LA 99ers TopICs

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Internet and the TI

You don't have to leave your console to travel the globe

By JOHN KOLOEN

Imagine dialing up a modem in your hometown and, in a matter of a few minutes, finding yourself accessing a computer in Holland or New Zealand. Sounds expensive, doesn't it? And it sounds like such globe-trotting would be complicated. Doesn't it?

It is neither expensive nor complicated, but you do have to know a little bit about what you're doing, not to mention having a modem connected to your computer.

So, what kind of BBS system lets you hook up to a computer on the other side of the globe? Certainly not CompuServe, or GEnie, or most of the other commercial online services. (The exception is Delphi, which for a modest monthly charge, allows its members to directly access an Internet gateway.) No, the system that gives you access to the world is called The Internet, or simply Internet.

You've probably heard of Internet. It's a hot topic lately in newspapers and magazines. Articles focusing on the "electronic super highway of the future" frequently mention Internet as today's electronic highway. Although its not really like a highway. It's more like a grid of city streets connecting tens of thousands of computers of all types and descriptions. Trying to describe it as a highway is misleading, since what conjures when describing a highway is a broad, extremely long roadway intersected by thousands of smaller roads. On the Internet there is no interstate, no main highway, just thousands and thousands of computers linked to each other by a patchwork of telephone lines and relays.

Despite the fact that many of the computers on the Internet are mainframes or minis — there are even super computers on the Internet — virtually anyone can become a part of the Internet. Millions of people who are involved with universities or businesses, have easy access to Internet through their organization's computers. But even the hobbyist with a TI99/4A in his study can become a participating member on the Internet by buying access to the network. This can be done through businesses that belong to the Internet and sell this access to the public, through commercial services such as Delphi, or through networks, such as Holonet, that offer access through hundreds of dial-in Bulletin Board Services throughout the country.

I initially got access to Internet through HoloNet, which is operated by Information Access Technologies. I access HoloN

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INTERNET AND THE TI—

(Continued from Page 20)

through a node in Austin, Texas and from there can gain access to the Internet via a series of menus.

TELCO IS MOST FLEXIBLE EMULATOR

TI and Geneves can use these services, and I find the best terminal program to use is Telco. That's because Telco supports a number of emulations, including VT100. When I log on to HoloNet, one of the first things I have to do is identify a terminal type. Since VT100 is used by many of the universities and libraries that are accessible on the Internet, I use VT100. Other terminal programs, such as Terminal Emulator II and Mass Transfer, support only ANSI terminals. Although you can still use the Internet using ANSI, it's a little trickier moving cursors up and down menus and selecting options. With VT100 you can use arrow keys to move the cursor. Without it, you'll have to use letter keys that are supported by the host computer you access. Typically, the "J" and "K" keys will move the cursor up and down in ANSI mode.

Beyond the convenience of using Telco, I also recommend using a 2400 baud or faster modem. No one will deny you access because you use a 1200 baud modem, but because of the enormous volume of traffic on many of the computers on the Internet, it's simply more efficient and it lets more people use the system.

HOW EXPENSIVE IS IT?

What are the costs? The answer depends on where you go to gain access to an Internet gateway. HoloNet, for example, charges $6/month, or $60/year, to become a member. What you get in return is an Internet address. Mine is jkoloen@holonet.net. Having an Internet address means that anyone who can access the Internet E-mail system can send me messages electronically. Most of the commercial electronic services offer their members access to Internet E-mail. Which means that anyone on CompuServe or GEnie, for example, can send me E-mail whether I subscribe to those services or not. And I can likewise send them E-mail whether I'm a subscriber or not.

Additional feels are phone connect charges. HoloNet charges me $2 per hour during non-prime time and $4 during prime time to connect to its services. A surcharge of 95 cents during off-peak or $1.95 during peak hours is also assessed. This brings the average non-peak cost to $2.95 per hour.

Other charges include $1 per megabyte per hour for data that comes across my computer screen. However, the first megabyte per hour is free of charge. And, because it isn't possible to transfer even a megabyte per hour at 2400 baud, I pay nothing.

I can also store up to 256 kilobytes of data on the HoloNet computer at no charge. Additional storage is billed at $1 per megabyte.

Data transfer between the HoloNet computer and my computer is billed at $1 per megabyte during off-peak hours and $2 per megabyte during peak hours, exclusive of E-mail, which is always free. While many of the files and programs that I download go directly to my computer, some are downloaded at very fast rates from the host computer to the HoloNet computer, which then transfers it to me at my slower 2400 baud rate. However, over the several weeks that I've been on Internet, I've had only two files transferred this way. And both came from a computer at the University of Michigan, and both were programs. Most text goes directly from the host to my computer.

Charges may vary from service to service, but I find them to be reasonable given the access I get to information. If you're a student, check to see if your school has Internet access. If it does, chances are you can obtain an address and use the system for free. Similarly, if the company you work for as Internet access, check to see if you can use it's computers to access Internet. Going to a service such as HoloNet, while convenient and relatively inexpensive, is something you should do only if other options are closed.

LIMITED VS FULL ACCESS

If you are a frequent user of BBSes, you may have logged onto some that offer limited access to the Internet. I know of one in Austin that charges $48 per year in exchange for which you get access to Internet E-mail and the ability to download computer programs and other files, provided that you know the name of the program or file you want to download. However, you cannot directly access Internet. You simply post your message or request for a program or file and then wait for it to be forwarded to the appropriate receiver. In the case of requesting a program, it will either be forwarded to the BBS you use, or you'll be told it couldn't be located on the network. Given the $48 per year cost for this limited access, I opted for full access at a slightly higher fee with HoloNet. And I'm glad I did. Because, with full access, I can go anywhere in the world. On my own. With my TI.

Among the things I've done is to join three of the thousands of "news groups" on the Internet. News groups are special interest groups to which you may subscribe. Suppose you have an interest in the Fox TV show Beverly Hills, 90210. You can subscribe to the news group that focuses on this program. (It's run out of a computer at the University of California-Santa Barbara.) And after subscribing, any messages or files that are concerned with this show will automatically be forwarded to you at your E-mail address for perusal at your leisure. Remember, there are thousands of groups, and more being created every day. The subjects are as varied as the people on Internet.

Experimenting with the Internet can consume hours, and there's a lot to be learned, including commands, etiquette, and protocols.

For more information

Where can you turn for more information about the Internet? Here are a few ideas for further reading and, for those who'd like to get their feet wet, a phone number for HoloNet. Other companies provide a similar service.

Boardwatch Magazine, 800-933-6038, $3.95/copy

The Whole Internet User's Guide & Catalog, by Ed Krol, O'Reilly & Associates Inc., $24.95

Zen and the Art of Internet, A Beginner's Guide to the Internet, by Brendan P. Kehoe, downloadable from most commercial electronic services (available on Internet SIGs), Free.

HoloNet, 800-638-4656 (modem, 8N1), 510-704-0160 (voice)

"FABULOUS"

FEST WEST 95

SAN DIEGO

Dear Fellow TI'er.

The Southern California Computer Group (S.C.C.G.) is proud to host the Best of the Fests. Fest West 95 will be held in San Diego, California on Saturday, February 18, 1995 at the Fabulous Inn. The location is very convenient as it is right at the intersection of Freeway's 5 & 8 in the area called Hotel Circle. This is a first rate hotel and it is conveniently located near everything: Sea World, Old Town, San Diego Zoo. and lots of big shopping centers are all less than 5 miles away.

If you are planning to attend the Fest this year you should plan to combine your visit to our city and enjoy the MANY fine attractions and sights. The hotel will give you special rates if you mention you are attending FEST WEST 95. You will want to make the most of this 3 day holiday weekend. Fabulous Inn provides FREE shuttle services to and from the airport, (call them and they will coordinate the pick up). There is a golf course across the street, and one of San Diego's best Prime Rib restaurants right next door. The Fashion Valley Shopping Center is less than a mile down the street. This is one of the biggest in San Diego. There is Sport Fishing (Deep Sea) for those who want to try it, and if you just want to test your sea legs a Harbor Excursion is a great way to see the Bay and its sights.

Attached is a Pre-Registration form that you may wish to use. You can Pre-Register and cut down on the congestion at the door when Fest West 95 opens. Admission to the Fest is $5.00 per person. Please note that if you purchase 10 raffle tickets admission is free. If you take advantage of the raffle tickets please return the stubs along with your check for the correct amount and we will hold your admission badge at the door. If you need raffle tickets you may still remit the Pre-Registration form and your check for the amount of tickets you wish and we will send you your stubs in return mail.

Raffle tickets may be purchased by anyone whether they are planning on attending the Fest or not. We will mail all prizes to the winners if they are not present at the Fest.

Raffle prizes are:

A) MYARC HFDC with 20 meg Hard Drive
B) Brand New (Never unpacked) PE BOX with
   Brand New TI Disk Controller Card and
   Brand New TI 32K Card.
C) Gram Kracker (80K) with new battery
D) Horizon 4000 Ram disk (Zero K)

At the present time the Ram Disk will come already assembled and we will add memory as our raffle ticket sales increase.

For those attending FEST WEST 95 we have some great DOOR PRIZES to give away. Topping the list is a EPSON STYLUS 400 PRINTER. Door prizes will be given away each hour from 10:00 AM until 4:00 PM with the Grand Door Prize awarded at 5:00 PM. Other door prizes are still being planned. However a set of half height drives and some nice commercial programs have already been purchased. You must be present to receive the door prize.

Please return the below PRE-REGISTRATION request with your check or money order for your admission ticket / raffle tickets to:

Southern California Computer Group
PO Box 152535
San Diego, CA 92195

You can get more information from us by calling (619) 264-6515 anytime from 10:00 AM to 10:00 PM Pacific Time, ask for WOODY. Or you may call our 24 hour BBS at (619) 263-9135. Use user number 25 and password "FEST". Leave your questions to the SYSOP, (#1) and he will have your answers shortly.

To make hotel reservations you may call the Fabulous Inn anytime using their toll free number 1-800-824-0950. Tell them you are with FEST WEST 95 so that they will give you a discounted rate.

Most User Groups are being furnished with a limited number of raffle tickets. If your group didn't get any or they ran out we will send more if you let us know. The Raffle tickets will be valid only when the stubs are returned with your check or money order.

Please fill out a separate Pre-Registration request for each person.

PRE-REGISTRATION	FEST WEST 95	PRE-REGISTRATION
Name:		
Address:		
City:	State:	
Zip:	Phone: ( ) -	
Affiliation(s)/User Group(s):		
Registration Options: A) Admission Ticket, $5.00 per person B) Free Admission with 10 Raffle Tickets. [] Ten raffle ticket stubs attached, $10.00 [] $10.00 attached, raffle ticket stubs to be forwarded		

We hope you are planning on attending this fabulous event and we are looking forward to meeting and seeing all our fellow TI'ers. If we can be of any assistance or if you have any special needs please feel free to mention them. We will do our best to meet them and make your attendance at the FEST a most enjoyable time.

Officers and Members;
S.C.C.G.

MICRO REVIEWS

Courtesy of MICROpendium

XB Compiler, Drawing Program, Video Titler, Font Converter, Turnfont, CALL LINKable XB Enhancements

By CHARLES GOOD

The TI community continues to be enhanced by the efforts of Bruce Harrison. Everything of his I am describing this month has been released by Bruce into the public domain. You can get these software packages from me for $1 per disk, which pays for the disk postage and mailer.

XB COMPILER
by Bruce Harrison

Most previous attempts at BASIC language compilers for the 99/4A have required extensive rewrites of existing software. Some were limited to only certain subsets of TI BASIC or Extended BASIC, and all were difficult to use. Not so with the Harrison compiler. It is not necessary to rewrite your favorite XB software before compiling, and the actual process of producing the compiled code is not difficult.

Bruce has taken certain XB operations and written assembly code that does the operation faster than XB's general programming language interpreter. Whenever a compiled XB program gets to one of these operations it uses Harrison's code for extra speed. If the particular XB operation is not one of those that have been speeded up by assembly code, the compiled XB program branches to GPL and the XB operation occurs at normal speed. This means that everything in a normal XB program works when the program is compiled. Some parts of the compiled program work at normal speed and some work at greatly accelerated speed. File handling (OPEN #, PRINT #, etc.) works at normal speed. XB programs that already have imbedded assembly routines can't be compiled, but you can sometimes CALL LOAD assembly object code to low memory and then CALL LINK to this code from a compiled XB program.

The following are speeded up by the Harrison compiler: CALL CHAR, CALL COLOR, PRINT (to the screen), ON ERROR, FOR/NEXT (including nested loops), CALL GCHAR, CALL HCHAR, CALL VCHAR, CALL KEY, ON GOTO, and ON GOSUB. If Bruce continues to work on his compiler this list may increase.

The process of compiling is multistep but not difficult. Bruce is well-known for writing user-friendly instructions and provides many on-disk examples of each step in the compiling process. First you get your XB program working just the way you want it. This XB program is saved in merge format. The merge format program is then run through the multistep compiling process. Once compiled, the XB program will OLD and RUN normally. If you BREAK the program (with FCTN/4) you will get the correct BREAKPOINT AT LINE XXX message. You can then type CON to continue the compiled program just like regular BASIC. You cannot, however, list or edit a compiled program. You have to go back to the uncompiled XB original code to do any editing and then run the edited code through the Harrison compiler again.

The main limitation to the compiler is program size inflation. The compiled program occupies much more memory and disk space than the uncompiled original. For each of the speeded-up operations listed above the compilation process adds some hidden assembly code to the program which increases memory requirements. If a speeded-up operation is not found in the original XB code, then the assembly code for that operation is not added. All of the speeded-up operations listed above add 21 sectors to program disk size compared to the original uncompiled XB code. Large XB programs may not be compilable because they run out of memory. This is one reason why Bruce hesitates to add more speeded-up operations.

The Harrison compiler is the best general use XB compiler available to the TI community. The compiler with on-disk documentation and sample files comes on a DSSD disk. Its source code is on a second DSSD disk.

DRAWING PROGRAM
by Bruce Harrison

As the name suggests, this lets you make multicolor drawings on screen and save them to disk. You can use the keyboard or joysticks to move the cursor around. You can either start from a blank screen or load in a previously created drawing. You can also load in TI-Artist "_P" and "_C" picture files. For text you can load in a TIA font or you can load any CHARAI type of file (something TIA can't do). You can also load in TIA instances and place them where you want on the drawing screen. Pictures created with Drawing Program can be printed on almost any printer, including Star SG10 and 10X models. They can also be saved to disk, but graphics are *not* saved in TI-Artist compatible format.

Harrison's Drawing Program isn't nearly as fancy as TI-Artist. However, in most cases, if you need to create screen art work or manipulate graphics that already exist in TIA format, the Drawing Program will do nicely. Unlike TIA, which is commercial, Drawing Program is free. With source code it comes on one DSSD disk. One word of caution. Drawing Program doesn't work on my AVPC system. I don't know if it works with other types of 80-column systems.

VIDEO TITLER
by Bruce Harrison

Bruce was unimpressed with the text-only title screens I create for the Lima Multi User Group Conference videotapes, so he decided to help me make some really

fancy videotape title screens. Video Titler is the result. You are supposed to take the computer screen graphics manipulated with this software and record them onto a videotape. The results are impressive. As many of you know, the video output of a 99/4A can, using a monitor cable, be fed directly into the "video in" jack of a VCR, where it can be recorded onto videotape and displayed on the screen of a TV hooked up to the VCR.

Video Titler lets you store two full screens of graphics in memory and then rapidly switch back and forth between these pictures, displaying them one at a time on screen and on the videotape you are recording. First you load the pictures into memory. They can be either Drawing Program or TI-Artist pictures. Then you press "record" on the VCR and start switching between pictures. If the pictures in memory are only slightly different, rapid switching produces an animation effect. In addition to instantly switching between the two screen pictures, you can wipe the current image in various ways to display the second picture. Wipes can be left to right, right to left, top to bottom, bottom to top, or center to left/right. If you want to display more than two pictures, press "pause" on the VCR. Then load more pictures, replacing those already in memory. Then release the "pause."

I can send you Video Titler, some neat video pictures made by Bruce, and the Drawing Program (without source code, no room for it) all on one DSSD disk.

FONT CONVERTER
by Bruce Harrison

A few years ago Jim Peterson created almost 200 screen fonts for use in Extended BASIC software. Bruce Harrison has made an assembly program to convert all of these Peterson screen fonts into CHARA1 program files. The conversion process is somewhat lengthy, since each Peterson screen font has to be individually converted. The result is a whole bunch of mostly five-sector CHARA1 fonts that can be used with Drawing Program. A unique feature of Drawing Program is its ability to import CHARA1 fonts. You can also use these converted CHARA1 screen fonts with word processing software, although many of them don't look very good used this way.

Font Converter comes on one SSSD flippy disk. The flip side of the disk contains some of Jim Peterson's original screen fonts for you to convert. The entire collection of Peterson's screen fonts for you to convert is available from me on three additional SSSD flippy disks.

TURNFONT
by Bruce Harrison

Here is something to do with all the strange CHARA1 fonts you make with Font Converter. Turn them on their sides, 90 degrees, or turn them again to make the characters upside down. Turnfont will input any CHARA1 font and output to a disk file the same CHARA1 font rotated 90 degrees either right or left. You can take a previously rotated font file, run it through Turnfont again, and get an upside-down CHARA1 font. The resulting rotated fonts can be used with Drawing Program, Funnelweb's central menus, or with word processing software. The results are really strange and humorous! The software and some sample turned fonts comes on one SSSD disk.

CALL LINKable XB ENHANCEMENTS
by Bruce Harrison

Each of the following Harrison public domain assembly utilities comes on a SSSD disk and can be merged into and CALL LINKed from your favorite XB programs. These can be added to your XB programs in any of three ways.: 1- Just CALL LOAD Bruce's utilities into memory and them CALL LINK to them. You do this while you are experimenting with the utilities 2- Use ALSAVE to imbed a utility into your program. 3- Imbed the utility in your program with "Hi Mem Loader" which, unlike ALSAVE, leaves all of low memory available.

Once these utilities are imbedded into your XB program (you can imbed several utilities into the same XB program) they are transparent. You OLD or RUN the program as you normally would from XB and the assembly code is automatically loaded ready for your program's CALL LINK. Each utility comes with source code, demo XB programs, the necessary software to imbed the utility into your XB program, and Bruce Harrison's user-friendly step-by-step documentation.

CALL FILES XB

This allows you to do CALL FILES from within a running XB program. Previously, CALL FILES could be executed only from command mode. Our computers normally default to CALL FILES(3) which lets us have three files open simultaneously. With this utility imbedded in your XB program you no longer have to do a CALL FILES(x) from command mode before running a program that needs more than three simultaneously open files or a program that needs the extra stack memory opened up by CALL FILES(1). Just OLD and RUN your XB program and the needed CALL FILES(x) is done automatically by the program.

TIME OUT

This puts a time limit for INPUT, ACCEPT AT, and CALL KEY. If data is not entered within the time allowed, the computer assumes just <enter> has been pressed and XB program execution continues on the basis of this null string input. The time limit is easily modified by changing a parameter of the CALL LINK statement in the XB program. An obvious use for this sort of time limit is in memory games where a player has only so much time to input an answer.

BACKGROUND MUSIC

This plays background music while waiting for user input at INPUT, ACCEPT AT, and CALL KEY. You can even have the music play while editing the program from command mode. Actually you can start and stop the music anytime you want. CALL LINK("CHIME") turns it on and CALL LINK("ENDSND") turns it off. Music is provided by a "sound list" as described in the Editor/Assembler manual. Such lists resemble, but aren't quite the same as, a series of CALL SOUND statements. Bruce provides three sound files in both source and object code for those like me who have no talent creating music and don't understand sound lists.

PUG PERIPHERAL

LI'L TUTOR
By Ed Machonis

LI'L TUTOR started life as a one liner, spawned a couple of sibling one liners, merged with them into a TIny Gram then, flushed with success, Just kept on growing. Fortunately a publication deadline finally checked its growth. This is contrary to the way my programs usually grow.

This program is designed to help preschoolers recognize the letters of the alphabet and digits of our number system. Except for the initial menus, all keyboard entries are single key presses and an incorrect key press is ignored. Alpha lock can be in either position.

Only a cassette recorder and a speech synthesizer are required, although the program will run without speech, albeit very slowly. In this event all CALL SAY statements should be deleted to speed things up.

The initial menu allows a choice of letters or numbers. I know the program could have been written to teach both at the same time but I wouldn't relish the Job of explaining to a child the difference between the number 0 and the letter O. I think it's best if letters are learned separately from numbers as different concepts are involved.

On the next menu, Option 1 provides for the sequential display of the characters selected as double sized stationary sprites. Tex pronounces the name of the character.

Option 2 is similar except that the characters are displayed in random order. A time delay is introduced before Tex speaks so that the tot has a chance to name the character before Tex does. As the child grows proficient, the delay can be reduced by changing the values for "T" in Line 30. Different values are used for letters and numbers because it takes Tex longer to think of the number names.

Option 3 lets the kid have at the keyboard. When a key is pressed the character is displayed on screen and named. Again a pause lets the kid beat Tex to the punch.

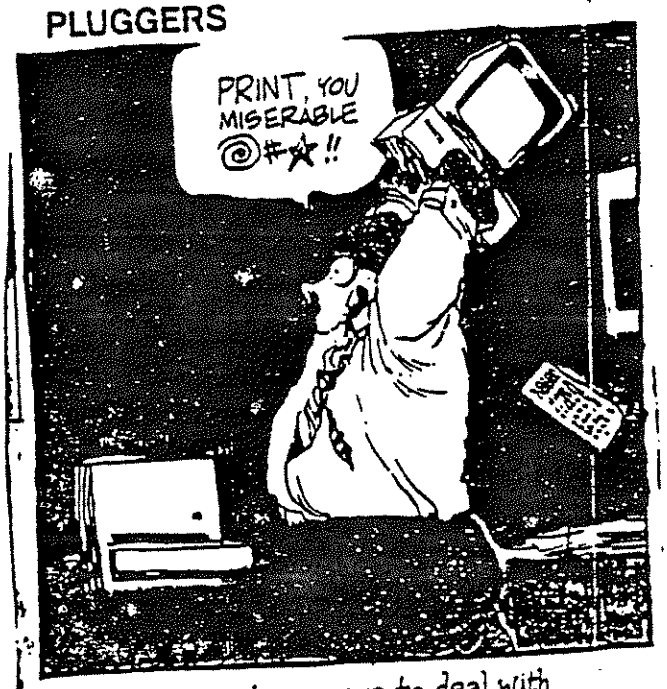
Option 4 randomly displays and names the character on screen. If the child presses the corresponding key, Tex speaks rewarding words and a new character is displayed and named. This option is also of value for After-schoolers who have trouble locating the letter keys.

Type in program is on next page.

PUG PERIPHERAL

```
10 ! ***** LI'L TUTOR *****
     *   By Ed Macnonis    *
     * QB99ers Bayside NY  *
     **********************

20 DISPLAY AT(10,1)ERASE ALL
 :"1) LETTERS":::"2) NUMBERS"
 :::"CHOICE?" :: ACCEPT AT(14
 ,9)VALIDATE("12")SIZE(1)BEEP
 :C :: RANDOMIZE

30 IF C=1 THEN L=65 :: H=90
 :: R=26 :: T=500 :: M$="A TO
 Z" :: N$="LETTERS" ELSE L=4
 8 :: H=57 :: R=10 :: T=250 :
 : M$="0 TO 9" :: N$="NUMBERS
 "

40 DISPLAY AT(8,1)ERASE ALL:
 "1) ";M$:::"2) RANDOM ";N$::
 :"3) KEYBOARD ENTRY":::"4) K
 EYBOARD MATCH":::"CHOICE?" :
 : ACCEPT AT(16,9)VALIDATE("1
 234")SIZE(1)BEEP:C

50 CALL CLEAR :: CALL SCREEN
 (5):: ON C GOTO 60,70,90,110

60 FOR K=L TO H :: A$=CHR$(K
 ):: CALL MAGNIFY(2):: CALL S
 PRITE(#1,K,16,85,120):: CALL
 SAY(A$):: FOR D=1 TO T :: N
 EXT D :: NEXT K :: GOTO 60

70 J=INT(RND*R)+L :: IF J=K
 THEN 70 ELSE K=J :: A$=CHR$(
 K):: CALL MAGNIFY(2):: CALL
 SPRITE(#1,K,16,85,120)

80 FOR D=1 TO T :: NEXT D ::
 CALL SAY(A$):: GOTO 70

90 CALL KEY(3,K,S):: IF K<L
 OR K>H THEN 90 ELSE A$=CHR$(
 K):: CALL MAGNIFY(2):: CALL
 SPRITE(#1,K,16,85,120)

100 FOR D=1 TO T :: NEXT D :
 : CALL SAY(A$):: GOTO 90

110 FOR I=1 TO 10 :: READ SP
 $(I):: NEXT I

120 FOR D=1 TO 200 :: NEXT D
 :: J=INT(RND*R)+L :: IF J=K
 THEN 120 ELSE K=J :: A$=CHR
 $(K):: CALL MAGNIFY(2):: CAL
 L SPRITE(#1,K,16,85,120):: C
 ALL SAY(A$)

130 CALL KEY(3,X,S):: IF S<1
 OR X<>K THEN 130 ELSE CALL
 SAY(SP$(INT(RND*10)+1)):: GO
 TO 120
 140 DATA FINE,GOOD,VERY GOOD
 ,GOOD WORK,RIGHT,THAT IS COR
 RECT,YOUR RIGHT,THAT IS RIGH
 T,THAT IS EXACTLY RIGHT,YOU'
 RE DOING FINE
```

PLUGGERS



Pluggers have ways to deal with writers block.

Subject: THE TRUTH ABOUT THE TI EM

Okay, the truth about the ROM scandal.

1) I got a letter from TI a month back saying basically, "Take out the ROMs until you get a license. Until you have a license, remove any copies of these ROMs from the Internet or other BBSes where you have placed them or where you know they exist."

2) In order to comply with their demands, I decided it would be best to erase the entire archive from places on the Internet rather than distribute an archive without the ROMs, as this would a) require people to transfer their own ROMs and PATCH THEM, because the ROMs with the archives are slightly changed to enhance speed; and b) require me to come out with a "new version" like v5.01legal, and then there'd be a frenzy of useless downloading by people who already have it.

3) People who register the emulator will not receive the gobs of cartridge dumps promised in the documentation. Anyone who sends me an order expecting the modules is given an option for a refund if necessary.

4) THE FUTURE:
Yes, there is a future. Just without any ROMs. I am currently thinking up various ways that users can transfer their ROMs over, and ways to patch the ROMs once they've been copied from the user's own legal single-user TI.
And this is all if TI continues to lag in responding to my request for info about a license.

Thanks for all your support over the past half-year. And let's hope this all lasts for another half! :)

Edward Swartz swartze@ralph.txswu.edu

LA99er LIBRARY

My effort to put all TI99 4/A program from all of the Users Group on a CD has come to an end. I could not get the other Users Group to send me their disks although I would do all of the work and return back their disks.

BUT not all is lost. In the procedure I have all of the LA99 Library archived /compress on about 100 DSDD disks. That is about 1000 DSSD disks full of programs.

These disks are great for BBS, Users Group Libraries and to any Ti'er who would like to have the greatest Library in the world.

The Price is only $50.00 tax, disks, and shipping included.
Please send check to

Fred Moore (310) 670-4293
7730 Emerson Ave.
Los Angeles CA
90045-1117

LA Computer Group
7822 Willowtree Dr.
Rancho Palos Verdes
California, 90274

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