NEW PLACE, NEW TIME

We're moving for the third time in our six-year history. As of September 8 th we'll be at the SUNDERLAND ROAD COMMUNITY HOUSE on Route 20. This will be more convenient for some members and inconvenient for others. We're certain that this move will be a positive one for the club. There will be facilities available to us that are not now.

When Bruce Willard learned we could no longer return to the Med Center as of September he immediately set to work to find us another place. As usual with Bruce, the task was done quickly, thoroughly, and efficiently. This was the best, inexpensive, most centrally-located facility that could be found. And it is an excellent one.

In October we'll hold our Open House (coupling another large newsletter effort to all former members) and hope that everyone will participate. Let us know what you'd be willing to do to make this a big and very special occasion.

The club voted unanimously to move to this location and to change the night of the meetings from the third Tuesday of each month to the second. (This will eliminate the Thanksgiving/Christmas switching we do each year.)

The night of the Open House is set for October 13. Please mark this on your calendar. It should be a great night out for the whole family.

We hope everyone comes and renews friendships and finds fun.
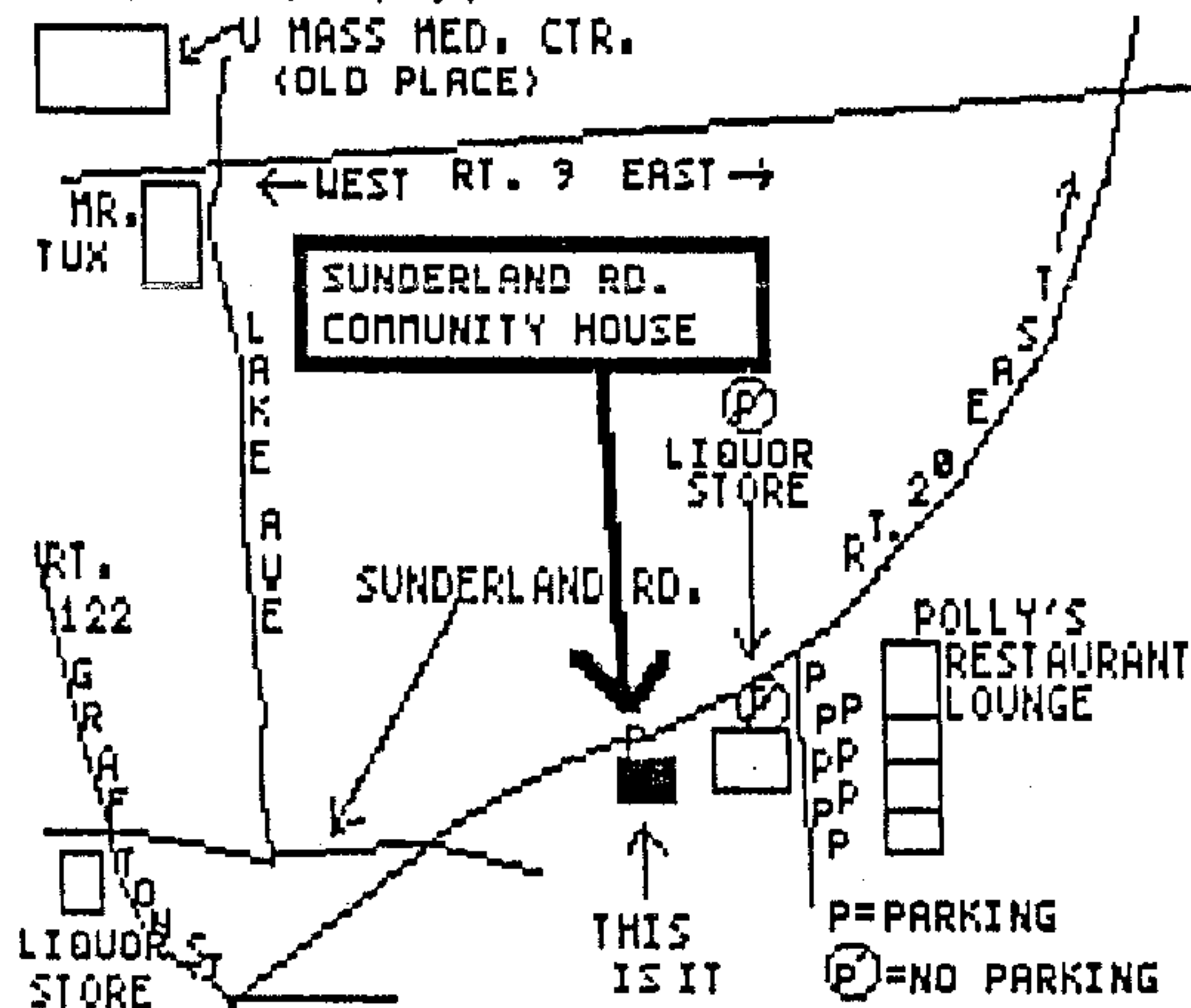
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

MONITORS!

The past few meetings have been monitor-short.

Corson faithfully brings in his own complex system and the latest goodies that can run on them. Jack lugs in the club system (which at this point has a controller belonging to Don Mason, a modulator belonging to Dan Rogers, a power supply belonging to Jack Sughrue, the 32K belonging to Chris Bobbitt [which he eventually gave to us]; the drive had been Corson's before the purchase of one - so it is truly a community effort to maintain the club system, though the firehose, console, XB, and PEB are the originals). If we could have a portable black & white or two brought in and a power strip, too, if possible, by members who don't have to lug other stuff in, this would be great.

So if you have a lightweight B/W TV, please bring it for our workshops. If you need to leave early, we will use it only for the 7 o'clock workshop.

Anyone willing to bring in a powerstrip (4 plugs, is desirable)?

Yes, we are at our new clubhouse and we are happy!

This Sunderland Road Community Center is perfect for our computing needs.

The map takes you from our old site at UMass to our new site on Route 20. If you are coming from 12 in Auburn or from anywhere south (146 or 122) just keep going to Route 20 and bear right (East) until you come to Sunderland Road Community Center. Please park in the restaurant lot; NOT IN THE LIQUOR STORE LOT!

Our meetings (with fun workshops) will begin at 7 and end at 9:00.

October 13th is our next meeting and it is an OPEN HOUSE!

All members and former members are invited for free refreshments, our monthly raffle, demonstrations of new software, workshops, sales table, conversation, and lots of family fun.

Come join us if you can. It will be a treat and a renewal of old friendships.

Membership renewals (just $15) include voting privileges; 12 issues of the the new, jam-packed monthly newsletter; free use of disk, text, and tape library; free demonstrations, games, and workshops; lots of monthly treats; and a great night out.

But even if you don't want to renew in this dynamic resurgence of TI fever, come anyway and join the fun.

(Note: This will be the last issue we will be able to send free to lapsed members.)
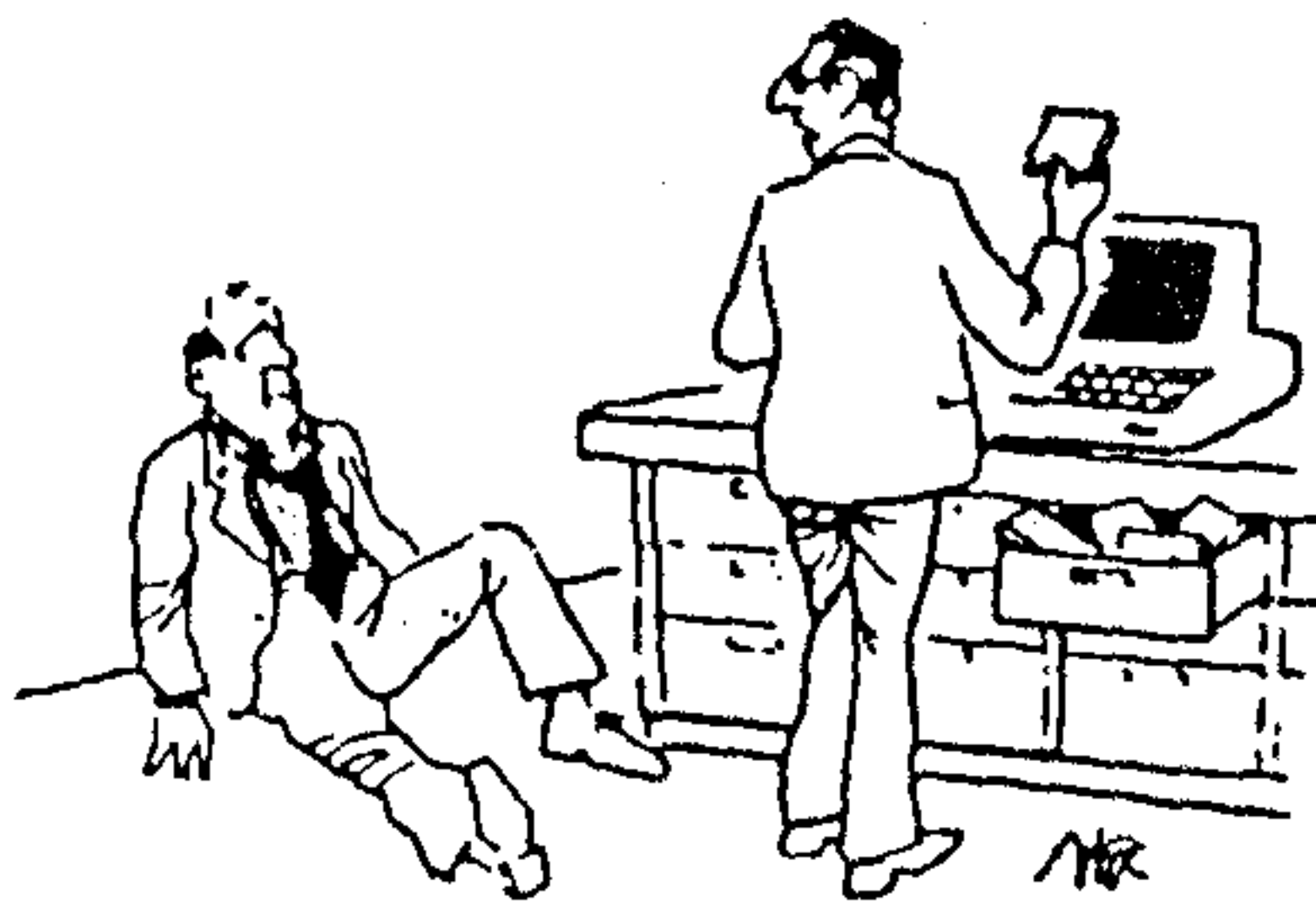
BRUCE'S COMPUTER MAGIC

by Bruce Kalver-North Eastern 99ers

Here's one for the person who has everyting. A company in (where else) California, called Laptopp Systems, has a very unique printer for sale. ON THE GO is an 11"x4"x2" portable printer thatworks on 4- "C" batteries and weighs less than 2 1/2 pounds. It runs at a whopping 40 cps. Normal battery life is 2 hours. ON THE GO is Epson MX-80 graphics compatable and accepts normal, enlarged, double width, double strike, condensed and shadow printing. It has an 8 1/2 inch roller to accept single sheet or roll thermal paper. (Thermal paper from Laptopp sells for $7.95 for 100 ft roll or 6 rolls for $36.)

The printer connects to your computer via a parallel interface cable. ON THE GO at $149 is a handy little item if your friend doesn't have a printer and you get tired of lugging yours over to his house. For an extra $29.95 you can get an accessory kit which includes the AC adapter, carrying case one roll of paper, and a battery protector. If you're careful about what you print, 2 hours of print time goes a long way. For more information you may call too free: 800)LAP-TOPP or write Laptopp Systems, 515 Calle San Pablo, Dept P, Camarillo, Ca 93010

"Hang on — I can't find the first-aid disk."
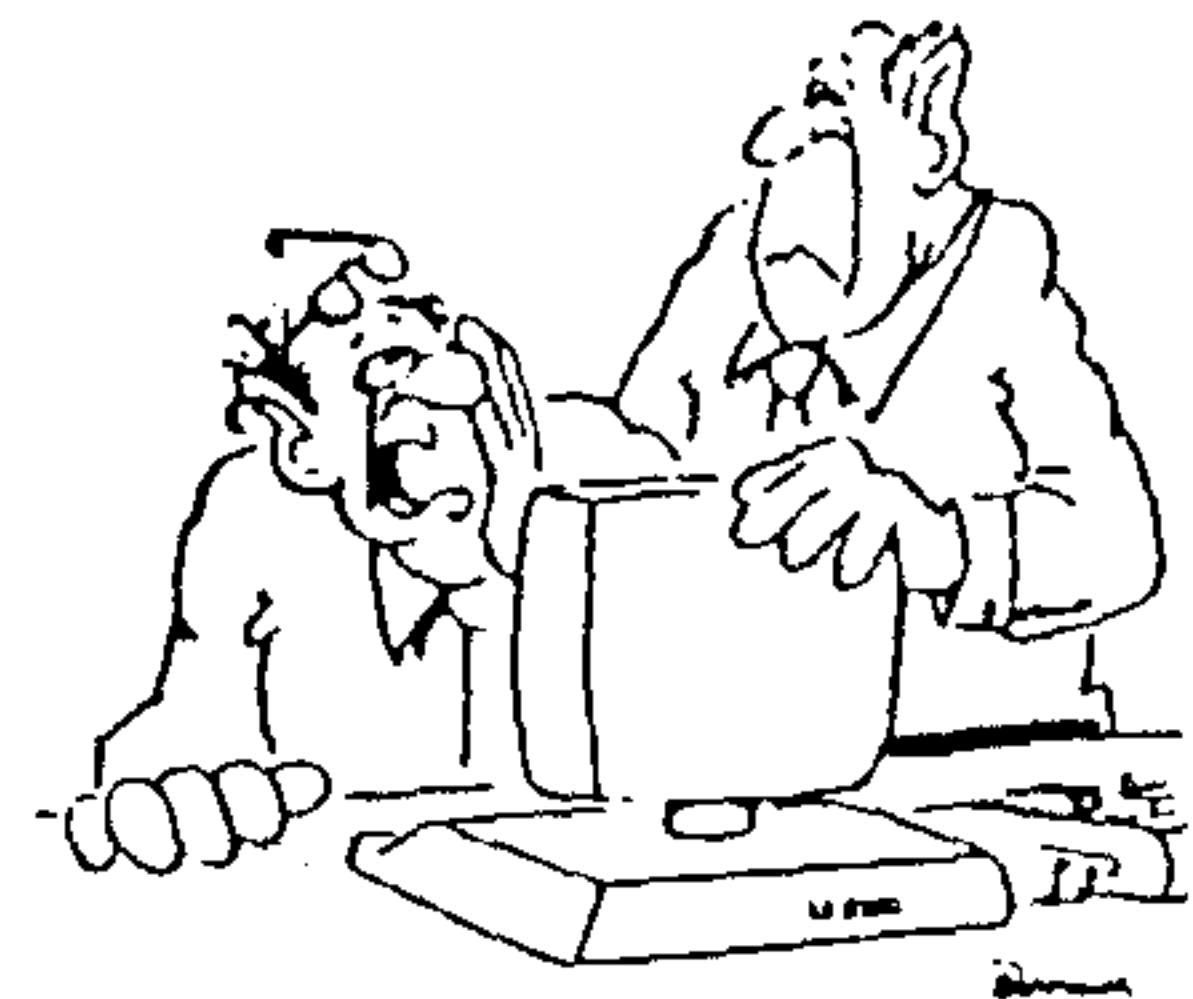
RANDOM BITS

Ray Langevin

DISK DRIVE POWER SUPPLY / CONSOLE SUPPLY

IF YOU NEED A POWER SUPPLY FOR YOUR DISK DRIVE, ONE CAN BE BUILT WITH OFF THE SHELVE PARTS FROM RADIO SHACK. RADIO SHACK SELLS A SWITCHING POWER SUPPLY CHASSIS #277-1016. THE POWER SUPPLY IS PROBABLY BETTER KNOWN AS A TI CONSOLE SUPPLY. ALONG WITH THE POWER SUPPLY IS AN ELECTRICAL DIAGRAM FOR USING THE SUPPLY. IT ALSO HAS A LIST OF PARTS USED TO COMPLETE THE HOOK UP OF A TRANSFORMER TO THE BOARD, FOR THE AC LINE. RADIO SHACK RECOMENDS THE USE OF AN 18 VOLT TRANSFORMER PART #273-1515 TO SUPPLY THE BOARD. I AM RUNNING A DISK DRIVE WITH THIS SYSTEM, AND HAVE FOUND IT TO BE TROUBLE FREE.
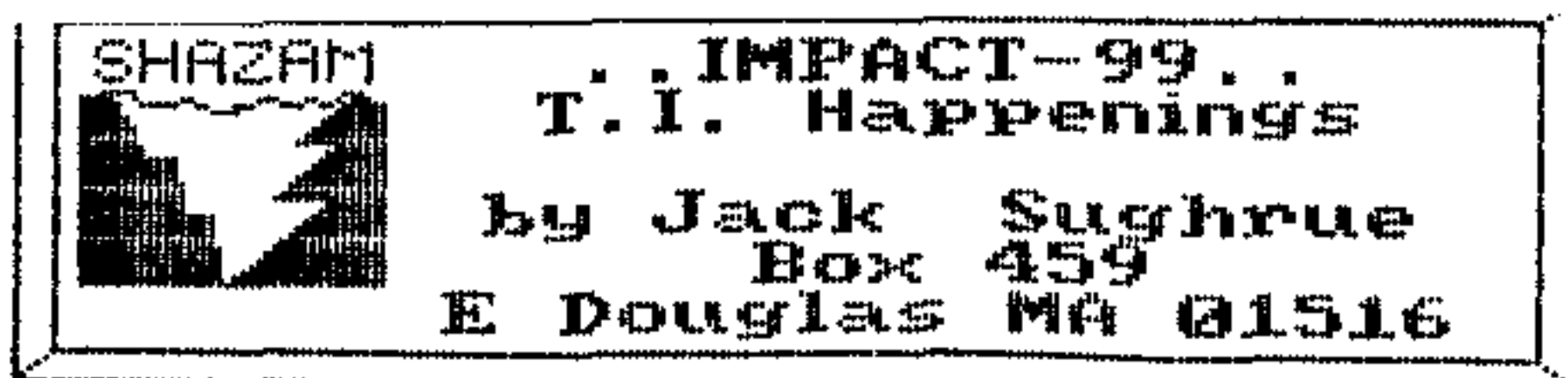IN ADDITION TO THE PARTS RECOMENDED BY RADIO SHACK YOU WILL NEED A CONECTOR FOR THE FOUR PIN FEED ON YOUR DISK DRIVE, ALSO SOME WIRE AND A PLUG FOR THE AC HOOK UP.

ON THE SUBJECT OF THIS PARTICULAR POWER SUPPLY, I HAVE READ IN MANY NEWSLETTERS THAT THE RADIO SHACK POWER SUPPLY RUNS COOLER AND IS MORE EFFIECIENT THAN THE ORIGINAL TI SUPPLY, SO IF YOUR TIRED OF BURNING YOUR HAND OFF ON THE CONSOLE, PURCHASE ANOTHER UNIT AND INSTALL IT IN YOUR CONSOLE.

RAY LANGEVIN
NORTH EASTERN 99ers

"All the details of my life are stored in this system — and I forgot the password."

IFFING TIW

    To what state have we arrived, jargonwise, when such a title as IFFING TIW has some meaning?

    If you use T.I. WRITER or any of its improved versions (T.K. WRITER, B.A. WRITER, or - by far the most superior - FUNNELWEB), you may have become familiar with the Include File structure. This Include-Filing process (known as IFfing) allows some extraordinary things to happen to your word processor. It automatically brings up a file into your text that will let you access, simply, some very complex things.

    Like what?

    Well, say you'd like to have a term-paper style format (centered heading, right justification, wide margins, double spacing, along with an active transliteration key to underline, double strike, super/sub script and so on at will WITHIN YOUR DOCUMENT AND OPERATED FROM KEY PRESSES!), then IFfing will give it to you. Then lets say that part way through this term paper you need a large indentation and condensed type to offset that piece from the rest of the paper. And then go back to the original structure. IFfing does that by just adding a few characters before the offset piece and a few characters to return it, right in the text as you are typing.

    Or say you have a series of sections to a long piece of writing: a novel perhaps. You have six chapter written, you want to load up the disk and print all six chapters saved under different filenames. With the flick of an IFfing switch you can print them ALL while you're off having dinner or taking your dog to the cheese factory. When you return your novel (to this stage) is printed out. That's IFfing.

    First, you must build a file to be IFfed. Ninth easiest thing in the world. (We'll discuss the other eight in another column some time, but I will mention that breathing is Number One. So you can see the competition.)

```
> .FI;AD;LM 4;RM 75;IN +3
> .TL 1:27,52
> .TL 2:27,53
> .TL 3:27,83,0
> .TL 4:27,83,1
> .TL 5:27,84
> .TL 6:27,66,3
> .TL 7:18
> .TL 8:27,87,1
> .TL 9:27,87,0
> .TL 19:27,66,2
> .TL 20:18
> .CO 0:27,64
> .TL 12:7
```

```
> .TL 21:27,45,1
> .TL 22:27,45,0
> .TL 15:27,71
> .TL 16:27,72
> .TL 17:27,69
> .TL 18:27,70
```

    Above, for example, is a code template I use in the FUNLPLUS! companion disk I wrote and edited for the Fairware market. As template codes go it is fairly simple. The first line FIlls, ADjusts (for right justification), Left Margins (in 4), Right Margins (in 75), and INdents (3 in from ANY Left Margin I establish during my document). This, I would assume, would be a reasonable standard for most text. I could have added (and DID on other templates) double spacing, automatic page numbering, a pre-designed HEader, or many other things. The template above is primarily to activate the TL key. After this template is SAVEd as a file (Do not type in the > sign. Begin each line with the period.), it is best to keep that tiny file on your main FUNNELWEB (or whatever) disk under a quick title. I refer to it as C3 because it is the third template I created. C2, for example, will automatically let me type out in condensed at 132 columns wide with all the TL keys intact. C4 will give me the term-paper structure I mentioned above. C1 is strict TL. My margins and indents will be my own problem. And so on.

    Okay. Let's say you've typed in and SAVEd that exact file under the filename C3 on your FUNNELWEB on DSK1.

    Now, whenever you load your wordprocessor and the cursor awaits your initial command, type T <ENTER>. Then put an L on 1, and I on 5, and an R on 38. This will set your screen margins within the width of the screen and will automatically create an indentation at the start of each paragraph. You'll be able to read everything ON your screen - no more windowing.

    Next, press FCTN/0. This will rid the screen of line numbers and let you view your literary masterpiece unfettered.

    Now your cursor is sitting in the upper left corner of your screem rarin' to go. Type the following without the parentheses: (.IF DSK1.C3) and press ENTER.

    Type whatever text you want, viewing it perfectly on your screen. Feel free to use the TL keys to underline, enlarge, condense, doublestrike, superscript, italicize, letter quality, elite, whatever, whenever you wish.

    The code is sitting there to automatically FORMAT this text into the original FIll/ADjust etc. you wanted. And, even though the template is tiny, you have the most extraordinary other things built in.

    The TL chart is mnemonic. I built it that way when I first began to us the TL key in 1981 to help myself

remember. It has been very easy, very faithful.

With that C3 sitting in DSK1., all you do to automatically call up any of this stuff is type the following: CTRL/U, SHIFT/n, CTRL/U. n is the letter that turns ON the desired printer code. The following ALPHABETICAL letter, using the same CTRL/U, SHIFT/n, CTRL/U will turn off the code.

An example would be if you wanted some words doublestruck for emphasis. You would type along regularly. Then when you came to the word or words you wanted doublestruck you would type CTRL/U, SHIFT/O, CTRL/U. Then type all the things you want in dark type. Then type CTRL/U, SHIFT/P, CTRL/U. That will shut it off, and you can go on typing to your heart's content. If O turns it on, P turns it off. Italics is turned ON by A, so B turns it off. Underlined is turned on by U, so V turns it off. If you wanted some words underlined and doublestuck and in italics with the above template, you would type CTRL/U, SHIFT/UOA, CTRL/U. To turn this batch off type CTRL/U, SHIFT/VPB, CTRL/U.

Neat, eh?

(At the end of this article is the complete mnemonic code Quick Reference Chart for the FUNLPLUS! Template C3 shown above.)

(The TL key, by the way, can do MUCH, MUCH more than just activate printer codes in this way. But that will have to be another column.)

Now back to our text. You've type all you wanted (let's say a two-page letter) and you're ready to print. Type SF. Type DSK2.WHATEVER. After the file is SAVEd to another disk, go back to the Command line (FCTN/9) and type Q <ENTER> and E <ENTER>. If you are using FUNNELWEB you are back to the menu. Type 2 (FORMATTER). When the file comes up it'll say DSK2.WHATEVER. Turn on your printer. Press the keys all the way down and watch your printer PRINT out full-width, right-justified, fully-coded text!

But what if you wanted to print lots of files? There are lots of ways of doing this. Whatever is convenient for you.

I took the C3 template above and added the following for a special projet:
>.HE Poetry Book:THE LINK by Jack Sughrue
>.FO Page %
>.IF DSK2.THE/LINK1
>.IF DSK2.THE/LINK2
>.IF DSK2.THE/LINK3
>.IF DSK2.THE/LINK4,
This printed out each file of my book after first

going back to DSK1.C3 to see what was expected of the FORMATTER. But it would go to DSK2 to get each file itself.

I could even add
>.IF DSK3.THE/LINK5
>.IF DSK1.LAST/POEM
>.IF DSK.BOOK.CREDITS

if I wanted to, becasue the original IFfer will sort it all out for me. If one file is on DSK3 and another on DSK1 and another in ANY drive as long as the disk name is BOOK, it will find the file and PRINT it out.

Isn't that extraordinary?

With IFfing you can expand the horizons of your FUNNELWEB (or whatever TIW processor you're using) to exciting new dimensions. I have used the IFfing so much over the years, I have even created LF templates that make the LOADing even faster. I have a file called 2, for example, that automatically loads up the C2 code and the first few lines including condensed FORMAT codes which can't be replicated in this article. But you could actually create the following file and call it 3 (because it will draw up C3) in the automatic process:
>.IF DSK1.C3
>.CE 4
FUNLPLUS! v. 4.4
^^^^^^^^^^^^^^^^

by Jack Sughrue
^^^^^^^^^^^^^^^^

This automatically loads the IF and CEnters the next four lines which act as a quick heading for letters about Version 4.4. From there I can type the notes or comments or letters or article and SAVE it by its new name. When I print it out, it will call up C3 and PRINT out all my text within the C3 structure. This is great because you are automatically at the Command Mode when you enter FUNNELWEB. Just typing DSK1.3 loads up everything shown above AND the Tabs I had previously set. Thus, no more TABbing; no more typing the IF info, no more setting up the text structure. It's all in one number - 3. And all the FORMATting code is in C3. Beautiful.

I don't know of another wordprocessor that allows such wonderful flexibility and speed.

Though this would be even greater with a Horizon RAMdisk or with DSDD drives, all my system has is two SSSD drives, and it sure is easy and fun.

[One final note: Rembember that on all the coding above you remove the > marks when you type in the FORMATting files.]

USING THE FUNLPLUS NEW/CODES

QUICK REFERENCE CHART

Mnemonic TL Structure for IFfing *TI Writer* by Jack Sughrue

A - *is ITALICS on: it A lics*
B - is itAlics off

C - is SUPERSCRIPTED ON: supers C ripted
D - is SUBSCRIPTED on: subscripts D
E - is superC and subD off

F - is CONDENSED FINE on: condensed F ine
G - is condensed Fine off

H - HIGH ENLARGED on: H igh enlarged
I - is High enlarged off

J L M aren't used in this way AS THEY ARE BUILT INTO THE T.I.W. (J is an
auto line feed; L turns on the processor bell tone at that given point in the
text; M is an auto carriage return; K and N aren't used in this template.)

O - is DOUBLESTRIKE on: d O ublstrike
P - is dOublestrike off

Q - is LETTER QUALITY on: letter Q uality
R - is letter Quality off

S - is STANDARD ELITE on: S tandard elite
T - is Standard elite off

U - is UNDERLINE SOLID on: U nderline solid
V - is Underline solid off

You can even combine things like:
Italics enlarged and underlined.
Or pretty nearly any combination you'd like.

    (CONTROL/U, SHIFT/_, CONTROL/U turns on and off the above printer codes.
A letter should be on the SHIFT/_ [A:on italics; B:off, etc.]. Whatever
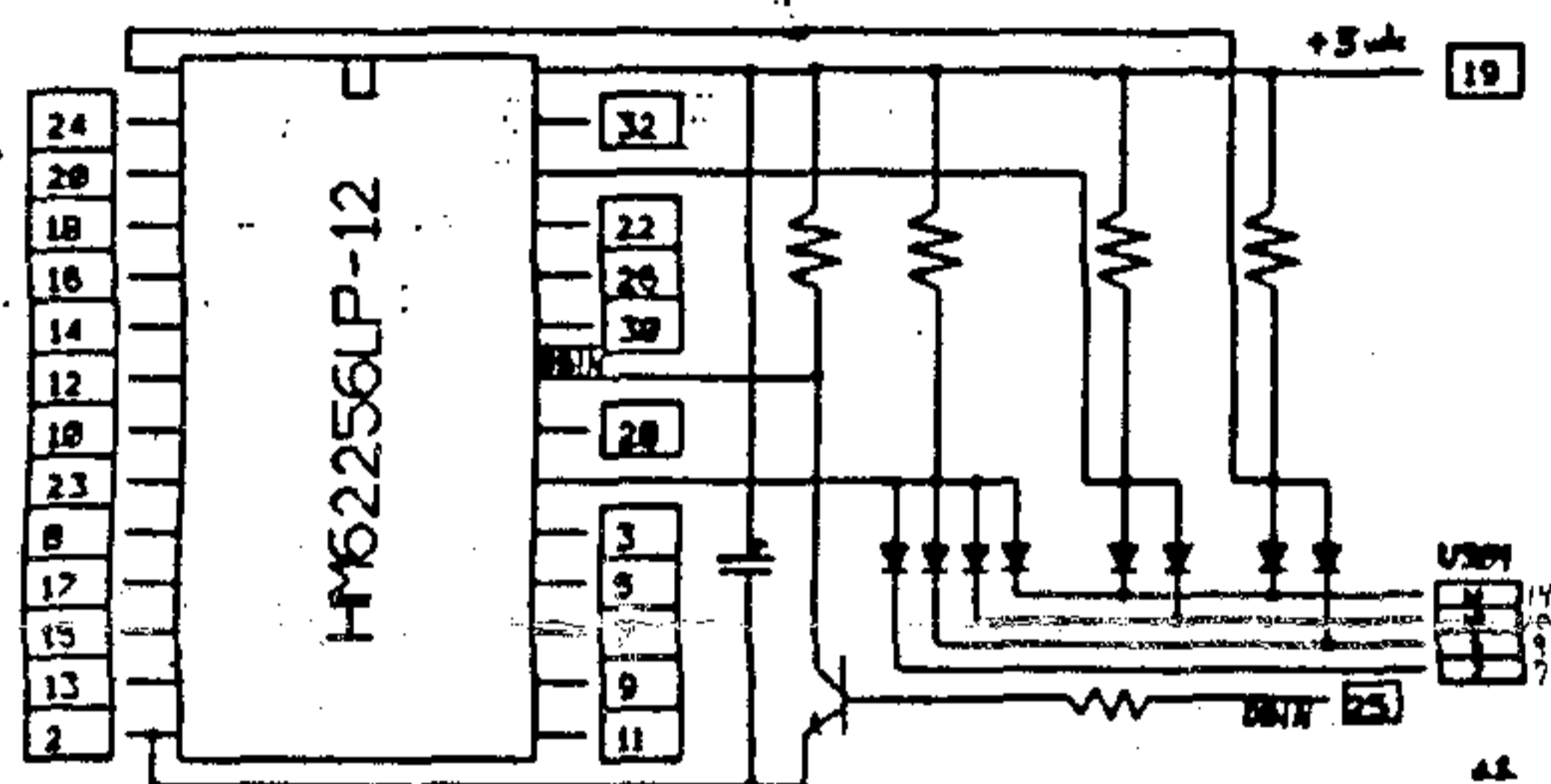SHIFTed letter turns on code, next alphabetical letter turns it off.)

TI TIPS AND TIDBITS

```
==================================================
!            Single Chip 32K Memory               !
==================================================
```

Original Article: AACC - Coraopolis, PA
Reprinted From: ROM newsletter - April 87

There is a new 32K static RAM chip (62256) that is almost pin compatible with the 8K chip used for console memory expansion. Joe Spiegel has designed a board that uses the new chip (see schematic). He offers etched and drilled boards for $3.00 and finished boards for $25.00 (GROM connector exchange). Send inquiries c/o Airport Area Computer Club, P.O. Box 710, Coraopolis PA 15108, or call Joe at (412) 457-8284.

SINGLE RAM CHIP 32K Expansion

NOTES:
All resistors (5) - 1K
All diodes (8) - 1N914 or 1N34
Transistor (1) - 2N2222 or 2N3904
Capacitor (1) - 22mfd Tantilum

All pin numbers refer to connections on the GROM port except the four lines to U504 on the motherboard. The transistor and its base and collector resistors may be omitted if NOT/DBIN is connected to U508-9 on the motherboard.

```
==================================================
!             New Product from CORCOMP            !
==================================================
```

Reprinted From: Pudget Sound 99er News - May 87

"Revolutionary TI/IBM disk copier" which is a module that plugs into your console to allow you to read and write on IBM format disks. This means you can copy files (ASCII for instance) from the IBM to the TI, or vise versa, just by following prompts on the screen and typing "C" beside the item you wish to copy. This will only copy files, it does not make the TI IBM compatible.

```
==================================================
!            Formatter Modifications              !
==================================================
```

Original Article: Ken Woodcock, Tidewater 99/4A UG
Reprinted From: Brandon TI Users Group - May 87

You can specify the characters that turn on UNDERLINING and/or OVER STRIKE when printing through the formatter and its easy to do. The normal characters are the ampersand (&) for underlining and the at (@) for overstrike. To change them you need to use a disk sector editor (ie. DISKO) and change 2 memory locations in the FORMA1 file. Look for this hexidecimal sequence: 2A 23 21 40 26 (in ASCII it will be *
* ! @ &). The recommended change is: 40 (@) to 60 (') and 26 (&) to 5C (\). If you are using FUNNELWEB v3.3, then the file to change is FORMB1. The information to be changed can be found in the first sector of this file. Make sure that you backup these files before making changes just in case you goof. Remember to write back the modified sector once you have made the required modifications.

```
==================================================
!     Multiplan File Change to Load from DSK2     !
==================================================
```

Original Article: Jim Ellis, Hoosier Users Group
Reprinted From: K*3 Users Group - May 87

You can change the default drive sought by Multiplan to access files (from DSK1 to DSK2) by revising the second sector of the MPINTR file. A portion is exerpted below with the dashes normally filled by hex digits 31 (which equate to "1" in decimal). Change them to 32 (which is hex for "2") by using a disk sector editor, then save the new sector back to your disk. When you load Multiplan, you won't see it display DSK2 under the TRANS/LOAD OPTION, but it will look at drive 2 for your files.

The sector looks like this in part:

```
   392C 8320 3A4C 8320 38D8 8320 38FE 8320
   35F2 8320 3DC6 8320 3F46 0000 0000 0000
   0000 0000 0000 0000 0000 0000 0000 0000
   0000 0000 0000 0000 0000 0000 2EAA 0000
   0000 0000 0000 0000 0000 0000 0000 0000
>> 0000 0000 0005 4453 4B-- 2E20 0010 4453 <<
   4B2E 5449 4D50 2E4F 5645 524C 4159 000E
   4453 4B2E 5449 4D50 2E4D 5048 4C50 0000
   0000 0000 0000 0000 0000 0000 0000 0000
```

PUTTING IT ALL TOGETHER

by Jim Peterson

The hardest part of learning to program is not in learning what the various commands do - it is in learning how to put them all together to do what you want them to do!

Key in this simple routine1 and run it, to see what it does. Then read the explanations of each line and see how they do what they do!

```
100 CALL CLEAR :: RANDOMIZE
110 B=INT(5*RND+2):: IF B=B2
 THEN 110 ELSE B2=B
120 F=INT(5*RND+2):: IF F=F2
 THEN 120 ELSE F2=F
130 D=INT(5*RND+2):: IF D=D2
 THEN 130 ELSE D2=D
140 X=F*B*D
150 BB=INT(5*RND+2):: IF BB=
BB2 OR BB=B THEN 150 ELSE BB
2=BB
160 DD=INT(5*RND+2):: IF DD=
DD2 OR DD=D THEN 160 ELSE DD
2=DD
170 F=F*BB*DD
180 DISPLAY AT(3,1)ERASE ALL
:"IF";B;"BOYS CAN CATCH";X;"
FROGS IN";D;"DAYS,"
190 DISPLAY AT(6,1):"HOW MAN
Y FROGS CAN";BB;"BOYS":"CATC
H IN";DD;"DAYS?"
210 ACCEPT AT(7,19):Q
220 IF Q=F THEN DISPLAY AT(9
,1):"THAT'S RIGHT!" :: GOTO
110
230 DISPLAY AT(9,1):"NO, THA
T'S WRONG."
240 DISPLAY AT(11,1):"IF";B;
"BOYS CAN CATCH";X;"FROGS IN
";D;"DAYS"
250 DISPLAY AT(13,1):"THEN O
NE BOY CAN CATCH";X/B;"FROGS
 IN";D;"DAYS"
260 DISPLAY AT(15,1):"AND ON
E BOY CAN CATCH";X/B/D;"FROG
S IN ONE DAY."
270 DISPLAY AT(17,1):"SO, IF
 ONE BOY CAN CATCH";X/B/D;"F
ROGS IN ONE DAY,"
280 DISPLAY AT(19,1):"THEN";
BB;"BOYS CAN CATCH";X/B/D*BB
;"FROGS IN ONE DAY"
290 DISPLAY AT(21,1):"AND";B
B;"BOYS CAN CATCH";X/B/D*BB*
DD;"FROGS IN";DD;"DAYS."300
DISPLAY AT(24,1):"PRESS ANY
KEY" :: CALL KEY(0,K,S):: IF
 S=0 THEN 300 ELSE 110
```

Clear the screen and insure that selection of random numbers will be different each time. RND gives a random number between 0 and .999... Therefore RND*5 gives a random number between 0 and 4.99999.... INT drops the decimal part of a number, so INT(RND*5) gives a random whole number between 0 and 4, and INT(RND*5+2) gives a whole number between 2 and 6.

The first time the program is run, B2 has never been given a value, so it equals 0. Since B is between 2 and 6, it does not equal B2; the program continues, B2 is given the value of B. When the next random problem is selected, if the same value happens to be selected again for B, B2 will equal B and the program will go back to make another selection. This prevents the "stupid computer syndrome" of the same question being asked twice in a row.

B was the number of boys in the first question. In the same way, F is selected to be the number of frogs that one boy can catch in one day, and D is selected to be the number of days in the first question.

In line 140, F is multiplied by B by D to find the total number of frogs in the first question. This method insures that all calculations will be in whole numbers.

In lines 150 and 160, BB and DD are randomly selected as the numbers of boys and days in the second question. These values are rejected if they are the same as the previous time or if they are the same as were selected for the first question.

Line 170 then multiplies the number of frogs that one boy can catch in one day by the number of boys and days in the second question. The rest is merely a matter of screen formatting. Note that numeric variables can be incorporated in string text, by separating them with semicolons; they will print out their value with a blank space before and after. Note also that numeric calculations can be performed within the DISPLAY AT statements, and will print the numeric result of the calculation preceded and followed by a blank space.

INSTALLING EXTENDED BASIC INSIDE
YOUR CONSOLE.......... John F. Willforth
of West Penn 99

For many of us there has been much frustration over the last several years about the "HANG-UPS" that occur in the TI-99/4A using extended basic, just as the most critical part of a program or game is reached. There are those who would lead you to believe that the power supply has been the culprit in the majority of the console locking in their club. This may have been the problem experienced in the microcosm they are in. I have experienced the problems with inconsistent and noisy D.C. voltages issued from the TI supplies also. A few months ago I ran through 5 straight VDP memory problems in a row, and could have made the statement that most if not all TI console problems will be found to have defective 4116 dynamic ram chips. This would have been absurd ! I'm making this statement only to try to reassure you that of all the possible causes for console hangs, the grom connector/cartridge connection is far and away the most common, and in particular the mating (or lack of) between the Extended Basic and Grom Connection, is the greatest culprit. The purpose of this article is to assist those of you who would like to move the Extended Basic on-board.

----- DO THE FOLLOWING AT YOUR OWN RISK !

PARTS; * 1 ' ribbon cable (36 lead) or 2 lengths of 25 lead cable
* 1 Extended Basic Cartridge (shell removed)
* 1 Double-pole, single throw slide switch (for enabling/disabling ext.-basic)
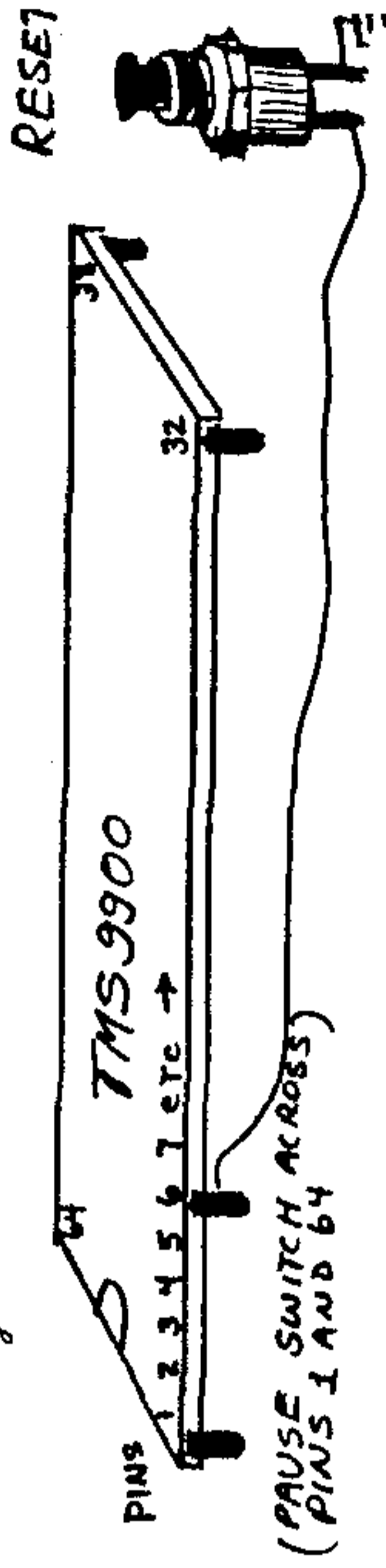* Solder, iron, wire cutters, etc

I'm not going to get into the details for I feel if by now that you can't remove your CPU from your console, you shouldn't be attempting this. Get someone who can. Remove the Grom Connector from the unit, and attach the ribbon cable to the pins of the rear of the circuit card that the Grom Connector is attached. Attach all but pins 4 and 6 to ribbon cable. 4 and 6 are unused here. Now, keeping the length of the wire to less than 8" attach the other ends of the corresponding wire to the Extended Basic card edge connector lands, remembering the relationship between the two. i.e.; pin 1 must go to pin 1, 2 to pin 2, and so on. (not 4 or 6) Before you attempt any further modification to the machine, reassemble and see if Extended Basic comes up on the menu, and still functions, SIZE, ACCEPT AT, etc. If you are still functional continue.

Remove the 100 ohm resistor indicated, and cut the two traces where shown. Now you may solder 4 equal lengths of wire to the switch (not longer than 10" in length). Attach two of the wires across the cut in the trace (x) and the other two across (y), making sure that the pairs are o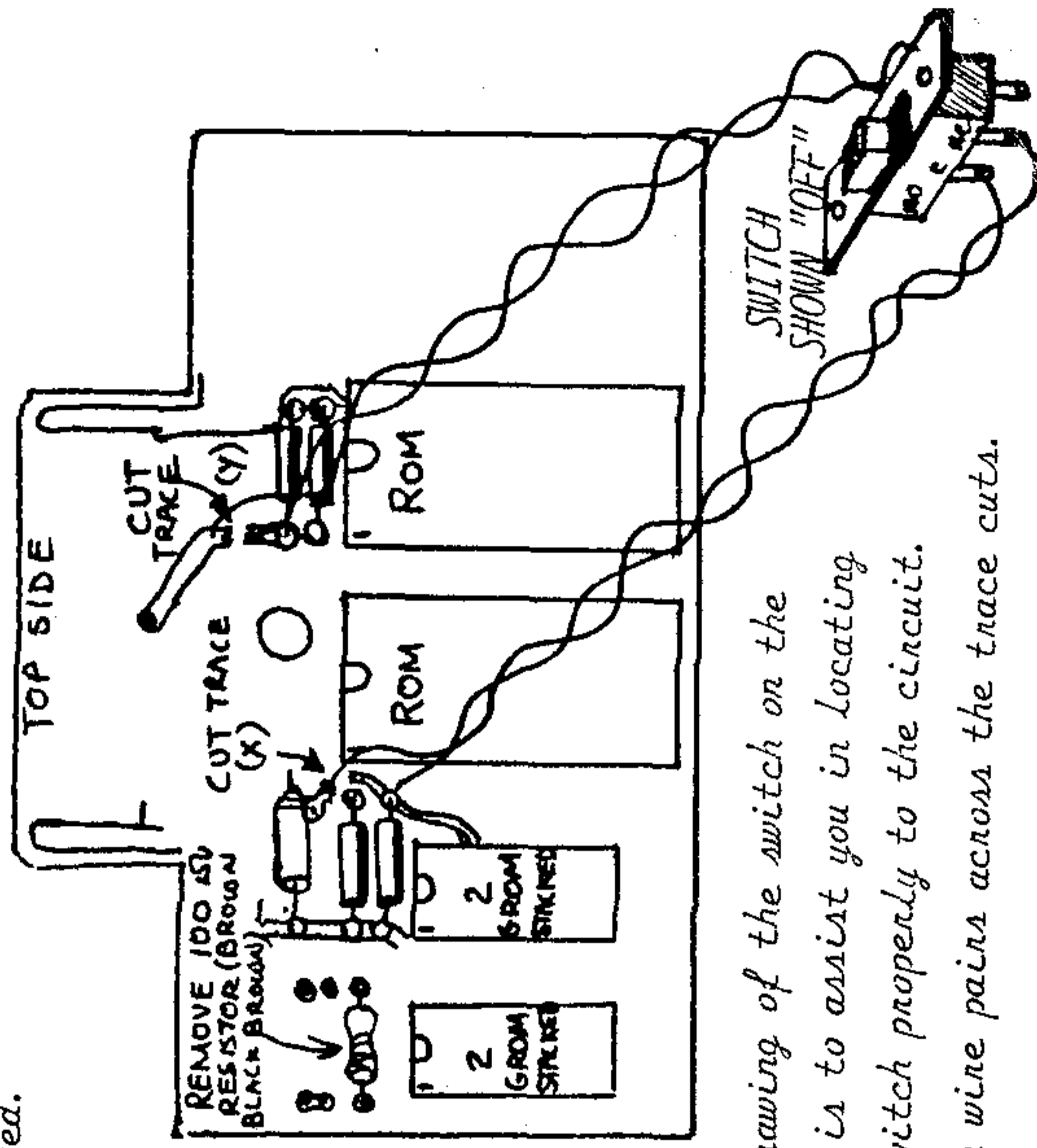n the same switch pole set. Now, test the results again. If the extended basic works when the switch is closed, and the cartridge slot will accept cartridges (meaning that a variety of GROM/ROM cartridges will function), when the switch is open, then your almost home. Mount the switch in a convenient location, and insulate the bottom of the Extended Basic Cartridge and locate on TOP RF SHIELD to Left of grom conn. Reassemble. It would also be of benifit to you at this time to install a reset button across pin 6 of the CPU chip and ground. Trust me.

The reset switch will be particularly useful, in that you will now not be able to reset the machine by inserting the Extended Basic cartridge. You may find that without the RESET switch, you will have to turn the console power switch off and then on to begin operation after switching from basic to xbasic on other cartridges. This is an easy option to install with a momentary contact switch across pin 6 on the CPU chip (TMS9900) and ground. Reference drawing here.

RESET

TMS9900

PINS 1 2 3 4 5 ...etc→   32   64

(PAUSE SWITCH ACROSS PINS 1 AND 64)

The view below is here to help you find the two traces that must be cut, and the 100 ohm resistor that must be removed.

CUT TRACE (Y)   ROM   TOP SIDE   ROM   CUT TRACE (X)

REMOVE 100 Ω RESISTOR (BROWN BLACK BROWN)

2 GROM STRIKED   2 GROM STRIKED

SWITCH SHOWN "OFF"

The drawing of the switch on the right is to assist you in locating the switch properly to the circuit.

Attach wire pairs across the trace cuts.

The Editor needs help. In a special way. I'm looking for someone who will alternate months as editor of M.U.N.C.H. To do a good job really requires more time than one person can devote to the job. It's a burnout situation otherwise.

If someone would be willing to take January, March, May, July, September, November, I would be more than willing to put together February, April, June, August, October, and December. The co-editorship would begin with the January issue.

It's a lot easier to come up with 10 reduced-size pages (normal issue) every OTHER month than each month. If two or more people took on the other months, this effort could be greatly reduced. Since I took over as editor we have quadrupled the amount of information in a normal issue; we have created two theme issues (word processing and the Geneve); we have had FOUR expanded issues (much to the mailing-cost chagrin of money-conscious Treasurer Jim Cox, who - of ALL members - has remained the most dependable and enduring of any in the entire club); we have added graphics and returned BASIC/XB programs for typing; we have culled the best of worldwide newsletters. We've tried to make something for everybody, as our membership is quite diverse.

But I find my effort to do the best job I can (which seems to meet with more criticism than praise) is no longer very easy to do alone. If a co-editor cannot be found this fall, M.U.N.C.H will be reduced to a "six times a year" newsletter as of December.

I do appreciate those people who have been MOST supportive - Jim Cox, Bruce Willard, and Helen Holmes - and hope that M.U.N.C.H. will last a zillion years because of their enthusiasms.

Thanks, Jack

NEW TO CLUB LIBRARY

CHARACTERS: This utility is handy to use in Extended BASIC as it will create a complete upper/lower case with the lower case characters having true descenders. This is the same character set in CorComp's Memory Plus Ramdisk.
    LOADING CHARACTERS:
    USE EXTENDED BASIC CARTRIDGE
    TYPE: CALL INIT:: CALL LOAD("DSKX.CHARACTERS")
    CALL LINK("CHARS")

DISKDOCTOR: When you have fractured files on a diskette, more time is used to load or save information. This handy utility patches those fractures together thereby increasing load/save times and wear and tear on your disk drives. Also the disk doctor program repairs a bad bit map on a diskette.
    LOADING DISKDOCTOR
    USE EDITOR/ASSEMBLER CARTRIDGE
    SELECT OPTION #3 FROM MENU
    TYPE: DSKx.DISKDOCTOR

EASYDESIGN: This will be appreciated if you have ever wanted to design a special character but found the Extended BASIC programs too slow.
    LOADING EASYDESIGN
    USE EDITOR/ASSEMBLER CARTRIDGE
    SELECT OPTION #3 FROM MENU
    TYPE: DSKx.EASYDESIGN

NETWORTH an eXtended BASIC program to calculate ones networth. Data can be saved and loaded, printed, and changed.
    LOADING NETWORTH
    USE EXTENDED BASIC CARTRIDGE
    TYPE: OLD DSKx.NETWORTH
    RUN

AIDS is the Surgeon General's report on Aquired Immune Deficiency Syndrome.

CFS (Creative Filing System), Version 7.0, can be picked up at the club by anyone who originally purchased it. If you don't own this remarkable data-base environment, you may buy all THREE disks at the club for only $10!

C F S

CREATIVE FILING SYSTEM
VERSION 7.0

WHY WOULD YOU WANT CFS FOR DATA
BASE MANAGEMENT SOFTWARE? FOR
ONE THING, BECAUSE J. PETER
HODDIE OF BOSTON COMPUTER SOCIETY
HAS INCORPORATED AN ASSEMBLY
LANGUAGE SORT ROUTINE TO REPLACE
THE OLD X-BASIC ONE. IF THAT'S
NOT ENOUGH, ANOTHER FEATURE IS
THE CAPABILITY TO STORE UP TO
32,000 SUB FILE RECORDS ON ONE
DOUBLE-SIDED/DOUBLE DENSITY
DISKETTE.

BY SPECIAL ARRANGEMENT WITH
AUTHOR MARK BECK, M.U.N.C.H.
IS SELLING CREATIVE FILING
SYSTEM TO HELP DEFRAY THE COSTS
OF OUR NEW MEETING PLACE. NEW
PURCHASES OF CFS WILL COST ONLY
$10.00. HOWEVER, IF YOU BOUGHT
VERSION 6.0 FROM M.U.N.C.H. (WE
DO HAVE A RECORD OF THOSE
PURCHASES), JUST BRING IN YOUR
ORIGINAL THREE DISKS AND WE WILL
SWAP THEM FOR VERSION 7.0.

REMEMBER, THE AUTHOR HAS PUT A
TREMENDOUS AMOUNT OF TIME INTO
DESIGNING AND UPGRADING THIS
PROGRAM. PLEASE SEND HIM A
FEW DOLLARS SO HE WILL CONTINUE
TO MAKE IT BETTER AND BETTER
ACCORDING TO OUR REQUESTS ON
HIS SURVEYS.

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LIBRARY NOTICE

PLEASE RETURN ANY ITEMS BORROWED FROM OUR LIBRARY. We are still missing a considerable number of books, tapes, disks, and so on belonging to _YOUR CLUB_ . Do a little clearing around your computer area (or any places you'd be apt to set things aside). If you locate any library materials (or if you'd like to donate any you no longer use) please come with them to the next meeting. We don't care how long you've had them out. There is no fine. But it would be _fine_ if other members could have a chance to borrow these things.

ADVERTISING RATES:

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Classified (non-commercial) ads are FREE for MUNCH members.

....RAFFLE....

Our raffles at this Open House are going to be the biggest in our club history. There are numerous donated gifts of all kinds of software and other items, such as cartridges, tapes, disks of all kinds of things: educational, fun, utility. October is going to be the big raffle of the year at the Open House at the new clubhouse. Donations happily accepted. Remember: YOU MUST BE PRESENT TO WIN!

OCTOBER SALE!

Your big chance to sell any used consoles, P/Boxes, cards, tape recorders, interface cables, ANYTHING related to your computer system. Also bring any _original_ ████████████ es, disks, texts, or other soft/textware. Be prepared to buy a lot and sell a lot. Please come with prices marked on the items. Call Jack Sughrue to let him know what you will be selling. AND get set for the October BIGGIE!

NEWSLETTER

Become Immortal! We are looking for articles, cartoons, love letters, programs, lists, bubble-gum wrappers: in short, anything from the members which can be printed in our newsletter. Text items preferred on SSSD disk through TIW. Printed items also accepted. Share your interest or expertise with other members. Mail all items by the 3rd Tuesday of each month to Jack Sughrue, Box 459, E.Douglas MA 01516. Disks will be returned at the next meeting.

NEWALS + RENEWALS

NEWALS are $15/year plus a one-time $10 inititation fee (which includes a choice of ANY club disk free); RENEWALS are $15/year. Members have full use of disk/text libraries, free workshops + assistance, 12 full issues of M.U.N.C.H., voting privileges + more! Subscription alone is $10/year. Mail check to address on cover.

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JOIN THE CROWD! COME TO OUR OPEN HOUSE!

M.U.N.C.H.
P.O. Box 7193
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WORCESTER, MA. 01605

October 13
NEW LOCATION
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