West Penn 99'ers

Supporting the TI-99/4A Home Computer

Established 1985

ISSUE #80 **April 1992**

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FOR THE RECORD

by: Frank Zic

The March meeting started at 7:15 PM. The first order of business, as usual, was Mickey giving thanks. All those she thanked were present, except for Chris Pratt, and I know he thinks about us as we do of him. I would like to turn the lorals around with this slam dunk, how about us saying to Mickey Schmitt how much we all appreciate her fine efforts on behalf of the club running as smoothly as it does. We had a recent high attendance at the March meeting, with 32 present. Mickey's well planned meetings deserve a lot of the credit. What, St. Patty's day flower pots?? Lynn gave a favorable Treasurer's report. Bob mentioned that all 8 disks of Von Rickey's OLGV are in the library. I took the time to check out Bob's library set-up and he has done a really nice job of organizing. Check it out for yourself-at $2/disk you can't go wrong. Printed out notebooks for the various sections are available. Recent additions are-Star Trek and TIPS Manipulator.

Some of the newer members present were: Mr.& Mrs. John Cline from Washington, Pa.(Thanks Judy & Ralph), Dan Crenner, Jack Whelan and visitor Emile Barco. Charles Workman was back with us once again. A warm welcome, one and all, from all the members.

A new kit type Module Expander was shown and used. Built-in were: XB, E/A, DMII, ADV and room for 2 more. The three Lima VCR tapes for the 1991 Lima Faire are once again available for check-out. They have been popular. Note that the Feb. 92 issue of the MICROpendium is honoring its 9th year of TI publication. We, at the West Penn and PUG User groups, give high praise for your continuing excellent publication. The Boston Faire is on April 4th and will be held at the Waltham Sr. High School, not at the Jr. High School as originally noted. The Lima Faire will be held on May 15&16. Mickey surveyed our group, we each made our remarks on lined note cards, listing the various individual uses to which we put our TI computers. Five winners will have any disk of choice from the library. Demos were by Mickey on GIF pictures, Showing Coke & Pepsi cans(She thought Pepsi looked better). Next John demoed double Speech Synthesizers (special wiring required). Nice results were obtained. John also demoed, "BA BA Beer Labels". Mickey's new disk offerings for study and demo purpose were: "Disk of Horrors", "Minefield", "War Zone" and "Disk of Old West". By next month I may be ready to demo "SGW". If I'm lucky I may not need the French instructions translated. Hum! Next a raffle was held and yes the two fresh green plants in their Kelly green jackets were the hit of the show. Other prizes were the Twin Synthesizers and BA BA Beer Labels. John mentioned that HP Laser printers are now available for $585. A new informal social mixer was initiated by Mickey and most stayed to socialize, ask questions and just talk with other members. Mickey feels that if the meetings are not enjoyable, they are not worth coming to. She sure tries her best to make them worthwhile.

During the course of the evening a sad event was noted. Mickey said some nice comments about our recently departed club member and good friend-Jerry Petrulak, who passed away suddenly on Feb. 27th from his second heart attack. I then made some comments and we all bowed our heads in tribute to his passing. We'll all miss you JERRY.

May the good 4's be with you.

WEST PENN 99'ERS CLUB INFORMATION

NEXT MEETING DATE

APRIL 21, 1992
7:00 P.M.

MEETING LOCATION

PENNS WOODS
CIVIC ASSOCIATION

JUST OFF ROUTE 30
N. HUNTINGDON, PA

LIST OF WEST PENN OFFICERS FOR 1992

PRESIDENT:	Mickey	412-335-0163
VICE PRESIDENT:	Norm	614-264-6442
TREASURER:	Lynn	412-835-4304
RECORDING SEC:	Frank	412-751-6065
CORRESPONDING SEC:	Paul	412-478-2754
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 AND NEW INFO
9:45 P.M.	ONE ON ONE HELP
9:45 P.M.	SOCIALIZING
11:00 P.M.	DOORS CLOSE

MEETING HIGHLIGHTS FOR THIS MONTH

* LATEST T.I. NEWS AND SOFTWARE DISCOUNTS
* "Y. A. P. P." -- DEMO BY MIKE SEALY
* "TI ARTIST PLUS!" -- DEMO BY MIKE SEALY
* "DISK OF HORRORS" -- DEMO BY PAUL BROCK
* DEMOS BY OUR VERY OWN "MASTER GAMESMAN"
* "ON-LINE GRAPEVINE" DISK #8 BY VONRICKY

RENEW YOUR MEMBERSHIP DUES!

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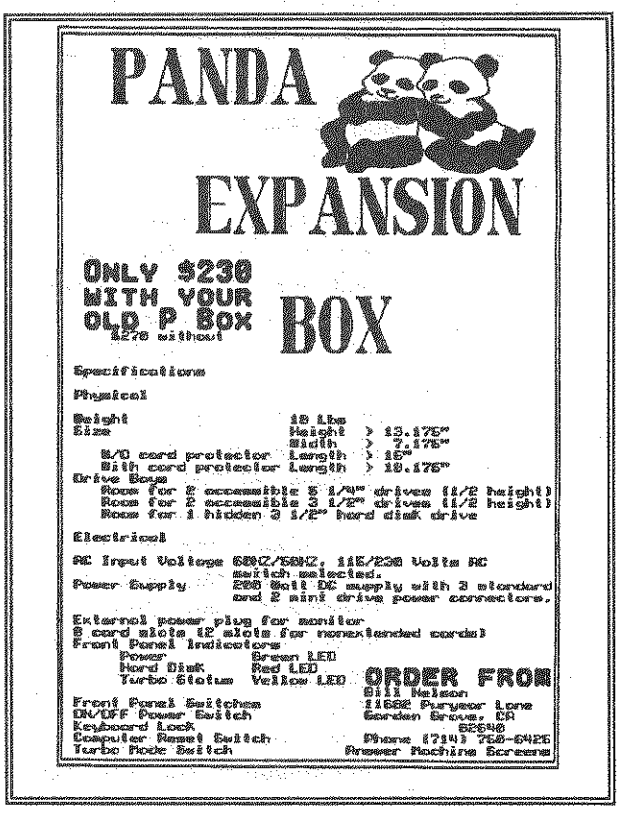
$10.00 PER YEAR FOR ONLY OUR NEWSLETTER

From the Editor...

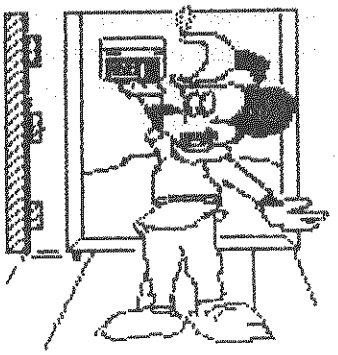
Let me share with you briefly what the TI-99/4A has changed my life. Recently at work as I was helping a friend out with a computer problem (I am a technician on a computer services staff) she asked me to help her find a computer for her grand-daughter. Well, I know she did not have a lot of money to spend so I offered the TI as a solution. I had enough duplicate equipment around so that I could set her up with a console, speech, 25 cartridges (mostly educational), books, cassette, etc. Her grand-daughter is 8 years old. It couldn't have felt better when I saw her eyes light up when she first turned on her new computer.

Alright, enough mushy stuff. On with the newsletter...
CDP

-WP♦



PAULS PAGE



Hi gang; just a few words about what Mickey has. A TI-99/4A computer. It is worth about $1000.00 and comes in a nice package. The TI has many features. With all the add ons, I would say that it would sell for about $3500.00. This is something to think about! What is my my TI worth to me? Let me know what you think your TI is worth to you.

In the January 1992 artical of the TACOMA INFORMER an artical by Jim Tompkins. TI planning to kill TI's. He states that there is a huge stock of TI 99/4A equipment consisting of consoles, P-Boxes, RS232 cards disks controllers, millions of modules and software of all types, this is the stock that TI has kept for repair and exchange services which is about 35% left during the 1983/84 battle in which Triton and Texcomp purchased what was supposed to be TI's remaining stock. It was apparently TI's remaining stock salted for retail sale in the U.S..

More of this information is on page 8. I recomend that you read the artical

for your self. Ask for the exchange Newsletter to read. There maybe something that is of intrest. The newsletters are at every meeting. You can find many programs to type in and save. In the Dec. issue of BYTE LINE 1991 there is Tips from the Tigercub No 63 Useing funlweb as a simple fixed field data base. Also an easy way to program music.

There is an artical in THE BOSTON COMPUTER SOCIETY, July/August 1991 Notes on laserprinting with the TI99/4A. (Pg.3) Also on Pg.9 is Gary Taylor's price list from TI Stilly Cares.

I also read in the NEW HORIZONS NL. Some more tips on TIPS This is info. that is of intrest to me. Maybe someone else will enjoy the artical. it is on Pg.5 of the March 1991 issue.

The LA 99ers TOPICS Nov. 1991 has one and one half pages of USER GROUP CONTACT AND PHONE LIST. A quick reference for those that might need to know.

For those interested in TI-ARTIST, the OZARK 99'ers NEWS, Nov. 1991 has a member selling Artist Picuures on disks. information is on the last page. For those that don't get the NL, write to

Leland Piper
904A N. Main
Republic, MO. 65738
(417) 732-7777

I'll keep looking for more information, and pass it on. See you at MEETING.

MADE IN U.S.A.
Paul

PROGRAM LISTINGS
by: PHIL VAN NORDSTRAND
JCS USERS GROUP

Have you ever tried listing a BASIC or Extended BASIC program with the printer? It prints out in 80 columns. This saves paper but it doesn't look like the screen display. And if you want to publish a program, the 28-column format is the only way to go. But, I keep forgetting the printer commands for getting a 28-column listing, so when I saw an article with the printer commands spelled out, I decided to put them in a short program and let the disk do the remembering for me. The printer has to be turned on first, then run this short program to set the printer, then load the program that you want to list (OLD DSKn.FILENAME). Then enter the standard command LIST "PIO".

Here is the program:

```
100 REM PROG-LSTER
110 OPEN #6: "PIO"
120 PRINT #6:CHR$(27);CHR$(81);CHR$(28)
130 END
```

Line 120 may be different for some printers. Also, the last number, 28, could be changed to another value such as 40 if that is your preferred column width.

P.S. I experimented first with trying to save a program to disk in a D/V 28 format but the computer wouldn't "list" anything but a D/V 80 file, even if I opened the file ahead of time as a D/V 28 file. The command is LIST "DSKn.FILENAME," and adding any file specifications resulted in a syntax error message.

--WP♦

SCREEN DUMPS
by
JOHN BULL
K-TOWN 99'ERS

When we run many programs, the results are displayed on the monitor (or TV) screen for us to read, admire, learn from, or ignore. Then the program goes on to the next screen and the next and so forth. Don't you sometimes wish you could make a printed copy of what is on the screen so you could read, admire, learn from it at leisure or show it to your friends at any time, not just while the program is running?

Many programs are designed to output to & printer but those are not the ones we are talking about. est programs could be rewritten so that they will print their output but, in most cases, that would take a lot of Extended BASIC or Assembly language programming.

What we need is a program that can be loaded into memory and then called upon to send the contents of the screen to the printer whenever we want it. That is a screen dump.

Back in 1983 Danny Hichaels wrote just such a program for our TI. It is an elaborate Assembly language program and it works.

There are two versions, one to be called from Extended BASIC, the other to be called from an Assembly language program.

It is fast and will print almost any screen, graphics as well as text, exactly as you see it. The only real limitation is that it will not prInt sprites It will print double size (a 28-column screen is small on an 80-column printer)1 turn the screen sideways, and reverse the print to white on black.

I have taken this screen dump (it is in the public domain), stripped it of all the bells and whistles, and am using it to print Duplicate boards in the version of Contract Bridge that I am working on. It is very fast! More recently, Jerry L. Stern has written in Extended BASIC a subprogram to do a screen dump. It can be merged to any Extended BASIC program and will, when it encounters CALL DUMP, send the screen to your printer just like Danny Michalels' program.

However, since the character code for each position on the screen must be translated into printer code, one bit at a time, there are several thousand operations for each screen. This dump is very slow - about 5 minutes for the first screen, 1 minute each for
succeeding screens. Not so much a "dump" as it is a "slow pour."

The Michaels dump does the same job in Assembly language as fast as my NX1000 will go.

West Penn 99'ers note: Danny Michaels' Screen Dump program is available in our club library. If you have trouble finding it at the next meeting, just ask for some assistance. Bob Sadusky, our club librarian will be glad to help you out.

Time permitting, actual screen dump examples will be passed around at the April 21st meeting so that everyone in attendance can see first-hand just how nice this program really is.

--WP♦

GAME CARTRIDGE TRICKS
by
DOM SEDITA
GTBTIUG NEWSLETTER

Over the years some interesting ideas have been uncovered regarding undocumented information on the original TI cartridges. Specifically, there are some interesting screens and/or applications never published by TI, that users have discovered by poking around on the keyboards.

Here are two of these special cartridge applications.

The first deals with the MUNCHMAN cartridge. After insertion of the cartridge you receive the "PRESS ANY KEY" message. Press 2 to go to MUNCHMAN and as soon as the first screen appears, hold the SHIFT key down and press keys 8, 3, and 8 rapidly. You will access screens not found in the TI manuals.

These new screens will allow you to go to any of three rounds, choose any of 20 screens, and start the game with as many as 9 men. (Be advised that in computereeze Round 0 is really Round 1 and Screen 0 is really Screen 1).

The second cartridge of interest is TUNNELS OF DOOM. Have you ever encountered trouble trying to get a cassette program loaded prior to saving it to disk only to have the tape start then stop with a "READ ERROR" message? What happens is with your disk system turned on, available memory is reduced by a chunk and the lead data information, when the tape starts playing, tells the computer that there isn't enough memory to load the program so the system shuts down.

This Is how to get around that problem using the TUNNELS OF DOOM cartridge. Insert the cartridge and proceed as though you were preparing to play the game. Instead of loading a TUNNELS OF DOOM game, load your tape program. The memory chips in the TUNNELS OF DOOM cartridge give you the extra room that you need. After the program is loaded, DO NOT proceed with the screen instructions.At this point, press FCTN BACK and you will be returned to the unpublished screen. The assumption here by TI is that you have loaded the wrong game or that your information didn't get into the computer. What you do get is the load screen that you started with, but also on the same screen is SAVE information.

To save that long tape program that you now have loaded into the TUNNELS OF DOOM cartridge, you just follow the instructions on SAVING and one of your options is, of course, SAVE to disk.

West Penn 99'ers note: Perhaps our very own "GAMESMASTER" (a.k.a. FRANK ZIC), could be persuaded to share a few of his "GAME SECRETS" with us at the next West Penn meeting on April 21st. What do you say Frank? Can we twist your arm? (Gently, of course).

--WP♦

WEST PENN 99'ERS
% Mike Sealy
RD #1 BOX 184
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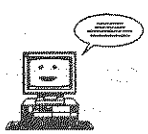

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