The Truth About GENEVE
Told by Long Time User
CHRIS BOBBITT
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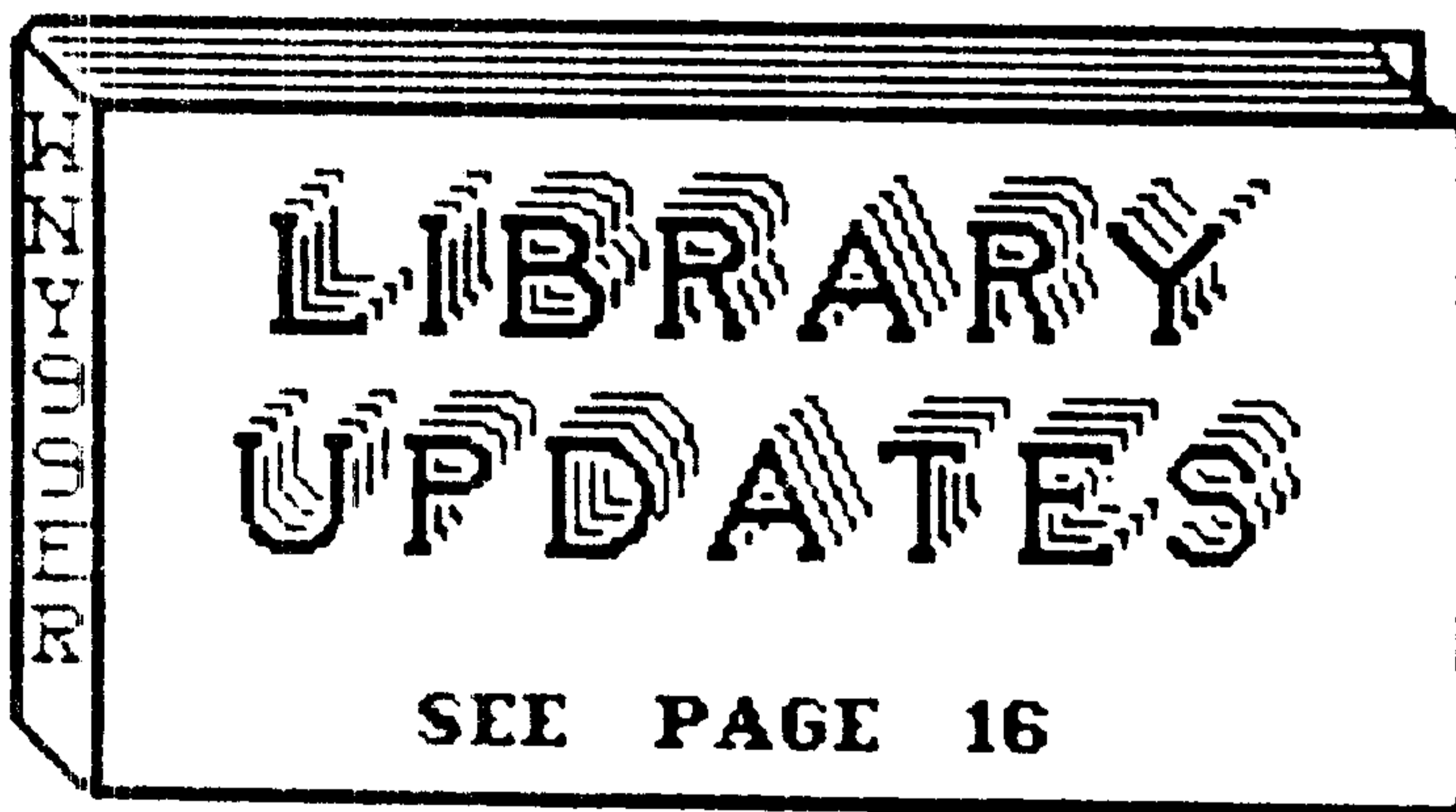
LIBRARY UPDATES

KNY99ER

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INTERFACE CONTENTS

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INTERFACE is a publication of the WESTERN NEW YORK 99'ers USERS GROUP. It is intended as a source of news, information and instruction. Articles and opinions expressed in this newsletter do not necessarily reflect the opinions of either the editorial staff or members of the users group.

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Advertising space is available at modest rates. For information on rates, write to the INTERFACE at the address below. Classified ads must be limited to eighty (80) characters including spaces and are free of charge to all paid up members. Address all inquiries to:

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The WNY 99'ers USERS GROUP meets on the second Wednesday of every month . For information call Harry Brashear, President, at (716)778-9104. Yearly Dues are $20 per family and $12 for an associate (Will attend no more than three regular monthly meetings).

Members are entitled to receive the monthly newsletter, have access to the software library and attend all general meetings, seminars and workshops sponsored by the Group.

INTERFACE EDITORIAL

This month, we begin a three-part article written especially for the Interface by Chris Bobbitt. Chris called me up and said that he felt I was too negative about the Geneve and that he would like the opportunity to counter my attacks. HOT DOGGIES!!! I love it when I can turn on a bit of controversy. I have all the respect in the world for Chris Bobbitt and his opinion, and his article proves that I am not wrong in my thinking. The article is going to tell you what's good about the Geneve, not why you should buy it.

The thing that gets me is that I didn't realize that that my antagonism showed! I know that Bob Osborne calls from Rochester every couple of weeks when he feels agressive about TI. (I told him that I love him even if he is a Myarc Person.... He wants to see how far he can push it! (Grin)).

Actually, I have avoided saying too much in fairness to Rochester and our Canadian members that own Geneves. I think everyone should have the opportunity to make their own decision on this monster. However, since I have been accused....

Editors Note: Due to political circumstances the following 88 lines of expletive text has been deleted.

Next month Bob Osborne will be bringing the Geneve over to show us again. He will be bringing along all the completed programs, such as MY-Art. Wait until you see these graphics! I still haven't found justification for a Geneve, particularly in light of some recent announcements. I am accused of being behind the times. Maybe so, I'm preoccupied with building my third Horizon for my P-box. I like doing that, I just plug it in, and it works.
      HtB

A frog went into a bank with a green thing in his arms and hopped up on the loan officers desk, Mrs Patricia Wack. "I would like a loan.", the frog said.
"We don't give loans to frogs", she said laughing. "But look", said the frog, laying the green thing on the desk, "I have collateral." "WE DON'T LOAN MONEY TO FROGS!", she said again. "I want to see the bank manager", the frog said. "FINE, let's go see him." The lady got up and led the frog to the bank managers office. "What's the trouble", said the manager. Mrs Wack then told the manager, "it's this frog, it wants a loan and claims to have collateral, but I DON'T EVEN KNOW WHAT THIS STUPID THING IS!!!" The bank manager looked at the frog and the thing he was holding for a minute, then turned to the lady and said.. "It's a knick-nack, Patty Wack, give the frog a loan!"

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+---------------------------------------------------------+
|                    The Myarc Geneve                     |
|   A look at the 9640 from a long-time user - Part I     |
|                                                         |
|                   By:Chris Bobbitt                      |
+---------------------------------------------------------+
```

Before I get into this, let me just say that the purpose of
this article is not to make you want to run out and buy a
Geneve. I'm not trying to convince you that the 9640 is the
best thing since sliced bread, I'm not even saying it is for
most people. The purpose of this article is to lay to rest
some of the misconceptions widely repeated about the computer
- and the apprehension some people in the 99/4A community
have greeted it with.

The Myarc Geneve 9640 (as unwieldy a name as anything TI ever
thought of) is a computer on a card that looks just like any
other card for the 99/4A. It is not an enhancement for the
99/4A, it is a direct replacement that happens to run 99/4A
software. When you are using it, you are not using a TI
computer (even though in the TI mode it is virtually
indistinguishable), but instead one by Myarc. You install it
by putting it in slot 1 of the Peripheral Expansion box (or
equivalent), after removing the Expansion Box interface card
(the "firehose"). At his point, you can connect your 99/4A
to another box and/or monitor, and use it as a second
computer (or a third for many of us). The 9640 is compatible
with most cards designed for use with the 99/4A; the only
exceptions seem to be all of the 32K and some memory cards,
and perhaps the Corcomp Triple Tech. The only "memory" card
that seems to function with it is the Horizon RAM-Disk; other
RAM-disk cards have to be converted for use with the machine,
and information how is not available at this time.

When you have plugged in this computer-on-a-card, attached
the standard IBM keyboard, a TI (or compatible) joystick, and
your monitor to the plugs on the back of the machine, you
have a completely new computer. (NOTE: ports 1 and 2 were
accidently switched on the joystick port when the machine was
designed - so if you are like me and have a single Atari
joystick converter, you have to get one of those WICO
two-joystick interfaces) Additionally, there is a fourth
socket available for attaching a mouse or any other pointing
device you can think of. Your console is completely out of
the picture; as mentioned above you can use it for a second
system and have the only true multi-tasking system possible -
two computers!

The major question in the TI community is exactly what kind
of beast IS the Geneve? In my opinion, it is the legitimate
heir to the 99/4A - primarily because it is so similar to the
ACTUAL heir - the never-released TI-99/8. The 9640 and the

99/8 share the same microprocessor - the TMS9995. This processor is mostly a newer, somewhat improved version of the 9900 found in the 99/4A that is 3 to 5 times faster in most aspects. Like the 9900, it is a 16-bit chip (though to argue it strongly is to open a can of technical worms that is way beyond the scope of this article). Suffice to say, it is the processor of choice for ANY 99/4A upgrade, primarily beause it is cheap and fast.

Both the 99/8 and the 9640 have at least two-modes of operation. Both machines have a "99/4A mode" as well as a "native" mode. The "native" mode in each case is included so the user and programmer can utilize the one major enhancement found in both the 9640 and the 99/8 that a 99/4A mode cannot - additional memory. In the 99/8's case the native mode allowed the use of 64K of RAM (expandable to 1Mb), while the 9640 comes with 512K (expandable to 2Mb). The "native" mode operating systems of the 99/8 and the 9640 are substantially different, but NEITHER of them is compatible with the "99/4A mode".

The 99/8 also has a third mode, which is essentially the contents of the P-Code card available for the 99/4A. The software to provide this for the 9640 is not available at this time - but long promised.

The one major difference between the 9640 and the 99/8 (beyond memory limitations and a few software differences) is the choice of graphics processors. The 99/8 uses the same graphics chip found in the 99/4A - the TMS9918A (part of the "A" in 99/4A). The 9640 uses the successor to the 9918, also designed by TI (in 1986, years after the 99/8) - the 9938. While both are designed by TI, the 9938 is manufactured by Yamaha of Japan. The paranoid reason for this is that TI has been doing everything in it's power to divorce itself from the 99/4A - including disavowing any chips found in the 4A, but the real reason is that the 9938 has much more of a market in Japan then it does over here. The 9918A was the graphics chip of choice in Japan for many years - millions of Japanese computers never seen in the U.S. use it (including the Coleco Adam which WAS, unfortunately, seen here).

Outside of additional memory and speed, the 9938 is probably the major reason for buying the 9640. While the 9918A provided stunning graphics for it's day, the 9938 is a quantum leap above the it. How so is actually part II of this article. For right now, all you need to know is that it provides graphics comparable to those found in other modern-day computers, while retaining 100% compatibility with the 9918A found in the 99/4A and 99/8.

I'm going out on a limb now, but I firmly believe that if TI designed a home computer today, hardware-wise it would be almost the same as the Geneve, primarily beause the Geneve is quite similar to what TI did in the 99/8. The reasons why are simple - the 99/8 is a good starting place for any 99/4A upgrade, and the guy who runs Myarc is a former TI hardware designer who was very involved in designing 99/4A projects

for TI.

The software differences between the 99/8 and the 9640 are a whole different story, though.

As stated above, both the 99/8 and the 9640 have a "99/4A" mode and a "native" mode. In both cases, the 99/4A mode is about 99% compatible with an actual 99/4A. Why not 100% compatible? The reason is that it is simply impossible to have something be compatible with the 99/4A and be much faster at the same time.

To digress a little: like cars, timing is very important to computers. Timing is important when you try to read from a disk drive, write to the screen, read the keyboard, or in any other task commonly performed by the computer, even getting data from memory! If you try to make one part of the computer work faster (IE- the microprocessor or the memory) you have to make the other parts go faster as well, or the net effect is a speedup in only some operations while, as a whole, the system isn't a heck of a lot faster. It's kind of like two dancers. If one partner dances faster, the other one has to as well or he or she will likely get their feet stepped on!

The problem is not in finding ways to speed up the system, but how to do it and not throw every program that depends on the system's timing out of whack. A few programs depend on things working at a given speed or they won't work. While the numbers are small, the importance of them isn't - these programs include the 99/4A operating system, BASIC and Extended BASIC! The problem with timing is further intensified because of the 99/4A's greatest asset, and disadvantage, GROM.

GROM is an advantage in the 99/4A because it allows you to cram a lot of stuff into a small space. How? Essentially, GROM (or GRAM - the RAM version of GROM) can be easily paged. The memory in the 99/4A is divided into 8K blocks. Up to 64K of GRAM or GROM can be placed at any one of those 8K block locations. This means, for example, that any module plugged into a 99/4A can effectively be up to 64K in size (64K Supercart, anyone?). That's why the 99/4A has 144K of memory in the console when a 16-bit machine normally can only directly access 64K of it. This was really advanced stuff back in 1979 when it was designed. The only problem with GROM (or GRAM) is that using it is tricky, and it is very timing dependant.

Hence, the major problem facing ANYONE (TI, Myarc, Corcomp, et al) that wants to design a 99/4A upgrade is to overcome these timing problems and retain 99/4A compatibility, while not making the machine as slow as a 99/4A!

TI faced it with the 99/8, as Myarc has, successfully, with the 9640. However, in order to do it Myarc had to make some tradeoffs - the Myarc Geneve isn't nearly as fast as it could be if it lost the "baggage" of 99/4A compatibility - but that ignores the whole point of the machine in the first place - a

faster 99/4A.

So, the Geneve has two modes of operation and we know about the 4A mode, but what about the other? The other "native" mode (often called M-DOS mode after it's operating system) is the mode that can take advantage of the additional memory, one thing that the 99/4A mode will never be able to do. M-DOS is not the best operating system in the world. In fact, the operating system it is patterned after (IBM's MS-DOS) is one that I have a deep-seated disgust for. MS-DOS is not only stupid, it's also obsolete. When it was designed, it was a 20 year-old program running on 10 year-old technology (the original IBM PC). Comparing it to the sophistication and elegance of the 99/4A operating system is like comparing slam-dancing to ballet.

Fortunately for the Geneve, internally it is nothing like MS-DOS (which is also why an operating system that has all the stupid problems associated with MS-DOS, and runs on a machine as fast as an IBM PC AT, can't run Lotus 1-2-3!). It really can't be like MS-DOS on the inside; MS-DOS is designed for the misbegotten Intel 80xxx line of processors, which are still around 10 years behind the concepts embodied in the 9900 family. (Believe it or not, Intel's engineers are starting to realize this.)

This is, of course, all beside the point. M-DOS is designed to allow programmers (currently, only assembly ones) to take advantage of the extra memory, graphics, and speed afforded by the 9640. The 9640 is faster in it's native mode then when it is pretending to be a 99/4A. (In fact, most benchmarks written for the native mode place it at about the same speed as a 68000 processor running at 8Mhz - essentially a Commodore Amiga, Atari ST, Apple Mac, or your average 32-bit processor). What takes advantage of all the speed and power afforded by this machine? Currently, very little. And unless Myarc starts supporting developers, it's likely to remain this way.

The "M-DOS" mode has been intensely scrutinized and the cause of much criticism of Myarc. However, in a way, this is all air. The point of the Geneve was to provide a 99/4A compatible machine that was faster then a 99/4A. The 9640 does this as well as TI's own computer did! It also adds 80-column capability not available in the 99/8 (except as a planned add-on card that was never actually constructed). In a way, one of the 9640's operating systems (the 99/4A one) has been done for the last year! M-DOS, or the operating system that is supposed to take advantage of all the new features of the 9640, has gradually evolved over this time - but who needs it?

It is quite possible to use the Geneve as simply a faster 99/4A with an IBM PS/2-like keyboard, an 80-column card, and a built-in RAM-disk. If you were to buy the Mechatronics
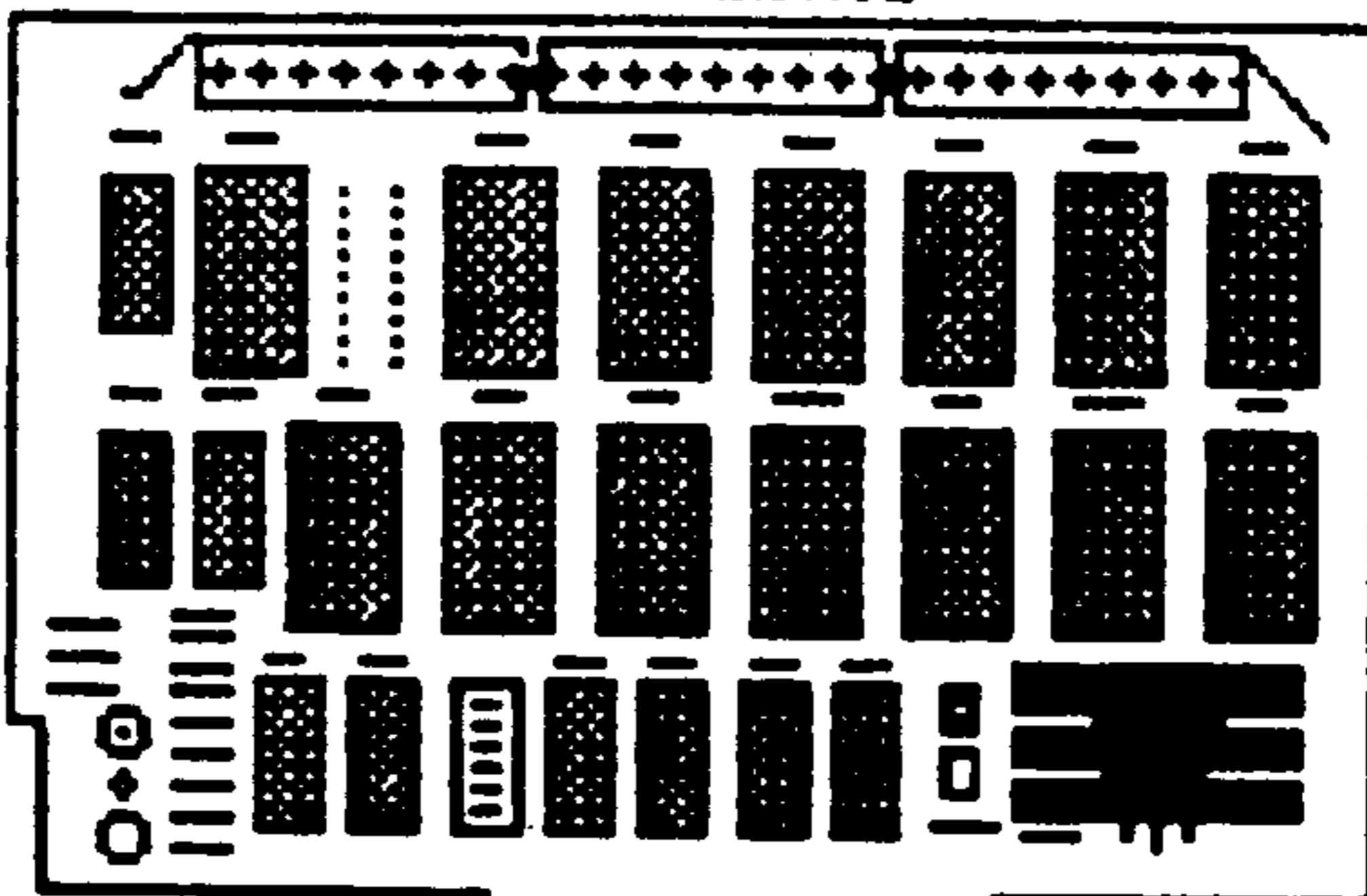
THE HORIZON WAY

The prices on chips are going up and, hence, so are the Horizons. As of April 11th, the 384K HRD+ is going up to $240.00 for the kit. I don't look forward to these spiraling prices to stop for quite a while.
It might interest you to know that once you have a 384K ram, you can add memory to it one chip at a time if need be, and it's not to hard to do.

===================================

How do I deal with a 190K ramdisk when I have so many programs that I use? That's a question that I am getting asked more and more these days. I think the old timers (people who bought their rams before the 384K was available) are really looking for an excuse to get the HRD+, and far be it for me to tell them otherwise. In the meantime, I thought I might tell you how to get by with your limited ram memory. First of all, I'll tell you right off, I don't like constantly deleting and adding programs to my rams. I have learned with experience that fractured files and ramdisks just don't get along. I don't care what they say, I think it causes problems. What I have done is to keep a separate disk based on each group of tasks that I have to do. Each disk contains the basics that I need at ANY given time, like BA-Writer, DM1000, Birdwell, an archiver, and, of course, the Menu. That takes up about half of the ram. Obviously, I would also like to have TI-Artist, a few fonts, Telco, Neatlister, EZ-Keys, Dragonslayer, and a few other odds and ends in there too, but I can't. What I have done is create a system disk for each GENERAL task I expect to be doing for a while. For instance, the first week of the month is Interface time. Here is a rundown of what's on my "publishing" disk.

BA-Writer	155	sectors
TI-Artist	238	sectors
Instance printer	13	sectors
Fonts	125	sectors
DM1000	66	sectors
Menu	29	sectors

That's 626 sectors of my ram, and it leaves me just a little room to maneuver my pictures and text around with. If I am writing only, (as I am until publishing time), then Artist and the instance printer are replaced with the Writerease dictionary on my "writing disk".

On weekends, I am generally entertaining TI people and spending a lot of time on the BBS. Hence, on Friday night the "weekend" disk is dumped to the ram. This now contains:

Telco	221 sectors
Fastcopy	12 sectors
Archiver	33 sectors
Menu	29 sectors
DM1000	66 sectors

and the rest, (359 sectors) I leave open to run files in and out of while I'm de-arcing or downloading from Delphi.
The bottom line is that the speed and convenience of the Horizon makes it worth my time to reformat and load various systems into it for certain periods. Admittedly, the best answer is a couple of rams, or a bigger HRD+, a half meg would be nice, but not in everybody's budget. If you are starting to run into a constant need for more room, try offering your 190K ram for sale and go for the monster.

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GENEVE CONT FROM PAGE 6

80-column card, a RAVE keyboard, a Myarc 128K RAM-disk, and a 16-bit 32K console enhancement it would cost a LOT more then the $480 Geneve (around $400 more!)and it would STILL be around 1/2 as fast and STILL not include a free, 80-column Multiplan and TI-Writer. Of course, as a 99/4A the Geneve suffers the same memory limitation. But, if you don't mind the memory limitations of your 4A, why would you mind the same ones on the Geneve?

In summary, the Geneve offers most of the same hardware as found in the 99/8, more memory, and a superior graphics chip. It is a complete replacement for the 99/4A that offers a high-degree of 99/4A compatibility - approximately the same level provided by TI's own upgrade. It has two modes of operation with 2-3 time speed improvement over the 99/4A in the 99/4A mode, and a "M-DOS" mode that is even faster.

In the next installment of this column, we'll examine the 9938 graphics chip and go a little more in-depth into the advantages of the 99/4A mode of operation over a standard 99/4A.

HOT TIPS
IN SHORT PARAGRAPHS

-Those balmy breezes of Spring are here, and its time to tiptoe through the tulips again. Or more appropriately, tiptoe through the colorful Spring catalogs that have arrived in your mailbox. My personal favorites are the seed catalogs. Especially those with gigantic pictures of fruit and vegetables that are "fresh from your garden." It's a come-on, of course, but somehow the idea of reveling in this Springtime ritual quickens the blood. Certainly in computer type catalogs, large promises are also made... like for instance: A 56,000 bps modem! Really? Well, apparently so, says the catalog. Fine print tells you later that a special "dedicated" phone line, plus a similar modem at the other end is necessary. That type of "clean" phone line comes with a hefty bill, but has a guarantee that no outside snaps, crackles, or pops, will intrude. I've seen them used in certain critical areas where speed and correctness are absolutes, i.e. Law-Inforcement Agencies. Still, it makes one wonder at how computer technology makes these quantum jumps into fresh and fertile ground (Oh, oh, already too much time spent in the seed catalogs!). One of the niftiest computer products advertised was a desk with a slide-out drawer for the keyboard, and the monitor located beneath a pane of glass that is flush with the desk's surface. Something akin to a TV News Studio. It sells for $995, plus S+H. Another interesting system is a computer desk "tree." At different levels, horizontal surfaces are pivoted on a central spindle. Swing one around and there is your printer. Another supports your CPU, and still another, the keyboard. Power is supplied through the trunk of this "tree," and the whole business has wheels and can be pushed into a corner. What sort of environment would be appropriate for this is beyond me, but I've always been a sucker for "Gee whiz" gadgets, (clearly, the identifying feature of many a computerist).

-In the following paragraph: Let CS1=Computer Cassette.

-Your TI CS1 gathering dust in the closet? Still using an Acoustic Modem, (the kind with two rubber cuffs)? Read on... Not long ago, a gloomy Sunday afternoon presented itself with nothing to do. Idle thoughts began to wander (and wonder), "why does my CS1 lay neglected in my desk drawer, and did it have any further utility?" Simple minds have simple pleasures, what can I say... Yes, there might be some

occasions when I might like to save incoming data from 39 STEPS to a cassette tape, (even though my disk drives can easily accomplish the same). For whatever reasoning; my own was to conserve precious disk space, which is something Display/Variable 80 files are not wont to do). For sure, CS1 and my acoustic modem could come to the rescue. (Note - the original "cassette to console cable" was not needed, I left that in the drawer). After getting into it, it proved to be quite simple. Here is how it was done: Radio Shack has a phone pickup coil for $1.99, (p.41, current catalog). This suction-cupped device is not a microphone, but an induction coil that responds to electromagnetic fields. When attached to the "ear" end of the phone handset, it easily picked up all incoming data. Now, CS1 has a PAUSE switch that permitted me to set up the recording function before dialing up 39 STEPS, thus if I wished to record only the TRADER, I released the PAUSE switch just as I was keying TRADER in. That is all there was to it. Bit by bit, byte by byte, TRADER was taped by the old faithful CS1. How did I get this data back from the tape? Easier, yet. Radio Shack again came through with a $2.99, 2" PILLOW SPEAKER (p.27 of the current catalog). I plugged that into the speaker jack of CS1 and laid the speaker on the empty rubber cuff of the modem, (the cuff that's farthest from the modem's cable); hit CS1's PLAY button and away we go! Rewind, fast forward, repeat any number of times, and it always came up the same, just as if I were still connected to 39 STEPS... Any other quality portable cassette recorder will probably do, as long as they have a "MIC" (Microphone) and "8 ohm/ACC" jacks, (you may have to fiddle with the volume/tone controls, though). What is nice about this system is that does not interfere with the console, P-Box, Modem, or anything else. Oh, since a 60 minute cassette will hold many separate visits to 39 STEPS, and a 120 minute cassette will hold much more, it is wise to keep track of the stop/start numbers shown on the digital meter on CS1. The better to relocate a particular record or episode. Caution: This system only works for INCOMING data, not outgoing. Outgoing data is sent out via the other rubber cuff and no pickup coil is at that end. If you find that a hard copy is necessary, load the terminal buffer with only that data that is desired, and print away... For the lazy person, Radio Shack has a device that automatically starts and stops CS1 when you begin dialing, or hang up. Costs about 20 bucks, but page unknown.

NEXT MONTH: Time limitations have not permitted me to discuss "copyrighting" this month, but for sure in May!

THE SECOND AND FINAL PRINTING OF "THE WRITERS" WILL BE IN APRIL. WE ARE ALREADY HEAVILY COMMITED TO THIS PRINTING. IF YOU WANT ONE OR YOUR GROUP WANTS A BULK ORDER, DO IT NOW! THE COST IS SLIGHTLY HIGHER,($2.50) BECAUSE OF ADDED PRINTING AND ADVERTISING COSTS

TIDBYTES FROM
THE TI ZONE
(EERIE MUSIC REQUIRED)

The following irrational tale was produced by a midnight snack of six beers, a bag of cream donuts, and a dose of NyQuil.

I was driving down the road around seven o'clock when I noticed a sign in front a large brick building. It said, "Ninty-Niners Meeting Tonight". I wasn't aware of another group in this area, so I decided to stop and see what was going on. The parking lot was full of cars and there were a few people hanging around the door, talking quietly among themselves. I excused myself as I brushed by them and went on through the glass doors. It looked for all the world like a movie theater lobby on the inside, but instead of a ticket booth, there was a girl handing out some documents to people as they went through a second set of doors. Since there was no one behind me, I asked the woman, "How many people are in this group?"
She looked at me with a slightly puzzled expression and answered, "There are one hundred and fifty seats inside sir, you should have no problem finding a place to sit."
"Who is the president of the group?" I asked, as I reached out to take the booklet she offered.
Her puzzled look seemed to change to one of great concern and her voice got downright condescending.
"This is your first visit, isn't it?" she asked.
I hate having questions answered with more questions so I told her "Yes, it was", decided she was a dingy broad, and left the table with a shallow, "Thanks!"
The room inside was just bright enough for me to see that there were two types of seating arrangments. There were three rows of theater-type seats in front but all of the rest were fold-aways, most of which were occupied. I assumed that since the good seats were sparsely populated, they were being held for something, or someone, special.
Just as I was about to excuse my way past some people in the last row of fold-aways, the girl from outside came up and took my arm.
"As this is your first visit, sir, we would like you to sit up front." she said as she pulled me from my intended path and ushered me to the front row.
I thanked her and settled myself into the slightly too-plush chair she intended for me. There was an empty podium facing me, and behind it was a raised metal table with a fired up TI system in the middle of it. Over the table was a metal hood that probably contained the lighting for the demonstrator, whoever he or she might be.
"Nice", I thought, it looked almost altar-like in the dim

lighting of the room. "The monitor is high enough so everybody in the room can see." There was a young man one seat away from me but I decided not to bother him because he looked a little tense. Instead, I decided to check out the newsletter the girl had given me. The cover was bright yellow with a nice picture of a TI console and underneath the caption read, "January 14: How to get your text files back." It sounded like a sector editor demo, and I could always use a little more education in that department. I was about to open the magazine when the lights went down and a spotlight came on to light the podium and demonstration system. A gray haired man stepped to the podium from out of the darkness, and introduced himself.

"Good evening", he said. "I am David MacIntire. Did any of you bring TI equipment tonight?"

There was a rustling in the crowd behind me, and two people came down the aisle with a TI console in their hands. They both put their consoles next to the system on the table and returned up the aisle.

"Good. Good." said the smiling speaker. "Is there anyone else... anyone?"

He waited a minute, scanning the darkness, then announced, "Let's start the meeting."

I heard a click, like a switch being thrown. A glass partition came up out of the floor in front of the demonstration table and what I had thought to be a lighting system started to descend on the table. A little light began to blink on the descending hood and, with each blink, the people behind me began to whisper something. The hood reached the top of the monitor and kept going. As the vacuum tube screen exploded, I realized that the "demonstration table" was, in fact, a huge hydrolic press. I also realized that the people behind me were chanting, "I... B... M..., I... B... M...". The damn press must have been set to absolute zero because by the time it hit bottom, there was metal and plastic oozing out around the edges. I wanted out! I started to get up but couldn't. During the mayhem, something had encircled me and the seat, and I was stuck tight.

"I thought this was a TI meeting", I yelled at the guy in front.

He raised his arms, the chanting stopped and the lights came on again. He came out from behind the podium and looked at me.

"Of course it is", he said into my face. "Last night we had our Atari meeting... and tomorrow night we will have our Commodore meeting."

He pulled himself up straight and his sleazy smile disappeared.

"You hardcore TIers are the worst of the lot!!" he screamed. "Look at this pathetic piece of slime!"

He waved his hand in the direction of the tense fella seated near me and I looked over to see that he, too, was tied to the chair, but he had pulled his knees up to his chest and he was cring hysterically.

"He comes in here.. every week... because he can't resist... a sign... that says... TI-anything!!"

The guy sounded like a fire and brimstone preacher, chopping

"He comes in here.. every week... because he can't resist... a sign... that says... TI-anything!!"
The guy sounded like a fire and brimstone preacher, chopping his sentences to point up every word. I was scared!
"Now, you will listen!", he shouted. As he swung around, back to the podium, something swatted me in the face. It was a tail, a big green scaly tail, sticking out from under his jacket. He pushed another button and a monotone womans voice came over the loudspeakers that hung on the wall.
"This is the continuing story of IBM." it began, "In 1947, the IBM corporation........"
I woke up in a cold sweat, resolved to a change in my diet, and grateful that I had finally found a way of telling an IBMer from a TIer. It's real obvious when they walk away from you.

DISK ▇F THE M▇NTH

Diskname DOM:04/88 Total Sectors 358 Files 17

Filename	File Type	Size		Comment
!READ-ME!	D/V	88	4	Read this text file!
2-PASS	PGM	2276	10	Two pass disk copier, SS/SD
BAD-LOAD	PGM	88	2	Loads BADWALLS
BADWALLS	D/F	88	63	Game, Bad Walls
BOOT	PGM	6656	27	Main Menu
CHARA1	PGM	1030	6	Character set for BOOT
ENCODE-IT	PGM	5632	23	Encode files for security
ENCODE/DOC	D/V	88	20	Docs for ENCODE-IT
LOAD	PGM	798	5	Loads BOOT
MCOPY	PGM	1892	9	M Copier, optimizes disk.
MCOPY/DOC	D/V	88	23	Docs for MCOPY
NOAH-2099	PGM	10873	44	Game, Noah 2099 (German)
NOAH-LOAD	PGM	31	2	Loads NOAH-LOAD
RISIN-LOAD	PGM	32	2	Loads RISINGSUN2
RISINGSUN2	I/V	254	59	Music, Rising Sun 2
STAR1	PGM	8128	33	Star Gazer 1, learn astrology
VELVET	PGM	3740	16	Demonstrates 4 voices

THE NEXT MEETING OF THE WESTERN NEW YOUR 99ERS
WILL BE MAY 11th, PAYNE AVE CHRISTIAN CHURCH AT
7 PM. NOMINATIONS WILL BE TAKEN FROM THE FLOOR
FOR PRESIDENT AND TREASURER. ELECTIONS IN JUNE

TYPE IT IN...
ProGram of the Month

This month's type-in came of necessity, as usual. There is a program that, I think, came along with the Artist Display package that was intended to convert CSGD graphics to TI-Artist instances. The program only converts one graphic at a time and you have to tell it the name of the graphic and instance each time. NUTS! I bought this computer to do work FOR me. Following is my conversion of the conversion program. It looks through the disk, grabs ALL of the graphic files and does each one, changing the suffix from /GR to _I on the destination disk. It's down and dirty, no bells or whistles, and it's a tad slow, but what the heck, at least you can go eat supper instead of manning the keys. By the way, you need the original program because line 270 is object code that can't be written. You just can't get away with anything anymore.

```
100 GOSUB 270
110 OPEN #3:"DSK1.",RELATIVE,INTERNAL,INPUT
120 FOR I=12 TO 127
130 INPUT #3,REC I:A$
140 L=LEN(A$) :: IF SEG$(A$,L-2,3)="/GR" THEN 160 ELSE 260
150 PRINT L,SEG$(A$,L-3,3)
160 REM *-- GRAPHICS --*
170 PRINT A$
180 FN$="DSK1."&A$ :: FD$="DSK2."&SEG$(A$,1,L-3)&"_I"
190 OPEN #1:FN$,INPUT ,INTERNAL,VARIABLE 254
200 OPEN #2:FD$,OUTPUT,DISPLAY ,VARIABLE 80
210 INPUT #1:S,P,U,D$
220 PRINT #2:"5,";STR$(P)
230 FOR R=1 TO P STEP 40 :: A$=SEG$(D$,R,40):: FOR Z=1
TO LEN(A$)STEP 8 :: CALL LINK("TROT",SEG$(A$,Z,8),V$)::FOR
W=1 TO 7:: PRINT #2:STR$(ASC(SEG$(V$,W,1)));",";:: NEXT W
:: PRINT #2:STR$(ASC(SEG$(V$,8,1))):: NEXT Z :: NEXT R
240 CLOSE #1
250 CLOSE #2
260 NEXT I :: END
270 ASM$= THIS IS THE ASSEMBLY CODE LINE
280 CALL INIT :: FOR O=1 TO 142 :: CALL LOAD(O+12287,ASC(SE
G$(ASM$,O,1))):: NEXT O
290 CALL LOAD(8196,63,248):: CALL LOAD(16376,84,82,79,84,32
,32,48,0)
300 RETURN
```

Scrolls and Bits
NEWS FROM THE LIBRARY AND BBS BY ROBERT COFFEY

Well, it finally happened; I am now officially an author for a software product called Artist Borders #1 from Asgard Software. It was just released last month and retails for $7.95. It contains 40 pre-drawn borders that you can easily put around artwork of ANY size. I think it fills a hole out there that needed filling badly. Asgard's address is: Asgard Software, PO Box 10306, Rockville, MD, 20850. Also, Asgard asks for an additional $.50 for shipping handling. If you use TI-Artist or Font Writer, you need this package!

For those of you who don't attend meetings: You might have noticed a package in your mailbox, our last Library Catalog to be specific. I was hoping to have a NEW library catalog for May or June, but that may now be in jeopardy, so I've tried to send catalogs to those of you who don't make the meetings. If I missed you, drop me a line (R. Coffey, 102 Woodgate Road, Tonawanda, NY, 14150) and I'll send you one. This way at least everyone has our last catalog. When the new catalog is completed, it will be mailed along with your newsletter.

Our newly-adopted policy for mail orders from our library is as follows: 1) It is $1 for any item in the catalog (whether it is a single program or an archived file). 2) If you don't include disks with your order, $1 per disk is charged. 3) If you don't include a self-addressed envelope with postage, it will cost you an extra $1. 4) Checks or money orders are acceptable and should be made out to the group. 5) If for some reason you don't include enough money, you will notified of it by mail, and your order will be held until full payment is received. 6) All orders should be mailed to my address (above) for quickest turn-around time.

You will find a short update to our last catalog in this issue and December '87. These programs are $1 a pop, like I mentioned above. Many files in the library are Packed and Compressed with Archiver v2.4 (reviewed last month), and unless I know that you have it, I will automatically include it with your order without extra cost to you. When possible, I'll include explanations of all the programs you have in your order, and should answer any questions that you might have about them.

Many of you have bought our DOM (Disk Of the Month) recently and I have an important tip for you. Some programs will not run correctly from the main menu. WINDOW on March's DOM is a good example. If you don't hold the <SHIFT> key down immediately after selecting WINDOW (and hold it down until the red light goes out) then it will freeze up on you. This is the reason that you see "<S>" symbol next to WINDOW on the menu.

There are also a few programs on April's DOM that require that
you hold <SHIFT> down to restore proper colors and have the
program run as it was intended to. So remember, when you see
<S>, you'll need to hold the <SHIFT> key down right after
making your selection. That will keep most of you out of
trouble.

The library has acquired many graphic pictures as of late. We
have over 2000 sectors worth and I plan to archive them into
packs of 14 each. They will all be in TI-Artist format
(because Artist only uses up 25 sectors per picture). For
those of you who'd like these pictures but use Graphx instead
of Artist, we have a program called MAX-RLE (loads into E/A, or
BEAXS) that will load Artist pictures and convert them into
Graphx pictures. (Instructions will be included with the
program.) MAX-RLE is in the library and requires BEAXS or E/A
cartridge to run. (BEAXS simulates E/A with the Extended BASIC
cartridge and is also in the library.) So now you can finally
get your hands on a wealth of artwork for just pennies. I'll
have more details on this next month....

GENIE/LIBRARY UPDATE

An update of long files that are in the WNY99er
library. These will not be used on the DOMs.

1020 Name: XMAS87/ARK Date: 871204 # of Bytes: 47880
THIS FILE IS FAIRWARE FROM BILL KNECHT. IT IS COMPRESSED WITH
ARCHIVER 2.3. BILL IS ASKING $5 FOR THE SONGS, EXTENDED BASIC
MUSIC, AND GRAPHICS. THERE ARE 14 SONGS. 177 sectors
1858 Name: WOODSTOCK Date: 871207 # of Bytes: 20160
RAY KAZMER HAS DONE IT AGAIN! THIS TIME IT'S WOODSTOCK FROM THE
PEANUTS COMIC STRIP. YOU'VE GOT TO SEE IT TO BELIEVE IT! THIS
PROGRAM WILL AMAZE AND ENTERTAIN YOU! BEAUTIFULLY DONE.
WOODSTOCK MUST GET HIS XMAS PRESENT TO HIS NEST TO OPEN IT.
WHAT HE FINDS ... WELL, YOU HAVE TO SEE FOR YOURSELF! 75
sectors
1911 Name: FREDDY Date: 871228 # of Bytes: 26460
This is an assembly Maze game from Germany. INSTRUCTS for
LOADing: Using Ea#3 or the equivalent, type "DSK1.FRED". Wait
for the prompt, press enter, and type "START" at the program
name prompt, then you just press any key, and you are on your
way. German instructions.
1944 Name: PORTFOLIO / ARK Date: 880103 # of Bytes: 22680
THIS ARKED FILE CONTAINS TWO PROGRAMS BY JAMES S. MCCULLOCH.
ONE IS SECURITIES PORTFOLIO AT A GLANCE WHICH IS WRITTEN IN
XBASIC AND THE OTHER IS STOCKS RECORD KEEPING, ALSO WRITTEN IN
XBASIC. UNPACK AND UNCOMPRESS WITH ARCHIVER 2.3
1923 Name: TI-99/4A SINGS /ARK Date: 871230 # of Bytes: 47880
MAKE YOUR TI SING WITH THIS PROGRAM FROM TRIO + SOFTWARE.
UNPACK AND UNCOMPRESS WITH ARCHIVER 2.3. 179 sectors
1975 Name: MENU-V7.3 Date: 880116 # of Bytes: 48320
This is version 7.2 with a bug removed that prevented it from
working on some 32k chip Horizons. Should work just fine on
all 32k and 8k ramdisk chip machines. Archived to 150, unpacks
to 245 sectors.

2012 Name: FAST-TERM 1.16/2JPH/ARK Date: 880128 # of Bytes: 18900
Paul Charlton's FAST-TERM modified by J. Peter Hoddie. While on-line, protect, unprotect, or delete files; catalog disks (with full information on each file). With XMODEM transfers, change buffer size to 32 records or less; information on record numbers (dec. rather than hex) shown while uploading _or_ downloading. Log opened in APPEND mode (not OUTPUT). And more! FOR TI-99/4A, NOT 9640! Fairware (send $15 to Paul Charlton if you haven't done so already). Enjoy! (Use ARC II, v. 2.3 to decompress and unpack.) 68 sectors.

2024 Name: ARC24.ARK Date: 880130 # of Bytes: 10080
This is the long awaited Version 2.4 of Boone's Archiver. Enhancements include Cataloging the D/F 128 and the I/F 128 files. Delete, protect, unprotect, rename and copy files from and to any disk 1-9. This file will unark to 51 sectors using Arc 2.3. Also SINGLE disk unpacking and unarking is now supported. 37 sectors.

2019 Name: RAT/ARK Date: 880130 # of Bytes: 13860
Got this from the Programmer: Jeff Autor. It's an XBASIC game. You try and protect your food supply from Rats while on a Safari. Two doc files. One is the docs and the other is programmer info. The file is 49 sectors. When unarced and unpacked, doc files are 22 sectors each and the program itself is 40 sectors. 49 sectors.

2056 Name: XB GAMES.ARK Date: 880211 # of Bytes: 37800
XB games from Germany and Holland with a XB loader. The names are Artillerie, Caveman, Fraggles, Herkules, and Noah-2099. File will unarc to 233 sectors. 143 sectors.

2055 Name: WAGNERS BEST.ARK Date: 880211 # of Bytes: 52920
Wagner's Greatest Hits singing music program from Ken Gilliland. Requires XB, 32K, speech synthesizer. File will unark to 490 sectors. 198 sectors.

2066 Name: PHONEMAKE88*2 Date: 880214 # of Bytes: 10080
PHONEMAKE88.2 fixes bugs in previous version in MACRO-EDITOR and trims code in other areas. Squeezed/Archived.

2065 Name: BA-WRITER1.5.ARK Date: 880213 # of Bytes: 122220
This is the latest version of BA Writer by Paolo Bagnaresi. It was received directly from the author on 5 Feb 88. All incompatabilities with ramdisks, Myarc disk controllers, etc have been eliminated.

2063 Name: BASIC BUILDER.ARK Date: 880213 # of Bytes: 85680
This is an assembly program by Paolo Bagnaresi that converts a DV 80 file into a runnable extended basic program. This one is fast!

2098 Name: CAT1.5.3.ARK Date: 880224 # of Bytes: 52920
Data set number is now included in printouts. This disk cataloging program lets you catalog up to 900 files and 123 disks. Numerous printouts are available. Now, with CATLIB Companion, one has a complete disk cataloging system. If you have just 1 SSSD disk system, send me disk and postage, and I will send you unpacked files. Trialware by Marty Kroll Jr, 218 Kaplan Ave., Pittsburgh, PA 15227. 197 sectors.

2097 Name: CATLIB COMPAN 1.0.ARK Date: 880224 # of Bytes: 56700
This is a specialized database, designed for use with Cataloging Library (CATLIB). It requires the files produced by CATLIB as the foundation for the database. In addition to the essential information provided by CATLIB files, you can now

incorporate user-inputted information into the CTCOM database; a total of 64 characters of descriptive information for each file cataloged can be added! CATALOGING LIBRARY 1*0.ARC is a packed and compressed file. Will unpack and decompress to 357 sectors. Trialware by Marty Kroll, 218 Kaplan Ave., Pittsburgh, PA 15227. If you have just 1 SSSD disk system, send me 2 disks + postage--I'll send unpacked version. 211 sectors.

2084 Name: FRENCH.ARK Date: 880220 # of Bytes: 42840
This file came from France. It contains files to draw hi-res bit mapped pix to an Epson printer. Included are a bunch of demo programs to show you what it looks like. Accompanying comments from Robert Shaw of England. Decompress and unpac with ARCHIVER 2.3 or 2.4. 159 sectors.

2083 Name: AUSSIE1.ARK Date: 880220 # of Bytes: 60480
This file will unark to 336 sectors. It is a collection of XB programs from Australia. The names are: Aussiguess, Australana, Grand-Pix, Mathtalk, Numspeak, PlanetComp, Sharpshot2, Softsell, Tex-Bounce, and Timesbomb. Some of these files require speech, 32K, and maybe more. 225 sectors.

2142 Name: ENCODE-IT.ARK Date: 880312 # of Bytes: 8820
J. Peter Hoddie and Jim Lohmeyer are the authors. The Encode-it program allows you to encript or encode a single file or an entire disk using a string as the code. You enter this string into the program and it then scrambles the file/disk. To un-Scramble you just select un-encode and enter that same string. If the string you enter is not the same as the original you will encode the file a second time with the new string, making it 2 times encripted. This is great for personal or security related information on your disks.

2146 Name: M-COPIER/ARK Date: 880314 # of Bytes: 7560
M-Copier is a fairware utility program designed to copy files from one disk to another. Unlike normal Disk Managers, M-Copier will place all of the FDRs (File Descriptor Records) at the start of the disk, regardless of how many there are. This reduces head stepping of the disk drives, resulting in faster access and less wear and tear on your drives. Load with E/A, TI-Writer, GRAM Kracker, GRAM Packer, FUNNELWEB, TI/GK/Mechatronics XB, Triton Super Extended BASIC, MYARC Extended BASIC II, etc. M-Copier is 100% compatible with the MYARC and Horizon RAM-disks; TI, CorComp, and MYARC disk controllers; the Geneve 9640 and the TI-99/4A. (M-Copier, however, will not copy to or from the MYARC hard disk controller card.) Program by Mike Dodd. 28 sectors.

5000 Name: TELCO V1.3 /ARK Date: 880307 # of Bytes: 37800
This file is packed and compressed with Archiver II, V2.4 and contains the files for TELCO V1.3. New features include debugged Conference Mode, line-by-line ASCII uploads, VT100 terminal emulation, built in message EDITOR, Reset clock function, option of block or one log file, plus other miscellaneous features. Also better explanations of features. Documentation is in a separate file. 140 sectors.

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