



West Penn 99'ers



Supporting the TI-99/4A Home Computer

Established 1985

ISSUE #74

October 1991

FOR THE RECORD

by: Frank Zic

The September meeting started approx. 7:15ish. The first order of business, as usual, was Mickey giving thanks. Accolades went to Chris Pratt for his fine work as Editor. Also for the Microsoft, Modules and books he contributed to the West Penn 99'ers. She also thanked me for my recording work, but I can't really figure out why, for as Judy Muir had reminded her, "We in the TI community are all volunteers". Thanks anyway Mickey, since it's nice to hear a few words of appreciation. Bob's library additions this month include; TIPS 7A-12B, FNLWB V4.40 and a Editor and Printer program for Newsletters. Lynn next gave a complete Treasurer's report. Mike Sealy is working on a cartridge expander (Where are you Mike). The club inventory was taken and all is in order. Some nice pictures made with Page Pro by Paul Brock were passed around. Don't forget the Lima tapes are available and worth viewing. Dick Ohi has them this month. Dick, our sympathy is extended to you, your Wife and family on the tragic accident to your son. We pray his fiancée has a complete recovery from her serious injuries. The BBS report disclosed that we are now back up to 2400 baud communications. Thanks again to Chris Pratt for providing a reasonably priced modem. Art next went through all the many items he sells, including a 20 Meg, 3 1/2" hard drive for about \$100. The ribbon inker was idle, let's remember to bring those dry ribbons in for referbishing. For a \$1 you can't beat it and it works really fine.

Should you want to give a demo, all you have to do, is ask. Also let us know if you have any equipment for sale, Chris would be glad to advertise it for you. Mickey's Micro review this month; p20 Barry Traver's Assembly, p24 Bruce Harrison's Assembly (This is the stuff Dick Ohi's class is all about), p27 Mario Bros. review???, p28 Digitized sound and p30 Auto-loading from Tape. Next on the agenda, after more strange waving of her hands, Mickey demoed #3 OLGV (On Line Grape Vine) provided by Rick Keppler. Rick will be giving a demo of Midi-Master. Gary Taylor will soon demo a mock BBS set-up. Come join the fun. Don't forget Pizza-Pizza. Mickey next demoed OSCAR. What! does she do everything around here? Just a-bout pardner, even hardware. Oscar is a bar code scanner. It was won in the raffle later by Ken Farr. This unit when first released cost \$400. Bill Vorp and Jack Skinner won lesser prizes. What a raffle, what a meeting, ooh va. A somewhat lengthy discussion on club "T" shirts ensued. It's not for sure what was decided but next month we get to see shirt colors and maybe we can have Rob or Joe Ekl model them for us. Wow, can ya wait. It was rummored that ESD will soon be out with their new IDE hard card, included in the package is a 40 Meg hard drive, all for about \$270. We are all hoping it comes off this time without a hitch.

* This smear mark is a result of Mickey's fast hands.

May the good 4's be with you.

WEST PENN 99'ERS CLUB INFORMATION

NEXT MEETING DATE

OCTOBER 15, 1991
7:00 P.M.

MEETING LOCATION

PENNS WOODS
CIVIC ASSOCIATION

JUST OFF ROUTE 30
N. HUNTINGDON, PA

LIST OF WEST PENN OFFICERS FOR 1991

PRESIDENT:	Mickey	412-335-0163
VICE PRESIDENT:	John	412-527-6656
TREASURER:	Lynn	412-835-4304
RECORDING SEC:	Frank	412-751-6065
CORRESPONDING SEC:	Mike	614-282-5627
LIBRARIAN:	Bob	412-863-5672
NEWSLETTER EDITOR:	Chris	703-415-3964

GENERAL ITINERARY OF THE CLUB'S MEETING

6:45 P.M.	DOORS OPEN
7:00 P.M.	GENERAL MEETING
7:45 P.M.	DEMOS & NEW INFO
8:45 P.M.	ASSEMBLY FORUM
8:45 P.M.	HARDWARE CLASS
11:00 P.M.	DOORS CLOSE

MEETING HIGHLIGHTS FOR THIS MONTH

- * LATEST T.I. NEWS AND SOFTWARE DISCOUNTS
- * LATEST NEWS CONCERNING OUR NEW T-SHIRTS
- * NOMINATIONS FOR CLUB OFFICERS FOR 1992
- * ASGARD'S Y.A.P.P. - DEMO BY MIKE SEALY
- * NOTUNG'S FILMLIB - DEMO BY LYNN GARDNER
- * "ON-LINE GRAPEVINE" DISK #4 BY VONRICKY

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\$15.00 PER YEAR FOR INDIVIDUAL / FAMILY
\$10.00 PER YEAR FOR ONLY OUR NEWSLETTER

CONTENTS FOR THIS ISSUE...

For the Record.....	1
Club Information.....	2
From the Editor.....	2
Happy Halloween.....	3
Sliding Block Puzzles.....	4
Cassettes (no. 4).....	5
Best Buys.....	5
Chicago Faire.....	6
System Search Program.....	7
RAMdisks.....	8
Classified's.....	11
Chalkboard.....	12

From the Editor...

I don't care what anybody says...our computer is far from extinct! I've heard a few people in the TI community whine and complain about new stuff not being developed for the TI lately. Well, that has to be the farthest thing from the truth I've heard in quite some time. In just the past month I've seen things for the TI that have dazzled me (and believe me I am not an easy one to impress). To start things off I am anticipating the release of Barry Boone's new Digitized Sound/Speech program. The amazing program plays digitized IBM files on a standard TI (even without speech synthesizer attached!). The program is supposed to be out soon and distributed by Texaments. I was also pleasantly surprised this month with Barry Traver's article in the Computer Monthly. The article itself was as good as every month, but Computer Monthly actually gave the TI more article space! Hopefully it will continue. I was witness to more shocking TI developments at the September MANNERS meeting near our nation's capitol. Ed Hall gave all in attendance a treat with the demo of his new AUTO-UNARCHIVER program. That's right...the TI can now self-extract archived files! The program allows the user to pack files into one archived executable file. Then in turn allowing the user on the receiving end to unpack the files simple by running it via Editor/Assembler option #3. Shane Truffer, President of ESD, was also in attendance and he gave everyone a demo of his new IDE hard drive interface for the TI. He also discussed his new high-density floppy controller and pricing structures of his new products. The hard drive

(continued on page 5)

HAPPY HALLOWEEN



OCTOBER 1991
By Paul Brock



This was copied from a 1985 Family Computing magazine and on cassette. I thought that you might enjoy it. The listing is below.

HALLOWEEN CLASSIC



```
10 DIM A$(5),N(32,2),M(32):: FR=760 :: F=1
20 RANDOMIZE :: CALL CLEAR :: CALL SCREEN(2)
30 FOR I=1 TO 32 :: READ M(I,1),M(I,2):: NEXT I
40 FOR I=1 TO 32 :: READ N(I):: NEXT I
50 FOR I=1 TO 5 :: READ A$(I):: NEXT I
60 FOR I=1 TO 13 :: READ CH,CI
70 CALL CHAR(CH,A$(CI)):: NEXT I
80 CALL COLOR(2,2,10)
90 FOR CS=8 TO 14 :: READ FG,BG
100 CALL COLOR(CS,FG,BG):: NEXT CS
110 FOR J=1 TO 47 :: READ A,B
120 CALL HCHAR(A,B,104):: NEXT J
130 CALL COLOR(10,2,2)
140 FOR I=3 TO 11
150 CALL HCHAR(I,19-1,112,2*1-5):: NEXT I
160 FOR I=1 TO 16 :: READ A,B,K,CH,REP
170 FOR J=A TO B :: CALL HCHAR(J,K,CH,REP)
180 NEXT J :: NEXT I :: CALL HCHAR(21,18,46)
190 CALL MAGNIFY(2)
200 FOR X=1 TO RND*10+20
210 KO=INT(RND*2)+1 :: IF KO=2 THEN KO=16
220 CALL SOUND(500,-(INT(RND*3)+5),0)
230 CALL COLOR(13,KO,1):: CALL COLOR(10,KO,1)
240 CALL COLOR(R(INT(RND*4)+2),INT(RND*12)+3)
250 NEXT X
260 FOR SP=2 TO 5 :: CALL COLOR(NSP,2):: NEXT SP
270 CALL COLOR(13,2,1):: CALL COLOR(10,2,1)
280 CALL SPRITE(N1,96,16,1,256,0,-10)
290 CALL SOUND(100,FR-S*15,10,FR-2,10,FR+3,10)
300 CALL POSITION(N1,S,T)
310 IF T(65 AND F THEN CALL MOTION(N1,4,0):: F=0
320 IF S(23 THEN FR=FR-3 :: GOTO 290
330 CALL DELSPRITE(N1):: FR=760 :: F=1
340 CALL SPRITE(N6,128,16,142,117):: I=1
350 CALL SOUND(300,N(I),5,N(I)*2,8)
360 CALL SPRITE(N2,97,16,100-M(I,1),80-M(I,2),N3,98,16,100-M(I,1),153-M(I,2))
370 CALL SPRITE(N4,99,16,148-M(I,1),70-M(I,2),N5,100,16,148-M(I,1),166-M(I,2))
380 IF RND>0.2 THEN CALL COLOR(N6,2):: GOTO 400
390 CALL COLOR(N6,16)
400 I=I+1+32*(I=32)
410 CALL KEY(0,X,S):: IF S=0 THEN 350 ELSE 200
1000 DATA 0,-4,0,4,0,-4,0,4,0,2,0,2,0,-2,0,-2
1010 DATA -4,0,4,0,-4,0,4,0,2,0,2,0,-2,0,-2,0
1020 DATA 4,4,-4,-4,-4,-4,4,4,4,4,4,-4,-4,-4,-4
1030 DATA -4,4,4,-4,4,-4,-4,4,-4,4,-4,4,4,-4,-4,4
2000 DATA 131,147,156,156,147,147,131,131
2010 DATA 131,147,156,196,147,156,131,131
2020 DATA 156,175,196,196,196,208,196,175
2030 DATA 147,156,175,175,175,196,175,156
3000 DATA "183CSAFFFFFFFFFA5","183CSAFFFFFFFFF5A"
3010 DATA "FF00FF00FF00FF00","0000004200000000"
3020 DATA "FFFFFFFFFFFFFFFF"
4000 DATA 88,5,96,1,97,1,98,1,99,2,100,2,104,5
4010 DATA 112,5,120,5,128,4,129,5,130,5,136,3
4020 DATA 3,3,16,1,16,1,7,7,10,10,2,2,13,1
4030 DATA 1,1,1,6,1,7,1,26,1,31,2,3,2,5,2,8
4040 DATA 2,24,2,25,2,30,3,2,3,4,3,9,3,10
4050 DATA 3,23,3,29,4,2,4,5,4,20,4,21,4,22
4060 DATA 4,24,4,28,4,30,5,1,5,5,25,5,27
4070 DATA 5,31,6,4,6,25,6,27,6,31,7,3,7,24
4080 DATA 7,26,7,32,8,2,8,4,8,23,8,27,9,1
4090 DATA 9,5,9,28,10,6,10,29,16,24,1,88,32
4100 DATA 12,24,7,112,19,18,24,14,120,5
4110 DATA 12,15,9,136,6,12,15,18,136,6
4120 DATA 18,21,8,136,5,18,21,20,136,5
4130 DATA 12,15,10,130,4,12,15,19,130,4
4140 DATA 18,21,9,130,3,18,21,21,130,3
4150 DATA 19,19,15,130,3,6,6,7,120,5,7,8
4160 DATA 8,120,3,9,9,8,120,2,10,10,8,120,1
4170 DATA 19,19,16,128,1
```

R2D2&T12 MADE IN USA

SLIDING BLOCK PUZZLES
REVIEW BY DEANNA SHERIDAN
NORTHCOAST 99ERS - CLEVELAND, OHIO

If you enjoy "thinking games" instead of the shoot 'em up type, you will enjoy SLIDING BLOCK PUZZLES by Norman Rokke. If the name isn't that familiar to you, several of us have used his "1000 Words" fairware program to create graphics for TI-Writer.

Norman Rokke is a professor at a college along the Ohio River, and I believe his specialty is physics. Only a person with high math capability would be able to come up with these puzzles. They follow the idea of the old mosaic puzzles and the little hand-held puzzles with one piece missing, and it is your task to place them in a certain order of numbers, letters, or whatever, to complete the puzzle.

There are so far, two series of these puzzles. I picked up the Series I at the Lima meet. It has three puzzles, evidently going from the easiest to the hardest. (You can't prove it by me, as I have been unable to solve ANY of them as yet.) In this case, the blocks are of varying colors, and it is the puzzle solvers job to get the large RED block from its beginning position at the top left-hand of the screen to the bottom-right.

The documentation states that the first puzzle can be solved in a minimum of 59 moves; the second in 81 moves; and the third in 90 moves. If you want hours of concentration at your computer, this is the disk for you. After you have conquered Series I, there is a Series II. If you enjoy working this type of puzzle, but just can't seem to get a "clue" as to how to go about it, you can obtain SLIDING BLOCK SOLUTIONS - SERIES I and II. The advertisement for the solutions states that it gives you just the right amount of help without the risk of spoiling the game as you control the amount of help you receive.

Sliding Block Puzzles is distributed by MS Express Software, P.O. Box 498, Richmond, Ohio 43944. If MS Express is not familiar to you, any adventure fan of the TI world has heard of Mickey Schmitt of the Pittsburgh and West Penn user groups. She and Lynn Gardner have written adventure programs which have been distributed through Asgard. In fact, in addition to the Sliding Block Puzzle series, they also have available Adventure Hints - Series I and II, as well as a simulation game entitled, Galactic Emperors.

The Sliding Block Puzzles disks are \$7.95 each, as well as the solutions disks. Adventure Hints - Series I and II sell for \$9.95 each, and Galactic Emperors sells for \$9.95.

KEEPING UP WITH CASSETTES

BY MICKEY SCHMITT

NUMBER 4

This month's article comes to us via an article that I read in the August 1991 issue of *Micropendium*. It was entitled "Auto-Loading from Tape" and was written by D. N. Harris.

(Note: *Micropendium* found this particular article in one of the issues of the TISHUG's newsletters which comes out of Sydney, Australia - I could not tell from *Micropendium*'s article whether or not this article "originated" from Sydney, Australia or whether it had just been "reprinted" in one of their newsletters. At any rate, I thought the info was worth repeating.)

The command RUN "CS1" can be used instead of END so that a tape of Extended BASIC programs will load each other. Each program must have END changed to RUN "CS1". The effect is like RUN "LOAD" in a disk collection. Suppose the program line is:

```
1000 END
```

Make it:

```
1000 RUN "CS1"
```

It starts a cassette load as soon as the program ends.

Remember to put the quotation marks around CS1, otherwise it is not a valid device, although for SAVE CS1 you leave off the quote marks. The same for OLD CS1. For RUN "CS1" you must use the quotes both as a systems command and as a statement in a program.

This will work for TI-BASIC programs running out of the Extended BASIC environment provided that the allowable range of character sets is employed and that the program does not ask for "SPEECH", OUTPUT.

October seems to be a month where people start to spend even more time with their computer systems, so I am going to offer a little variety this month. First lets start with *best buys* in software. For you adventure fans out there this one is a real winner. Asgard Software in coordination with the original supplier and Barry Boone, never-before-released Infocom Adventure games for the TI. The original Infocom games (Plundered Hearts, Suspect, Hollywood Hijinx, Station Fall, The Lurking Horror, Leather Goddesses of Phobos) require 32K, at least DS/SD disk, and an Editor Assembler Module (note the last two games listed require a Super*Cart). Asgard is selling these adventures for \$14.95 each. Asgard Software, P.O. Box 10306, Rockville, MD 20849.

Hardware products are, as always, abundant for the TI. You may find yourself wanting to add to your system this fall. For those interested in such things I recommend a new magazine which debut this summer called *Computer Buying World*. Its \$6 cover price may scare you away, but rest assured you can obtain a free subscription by simply answering a questionnaire. *Computer Buying World*, P.O. Box 3020, Northbrook, IL 60065-9847.

Best Buys are the editors choice for products that are compatible with the TI and are based upon the editor's personal experiences with the products listed in this column. Items are selected on the basis of quality, price, and performance. Suggested vendors are sometimes included either because they are the only ones who carry the product, or because of outstanding customer support from the vendor.

WP♦

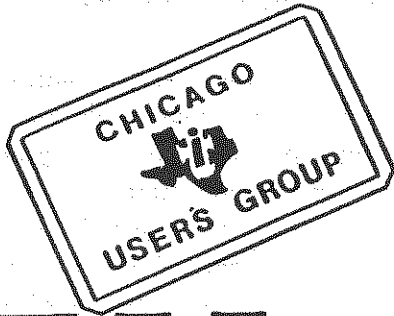
(continued from page 2)

...controller card will be packaged with a 40MB IDE hard drive and will retail for around \$275. The floppy option will be packaged with your choice of high-density drives for approx. \$165. I have seen so much become available for the TI computer that it truly "blows my mind".

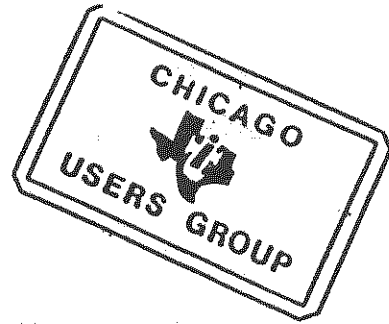
One quick word about article submissions. I thank Mickey and Paul again this month for their timely submissions. Please, everyone get involved. Some of you have promised me articles too (you know who you are). Please send articles to: Christopher Pratt, 801 15th ST, S APT 605, Arlington, VA 22202-5017.

-WP♦

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From the MANNERS club...

A SYSTEM SEARCH PROGRAM (XB)

by Ed Hall

What was the name of that program? Seems like it had SEARCH in the name, but that wasn't the whole name. Well, let's see... FIND would work if I knew the whole name, and which hard drive or floppy I wanted to search. Maybe if I had that SYStem SEARCH program I wrote... THAT'S IT!

And here it is so others can use it too. This program is for those who have multiple subdirectories and drives. It is set up to search for partial names so you can find all occurrences of substrings within filenames.

In order to "customize" it for your system, set up the first data line so it contains the basic drives of your system. In the listing I show floppies 1 through 4 and RAMDISK 5 as well as hard drives 1 and 2. If one of these drives is empty the error routine will skip it, however this will be slow. Alternately a disk can be placed in the drive. Once running all subdirectories are picked up and placed in the array so that each will be checked. The subdirectories are checked by level. This may seem strange at first since the first level of each drive is checked before the second level is started, which causes the program to skip back and forth between the hard drives.

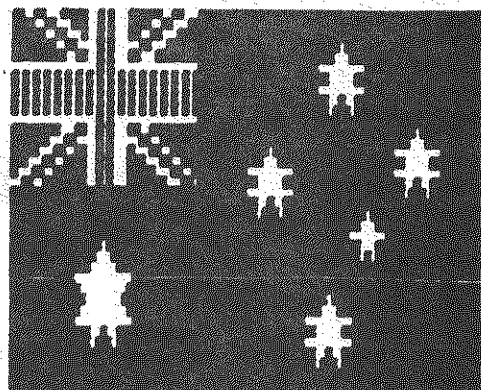
When the program is run it prompts for a search string. All filenames available to the system are searched for an occurrence of the search string within them. If a match is found, the path and filename information is displayed on the screen.

PROGRAM LISTING:

```
100 DIM DEVICES$(200):: A,B=0
110 INPUT "SEARCH STRING? ":SR$
120 A=A+1 :: READ DEVICES$(A) :: IF DEVICES$(A) <>"END" THEN 120
130 ON ERROR 130
140 B=B+1 :: IF DEVICES$(B)="END" THEN 230
150 OPEN #1:DEVICES$(B),INTERNAL,INPUT ,FIXED
160 INPUT #1:B$,D,E,F
170 INPUT #1:B$,D,E,F
180 IF B$="" THEN 220
190 IF ABS(D)=6 THEN GOSUB 260
200 IF POS(B$,SR$,1)>0 THEN PRINT DEVICES$(B),B$;:: IF ABS(D)=6 THEN
PRINT TAB(25);"<D>" ELSE PRINT " "
210 GOTO 170
220 CLOSE #1 :: GOTO 130
230 END
240 DATA DSK1.,DSK2.,DSK3.,DSK4.,DSK5.,WDS1.,WDS2.
250 DATA END
260 DEVICES$(A+1)=DEVICES$(A)
270 DEVICES$(A)=DEVICES$(B)&B$&". "
280 A=A+1
290 RETURN
```

--WP♦

RAMDISKS IN GENERAL, AND THE QUEST RD200 IN PARTICULAR



a review by
John Bulakowski
NUTMEB TI-99ers

There are mysteries and unanswered questions in life such as 'How did the world begin?', 'Was the creation of man evolutionary?', and, 'Why does one really need a RAMdisk for his TI?'. For all such questions, the answers can and will be debated for centuries. Let's tackle the one that will be with us the longest (the other questions will long be answered and the TI will still be with us), why a TI RAMdisk? Here's the facts. RAMdisks: 1) cost at least twice as much as the combined cost of a DSDD controller card and associated disk drive; 2) can be occasionally temperamental; 3) may not work exactly as advertised when you first get them; 4) can only store a finite amount of information at one time; 5) are a pure joy to work with. Obviously, the only salient fact among the above is 5), a pure joy. Whilst your children say they need new shoes and your spouse really deserves that night out, there are some basic necessities that a TI'er simply must have.

In order to share my views on RAMdisks let me recount my experiences with the RAMdisk that I selected, the Australian Hunter Valley 99ers User Groups Quest RD200. I learned of the Quest via a review in MICROpendium (June, 1990, page 31) where it recieved very high marks. Spurred on by the relatively low cost, I and another member of our group, Craig Stogran, each bought one.

In my opinion there are two main factors in the selection of a RAMdisk, price and performance. Let's explore each.

PRICE

The MICROpendium article suggests that the cost of the bare QUEST board was approximately U.S. \$60 and, after you finished buying the various components and memory, could wind up costing between \$200 to \$300. The words "approximate" and "between" are used because there are a number of variables such as: the current year's cost of the board (in Australian Dollars), the exchange rate, the cost of an international money order, and, finally, the price of the components. In my case (and remember, I placed an order for two of all of the bought items, so the non-recurring costs such as commissions and S&H, were halved) the arithmetic works out as follows (taxes, where applicable, are included):

-Base Quest RAMdisk (\$100 Australian Dollars)	
@ an exchange rate of .8781=>	\$87.81
-International Money Order commission	7.50
-Postage	.50
-Memory chips (17 @ \$7.50 plus S/H)	131.25
-Battery (for back up memory), mounting tape	12.90
-Memory chip sockets	2.55

Total	\$242.51

PERFORMANCE

Now for the second part of the equation, performance. I experienced a start-up problem with my Quest card after I added additional sockets so that I could expand it's capabilities up to it's 512K limit (2048 sectors). The people in Australia were as cooperative as they could be from 7000 miles away and suggested that they had run into a series of cards that inadvertently omitted a resistor. I ran to Radio Shack, got the resistor, installed it, and nothing happened. Another suggestion was that perhaps one of the other microchips was bad, but, after replacing them, I still had a bum card. Although the Hunter Valley group suggested the I send the card back to them, I didn't want to wait that long (it can take 3 to 4 weeks one way!).

Our resident Electrical Engineer, Craig, took up the challenge. Using his board (which, by the way, was working like a charm) as a reference, he painstakingly started comparing the circuitry. It ended up that two of the printed traces was touching another. After some minor surgery, the board was alive.

I got it back at the Boston Faire where we placed his board, my board, and Dave Fink's Horizon RAMdisk in the same P.E. box. Almost 2 megs of RAM! And no conflicts. Sheer power and speed. This, in a machine that TI gave up for dead over 8 years ago. Shame on them.

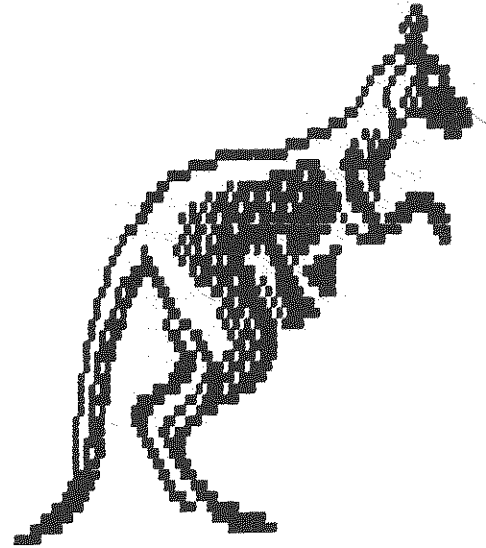
What kind of speed am I talking about? Well, in my case, I've placed my most used utilities, including FUNNELWEB, TELCO, and TI Artist

on the card. Having a battery backup is nice, precluding you from loading up the card every time you power up (although I do find that, on occasion, a power surge will corrupt the files stored in memory, necessitating a reload). Anyway, speed is turning on the TI and being instantly greeted with a menu of programs to run. A single keypress gets me FUNNELWEB in a second (literally). Other programs that are disk reading intensive are a pleasure to work with. As an example, the heading of this article was made using TI Artist. It consists of

one instance and four different fonts. The process to do this requires going from the central TIA menu to Enhancements to retrieve the instances, back to central menu, off to Fonts, back to menu, off to Artist to save the picture, back to menu, off to Print. Using a disk system (ignoring getting files) would have your disk system running 7 times for a total time of 64 seconds. Using the RAMdisk eliminates disk drive wear and enables you to do the above in 18 seconds. Over 3 & 1/2 times faster! One can get spoiled real fast. I could go on, but I think you get the idea. I've seen similar performance on the other cards mentioned above. This speed is exactly what the TI-99 needs. The near instantaneous importing of information nearly completely offsets the limited amount of memory that our machine has. This enables it run programs that would be discouraging to the user being frequently interrupted by disk drive actuations.

Speed is the common denominator among all the RAMdisks. There are a number of other discriminators that cause the differences in prices. I can't get into the individual merits here, suffice it to say that each has it's own 'goodies'. Get their brochures, see what they have to offer and match it against what you intend to use the RAMdisk for. Personally, I'm a supporter of User Groups in general, and if a group like the Hunter Valley 99ers come up with a worthwhile product, I'm more than inclined to give them my business. They did a fine job. Make your own supplier decision, but get one, it's a pure joy.

Not bad, falling right in the middle of that \$200-\$300 range mentioned earlier. However, we're not quite done yet. You see, there is some delicate soldering work that has to be done in order to mount the sockets that the memory chips will fit into. It seems that I misplaced my soldering iron and needed another (actually a good thing, for my old one drew enough power to brown-out my neighborhood). And some solder. And, because I had some teething problems with the RAMdisk, I had to buy some additional microchips. I also enjoyed an educational experience and found out that a phone call to Australia runs \$1.00 a minute. So, if you find yourself in a similar situation like myself, you can figure on adding some more to the total:



-Soldering Iron, solder	\$11.28
-Insurance Chips (includes S/H)	\$32.47
-Phone calls	\$20.00

Subtotal	\$63.75
Total from above	\$242.51

Grand Total	\$306.26

That's pretty much it. There may be some trade-offs that you may make (like already having or borrowing some equipment), but I can verify that you can expect to spend in the \$250 - \$300 range for a fully loaded (512 K) Quest RAMdisk.

How does that price stack up to some of the other RAMdisks out there? Well, prices do fluctuate and I do admit that I don't have all the latest, but the following will at least get you into the ballpark for comparisons:

- MYARC 512K Expansion Card
 (price from Texaments catalog).....\$269.95 plus \$4.50 S&H
- RAVE 99MX01/544
 (from RAVE catalog).....\$399.95 plus 5% S&H
- HORIZON 512K kit
 (from ad in July MICROpendium).....\$250.00
- HORIZON 512K built.....\$285.00

Just a note of advice on the HORIZON cards if you decide to go with that product. Having gone through the quasi-kit experience with the Quest, I would strongly recommend buying the card already assembled. That extra \$15 buys a lot of insurance insofar as it virtually guarantees a working card when you put it into your P.E. box.

-WP♦

CLASSIFIED ADS

Wanted: TI-99/8 computer.
Call 703-415-3964 or write:
Christopher Pratt
801 15th ST, S APT 605
Arlington, VA 22202-5017
or GENie (e-mail): C.PRATT8
with information.

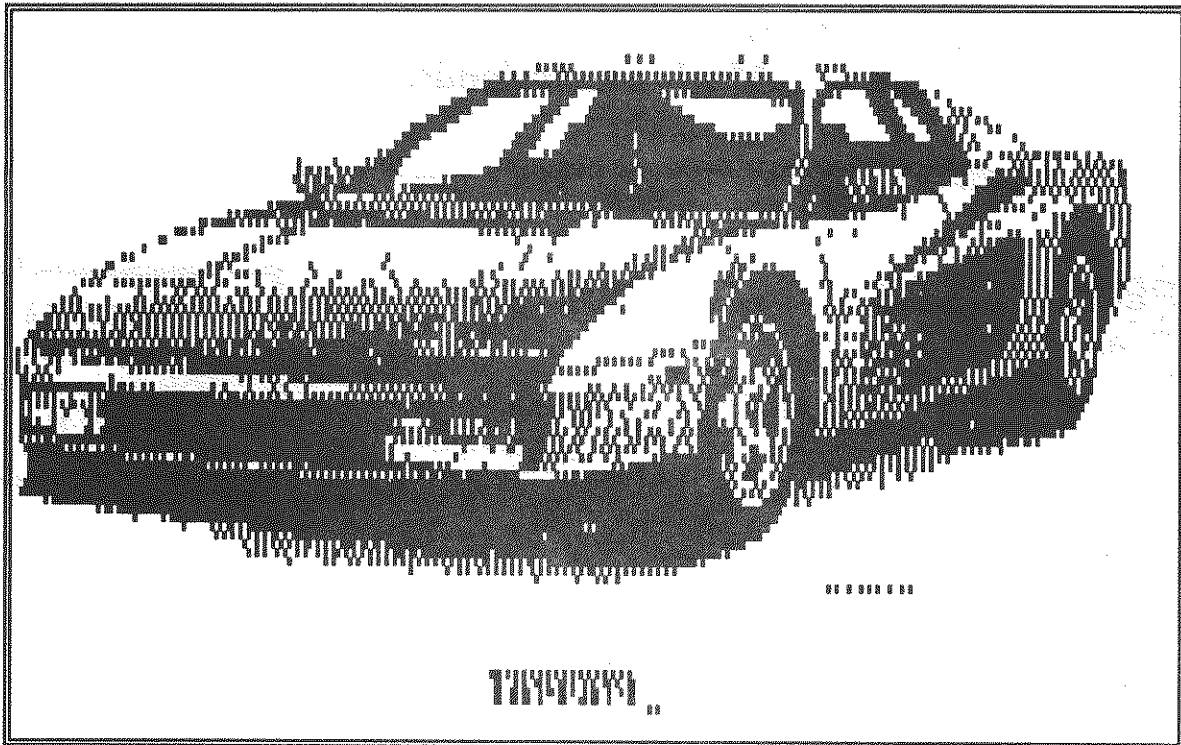
For Sale: Hard Drive.
20MB MFM 3½" Hard Drive
w/ 5¼" mounting bracket -- \$100.00
Call Art Gardner at: 412-835-4304.
or User #3 on PUG BBS.

For Sale: TI-99/4A Consoles (2)
w/ RF Modulators & Power Supplies.
CorComp 9900 Micro Expansion System
(includes RS-232, 32K Memory
Expansion, & DS/DD Disk Controller).
Half-Ht. DS/DD 5¼" Drives w/ power
supply and case.
Speech Synthesizer.
Large qty. of software, documentation
and other related books and cables.
Best offer takes all!
Contact Eric of Bill at:
(412) 373-2104

Classified ads may be placed by any member of the West Penn 99'er User's Group free of charge. Please send ads directly to the editor or give to Mickey at the meetings. The normal deadline for submission applies.

--WP♦

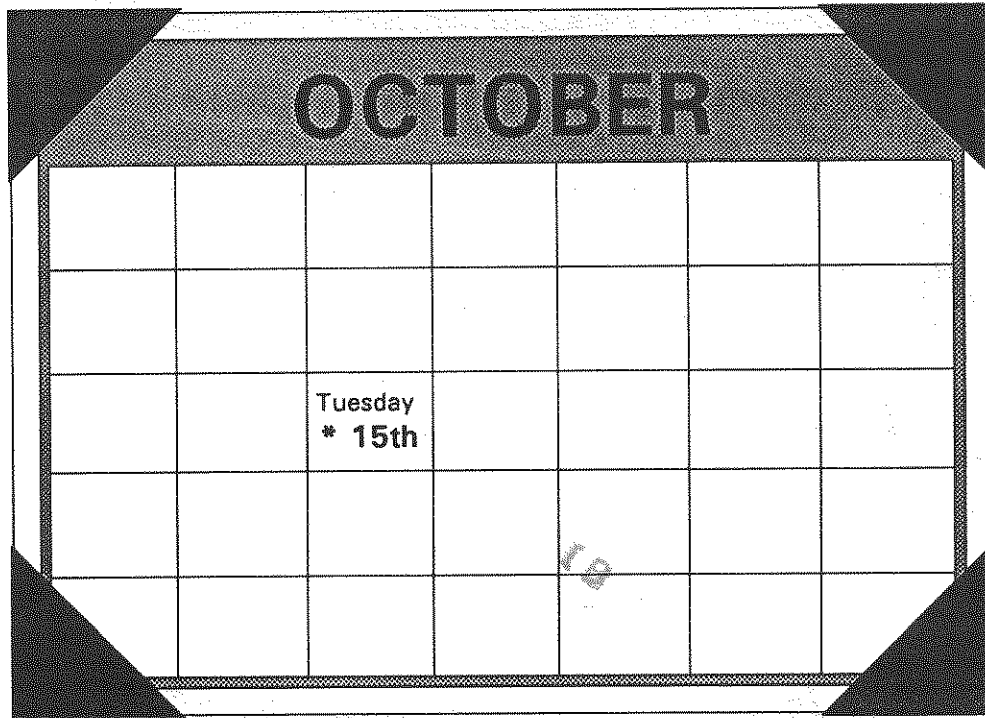
It is that time of year again...



The West Penn 99'ers User's Group will take nominations from the floor at the October 15th Meeting. All elected 1992 officers will receive (again this year) the brand new 1992 Ferrari (please read the fine print...).

[Please note these additional terms: Elected officer may not get his/her choice of color. West Penn Club and its parent company, The City of Pittsburgh, are not responsible for the officer's placement of keys after they leave recipient's hand. Relatives of the West Penn 99'ers ARE eligible to win. In the case of an elected official under the age of 16, training wheels will be provided. Officials limited to 25 concurrent one year terms. Anyone adhering to these additional terms, or taking this completely seriously will have some explaining to do next month. Bye, Bye ☺]

--WP♦



**The West Penn meeting is on the 15th of this month.
Mark your calendar!**

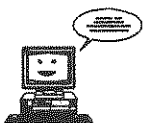
WEST PENN 99'ERS

% Mike Sealy
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ISSUE NUMBER 74

October 1991



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