

# NEWS DIGEST

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Focusing on the TI99/4A Home Computer

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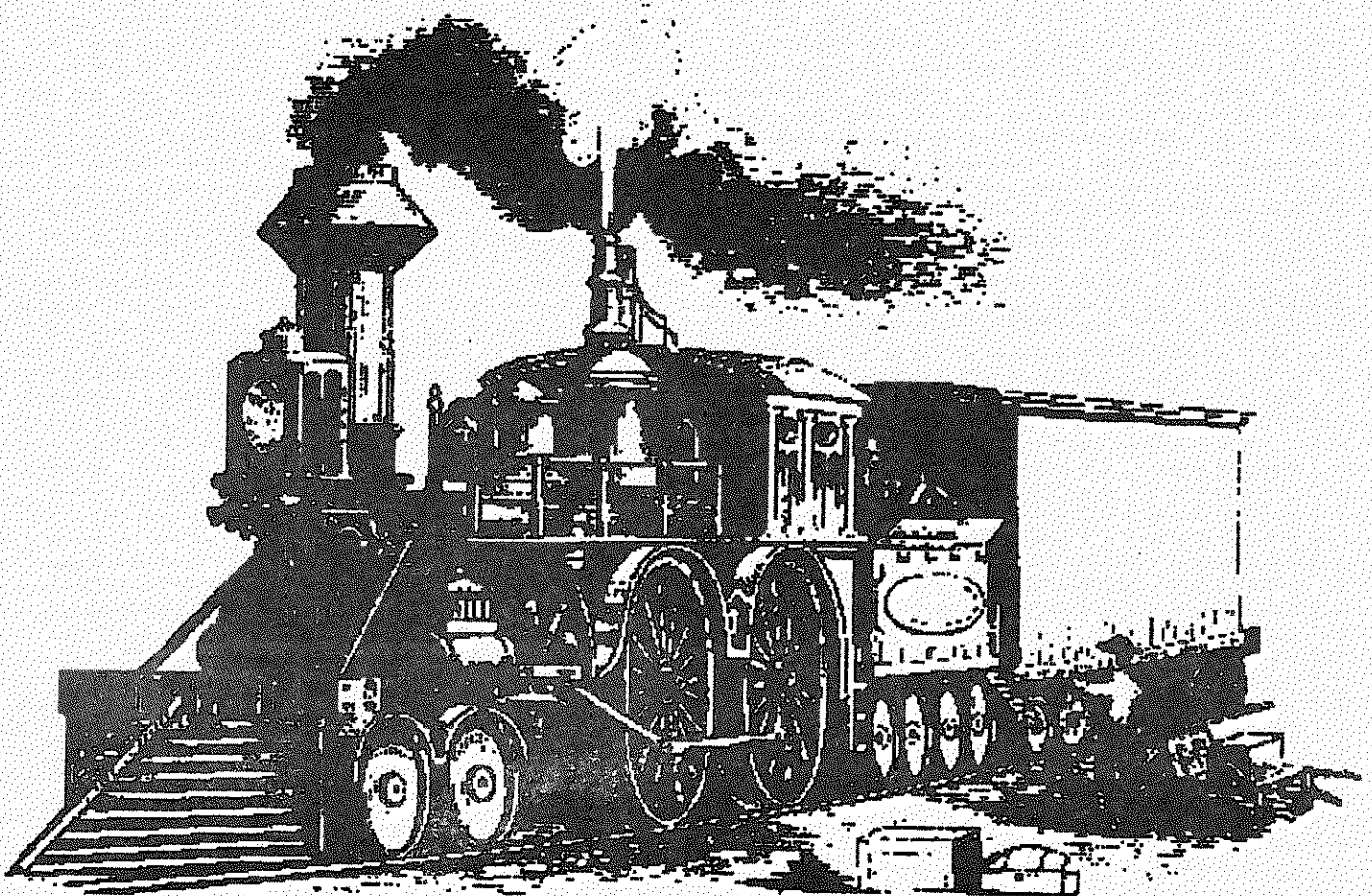
Volume 16, Number 6

July, 1997

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Sydney, New South Wales, Australia

TisHUG (Australia) Ltd.  
A.C.N. 003 374 383

All correspondence to:  
C/o 3 Storey St.  
Ryde 2112 Australia

## TisHUG News Digest

ISSN 0819-1984

### I N D E X

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Percy Harrison (02) 9808 3181

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Loren West (047) 21 3739

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##### IBM Technical Adviser

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#### Membership and Subscriptions

Annual Family Dues \$35.00  
Associate membership \$10.00  
Overseas Airmail Dues A\$65.00  
Overseas Surface Dues A\$50.00

#### TisHUG Sydney Meeting

The July Meeting will start at  
2.0 pm on the 5th July 1997  
at Ryde East Primary School,  
Twin Road Nth. Ryde.

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# SUDBURY 99'ERS NEWSLETTER V#3 #11 NOVEMBER 1989

*With many thanks to Bryant Krause  
for these articles*

## RAVE OPERATING SYSTEM^V1.3

In this review I have briefly highlighted the changes in operating system V1.1a and V1.3. If you want more detail check V3N8/AUG89 (SUDBURY 99ER'S). In this issue I covered the different screens available and covered the basic CALL statements.

Since the 80 column card (Dijit) has been out John McDevitt has been hard at work designing a operating system to be capatible with the 80 column card. John actually purchased an 80 column card so that he could redesign the operating system to work with it.

I received the update version in August. The price was \$14.95 plus \$2.50 S&&H. Even if you don't have a 80 column card the Rave has added more features for the regular ramdisk user. Here is what you get for \$14.95.

- o SSSD disk with V1.3 Operating System plus Macro Loader program

I also received some updated manuals, I guess because you now use CALL RAVE\_OS instead of CALL BOOT.

All manuals are 8 1/2 x 11 pages with easy to read printing.

## INSTALLATION and OPERATING MANUALS

---

o Model MX01 Memory Enhancement System	Pages = 16
o Model MX01 RAVE_OS Software	Pages = 10
o Model MX01 Ramdisk Software	Pages = 8
o Model MX01 Macro Loader	Pages = 8

---

RAVE 99 CO  
112 RAMBLING ROAD  
VERNON,  
CT 06066  
USA  
(203) 871-7824

## LOADING DSR

My computer system consists of a Rave memory card , Horizon ramdisk and Dijit 80 column card. If you have a Rave MX01 memory card the DSR is loaded within a few minutes. However because I have a Horizon ramdisk I had to take some extra steps. The Horizon ramdisk has to have a different CRU address. The Rave card must be set at CRU address 1000. The Dijit 80 column card has a CRU address of 1400 and there are no dip switches so it cannot be changed. The Horizon ramdisk was set at CRU address 1200.

I

- o The MACRO program is now part of the system screens. Now you can create a MACRO to perform a operation.

- o 80 column support.

- o Improved error handling.

- o When you do a show directory you have access to file operations :

V - Viewing a file P - Print a file  
D - Delete a file R - Run a program

All theses features are allowed within a disk catalog. Now you can (V)iew ,(P)rint ,(D)elete, (R)un without having to go back to the main menu.

Using the E/A you load the op

One of the options on your menu screen is :

## 3 - RUN PROGRAM , MACRO LOADER

When this option is selected it will ask for a filename. Programs loaded from this loader will be able to load keyboard MACROS within the program.

Macro can be defined up to 250 characters. Once a Macro is loaded into memory, it is retained even when you shut your system down. This is protected by the memory protection that the Rave MX01 card provides. Macro can also be loaded and saved from disk. Rave has providethought it would see the graphics like you do on the Amiga. The new Sega Genesis has the 68000 processor, the same one used in the Apple Macintosh, Amiga and Atari's ST line of computers. Sega has plans to introduce a modem and rumour has it a keyboard and disk drive.

I have purchased the Sega Genesis and comparing it to the Nintendo the graphics are just super. There is no dust on my TI-99/4a but I am noticing that the Nintendo has started to collect some.

ENDING OF THE ISSUE

# SUDBURY 99'ERS NEWSLETTER Issue #81 September 1993

*With many thanks to **Bryant Krause**  
for these articles*

## RAVE MX01 MEMORY CARD

In a previous phone conversation I had mentioned to Steve Andrews ( North Bay UG ) to ask Bob Boone if he had any Rave MX01 memory cards left. Steve phoned me to let me know that Bob Boone had one Rave card left at a very reasonable price. My sister had recently moved to North Bay so I could do a little business as well as visit my sister.

I arrived at Steve's place to find Pat Graham and Steve looking at some digitalized pictures that Steve had made. Steve had taken a photo of himself and the use of his camera and software he created a digitalized picture of himself. Sergio Devuono joined us later in the evening. I asked Steve to remove the memory chip out of the U17 socket. This is where the Rave card stores its operating system. The U17 socket should not be used on the second card so Steve removed the memory chip and installed it beside the first memory chip. The board had only two chips on it ( 64 k ).

The instructions mentioned using a second card but they were brief. We decided to change the CRU address on the second card to 1200. We also changed the card identification switch ( switch #3 ). Switch 3 identifies the card number which in my case was 2. The first 4 slide switches on switch 3 are assigned for card identification ( 1-4 ). A total of 4 Rave memory cards can be installed in the PEB box. The slide switch #7 on switch #3 is to enable/disable memory chip U17 remember that we removed the memory chip from U17 ( operating system or DSR is located on this chip ). Therefore slide switch #7 ( switch #3 ) was put in the "ON" position to disable the U17 chip.

There is a second switch (switch #2 ) that has something to do with DSR "B". The first card had the factory setting of 1700 ( slide switch 8 ) we decided to use 1600 ( slide switch 7 ) on the second card. Are you totally confused? Slide switch 7 on switch 3 , slide switch 8 on switch #2. I will list the proper switches and

corresponding slide switch locations later in the year. Just kidding, it will bhe had been working on. Steve had it in his garage. I witnessed a compact box with two half height drives side by side with two sets of six buttons below each drive. There was a cartridge port located on the front of the box as well.

This is the portable TI that Steve had brought with him on his trip to Lima.

Steve plugged the Editor/Assembler in and copied from one drive to the other. Steve removed the case so I could look inside. Now I cannot remember all what he had inside besides the motherboarembor how nicely Steve had everything in place and how neat it was. Steve takes pride in his workmanship and it is certainly evident in his latest adventure. You have to see it to believe it. There has been a lot of time and effort put in to this project as well as problems that Steve had to figure out.

After my visit it was back to the Hotel to meet up with my family. We managed to pick up a pizza just before the pizza shop closed. The next morning we had breakfast in the hotel restaurant, it tursed to provide memory backup protection without the use of batteries or external power source. It takes 14 hours of continous use to reach its fully charged state. Once fully charged it slowly charges itself when the PEB box is turned on to keep the fully charged state. It will last up to 5 days without having to charge it. I opted for the lithium battery as well.

I installed the second Rave memory card in the PEB box. I called up the Rave menu and paged over to page three of the menu but there watra memory would appear. I copied all the files on the ramdisk to floppies. I used option #9 RAMDSK to reformat the ramdisk. The first drive showed 1440 sectors and second drive 479 sectors. For some reason the extra memory was not showing up. The system was only recognizing one ramdisk. I noticed that the ramdisk serial number was one number difference from the original one I had bought several years ago. Bob Boone had attended previous shows and I wondered if maybe the card was not working. There wng system was loaded in. I toggled over to page three and under memory was:

MEMORY 32K BANKS

```
-----  
SYSTEM 1 ( 32K)  
RAMDISK 0 ( 0 K)  
USER 1 ( 32K)
```

Now the above told me that the card was working properly. Since I only had 2 memory chips, one replaced the 32 K card and the other chip held the operating DSR. I could not format the disk because there were only two

memory chips on the board. I could have removed memory chips from my other Rave card but I was coed to wait till after supper to make some phone calls to fellow Tler's. I had tried for several nights to get a hold of John McDevitt from Rave 99.

After supper I phoned John and managed to catch him at home. John had remembered me from previous calls when I purchased the first ramdisk and the Rave 99 keyboard. I explained to John what I had done. John had the answer to my problem at once. John explained that one of the features of the Rave memory card was that all cards would use the same CRU address address , thinking that there would be a conflict of cards.

John mentioned that switch #2 DSR "B" address may have to be different from the first card. John was not certain but suggested that I use a different setting.

So I changed the DSR address to 1600 ( slide switch 7 on switch #2 ) on the second card. Switched the CRU address to 1000 plus moved switch three to slide switch 2 to identify the card as card #2. I switched slide switch 7 ( switch #3 ) to on to disable the U17 chip and then re 1 ( 32K)

I selected option 9-RAMDSK, the first part showed 1440 sectors ( Drive #3 ) I left that part alone the next section showed 779 sectors ( Drive #4 ) I reformatted that part. I then recopied the files from the floppy disks back to the ramdisk #4 and I now had the extra memory.

A total of 10 ramdisks can exist on the Rave MX01 memory enhancement system. You can format as small as 3 sectors and up to 1440 sectors.

I mentioned to John that I had talked to a couple of places and they not use the recommended chip. The recommended memory chips would work well with the Super Cap. If you bought different memory chips there could be a problem of loosing data on the chips. Since John had a supply of the proper memory chips I decided to buy them from John.

John suggested that if you want to contact him drop him a note in the mail. John mentioned that his job has taken more of his time lately and trying to phone him at home may take a few extra tries.

----- RAVE RAMDISK SWITCH

SL SW-----	SL SW-----
1 .....ON - CRU 1000	1 OFF.....
2 OFF..... - CRU 1100	2 OFF.....

3 OFF..... - CRU 1200	3 OFF.....
4 OFF..... - CRU 1300	4 OFF.....
5 OFF..... - CRU 1400	5 OFF.....
6 OFF..... - CRU 1500	6 OFF.....
7 OFF..... - CRU 1600	7 .....ON
8 OFF..... - CRU 1700	8 OFF.....

card ( CRU 1400 address ) and a Horizon ^ ( early 8K memory stacked 4 high ).

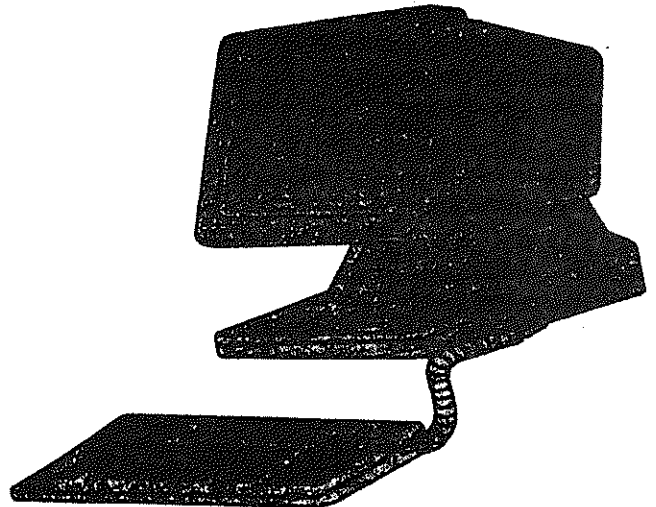
The Horizon can be in the same PEB box with the Rave but has to be used as a ramdisk only, no menus allowed. I keep my Horizon in my spare PEB box anyway.

I will be sending a copy of this newsletter to John McDevitt ^ ( Rave 99 ). John then can pass this newsletter on to others who have purchased a second Rave memory card for their system. I also requested from John a list of people who own the Rave MX01 card. Anyone else othe Rave card by going back to basic before shutting down my system.

Going back to basic tip was from John McDevitt.

There was some mention of new software for the Rave ramdisk in Micropendium but I cannot find the article. I mentioned it to John but he say that he has been spending most of his time on the new Rave PEB box and is unaware of any new software out for the Rave.

I would like to see 80 columns for the Rave menu similar to a version of BOOT that has 80 column features.



# Can You Explain This

by Bob Hale

from : SouthWest Ninety-Niners newsletter- December 1996

Editors note: John Hale once presented me with a printout of the following programs with the comments written all over the paper. Hope I deciphered it all correctly. If ANYONE can explain WHY? please call, write, YELL. we will use in the newsletter. - BJ

Timed runs made in BASIC and X-BASIC  
(both programs written in BASIC)

```
100 PRINT TAB(7):"SUM OF 3 C
UBES,": "FIND THE LOWEST 3
D OF EACH OF IT'S DIGITS CUB
ED.": w/PE Box Off
110 FOR HUND=1 TO 9
120 FOR TENS=0 TO 9
130 FOR UNTS=0 TO 9
140 SUM=100*HUND+10*TENS+UNTS
150 IF SUM<>HUND 3+TENS 3+UNTS 3 THEN 180
160 PRINT TAB(12);SUM
170 END
180 NEXT UNTS
190 NEXT TEMS
200 NEXT HUND
```

\*In XBasic RUN 125 (100 ed.)executes in:  
4.0 seconds w/Expansion Box Off  
3.8 seconds w/Expansion Box On

\*In Basic RUN 100 (100 ed.)executes in:  
11 seconds w/Expansion Box Off  
10.7 seconds w/Expansion Box On

XBasic runs this program 2.6 times faster than XBasic  
(without Expansion Box).

```
100 PRINT "TEN-TIME"
110 FOR A=1 TO 10
120 FOR X=1 TO 25
130 NEXT X
140 NEXT A
150 PRINT A-I:X-1
```

\* In XBasic RUN 110 executes in:  
13 seconds w/Expansion Box Off  
12 seconds w/Expansion Box On

\* In Basic Run 110 executes in:

12.2 seconds w/Expansion Box Off  
9.7 seconds w/Expansion Box On

(Note: High X=timer control supposedly a ten second timer)

Basic runs this second program 1.25 times faster than Xbasic. (without PE Box.)

\*\* PE Box "ON" improves both Basic and XBasic speed in most cases with short programs. (Tested with 32K in PE Box.)

## Basic Execution Speeder Upper

John Hale(Oct,'87)

from : SouthWest Ninety-Niners newsletter- December 1996

Remember, Basic reads every program line and parts of lines in it's path. Unnecessary comments take time to read.

1. If you must have your program description first in your program, then make your first line read GOTO XXX. Basic will then skip these lines (REMs) while executing.

2. REM may be used after a line branch has been placed. It won't be seen by basic.

3. Use OPTION 1 if you have no use for a zero being scanned on each reading of an array.

4. Do not use DEFINE. Functions are worse time users than GOSUBS. Use DEFINE only when you have a very complicated operation requiring repeated use with a variety of variables.

5. Avoid using GOSUB or GOTO to reach short routines. Replace them with in-line solutions, even if they are needed again elsewhere in the program.

6. Never use an array variable if you can use a simple variable instead.

7. Use one or two character variables. Habitually use the same variables for all loops, i.e. (K, L, M).

8. Throw away all variables which are used only once. Replace them with a transient variable which will handle all of the single use variables.

9. Do not use a variable when not absolutely needed, use a literal constant instead. (Variables are kept in a table and require time to locate).
10. Do not write loops for short repetitive sequences.
11. Keep your programs LINEAR!
12. Don't use LET.



## TI WORLD WIDE WEB SITES

by John Van Weelie  
(from: the Cleveland Area TI-99/4A User Groups)  
(newsletter dated : October 1996)

Compiled List of World Wide Web Home Pages and FTP Sites for the TI-99/4A or by 99/4A Enthusiasts.

By John Van Weelie  
President Of the 9T9 Toronto User Group  
Email: [jvweelie@mgl.ca](mailto:jvweelie@mgl.ca)

Note: This is a collection of WWW Home Pages that I have compiled recently. The number of Sites are constantly becoming greater every day as the WWW goes. I have come across these pages in my travels on the Internet.

I have used the numerous WWW search engines to obtain these sites. I have checked to make sure that each site had been working. As of this listing August 16, 1996 these sites all work. I take no responsibility to guarantee that this site list is correct in part or in entirety. If you find it useful please use it.

### TI-99/4A Related Web Pages

TI-99/4A Home Computer Page-Rich Polivka (Ohio, USA)  
<http://w3.gwis.com/~polivka/994apg.html>

TI Parallel Computing Page-Henry Kolpien (Germany)  
<http://sys00.ti6.tu-harburg.de/ti6hk/hobby/ti/index.html>

Kerry's TI-99/4A Page- Kerry High(Missouri)  
<http://www.umar.edu/~khigh01/994a.html>

emperor Ken's World-Ken Gilliland-Notung Software(Calif)  
<http://ourworld.compuserve.com/homepages/notung/>

Don Shorock's Home Page-Don Shorock (Kansas, USA)  
<http://homepage.midusa.net/~shorock/don.html>

TI-99/4A Page - Owner?? (Minnesota, USA)  
<http://www.umn.edu/nlhome/m235/walt0101/index.html>

Comp.Sys. TI News  
<http://www.tile.net/news/ti.html>

The Virtual TI-99/4A Page - Red Wolf  
<http://www.he.net/~schmeli/ti.html>

Gary W. Cox Home Page(Tennessee)  
<http://www.netten.net/~garycox/>

Bruce Tomlin's Home Page  
<http://www.crl.com/~btomlin/>

Eric LaFortune's Home Page(Rock Runner Author)  
<http://www.cs.kuleuven.ac.be/~erici/rock/>

OPA - Gary Bowser's Home Page  
<http://www.io.org/~opanit/>

Western Horizon Technologies Home Page(Don O'Neil)  
<http://www.sonyx.com/wht/>

TI-99/4A Classic Computer Page (Rob Patton)  
<http://www.....>

TI MBX Page (Rob Patton)  
[http://www.sundial.net/~rob/ti\\_mbx.htm](http://www.sundial.net/~rob/ti_mbx.htm)

Aurora's Homepage  
<http://firewall.fh-rosenheim.de:8888/~aurora/ti99.html>

Sam and Mary's Home Page - TI-99/4A Business SIG  
<http://members.aol.com/smorab/smhp.htm>

Mark Wacholtz Home Page  
<http://www.paradise.net/~wacholtz/>

Larry Conner - L.L.Conner Enterprises(Indiana. USA)  
<http://www.holli.com/%7elconner/>

Graphics and Picture Stuff Home Page-Bob Wray  
<http://ai.eecs.umich.edu/people/wrayrc/explain.html>

George Lin's Emulator Page  
<http://www.gml.com/pub/george/>

Dean Dierschow's Home Page  
<http://www.xocolatl.com/dean/>

Dean Dierschow's Cartridge Lists  
<http://www.clark.net/pub/vgr/dierschow.html>

TI Fest West 96 - Web Page (Tom Wills - Arizona)  
<http://www.theriver.com/TheRiver/Cafe/Calendar/fest.html>

Misc Video Game Stuff  
<http://www.dstc.edu.au/bdu/staff/dennis/vgames.html>

Obsolete Computer Museum (Tom Carlson)  
<http://www.ncsc.dni.us/fun/user/tcc/cmuseum/cmuseum.htm>

TI Frequently Asked QuestionsPage(Novak)  
<http://www.io.com/~vga2000/faq/ti.faq>

Emulators - TI-99/4A  
<http://members.aol.com/chrissalo/emu2.htm#eti994a>

The 3rd Dimension  
<http://www.hsv.tis.net/~jonecool/index.html>

InterDine Design  
<http://www.interdine.com/>

Emulator FAQ's  
<http://www.jmas.co.jp/faqs/emulators-faq/part2>

Adventure Game History File  
<http://www.lysator.liu.se/~unicorn/adv/agh.html>

TI Frequently Asked Questions  
<http://www.officialsports.com/~vga2000/faqs/ti.faq>

PHOAKS: Resources (comp.sys.ti)  
<http://www.phoaks.com/phoaks/comp/sys/ti/index.html>

Classic Games Cart List Server  
<http://www.serc.nl/people/zeist/d.atari/carts.lst>

Nerd World : Computer Science  
<http://www.tiac.net/users/dstein/nw402.html>

The 3rd Dimension  
<http://www.traveller.com/~jonecool/>

Virtual Computer Library: Computer Technology  
<http://www.utexas.edu/computer/vcl/comptech.html>

Flippette (Mike Brent)  
<http://ww2.awinc.com/users/mbrent/flippet.htm>

Harborside (Scott Stasiowski)  
<http://ww2.corenet.net/utility/>

Erik Olson's Home Page-Author of Mass Transfer, etc.  
<http://www.users.interport.net/~olsone/junk/html>

Brad Snyder's Home PAGE (author of XB Packer)  
<http://www.lehigh.edu/~bls3/bls3.html>

Decatur 99ers Home Computer User Group  
<http://www.datalynxil.com/orgs/99ers.htm>

Michael Zapf (TI / Geneve Userin Germany)  
<http://www.vsb.cs.uni-frankfurt.de/~zapf/>

Hans-Christian Alberts  
<http://www.informatik.uni-bremen.de/~hca>

D. Thorburg - TI-99/4A Color Logo  
<http://www.tu-graz.ac.at/.cl>

Dallas 99 Interface (DTIHCG)  
<http://www.startext.net/today/news/opinions/starcol/dal199er.htm>

Dallas 99 Interface (DTIHCG)  
<http://www.arlington.net/today/news/opinions/starcol/dal1993er.htm>

Amiga TI Emulator - T. Brower  
<http://src.doc.ic.ac.uk/aminet/misc/emu/TI4Amiga.readme>  
<http://src.doc.ic.ac.uk/aminet/misc/emu/TI4Amiga.lha>

TI-99/4A User Group list - 12-aug-90  
[http://web.state.ut.us/bbs/ibm/dIOI/TI\\_USERS.txt](http://web.state.ut.us/bbs/ibm/dIOI/TI_USERS.txt)

TI-99/4A User Group list - 12-aug-90  
[http://folio.state.ut.us/bbs/ibm/dIOI/TI\\_USERS.txt](http://folio.state.ut.us/bbs/ibm/dIOI/TI_USERS.txt)

Mike's Emulator List  
<http://goliat.eik.bme.hu/~korn/emulator.html>

TI-99/4A Comp.Archives (Nova Scotia, Canada)  
<http://www.cs.dal.ca/ftp/pub/comp.archives/comp.sys.ti/>

Phillip's CQ-PAN Home Page  
<http://cq-pan.cqu.edu.au/students/phillihl/>

Frequently Asked Questions  
<http://stekt.oulu.fi/~jopi/link/cem.faq>

The Machine Room: Index of Micros  
<http://www.dcs.ed.ac.uk/~axc/machine-room/>

JerryG's Classic Video Games  
<http://www.hevanet.com/jerryG/games.html>

Bobbit Home Page-Chris Bobbitt Former Asgard S.Ware Owner  
<http://www.cais.com/fmg/bobbitt/>

Emulation Sites and Software  
<http://www.unix-ag.uni-kl.de/%7Esteve/emulation/emulation.html>

Gopher/Game\_Archive/Cartlist/TI99.lst






[http://gopher.spies.com/Gopher/game\\_archive/cartlist/ti99.1st](http://gopher.spies.com/Gopher/game_archive/cartlist/ti99.1st)

Gopher/Game\_Archive/Cartlist/TI99.1st  
[http://gopher.spies.com/ftp.items/game\\_archive/cartlist/ti99.1st](http://gopher.spies.com/ftp.items/game_archive/cartlist/ti99.1st)

Note: This is but part of the list John has put up on the net!



### How to contribute to your Magazine

All  or  or  posted to TIsHUG C/O 3 Storey St. Ryde 2112 Australia

We are able to publish articles forwarded to us in the following manner.

- Printed letters or articles
- TI Computer floppy disks....5.25" DSDD or DSSD.....Text files, Funnelweb or TI Writer
- IBM compatible Floppy Disks.....5.25" or 3.5", we can process - text files, Word for Windows ver: 1.0 - 6.0, WordPerfect, and Word for Macintosh ver: 5x. (on a IBM formatted disk)

These items can be posted to the above address or could be handed to the Editor or one of the Club Directors. Please put your name on the disk so it can be returned

## TEXAS INSTRUMENTS TI WEB SITE

from TI99 The River TI list server, Mar 1997

TI now has an official 99/4A web page and they are asking for user input. Lets send them some stories about growing up in computing with the 99/4A.

<http://www.com/calc/docs/994a.htm>

From Charles W. Good  
E-mail: [cgood@bright.net](mailto:cgood@bright.net)

## WHY THE 99 SURVIVES

by Rich Gilbertson

from the UGOC ROY  
from Computer Users Of Erie (ON CUE) newsletter,  
Mar,97

Well, I thought It time again to write another article, and this time I want to explain about the TI compared to the other computers. Now the TI-99/4A has not been produced for several years and the present producers of hardware have little In common with any other machines So I have never been surprised by those who are requesting I run other computer software I am surprised these people don't see the reason we don't do this

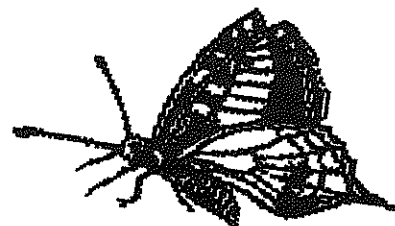
If you own a Volvo and some one asked why you're not using It to go drag racing, you would answer quite quickly "What?! Drag racing?" Now the same holds true for the good ol' 99/4A So now you'll say, "well, what good Is It?"

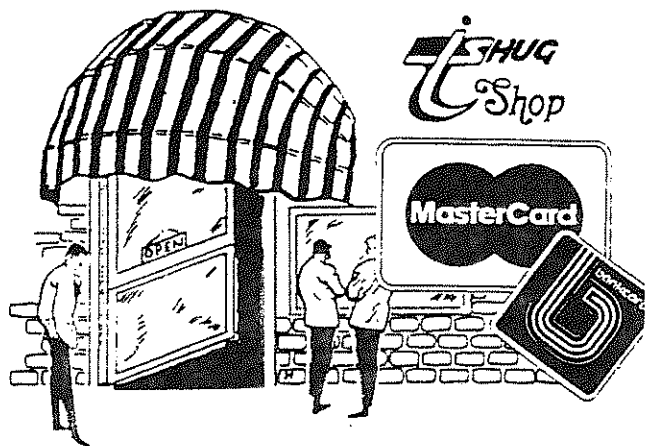
Keep In mind, If I started listing all the stuff that has been created for a 99/4A before the other computers even knew what we were doing, It would be quite a list of stuff

So the answer Is IT IS A HARDWARE / SOFTWARE HOBBIEIST COMPUTER' And makes computer kits look very bad As some of you knew from previous articles, the 990 main frame was reduced down Into a single chip called the TMS 9900 or 99-4A

What we as hobbyists have been doing with this chip is reversing the original technology and In the process ending up with a computer that looks more like a main frame This is an impossible process for any other computer, because none of them were originally main frames that were shrunk down

We can keep on doing this for at least the next ten years, if not longer And that means our old 99 Just gets better while the others go a little ways and then die You can compare then as you would the Tortoise ad the Hare You know the moral, and the ending





- World book entertainment pack (8 CDs) \$ 40.00
- Deluxe compact disk pocket (holds 8) \$ 10.00
- 5.25" Disk storage box (100) \$ 10.00
- 3.5" Disk storage box (100) \$ 10.00
- 3.5" HD Laser floppy disks \$ 6.00
- 3.5" HD Data Max colour floppy disks \$ 7.00

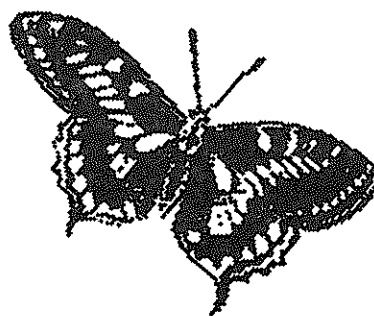
For current pricing of items not listed please contact Cyril Bohlsen at the general meetings or Phone (02) 9639 5847

NOTE : All prices listed are at time of printing, and may change at any time. Prices do not cover posting and packaging.

## The IBM SHOP

with Cyril Bohlsen

420mb 'MAXTOR 7420RV' hard disk	\$ 150.00
610mb 'SEGATE ST3630A' hard disk	\$ 200.00
115mb 'SEAGATE' hard disk S/H	\$ 80.00
Parallel printer cable 1.8M	\$ 5.00
3 Button mouse new	\$ 14.00
2 Button 'Microsoft mouse' new	\$ 33.00
Mouse pad	\$ 1.50
WIN95 Keyboard 104 keys	\$ 20.00
Keyboards S/H	\$ 10.00
3.5" Mitsumi floppy disk drive	\$ 35.00
16 bit 'KTX' ESS sound card	\$ 45.00
3.5" power adaptor cable	\$ 6.00
3.5"-5.25" FDD mounting kit	\$ 8.00
3.5"-5.25" H/disk mounting bracket	\$ 8.00
15-9 pin "D" adapter for Monitor	\$ 6.00
Auto Print Switch Agilier AGX-201P	\$ 15.00
CPU fan & heat sink (for 486)	\$ 6.00
CPU fan & heat sink (for 686)	\$ 7.50
Heat sink for 486 CPU's	\$ 2.00
Intel 386DX-20 CPU	\$ 5.00
16mb Simm 72 pin 60ns N/P	\$ 135.00
8mb Simm 72 pin 60ns N/P	\$ 70.00
4mb Simm 72 pin 70ns N/P	\$ 38.00
1mb Simm 30 pin 70ns with Parity	\$ 12.00
1mb Simm 30 pin 100ns with Parity	\$ 8.00
256k Simm 30 pin with Parity	\$ 8.00
30-72 pin Simm adaptor	\$ 20.00
486 VL Buss mother board S/H	\$ 10.00
386 Mother board with DX40 CPU	\$ 30.00
Microsoft Encarta 96 Encyclopedia CD	\$ 25.00
Windows 3.1 software & book	\$ 25.00
Windows 3.1 book only	\$ 5.00
Lotus Smart Suite97 CD	\$ 50.00



## Club Payments

Members are advised that, due to increasing operating costs and additional increases in bank charges, the Directors regret that all credit card payments for membership fees and shop purchases will be subject to a surcharge of 4% to help defray the charges incurred when using our Merchant Card facility. Payments by cash, cheque or money order will not incur any such surcharge.

In addition, any purchases exceeding \$100.00 in total will require a 50% deposit with order and the balance payable on delivery of the goods.

We regret any inconvenience this may cause our members but the alternative would be to increase our membership fees which I am sure you would agree is most undesirable.

Should any member have a problem with these arrangements or need further clarification please contact the Secretary.

P E Harrison (Secretary)

# Listen when I'm talking

By JULIE ROBOTHOM

With thanks to the Sydney Morning Herald

Ordinary PCs can transcribe speech. More powerful machines could crack syntax and grammar, and even talk back to us, writes JULIE ROBOTHOM.

HAL from 2001: A Space Odyssey and Noam Chomsky: a pair of synthetic language icons who have done more than anyone or anything else to inform the popular conception of computerised speech (OK, maybe Holly from Red Dwarf for later generations).

HAL was a computer with nuance and a sympathetic human sensibility; Chomsky was the man who convinced us all in the late 1950s that a HAL would be possible, if only we could map human syntax and grammar and then digitally encapsulate it.

What then looked to be a simple exercise in structured data collection has proven as elusive and infinitely complex as the nature of language itself.

But although a talking, responsive computer seems even further away today than it did amid the idealism of 40 years ago, small steps are being taken all the time to bridge the linguistic gulf between person and PC.

Two techniques - speech recognition and natural language processing - are at the forefront and the first steps are also being taken to allow people and computers to respond to each other non-verbally, via expressions of pleasure and pain, hand gestures and eye movements.

Dragon Systems, a 300-person, privately owned US company, is the world leader in speech recognition. Its DragonDictate software is used by lawyers, doctors and other professionals who have to generate documents, many of which contain standard elements. Today's computers are nowhere near powerful enough to accurately recognise spoken words from a free-form vocabulary.

DragonDictate for Windows is based on a fixed vocabulary of either 10,000 (Personal Edition), 30,000 (Classic Edition), or 60,000 (Power Edition) words. The price goes up, too: \$699, \$1,299 and \$2,999 respectively.

The words are the most common in the English language, based on newspapers, books and other sources from

around the English-speaking world. Alain McMurtrie, Dragon's international sales and marketing manager, said the company approached this as a science. The list is based on a distillation of "a hundred million words from modern English publications, but it's also weighted so that Bosnia doesn't appear to be one of the most popular words in the language. Then they are rated statistically".

These words are held in the computer's random access memory (RAM) so that they can be recognised immediately the user dictates them into the low-noise microphone that comes as part of the package. If, in practice, different words are used more frequently, these words are added to the finite RAM list, but others have to drop out to make way.

There is also a dictionary of 120,000 words residing on the computer's hard drive, but this takes longer to look up, recognise and reproduce a spoken word on the screen.

It's also possible to create substitute vocabularies. An Australian firm, Auscript, has developed a set of 2,500 Australian legal words and phrases that can be plugged in to DragonDictate.

When you open a box of DragonDictate for the first time, the software prompts you to go through a series of pronunciation exercises so that the software can "learn" the peculiarities of your voice. It learns not only how you pronounce words, but phonemes. Smaller than syllables, phonemes are the smallest recognisable sounds that spoken language can be broken down into.

But phonemes are language-specific; developing non-English versions of DragonDictate is not just a matter of putting a different screen interface. The company has to again statistically determine the most popular words, and then break them down by sounds.

The development costs are another reason why the price of the software stays high. French, Spanish, Italian, German and Swedish are available.

Gradually the core speech recognition modules are finding their way into more applications. US publisher Simon & Schuster is creating a Star Trek Omnimedia - a must-have CD-ROM for Trekkies that will allow them to interact verbally with the characters.

DragonDictate can be used to carry out commands within several third-party software packages. So, for example, in Lotus 1-2-3, the user might instruct the software verbally to "paste cell".

All this adds up to one of the hungriest system resource consumers of any business software. McMurtrie said 16Mb was the minimum memory DragonDictate should ever run with, and 24Mb is much better, together with a fast Pentium chip.

While DragonDictate does circumvent a lot of the drudgery of creating routine documents, especially for people with limited keyboard skills, it is still far from becoming a general replacement for touch-typing.

Words still need to be pronounced with a gap between them, unlike natural speech in which they slide together in a fluent stream of sounds. Think about it: if there's no break between the phonemes, the computer needs to deduce its own.

That adds a huge overhead to the number of combinations the computer needs to try, and the possibility of error increases. Does the machine "recognise speech" or "wreck a nice beach"? They can sound exactly the same if spoken naturally.

At this point, said Robert Dale, it was necessary to give computers some context from which to make their deductions. Dale, the head of a natural language processing research project within Microsoft Australia, said this led to an even more gargantuan blow-out in computing resources.

In the above example, the computer might interpret the sounds as "wreck a nice beach" if it encountered the word "Bondi" nearby in the text; but to create an artificial matrix of meanings around "beach" and "Bondi" and "sand" so the computer will jump to the right conclusions would consume so much computer power that it might not be worth the trouble.

Several commercial computer applications already have limited comprehension capabilities. The recently released CD-ROM version of the Encyclopedia Britannica, for example, allows users to quiz it using simple plain English constructions. Type in "What is the deepest ocean?" and the first record it brings up contains the correct reference.

However, it does not incorporate that information into a literate answer to the specific question you posed.

Likewise, Australian software company Odyssey Development, creator of the Isys text retrieval package, has added a natural language facility. Isys scans text files and then can retrieve references to words within them. So it is possible to index the entire NSW Government

statutes under Isys and ask, "Where can I walk my dog in a national park?" and receive a meaningful response.

Dale says the state-of-the-art in computer analysis of human speech or writing (he prefers "analysis" to "understanding" because it does not imply human-style intelligence) was moving from the Chomskyan all-encompassing models of grammar and syntax, and towards analysis based on the statistical recurrence of certain words and constructions.

Most importantly, today's computer language systems are task-specific; they won't communicate with the sympathetic nuance of a HAL, but they may distil useful information.

One prototype natural language application took news-wire reports of terrorist activity in Central America and determined "who did what to whom, where and when". The computer did not intelligently analyse the language structure to come to its conclusions; because its field of endeavour was so limited, it made assumptions based on the incidence of names of places and known terrorist groups.

"Because the information was assumed to be about something (terrorism), the machine could conclude, 'if there's a death, there must be some kind of incident'. It can make some jumps of inference," Dale said.

Dale's group is working on what may be considered the reverse of that. Taking raw numerical or basic language information, they are trying to generate fully fleshed-out meaningful human communication.

In future, Boeing's maintenance manuals, reputed to weigh more in paper than a 747, could be generated directly, as needed, from the numerical computer files which also generate 3D diagrams, provided the right text-creation program was linked to them.

Less ambitiously but already working today, the Canadian meteorology bureau creates textual weather reports from rainfall and temperature data acquired from electronic sensors and relayed directly into a computer. The incentive for the Canadians was their requirement to provide all documents in both English and French.

Dale's five researchers are taking the concept a stage further and developing text generation software for the World Wide Web.

Because the Web lets readers "surf" from point to point, Web authors have no control over the order in which their information is read. That can affect how well it is

## Welcome to New Members

The Directors extend a hearty welcome to the following members who have recently joined the club:

Aiken, Allan	Kovalevsky, Larry & Thora
Burgess, Chris	Moore, Stan & Trisha
Burgess, Noel	Reynolds, Trevor
Bresinski, Moss	Ringshaw, Richard
Cremer, John	Salter, Harry
Cribb, Mark	Schmidt, Alison
Crowley, Andrew	Stevenson, Margaret & John
Diependaal, John	Tagg, Susan
Hawkins, Ron	Taplin, Mac
Holliday, Kym	Umlauff, Cheryl
James, Richard	Wahlquist, Gil
Javes, Yvonne	White, Frank
Johnson, Francis	Whitten, Kevin

understood. Dale hopes to create software that reconfigures text according to what the reader has seen before.

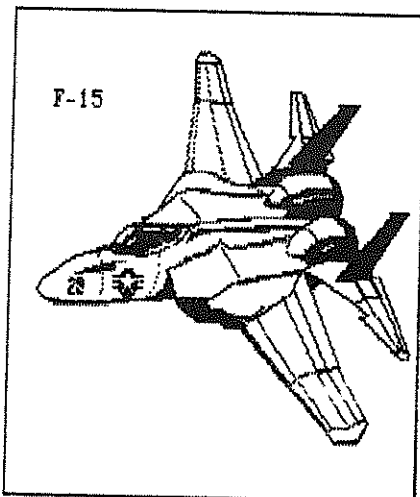
The prototype of the concept is a program which describes animals in relation to the animals the reader has previously accessed information about. So the program might write "a dog is smaller than a horse" for one reader, but "a dog is larger than a mouse" for another, based on its knowledge of the user's previous interactions. Using similar principles, computers could generate one version for adults and another for children from the same raw materials. Dale calls it "authoring on demand rather than publishing on demand."

Computer scientists have not confined their frontiers to the spoken and written word. In laboratories in the United States, researchers are teaching computers to respond to human body language - opening a new application if you make an expansive hand gesture, closing down the application if you shut your eyes.

And Japanese researchers are creating robots that can deduce an appropriate emotion from raw data - and change the expression on their plastic faces accordingly.

Dale cautions that a truly sympathetic understanding between people and machines is probably unachievable: "People use language in the way they do because they are intelligent beings. Meaning is often in the context and not in the language itself. We can't get context into a computer through its keyboard. People have been fooled by HAL. They expect a certain profile of linguistic behaviour from machines. That's really an awfully long way off."

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We look forward to seeing each of you at our meetings and trust that you will benefit from being an active member. Should you have problems with your computer or in running particular software please talk to one of the directors and we will endeavour to sort out any problem you have.

Percy Harrison (Secretary)

## Unique and Priceless Software

Congratulations to Chris and Serena Shai-Hee who have just presented the club with a brand new member.

At 1.20pm on Friday, 20th June, 1997, at Sydney Adventist Hospital, Wahroonga, Serena gave birth to a lovely 3.26 Kg baby girl - Alexandra - their first child. Both parents and daughter are doing fine.

We wish them a long and happy life and look forward to the time when Alexandra will be participating in club activities with her proud father.

## Branching into History

By Julie Robotham

*With thanks to the Sydney Morning Herald*

From Irish transportation to US social security records, on-line genealogical resources are improving all the time. Julie Robotham navigates some of the best sites for family researchers.

NOT since the screening almost 20 years ago of Alex Haley's *Roots* has there been such a surge of interest in genealogy - research into a person or family's ancestry. The catalyst this time round is the Internet - where digitised records of births, marriages and deaths are slowly but surely being made available on-line. Genealogists' clubs and interest groups meet regularly in cyberspace, but their corporeal presence in the farthest corners of the globe helps too. Need to find primary school enrolment records in Jersey for 1905? If you hang out in the familyfinding newsgroups you'll invariably find someone who's prepared to go down to their local library for you.

John Wright, director of the community outreach programs at the State Library (<http://www.sl.nsw.gov.au> - the home page includes references to on-line family history resources) runs occasional seminars on high-tech genealogy. He says: "We have the largest foreign-born population outside Israel. So it's possible to make contact with people overseas who are researching your family, but maybe they're researching it from Canada." This, says Wright, is one of the most useful aspects for on-line family historians. He cautions people against over-optimism about the quality of the resources they are likely to find. "There are getting to be more primary records on the Internet. But it will be decades and decades before these records are all digitised."

He points out that optical character recognition scanning, which is used to transform most paper documents to searchable digital form, is of no use on copper-plate handwriting. The will - and the budget - for massive digitisation programs usually have to be found by government departments, or sometimes through special grants.

As a bicentennial gift to Australia, the government of Ireland digitised the records of all transported convicts between 1788 and 1868 and these are available at the Irish national archive at <http://147.252.133.152/nat-arch/search01.html>. What's remarkable about these records is the structure which allows them to be searched

from a number of perspectives: a person's name, ship's name or a date. That distinguishes them from many other Web resources, which tend to be heavy blocks of text.

Software developer Paul Foxworthy agrees universal searchability is a long way off. He says: "I expect it will remain so until the technology for paying for on-line transactions matures a bit. ... it costs \$16 to get a paper certificate from the Victorian Registry of Births, Deaths and Marriages. They are not going to give that information away for nothing on the Internet."

But even limited genealogy is attracting many Net newbies. Andrew Hukin of Western Australia declared himself a "virtual computer illiterate". He made the leap into cyberspace when he realised someone "may just have come across my rotten and exceptionally elusive great-great-grandfather, Joe Brans, the sailor." Sadly, the nautical Mr Brans remains untraced, but Hukin has helped fellow Net "genies", including US residents wanting Australian information, and a Swedish woman whose family trail, like Hukin's, takes in the Shetland Islands. As Wright pointed out, mass emigration from countries like Scotland means potential informants might be anywhere.

When Hukin posted a question about an emigrant ship on a newsgroup, [soc.genealogy.australia+nz](mailto:soc.genealogy.australia+nz), the query went unanswered but, "I had not done enough research to know that the deaths of 23 children aboard were due to scarlet fever. The gentleman who replied to my posting had, and hence I have another piece to fit into that particular jigsaw."

He calls newsgroups "the tip of the iceberg", having found relevant information at the Web pages of nautical societies, the British Public Records Office at Kew, Scottish university library indexes and the Shetland Times.

John Holt is a professional genealogist based in Melbourne. His Web site is now bringing in 20 per cent of his revenue and he is full of admiration for the amateurs: "I am constantly staggered at the amount of trouble people will go to answer a query from another person across the globe. It restores one's faith in human nature."

In contrast to the generally young, male outlook of the Net, "genealogy is often the stimulus for ... purchasing computers among older people. And once they have the computer it's a relatively small step to the Internet."

It's a point taken up by Matthew Helm, publisher of Helm's Index and Toolbox, a seminal Net genealogy

resource. He found that 55 per cent of 3,000 survey respondents were 45 or older, including 8 per cent older than 65. By contrast, only 3 per cent of on-line genealogists were under 24.

Holt's own biggest success is locating a small school in the UK attended by his late father-in-law. "All I knew was that he went to Prices School and that its blazer had a lion embroidered in gold. He was born in Manchester and I had assumed the school was in that area. But despite checking numerous directories of schools, it had me stumped. In desperation about six weeks ago I put a message on the Web asking for help. In only two days I got an encouraging response and after several messages back and forth I now have a complete history of this public school, closed in 1908, located right at the bottom of England near Southampton. My correspondent is even going to the county record office to check enrolments and gain details of my father-in-law's attendance. He has already located a history of the school and scanned it in to his computer. He then sent me the whole article via the Net. Without the Web this sort of story would have been impossible."

Melbourne-based Foxworthy has created a pair of genealogical software programs, Kith&Kin and Kith&Kin Publisher. The home page of his Coherent Software at: <http://www.ozemail.com.au/~coherent> has links to some of his favourite sites.

Recent trends, he says, are to ethnolinguistic genealogical newsgroups (Nordic, Slavic, African) and a service called GenServ (send a blank e-mail to [genserv-info@progcons.com](mailto:genserv-info@progcons.com)) where professionals and amateurs can submit family trees in the GEDCOM standard format. Anyone submitting is entitled to search its millions of names.

Foxworthy also commends a project called GenWeb, which aims "to create a vast on-line distributed genealogical database which will automatically discover and connect trees with common information." An enormous task - a US researcher trying to index all the family trees on the Web found the number is growing by 10,000 a week.

#### FAMILY SEARCH: ONE WOMAN'S JOURNEY

VICKI Wilkinson's home page is typical (though perhaps more ambitious than many) of amateur genealogy on the Internet. WA-based Vicki says: "I have received e-mail back from the UK, US, Canada and Australia among others and I have been in contact with people on my father's side. This is still being investigated. Many contacts are not related but I keep these on file just in

case. The worldwide genealogy Net "family" are very helpful, even if there is not much chance that they are researching the same line. The Net can be a very economical research tool if used wisely. The search engines are very powerful tools which I use all the time. I always enjoy checking out the Irish pages, mainly because I am looking for a lost relative there, but also because for me it is the other side of the world where I haven't been." She scanned in the photos using an Artec handheld scanner. Vicki's other tips include keeping information concise and photos small: "People get put off if they have to wait for large graphics," she says. <http://cleo.murdoch.edu.au/~v-wilkin>.

#### STARTING POINTS

\* newsgroup: [soc.genealogy](mailto:soc.genealogy).

[australia+nz](mailto:australia+nz)

\* <http://128.100.201.33/>

[html/lo2.htm](http://html/lo2.htm).

The home page of Lauren Knoblauch's presents links to other genealogists researching Knoblauch, Knoblock, and Knobloch, plus a useful list of searchable genealogy sites on the Web.

\* <http://www.familytreemaker.com>.

com. A commercial site offering CD-ROMs (mostly US social security) and an online service soliciting worldwide contributions. It claims 19 million names.

\* Searchable White Pages: <http://whitepages.com.au>.

\* <http://www.informit.com.au>. A site promoting CD-ROM pioneer indexes for most Australian states and a marriages and deaths CD-ROM for 1919-1945 in NSW. (Births cannot be published until 50 years later).

\* <http://www.pcug.org.au/>

[~shammon/anscert.htm](http://~shammon/anscert.htm). How to obtain birth, marriage and death certificates in Australia, including prices.

\* <http://www.aa.gov.au/>

[AA-WWW/AA-Holdings/](http://AA-WWW/AA-Holdings/)

[AA-Genie/Genie.html](http://AA-Genie/Genie.html).

The Australian Archives Genealogy page.

\* <http://ftp.cac.psu.edu/~saw/>

genealogy-world.html. An excellent worldwide genealogy resource jumpsite.

\* <http://www.rand.org/cgi-bin/Genea/rsl>. Search for surnames. Includes a direct e-mail response to researchers.

\* <http://147.252.133.152/nat-arch/>. Fully searchable transportation record from the Irish National Archive 1788-1868.

\* <http://www.mtjeff.com/>

~bodenst/page3.html. Genealogy for adoptees.

\* Presentation software. Try Corel Flow 3 - a generic flow charter with a family tree Wizard option. Includes support for scanned photos and lots of clip-art (add a ship to your family tree to represent transported convicts).

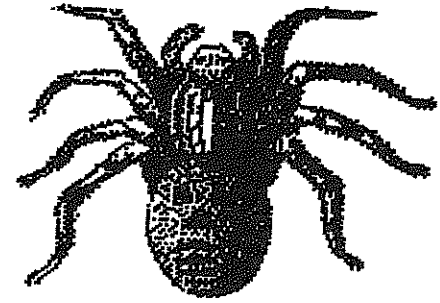
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## Picture Puzzle



In the pictures above there are **Twelve** obvious mistakes left out from the top picture, see if you can find them!  
Have fun!



## Puzzle

The words in this puzzle are based around the subject of being a "Astronaut"

```

N E I L A R M S T R O N G L X
A S P A C E S T A T I O N X Q
T H R R S T D N O T S U O H S
M U E E V N S A T E L L I T E
O T T V S E S A P O L L O N G
S T S A U C B B Q H X C W O A
P L O N N L T X L C C O G M T
H E O A I O J L V A D N P P S
E I B C F R I G H T S T U F F
R E Q E O T X W N M H T R A E
E U V P R N E U T E K C O R L
Z S R A M O O N R O V E R F H
T A P C R C Y S A T U R N V F
A L Z K H B G F A L Y E S F C
X E J P W W K F A Z P O I K I
    
```

Apollo  
Atmosphere  
Blast Off  
Booster  
Brave  
Cape Canaveral  
Control Center  
Count Down  
Earth  
Houston  
Launch Pad  
Mars  
Moon

Moon Rover  
Neil Armstrong  
Planet  
Right Stuff  
Rocket  
Satellite  
Saturn  
Shuttle  
Space  
Space Station  
Stages  
Sun  
Uniform

Find the words in the above puzzle, the words could be Horizontal, diagonal, vertical.

Good luck!



## FOR SALE

'PANASONIC' KX-P1121  
MULTI-MODE PRINTER  
24 PIN PRINTER  
PRICE ... \$ 80.00  
SEE SHOP

## Rocket Science Games Sampler

With thanks to Rocket Science Games, Inc.

### 1.0 Requirements

PC CD-ROM SPECS    MPC Level 2 Required  
Input Devices:    Keyboard and Joystick or Mouse  
Sound Devices:    Sound Blaster, Ad Lib, General Midi  
or Compatible  
Graphics Supported:    VGA Required  
                                  Local Bus SVGA Recommended  
                                  Not recommended for Matrox video cards.  
CD-ROM Drive:    Double Speed  
RAM:                4MB RAM Required  
Processor:        486 or better Required  
                                  DOS 5.0 or later Required

### 2.0 Setup

You only need to do this the first time you play this Sampler.

### 2.1 To Setup

(If you've already done this skip to section 2.2) For the purpose of these instructions, we assume that your CD-ROM drive is drive D. Depending on your configuration, your CD drive may be E, F, etc. Please substitute as needed.

- Place the Rocket Science Games Game Sampler disc into your CD-ROM drive.
- If you are running Windows, exit Windows by choosing "Exit to DOS" from the File menu in the Program Manager's menu bar. If you are running Windows95 then, from the task bar's Start menu select "Shut Down..." then select "Restart the computer in MS-DOS mode?" and click "Yes"
- At the C:\> prompt type: D: [Enter]
- At the D:\> prompt type: LOADSTAR [Enter]

After a few moments the Sound Configuration setup menu will appear.

**2.1.1 Sound Configuration setup menu** This menu allows you to choose the sources for digital audio (sound effects and voices) and MIDI music.

"Auto configure MIDI and audio drivers" will be highlighted –

- To auto configure press [Enter]. Follow the set up program.
- To choose other options, use your arrow keys to highlight your selection and press [Enter].

When the Sound Configuration setup is complete you will return to the Sound Configuration setup menu

From this menu, you may test music or digital audio, Exit to DOS or Play Loadstar.

### 2.2 Starting the Demo from the DOS prompt

- Place the Rocket Science Games Game Sampler disc into your CD-ROM drive.
- At the C:\> prompt type: D: [Enter]
- At the D:\> prompt type: LOADSTAR [Enter]

### 3.0 General Keyboard Controls for Rocket Science Games Game Sampler

P - Pauses gameplay  
M - Switch to mouse input  
J - Switch to joystick input  
R - Reverse up and down motion of joystick/mouse  
F1 - Menu of Options  
F2 - Darkens screen (gamma down)  
F3 - Brightens screen (gamma up)  
F4 - Returns to default brightness setting  
F5 - Music volume down  
F6 - Music volume up  
F7 - Sound volume down  
F8 - Sound volume up  
ESC - Pauses game during play; Exits to Option Screen while Paused.

**4.0 Loadstar: The Legend of Tully Bodine** (This sampler contains a portion of Level One only)

### 4.1 Story

You are Tully Bodine, captain of the Loadstar. In level one, your mission is to procure a mysterious cargo in a race against time. Steer the Loadstar (using your right and left cursor keys) towards the observatory to pick up your load.

## 4.2 Controls

In order to use a mouse, your computer must be configured with a mouse driver installed for DOS, not just Windows.

Loadstar is played using a keyboard with either a joystick or mouse.

- Your Gunsight is controlled by your joystick or mouse.
- Steering and weapons are controlled with your keyboard. This is a two-handed game! The player will normally have one hand on the keyboard for steering/shields/horn and one on the mouse/joystick for aiming and shooting.
- Loadstar will default to keyboard and mouse controls. If you have a joystick, press J during gameplay to switch to joystick input.

### 4.2.1 Keyboard

Steer by using the cursor keys or the A, D, S, W keys as follows:

Up or W - Shield blocks all oncoming attacks  
Left or A - Steers Left  
Right or D - Steers Right  
Down or S - Horn used to avoid oncoming traffic or slowpokes

The A,S,D,W keys are provided as an alternative to the arrow key cluster for left-handed players or players that find having their left hand on the right side of the keyboard awkward.

There is no "keyboard only" mode. Loadstar requires a mouse or joystick.

## 4.3 On Screen Displays

Driving the Loadstar requires some knowledge of its systems and status displays. Pay careful attention to the damage meter.

### Upper left of the screen

- \* ARRIVAL displays the amount of time left to complete your mission.
- \* SHIELDS indicates the energy available for your shield. When the shield is activated it drains energy very quickly. When this meter reaches 0% your shield becomes disabled. Shield energy will recharge over time once the shield has been turned off or becomes disabled.

### Top Center of the screen

\* The heading indicator points the way to your destination.

### Bottom left of the screen

\* You'll pick up Fuel if you make it to Level 3 (not available in this sampler).

\* ELEV measures the Loadstar's elevation from the track in centimeters. As the Loadstar receives damage, it will fall closer to the track until it comes to a grinding halt. Use this as a gauge to your vehicle's health.

### Bottom Center of the screen

\* MAGLEV is a meter of the well-being of your vehicle. This meter indicates the basic operating condition of the Loadstar - either "Optimal" or "Damage". To minimize damage, activate the shield. Turn the shield on and off with the up arrow on your keyboard.

### Bottom Right of the screen

\* The Hull Integrity Indicator shows which part of your vehicle was last hit. Hitting slowpokes will result in hull damage. Use your horn to honk them out of your way.

## 4.4 How to Play

Not everyone wants you to reach your goal. The police, for one, would like to stop you. Your shield is your best protection from damage caused by enemy fire or SAPs (small unmanned police vehicles) crashing into your vehicle. Turn your shield on and off by pressing the up arrow of your keyboard when you see danger approaching. When your shield is activated it drains energy very quickly. Watch your shield status meter, when it reaches 0% your shield becomes disabled and will turn off leaving you unprotected. Shield energy will recharge over time once the shield has been turned off or becomes disabled.

\* Sometimes you just have to shoot back! Aim your gunsight using your mouse or joystick. Fire with your left mouse button or trigger.

### 4.4.1 Hints

You'll take damage if you run into the back of another freighter. Use your horn (the down arrow on your keyboard) to tell them to get out of your way!

Your gun can be used as a defensive weapon, use it to deflect oncoming enemy gunfire.

If you listen to Mort, he'll guide you to a maintenance bay to repair damage before the last leg of your journey.

The Mars Administration Marshals or MAM has deployed an experimental military vehicle to defend the area near the base of the observatory. It is heavily armed and gunning for you. You must destroy this vehicle to reach your goal.

## 5.0 Technical Support

If you have any trouble running the Rocket Science Games Game Sampler, please review the tips above. If you are still having trouble, please call our Technical Support line at 415/284-0900.

If you wish to contact us for any other reason, please use any of the following addresses. Please include an address or phone number where we can reach you.

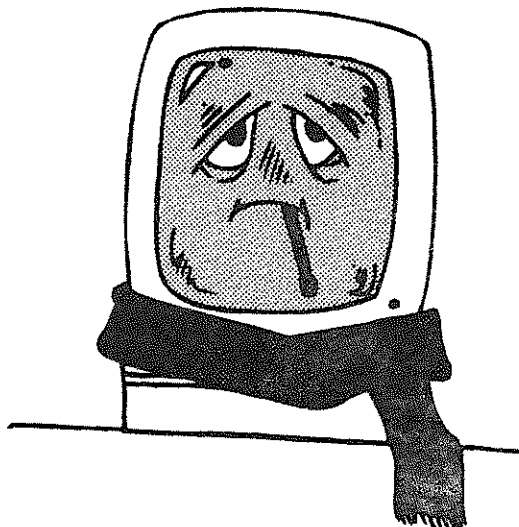
U.S. Mail:  
Loadstar Game Sampler  
Rocket Science Games, Inc.  
139 Townsend, Suite 100  
San Francisco, CA. 94107

FAX:  
415/442-5001

E-MAIL:  
demodisk@rocketsci.com

6.0 Thanks  
Thank you for your interest in Rocket Science Games. We hope you enjoy this disc!

(This demonstration program can be found on our library CD collection, (CD1) if anybody would like to donate some of your old Freeware, Shareware or demonstration CD's please speak to Dick, Percy, Cyril, Loren or Stefan)



## FREWARE PROGRAMS

UNDER THE SUBJECT OF

## EDUCATION

This CD. is available from the club library, (CD1)

**AFCALCW.ZIP 20187 02-08-95** Rf, Radio, Ant Factor Calculation Program.

**ALP\_NIRG.ZIP 7750 18-08-95** a LiMiTeD pRoDuCtioN pReSeNtS ThE -> nlrVaNa <- GuItAr GuIdE! [ThIs ArChIvE CoNtAiNs ChOrDs, TaBs, AnD oThEr HeLpFuL GuItAr InFoRmAtIoN FoR NiRvAnA MuSiC

**ARITMEAN.ZIP 26390 06-07-95** ARITMEAN.ZIP v1.0 - Another in a group of small useful programs. This one calculates the Arithmetic Mean from a series of individual numbers. Produced by the sysop of The Safety Shoppe BBS for your use. FREWARE.

**AVIAT162.ZIP 25607 09-08-95** AVIATION CONVERTER v1.62

Converts all types of Aviation Gas to/from U.S. Gallons, Pounds and Tons with Metric equivalents. Weight/Density is corrected for range -40C to 30C. Adds and Subtracts Hours and Minutes. Calculates the Burn Rate per Minute with Metric equivalents. Temperature: Celsius to/from Fahrenheit. For Windows 3.x. Requires VBRUN300.DLL

**BBIO20.ZIP 67591 30-08-95** Best Biorhythm 2.0

**BLCKBAG1.ZIP 13121 11-08-95** Blackbag List of Medical Bbses - 8.95. **CAJUNB11.ZIP 50238 08-08-95** Aucion's Cajun Cooking 1.1

**CAT50728.ZIP 5804 01-08-95** The CAT Chronicle for 7-28-95 - Weekly newsletter published by Children's Animated Television, a non-profit org. This week: CAT on the Web!!! \* Person of the Week \* GLB Teen Advisor \* Bike Safety

**CAT50804.ZIP 9275 06-08-95** The CAT Chronicle for 8-4-95 - Weekly newsletter published by Children's Animated Television, a non-profit org. This week: Meetings Announced \* GLB Teen Advisor \* Rollerblade Safety \* More!

**CAT50811.ZIP 8153 13-08-95** The CAT Chronicle for 8-11-95 - Weekly newsletter published by Children's Animated Television, a non-profit org. This week: Volunteers needed! \* GLB Teen Advisor \* Kids in Cars Safety \* More!

**CF515.ZIP 166949 09-07-95** Curvefits v5.15 - Science/Engineering curve fitting program. Performs 19 distinct curve fits. Automatically selects best fits based on correlation coefficient and standard error. Built in text

file conversion. Mouse Driven. Can handle virtually unlimited number of data points. Graph & Zoom capability. Req 286 or better EGA VGA

**CHEMPRO.ZIP** 5463 19-07-95 Chemistry Notes

**CRAYON41.ZIP** 296311 28-08-95 CRAYON BOX 4.1 Coloring book & kid games Keeps the kids entertained for hours! A sketch/paint/coloring book, math quizzzer, counting & color identification, USA states game, spirals, Concentration memory game, music, piano. Fun and educational. Requires EGA/VGA, mouse, hard disk and 1 child :-)

**CVT300.ZIP** 485579 02-08-95 CONVERT v3.0 <ASP> Units conversion calculator for Windows. Many conversion factors which you can easily modify and add to. Completely rewritten from v2.0. Corrects incompatibilities, adds Info Window, many ease of use features. \$15 registration.

**EARTEST2.ZIP** 52569 01-08-95 EarTest! Test for deafness & also hearing ability. Try it now, before it's too late! Measures hearing ability in Hertz. Returns Health Status/Interactive. PC Speaker required. Has helped many people identify hearing loss >> by TTW, Inc. Member [ASAP]\* \$5

**EVL500.ZIP** 38269 13-07-95 EVAL 5.00 07/10/95 Math from the command line or for batch files. Now can save results in the environment. From HyperWare.

**EWORDBS10.ZIP** 946671 28-08-95 EARTHWORDS for Alien Dinosaurs. V1.0 <ASP>. This program was designed to interest young people in learning a new language, to let them see how different languages say the same thing, to introduce foreign characters and to help with spelling in their own language. When alien dinosaurs from the Planet Dinopia landed on Earth, they were amazed to discover that we speak many different languages here.

**EZNOTE20.ZIP** 481925 13-08-95 Eznote is A Powerful Music Notation Editor.

**FASTCAL3.ZIP** 75180 01-08-95 FastCalc -8/95-Versatile Calculator with mouse support! Does addition, division, subtraction, and multiplication. Also, percentage, decimals, memory save/recall, digit erase, & more!. Pops up w/LCD. Throw away that mechanical one, & get this. Put it in your Path & access it anytime! - = Now with Clock <by TTW, Inc.> \*=[ASAP]=\*

**FEDRALST.ZIP** 386419 04-07-95 The Federalist Papers. Ascii Version.

**FLLATLON.ZIP** 51128 31-07-95 Sample Files of Florida From A Larger U.S.

**GRADER50.ZIP** 145315 17-07-95 GRADER 5.0 -- An easy-to-use grading program with nice interface. Spreadsheet layout allows intuitively easy entry and modification. Output controls are powerful, flexible, and simple.

**GREEN2.ZIP** 22619 13-08-95 Greenhouse Gardening 1.0

**GUESS\_41.ZIP** 25142 22-09-95 Guess A Number (1 to 500)! Great fun for children of all ages! Hints using colors or characters (mono)! Now keeps Top Ten scores!

**HANGMN68.ZIP** 72959 23-09-95 Hangman: Single, Children's and party vers. Use your own words or supplied lists! Color and mono support. Educational and fun!

**HERBAL25.ZIP** 226206 13-08-95 DR. WEED'S E-HERBAL Version 2.5 - Herb, Vitamin, Nutrition Guide and Catalog lists complete descriptions and "traditional uses" in an easy-to-use menu-driven program with fast searching capabilities. It also includes a "Life-Style Analysis" questionnaire to help you determine which supplements you should consider taking. Described are over 400 nutritional products including herbs, herbal combinations, Chinese combinations, Ayurvedic herbs, vitamin & mineral supplements, and homeopathic formulations. Hardware Requirements: Any IBM-compatible.

**HICN819.ZIP** 22677 18-08-95 Health Infocom News v. 8 no. 19

**HICN820.ZIP** 20504 18-08-95 Health Infocom News v. 8 no. 20

**HICN822.ZIP** 20760 18-08-95 Health Infocom News v. 8 no. 22

**IMMR0895.ZIP** 72035 06-08-95 INEWS MONTHLY MEDICAL REVIEWS AUGUST '95 Monthly review of recent medical news. REQUIREMENTS: DOS, VGA, MOUSE

**LILPIC12.ZIP** 259695 25-08-95 Lil' Picasso - Coloring book for children. Great paint/drawing program for future artists. Push button interface makes it easy for even the youngest child to create a masterpiece. Includes several pre-drawn cute pictures, ready to color. Hundreds of colors/ patterns. Printer support. Requires VGA, mouse, hard disk. Teaches eye/hand coordination skills. Makes a great gift for the young ones!

**LISTINGS.ZIP** 54366 12-08-95 Mischild Missing Child Information

**LPRSP270.ZIP** 493875 18-07-95

LINGUAPRO/SPANISH v2.70 <ASP> - Large-scale program for serious students. Rqrs PC, DOS, Hard Disk & 640K mem. EGA/VGA recommended. 19,000 word graded vocabulary with sophisticated Flashcarding. Has Latin-American and Castilian dialect conversational courses. A unique Verb Conjugator SYNTHESIZES millions of COMPLETE sentences to drill verbs in all tenses/persons. Features for Advanced users.

**MATHTL36.ZIP** 73697 02-08-95 MathTools 3.6 Extended Scientific Calculator DOS successor to MathCad(TM) Everything your PC should do! 8/95 Returns highly accurate values & supports optional Math Coprocessor. Slick Interface. Does Log, Ln, Sin, Cos, Tan, Csc, Sec, Cot, Prime/Whole Tests, Deg/Grad/Rad

Conversions, Areas, Volume, to name a few. by TTW —  
 =- [ASAP]

**MAYFLWER.ZIP** 14411 29-07-95 Family History of the Mayflower.

**MCONV102.ZIP** 240728 08-07-95 MASTER CONVERTER version 1.02 - Master Converter is an easy to use Windows utility that can quickly convert to and from nearly 150 different units in 13 categories. Categories include: length, area, volume, mass, power, time, energy, force, temperature, and others. Online help included.

**MPIL10.ZIP** 133234 11-07-95 MPIL (Multi-Pass Instance-Based Learning) v1.0

**MSCODE.ZIP** 104244 06-07-95 MORSE CODE MADE EASY 3.0 is a complete menu-driven learning tool that allows the user to set the pace. The 3 major modes are LESSONS, PRACTICE and WORD LIST. The user can change the tone, number of words per minute, how many characters are sent at a time and whether or not the characters are displayed as they are sent. The program tracks the user's progress and displays a score at the end of each lesson. From Brad's Software.

**NEWMRM2B.ZIP** 479447 17-07-95 \*\*\* MR.MACHINIST V2.00A \*\*\* Easy-to-use menu driven math/eng program designed to solve geometry and trig. problems that machinist and industrial engineers encounter. G-code creation of Bolt Circles, feeds/speeds scientific/mouse calculator, edit multiple files up to 65K, large F1 help file, sequence/un-sequence CNC files, Voice/BBS Support; From F1 Computing.

**QAS452.ZIP** 220986 30-07-95 QA STUDY AID V5.2 <ASP> Testing System Test creation/execution system. Databases up to 20000 questions/answers. Includes compiler and interpreter. Presentation, correct answer display, automatic scoring. Data encrypted or password protected. Can export score file for gradebook programs. All question types except essay. Relative weighting, letter grade associations, random subset generation at run or compile time. Needs ASCII editor.

**RABCF10.ZIP** 448589 21-07-95 Roxie's ABC Fish v1.00 <ASP>. Kids love to play "Go Fish" and now can play "Roxie's ABC Fish" with Roxie, a charismatic, animated, talking cat. A friendly companion for your child, Roxie will aid your child in learning letters and numbers. The program is very intuitive and progresses at the child's own pace. Online help included.

**SERPAR.ZIP** 17431 26-07-95 Personal Drill About Electronic Circuits.

**SOLOING.ZIP** 8443 22-07-95 3 Text Files That Provide A Wide Variety of information on Solo's

**SPELL202.ZIP** 172971 25-08-95 SHOW 'N SPELL-EGA graphic spelling bee! A fun way for children (& adults?) to increase their spelling skills. Random pictures appear for you to identify and spell. 3 skill levels. Play

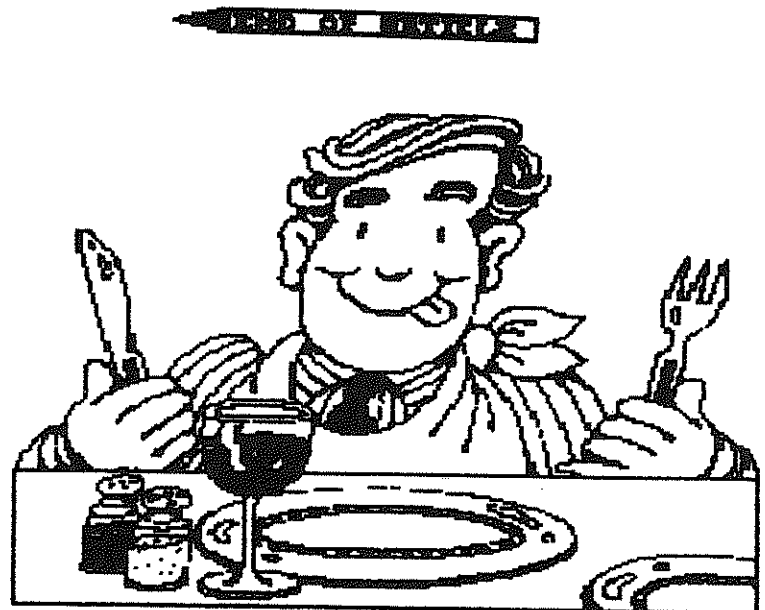
against the clock. Imports spelling word lists. EGA/VGA & hard disk required. Vers. 2.0

**STARSHW4.ZIP** 244984 01-07-95 StarShow Viewer Version 1.04 is a shareware astronomy program that displays stars, constellations, planets, galaxies, nebulae, and star clusters. You can change the location, angles, or time of view and zoom in or out to see the universe from any perspective. Versatile animation features can change the view automatically at selectable time intervals. Ten animation files demonstrate features of the program, accompanied by informative descriptions of each frame. StarShow can also be used as a colorful screen saver, showing any of the supplied animation files. Requires Windows 3.1+, 386SX+, VGA+.

**TCNDOS31.ZIP** 379027 18-08-95 CONSTITUTION Notebook v3.1 (DOS) <ASP> Study aid for US Constitution. Use its faithful rendition of the Constitution with its INTERACTIVE SEARCH feature to determine EXACTLY what is WRITTEN in the Constitution. Review its 100+ pages of rights commentary to help determine what it means. Create notes with its Notebook features (has INTERACTIVE INDEXING and comment editor) to remind you of what you learned. 2 meg HD room

**TYPING30.ZIP** 18461 17-09-95 Typing program for children. They can't hurt anything with this one. Mono & Color! It can even do printing! Simple and fun! Freeware!

**WORDY315.ZIP** 422549 04-07-95 WORDY v3.15: Educational wordgame study system, especially for Scrabble (tm) players. Includes a word construction game as well as many utilities for creating custom word lists.



## Letters to the Editor

By Chris Shai-Hee

It was in 1989 that I first met the love of my life. It was also the year that I met my wife. I remember seeing this thing at my workplace. It was brooding, menacing, captivating - it was an NEC 286 Powermate Plus. I didn't like it. I felt threatened by it.

'What does it do?' somebody asked.

'Well,' I replied, 'If I switch it on at the power point, it comes on.' I knew nothing about personal computers..

My early experiences with PCs were not happy ones. I remember trying to work out the eccentricities of Word Perfect 5. It drove me insane. Every time I pressed the 'Enter' key the cursor would drop down to the next line. I couldn't bring the cursor back so that I could finish the sentence. It was about this time that I invented the flying mouse. However, the learning curve was steep and within a couple of years I was considered a computer expert by my workmates. This was solely based on my ability to enter and exit windows for no reason at all. I eventually ditched Word Perfect 5 as it had become obsolete. There were no more flying mice.

I now had my own PC and the learning curve grew even steeper. I tried to kid myself that I had bought it for work related reasons. Joystick? Speakers? CD Rom? These had very little to do with work. However, things (such as Windows) that I had mastered at home crossed over every now and then with work.

Percy Harrison introduced to the TISHUG club, and the learning curve grew more steeper. From here I could get advice, spare parts, upgrades and servicing for my machine! I could also sell my unwanted parts! I could even get cookie recipes (see June issue page 8). What a great club! By watching the PC magicians at work I began to understand why it was clicking and whizzing. I was given explanations about the inner workings by watching the autopsies taking place. There was no mysterious 'darkened backroom' type setup.....just Cyril's garage.

The PC has become a valuable part of my life. Riding side by side with my PC adventures has been the club. The club has always assisted me whenever an answer was needed or was fixing what could not be fixed. In particular I would like to thank three magicians for their generous assistance in times past; John Paine, Cyril Bohlsen and Percy Harrison.

(And yes I will try that cookie recipe and bring them to a future meeting.)

(Editors comments) Chris thank you for your letter. As Chris has pointed out the program side is only the superficial side to computing, to understand how the computer works and looks inside, what various parts do is a very curious adventure.

At this stage, once again, I would like to ask for more articles for our magazine. Let us know of your problems, hardships and funny happenings.

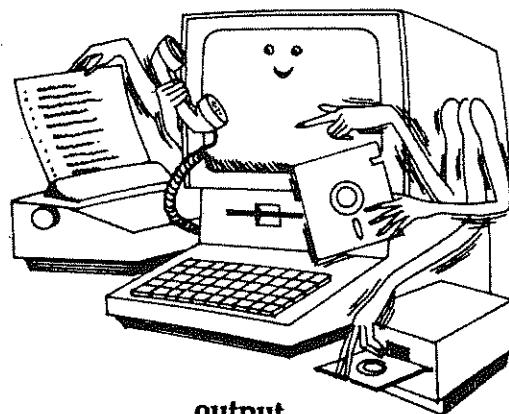


## Warning To Email Users

From DEREK WILKINSON

If anyone receives mail entitled "Penpal Greetings" please delete it without reading it, this is a warning to all internet/email users. There is a dangerous virus propagating across the internet through an email message entitled "Penpal Greeting" DO NOT DOWNLOAD any message entitled "Penpal Greeting." This message appears to be a friendly letter asking you if your interested in a Penpal BUT by the time you read the letter it is TOOOOOO LATE the Trojan Horse virus will already have infected the boot sector of your harddrive destroying all the data present, it is a self reproccating virus and once the message is opened it will automatically forward itself to anyone who's email address is in your mailbox, this virus will destroy your harddrive and holds the potential to destroy the harddrive of anyone whose mail is in your box and whose mail is in there mailbox.

If this virus keeps getting passed it has the potential to do great damage to computer networks world wide. Please delete the messages entitled "Penpal Greetings" as soon as you see it.



output

# Using the FOR..IN..DO Subcommand.

From John Paine

Trick: To use wild-card file names with DOS commands that do not recognize wild cards, use FOR..IN..DO.

For DOS commands that do not expand wild-card file names, use FOR..IN..DO. For example, you can use the following batch file, TYPED.BAT, to TYPE more than one file:

```
FOR %%d IN (%1 %2 %3 %4 %5) DO TYPE %%d
```

You execute this batch file by giving the name TYPED and the wild-card name of the files you want to type, such as TYPED \*.TXT or TYPED \*.TXT \*.ASM.

Trick: instead of writing a batch file, use FOR..IN..DO at the command line.

FOR..IN..DO is one of a few batch commands that can be used meaningfully at the command line. When you use the command at the command line, however, use a single percent sign for the replaceable parameter, not two (as you do in a batch file). For example, you can issue a command that does the same work as TYPED.BAT by entering the following at the command line:

```
FOR %%d IN (*.TXT) DO TYPE %%d
```

Only the number of percent signs changes; no other part of the command changes. Notice in particular that you still need both the parentheses around the argument list and the word DO.

Trick: Use FOR..IN..DO to execute multiple commands.

This technique saves time and is more useful at the command line than within a batch file. Put the single word commands for your batch file into a single FOR..IN..DO line. The extra speed comes because DOS does not reread the batch file each time. Consider, for example, the following batch file:

```
CLS
C:
CD\
DATE
TIME
\DOS\CHKDSK
VER
```

Using FOR..IN..DO, you can rewrite these commands in a single statement, as follows:

```
FOR %%d IN (CLS C: CD\ DATE TIME
\DOS\CHKDSK VER) DO %%d
```

Another alternative is to execute a similar statement from the command line:

```
FOR %%d IN (CLS C: CD\ DATE TIME
\DOS\CHKDSK VER) DO %%d
```

This bit of trickery is not always practical within a batch file. You cannot, for example, execute a FOR..IN..DO command if the parameters must be separated from the command by a delimiter, such as a space or a comma. For example, DEL \*.BAK does not work; DOS views DEL and \*.BAK as separate words and attempts to execute DEL and then \*.BAK. CD\ works, but CDD:\ (for CD-D:\) does not. If the starting character of a path is the backslash, a space is not necessary between the internal DOS command and the path. If the leading character is not a backslash, a space is needed and the command cannot be used.

Tip: You can use any typeable string with FOR..IN..DO.

Don't limit the argument list given to FOR..IN..DO to file names. Any type-able string can be used. For example, to check whether %1 is a valid floppy disk name, you can use the following construction:

```
FOR %%d IN (A: a: B: b:) DO IF %1 == %%d
GOTO OKAY GOTO BADDRIVE
```

In this example, FOR..IN..DO processes the first parameter (%1) against each word in the argument list, which is made up of floppy disk drive names. If an argument matches, the file jumps to the OF-AY label. If none of the arguments from the list matches, the batch file jumps to the BADDRIVE label.

Trick: Use IF and FOR..IN..DO to search two directories for duplicate files.

You can create a batch file that produces a list of files with duplicate names. There are two restrictions:

- o Your current directory must be one of the two directories to be compared.
- o You must give the name of the second directory to be compared.

The following batch file, DUPS.BAT, produces a list of files with duplicate names.

```
@ECHO OFF
FOR %%d IN (*.*) DO IF EXIST %1\%%d ECHO %%d
```

You enter the command DUPS; the list of duplicate files appears on-screen.

Trap: FOR..IN..DO is the only subcommand that cannot be nested.

You cannot use two FOR..IN..DO subcommands on the same line. Nor can you use two DOS commands on the same batch file line. As shown by the examples, you can use more than one batch file subcommand on a line, such as IF.GOTO. FOR..IN..DO..IF..GOTO, or even FOR..IN..DO..IF..IF..GOTO. There are few uses for multiple IF statements, and using any other subcommand ends the batch file line's execution. However, the possibilities exist

Help/Documentation Rating: 7

Program comes with "readme" text and Windows format Help files.

## REVIEW

# FormatMaster for Windows

Edited by Loren West

### Specifications and Requirements

Software Title: FormatMaster for Windows Version 1.3

Author or Company: New-Ware

8050 Camino Kiosco  
San Diego, CA 92122  
(619) 455-6225

Registration Fee: \$25.00

Availability: Windows Forum Software Library  
(AOL)

Filename: FMW13.ZIP

Filesize(ZIPped):77,257 bytes

Filesize (unZIPped):235,722 bytes

Requirements: Windows 3.1

Rating (1-10): 7

Date of Review: 5/15/95

### Installation

Installation Rating: (Manual Installation)

Description of Installation Process:

You need to create a permanent directory for you to copy the program files (you unZIP) from the downloaded FMW13.ZIP file. Once this is done add its icon to an existing Program Manager group (or create a new group for it). No files need to go into any other directory except its own.

### Features

Listing/Description of Features:

FormatMaster has action buttons that lets you Format, Quick Format, perform CHKDSK, view a disk's Directory, Label a disk, Save the programs Configuration, Abort a Format, call up Help and Exit the program.

It has a Status Bar which shows the active drive, the number of tracks for that drive and the disk's capacity.

Options include Add Label, Add Serial #, Transfer System Files, Force a Full Format, No Format Warning issued, Incremental Serial #'s and Format Both Drives

FormatMaster can also create a non-system disk that will pass the boot sequence to your hard drive even though it does not have any system files on it and it is in Drive A when you boot up your computer.

### Summary

This is a utility program for formatting your floppy diskettes. It is simple to operate (point and click all the way) and has a decent looking interface. The greatest benefit is that you do not have to call up File Manager whenever you want to format a disk. FormatMaster has some very nice added features, however, due to the problem listed below and its rather high (for what you get) registration fee of \$25.00 I cannot give this program my full endorsement. I will say it IS worth downloading for you to try out for yourself (the added features may be worth it to you).

### Problems and Suggestions

List of Problems found:

There were no conflicts or General Protection Faults (GPF's) detected in my evaluation of this software.

**PROBLEM:** Once you format a diskette FormatMaster will not reformat the disk in any way other than the original format (i.e. If you format a disk as a 1.4m diskette and then later want to reformat it as a 720k disk FormatMaster will not let you do this. The disk is reformatted as a 1.4m diskette The same goes in reverse). Also if you want to format an unformatted diskette FormatMaster ignores your settings and formats the disk at its highest capacity. This is fine but, there are times when you want to format a disk in a way other than its maximum capacity.

Suggestions for improvements:

A correction of the above mentioned problem. If this was corrected I would have no problem giving this utility my full endorsement and a higher overall rating.

**(DISCLAIMER:** This review is provided for information/entertainment purposes only. The author will not be held responsible or liable for any problems which may occur in the use of any of the reviewed software. The author will also not be held responsible if the program reviewed does not operate, in the way stated. With there being so many system configurations possible conflicts/problems can arise which may prevent the reviewed software from operating in the way indicated. This is not the responsibility of the reviewer.)

(This review can be found on our library CD collection,(CD.1) if anybody would like to donate some of your old Freeware, Shareware or demonstration CD's please speak to Dick, Percy, Cyril, Loren or Stefan)

**END OF ARTICLE**



Another month passes, and it seems that so much has changed in the computer world in a short period. I have been thinking about the application of computer technology, and how it is forever changing the world we know. Changes are becoming more evident in almost every area of our lives. We are beginning to accept the technology and to go along with the changes.

During the last week, an acquaintance told me that his work had just dumped about 20 computers. They were too old and antiquated, so they went to the tip. They were only 286 machines, useless, unwanted, out of date. I remember the excitement of buying my 286 machine only 7 years ago for about \$2000. Now we buy machines with maybe a hundred times the speed and performance of the lowly 286 for approximately half the cost. I think the sheer speed at which computers are developing, is startling. However the impact they are having on society generally is just as compelling, though not as obvious at this time.

Computers have changed our work forever. Gone are many of the menial jobs, which our less educated were able to do with pride. Going, are the middle management jobs. I wonder how you will feel at some time in the future, to find that you will talk to your friendly medical computer, rather than your G.P. I have no doubt that they will be able to program in a pleasant bedside manner, as well as the ability to handle the accounts at the same time. How about a little surgery done by your friendly specialist robot? These skills are being used right now. With the advent of really useful speech interfaces, the sky is the limit. No need to

learn to type, compute, to think, just tell your helpful computer what you want, and let it figure it out for you. Obviously the development of useful computer speech interfaces, and robotic technology, will lead to increasing usage of robots in every area of our lives. Robots will be able to do much of the work we perform right now.

Another major change to our working lives will come from the fact that our computers can be linked together so easily. We no longer need wires to connect them. Just plug in your mobile phone, per one of many satellites, and dial up another computer. The speed of transmission now ensures that useful work can be done from home. Data can be retrieved quickly, files can be checked, decisions made, and numbers of people informed at the same time. The newer technology of printers, ensures that everyone can be an expert if they put the effort in. Digital cameras will revolutionise the photographic world. Data can now be altered at will. We will no longer be able to trust our eyes. Pictures may tell a thousand stories, and none of them true.

If people work from home, what will this do for the way we communicate and relate socially? How will it affect trading in the CBDs? How will it affect transport usage? How will it affect union control of workers, and the organization of labour? How will it affect our wages? I wonder what proportion of our working population will actually have a job in 20 years. I tend to think that the present high level of unemployment will continue, and if anything must rise even further in the long term.

What effects will they have on our financial transactions? Well, we will be able to do almost everything from home. We will use smart cards for all our dealings. We will be able to use the same card for all our purchases, our health payments, our credit usage,

even paying our road tolls, or a very wide range of entertainments. These microchipped cards will keep accurate records of almost everything we do. All this information will be available to Government, and also your friendly multinationals, who either process the data, or purchase it. Where we go, what we buy, our health, our family details will be available to those who want the information. What is feasible now, is quite horrendous. There are rumours that people can now be injected with miniature microchips, which will allow us to be tracked and identified.

Another area of research relates to the implantation of microchip devices in the brain, eg. coclear implants to reduce deafness in young children etc., and one can only surmise about the potential for mind control this technology has given our leaders. I would guess that the criminals and dissidents of the future will be controlled by a combination of drugs and internal microchip devices.

There are efforts to link our brains directly to computers. This may be done by developing artificial intelligence based on human functioning, or more likely, by linking the inputs directly into our Central Nervous System. I suspect that this is already being done, particularly to help people with severe motor control problems. Think of the possibilities if a human brain were linked at an early age to a computer. The human brain would develop to accommodate the reasoning of the computer logic. The creation of androids must only be a matter of time. The human brain can now be beaten at chess, by Big Blue. Just imagine what may happen if we create androids which have the capacity to think and reason as we do. Think of the computer development over the past ten years, and consider how things will be in another fifty years.

We are told that mankind has

been on the planet for a matter of about two million years, but that social development has only really occurred over the past six thousand years. However the industrial revolution only really began approximately two hundred and fifty years ago. Just consider what has happened in that time. Modern warfare, The atomic age, Modern jet transport, The widespread use of electricity, The growth of cities, Present health and nutrition standards, The transport of goods etc. We can also cite the ecological disasters of our age, the pollution, population growth, global warming, etc as all the results of our industrial revolution. Obviously our modern social and political organizations have sprung from the changes which followed industrial growth.

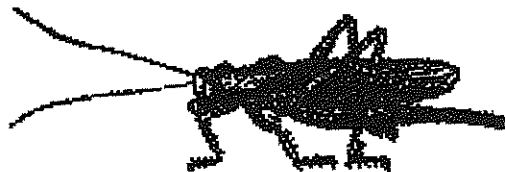
I would suggest that the changes which are stemming from the growth of electronics and the microchip, will far and away outstrip anything we have seen this century. Computer technology will change almost every facet of human experience.

It is happening in front of our eyes.

Enjoy your humble PC.

See you at the next meeting,

Dick Warburton



## Bat.Bat

by John Paine

Consider the following bat file:

bat.bat (4 lines)

```
-----  
@echo off  
echo %1 %2 %3 %4 %5 %6 %7 %8 %9 >-bat- bat  
call -bat-  
erase -bat- bat
```

Using bat.bat, we can do things from the MSDOS prompt that we normally wouldn't be able to do. For example, I've always wanted the capability to see a particular environment variable's value.

Typing

```
echo %path%
```

as a command from the prompt won't work. But, now, typing

```
bat echo %path%
```

will show me the value of %path%

You can do other things at the prompt like

```
bat for %%f in (%path) do echo %%f
```

Try it!



## Wanted

Lou Griffiths

Could anyone please send me information on Loading and Operation of the following.

"Banner Maker"

"Poster Maker"

"Pic/Utilities"

"Pix Pro"

"Page Pro"

As used in Picasso Programs

Lou is also putting a train set together using the mighty TI, if you have any TI suitable floppy drives, parts or bits and pieces. He would be very happy to hear from you.

Please give Lou Griffiths a ring on (065) 537 494

or write to him at 9 Connell st  
Old Bar  
NSW 2430

## DID YOU KNOW?

(editor)

### Adobe Photo Shop 3.04

Can produce a picture of 416.667 inch by 416.667 inch

That's 34.722 by 34.722 feet

Using RGB colour format, at 64 pixels per inch, it requires 2,034 meg of memory.

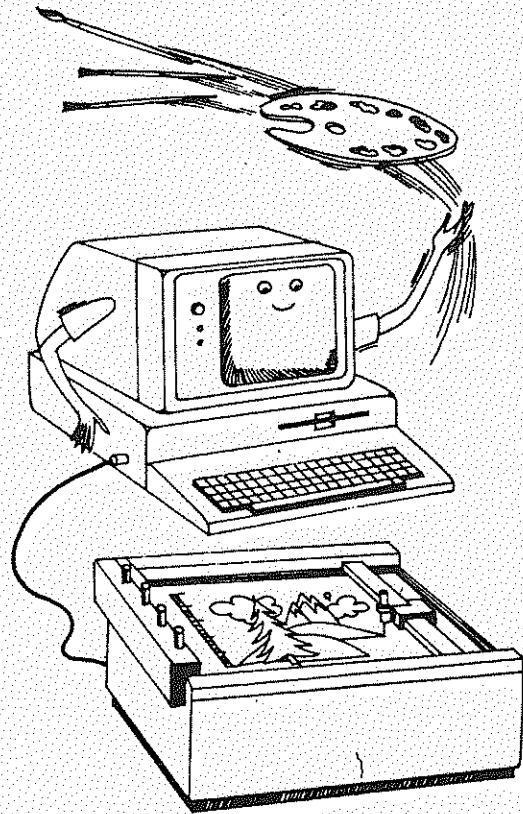
For the artist who use:

### Micrografx Picture Publisher 4.0

You can produce a picture of 222 inch by 222 inch

That's 18.5 by 18.5 feet

Using RGB colour format, at 147 pixels per inch, it requires 3 GB of memory



graphics plotter

# REGIONAL GROUP REPORTS

## TISHUG in SYDNEY

Monthly meetings start promptly at 2pm on the first Saturday of the month. They are held at the **RYDE EAST PRIMARY SCHOOL, HALL** located at TWIN RD North Ryde. Plenty of off street parking is available and is accessed from Badajos Rd North Ryde. Regular items include news from the directors, the publications library, the shop, and demonstrations of monthly software.

JULY MEETING 5th JULY 1997

AUGUST MEETING 2rd AUGUST 1997

### ILLAWARRA

Regular meetings are normally held on the first Tuesday of each month after the TISHUG Sydney meeting at 7.30pm, at the home of Geoff Trott, 20 Robsons Road, Keiraville. A variety of investigations take place at our meetings, including Word Processing, Spreadsheets and hardware repairs. Contact Geoff Trott on (042)296629 for more information.

### Meeting Summaries for FEBRUARY

Central Coast	12/07/97	Saratoga
Hunter Valley	13/07	20/07/97
Illawarra	8/07/97	Keiraville
Liverpool	11/07/97	Yagoona West
Sutherland	18/07/97	Jannali

### HUNTER VALLEY

The meetings are usually held on the second or third Sunday of each month at members homes starting at 3pm. Check the location with Alan Lawrence on (049)486509. Please note that the previous phone number (049)428176 is now used exclusively by the ZZAP BBS which also has TI support.

### CENTRAL COAST

Regular meetings are normally held on the second Saturday of each month, 6.30 PM at the home of John Goulton, 34 Mimosa Ave., Saratoga, (043) 69 3990. Contact Russell Welham (043)92 4000.

### LIVERPOOL

Regular meeting date is the Friday following the TISHUG Sydney meeting at 7.30 PM. Contact Larry Saunders (02) 644-7377 (home)

\*\*\* ALL WELCOME \*\*\*

11th JULY 1997

### SUTHERLAND

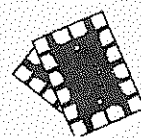
Regular meetings are held on the third Friday of each month at the home of Peter Young, 51 Jannali Avenue, Jannali at 7.30pm. Peter Young.

The cut-off date for submitting articles to the Editor for this magazine is the .....

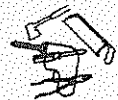
12th JULY FOR THE AUGUST MAGAZINE

You can post your letters or disks to TISHUG C/o 3 Storey St. Ryde 2112 Australia.

Or hand it to the Editor or one of the Club Directors.



### TOOL TIME



At Cyril Bohlsen's home the Friday after each TISHUG Meeting

Tune up your system, Help someone else with their problem What-ever it may be. Be there