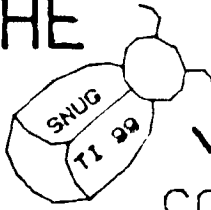# THE SNUGLETTER

FROM THE SOUTHERN NEVADA USERS' GROUP

Vol. 5 - No. 4   April, 1987

NEXT MEETING

MONDAY, APRIL 13, 1987 - 6:30 PM
CHARLESTON PLAZA LIBRARY MEETING ROOM

PRESIDENT'S MESSAGE

There must be something about April that brings out the procrastinator in me. Today is the last day that I can get this article written and still get it into the newsletter and I keep thinking up excuses to put it off "just a little longer". I guess it's that other April ritual that I keep putting off (you know the one... it comes due on April 15th) that has me wanting to wait till the last minute for everything.

On the adgenda for this month's meeting is a series of demonstrations of several Sector Editor programs. For those of you who haven't gotten your feet wet yet with programs of this type, I think this meeting will be a real eye opener. There are some interesting things you can do with a sector editor that I'm sure many of you haven't even thought of.

We will also have a short discussion of the various types of files that you are likely to find on your disks. By interpreting the disk catalog properly, you should be able to tell what most files are and how to use/run them.

This month we FINALLY recieved the disks from ASGARD software that we sent off for several months ago. These disks contain over 100 pictures in GRAPHX format. As near as I can tell, most if not all of these pictures were originally RLE pictures that the people at ASGARD converted to GRAPHX format. Most of them are quite good, but I was a bit dissapointed that there didn't seem to be any original GRAPHX art included. I was looking foreward to some colorful hi-res graphics. The RLE format doesn't include color, so all these pictures are in "black and white". Most of the pictures could be re-converted to RLE format for a substantial savings in disk space (the GRAPHX format is 54 sectors per picture while RLE can be as little as about half that much). The reason that the GRAPHX (and for that matter the TI-ARTIST) format takes so much more disk space is that besides the graphics info, it also has to have all the color info in it. In bit map mode, the color table takes as much memory space as the screen image table (how's that for tech talk). A good project for someone with one or both of the above mentioned graphics programs would be to load these pictures up and make like Ted Turner (you know "colorize" the b/w pictures?)

Anyhow, getting to the point, Bob Bieber will be showing us a number of these pictures at the meeting.

This month we will also be having our raffle again. See the librarian's column later in this newsletter for details.

A recent visit to Compuserve revealed very little new information about the 9640 (AKA GENEVE) computer. There was much discussion, debating, and name calling about support (or lack of it) for the new machine, and how some people are worried that software authors will be dropping the '4A for the 9640. The arguments were heated on both sides, but I couldn't find any information to indicate that anyone had as yet taken delivery of the computer.

There was an offer from Disk Only Software (DOS) that would let you put a 9640 on lay-away. You could get one on the payment plan that way, and they said that anyone ordering before April 15 would not have to pay shipping and would receive 2 TI books (one BASIC and one ASSY). The prices were $445.00 for the standard version and $470.00 for the enhanced version. The lay-away plan has no interest or service charge. For further information, contact DOS at PO box 244, Lorton VA 22079. You can also reach them on Compuserve user ID 77405,1207. I will have the entire text of this offer in the Info/news section of the SNUG BBS by the time you read this.

One final note on the 9640. The TI Forum of Compuserve will be an on-line conference with Lou Phillips of Myarc on April 7 at 10 PM EST. I will try to get a transcript of this conference before the meeting.

This past month, there was a lot of activity in the computer section of the want ads in the Review-Journal. Quite a bit of TI equipment changed hands. I authorized our treasurer to purchase one

complete system for our group. We will have it at the meeting to discuss possible disposition of the equipment.

While I'm on the subject, I'd like to ask for volunteers to check the papers every day for TI related items. What I'd like to do is make sure that anyone who is selling their equipment is made aware of our existence. It's surprising how many TI owners there are here in town who still haven't heard of SNUG. If we can't convince them to keep their equipment and join us, we could at least make sure that whoever buys it will know about our group.

I'd like to take this opportunity to say WELCOME to Mark Pence, Robert Peterson, and Mike Lunsford. These are our three newest members, all joining us during the last two months. Welcome aboard and don't hesitate to ask questions or call other members for advice. That's what we're here for!

MAX/RLE IS NO RELATION TO MAD MAX!

What is an RLE?

RLE means RUN LENGTH ENCODED. The files are encoded representations of high resolution images displayable on your monitor and can be printed on your printer as is illustrated.

The MAX/RLE program, it's documentation and approximately 140 high resolution images are now available in the SNUG library. The minimum requirements needed for viewing and printing these pictures are:

        32K EXPANSION - 1 DISK DRIVE
        EDITOR/ASSEMBLER - RS232 OR PIO PRINTER
        AND THE MAX/RLE PROGRAM

MAX/RLE supports the translation of 4 types of files to your screen and printer, they are:

        DIS/FIX 128 RLE FILES
        DIS/VAR 80 RLE FILES
        GRAPHX FILES
        TI-ARTIST V/2 FILES

MAX/RLE supports the HORIZON RAM DISK HD command, at the MAX/RLE title screen prompt. RLE files are located in several areas on COMPUSERVE among these are the TI DATA LIBRARYS, the PICSIG, ARTFORUM, and the CB simulator areas.

Using the MAX/RLE program is a breeze. This program is a must if you like graphics. The reolution of the graphics is self evident by viewing these images.

BUG SPRAY
by Rudy Johnson
The following article was in the 3/87 issue of the LA99ers newsletter.

. . . .

From the Disk of Mike Dodd
==== === ==== ==

DM 1000... has an annoying little bug if you happen to own a CorComp disk controller. When DM1000 formats disks in double density, it puts 16 sectors/track on the header, even though it formats 18 sectors/track. Which is all very fine and well if you keep it on a CorComp controller, for the reason that the CorComp controller never even heard of 16 sectors, so it doesn't care what the header says. HOWEVER, if you send the disk to someone who has a MYARC disk controller, then the MYARC controller looks at the header and sees "16 sectors per track". So it reads the disk based on that information. But it's 18 sectors per track! So, the MYARC card reports a blank disk. After having several people complain about my "blank" disks, I found a fix for DM1000. For V3.5, edit the first sector of the MGR1 file. At byte 216, you should see (in hex) 10 00 02 D0 00 5A. Change the 10 to 12. Write the sector back out to disk, and never worry about it again. If you are using another version of DM1000 that has the same problem (I don't know if any others do), search for 10 00 02 D0 00 5A. It should be very close to the beginning.

. . . .

I found the above article extemely interesting and informative. For it explained some of the problems I and others have had with disks when going between CorComp and MYARC disk controllers. I checked some of my disks and, sure enough, the ones which had been formatted with DM1000 all had 16 sector per track in the first sector, which contains the disk formatting information. (The disks formatted with the CorComp Disk Manager contained the correct 18 sectors per track info. And I found that the same bug existed in all previous versions of DM1000 back to V3.3!)

So I went searching for the above listed bytes on my version of DM1000. Since I use Funnlwriter on my Horizon Ramdisk I wasn't certain where the bytes resided. As it turned out those bytes are in the first sector of the MGR1 file in all versions I have checked and in the first sector of the DM1000 file (MG) in Funnlwriter at byte 216 (decimal) or D8 (hex).

It is also possible to change those disks formatted as double density by changing the sectors per track information in the first sector (Sector 0). Once again a sector editor is neccesary. Sector 0 is called up for editing and byte 12 (decimal) or C (hex) is changed from the existing 10 to 12 (both in hex).

This should alleviate those problems that I have experienced. One comes to mind in which I had formatted a disk and then taken it to John's house to get some information copied. John uses a MYARC disk controller. When I got home with the disk I had problems with it in that I had garbage come up even in the directory. When I looked at the disk with a sector editor I found that the 17th and 18th sector of each track were not used - no doubt because the MYARC controller looked at the sector info and only used 16 sectors per track!

I hope that this will help others who have experienced unusual problems when going from one type of controller to another.

Note! Myarc disk controller users should not reset the Sector 0 byte from >10 to >12! If you do the system will assume it is 18 sectors per track. In that case you will see the same problems that we CorComp users have seen.

CLEAR THAT SCREEN WITHOUT USING CALL CLEAR?

The easy way .... turn off the console. The hard way .... turn off the monitor. The right way ... use CALL CLEAR.

OR ....

Sweep from top to bottom using a statement such as ...

```
10 CALL HCHAR(1,1,32,768)
```

OR ....

Sweep from left to right using the statement such as ...

```
10 CALL VCHAR(1,1,32,768)
```

OR ....

Sweep from bottom to top using the statements such as ...

```
10 FOR Z=24 TO 1 STEP -1
20 DISPLAY AT(Z,1):"" :: NEXT Z
```

FEELING CREATIVE YET!
Try to create a statement or two that will CLEAR the screen from right to left! Thanks to C. Brown of the LA 99ers Users Group.

<<Dee Wellman>>

FIXED ANNUAL EXPENDITURES:

SNUGLETter (Estimated cost per 100)		
Publication Costs ($43/Mo X 12).	$	516.00
Postage ($22/Mo X 12).	$	264.00
Meeting Room Rental Fee ($5/Mo X 12) . . .	$	60.00
P.O. Box Rental Fee ($22 Annually)	$	22.00
# Bank Account Service Charge ($8.50/Mo X 12)	$	102.00 #
SNUG B/Board Phone Line ($10/Mo X 12). . .	$	120.00
Long Distance Phone Calls (Estimated). . .	$	50.00
Miscellaneous Expenditures (Estimated) . .	$	66.00

TOTAL ANNUAL OPERATING COSTS (Estimated) - $ 1200.00

Annual Dues Collection: (Avg 30 Mbrs X $18) + $ 540.00

ANNUAL DEFICIT (Estimated)

To be recovered thru Fund Raisers, Disc
Copying Fees, Special Sales, etc.. . . . . . - $ 660.00

FUNDS BALANCE (as of 28 Feb 87). . . . . + $ 609.07
(Includes $4.56 Jan 87 and $4.28 Feb 87 Account
Service Charges)

COLLECTIONS (during Feb March 87)

Newsletter Only Subscription ($10 X 1) . . .	$	10.00
Membership Dues (Regular/Senior) ($18 X 2)	$	36.00
Unlimited Library Access Fees ($25 X 1). .	$	25.00
Sale of used Modem (Donation).	$	20.00
Disc/Program Copying Fees.	$	00.00
Command Module/Equipment Raffle.	$	00.00

(Sub-Total) + $ 91.00

EXPENDITURES (during Feb March 87)

Publication Cost (SNUGLETTER)-(Rudy Johnson)		
Jan - Feb 87	$	23.79
Postage (SNUGLETter Mailings)-(Rudy Johnson)		
Jan - Feb 87	$	27.50
Publication Cost (SNUGLETter)-(Dee Wellman)		
Mar 87	$	14.31
Postage (SNUGLETter Mailings)-(Dee Wellman)		
Mar 87	$	11.00
P.O. Box Rental Fee (March 87 - Feb 88) . .	$	22.00

(Sub Total) - $ 98.60

```
############################################
```

FUNDS AVAILABLE (as of 31 Mar 87)
Checking Account (Incl Petty Cash Dep) . . $ 631.47

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############################################
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PROJECTED EXPENDITURES:

Bank Account Service Charge (Mar Estimate)) $ 8.50

```
+ + + + + + + + + + + + + + + + + + + + + + + + + + + +
```

ILLUSTRATING SECTOR EDITORS
by Rudy Johnson

Since the topic for this month's meeting is a demo of sector editors, I thought that I would add some information that I have found useful on my own system. (This is in addition to the info that you will find in the BUG SPRAY column on correcting a problem with DM1000.)

NOTE: WHENEVER CHANGES ARE TO BE MADE TO PROGRAMS AS IN THE FOLLOWING EXAMPLES, ONE SHOULD MAKE THE CHANGES TO A COPY OF THE PROGRAM DISK, AND NOT TO THE ORIGINAL!

The first example of the use of a sector editor (S/E) is in correcting a problem that all users have had with PRBASE in accessing the default printer - PIO. After looking at the program file PRB:1, I noted that the printer default is PIO/1 - designating the #1 PIO output. That was as expected. However I also noted that were a number of blank spaces following the PIO/1, indicating that either the printer designator had originally been longer and had been changed with an S/E or the original assembly source code had specified a longer default but had not been changed to reflect the actual one. In any case the byte in hexidecimal (hex) immediately before the PIO/1 (>12) did not agree with the length that it is, >05. Upon changing the >12 to >05 the default printer designation now works for my system.

It is also possible change the PIO/1 to any other default as long as the name entered does not exceed the existing blanks. For example, the PIO/1 could be overtyped with RS232.BA=1200.PA=E, with the stipulation that the byte immediately preceeding the name is changed to >12 (decimal 18) to tell the system the number of characters to read for the default name. That is the problem with the existing PIO default. The system is reading a name PIO/1 along with the blank characters, however there is no DSR routine with a matching name (with the blanks after the PIO/1.) Therefore the system hiccups unless the default is erased, forcing the system to count the actual number of characters that are typed from the keyboard for whatever printer setup is necessary.

The second example is a more general one, and is illustrated again by PRBASE and FastTerm. I run many of my most used utilities on my ramdisk and I prefer to keep my RD designated as DSKx where x is higher than any of my floppy disk drives. (DSK4 for my detup.) This causes a problem in several ways. First is in the case of an interactive system of programs that specify a certain disk drive to access for support files, such as character sets (CHAR type files). In fact, this becomes a double whammy for the RD. Not only is the DSK number incorrect, many of the

character files are still CHAR1 or CHARA1, thus colliding with existing character sets for TIWriter of whatever else is on the specified drive.

With an S/E and some browsing through the program files to locate the existing specific designator, e.g. DSK1.CHARA1, it is possible to use the S/E to change just the CHARA1 to CHARG6. In this case not changing the length of the program name. (It's still 6 characters long.) The only thing necessary to do is change the name of the correct CHARA1 file and copy it to the disk that contains the other programs for the utility set. This enables the programs to coreside on a single disk drive and have the correct character sets selected for the utility in use.

In a similar fashion it is possible to change the disk specifier so the loading program will look at the drive which actually contains the sought for program. PRBASE serves to illustrate the changes which are necessary. PRBASE files are loaded from a floppy which must be named PRBASE as the full file specifier is DSK1.PRBASE.PRB:1. This setup forces the system to search the atached disk drives until it finds one named PRBASE. Convenient if one uses a changing setup, but not so if one wants to run the files form a RD or from a utility disk which contains more than just PRBASE files. First the S/E is used to change the full specifier to DSK4.PRB:1. (This assumes that the file name itself is not to be changed.) The final change which needs to be made is the byte which immediately preceeds the DSK. In this case it will read >0F (decimal 15) and needs to be changed to >09 (decimal 9) to tell the system the length of the name of the disk specifier and the program.

As long as one keeps in mind the need to change the byte which specifies the length of the name of the disk specifier and the file name, and to not use file names so long that the name exceeds the available space (should one exceed that the program will probably crash.) It is possible to customize all the files in a utility system to fit whatever setup one wants.
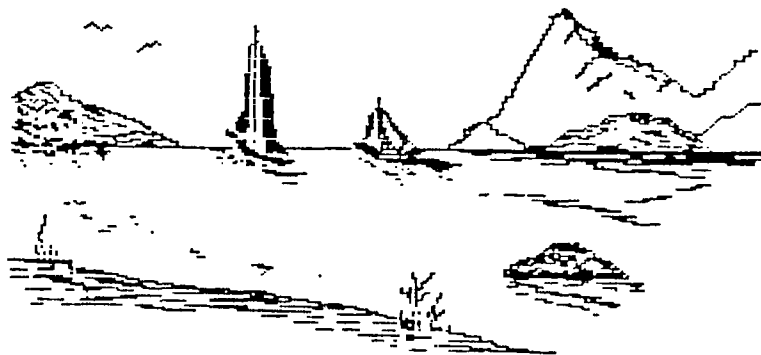
LIBRARIANS' REPORT - APRIL 1987
by R. J. BIEBER

Having been away for over a month, I'm somewhat behind in getting caught up on new additions to Snug's disk library. So all I'll do this month is give you a quickie briefing of some of our latest additions.

ASGARD PICTURES !!

After 4 1/2 months of waiting, the package of disks has been received from Asgard Software. A letter enclosed with the package stated they've had a tremendous response to their offer and were sorry for the long delay. Because of business obligations they only could do disk copying during their limited spare time. So for other User Groups which may still be waiting, just hang in there. You'll get your order, eventually.

Asgard sent us 120 GRAPHX compatible pictures which can be Viewed/Printed-out/Converted to your Drawing Program format using the RLE Program. The files are 54 Sector Memory Image Program Type Files.

Here is a list of the 120 Filenames:

1ST_EVA	DUNE	MINMAYDOLL	SDF1
ANA	EGRET	MMU	SHEPARD
ANCHOR	EINSTEIN	MOONWALK	SHOW
ATFORD	ELVIRA	MURPHY	SHREDDER
BABY#1	FAIRY1	NATALIE	SHUTTLE
BABY#2	FAIRY2	OLIVER	SPACE2
BABY#3	FAIRY3	ONIMASK	SPACELAB
BABY#7	FAIRY4	OPUSTIME	SPCSTATION
BASKET	FAIRY5	ORGUSS	SPOCK
BATMAN	FEMWARRIOR	PAGODA	SPOCK
BEN	FISH#1	PLANET	STEVENICKS
BILL_HERR	FISH#2	QUAIL	STREET
BOATRACE	FLOWER	RADIOTELE	TELESCOPE
BROWNOWL	FROGGER	RAILING	TELESCOPE2
CAPTEO	GADWALL	RALPH	THEKING
CATS	GETSOLRMAX	RICK+LINDA	TIGER2
CGMONKEY	GREEKRUINS	RIPPER	TIGERPIC
CGTIGER	HERON	ROCKETS	TMNT2
CHEKOV	HUNTER	RODNEY	TWOONARM
CHIPMUNK	JENNA	ROY	UGLYALIEN
CITYPIC	KHADAFY	SAILBOARD	USEMAP
COKECAN	KHAN!	SALLY	VIPER
COMPUTER	LEM	SAMMY	WARRIOR
COSBY	MARLEN	SANTA	WASHINGTON
DASHERIFF!	MAX	SARAH	WEEKEND!
DEATHEAD	MCCOY	SARGENT	WENDY-O
DISNEY1	MERCURY7	SATURN	WINDOW
DISNEYLOGO	MERLAS	SATURNV	WOOKIE
DONALDDUCK	MICKEY2	SCENERY	XMASTREE
DRAGON#2	MICKEYCOOK	SCROOGE	ZEN639

To get all 120 pictures you'll need 20 SS/SD, or 13 SS/DD, or 5 DS/DD initialized disks.

FUNNEL-WRITER   Ver 3.4

FUNNELWEB FARM has sent us VER. 3.4 of the FUNNEL-WRITER Series. It has revamped Utilites and is more friendly then the previous versions. All new Documentation, too. (652 Sectors)

P-TERM   (230 Sectors)

Bob Sherburne has donated a Terminal Emulator program called P-Term that he downloaded from the GENIE Bulletin Board. From what I can surmise, some versions of Fast-Term have a bug in it when used with the CorComp FDC for downloading large files. Bob was told that P-Term worked fine under these circumstances. Documentation is included.

FAST-TERM   Ver 1.16rj8

We also have a modified version of FAST-TERM that contains an Auto-Dialer routine for use with a Smart-Modem or the Dialer can be bypassed and the program used with a standard Dumb Modem. Be sure to read the Documentation. (565 Sectores)

CALL MENU Series   Ver 6

For those of you with the Horizon Ramdisk Card, John Martin has obtained the Revised (Ver. 6) CALL MENU Program Series. It'll work with all 3 Version of the RamDisk Card. Many Thanks go to John Johnson and Michael Ballmann of the Miami TI Users Group for the revised routines and outstanding documentation. (462 Sectors)

DM-1000   Ver 3.5

Disk Manager DM-1000 Ver. 3.5 was included as part of the CALL MENU Program Series. A few more bugs have been cleared up, including the problem of locking up when copying 1 sector files. The files can be renamed and used as either a stand alone program loaded thru a Memory Image program loader or thru E/A Option 5. I replaced the Ver. 3.4 DM-1000 files (MG MH) on the FUNNELWEB disk and this version ran A-OK. The only loss was the option to return to FUNNEL WRITER directly from DM-1000. (64 Sectors)

CATALOGER   (12 Sectors)

Donated by John Martin, this XB program will print a disk catalog in 3 across condensed print format that will fit inside the diskette sleeve.

Southern Nevada Users' Group [SNUG]
P.O. Box 26301
Las Vegas, NV 89126-0301

USA 22

TO: Edmonton Users' Group
P.O. Box 11983
Edmonton, Alberta
Canada T5J 3L1

ITEMS for RAFFLE !!

The following items are in the RAFFLE Pot:

Home Financial Decisions	TI-FORTH Package
Personal Real Estate	(2 Disks + Manual)
Star Trek	
Video Chess	1 Pair Commodore
Video Graphs	Joysticks
Adventure Module	

If you have TI-Cartridges or equipment you wish to donate, bring them to the meeting and I'll add them to the Raffle pot. Sorry, but the Modem was sold and the money donated to the SNUG Treasury.

BULK DISKETTES

As a final note - I've had a number of members approach me with the question as to whether SNUG is going to make any more Bulk diskette purchases. To be honest, there are a number of companies offering Bulk diskette packages at excellent prices in quantities of 100 or multiples of 100. You'll come out ahead if you buy direct from the source. However, if enough SNUG members express the desire to purchase Bulk diskettes thru the Club then I'll bring up the issue at the next officers meeting.

Guess that's it for this month. - Happy Computing !!