



The Ottawa T.I.99/4A Users' Group



VOLUME 9 NUMBER 4 April 1990



DONT'T FORGET THE MEETING -- May 8, 1990
and remember to return your exchange newsletters...

P.O. BOX 2144, STATION D, OTTAWA
*** ONTARIO, CANADA K1P 5W3 ***

COMING EVENTS

April Meeting:	May 8, 1990 7:30 p.m.	Merivale High School
TI-BASE Workshop:	TBP (check at next club mtg and on the BBS)	Bill Sponchia's home. Contact Bill Sponchia or Tom Bentley for details. No need to call if you were at the first meeting, but if you are a newcomer, please let Bill know so he will have an idea of what to prepare for.
June Meeting:	June 5, 1990 7:30 p.m.	Merivale High School
5th Annual TI-FEST	April 28, 1990	Merivale High School. Contact Ruth O'Neill for details, or to volunteer your help.
Newsletter Deadline:	May 12, 1990	(13 May if Uploaded to BBS!)

EDITOR'S NOTES from Philip Harris

In this month's issue we have a report from Jane on her trip (along with others from the club) to TICOFF in Clarke, New Jersey. Her report gives us some insight into new products available and what "our" FEST may have to offer this month. Lucie has another flag recognition program for us in XBasic this month. I have provided a write-up on ASGARD's MOUSE, which is a real treat to use (I'm going to miss the little fella after I return him at the next meeting).

I have re-typed a submission sent by mail from James Cavanaugh, who asked us if we would like to print an article on File Transfer Procedures Between Two Computers, which was written by Vincent Begiers. If you've often wondered how you might call a friend to send him a file by modem (without the help of TEXTLINK), then this write-up will be very interesting.

Lucie informs me that Club membership is now up to approx 70 members! See you at the TI FEST (don't forget to bring a friend and any computer items for sale).

ART RECOGNITION CONTEST by Lucie Dorais

If you ready last month's Newsletter you will know that we are holding an art recognition contest. Take a good look at the picture on the front of last month's Newsletter (I apologize for the poor print clarity of some Newsletters, but I believe the picture was recognizable). Does it look familiar? If it does then you may well be on your way to winning our Art Lover contest. The cover picture was modified for the club's use, it was re-drawn from an existing piece of artwork. Your challenge is to identify the "Original" artist (Last Hint: it is a commonly known artist). The winner who correctly identifies the artist by 15 May 90 (and is chosen from all of the winning replies) will receive a copy of Artist-Plus, courtesy of Laflamme and Wrigley Wholesale. So either bring in your answer to the next meeting, drop it off at the TI FEST, mail it in c/o the Club's address (but indicate CONTEST ENTRY on the outside of the envelop), or lastly leave a "Private " message with Lucie before May 15, 1990.

THE PRESIDENT'S TWO CENTS WORTH
by Charles Earl

The May meeting will feature a demo of the Asgard Mouse. I've heard some very good things about this product so you have a second chance to see it. Of course, we will have the usual raffle, the prize to be picked from a selection of current software. We also expect reports (and possible demos) of products we discover at the Fest.

Bill Sponchia is still hard at work with the senior citizen's group he teaches. Bill has put aside a significant amount of his spare time to work with the seniors and deserves a round of applause. It is people like Bill who make our club so special.

When you get the newsletter the Fest should be just a few days away: This is our major event of the year. The vendor turnout looks good, with a number of dealers committed to come. I am certainly looking forward to it and I hope you are too. See you there! (Don't forget to be at the hospitality suite to our guests before the fest.)

FILE TRANSFER BETWEEN TWO TI HOME COMPUTERS
by Vincent E. Begiers (WN799EF)

This procedure is used with TELCO (Term Em) and "smart" modems. The procedure uses the AUTODIAL function, therefore, all information needed for the Autodialer should be entered prior to calling the other person. (*Note: Full Duplex, 8N1 Parity, ADM3A, and desired Baud Rate).

First, call the other person, via voice, and discuss the file you will send and to determine which system will Call and which will Answer. If you are sending only one file, it need not be ARCHIVED, but if multiple files are to be sent, it is best to ARC the files (this way all filenames are properly restored when unARC'd). After confirming all parameters, etc. both parties hang-up.

Now, Both systems turn on their modems and boot TELCO.

The Caller will select the Autodialer module and proceed to make the call. At the same time, the system which will Answer the call selects the Terminal module and types in ATSO=1 (this forces the modem into an Auto-answer mode, answering after one ring) (Note: the character "0" is a zero and not an "Oh"). (If your modem accepted the Auto-Answer string, then it will send a message "OK" to the screen and the modem's "AA" status light will glow, indicating the modem is set to Auto-Answer).

If all went smoothly so far, the two systems will connect and both will display "CONNECT 1200" (or the other Baud you selected for your modem).

At this point the Sender presses FCT-6 (Upload) and the receiving system presses FCTN-4 (Download) and BOTH proceed to select the parameters for the file exchange (ie. XModem, Device = Filename, etc) Note either system (once connected) may Upload or Download).

Both systems will proceed to LINK for the transfer. You may get a couple of ERRORS now if the other system is a little slow, but don't panic, if you did everything right, they will synchronize. (TELCO will try to connect ten (10) times before Aborting the Transfer). You will be able to tell when the transfer starts by the byte count-down on the screen. While the transfer is in progress, one or both may get an Error, again don't panic. (this is due to systems loading or saving from or to a disk).

If the Transfer was successful, both systems will get the "TRANSFER SUCCESSFUL PRESS ANY KEY"). Pressing any key places the system back in the Terminal Module.

At this point, both systems can transfer another file by selecting FCTN-4 and/or FCTN-6, according to which is sending and which is receiving; or if you would like to chat via the keyboard, both systems can press FCTN-N (to select half duplex) and start typing away. Note: I suggest the system which Auto-Answered, start the conversation and use the "/" to signal the other person to reply, who in turn uses the "/" when he is done responding and is waiting for the 1st person to respond again.

***REMBER: A local call is FREE and you are not paying for on-line connect time; so if you make a mistake, "Try Again".

FAST EXTENDED BASIC

LUCIE DORRIS

Can you tell the difference between the flag of Poland and that of Indonesia? Or of Ecuador and Colombia? This month, we will add two quizzes, and a menu. Let's start with an additional initializing line, to define part of the word FLAG that will show with our menu:

```
135 F$=S$&"a a a a a" :: FF$=SEG$(F$,1,19) :: CALL COLOR(9,14,1)
```

The next part of the program will display all the colors used in Flags, with their names, so that you can check your monitor colors while the program is initializing. Note that there is a new line 210, to replace the one we typed last month:

```
150 DATA BLACK,2,MEDIUM GREEN,3,LIGHT GREEN,4,DARK BLUE,5,MEDIUM BLUE,6
160 DATA PALE BLUE,8,RED,9,ORANGE,10,YELLOW,11,DARK GREEN,13,WHITE,16
170 GOTO 190 :: A,A$,B,B$,BIC1$,BIC2$,C$,CA,CH,CR1$,CR2$,G,K,P,PC,PR,R,S,SC,
T,TRV$,X,Y,Z
180 CALL KEY :: CALL SOUND :: CALL COLOR :: CALL HCHAR :: CALL VCHAR :: CALL
SPRITE :: CALL MAGNIFY :: CALL DELSPRITE :: !@P-
190 R=17 :: P=3 :: FOR X=1 TO 11 :: READ A$,Y :: IF X=7 THEN R=17 :: P=19
200 CALL SPRITE(#X,97,Y,8*R-7,8*P-7) :: DISPLAY AT(R,P):A$ :: R=R+1 :: NEXT X
210 X=1 :: DISPLAY AT(24,1):"CHECK COLORS WHILE I INIT..."
```

The DATA is placed before the Pre-Scan, which is lines 170-180. In line 190, we initialize Row R to 17 and Column P to 3. Then, the eleven colors in DATA are READ and DISPLAYed, while a square sprite is placed at the left of the color name on the screen, in two columns (hence the pixelrow and pixelcolumn calculations in line 200).

Remember the GOSUB 800 in lines 140 and 350 typed last month? This now goes to a display of the word FLAG, built up with character "a". We have defined F\$ and FF\$ in line 135, we now use them; S\$, as defined in line 130, is made up of six spaces. The CALL DELSPRITE is of course to get rid of the small design on the last flag displayed, if any.

```
800 CALL DELSPRITE(#1) :: GOSUB 790
810 DISPLAY AT(2,1):S$&"aaa a aaa aaaa":F$:FF$:FF$:S$&"aa a aaa a aa"
820 DISPLAY AT(7,1):F$:F$:F$:F$:F$:F$:S$&"a aaa a a aaaa" :: RETURN
```

We can now build the new menu, which implies a new set of bottom line messages in line 260; these messages are intended for menu Choices 1 to 3 (no message in the last case...). The menu itself is in lines 360-380, with its CALL KEY. Variables T and G, set to zero in line 380, will be used in the quizzes: Good and Total.

```
260 M$(1)="> [E/X]+[ENTR] [F/B] [M]ENU" :: M$(2)=" > [E/X] + [ENTER]" ::
M$(3)="" :: X,SC=1
```

```
360 DISPLAY AT(18,1):"PRESS [1] LEARN FLAGS":S$&"[2] MULT. CH. QUIZ":
S$&"[3] GUESS CNTRY QUIZ":S$&"[4] QUIT"
370 DISPLAY AT(23,1):L$:S$&"PRESS A KEY..."
380 CALL KEY(O,K,S) :: IF S=0 OR K<49 OR K>52 THEN 380 ELSE CH=K-48 ::
IF CH=4 THEN END ELSE T,G=0
```

We typed line 390 last month; it shows the appropriate bottom line and, if you pressed Choice 1, it GOTOs 540 to display six country names, then back to 470 to let you navigate the cursor. Our first Quiz, Multiple Choice, will also use the cursor routine, but first Tex must give you a random flag; this routine is shared by the second quiz, Guess the Country.

```
400 CALL HCHAR(15,16,63) :: X=INT(RND*48+1) :: B=ST(X) :: GOSUB 660
410 CA=1 :: IF CH=3 THEN 580 ELSE P=INT(RND*6+1) :: Y=1
420 A=INT(RND*48+1) :: IF A=X THEN 420 ELSE AL(Y)=A
430 FOR Z=1 TO Y-1 :: IF A=AL(Z) THEN 420
440 NEXT Z
450 IF Y=P THEN A$=N$(X) ELSE A$=N$(A)
460 DISPLAY AT(16+Y,8):A$ :: Y=Y+1 :: IF Y<7 THEN 420 ELSE R=17
470 CALL HCHAR(R,7,62) :: CALL KEY(O,K,S) :: IF S=0 THEN 470 ::
IF K=13 THEN 560 ELSE CALL HCHAR(R,7,32) :: IF CH=1 AND K=77 THEN 350
```

Line 400 starts by putting a question mark under the flag space, then it chooses a random number in the range 1-48; the STyle variable is temporarily stored into B, just to make typing easier, and the GOSUB 660 displays the random flag.

You have three chances to give the right answer, so the CA variable, Count Answer, is set to one. If you chose the Guess Country Quiz, CH=3, you are then sent to line 580; else, we need another random number, Position of the random flag in the six-country name screen; its position (1-6) will be held into P. The rest of the routine finds five more random country names, makes sure that the right answer is not chosen again, and that no country name is chosen more than once. Y is a 1 to 6 counter, X is the flag number of the correct answer flag, and the array AL() will temporarily store the five other numbers (to perform the "no-repetition" check).

When Y is incremented, it first checks to see if it is equal to the correct flag position on the screen: if Y=P, then display A\$ as the name of the correct answer country; if not, display the name of the country corresponding to the random number stored into A. This is done six times, and we then arrive at line 470. We typed it last month, but we must modify it so that it can read the [M]enu key instead of last month's [Q]uit, so just replace "81" with "77" at the end of the line. The lines typed last month deal with the cursor movements and the CALL KEY; if you press <ENTER> and if CHoice is one, line 560 displays the flag and bring you back to the CALL KEY in line 470. But if you are doing the Multiple Choice Quiz, you are brought to the "Check Answer" part of the program (remember above, the "Guess Country" CHoice sent you to line 580).

```

570 A=R-16 :: IF A=P THEN 620 ELSE 600
580 B#=N$(X) :: DISPLAY AT(19,1):"COUNTRY:";TAB(11);"
590 ACCEPT AT(19,11):A$ :: IF SEG$(A$,1,3)=SEG$(B$,1,3)THEN 620 ELSE
    CALL HCHAR(15,16,ASC(B#))
600 DISPLAY AT(24,1):S$&"ND... TRY AGAIN" :: CALL SOUND(150,500,1) :: CA=CA+1
610 IF CA=4 THEN 630 ELSE ON CH-1 GOTO 470,590
620 G=G+1 :: CALL SOUND(100,820,1) :: CALL SOUND(100,1000,1)
630 T=T+1 :: GOSUB 780 :: DISPLAY AT(24,1):USING "SC: ##/## [A]NOTHER
    [M]ENU":G,I
640 CALL KEY(0,K,S) :: IF S=0 THEN 640 ELSE ON POS("AM",CHR$(K),1)+1
    GOTO 640,390,350

```

Each time you move the cursor, the new Row is kept into R, so if you press <ENTER> in the Mult.Choice, we set A=R-16: this is the 1 to 6 position of the country name you guessed. Of course, if it equals P, the position of the correct answer, you go immediately to line 620 to be congratulated, otherwise you skip the "Guess Country" part to go to line 600, which is self-explanatory. If CA=4, you have used your three chances, and the bottom line message asks you for [A]nother or back to the main [M]enu; the score is also DISPLAYed USING an image: your Good answers over Total questions. If you still have a chance or two, you are sent back to line 470 (CH=2) to wait for your next cursor move.

In this well-controlled spaghetti program, the program lines dealing with the second quiz, "Guess the country", are mixed with the "Multiple Choice" because it shares the winning/losing routine with it. It starts in line 580, where B# is set to the correct answer country name for easier typing. Then the question is put to you, and your answer is ACCEPTed. The program checks only the first three characters, good for lazy fingers, but also good for people who don't remember if the Italian flag is for ITALY or ITALIA, or cannot remember the complete name of the YEMEN ARAB REP. If you guess the right answer, GOTO 620, else Tex gives you a clue: on your second (and perhaps third) try, the question mark under the random flag is replaced by the first letter of the country name, which is ASC(B#).

Have fun! If that is not enough, here are three more flags. The design for the Canadian flag was adapted from a flag that our friend Bob Boone included in the title screen of his DAMBUSTERS game. You can use each flag on its own, or mix it with your program. They all follow the same pattern, so you can type one, then modify it for the two others. And if you wonder why I did not include the Ontario flag, or any other provinces: too hard to draw! Sorry...

```

100 REM ** CANADA FLAG ** by Bob Boone and L. Dorais / Ottawa UG
110 REM
120 CALL CLEAR :: CALL CHAR(97,"FFFFFFFFFFFFFFFF",98,"")
130 FOR X=106 TO 121 :: READ A$ :: CALL CHAR(X,A$):: NEXT X
140 CALL COLOR(9,7,16,10,7,16,11,7,16,12,7,16)
150 S$="      aaaa" :: F$=S$&"bbbbbbbbbaaaa"
160 DISPLAY AT(7,1):F$:F$:S$&"bbbjkbbbaaaa":S$&"bbnaarbbbaaaa":
    S$&"boaaaaasbaaaa":S$&"bpaaaaatbaaaa"
170 DISPLAY AT(13,1):S$&"bbqvwubbaaaa":S$&"bbbxybbbaaaa":F$:F$
180 CALL KEY(0,K,S):: IF S=0 THEN 180 ELSE STOP
190 DATA 0101030303B3F7FF,8080C0C0C0C1EFFF,0,0,0000000080C0E0F8
200 DATA 607F3F1F1F1F3F7F,FF7F3F0F03,1F3F7FFC,000000000103071F,
    06FEFCFBFB8FCFE,FFFEFCF0C,F8FCFE3F
210 DATA FFFFF30303030303,FFFFFC0C0C0C0C,0303030303,C0C0C0C0C

```

```

100 REM ** QUEBEC FLAG ** by L. Dorais / Ottawa UG
110 REM
120 CALL CLEAR
130 FOR X=97 TO 104 :: READ A$ :: CALL CHAR(X,A$):: NEXT X
140 CALL COLOR(9,16,6,10,16,6)
150 S$="      " :: A$=S$&"aaaaaaaaabbaaaaaaa" :: B$=S$&RPT$("b",16)
155 C$="aaacaaa" :: C$=S$&C$&"bb"&C$ :: D$="aadeffaa" ::
    D$=S$&D$&"bb"&D$ :: E$="aaaghaa" :: E$=S$&E$&"bb"&E$
160 DISPLAY AT(5,1):A$:C$:D$:E$:A$:B$:B$:A$:C$:D$:E$:A$
180 CALL KEY(0,K,S):: IF S=0 THEN 180 ELSE STOP
190 DATA 0,FFFFFFFFFFFFFFFF,0B1C3E3E7F7F7F7F,070F1F3F3F3E1C08
200 DATA 3E9CDDDDDDDD7F7F,70F8FCFE1LFE1C08,FFFF1C3E1C08,8080

```

```

100 REM ** U.S.A. FLAG ** by L. Dorais /Ottawa UG
110 REM
120 CALL CLEAR :: CALL CHAR(114,"FFFFFFFFFFFFFFFF",119,"")
130 FOR X=97 TO 111 :: READ A$ :: CALL CHAR(X,A$):: NEXT X
140 CALL COLOR(9,16,5,10,16,5,11,7,16)
150 S$="      " :: R$="rrrrrrrrrr" :: W$="wwwwwwww" :: RR$=S$&R$&R$ ::
    WW$=S$&W$&W$
155 A$=S$&"abcabcabk" :: B$=S$&"defnefnel" :: C$=S$&"ghiohiohm"
160 DISPLAY AT(5,1):A$&R$:B$&W$:C$&R$:A$&W$:B$&R$:C$&W$:S$&"ajkajkajk"&R$
170 DISPLAY AT(12,1):WW$:RR$:WW$:RR$:WW$:RR$
180 CALL KEY(0,K,S):: IF S=0 THEN 180 ELSE STOP
190 DATA 00040E1F0E1B,0000000100010010,0040E0F0E0B00001,0000000000040E1F,
    387C386C00000001
200 DATA 030703060040E0F0,0E1A,00010010387C386C,E0B0000103070306,
    000000010001,0040E0F0E0B
210 DATA 0000000000040E0F0,E0B0,80C0B0C000040E1F,0E1A000080C0B0C0

```

HINTS, TIPS & ANSWERS
from Bill Sponchia

[Editor note: Bill Sponchia has spent a great deal of time compiling a collection of Hints, Tips and Answers, taken from many sources; for that reason, he does not assign the credit to any individual, but wishes to thank the whole TI community and Users' Groups for their work, and he dedicates his "HTA" package to them. The whole package, a collection of text files, is available on disk from Bill, c/o the Ottawa U.G.; please include enough money to cover the disk, mailer, and postage costs.]

The Last Tips from the **BASIC & EXTENDED BASIC** collection:

1. Did you know that you could delete a file when you close it. The statement is: `CLOSE #1:DELETE`
2. When programming in XB it pays in two ways to squeeze as many statements as you can into each program line. The first reason is that it saves memory by eliminating line numbers; the second is that it speeds up execution by eliminating the need for the program to process extra lines of code.
3. Another method to save memory by reducing the size of a program is to replace a constants used with a variable. This is assuming that that constant is used a number of different times in the program.
4. When you are editing a program and accidentally erase a line by pressing `FCTN 3` to get the line back simply type in a single quote mark and then press `ENTER`. This gives a syntax error and the erased line is back because the change was not syntactically correct and thus not acceptable. The putting in of the quote mark must be done before moving from the line that was erased.
5. If you need to know if `CALL INIT` has already been executed in your program put in the following lines:
`10 CALL PEEK(8198,A,B)::IF A=170 AND B=85 THEN xxx ELSE CALL INIT`
`!!xxx = line number to go to if CALL INIT already executed.`
6. Here's a use of the `MIN` and `MAX` statements:
`MIN` - If a variable is restricted to being no higher than 6 you would normally say `IF A>6 THEN A=6` however you can say `A=MIN(A,6)`
`MAX` - If a variable is restricted to being no lower than 6 you would normally say `IF A<6 THEN A=6` however you can say `A=MAX(A,6)`
7. You can `LIST` a program to disk by stating `LIST "DSKn.program"`. This gives a `D/V 80` file which is then readable by `TI-Writer`. This can be helpful for putting program listings in documents but another benefit is the ability to use the `FIND STRING` command to help locate something in a long program.
8. Here's a short program to write `DATA` lines which can then be merged into another program.

```
100 ON WARNING NEXT
110 DISPLAY AT(10,1)ERASE ALL:"ENTER FIRST LINE NUMBER:":
ACCEPT AT(10,25)BEEP VALIDATE(DIGIT)SIZE(4):LN
120 DISPLAY AT(12,1):"ENTER INCREMENT:":
ACCEPT AT(12,17)BEEP SIZE(3)VALIDATE(DIGIT):I
130 DISPLAY AT(14,1):"ENTER FILENAME:":
ACCEPT AT(14,16)BEEP VALIDATE(UALPHA,DIGIT)SIZE(10):FN$
140 OPEN #1:"DSK1."&FN$,VARIABLE 163
150 DISPLAY AT(2,6)ERASE ALL:"PRESS ENTER TO END:":
DISPLAY AT(22,1):"ENTER A LINE OF DATA:":
LINPUT D$
160 IF D$="" THEN 190
170 PRINT #1:CHR$(INT(LN/256)&CHR$(LN-256*INT(LN/256))
&CHR$(147)&D$&CHR$(0)
180 LN=LN+I:
GOTO 150
190 PF:INT #1:CHR$(255)&CHR$(255)
200 CLOSE #1:
END
```

This will save your `DATA` lines in a Merge format almost ready to be merged into you program. Before this can be done you must do the following:

- i) type `NEW` and press `ENTER` to clear memory
- ii) `MERGE` in the saved `DATA` lines. (ie - `MERGE DSK1.filename`)
- iii) `EDIT` each `DATA` line by retyping (typing over) the word `DATA`
- iv) `SAVE` the edited `DATA` lines in the `MERGE` format (ie - `SAVE DSK1.filename, MERGE`)

It is now ready to be put into you program.

Trip to TICOFF, Jane Laflamme

There were two cars and five of us: Bill and Isobelle Sponchia, Ralph Kuhn, Michael Taylor, and myself. We set off on Thursday March 16th at about 11:30 a.m. and arrived at Clarke, New Jersey at around 9:30 p.m. We only got lost about 20 times, so we did very well ... well, I exaggerate a little!!

We started in winter clothes and while going down Hwy #16, we started taking 'em off. Remarkably, within about an hour of leaving Ottawa it was around 20 degrees warmer!

Having eaten a late lunch in Watertown we didn't require supper until we reached Clarke and to our surprise, found they "rolled up the sidewalks" at 10 PM. Luckily, we found the only all night diner in town.

The next day we went to New York. It was sunny and hot with temperatures I believe around 75 to 80F. We saw, thanks to Michael's walking tour, Times Square, Radio City Music Hall, the theatre where Cats was playing, Saks Fifth Avenue, Macys, and on top of the Empire State Building, the harbour, Statue of Liberty, and the Hudson River. We were surprised NOT to see public restrooms in fast food outlets, or at least, I was, especially when I needed one! New York rolls up the sidewalks at 8 p.m. on a Friday night, or so it appeared; the stores all closed at that time! And believe me, they shut up shop quite literally, by rolling down solid sheets of steel over the store, or at least heavy bars. This turned out to be just the time I was looking for souvenirs for the family -- of course!

We arrived back at Clarke around 9:30 p.m. and caught the tail end of the hospitality suite set up by TICOFF. (remember Clark closes at 10:00 PM).

The next day, we found the fair with no difficulty as we had been given directions the night before. The show had quite a few booths that catered to both IBM clones and the TI. There were quite a few "flea market" type booths for electronic items, with bins and bins of interesting looking items at bargain basement prices. Michael enjoyed looking at the IBM equipment and came back with quite a few bargains. There were talks running all day for both IBM and TI. Myarc, RAVE 99, Bruce Harrison, Bud Mills Services, LGMA to name a few, were there, but conspicuous by their absence were such people as Asgard, JP Software, Jim Horn, Jeff Guide, and Barry Traver, etc. I was most excited about the new hardware from RAVE99 and Bud Mills.

RAVE have an expansion chassis that will accomodate both the TI and GENEVE (not at the same time!). You can remove the motherboard from the TI and place it in the expansion chassis, and work with an IBM style keyboard. There are 8 expansion slots. The estimated price will be \$250US for the TI and \$300US for the GENEVE. This is about the fourth expansion system I have seen for the TI and so far at least two have fallen by the wayside. RAVE have usually pulled through on their announced products. If they do, I feel this could give the TI a new breath of life and encourage more projects. RAVE seemed to be very interested in attending our fair this year, so Ruth and I are actively going to do everything in our power to get them up here and pass through customs unscathed!

Bud Mills is now talking 3 megabytes of storage space. Unfortunately, I have one "heck of a" time understanding which is memory and which is RAM disk, or if in fact they are configurable for both! Bud will be attending our fair and hopefully, I might be able to get it straightened out in my mind. One thing I did manage to capture though was that the new system, possibly available this year, will have faster memory chips than the GENEVE has now, and by-passing the GENEVE chips, GENNIE could be pushed to 24 odd Mhz. or approximately twice the speed it can run now.

TICOFF was/is sponsored by students! All the proceeds from the fair will go to scholarships. A nice touch. They did a great job too.

Michael and Ralph hosted THE Canadian party on Saturday night and we had an enjoyable chat with TI friends. The next day, we drove home to arrive around 10:00 PM in the Ottawa area and one by one started putting on the winter clothing driving up Hwy #16 once more. (I was pleased to hear that New York were calling for snow flurries on the Monday and didn't feel as bad leaving the beautiful sunny weather after all.)

ASGARD MOUSE
by Philip Harris

As promised, in this issue I will give you some insight to this ingenious little device. Yes, there finally is a simple mouse for the TI99/4A, you simply plug it in the back of an RS232 Card, run the LOAD setup program that is provided on an accompanying disk and start using the Mouse with either XBasic Programs (that use input interactions with Sprites) or with your TI-ARTIST or TI-ARTIST Plus programs. You'll need a "Y" cable if you wish to leave the Mouse plugged in and run your Modem and/or Serial Printer out of the same connector. The mouse is fairly standard in design (Rectangular with three(3) button control) and is powered by the RS232 card. It can be "wired" (this is only required if you wish to use the "Y" connector) as either one of the RS232 Ports (ie. RS232/1,2,3 or 4), thus allowing it to remain attached while your Modem is operating out of Port RS232/1. I found the manual and accompanying disk that came with the mouse, very informative, and it is in itself a complete demo package (it would have made my demo at the last meeting easy, except even it can't correct the human error of no XBasic Module to run it)!

The Mouse disk contains all of the programs needed to Setup the mouse and use it with either XBasic programs or with TI-ARTIST / TI-ARTIST Plus. The disk contains the following programs: ARTLOAD (XB loader for TI-Artist); ART+LOAD (an XB loader for TI-Artist Plus); DEMO-ADJ (demo of the Mouse ADJUST command); DEMO-BUT (XB demo of reading the mouse buttons); DEMO-GAME (XB simple mouse "Catch the Cheese" demo); DEMO-MENU (XB one way to do a simple menu with the mouse); EXTDSR (External Device driver for use with TI-Artist); LOAD (XB mouse setup utility, disk cataloger and program run utility); MSETUP/O (E/A subroutine for XB for setting up the mouse); SYSTEX (a small Fairware utility by Barry Boone that helps in programing with the mouse); XBASE (complete pkg of A/E routines needed to support the mouse in XB); and XSDSR/O (A/E routines for accessing the mouse thru XB).

Once the mouse is installed (ie. plugged in to the RS232 (the mouse comes with a 9 Pin connector attached to the mouse via 4ft of cable, and a 9 Pin to 25 Pin short adapter cable)), you are then ready to run the LOAD Pgrm. Upon LOADING, the program asks you if you want to set-up the mouse (since the mouse is powered by the RS232 Card you may need to move it first to "energize it") or carry on to the main menu. If you choose the Set-up, you will be prompted to click any mouse button to end the set-up and proceed to the main menu. The Main Menu lists the following items (1) Catalog; (2) Run A Program; (3) Test Mouse; (4) Re-Setup Mouse; and (5) Quit. The first item will give a directory of the drive you specify (or the hard disk pathname). You can then run any program just by pressing the number listed beside it in the listing, enter C to get a more detailed listing or return to the Main Menu. The second option will run a program if you know the filename already. The third will run a similar set-up program that you first used when Loading the mouse, but will also place a small square on the screen that will react with the movement of the mouse. The fourth option re-sets the mouse from previous adjustments and the last option will return you to X Basic.

To use TI-ARTIST (or TI-ARTIST Plus) you just simply run the ARTLOAD program which will give you a menu of: (1) Mouse Test; and (2) Load TI-Artist. When you are ready to load TI-Artist just remove the Mouse disk and insert the TI-Artist Disk (press Enter). At the TI-Artist Main Menu, replace the TI-Artist disk with the Mouse disk; select INPUT DEVICE from the menu and enter EXTDSR and press Enter. Next replace the TI-Artist disk and continue to use TI-Artist (obviously it is easier to replace the LOAD program on your "back-up" TI-Artist disk with ARTLOAD (renamed to LOAD) and copy the EXTDSR file also on to your TI-Artist disk to save disk-swapping). While using TI-Artist the Left Button on the mouse acts as a Fast/Slow switch (like FCTN ",",), the Center Button is like a Joystick "fire" button and the Right Button acts as the Space Bar.

I won't get into the details off how to program your X Basic programs to use the Mouse here. The accompanying manual covers that in very good detail, with sample programs on the disk and another for you to type in (less than 20 lines long), to practise on how to use the mouse. The only thing I will say is that the Mouse uses Sprite #1 which is the lowest numbered Sprite and thus "over-rides" all others. Since most programs (especially games) use Sprite #1, being controlled via a Joystick or Keyboard, this will make it relatively easy to modify your favorite programs to use the Mouse.

The only last point is how much is it? Well to tell the truth I'm not really sure (mine is a loaner demo from Jane), but I believe it is between \$50 to \$60 dollars (not bad as mice go)! By the way, a mouse pad is MUST to maintain the fullest response and offer a degree of protection to the delicate device.

LAST CHANCE. TAKE A GOOD LOOK !!!



HOTLINE NUMBERS

The executive has expressed a desire to assist all members should you have some problems or questions, want to do some library swapping or borrow a book. This will be the place to look. Listed here are the members of the executive, committee heads, and others in the group willing to help in their specialized areas. Of course, if you wish to be placed on the list, just give me a call. I know there is a lot of expertise within our Group, so I hope to add to this list. Please respect normal hours unless you specifically know that someone doesn't mind a call at 3a.m., or use the BBS to leave a message at 738-0617, 24 hours a day, 7 days a week.

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