



OZARK 99ER NEWS



OFFICIAL NEWSLETTER OF THE OZARK 99ER USERS GROUP

VOL 6: NO 9

SPRINGFIELD, MO

SEPTEMBER 1989

UPCOMING MEETING: THURSDAY, SEPT 14, 1989 7:30pm
Brentwood Christian Church
1900 Baratavia
Springfield, MO

SEPT PROGRAM: GERMAN ADVENTURE GAMES by Tom Beersman, YAHTZEE by Von Barker, and other DOM programs by LELAND PIPER. The DOM has a spicy mix this month. REFRESHMENTS WILL BE SERVED. Y'ALL COME NOW.

MEMBERSHIP: Present membership is 52, and bargain memberships are just \$4 for the rest of 1989.

HUGS AND ROSES TO: JOE MIRANTI for beautiful copy work, JOHN MURPHY for making coffee & BONNIE RINEHART for the most delicious chocolate sheet cake I've ever eaten. MARK McCARTY, TOM BINGAMAN, JOHN MURPHY, BILL BEREND'S, & CHARLIE RINEHART for keying & writing. LELAND PIPER for taking the Librarian's job and putting together the DOM. CURT FINNEY for surprise gift of copies of GENQUIZ to each person who bought a DOM - it's exciting to know we've got programmers writing. DICK MOIST & DAVE WHITE for kitchen cleanup. All the guys who helped carry and set up equipment AND put it away.

ASSISTANT NL EDITOR AND REVIEW/TUTORIAL WRITERS still needed. SEE MARY P.



 OZARK 99er USER GROUP MINUTES
 Aug. 10, 1989 Regular Meeting

Pres. Don Barr called the August 1989 meeting to order at 7:30 PM with 19 members and two guests present. John Murphy introduced his grand-daughter Tracy. Ryan Matthews is a returned member.

SECRETARY : Minutes of July meeting approved as printed in the NL. No minutes of July Board Meeting as C.R. forgot to print them --shame!!

TREASURER : Bal. July 13, \$508.90; Income, \$48.50; Expense, \$198.51; Closing bal. Aug.20, \$358.89.

LIBRARY : DOM for August is all music, programmed by Jim Peterson of TIGERCUB fame - very good! Clyde Finney passed out a free disk titled "GENERAL QUIZ" written by he and Curtis and offered as "FAIR GAME" for a donation of \$5 or more. Come on gang, let's ALL buy one of these. Who knows, maybe this will start a trend! Clyde Heldenbrand bought the lucky DOM with the Freebie ticket.

NEWSLETTER : Al Collins was thanked AND applauded for getting meeting notices in the Pennypower paper on a regular basis. Well done, Al.

Several programs were handed out for resolution to disk for future issues of the NL. Mary thanked the volunteer group who worked on the NL during her recent absence.

OLD BUS. : Mary Phillips, Jerry Phillips, John Murphy, Von Barker, Roger Fortner and C.R. Rinehart ordered the new "ZENOBARD" prepaid, so the solder will flow soon after promised 9/29/89 shipping date. Additional units may be ordered direct from: ERIC ZENO, 414 Highland Rd, Pittsburgh, PA, 15235. The board provides 32k memory, real time clock, speech, extended basic and (2) other ROM positions all on one board with only assembly and (12) cross-connections INSIDE the console. Rinehart reported that the TI "Classic Computer" column in Computer Shopper magazine has evidently met it's end. It did not appear in the September issue on the stands now.

NEW BUS. : None
 PROGRAM : Mary demo music DOM. Von Barker demo "HIGH SCORE" Munchman. Coffee by John Murphy. Cake by Bonnie Rinehart.
 ADJOURN : 8:45 PM

Note: Micropendium program disk and Lisa U6 videos ordered 8/14/89.

Respectfully, C.R. Rinehart, Secretary

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 * FROM THE EDITOR'S CONSOLE *

Are you bilingual? If you can speak English and also write programs for our TI, you are. If you can write programs in more than one language, then you're multi-talented. Von Barker converted the YAHTZEE program written by Tom ? from BASIC to Extended BASIC so it would run faster, etc.

Now, Von insisted "Everyone" knows how to play the game but I didn't, so I played with the game when he put it on the DEPOT for me. Just in case some of the rest of you also aren't included in "everyone", here are some things I discovered:

1. The rules are displayed one at a time across the top of the screen at the beginning of the game, but Von has them written out in his doc file.
2. You can roll up to three times by pressing the space bar, but if you get what you want before then you can stop.
3. Be sure to move the counter to the type of hand you have before you press (ENTER), because you get to select each category only once. If you try to lie to it, it gives you a "0" and scolds you. The options are like 5-card POKER with straights (1,2,3,4,5 and 2,3,4,5,6) and full house (3 alike and 2 alike). You have to choose a category EVERY time, and if you get a score on every category, you get bonus points (I think, I never got all the categories filled and I never got any bonus points.) Chance gives you points for whatever you have that won't fit in another category either because you didn't get what you need or you've already filled that category.
4. After the first player rolls by pressing the space bar, the game automatically makes the rest of the rolls. When I played as two people, I beat myself. :)
5. At the end of the game, if you have a higher score than the one shown, you are instructed to list the program and edit lines 1 and 2 to put in your info.

Some nice person who sorted newsletters put the Dec '88 Chicago Times ML right on top so when Mark McCarty, C.R., and I started looking for the fourth and final part of BITMAPS, it only took us a few minutes. There may also have been a little luck or a little devine guidance as it was the first notebook of the big stack Charlie got out of the closet. Just think how easy it will be to find things when we get it all together.

The John Wilfourth DISK DRIVE series will be continued. Last month I left you up in the air with several items. The code disc on the lower right of the page can be used with both 50 and 60 hz powered drives. The only difference is that you look at the outer band when adjusting 60 hz units, and the inner band for 50 hz.

The other item left to your imagination was what happens when an error does occur while reading or writing. This is of course the responsibility of the DSR stored on the controller card but switched into the CPU memory space. The errors are described in your Disk Controller Manual and are indicated by either a BASIC error code, or an error encountered while using the Disk Manager. Be careful which code you are dealing with when one occurs.

From the May 85 Mini Mag 99 (no longer published), was a question that came up recently: Why does the cartridge port on the console heat up after being in use for a couple of hours; and does this hurt anything?

Answer: The power supply for the console is located directly below the area of the cartridge port. It

doesn't hurt anything, providing that the area surrounding the vent slot isn't blocked. If you are really worried about it and wish to cool it down, there are a couple of things you can do. Power supplies on the beige consoles run cooler, and these are available at computer surplus stores; simply replace your power supply with a cooler one. (Editor's note: You may want to check out the Hardware Manual we ordered from the Chicago US for reference.)

Another thing would be to use a small muffin fan next to your computer, with the air blowing over this portion of the console. (Editor's note: Try K-Mart.)

A suggestion has been made that the club provide programs and articles from the DEPOT through the library for those members who haven't got a modem. That would make the newest shareware, etc. available to everyone. Some of the uploads are used on the DGMS but there is much more there that came from. GIVE YOUR INPUT at the next meeting.

* HANDY HINTS AND TIPS *

HINT #1: Live more than 40-50 miles from the TV broadcast studios? If you do, you have probably noticed there is a difference between the weather forecast given by the station and that which you are experiencing. Living about 75 miles from Springfield, at the Lake of the Ozarks, I have been somewhat put out at times because of the difference between the weather forecast and that experienced. This might explain my preference for running the WEATHER FORECASTER program I've been fooling with. At any rate, if you want a fairly accurate forecast FOR YOUR OWN AREA, try my latest revision of the program.

If you live on a lake or river that is subject to varying levels because of power generation, rainfall, etc., you will find the section of the program that permits recording lake (or river) information useful to you.

The program also permits recording your local rainfall. (My area is running more than 2 inches behind that reported for Springfield--and that can be important.) The rainfall and lake levels I record in my forecaster program are automatically output into special files.

At the end of the month (or at any time between the 1st and the EOM), I can run a CHART program that prints out my version of a line chart depicting the various lake levels recorded for each day. At the end of the chart, the average lake level for the month, the rainfall for the month and the rainfall for the year-to-date are printed.

When entering the date for the 1st of any month, the monthly rainfall file is automatically reset to zero, permitting recording of only the rainfall for the month being run. On January 1st, the same occurs for the year-to-date totals, assuring that that figure represents only the rainfall for the year in question.

A copy of this latest revision is available from the club library.
 <BILL BERENDTS>

HINT #2: Need a part for your Star Micronics printer, and not sure if you can get it locally without waiting for someone else to order it for you? Try calling Star Micronics at (312)773-3717 for the nearest service station. You can also get the toll-free number of the Star Micronics warehouse and order the part direct, sent C.O. If you are in a hurry, that's the way to go.

HINT #3: If you're wanting to play SOLITARE and it won't load from XB, load it from FUNLWEB, Option 3.
 <HENRY BEERSMAN>

 * RECIPE WRITER/GOURMET CORNER *
 * by Bill Berendts *

ROMAINE SALAD WITH CAESAR DRESSING

SALAD, ROMAINE, CAESAR DRESSING

- 1 head Romaine lettuce
- 1 clove garlic, crushed
- 1 tsp Worcestershire sauce
- 6 anchovy filets, chopped
- 1 tsp Dijon mustard
- 6 TSP olive oil
- 2 TSP red wine vinegar
- 2 eggs (at room temperature)
- 1 C. croutons
- 1 C. freshly grated Parmesan cheese
- 1 large tomato, cut into eighths
- 1 cucumber, sliced
- 1 red onion, sliced
- sliced mushrooms, black olives,
freshly ground pepper & juice of
one lemon

Wash lettuce, pat dry; tear into bite sized pieces. Rub crushed garlic on inside of wooden bowl. Add pepper, lemon juice, worcestershire sauce and anchovies. Mash anchovies against side of bowl. Add mustard, oil, vinegar; blend thoroughly.

Bring water to boil in small saucepan. Lower eggs into water & cover. Remove from heat and let eggs sit for one minute. Remove from water and cool slightly. Break eggs into wooden bowl beat 'til mixture thickens slightly.

Place lettuce & other vegetables in bowl. Add cheese & croutons. Toss lightly. Serve with additional cheese if desired.

YIELD: 4-6 servings

RAINBOW BEEF

BEEF, STIR FRIED, ORIENTAL,

- 1 lb. beef sirloin, partly frozen
- 2 cloves garlic, chopped
- .5 tsp ginger root, chopped
- .5 C. cooking oil
- .25 lb fresh snow peas
or
- 1 6 oz. pkg frozen pea pods
- .5 lb fresh mushrooms, sliced
- 2 carrots, cut into 3" long strips
- 1 red pepper, cut into thin strips
- 2.5 tsp instant chicken bouillon
- .33 C. soy sauce
- .33 C. cold water
- 4 TBSP dry Sherry
- 1 TBSP dark corn syrup
- 1 TBSP vinegar
- 4.5 tsp cornstarch
freshly cracked pepper

Slice partially frozen beef into thin strips. Stir-fry meat, garlic & ginger root in 1/4 C. oil in large skillet or WOK until meat is browned. Remove and set aside.

In pan, combine oil, pea pods, mushrooms, carrots, celery, red pepper and chicken bouillon. Cover, simmer until vegetables are tender-crisp (about 10 minutes).

Combine soy sauce, water, Sherry, corn syrup, vinegar, cornstarch and ground pepper. Add to vegetables. Add meat, cook & stir until mixture is heated.

YIELD: 4-6 servings

WHITE CHOCOLATE CAKE

350 deg
 CAKE, WHITE CHOCOLATE, COCONUT, NUTS

- .25 lb white chocolate
- 1 C. butter or margarine
- 2 C. sugar
- 4 eggs
- 2.5 C. cake flour
- 1 tsp baking soda
- 1 C. buttermilk
- 1 C. chopped pecans or almonds
- 1 C. coconut

FROSTING:

- 1 C. evaporated milk
- 1 C. sugar
- .25 C. margarine or butter
- 3 eggs
- 1 tsp vanilla
- 1.3 C. flaked coconut
- 1 C. chopped pecans

Melt chocolate in boiling water-let cool. Cream butter & sugar 'til fluffy. Mix in 4 egg yolks, one at a time, beating well after each. Add melted chocolate & vanilla. Sift together flour & baking soda; add to chocolate mixture alternately with buttermilk. DO NOT OVERMIX! Beat 4 egg whites, not too stiff; fold into batter. Gently stir in nuts & coconut. Bake in 3 greased & floured 8" cake pans. Cool & frost.

FROSTING: Mix milk, sugar & butter (or margarine); bring to boil, stirring constantly. Slightly beat 3 egg yolks; blend into cooked mix; add vanilla. Cook over low heat 'til thick. Remove from heat; add coconut & nuts. Beat until fluffy & spreading consistency.



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! GERMAN ADVENTURE GAMES review by Tom Beersman !
! Ozark 99ers User Group, Springfield, MO !
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These adventure games were downloaded from the source they were created by German TI users, they can ONLY BE USED WITH THE TI ADVENTURE CARTRIDGE. You command it with two word sentences just like with Scott Adams adventures. These are all in English but there are misspellings in some of the games. I might suggest you keep a dictionary handy in case you find something unexpected or puzzling. Enjoy!

FILENAME	DESCRIPTION
CANNIBAL	YOU WORK FOR A BRITISH MUSEUM. YOUR MISSION IS TO FIND A A PRECIOUS STATUE, THAT IS IF YOU CAN SURVIVE.
CAP'KIDD	THIS IS A MYSTERY I WILL LEAVE FOR YOU TO SOLVE. ENJOY!
MOON	YOU'RE STRANDED ON THE MOON YOU HEARD YOUR SHIP LEAVE A FEW MOMENTS AGO LEAVING YOU BEHIND! YOU HAVE 20 MIN. OF AIR LEFT IN YOUR SUIT. GOOD LUCK!
NESSIE	CATCH THE CREATURE OF LOCHNESS AND TAKE IT TO THE ZOO AND EARN 2000 D-MARK!
TRAVELING	YOU'RE ON A PLANE ALL ALONE. THERE'S NO PILOT. TRY TO FIND AS MANY TREASURES AS YOU CAN WITHOUT CRASHING. GOOD LUCK!

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! A Call to the DEPOT! by Tom Bingham !
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Welcome OZARK 99ERS to PBBS

Last caller : TOM BINGAMAN 5
 Called from : (SPRINGFIELD MO)
 Last upload : CART1 .31
 Uploaded by : CURTIS FINNEY
 Caller number: 2273
 Last called : 08/05/89 7:11pm
 No. of calls : 174
 Low message : 2278
 High message : 2428
 Last msg read: 2428
 Time allowed : 60
 Current time : 8:00pm

The TI Depot has made some changes Due to the fact that drives (E) & (D) both ran out of room, Curtis had to go in and make some room.

The contribution of programs from all over is a justification that we have one of the better TI PBBS around. We have friends with PCs who help with getting new programs off the big pay boards.

Curtis has a new toy that is untried as yet, but will be of interest to the local TI community.... a Geneve computer. Maybe in the fall he will bring it over and give us all a look.

Curt and Curtis have released their long-tested program that they combined on writing, GENQUIZ... a generic quiz program with multiple choice question and answer. Archived and online docs. I have used it in children's church for over a year. How do you thank friends who do this! ThanksYou're great.

Following are some of the new uploads to the Depot for your enjoyment.

BOARD C

#7/09/89 HOTBUG/ARC 253 Sectors D/F 128 U/L by TOM BINGAMAN 5 (SPRINGFIELD MO) Provided by Bob Osterloh, this is a TI debugger by Charles Earl, who did Telco. This is user-supported software. Un-arc will give you part1 & part2 that will need to be un-arc'd too. Works with TI, Geneve and Remote versions.

#7/31/89 ?GRANNY P 25 Sectors PRG 0 U/L by LELAND PIPER 21 (BILLINGS MO) T.I.Artist picture of Granny on her scooter.....Leland

BOARD D

#7/07/89 LOVEFLIGHT 4 Sectors PRG 0 U/L by CURT FINNEY 1 (ROGERSVILLE MO) A XB shorty with a nice message.

#7/11/89 SWORD&SOR 46 Sectors PRG 0 U/L by CURT FINNEY 1 (ROGERSVILLE MO) X/B ADVENTURE WITH A DIFFERENT TWIST OF THE KEYBOARD

#7/14/89 XBBIGOUT 13 Sectors I/F 128 U/L by CURT FINNEY 1 (ROGERSVILLE MO) looks like a X/B error checking program for folks who like to key in their soft ware from scratch.

#7/20/89 ?WEATHER 97 Sectors I/F 128 U/L by BILL BERENDTS 20 (ROACH MO) Revised weather forecasting program. Added has been the ability to record daily rainfall and to establish a file for lake (or river) levels. Will print out lake levels from first of month to date as well as monthly & yearly rainfall totals when using the CHART program. Weather forecaster will autoload from exbasic. Also have debugged more bugs found in the original forecaster, primarily with the wind advisories. Drop a line if you like the programs.

#7/27/89 ?WITDOE ARC 232 Sectors I/F128 U/L by BOB OSTERLOH 19 (SPRINGFIELD MO) Documentation for Five Games of Wit.

#7/31/89 GENQUIZ 162 Sectors I/F 128 U/L by CURTIS FINNEY 2 (SPRINGFIELD MO) the Generic Quiz, a multiple choice question and answer program. archived and online docs.

#8/01/89 ?#PB 13 Sectors D/V 80 U/L by FRANK BARLOW (CLEARWATER FL) Updated PBBS #'s from why Knott of S.C. as of 7/89.

#8/03/89 ?ISAID P 25 Sectors PRG 0 U/L by LELAND PIPER 21 (BILLINGS MO) My drawing of a poster I saw in an eating place.....Leland

BOARD B

#8/03/89 CART1 12 Sectors D/F 128 U/L by CURTIS FINNEY 2 (SPRINGFIELD MO)

#8/04/89 CART11 12 Sectors D/F 128 U/L by CURTIS FINNEY 2 (SPRINGFIELD MO)

#8/04/89 CART22 12 Sectors D/F 128 U/L by CURTIS FINNEY 2 (SPRINGFIELD MO)

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# BITMAPS PART 4 by Bob Demeter #
# Via Chicago Times 12/88 #
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Ok, this month we're gonna end it. If we carry on too much longer, you'll only get bored. Let's start off with a little review of the first three parts.

Let's review the sector names. Sector 0 is called the Bit Map. This is because it keeps track of all the sectors on the disk. Sector 1 is the Directory Link Map. This sector points to all the FDR's and keeps the disk catalog in alphabetical order. The next 32 sectors are called the File Directory Records (FDR). These are numbered in hex form from 02 to 21 or decimal from 2 to 33. The FDR's contain information about the individual filenames. Information contained includes: Filename, File Format, Record Length, Protection, File Length, Starting Sector and number of Offsets. The rest of the disk contains the files themselves. This setup is for disks that are formatted in the standard method. Some data disks, Plato disks and many protected disks do NOT follow this scheme.

Let's move on and review our number systems. Remember, we should know at least the basic 3. First there is the Binary System. This is base 2. So called because there are only two numbers in it, 0 and 1. A zero means a number is turned off or not used. It I placed there to take up a number position. A one means the number is on or used. Numbers are arranged from right to left starting with the number 1. Each number thereafter is a multiple of two. This will provide us with a decimal representation. So, if you count number positions from right to left, you would get 1,2,4,8,16,32,64,128,256, etc. Another way of looking at it would be 1, 1x2=2, 2x2=4, 4x2=8, 8x2=16, 16x2=32, 32x2=64, 64x2=128, 128x2=256, etc. Looking at the binary number 1010 you see we are using positions 1,2,4,8. The 1 and 4 are turned off or not used. So, we are left with the 2 and 8. Adding these together we get 8+2=10. 1010 is the binary equivalent of the decimal number 10.

Speaking of decimal, that is our next number system. This is the number system we were all brought up on. It consists of ten numbers ranging from 0 to 9. As with the Binary example, we arrange our numbers from right to left each new position being a multiple of ten. 0, 1x10=10, 10x10=100, 100x10=1000 and so on. We all know how decimal (base 10) works, so I won't dwell on it any longer.

The last of the basic three is Hexidecimal or base 16. Hex consists of 16 numbers per column. They range from 0 to F. Decimal numbers 0,1,2,3,4,5,6,7,8,9,10,11,12, 13,14,15 are represented as 0,1,2,3,4,5,6,7,8,9,A,B,C, D,E,F. As with the other two number bases, once we get to the top of a column, we start it back at 0 and add a 1 to the column to the left. Thus we get 10,11,12,13, 14,15,16,17,18,19,1A,1B,1C,1D,1E,1F. Once the right column has again reached the top number, we again reset it to zero. We then advance the left column by 1 number. Again, each column starts off as a multiple of 16. 0, 1x16=16, 16x16=256 etc. Confusing? Let's spend one or two more sentences here. Then we'll move. I don't want to loose anyone. Then again, I don't want to bore you. Let's say we have four columns of hex numbers. Each column can contain numbers from 0 to A. The column furthest to the right counts from 0 to F representing decimal 0 to 15. The column to it's left counts from 0 to F too. But, it is a multiple of 16. It's first number is equal to 16x1 or decimal 16. The column to it's left again counts from 0 to F. This it's first number is equal to 16x16 or decimal 256. The fourth column would begin with 16x256 or decimal 4096. OK, I think we all got it now, let's move on.

Retrieving a lot of text file is easy if you know what you're looking for. If the disk will catalog, you're in good shape. Find your lost filename and count it's position in the alphabetical listing. Go to sector 1. Sector 1 may look like this 0002 0004 0006 0003 0005 0008 0007 0009. This is the sector number of each FDR. If your filename was the fourth one on the list, your FDR is on sector three. We got that by counting groups of 4 from left to right. Next we go to sector three. If you are in ASCII mode, you will be able to read the filename on the top line of this sector. Using the information provided in previous articles, you should be able to read the sector. You should also be able to determine what is missing. Is the format correct (byte OC)? Is byte OF (file length) correct? Is there even a number there? Is there info to tell where the file starts? Has the sector offset been recorded? All these things can cause the file to be lost. By correcting this FDR sector, your text file can again be loaded.

How to find your file. If you know how your file started and your sector editor has a find string feature, you're all set. Do a find string for the beginning sentence. Mark that sector down when found. If you know how it ends, do a find string for that too.. Write down that sector. Now read every sector between the first and last sector you wrote down. If all the sectors contain your file, you're set. Count the number of sectors from start to finish. See to it that this info is provided in the FDR. That would be bytes OF and IC to 1F. Now go to the last sector of your file. Count how many bytes are actually being used by that sector. Convert it to hex and place that number in >10 on your FDR sector. Go over your FDR sector and make sure all necessary information is provided. Sectors that are usually used are: 0C,0D,0E,0F,10,11, 12,13,1C,1D,1E,1F. There will be more if the file is fractured.

If while reading sectors, we see another file before yours has ended, your file is fractured. Keep track of where your file left off. Read each file (unless you do a find string for the missing section) till you find your file again. Write down what sector it starts at. Keep reading till you find the end. Write this down. Go back to your FDR sector and make corrections. Use info provided in previous articles.

Example: Our file starts at sector >22. We read it up and including sector >40. At sector >41 we find another file. We keep looking. At sector >60 we pick up our file again. We read it to the end which is sector >80. We count how many bytes are used on sector >80. We find there are 128. Now it's time for some FDR work. From sector >22 to >40 is 31 sectors. From >60 to >80 is 33 sectors. 33+31=64. Our file is 64 sectors long. In hex that would be 40. The offset from >22 is 30. The offset from >60 is 32. Converting 30 and 32 to hex is 1E and 20 respectively. Editing our FDR we would do this: Bytes 0C0D would read 8001 to indicate a DV file. Bytes 0E0F would read 0040 to indicate we are using 64 sectors. Byte 10 would read 80 to reflect the 128 bytes used in the last sector. Byte 11 reads 50 to show we have 80 bytes per record. Combining this with 0C we get our DV/80 file indicator. Bytes 1213 should read 4000. This shows we are using 64 sectors. Byte 1C should read 22. This is our starting sector. Now we get into the fracture info. Let's look at the sector and decipher it.

```

00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
---- FILE NAME GOES HERE ---- 00 00 80 01 00 40

10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
80 50 40 00 00 00 00 00 00 00 00 00 22 E0 01 60

20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
00 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00

```

If we read the least significant bit of 1D and byte 1C we get 022. This our starting sector. Now read byte and most significant bit of 1D. We get 01E. This is our first offset of 30. Least significant bit of 20 and 1F read 060. This is the starting sector of the fracture. Byte 21 and MSB of 22 read 020. This is the fracture offset of 32. Using this info., you should be able to retrieve any lost file that has not been over written. There are two things to ALWAYS remember.

1 - NEVER WRITE TO A DISK WITH A LOST FILE UNLESS YOU'RE SURE YOU WILL NOT OVER WRITE THE LOST FILE.

2 - ALWAYS MAKE A COPY OF THE ORIGINAL SECTOR BEFORE WRITING TO IT. This way you can always put it back to it's original form if you make a mistake.

On occasion, I have found that after making corrections to the FDR, the file still is not correct. After fixing one of Don Jones' files, TIM tried to load more than the specified amount of sectors. If I remember correctly, even copying the file to another disk gave me the same problem. Here's what I did to fix that. Using John Birdwell's DISK UTILITIES 4.12 I cataloged Don's disk. I used the view feature to look at the file. John's DSKU displays the line numbers as they scroll up the screen. When I reached the end of Don's file, I wrote the line number down. I then went to TIM and loaded Don's file by line number. Here's how it's done. LF (Load File) <enter> 1 240 DSK1.DONFILE.

This loads in lines 1 thru 240 from the filename DONFILE. I read the file to make sure it was all there. Then I saved it. Everything worked out great.

Fixing blown sector zeros - Copy a sector zero from another disk. This will allow you to catalog your bad disk. Copy all the files to another disk. No files are lost and you can re-format the bad disk.

Fixing a bad sector 1 - Go to sector 1 and write this to it: 0002 0003 0004 0005 0006 0007 0008 0009 000A 000B 000C 000D 000E 000F 0010 0011 0012 0013 0014 0015 0016 0017 0018 0019 001A 001B 001C 001D 001E 001F 0020 0021

Now catalog the disk. Your filenames will be displayed but not in alphabetical order. There may be other garbage displayed too. Write your filenames down in ABC order along with their position #. If you only have seven filenames, you will only use FDR's 0002 - 0008. So, you will not need to use all the way to 0021. If the filename that starts with A is in position 6, it will be FDR 0007. Put this where the 0002 is in our example. Sector 1 will usually never have all the FDR's in chronological order. Bytes that are unused will be zero. Don't want anyone to catalog your disk? Make byte 0001 to read 0000. Then start your FDR list. Programs will execute but filenames will not show when the disk is cataloged.

Using the information I've provided you, I've been able to repair many disks and retrieve many lost files. Over the course of time, I have been able to figure things out. Get yourselves a disk to play with. Read each sector. Soon things will all fall together. The more you play the more you'll learn. I hope you've enjoyed reading these articles as much as I've enjoyed writing them. I also hope that I was able to help someone out there learn more about sector editing. If I can be of assistance to anyone, feel free to contact me.

* TRANSLITERATE by John Murphy - Ozark 99ers UG *

Transliterate - a transitive verb from Latin. Definition - to write or spell (words,etc.) in

corresponding characters of another alphabet.

In the article I wrote for the newsletter on merging mail list files with TI-WRITER I used the transliterate command so the printer would print the asterisks I needed for the article.

We are all aware that certain characters are used in TI-WRITER and other programs that are printer commands, such as the ones to overstrike or underline parts of the written text. That creates another problem with that little fellow who lives inside our computer and makes things happen. He usually is a nice little fellow but we all know how he likes to, at the wrong time, tell us things like "I/O ERROR 02" or "CAN'T DO THAT". Most cases after some thought and on occasion a few remarks better left unsaid we come to an understanding with the little rat. Meaning, of course, that we finally did it the right way.

When I tried to make the text headers for the article it was necessary to show the asterisks around the numbers denoting the line numbers of the MAIL LIST data to be used as the address of the for letters. The asterisks are necessary in the article to demonstrate how things were done but they are also used as a command to the TI-WRITER so every time the text got to that point the printer would stop and give the message to input the data for the asterisk. That was not what I wanted. I wanted to print the darned asterisk and the little fiend inside said, "No way."

My Irish came to the fore and so doing what all good operators do I went back to the instructions. Guess what I found---the answer. TRANSLITERATE. So now we are back to the start of this piece. To transliterate with the word processor so you can make the printer print an asterisk or whatever, it is necessary to cheat. You use instead of the wanted character the ASCII of another. I used ASCII 36, the dollar sign (I never have any) so the command in the header became the transliterate command .TL,space,36,colon,and ASCII 42,the ASCII for the asterisk. (.TL 36:42) Then in typing the article text every time I wanted an asterisk I typed a dollar sign and everyone lived happily ever after. The printer printed everything as I wanted and I got a smug look on my face.

The moral of this story is---the computer will do it if you can tell that little fellow "6160" in words he understands and wants to hear. Yes, I call him "6160". I won't tell you what that means because I think you all know.

(Found on the DEPOT, make your guess about who the author might be.)

Thinkin out loud!
What no new software for the TI99/4A! Just last year I got a bunch of new stuff from my friend in Somewheres town and spent forty dollars copying all the docs Took me eight hours cause I made five cops of everything to give to my TI buddies at Homesville. Well shoot Now I've been thinkin about getting one of those clones anyway and cause there aint no new software anyways for the Ti Thats what I am gonna do. Sure hate to give up on the ole TI cause of all the disks heck fire bet I've got a hundred and fifty of them chuck full of stuff. O well a lot of them were fairware and cause I never sent any money to the writers anyway I ain't got nothing invested except for my time spent copying their work. I couldn't get a lot of them to do qnything anyway. Error messages like file not found or insert data disk now heck I didn't even have the durn data disk. Well gotta go now cause I am trying to break the protection on a program so I can give it to my friends. Heck they sure do think I am smart. signed, Who Ami Foolin

LIBRARY CATALOG

>>>OZARK 99ers USERS GROUP LIBRARY
BASIC GRAPHICS GAMES

DISK 1

FILENAME	TYPE	DESCRIPTION
AUTOBAHN	B	2 different games, ride the autobahn.
CAMEL	B	Race through the desert.
INDIANZAP	B	Not so hot shoot-em-up.
LUNALANDR	B	CALL FILES(1) to load this challenging game.
ROADRACE	B	3 different tracks.
WORDSCRAM	B	Guess the word.
INVERT	B	Guess the number.
MARSVNTUR	B	Cassette only escape from mars.
TICTACTOE	B	3D version.
ROBOTATAK	B	Fast basic game.
SCORCHER	B	Free from the scutters while avoidind the fence.

DISK 2

FILENAME	TYPE	DESCRIPTION
SINKSHIPS	B	One player battleship game.
SPELLSCOR	B	Similar to scrabble.
BATTLERS	B	2 player, capture the flag.
COPTERESC	B	Save the people on the building.
PAINTDUEL	B	2 player tank battle.
LEXICAL	B	Multiplayer word game.
BONKERS	B	Catch falling objects in your net.
HORSERACE	B	Bet on the horses.
CONCENTRA	B	Similar to tv gameshow.
CLONES	B	Move clones and avoid the hazards.
CATCAPER	B	Choose the angle hit the target.
CONNECT-4	B	2 player game, stack X's and O's to get 4 in a row

DISK 3

FILENAME	TYPE	DESCRIPTION
ANTIARC	B	Shoot down planes or they will bomb you.
DRAGRACE	B	Pick a car & hope it wins
BIOCRYTHM	B	Charts biorhythm cycles.
FACTORFCE	B	Sharpens multiplication and division skills.
TICTACTOE	B	Beat the computer.
DISRUPTOR	B	Destroy the generator.
BLAZE STFR	B	Similar to pong.
GOLDMINER	B	Dig for gold.
SLOTS	B	Slot machine
CIVILWAR	B	Fight your own battle.
COUGEM	B	Dodge the objects.
FARTYGAME	B	Adult funhouse.

DISK 4

FILENAME	TYPE	DESCRIPTION
DRAGMAZE	B	Avoid the dragon in this maze game.
BRAINSTRM	B	Unravel the blocks, logic
LAGRCHASE	B	Quix/Tron like game, 2 players.
LASEQUEL	B	Basic battle game.
REPETUS	B	Two armies with tanks walkers and men battle on the Saturn moon.

LIBRARY CATALOG

>>>OZARK 99ers USERS GROUP LIBRARY
BASIC TEXT GAMES

DISK 1

FILENAME	TYPE	DESCRIPTION
CAPTURE	B	Capture enemy ship on an 8 by 8 sector space.
HAMURABI	B	Rule wisely or die.
WORDTOTAL	B	1 to 4 player game.
CONNECTDOT	B	Capture the squares from the computer on a scrolling screen
BIBLEBOOK	B	Correctly spell the books of the Bible.
MUGWUMP	B	Guess the location of the creatures.
DEEPSPACE	B	Space combat game.
KENO	B	Simulation of the Las Vegas game.
SCRAMBLE	B	Word scramble game.
ROULETTE	B	Another casino game.
20QUESTON	B	Word guessing game.
WHO-AM-I	B	A Bible guessing game.
CRAPS	B	Casino game.
FAIRDERBY	B	Horsrace betting.
SCRAMBLE1	B	1 or 2 player word game.

DISK 2

FILENAME	TYPE	DESCRIPTION
NUMSCRAMB	B	1 or 2 player number scramble game.
YAHTZEE	B	1 to 4 player board game.
SLOTS	B	Good slot machine game.
TOWER/HAM	B	Text version of the familiar game.
STOKMARKT	B	Simulation game.
TAROT	B	Tarot cards are dealt to you.
ACEDUCY	B	Card game.
CATMOUSE	B	Tough text game.
HURKLE	B	Locate Hurkle on a 10 by 10 grid.
SPLAT	B	Parachute safely to ground.
GOMOKO	B	1 or 2 player oriental game.

LIBRARY/DO# DISK ORDER FORM DATE _____

NAME _____

DISK NAME _____

NUMBER OF DISKS _____ @ \$2 EACH \$ _____

* DOM/9/89 *README file *

- CANNIBAL Adventure game to be used with Adventure cartridge.
- SEAHORSE XB Picture of Seahorse with color changes.
- LAWNMOWER XB Game of mowing your lawn, but watch out for hindrances.
- CAT1/4 XB Printer program to catalog 1 to 4 disks across your page. (Includes sections for both disk and jacket.)
- LUNCH_P T.I. Artist/RLE picture of baby getting lunch.
- YAHTZEE XB Game Von Barker converted from BASIC. (Has load and doc files.)
- LOAD XB Load program for Yahtzee.
- Y/DOCS DV80 Docs for Yahtzee
- UTILITY ?

TEXAS TOURIST



Paco Rardvark

LJP

CONGRATULATIONS LELAND PIPER
 TI ARTIST COMPANION PACKAGES 10-13
 INCLUDE PICTURES BY LELAND. YEAH-H-H

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