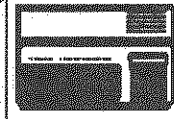


# West Penn 99'ers

Supporting the TI-99/4A Home Computer



*Established 1985*

**ISSUE #75**

**November 1991**

## FOR THE RECORD

by: Frank Zic

The October meeting started approx. 7:20ish. We started this late because Mickey was too weak to bang the gavel loud enough for us to hear. The first order of business, as usual, was Mickey giving thanks. Accolades went again to Chris Pratt for his fine editing job and Paul Brock for his recent Page Pro productions. Also receiving recognition were Ralph and Judy for their fine work on the newsletter. Lynn Gardner next gave a favorable Treasurer's report. Bob Sadusky mentioned our heavy box of disks. The VCR tape for the last Lima meeting was again re-issued. Some intermittent problems have been experienced on the PUG BBS. They seem to have been corrected recently. There will be a Ham-fest at the Caryle fair grounds on Oct 20, 1991. No computer faire, however, will be scheduled according to reports from Chuck Bower.

At this time the meeting went into a time warp mode. It was as though we entered a dentists office and no one could speak. Or similar to a classroom, with everyone hoping the teacher (Mickey), didn't call on them. Yes, you guessed it -- Nominations for new officers. Fortunately the officers present agreed to re-run, and those not present, we all hoped would run again too ?? Two floor nominations were made. for V-P Norm Rokke was proposed and for Rec-Sec Paul Brock was nominated to our existing list. Ya gotta come next month to help decide our future course, by placing your nominations on the floor. BTW don't forget, Pizza-Pizza night. Mickey's September Micro references this month are: p6-JP Software distribution with Hoddie and Coffey (also p31), p16-Boston Fair, p17 Basic Assembly by Barry Traver and p13- Asgard. Ric Keppler flew in late to demo a Halloween picture with syn-speech. This was an add-on to his 4th OLGV (On Line Grape Vine). Lynn demoed a rather nice program that keeps track of your film library called "Filmlib". Six nice raffle prizes went next. Mickey said some really nice raffles are being planned. But, you've got to come to be a part of the evenings festivities. Come one, come all. We really are sincere about wanting you to join for an evening and make new acquaintances or rekindle some old ones. Mention was made of expanding our refreshment selection.

Two somewhat lengthier discussions went on during the night. One was a review by each current office holders as to what their actual jobs included, in some detail. The other subject was a finalizing of the details on the clubs new T-shirts. Joe Ekl told me that he and Rob were getting close to completion of their new portable TI system. Seems a larger power supply is needed. That's it for now.

May the good 4's be with you.

## WEST PENN 99'ERS CLUB INFORMATION

### NEXT MEETING DATE

NOVEMBER 19, 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
- \* SPECIAL REPORT ON THE CHICAGO U.G. SHOW
- \* ELECTION OF WEST PENN OFFICERS FOR 1992
- \* LATEST NEWS CONCERNING OUR NEW T-SHIRTS
- \* SURPRISE DEMO - FROM ONE OF OUR MEMBERS
- \* "ON-LINE GRAPEVINE" DISK #5 BY VONRICKY

### RENEW YOUR MEMBERSHIP DUES!

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

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### From the Editor...

I am pleased to have another packed 12 page newsletter for you this month. Actually the thanks go to you because the increase in articles -- you know who you are -- please pat yourself on the back for me. Please don't stop writing, we all need you.

The Chicago Faire was this month, November 2nd weekend. I am sure we will have a full report in next month's newsletter because one of you lucky ones who attended will whip of a report for me wont you? I know some new software was released at the show, including Texament's new SOUND F/X (see pg. 11).

Please take the time this month to send me your favorite *Best Buy*. In next month's column I want to publish the best of the best and I'll also include some of your personal experiences with the products and/or vendors. See page 11 for more details.

Its election time, both locally and for the West Penn club. I wonder how many of us will still be in office next year? The Editor position (as I understand it) is an appointed position by the President, has anyone out there expressed an interest in the job? I'll still be here, but I wouldn't mind passing the baton either. CDP

--WP♦

# Pittsburgh Computer Flea Market

There will be a Computer Flea market held at the Chartiers Valley High School on December 7, 1991. Chartiers Valley High School is located just off exit 12 (Kirwan Heights) of I-79. This Computer Flea Market will include all brands of computers, and is open to any individual that would like to sell computer equipment, software, or accessories. Anything you have that involves computers is welcome. Each individual will be responsible for the condition of merchandise sold. Piracy and any other illegal activity will not be tolerated.

Some tables are available, so get there early to set-up. When we run out of tables, you will be assigned a spot in which you may set-up your wares. You may bring your own folding table to be sure you have someplace (other than the floor) to set-up on.

Spot Prices (8 foot area)

Non-Commercial dealer spot     \$10.00 day of sale  
   \$ 5.00 pre-paid

Commercial dealer spot         \$10.00

This Computer Flea Market is going to be a test. If it goes well it will be continued annually. The Flea Market is being hosted by the Pittsburgh Area Computer Enthusiasts (PACE). PACE has been holding Chinese Auctions (silent auction) for many years in December. We are trying the flea market across all formats of computers to give the Pittsburgh area a chance at something different from the ordinary. Our auction attendees in the past have found it to be a rewarding experience.

Pre-Paid registration info:  
Make checks payable to → PACE

Mail to:

**PACE**  
**ATTN: Frank Magnotta**  
**1642 Rutherford**  
**Pittsburgh, PA 15216**

All registrations are on a first come first served basis. We cannot guarantee spots will be available the day of the sale, so be sure to get your registration in quick!

Note: Booth cost includes admission for one person only. You may have additional help in your booth, however they must pay admission.

Admission \$2.00 per person

# WEST PENN 99'ers

By Paul A. Brock

This month I am going to talk about a few programs that I came across during my few years with my TI computer. I realize that almost everyone has seen these programs before, but there just might be a few that hasn't seen them so I hope to draw some interest in programming. I am not a programmer, although I am giving it a try. I am hoping to inspire a few to learn the art.

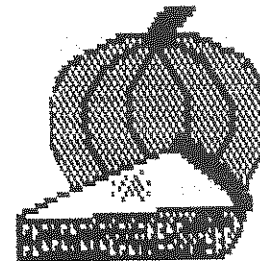
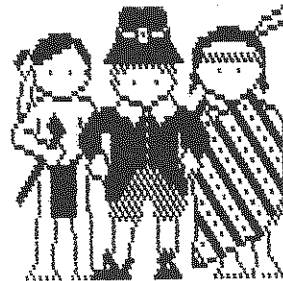
The first program I found was in the 101 Programming Tips Tricks for the Texas Instruments TI-99/4A Home Computer. By Len Tumer.

## R2D2 SOUND EFFECT

The computer does its best to emulate the cuddly little robot. Now where's C3PO?

### PROGRAM LISTING

```
10 CALL CLEAR
20 PRINT "*****"
30 PRINT "* ROBOT SOUND *"
40 PRINT "*****"
50 PRINT
60 PRINT
70 PRINT
80 PRINT
90 RANDOMIZE
100 D=INT(10*RND)
110 IF D>1 THEN 100
120 F=INT(5000*RND)
130 IF F<110 THEN 120
140 V=INT(20*RND)
200 CALL SOUND(D,F,V)
210 GOTO 100
```



This is a fun program that I started to do all kinds of things with. Add color, add different sounds and even add sprites. By the way I typed all of these programs onto cassettes. This one is in basic, try to type it in EX-Basic and see what happens. That is how I learned the little that I know! Just type away.

Have Fun R2D2 and TI2

⇒ MADE IN USA

--WP♦

# A COMPARISON OF LANGUAGES

by Ed Hall

Since the theme for this journal is languages, I thought I would show a comparison of how to perform a particular routine by writing the steps involved in three different languages. I chose TI BASIC, TI EXTENDED BASIC (XB), and ASSEMBLY using the TI EDITOR/ASSEMBLER (E/A). In order to run the programs I have included, it will be necessary to have a joystick which operates as number 1. To see the entire comparison it will also be necessary to have on hand EXTENDED BASIC AND EDITOR/ASSEMBLER packages.

In writing programs it is important to plan out the functions that you wish to perform as completely as possible. Figuring out how to fill in all the holes and squish bugs will be tasking enough while writing, so we should start with a pretty well-defined set of parameters. The parameters I have chosen will remain the same for each program. This is a must in comparisons. First I want to place a 0 somewhere near the middle of the screen. Next I want the 0 to be movable by the joystick in all eight directions. I also want the 0 to leave a trail of asterisks behind as it moves, and flash as it rests in one spot. Last, I want the asterisks to change color by stepping through all sixteen available upon the press of the fire button. Throughout each program, I want all action to be able to occur simultaneously.

Now that we have the basics chosen, let's move on to the writing. Remember that these programs are just what came out of MY head, so later if you would like, go ahead and write some of your own to compare their operation with these. The program listings can be found at the end of the article. The first program is in TI BASIC and as you will notice, it consists of 26 statement lines. Go ahead and enter this program into your system and save it. Then see how it runs and check to see if it meets all the parameters above.

Lines 100 and 110 set variables which will later be used to place the 0/\*s on the screen. Line 120 invokes a resident subroutine to check the joystick port for activity. In basic "CALL" is used to run resident subprograms similar to using GOSUB ... to run subprograms within your main program. In this instance the 1 within the parentheses tells the routine to check joystick number 1 and the X and Y will be where the results are placed. Line 130 is used to allow the picking up of fire button activity. This is very poorly documented, but to check for the activation of a fire button, you must perform a key scan using split keyboard and search for an occurrence of 18 in the K variable. Line 140 places an asterisk on the screen. Line 150 modifies the variable X1 which is used in the horizontal placement of the 0/\*s. The variables returned by the JOYST routine are

4/0/-4 so X/4 is used to modify X1. Line 160 is a trap in case X1 leaves the boundaries of the screen. Line 170 is the same as 150 except it modifies the Y1 variable. Line 180 is a trap for Y1 as 160 was for X1. Line 190 places the 0 using the modified coordinates. Line 200 checks to see if the fire button was pressed and if not sends the operation back to 120 where the loop continues. If the fire button was pressed, it falls through to 210. Line 210 increments the variable C and Line 220 checks to insure the color will be in bounds. If it is, it skips to line 240, but if not C is reset to 1 in 230 before moving to 240 where the COLOR subroutine is CALLED. Line 250 sends the program back as did 200. Lines 260 - 300 insure X1 stays within the bounds of the screen and allow direct wraparound. Lines 310 - 350 do the same for the Y1 coordinate.

At this time let's start up the EXTENDED BASIC. After starting up XB, load in the program from above and run it. Could you tell a difference in speed? You should have noticed a marked improvement in the movement of the 0 and the change in color, even though it's the same program that was run in BASIC. Still it can be improved. XB adds the ability to create multiple lines which is both a memory saver and time saver in running a program. Our next step is to take advantage of this new ability. The program lines under listing #2 are more compressed, yet the program runs the same way. This XB program takes only 9 lines to equal 26 in BASIC.

Line 100 now performs the operations of two lines from the first program. Notice that C had to be initialized in this file. In the first program C was able to start off as 0 but in this one it has to be greater than 0 to work. Line 110 represents lines 120 - 160 of the first program. Line 120 represents lines 170 and 180. Line 130 represents lines 190 - 230. Line 140 is equal to lines 240 and 250. Line 150 represents 260 - 290. 160 equals 300 and line 170 replaces 310 - 340 with 180 equalling 350.

Once you've keyed this one in, see how it compares to the other one when run. Did it run faster? It should have, but it still isn't really fast, is it? Well maybe we can speed it up a little more in a while.

Let's regress for a moment and bring back up BASIC with either the MINIMEM or E/A in place and load in the original program from above. If you are using BASIC while the MINIMEM or E/A cartridge is in place additional resident subroutines are available. Among them is an alternate way to place characters on the screen called POKEV. CALLing POKEV(place,character ASCII#+96)

writes the character directly into VDP RAM where the screen information is. Place is a number from 0 to 767 which directly represents a screen location from upper left to lower right respectively. The character is whatever you choose to write to the screen. To alter the program to support this, change these two lines:

```
140 CALL POKEV(Y1*32+X1-1,138)
190 CALL POKEV(Y1*32+X1-1,144)
```

The expression is equivalent to using HCHAR even though the position is represented by a single number. Before we move on, make a mental note of the speed with which the 0 can be moved around the screen.

Now that we've seen what a little programming in BASIC or XB can do to meet our parameters, let's see how to accomplish them in ASSEMBLY. First off when using ASSEMBLY, we must take into account many more things than we do in BASIC. We need to access certain memory locations directly and place and manipulate data in precise ways. There are subroutines but they must called only after we have data in the correct places. You'll notice first that the SOURCE code has almost three times as many lines as the BASIC version. However, when this is ASSEMBLED it will run much faster and take up less space in memory. To run the following program you will have to type the whole program into a D/V 80 file as it is written and ASSEMBLE it using the E/A. If you are unfamiliar with the procedures for running the ASSEMBLER, after inputting and saving the text SOURCE code, perform these steps: 1) Plug in the E/A cartridge and press 2 twice to bring up the E/A menu; 2) With the E/A disk in drive #1, press 2 for ASSEMBLE; 3) Press Y at the LOAD ASSEMBLER? prompt and enter the file name you saved the text under as the SOURCE FILE NAME; 4) Enter the name you want the finished file to be called under the OBJECT FILE NAME; 5) If you want a listing of the code, enter a filename or printer under LIST FILE NAME; 6) Enter at a minimum the letter R under options. You might also add the letters CSL but do not add L or S if you've not given a name for the list. The above steps can be found in chapter 2.2 of the E/A manual.

Before we get into the program itself let me give a little extra info for the beginners to ASSEMBLY. The syntax of BASIC lines must be met in writing programs in those languages. In ASSEMBLY this same rule applies, however the syntax is much more straightforward. For an explanation of the syntax refer to chapter 3.3 of the E/A manual. Whether you understand how the program works or not, go ahead and try to run it so you can compare its operation with those written in the BASIC languages. The source code is listed as PROGRAM LISTING #3 at the end of this article. When you type it in please observe spaces where they exist and do not place spaces where they don't exist in the code.

It would be much too time consuming and take up too much newsletter to describe in detail the lines of code for this

ASSEMBLY language program. Instead I will describe the functions of areas in a more general sense. If further details are needed perhaps a discussion of the code can be arranged at one of our meetings.

The first few lines define the name the program will run under when loaded and set up the parameters for use within the program. Two resident routines will be used. These are VDP Single Byte Write (VSBW) and Keyboard SCAN (KSCAN). The first will place all characters on the screen and the second accepts input from the joystick and keyboard. Since ASSEMBLY does not automatically allow for a FCTN-4 to break program execution, I have allowed for the pressing of letter A to cause the program to stop. As used in this program, the letter A will actually send the computer to the title screen.

On the extreme left of the file you will see words like JOY and KEY. These are known as labels and must start in the first column of the text. The two lines at JOY set up values that will place the initial 0 near the center of the screen. The KEYSRC lines calculate the value to use in the placement of the 0. The first time through the values loaded at JOY are used but from then on the values created by the program are used. The lines at KEY actually place the 0 on the screen and read the input from the keyboard or joystick. The only inputs accepted from the keyboard are Q which equals the fire button and A which causes program termination. The only other inputs accepted are from the joystick. One of the inputs accepted is the fire button. Remember, the fire button is being used to change the color of the asterisks. The lines at KEY2 do the color change based on values from KEY. The lines at MOVCUR place the asterisks on the screen in place of the 0 and determine how to move the cursor if a direction has been given from the joystick. The lines at ADDY, XCHK and ADDX set up the values to be used by the next pass of KEYSRC in placing the next 0 on the screen. These routines also take care of wraparound. The last line of program execution is the EXIT routine which tells the computer to go back to the title screen if the letter A was pressed in KEY above. The statement END under the EXIT label has no function within the program, but is necessary to tell the ASSEMBLER to stop processing the file.

In order to run this program once it is ASSEMBLED, you will need to use option 3, LOAD AND RUN from the E/A menu. At the FILE NAME? prompt enter the drive and filename you have given the ASSEMBLED code and then press ENTER again. At the PROGRAM NAME prompt enter the name JOY. The program will immediately start. After running it for a while to check operation, press A to stop and return to the title screen. If you would like to run this from basic, you will need to change 3 lines in the source code and reASSEMBLE the file. The 3 changes are

```
KEY   change >3000 to >9000
KEY2  change >0385 to >0311
MOVCUR change >2A00 to >8A00
```

With E/A or MINI-MEMORY in place you can use the following program in BASIC to run the ASSEMBLY program:

```
10 CALL INIT
20 CALL LOAD("DSK?.?????")
30 CALL LINK("JOY")
```

[\* ?.????? is the drive and filename you gave to the ASSEMBLED file.]

As you can see, there are more ways to write a program than there are languages. You can even combine a BASIC program with some ASSEMBLY routines held in memory and perform CALL LINKs to use them. Let me close with a thought for those who own MINI MEMORIES. How could the ASSEMBLY source code be changed to be able to type it into the line-by-line ASSEMBLER?

**PROGRAM LISTING #1 (TI BASIC):**

```
100 Y1=12
110 X1=16
120 CALL JOYST(1,X,Y)
130 CALL KEY(1,K,S)
140 CALL HCHAR(Y1,X1,42)
150 X1=X1+(X/4)
160 IF (X1>32)+(X1<1)THEN 260
170 Y1=Y1-(Y/4)
180 IF (Y1>24)+(Y1<1)THEN 310
190 CALL HCHAR(Y1,X1,48)
200 IF K<>18 THEN 120
210 C=C+1
220 IF C<17 THEN 240
230 C=1
240 CALL COLOR(2,C,1)
250 GOTO 120
260 IF X1>32 THEN 290
270 X1=32
280 GOTO 120
290 X1=1
300 GOTO 120
310 IF Y1>24 THEN 340
320 Y1=24
330 GOTO 120
340 Y1=1
350 GOTO 120
```

**PROGRAM LISTING #2 (EXTENDED BASIC):**

```
100 C=2 :: Y1=12 :: X1=16
110 CALL JOYST(1,X,Y):: CALL
KEY(1,K,S):: CALL HCHAR(Y1,
X1,42):: X1=X1+(X/4):: IF (X
1>32)+(X1<1)THEN 150
120 Y1=Y1-(Y/4):: IF (Y1>24)
+(Y1<1)THEN 170
130 CALL HCHAR(Y1,X1,48):: I
F K=18 THEN C=C+1 :: IF C=17
THEN C=1
140 CALL COLOR(2,C,1):: GOTO
110
150 IF X1>32 THEN X1=1 ELSE
X1=32
160 GOTO 120
170 IF Y1>24 THEN Y1=1 ELSE
Y1=24
180 GOTO 110
```

**PROGRAM LISTING #3 (E/A SOURCE CODE):**

```
DEF JOY
REF VSBW,KSCAN
KEYBRD EQU >8374
JOYSTK EQU >8376
YOFFST DATA 32
KEYCK1 DATA >0100
KEYCK2 DATA >1200
DIRCHK DATA >0000
JOY LI R8,12
LI R9,16
KEYSRC MOV R9,R0
MOV R8,R6
MPY @YOFFST,R6
A R7,R0
KEY LI R1,>3000
BLWP @VSBW
LI R3,>0100
MOV R3,@KEYBRD
BLWP @KSCAN
MOV @KEYBRD,R3
SWPB R3
CB R3,@KEYCK1
JEQ EXIT
CB R3,@KEYCK2
JNE MOVCUR
AI R5,16
CI R5,240
JLT KEY2
CLR R5
KEY2 MOV R0,R4
LI R0,>0385
MOV R5,R1
SWPB R1
BLWP @VSBW
MOV R4,R0
MOVCUR LI R1,>2A00
BLWP @VSBW
MOV @JOYSTK,R3
CB R3,@DIRCHK
JEQ XCHK
JLT ADDY
DEC R8
CI R8,-1
JGT XCHK
AI R8,24
JMP XCHK
ADDY INC R8
CI R8,24
JLT XCHK
AI R8,-24
XCHK SWPB R3
CB R3,@DIRCHK
JEQ KEYSRC
JGT ADDX
DEC R9
CI R9,-1
JGT KEYSRC
AI R9,32
JMP KEYSRC
ADDX INC R9
CI R9,32
JLT KEYSRC
AI R9,-32
JMP KEYSRC
EXIT BLWP @0
END
```

# TOURNAMENT SOLITAIRE

Reviewed by  
Lynn Gardner

Tournament Solitaire, written by William Reiss, and published by Asgard Software, is as addictive as they come, at least for a card player.

Upon loading, you are presented a menu of seven different solitaire games. The games included are Golf, Pyramid, Klondike, Canfield, Calculation, Pile-Up, and Corners. This is a good selection of various types of solitaire games with different goals in each.

You can choose to play any one of these games or to play a tournament—to me the most challenging and addictive option. If you choose a single game, you can continue playing it over and over again or go back to the menu to choose another game at any time. If you choose tournament play, as you finish each game, the net automatically loads, until you have played all seven. You are then given a grand total of your scores from all seven games. You are then shown a scoreboard, where your top ten scores can be saved. These scores can also be viewed at any time from a menu option.

After playing for a few hundred hours and achieving some fairly high scores, it gets extremely challenging to get a score high enough to make the scoreboard. But you know you can do it, so you continue playing on...and on...and on...into the night. If you get really depressed over this, you can always clear your scores from the scoreboard and begin again but a real competitor could never give up, could he?

Seven wins in a tournament would give a perfect score of 364. My ten best scores range from 276 to 289. I know others have undoubtedly done even better. I'd love to hear some top scores, although it will be your fault then when I'm sitting bleary-eyed at the computer day after day, dirt piling up around me, determined to beat that score...just a few more games....

Tournament Solitaire is available for \$14.95 plus \$2.50 S&H from Asgard Software, P.O. Box 10306, Rockville, MD 20849.

-WP♦

## KEEPING UP WITH CASSETTES BY MICKEY SCHMITT NUMBER 5

This month's article comes to us via an article that I read in the April 1991 issue of The Pittsburgh User's Group newsletter. It was entitled "Transferring Scott Adams Adventures from Cassette to Disk" and was written by Carl Chiarenza.

When the word "cassette" is mentioned, a lot of moans and groans can be heard, by both cassette users and disk users alike, and many, for good reason.



As most of you know, the Scott Adams Adventure Series is available either on disk or cassette. Unfortunately, for those of you who purchased one of these games on cassette, and have upgraded to a disk system, you may have found out that it was next to impossible for you to transfer your Scott Adams adventures over from cassette to disk.

Fortunately, there is a solution to this problem, even if you don't own the Adventure Editor, which was distributed by Tex-Comp.

Believe it or not, you can accomplish this task in less than 10 minutes using the Tunnels of Doom module.

Just "load" the Scott Adams adventure game that you wish to transfer, like you would any regular TOD game, and as soon as it is finished loading, select the "save" option, and immediately save it out to disk. It's as simple as that!

The only drawback using this method is that any adventure module game which is larger than 52 sectors will not "load" into the TOD module, so you will be out of luck when this occurs. Also, you will notice a few odd characters when you go to play your converted games. Do not be alarmed, as this is normal. Your games will execute properly, without any errors, and having to accept a few strange characters on your screen will seem like a small price to pay in order to have your Scott Adams cassette-based adventures now available to you on disk.

--WP♦

## CLASSIFIED ADS

**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:** *Full System.*  
TI-99/4 Computer, PEB w/  
RS-232 card, 32K Memory Expansion  
card, Disk Controller, Interface PHA  
4100A; (described as 680K PEB).  
Color Monitor, Speech Synthesizer,  
99/4 Impact Printer, Video Modulator  
#UM1381, Large qty. of software

including: E/A, Microsoft Multiplan, TI  
Writer, Disk Manager, TE II, TI Extended  
Basic, Personal Record Keeping,  
Household Management, Tax/Investment  
Manager, and 14 Game Modules.  
Contact:

Bob Schultz  
114 Emerald DR  
New Kensington, PA 15068  
(412) 224-4623

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♦

## From the TI-echo...

Here is an assembly program for the TI-99/4A written by Jonathan D. Guidry, that turns the cassette port on and off and the audio port on the cassette port on and off.

```

DEF MTRON,MTROFF
DEF AUDON,AUDOFF
STATUS EQU >837C
GPLWS EQU >83E0
MTRON CLR R12
      SBO 22
      JMP QUIT
MTROFF CLR R12
      SBZ 22
      JMP QUITAUDON
      CLR R12
      SBZ 24
      JMP QUIT
AUDOFF CLR R12
      SBO 24
      JMP QUIT
QUIT CLR R0
      MOVE R0,@STATUS
      LWPI GPLWS
      B @>0070
      END
--WP♦
```

From: Tim Tesch  
To: Anyone  
10/08/91 12:34am  
Subject: Ansi Programs

If anyone is interested, I have modified two versions of Mass Transfer to display ANSI-graphics. Additions were made to version 4.3 for the TI, and versions 3.9 (80 columns) and 4.3 (40 columns). The TI version has additions which will allow you to toggle the ANSI graphics on or off from the main menu. The other two versions for the Geneve/80 column card were not as easy to modify, so I have created a small object code (D/F80) file which does the extra work. One nice thing about these programs is that they will capture the graphics in the buffer/log and will print them, or even SAVE them to disk for later use! Not even Telco can do this, it just saves asterisks '\*'s in place of the graphics. Once saved, these files can be used and edited by using my ANSI-TOOLS program. The programs do not as of yet recognize the ansi command structure but some work is being done to at least include some of the basic ESCape codes for positioning the cursor, etc.

If you're interested in the Mass Transfer versions, send a blank disk or \$3.00 to cover diskette costs and mailer to:

Tim Tesch  
4346 North 88th ST  
Milwaukee, WI 53222

I will also sell copies of ANSI-TOOLS to anyone wanting one for \$13.00 (covers disk & shipping) which will let you create your own ANSI screens or edit those captured with the above versions of Mass Transfer. If you want the modified Mass Transfer files with your registered copy of ANSI-TOOLS, just write a note requesting them.

--WP♦

## ***Best Buys Nov '91***

**SOUND F/X** -- Texaments, 53 Center ST, Patchogue, NY 11772, has just released a new program written by Barry Boone, that will allow users of the TI-99/4A and Geneve 9640 to play digitized sound and speech files! The program is called Sound F/X and is available for \$14.95 (or \$21.95 packaged with 3 disks of digitized files). The software supports files from many different formats including IBM, MAC, and Amiga formats. I happen to have an IBM with SoundBlaster card so I can't wait to start digitizing my own files for use with my TI. The software also make use of any additional memory devices you may: Super\*Cards, 80 col. devices, Memex card, and 9640. The software also supports a hard drive (which is good, because some of these files can get quite large).

Next month's *Best Buys* column (DEC '91) will be the last one of the year (it will also be very close to Christmas for those who need gift ideas.) I have recommended over 20 items, both hardware and software, over the past 11 months this column has been active. The December column will be strictly reader feedback. I want you to send me *your* best buy. Vote for your favorite product (either one that was listed in *Best Buys* or one you have found on your own) and your personal experience with it if you wish. Send letter or postcard to:

**ATTN: BEST BUYS**  
**Chris Pratt**  
**801 15th ST, S APT 605**  
**Arlington, VA 22202-5017**

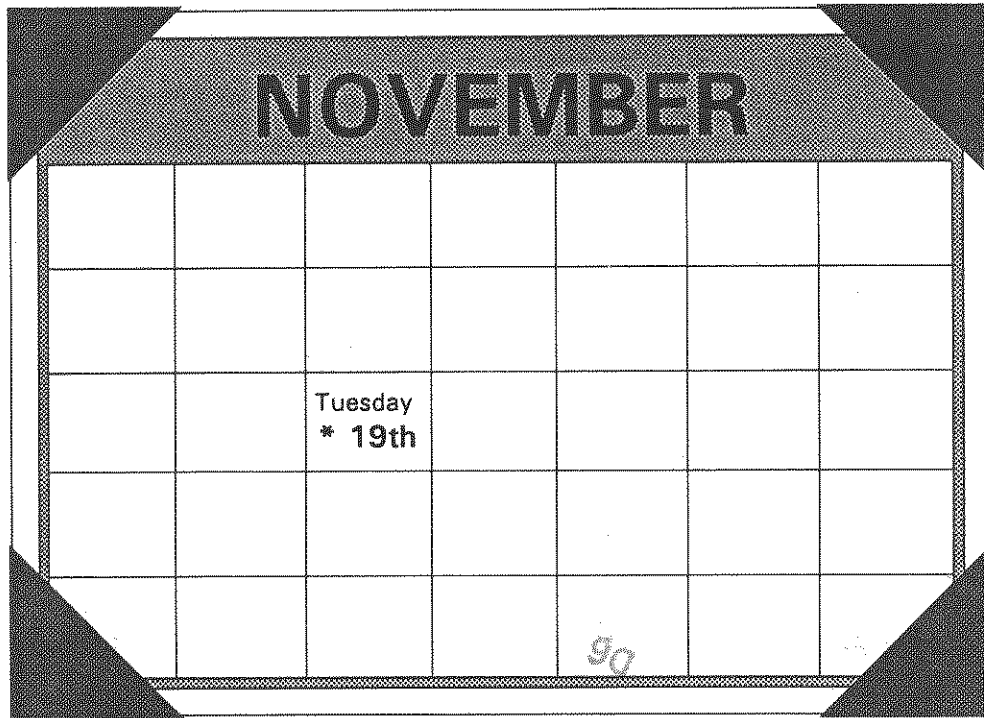
Or you may send e-mail via:

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**GEnie: C.PRATT8**  
**BITNET: NASOP002@SIVM**

Please send your responses early enough so that I may receive them on or before December 3rd. Thank you. CDP

[*Best Buys* are the editor's 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♦



**The West Penn meeting is on the 19th of this month.  
Mark your calendar!**

## **WEST PENN 99'ERS**

% Mike Sealy  
RD #1 Box 184  
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