>]...
External Definition	DEF	DEF <symbol>[,<symbol>]...
Program End	END	END [<symbol>]
Define Assembly Time Constant	EQU	<label> EQU <address>
Word Boundary	EVEN	EVEN
External Reference	REF	REF <symbol>[,<symbol>]...
Initialize Text	TEXT	TEXT '<string>'

Now to explain them. When I say "use a label" I mean putting a label in the label field. When you do, the label is set as the location in memory of that statement, unless noted otherwise.

Absolute Origin - AORG <address> - sets the program counter to the address. Example: AORG >A2B8 sets the PC to >A2B8. If you use a label, it will be set as <address>

Block Starting with Symbol - BSS <size> - will place a empty space in memory, a buffer, of <size> bytes. Example: MYWS BSS >20 will set MYWS to the PC and will advance the PC >20 bytes, leaving >20 bytes free for use.

Initialize Byte - BYTE <byte>[,<byte>]... - will store <byte> in memory at the current PC, and advance the PC by one. Any bytes after the first must be separated by a comma, and will be stored the same way.

Copy File - COPY "<file name>" - Will load and assemble the file name, including it in the current file. Example: COPY "DSK1.PART2" will assemble every instruction in DSK1.PART2, then continue assembling the current file.

Initialize Word - DATA <word>[,<word>]... - will store <word> at the current location of the PC and advance the PC by two. Any additional



words must be separated by a comma.

External Definition - DEF <symbol>[,<symbol>]... - Defines the symbol(s) in the REF/DEF table, so that you can access the symbol(s) from the editor assembler, i.e. DEF START will allow you to use START as the program name.

Program End - END [<symbol>] - Marks the end of the program. If <symbol> is included, will automatically start at <symbol> when the program is loaded.

Define Assembly-Time Constant - <label> EQU <term> - example: GPLWS EQU >83E0. Whenever you use GPLWS later in the program, it will use >83E0.

Word Boundary - EVEN - makes sure that the program counter is at an even boundary, which is required for assembly instructions. You should use EVEN after a BYTE or TEXT directive.

External Reference - REF <symbol>[,<symbol>]... - Enables you to use utilities not included in your subroutines inside your program, i.e. REF UMBW,UMBR will let you use UMBW and UMBR, which are utilities inside the Editor/Assembler, inside your program, rather than having you write the routines yourself.

Initialize Text - TEXT '<string>' - loads the ASCII codes for each character of <string> into memory. For example, TEXT 'HELLO. HOW ARE YOU?' would load the ASCII codes for HELLO. HOW ARE YOU? into memory.

This is the end of tutorial #3. #4 will explain some of the mnemonics (pronounced nee-mon-iks), or instructions.



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