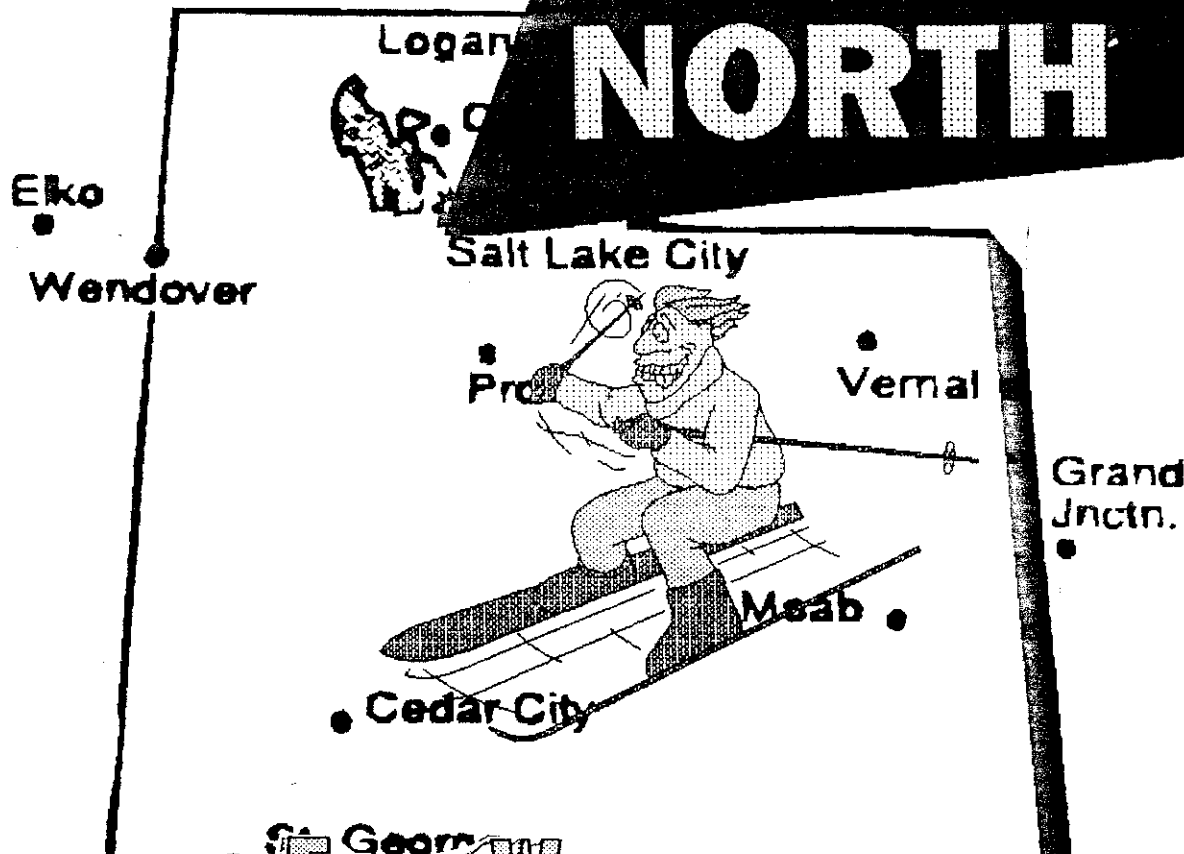


S L A V E S AND OT I U G
AUGUST 1992
 SUPPORTING THE T199/4A
 AND THE GENEVE
NEWSLETTER

Pocatello

**FEST WEST
 NORTH 93**



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What's Happening

by Joe Masarone
Pres. TI SLaves

Well our annual barbecue went good as usual. Thanks to Warren Young et al. We had a 75% turn-out!

Well if you missed it you didn't learn how to catch salmon in Alaska.

Richard Jenkins was there two months ago instead of attending our User Group. Some people have their priorities mixed-up!

You also missed the charter issue and buy-in of our \$5 certificates. These certificates are a way to raise funds for FestWest '93 (North) expenses.

Speaking of FestWest '93 (N.). If any of you have business contacts in the computer world we need donations for door prizes. I know February is still a ways away but, we have to begin to get serious. The FW committee meets later this month. Date unknown but, I'll have it you at the UG meeting.

OK I don't even have one column

completed...Oops! didn't speak ...rather type fast enough. Anyway, I'm out of things I needed to say! When are YOU going to submit a idea/article for this space.

SOAP BOX...

You asked for it! Today's filler is about my GRIPES!

First. I have had only one suggestion for our Users Group meeting. (Thanks Jack Baxter.) Jack wants us to have a hardware maintenance session. Again. Jack, I think most of us, you included, have torn apart our TI's enough to know how to clean it yourself! However, if anyone still needs help bring it to the meeting, with tools, and we'll help you muck it out.

Back to gripes... Second. When are those people, "He'll get his..." get theirs?!?! God knows my list is growing! What ever happened to, "an eye for an eye..."? Patients. Perot sucks! Jerk.

Well I guess it's better to find out about his lack of grit now than later. Does Bill Clinton ever inhale?

Donald Duck will get my vote!

Again.

I can't get grass to grow in my lawn but it grows great in my garden (Boy am I stretching to fill this page).

Filling up my car the day before gas prices drop.

Having a power bump before I save what I'm doing on the computer.

Why hasn't Ed Mac Mahon called me! Money doesn't grow on trees. Where did this statement come from? Is there a bush or other plant that it does grow on? I want it! Ever wonder why, no matter how much you make, there's never enough cash. I know I'm being materialistic.

Sorry.

I Know... Blessed are the poor; they shall inherit the land. Blessed are they who show mercy; mercy shall be theirs. Blest too are the sorrowing; they shall be consoled. So... When are they going to get theirs?

T I - WRITER HELPER

(orig. from: QB MONITOR and QB-99'er NEWSLETTER)

EDITOR COMMAND	FCTN!	CTRL	EDITOR COMMAND	FCTN!	CTRL	EDITOR COMMAND	FCTN!	CTRL
Back Space	S	S	Insert a Line	B	D	Next Paragraph		4orJ
Begin. of Line		V	Jump Up (Screen)	6	B	Ooos!	----	1orZ
Command Line	9	C	Jump Down	4	A	Prev. Paragraph		6orH
Delete Character	1	F	Left Margin Rel		Y	Quit	=	
Delete Line	3	N	Line #'s off/on	0		Reformat		2orR
Delete End Line		K	Move Cursor Up	E	E	Screen Colors		3
Duplicate Line		5	Move Left <	S	S	Tab (Right)	7	I
Edit Mode		Q	Move Right >	D	D	Tab (Left)		T
Halt (Printing)	4		Move Crsr Down	X	X	Window >> (<)	5	
Home (cursor)		L	New Page		9orP	Word Tab >>		7orW
Insert Character	2	G	New Paragraph		8orM	Word Wrap/Fixed		0

=====

COMMAND LINE ENTRIES -- STYLE AND RESULTS:

Load Files: LF (enter) DSKn.filename (Loads the entire file from disk drive n, replacing current document.)

LF (enter) 33 DSK1.filename (Adds all of "filename" to current document in memory, after line 33.)

LF (enter) 20 50 DSK1.filename (Loads lines 20 through 50 of "filename", replacing current document.)

LF (enter) 44 7 16 DSK1.filename (Lines 7 through 16 of filename are merged into current document after line 44.)

Note: "E" is a valid line # entry, indicating "last line of document/file":

LF (enter) E DSK2.filename (Adds "filename" to end of current work.)

=====

Save Files: SF (enter) DSKn.filename (Saves entire document to DSKn.)

SF (enter) 45 E DSKn.filename (Saves lines 45 to End of document to DSKn.)

=====

Print Files: PF (enter) PIO (or RS232) (Prints entire text to printer.)

PF (enter) 1 15 PIO (Prints lines 1 through 15 to printer.)

PF (enter) DSKn.filename (Prints text lines to DV-80 disk file, but does not include Tab/margin settings.)

PF (enter) F DSKn.filename (Prints to disk in Display Fixed-80 file.)

PF (enter) C DSKn.filename (Prints to disk, but strips control characters.)

PF (enter) L PIO (Prints line numbers plus columns 1-74.)

=====

Delete File DF (enter) DSKn.filename (Deletes named file from the disk.)

=====

Delete lines D (enter) 12 22 (Deletes LINES 12-22 from the document.)

=====

Purge P (enter) (Y) (Clears memory of current document.)

=====

Recover Edit RE (enter) (Y) (Can recover part or all of Purged work.)

=====

Show (line) S (enter) (line #) (Moves cursor to line #; E for End.)

=====

Move (lines) M (enter) 20 30 12 (Moves lines 20-30 to below line 12.)

=====

Copy (lines) C (enter) 12 14 38 (Makes a copy of lines 12-14 below line 38.)

C (enter) 1 E E (Duplicates the entire document.)

=====

Find String FS (enter) /string/ (Looks for the "string" in the text, starting at the current cursor location.)

FS (enter) 5 20 /string/ (Looks only within columns 5 through 20.)

=====

ReplaceString RS (enter) /old string/new string/ (Looks for old string in the text, from current cursor location, and if found, replaces old string with new string, as selected in Y-N-A-S options list.)

RS (enter) 12 42 /old/new/ (Old string must be within columns 12-42.)

=====

Note2: Replace string causes a re-format of each paragraph where a substitution is done. It is best to Save the document before doing a RS since sometimes the results are different from what was envisioned. Included blanks are interpreted literally.

=====

Tabs(margins) T (enter) L=Left Margin; R=Right Margin; T=Each Tab point; I=Indent column. (enter) accepts new locations. FCTN-9 exits with no changes.

=====

Note3: Now called "SwapTabs" ST in FWB 4.40.

=====

Retyped (with additions) from QB MONITOR, courtesy of Madhuq and Lehigh 99'er Newsletters. No 1985, April 1987. //rtl / Houston U.G. HOUSTON USERS GROUP - PG 10 - MAR/APR 92

ADDING A SUPERCART TO THE 32/16 BIT MEMORY CONVERSION

By John Guion

The following modification is for people who have added 32K of expansion RAM on the 16-bit bus in their consoles (the 32/16 memory conversion) and would like to have access to an additional 32K of RAM in the console. The instructions given here are for consoles modified using Mike Ballmann's method as described by John Clulow. This is the same modification for which Bud Mills Services sells a kit.

The modification mentioned above actually adds 64K of memory to the TI-99/4A console. However, only 32K of this memory is decoded for use as expansion memory. As originally constructed, the extra 32K of memory is unused. The modification described here allows the user to access another 32K of that memory that can be used as a "Supercart" (RAM memory from >6000 to >7FFF).

You'll need one single-pole single-throw (SPST) toggle switch, one 4.7K 1/4 Watt resistor (color code: yellow, violet, red, gold), about one foot of wire-wrap wire, and soldering equipment. Be sure that the switch you use is NOT a center-off type. It should only have two positions.

- 1) First locate the 74LS21 that is stacked on top of the 74LS138 (U504). There should be a wire joining pins 1, 2, 4, and 14 of this chip together. Cut any connections to pin 4, leaving pins 1, 2, and 14 connected together and pin 4 unconnected.
- 2) Find a convenient place to mount the switch in the console. When possible, mounting the switch on the main board makes disassembly of the console easier and lessens the chances of breaking a connection. When mounting the switch on the main circuit board, the switch may be secured to the board with 5-minute epoxy glue, making sure that the switch does not interfere with existing components on the circuit board. Also, be sure that the switch is mounted so that a hole can be cut in the plastic case to allow easy access to the switch.
- 3) Connect one of the 4.7K resistors to pin 14 of the 74LS21 and connect the other end to pin 4 of the same chip.
- 4) Use the wire wrap wire to connect one terminal on the switch to pin 12 of the 74LS138 below the 74LS21. Use another wire to connect the other terminal on the switch to pin 4 of the 74LS21 (where one end of the

new resistor is connected).

Double check all connections. Also look over the board carefully for loose pieces of solder or wire that may be lying on the board since these can cause short circuits and destroy your console, then re-assemble before testing. If you've done everything right, the extra memory will be accessible when the switch is ON and disabled when the switch is OFF.

When an Editor/Assembler module is inserted into the console and the switch is ON, the memory in the console will function the same as a Supercart. The only differences are that this memory will work faster than a normal Supercart and it is not battery backed, so the contents of this memory will not be retained if the console is turned off. Also note that the switch must be OFF when using modules that contain ROM memory (like Extended BASIC).

This modification does not require installation of the 16-bit wait state defeat modification and may be made regardless of whether or not that modification has been performed.

TO BATTERY BACK THE SUPERCART

Parts needed are: 1 74LS367, 1 470 ohm resistor, 1 2.7K resistor, 2 1N914 diodes, and a suitable battery.

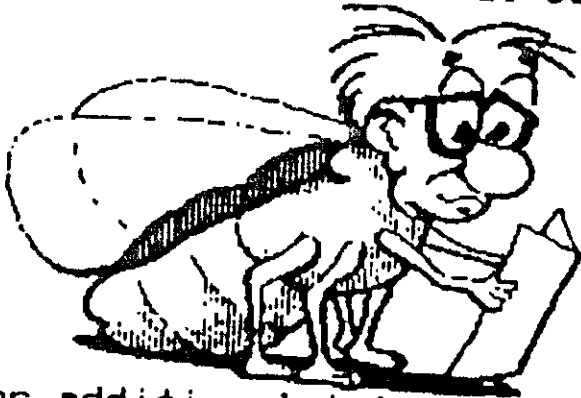
Take a 74LS367 and bend pins 1, 2 and 3 out for attaching wires. Cut off pins # 4, 5, 6, 8, 9, 10, 12, and 13. Connect pin 1 to pin 7 and then solder pins 7 and 16 on top of U509 pins 7 and 16. Locate and cut wire that was added between pin 8 of the 74LS21 (on U504) and pin 20 of the 32K chips. Connect pin 8 of the 74LS21 to pin 2 of the new 74LS367. Connect pin 3 of the 74LS367 to pin 20 of the 32K chips. So far we have added circuit isolation, now let's add the battery. Remove the wire at pin 28 of the 32K memory (that comes from pin 20 of U510). Connect the banded end of a 1N914 diode to pin 28 of the 32K memory. Connect the other end of the diode to the loose end of the wire (from pin 20 of U510). Now connect a 470 ohm resistor to pin 28 of the 32K memory. Connect the other end of the resistor to the banded end of a 1N914 diode. Connect the other end of the diode to the positive terminal of a 3.5v battery. Connect the negative end of the battery to ground on the board. We still have a 2.7K resistor to connect between pins 28 and 28 of one memory chip (either chip can be used).

You may use almost any type of battery you wish, provided it will fit in the available space. The smallest would be a lithium "coin" cell. The coin cell will last at least a year in this application. Two standard AAA dry cells will provide 3.0 volts and should last two years. The minimum voltage required by the memory chips is 2.2 volts.

*** WARNING! DO NOT SOLDER DIRECTLY ON ANY NICAD BATTERY ***
.....use a proper holder or obtain batteries that already have solder tabs attached.

7

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ASGARD SOFTWARE PRESS RELEASE

For additional information please contact:

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Asgard Software
P.O. Box 10306
Rockville, MD 20849
(702)255-3085

ASGARD MOUSE IMPROVED AND REDUCED IN PRICE

July 1, 1992: Asgard Software is pleased to announce that the suggested retail price of the Asgard Mouse has been reduced 28% from \$49.95 to \$39.95. Recent efforts to redesign the mouse have produced a more reliable and less costly product - and we are passing on the savings to our customers.

Installed by simply attaching to an RS232 connector, the mouse can be used by simply plugging it in and running any Asgard Mouse compatible program. A disk included with the device contains a driver for using the mouse with TI-Artist/TI Artist Plus, as well as two demonstration programs.

Until November 1, 1992, we will also be including a copy of our highly rated Classic Checkers (please see MICROpendium for a recent review) - a \$14.95 value - free with every order! Not only do you get a great mouse you also get a great game designed for use with it - at one low price.

Because of the effort necessary to ensure a quality, consistent product, shipments of the Asgard Mouse once were sporadic at times. These problems have been recently resolved. At this time, and in the future, all mouse orders will be shipped as they are received, and the item is always "in stock".

The Asgard Mouse is the most well supported mouse for the TI-99/4A. Software titles available for it from Asgard include: V.A.P.P., Page Pro Poster Maker, TI-Pei, Classic Checkers, Batch It! 2.0, the Mouse Developer's Package, and the recently released Page Composer.

PAGE PRO PAGE COMPOSER RELEASED

July 1, 1992: Asgard Software is pleased to announce the release and immediate availability of the newest member of the Page Pro 99 family- Page Pro Page Composer, by Chris Bobbitt.

This 2-disk software package extends Page Pro's desktop publishing capabilities with many exciting new functions not available in any other TI-99/4A or Geneva program.

For the first time in one program you can create documents of almost 1000 pages in size; print pages in either landscape or portrait page orientations; and create pages in a range of different printer resolutions. Each page in your document can contain up to 30 pictures of any size. The extended printer support means that even the largest pictures converted from PCX files with Asgard's GOFER, or MacPaint format with our Pix Pro, can be displayed and printed as-is.

While Page Composer can easily work by itself, it works best when used with Page Pro 99 and compatible artwork. In conjunction with Page Pro 99 it is a powerful tool for laying out newsletters and periodicals, reports and other documents.

Page Composer is not only a capable addition to the Page Pro family, it is also uniquely designed. Page Composer is the first program for the TI-99/4A written to work specifically with a mouse such as the Asgard Mouse. Like modern mouse software for other computers, Page Composer features an icon interface where all program functions are selected by simply "clicking" a picture; scroll bars and arrows for moving the "window" around pages; "dialogue boxes" where users select options and specify filenames; "buttons" for making choices between options; and much more. While you still need to type to enter filenames and page numbers, joystick or Asgard Mouse users never have to otherwise touch the keyboard!

Page Composer includes a collection of example documents and artwork, including a sample newsletter, and an extensive, illustrated manual. It requires a TI-99/4A with 32K, at least one DS/SD disk drive (2 or more recommended), and an Epson or compatible printer. While compatible with both the keyboard and joysticks, the program is most easily used with an Asgard Mouse. Page Composer is also fully compatible with the HFDC and the Myarc Geneva 9640.

The suggested retail price of Page Composer is \$17.95. Owners of Page Pro 99 can purchase the program for \$14.95 by including a photocopy of the program disk with their order. Please add \$3.00 S&H for all orders.

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AUGUST 1992 NEWSLETTER

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OUR NEXT MEETING IS AUGUST 15
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THE DISABLED AMERICAN VETERANS
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BE THERE PROMPTLY.!!

OGDEN TI USERS GROUP

OUR NEXT MEETING IS AUGUST 1
AT 9:00 am AND AUGUST 18TH
AT 7:00 pm.

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