

WEST PENN 99ERS NEWS

Volume 11 Number 12

November 1996

COLOR BLENDING

By Janice E. Brooks
Dallas Users Group

Have you ever felt limited by the mere fifteen colors in the standard TI-99/4A? Ever wished you could coax the system into producing more? Well, you can, and it's actually pretty easy. I'm not talking about fancy bit-mapped graphics or Assembly programming--just a simple BASIC or XBASIC routine.

How does it work? Just by redefining a given character in a checkerboard pattern, assigning different foreground and background colors, and printing a block of the character with the HCHAR function. The idea is old hat to skilled programmers. I saw the underlying routine in one of Steve Davis' Programs for the TI Home Computer, which used blended colors to suggest various landscapes, such as tan (gray and light yellow) for a desert.

I've seen the effect in some Fairware programs as well. But the concept was so striking to me that I figured there had to be other comparative novices out there who would be in-

terested to see how color blending works. So I wrote this XBASIC program to display all the possible combinations. The bottom of the screen shows the various blended colors while the top keeps track of the colors used to make the blends.

Over a hundred NEW colors are made possible by blending the original ones. Unfortunately you can only use a few colors at a time in a BASIC or XBASIC graphic program, since you have to use CALL COLOR on whole character sets, but at least some new options are available. They look a bit grainy, but some are quite nice. I'm especially partial to the new shades of purple.

In any case, enjoy the program. Be careful with the spacing of the colons when keying in the program, so XBASIC knows when you mean "multiple statement line" and "skip a print line."

```
50 !PUBLIC DOMAIN. BY JANICE BROOKS, 115 FOSTER AVENUE, SHARON HILL, PA 19079
100 CALL CLEAR :: DIM A$(16)
) :: FOR R=2 TO 16 :: READ A$(R) :: NEXT R
110 PRINT TAB(12);"BLEND":
: "THIS PROGRAM CYCLES THROUGH THE 120 COLORS MADE POSSIBLE BY BLENDING THE 15 S
```

```
TANDARD TI COLORS."
120 PRINT:"PRESS ANY KEY TO CONTINUE."
130 CALL KEY(O,K,S) :: IF S=0 THEN 130
140 CALL CLEAR :: CALL SCREEN(16) :: CALL CHAR(128,AA55AA55AA55AA55")
150 FOR I=2 TO 16 :: FOR J=2 TO 16 :: IF I>J THEN 200
160 DISPLAY AT(1,1):A$(I);" (";STR$(I);")" :: DISPLAY AT(2,3):"AND" :: DISPLAY AT(3,1):A$(J);" (";STR$(J);")"
170 DISPLAY AT(5,3):"<PRESS ANY KEY>"
180 CALL COLOR(13,I,J) :: CALL HCHAR(12,1,128,384)
190 CALL KEY(O,K,S) :: IF S=0 THEN 190
200 NEXT J
210 NEXT I :: CALL CLEAR :: INPUT "REVIEW AGAIN (Y OR N)? ":G$ :: IF G$="Y" OR G$="y" THEN 140 ELSE STOP
220 DATA BLACK,MEDIUM GREEN,LIGHT GREEN,DARK BLUE,LIGHT BLUE,DARK RED,CYAN
230 DATA MEDIUM RED,LIGHT RED,DARK YELLOW,LIGHT YELLOW,DARK GREEN,MAGENTA,GRAY,WHITE
```

as of November 9th (the day of the Chicago Show).

For all of you out there reading this "NEWS," you'll be glad to know that COMPLETE DOCUMENTATION for this NEW RELEASE can be found within the pages of this newsletter, along with details on how one might acquire this NEW RELEASE.

Additionally, Mickey will be demoing this NEW RELEASE at our next West Penn 99'ers meeting on November 19th.

As always, this NEW RELEASE is FAIRWARE, which means that IF you find this NEW RELEASE useful, you should send a donation off to the author, showing your support and appreciation.

Please note that this NEW RELEASE was co-authored by Assembly Genius, MR. BRUCE HARRISON.

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LOAD MASTER UPDATED

FLASH!! Load Master has now been updated to Version 2.2

WEST PENN 99'ERS CLUB INFO

Next Meeting Date: November 19, 1996
 Meeting Location: Penns Woods Civic Association
 Just off Route 30
 N. Huntingdon, Pa
 Time of Meeting: 7:00 P.M.



GENERAL ITINERARY OF OUR CLUB'S MEETING

6:45 P.M. Doors Open
 7:00 P.M. General Meeting
 7:45 P.M. Demos and New Info
 8:45 P.M. Questions and Answers
 8:45 P.M. One on One Help
 8:45 P.M. Socializing
 10:30 P.M. Doors Close

MEETING HIGHLIGHTS FOR THIS MONTH

Son of the Disk of Dinosaurs ... Demo by Mickey Cendrowski
 Bride of the Disk of Dinosaurs . Demo by Mickey Cendrowski
 Disk of the Old West Demo by Mickey Cendrowski
 Disk of Medieval Times Demo by Mickey Cendrowski
 The Label Maker Demo by Mickey Cendrowski

LIST OF WEST PENN OFFICERS FOR 1996

President:	Mickey Cendrowski	412-265-5201
Vice-President:	Norm Rokke	614-264-6442
Treasurer:	Ed Mandich	412-824-5566
Recording Secretary:	Paul Brock	412-478-2754
Corresponding Secretary:	Paul Brock	412-478-2754
Librarian:	John Whelan	412-823-3312
Newsletter Editor:	Mickey Cendrowski	412-265-5201
Assistant Editor:	Mike Cendrowski	412-265-5201

The West Penn 99'ers Users Group is a Non-Profit organization, dedicated to encouraging the continued use of the TI-99/4A home computer.

Our membership fee is:

- * \$15.00 per year for an INDIVIDUAL / FAMILY membership.
- * \$10.00 per year for a NEWSLETTER ONLY membership.

Those having FULL memberships are entitled to the many extra benefits our club has to offer.

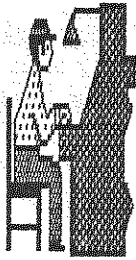
Some of those benefits are:

- * Demos of the latest TI-99/4A software.
- * Free copying of our West Penn 99'ers Disk Library.
- * Latest T.I. news - Local - National - International.
- * One on one help / Problem Solving.
- * Participation in our Module Lending Library.
- * Participation in our Video Lending Library.
- * Ribbon re-inking - for just \$1.00 per ribbon.
- * Various computer supplies - at a substantial savings.
- * Participation in our Coke / Pepsi Wars.
- * And ... entertainment by one of the biggest TI-99/4A supporters around.

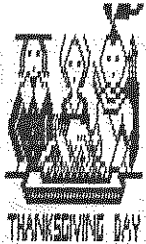
We meet the third Tuesday of each month at the Penns Woods Civic Association in North Huntingdon, Pennsylvania, at 7:00 P.M.

If you can't make it to our meetings ... at least become a NEWSLETTER member - and enjoy our NEW NEWSLETTER FORMAT - done ENTIRELY on a TI-99/4A computer.

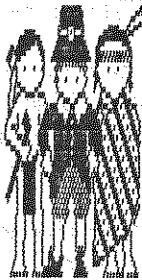
SEE PAGE 10 FOR OUR WEST PENN MEMBERSHIP APPLICATION.



FOR THE RECORD
**BY
PAUL BROCK**

OCTOBER MINUTES


THANKSGIVING DAY

**HAPPY
THANKSGIVING**


Norm called the October meeting to order at 7:15 P.M. The first item on the list was the correction of our minutes for September. I apologized for the numerous misspelled words in the template that I sent to Mickey. I was very late in getting the minutes ready to send to Mickey, and didn't make a hard copy until the disk was in the mail. Mickey must have made the corrections. Thanks Mickey!

Ed's Treasurer's report was very good. He had a small problem with Micropendium. He thought that he wasn't going to get them in time for the meeting, but he did.

Art and Lynn had the coffee brewing and the Pepsi and Coke sales were down, maybe because Mickey and my wife were not at the meeting.

Norm gave a demo on how to merge a sentence or paragraph into a FW file. There was alot of interest, as some didn't know how this worked. Isn't this what we are all about? If someone needs help--just ask.

Norm will be at the Chicago II International World Fair on the 19th of November. He will bring back a report and maybe some goodies.

The November meeting will be Pizza and Election night. Those running for office are as follows: President--Paul Brock and Bill Clinton, Vice President--Norm Rokke, Treasurer--Ed Mandich, Recording Secretary--OPEN, Corresponding Secretary--OPEN, Disk Librarian--OPEN, Video Librarian--Appointed, Newsletter Editor--Appointed. There will be further discussion at the November meeting. No prizes this month, maybe next month! Here's hoping A-L-L members make it to our next meeting and come hungry!

RS232 PORTS

Taken from the British Columbia Users Group Newsletter

I have noticed more and more members wanting to connect extra peripherals to their RS232 cards. As it stands the TI RS232 supports 2 serial and one parallel port. To use the extra serial port you need a Y-cable and use RS232/2. Well now you have an extra printer, a mouse and maybe you wanted to connect a direct cable to your "other machine" and find there is no where to plug all these toys. I will explain how to add an extra RS232 card to the P-Box so you can have RS232/1, RS232/2, RS232/3, RS232/4, PIO/1, and PIO/2. This modification is for the TI RS232 cards only. Some Corcomp cards come with a switch to do the same thing. Open the extra RS232 card shell by removing the screws or popping the plastic shell. Place the card face up with the LED to your left and the card edge connections towards you. Look at the card and 1 3/4 inches in from the left side and 2 1/2 inches down from the top you will see an integrated circuit with the number 74LS02N on it. Marked on the board will be U15. At the bottom of this chip you will see a resistor marked R5 (brown, black, brown). It will have a black mark around it printed on the board. Right below this resistor you will see a metal plate strip with a soldered over hole at each end. The markings on the board are PTh1. Carefully unsolder the resistor and move it down to the empty holes and solder iron to the holes and when the solder melts the resistor will go into the hole. Good luck with this. Use a small iron and be careful. I will not be help responsible for damage you may cause. Replace the clam shell around the card.

When this is done, place the modified card along side the old card in the P-Box and you have four RS232 ports and two PIO ports.

To address these ports you will have to change some of your programs to get the port you want. RS232/1, RS232/2, RS232/3, RS232/4, PIO/1, and PIO/2. (Note, you will need two Y-cables for the serial ports).

I have modified the extra card in my computer and have my main printer on PIO/1, a label printer on PIO/2, a Mouse on RS232/1, my Amiga hard wired to RS232/2, my TI Pro hard wired to RS232/3 and Telco on RS232/4. This is great now because I can transfer files between the Pro and Amiga to the TI, print everything to the main printer PIO/1 and print labels to the other printer PIO/2. With a couple of A/B/C switches I share the modem and printer with the other computers. If you can, you might as well make playing with your toys as easy as possible.

LOAD MASTER VERSION 2.2

Program Documentation File
Copyright 1995 1996 Mickey Cendrowski and Bruce Harrison

Send Fairware Donations To:

Mickey Cendrowski
100 Pine Street
Russellton, Pa 15076

Please note that ANY and ALL donations will be gladly accepted and equally split between both authors.

Disk Contents:

DEFAULTS (2 Sector, D/V 80 File), DOCS (92 Sector, D/V 80 File), EA (9 Sector, Program File), LOAD (20 Sector, Program File), LOADMASTER (54 Sector, I/V 254 File), and OPTIONS (16 Sector, Program File).

Equipment Needed:

TI-99/4A Console, Monitor or TV Screen, Disk Drive System (Minimum Setup - 1 SS/SD Drive), 32K Memory Expansion, and The Extended BASIC Module.

First Things First:

Please place a write-protect tab on your original disk. Then make a backup of this disk then put your original disk away for safe keeping.

Please note that since you will be reading and writing to your backup disk, DO NOT place a write-protect tab on your backup disk.

And as always, ALWAYS do ALL of your work from this backup disk!

Loading Instructions:

Turn on your computer and disk system. Insert the Extended

BASIC module into the module port. Insert your backup disk into drive 1. Press any key to get the TI menu screen. Select "2" for the Extended BASIC module. Your Load Master program disk will now autoloading.

Program Overview:

Load Master was written with the intent of helping three distinct categories of TI-99/4A users...

Those who are fairly new to the TI-99/4A computer, who have been overwhelmed with the task of trying to figure out how to access each of the different types of files that can be found on our TI-99/4A disks...

Those who are currently engaged in trying to make some semblance of order in their user group's disk library...

and...

Those who are currently engaged in trying to make some semblance of order in their own personal disk libraries.

Whichever category fits you best, Load Master is THE program for you!

Program Features:

What all can this program do, you ask?

How about...

Correctly identify MOST of the MAJOR TI-99/4A filetypes, plus MANY of the MINOR TI-99/4A filetypes...

(YES! This program now KNOWS the difference between BASIC/Extended BASIC program files and those that are Editor/Assembler Option 5 program files, as well as those files that are Adventure module program files and those that are Tunnels of Doom program files)...

Catalog a disk to screen, identifying ALL files by type...

Toggle display, so that you can easily view ALL of the Standard Disk Cataloging Information, at the touch of a key...

Automatically load and run any BASIC program file...

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Automatically load and run any Extended BASIC program file...

Automatically load and run any Editor/Assembler Option 3 file...

Automatically load and run any Editor/Assembler Option 5 file...

Automatically load and display any Display/Variable 80 text file, without using TI Writer or Funnelweb...

Print out disk jackets, using the File Identification Information, as well as the Standard Disk Cataloging Information...

Print out disk inserts, using the File Identification Information, as well as the Standard Disk Cataloging Information...

Print out a Display/Variable 80 file to disk, using the File Identification Information, as well as the Standard Disk Cataloging Information...

Print out a 4 line disk label in expanded print (making it easy to recognize any disk at quick glance, rather than trying to decipher some type of abbreviated format in condensed print)...

plus...

The ability to use two separate printers (provided, of course, that you have a PIO printer and an RS232 printer or an RS232/1 printer and an RS232/2 printer)...

plus...

Automatic boot tracking...

and...

Error trapping routines galore...

and...

Speed! Speed! Speed!

Sounds great, you say.

Well, read on, because this program really does exist!

Hopefully, Bruce and I have included something to make

just about everybody happy (and hopefully obligated enough to send us a FAIRWARE donation).

Now, on with the program...

Using This Program:

As in ALL previous versions of this program, Load Master Version 2.2 was written to be as user-friendly as possible.

It will automatically load out of drive 1 when the Extended BASIC module is in the module port, and you have selected Option 2 (for Extended BASIC), at the main menu screen.

Whenever the program is waiting for your input, you will find all of your options listed near the top of your monitor or TV screen.

If you follow the directions at the bottom of your screen, you should not have any trouble using this program.

In this version of Load Master, you will now be asked which drive you would like to catalog when you press the letter "C" for the cataloging option.

This feature was added for those of you who may wish to change their default cataloging drive "on the fly," rather than going through the options routine.

Thus, simply press any number between 1 and 9 and Load Master will automatically catalog that drive.

Please note that pressing the ENTER key AFTER making your selection will NOT be necessary, as Load Master Version 2.2 already knows what to do next.

If the default drive is correct, you need NOT press ANY key. Load Master Version 2.2 was written to automatically "time-out" after three seconds, thus if you don't press any key within those three seconds, Load Master will assume that the default drive which was displayed on your screen was indeed the correct default to use at that time.

Of special note, we should mention that when a disk is first cataloged, your monitor or TV screen will display the File Identification Information Screen (also known as the Load Master Version 2.2 Info Screen).

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Pressing the letter "T" will toggle your screen from displaying the Load Master Version 2.2 Info Screen to displaying the Standard Disk Cataloging Information Screen.

Pressing the letter "T" again, will toggle your screen from displaying the Standard Disk Cataloging Information Screen to once again displaying the Load Master Version 2.2 Info Screen.

In short, you can bounce back and forth between these two screens as many times as you wish.

In order to make Load Master Version 2.2 even better, Bruce and I have made a few changes to our program at this point.

You will now notice that whenever you press the letter "T" to toggle between the screens, ONLY the RIGHT side of the screen will now toggle, leaving the LEFT side of the screen untouched (since the LEFT side of the screen never actually changed in content). Making this change now avoids the annoying wipeout that used to occur whenever one toggled between the screens in our previous versions of Load Master.

Additionally, "paging" has also been changed so that if you select a page which is already being displayed on the screen, Load Master Version 2.2 will now just ignore your selection, rather than wiping out the screen, then displaying the same information.

Another NEW feature in this version of Load Master has been the inclusion of FCTN 9 to go back to any previous level of our program.

Although this feature is NOT advertised on any of our screens, it will work any time that you have the option of pressing "B" for back.

A BIG CHANGE that you should notice throughout this program will be in SPEED.

This release of Load Master has undergone MANY changes in program coding, adding a lot of NEW Assembly routines, as well as replacing MANY Extended BASIC routines with additional Assembly code.

The result - Load Master Version 2.2 still does what it does best, but now at a much faster speed.

Another NEW feature in this version of Load Master has

has been the inclusion of "boot tracking."

Thus, if Load Master's LOAD program is loaded and run from any drive other than drive 1, ALL accesses to our Load Master program will automatically go out to that same drive.

However...

This feature WILL NOT work on any system that uses a Myarc HFDC card.

If you are using a Myarc HFDC card on your system, you'll need to make the following changes to your Load Master Version 2.2 disk, so that Load Master will work properly on your system.

In the LOAD file, insert a "!" at the beginning of line 11, then save that file back to disk.

In the LOADMASTER file, insert a "!" at the beginning of line 100, then save that file back to disk.

In the OPTIONS file, insert a "!" at the beginning of line 100, then save that file back to disk.

Making these three changes will assure you that Load Master Version 2.2 WILL run correctly on your system.

This also means that for users of the Myarc HFDC card, Load Master will have to be run out of DSK1.

ALL users please note that if your default drive is set for drive 1, you will need to swap this disk with the disk that you wish to catalog BEFORE you select the CATALOG option.

If your default drive is set for drive 2, etc., you may keep this disk in drive 1. Just remember to place the disk that you wish to catalog into drive 2, etc., BEFORE you select the CATALOG option.

Selecting Files:

As you may have already noticed by now, an "x" may appear in front of some of our File Identification Information lines.

This "x" denotes that Load Master Version 2.2 should be able to load and run that file (or load and display that

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To make your selection, simply use the arrow keys until the file that you wish to load is being high-lighted, then simply press the ENTER key, and Load Master will take over from there.

While you may run into some Editor/Assembler programs that won't run successfully (the files FW, DR, etc., on the Funnelweb disk will not), many will be able to load and run perfectly well, directly from Load Master's catalog screen.

When an Editor/Assembler Option 5 program file loads, it will execute right away, because there's only one entry point for Editor/Assembler Option 5 program files, and that's at their beginning.

Editor/Assembler Option 3 files, on the other hand, may have more than one defined entry point. In those cases where the Editor/Assembler Option 3 file has only one defined entry point, Load Master's loader will start the program for you at that entry.

For those that have more than one entry point, Load Master will display ALL of the defined entry points on the screen.

Because there may be many, they will appear four to a row on the screen.

The selection pointer moves with the "S" and "D" keys, with "S" moving the pointer left and "D" moving the pointer right.

(Actually, any key, other than ENTER will move the pointer right, while "S" or "s" or FCTN S will move the pointer left).

For multiple-entry Option 3 programs, you may have to take an educated guess at which entry to select.

Ones with names like START or RUN usually are good choices to make.

Failing that, try ones with a name that is similar to the filename.

Please note that you should be aware that not all files identified as Option 3 files are actually programs.

If you select a Display/Fixed 80 file of some other kind, you'll get an error message to the effect that this file is NOT TAGGED OBJECT CODE.

Also, some Option 3 files may be support modules or other special purpose files that may or may not be able to run by themselves.

These usually have many entry points, while whole programs in Option 3 normally have no more than three entry points.

If in doubt, either just take a chance on a likely name, or press FCTN = (QUIT) to get out of this process.

Some Option 3 files have an auto-start feature, which means that they'll start running as soon as loading finishes.

From Editor/Assembler, these can be a pain because the screen does not clear before they run. We've fixed that, so that auto-load Option 3 programs will branch back to our own code before running, so that we will be able to clear the screen before letting the auto-start proceed.

Identifiable Files:

Although NO program of this type could possibly identify ALL of our different TI-99/4A filetypes, Load Master Version 2.2 makes EVERY effort to be as accurate as possible in all of our file identifications.

Currently, Load Master Version 2.2 can properly identify the following list of TI-99/4A filetypes (which are presented here in alphabetical order)...

Adventure Module Games, BASIC Files, Chainlink Game Files, Character Files, CSGD Font Files, CSGD Graphic Files, Editor/Assembler Option 3 Files, Editor/Assembler Option 5 Files, Extended BASIC Files, Extended BASIC Large Files, Extended BASIC Only Files, FirstBase Data Files, FirstBase Dictionary Files, FirstBase Index Files, Forth Files, GIF Picture Files, Infocom Game Files, Infocom Saved Game Files, JP Hoddie Border Files, JP Hoddie Font Files, JP Hoddie Image Files, JP Hoddie Pattern Files, Macpaint Pictures, Merge Format Files, MIDI Files, Page Pro 99 Banner Files, Page Pro 99 Border Fonts, Page Pro 99 Border Pages, Page Pro 99 Headline Fonts, Page Pro 99 Large Fonts, Page Pro 99 Line Fonts, Page Pro 99 Page Files, Page Pro 99 Picture Files, Page Pro 99 Small Fonts, Page Pro Composer Pages, Pix Picture Files, Remind-Me Files, RLE Picture Files, Text Files, TI Artist Color Files, TI Artist Font Files, TI Artist Instance Files, TI Artist Movie Files, TI Artist Picture Files, TI Artist Slide Files, TI Artist Vector Files, TI Base Command Files,

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II Base Data Files, II Base Help Files, II Base Structure Files, TIPS Fonts and Tunnels of Doom Games.

Error Trapping:

Much effort has gone into this version of Load Master, providing you, the user, with the best error trapping possible.

For example, if the DEFAULTS file is not found, the error trap will simply put the standard default colors, printer, and disk drive values in place, and continue the program, without any interruption to our program, whatsoever.

In other situations, our error traps will issue a "honk" sound, as well as REPORT IN PLAIN ENGLISH the error that occurred on Row 23 of your screen. Whenever that occurs, simply press any key and Load Master will return you to an appropriate place in our program.

Using Two Printers:

In case you might be wondering why this program asks you to enter the pathname for your printer when you choose to print out a label, let us explain...

Mickey, being fortunate enough to have four printers hooked up to her II-99/4A system (yes, all at one time), thought that she might as well take advantage of her particular setup.

Thus, Load Master Version 2.2 was written so that she could send the disk jacket info (or the disk insert info), out to her DEFAULT (PIO) printer, then she could create a 4 line disk label (in expanded print), and send that info out to her SECONDARY (RS232) printer.

Keep in mind that this is only possible IF one has access to TWO DIFFERENT printers, such as a PIO printer and an RS232 printer...

or...

If you have two RS232 printers and they both are connected to your RS232 card through the use of a Y-cable, thus making one printer RS232/1 and the other printer RS232/2.

If the above situation is the one in which you fall into,

we would recommend that you first print out all of your disk jackets (or disk inserts), then print out all of your labels (or vice versa), trying to minimize your switches as much as possible.

Technical Information:

The LOAD file now serves as a preloader for some Assembly routines, while LOADMASTER, which LOAD loads and runs, has both Extended BASIC and Assembly code.

OPTIONS is used mainly for changing default colors, printer paths, and default drives. DEFAULTS stores those values.

The mysterious file EA is used by Assembly code buried within LOADMASTER to prepare the computer for using Editor/Assembler programs of either the Option 3 or the Option 5 varieties. It gets loaded when needed, and allows the computer to operate as if it had the Editor/Assembler module in place, even though the Extended BASIC module is in use.

For greater efficiency, ALL programming code in Load Master Version 2.2 has been streamlined as much as possible. Thus, most of the REM statements have now been removed and each programming line has been packed to its fullest extent.

You may still EDIT any of the lines in either the LOADMASTER file or the OPTIONS file, with two exceptions. You CANNOT EDIT LINE 1 or LINE 3 of the LOADMASTER file.

Additionally, you can add NEW lines to either file, just as long as you DO NOT RESEQUENCE either file.

RESEQUENCING either file will destroy the embedded Assembly code.

Printer Code Modifications:

Should you have trouble getting a disk insert, disk jacket, or disk label to print out properly, you may need to change the printer escape codes to those codes which are specific to your particular printer.

The codes which govern the printing of the disk inserts and the disk jackets can be found in the following lines

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of the LOADMASTER file: 470, 500, 3110, and 3370.

The codes which govern the printing of the disk labels can also be found in the LOADMASTER file in these following lines: 3670, 3690, 3700, 3750, 3760, and 3770.

Please note that in each of the above program lines, we have been careful to add tail REMark statements, specifying what each line of code is used for; thus, it should not be too difficult for anyone to determine which lines of printer code need to be changed (if difficulty occurs during any of the printing routines).

Future Releases:

It is our intent to continue working on Load Master until this program is able to correctly identify ALL of the MAJOR TI-99/4A filetypes, plus MOST of the MINOR TI-99/4A filetypes.

Thus, we still anticipate at least two more releases of this program.

Whenever a NEW release is made, we will mail a copy of this program to Charles Good, since Charles does an excellent job of making programs available to the TI community through his club, the Lima User Group.

Additionally, we will mail an update notice to Micropendium for inclusion in their TI-99/4A magazine.

Since this program is released as FAIRWARE, feel free to pass along a copy to your friends or upload it to one of the many bulletin boards.

All we ask is that you pass along and upload ALL of our files as written.

If you make any changes to our program for your own benefit, that's fine, but please don't pass out your files as ours.

Bugs:

If any bugs are found in this version, please advise us of such, giving us as much information as possible, so that any and all bugs may be corrected as quickly as possible.

Closing Comments:

We welcome ANY and ALL comments and suggestions that you, the user, may have. Our addresses are: Mickey Cendrowski, 100 Pine Street, Russellton, Pa 15076 and Bruce Harrison, 5705 40th Place, Hyattsville, Md 20781.

Acknowledgements:

We would like to thank the following people for their various contributions in making this program a reality: Karl Romstedt (author of the Freeloader III program), Tom Moran (original author of the TI Windows program), John Bull (author of the Enhanced Version of the TI Windows program), Tod Kaplan (author of the Alsave routines), Barry Traver (author of the XXB package), Norm Rokke (programming assistance), Mike Cendrowski (beta-tester of all versions of Load Master), and Lynn Gardner (proof reader of this file).

ADDITIONAL NOTES

Due to the fact that Load Master Version 2.2 contains embedded Assembly code routines, this program cannot be LISTED in our newsletter.

As of this writing, Load Master Version 2.2 is available from the Lima User Group, the M.U.N.C.H. User Group, and the West Penn 99'ers.

Additionally, I would personally like to thank the West Penn 99'ers for allowing me to GET THE WORD OUT about this NEW release through their newsletter, THE WEST PENN 99'ERS NEWS.

Also, a GREAT BIG THANKS goes out to Mr. Bruce Harrison, for his unending work in helping me to make this version of Load Master even better than we had ever wished for!

SO LONG ... AND THANKS FOR ALL THE FISH!

WP MEMBERSHIP APPLICATION

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