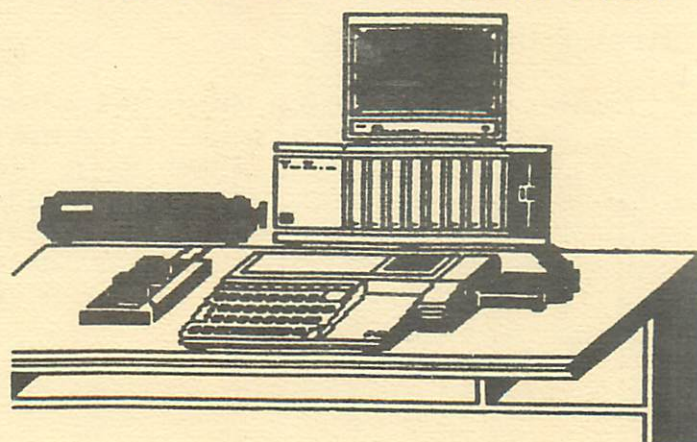


*** DEDICATED TO THE ***
 TI-99/4A HOME COMPUTER



\$1.50

GREATER ORLANDO 99'ERS USER'S GROUP
 V. 3, N. 10 OCT 1985



**GO-99ER MONTHLY MEETING
 OCT 08, 1985
 MARK YOUR CALENDAR
 BRING A FRIEND**

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**"TROJAN MINISTRIES INTERNATIONAL and GREATER ORLANDO USER GROUP NEGOTIATE
 DEAL WITH GREAT SOUTHERN COMPUTER SHOW!"**

On Friday October 4, 1985, Ms. Pamela Gardner, Show Coordinator for the Great Southern Computer Show, confirmed acceptance of a proposal jointly submitted by Trojan Ministries International and the Greater Orlando 99er User Group. Acceptance came after hours of telephone negotiations between GSCS representatives and Bill Barnes who was representing TMI and GO-99er interests.

Both TMI and the GO-99er User Group will have exhibits on display at a show that is known nationwide for presenting "state of the art" in computer technology. OVER 10,000 people are expected to attend the show affording a tremendous amount of exposure. When asked how he felt about such a fantastic deal Bill said, "This is a momentous occasion. I don't believe in coincidence. The LORD has been faithfully ordering my steps for some time. This is another one. HE never ceases to amaze me."

The Board members of The Greater Orlando 99er UG were ecstatic to hear that the original cost of \$2000.00 for 2 booths and seminar space, a \$350.00 value alone, was going to cost them \$80.00. As a part of the agreement, six volunteers will be helping with such things as managing the Publications Distribution Center, registration, and the like. At the September general meeting, Bill Barnes was named Project Director for this effort. According to Bill, "volunteer response from the membership has been overwhelmingly good, although more help is needed." For more info call Bill at 351-2304 or Bill Byrd, our president. Bill Byrd, upon hearing the news of an agreement went into immediate action to raise the money to underwrite our costs. A very warm thank you, Bill.

The Go-99er will be registering people at our booth who up to now may not have known we existed. Lets all pitch in and create our success.

RANDY'S RUMOR RAG "COURTESY OF DIANE CHENAULT

DM1000 UPDATE

I recently reported on the Disk Manager 1000 software which is very similar to the CorComp manager. At that time, I mentioned some problems I had with it. A THANK YOU to Terry Atkinson for sending me VERSION 2 of the program and the problems I had have been corrected. Also included was extensive documentation which is really superfluous, since the program is pretty much self-explanatory. I just wanted to let you know that the problems had been taken care of.

+ + + + +

SUPER 99 MONTHLY

Yeah I know, there are a lot of monthly newsletters out there for the TI, but if you subscribe to very many, you will likely see the same information in them all. Well, SUPER 99 MONTHLY is not in that category. A couple of their issues recently crossed my desk and I immediately sent a check off for a subscription.

To give you an idea of what's in it, THERE WAS A PROGRAM FOR PRINTING AN EXTENDED BASIC SCREEN FROM THE FORMATTER OF TI-Writer!!

Also, their editor graciously allowed me to print their drawing program that uses the CorComp commands. They also had another Toolshed program that was a one-line subprogram which set up CALL COLORS without using a loop and was VERY FAST!

Says editor Mitchell, "One of the primary differences is that we tend to offer a lot of tips on usage of existing software and limit coverage of new software to that which is adequately unique to merit purchase consideration."

This is a REAL value...for your subscription, send \$16 to: Bytemaster Computer Services, 171 Mustang Street, Sulphur, LA.

TRIPLE TECH

As you may be aware, CorComp has released a new piece of hardware for the TI called the Triple Tech card. I would like to devote a fair chunk of space this month to this incredible piece of hardware. The Triple Tech card is actually three devices in one. There is a clock/calendar, 64K print spooler, and the ability to put your speech box inside the P-Box.

First remove the circuit board from your speech synthesizer and plug it onto the Triple Tech board. Triple Tech doesn't use a metal case like TI's cards. Now, when you

plug Triple Tech into your P-Box, you can access the speech capabilities of the TI just as when it was hanging on the side of the console. My #1 console has had trouble with the speech box, so I have left it off and gone without speech for some time. Now, I have my speech back and it's well out of the way.

The second feature of the card is the clock/calendar. The clock is addressed very simply as: OPEN #1:"CLOCK" Then, you use an INPUT statement or DISPLAY AT statement to put the information on the screen. Even a non-programming stooge like me can figure that out. The clock is powered by a 3 volt lithium cell which is very accessible and will last for 6 months (according to CorComp). It should be very easy to incorporate the clock feature into your existing Basic and Extended Basic programs. The clock keeps time in military (24 hr) format.

Finally, there is the most useful feature, the 64K print spooler. When use with TI-Writer's Formatter, or LISTING a program or whatever, the spooler will load up with whatever you're printing and return control of the computer to you. I was able to print a document from TI-Writer at the same time as I was running a game in Extended Basic (that also used speech)!! This spooler is a dream to use. Simply specify PIO for your printer name as always and that's all there is to it. Operation of the spooler is totally transparent to the user. The cable from your printer attaches to the Triple Tech card and the card has a cable which hooks onto the parallel port of your RS232.

The card has a built-in diagnostic which will check the print spooler. There are two buttons on the card labeled COPY and CLEAR. CLEAR obviously clears the buffer and COPY lets you make copies of what is in the buffer. So, let's say that you have started to print a document and then decided to play Pacman. But after the thing has printed, you remember that you need another copy....just hit the copy button and that's all there is to it.

The card seems to have provision for parallel printers only, so I don't know what you people with a serial printer will do. I wish there were an easier way to get to the COPY and CLEAR buttons instead of having to reach behind your computer, but I don't know how else they could have done it. The documentation tells everything you need to know in language that anyone can understand (I did).

Other than that, the Triple Tech card represents an outstanding value in hardware, especially when you consider that an external print buffer will cost \$200-\$300. The cards are selling from \$110 to \$125 depending on where you go. In any case, if you get to see one in action, get your checkbook warmed up....you'll have to have one. For further info, contact: CorComp Inc. 1255 North Tustin Ave. Anaheim, CA 92807

+ + + + +

INTRODUCTION TO DOT MATRIX GRAPHICS

PART II

by John Floyd of the Mid America 99er User Group
Shawnee Mission, Kansas

Last month I discussed the workings of the impact printhead and listed a sample program to demonstrate the basic format needed to get into graphics mode. In this article, I will attempt to explain a few of the problems that can be encountered while trying to generate high-res graphics.

The first thing that comes to mind is the basic differences in all printers. There seems to be a slight variance in the internal workings from one printer to another. One might be configured for serial while another for parallel.

These "interface" differences can be somewhat of a problem if you are attempting to convert from a different type of BASIC. In serial for example, the TI-99/4A serial port is what is known as a 7-bit interface (only the bottom 7 pins can be fired; RE: PART I), WHEREAS the parallel port on the RS232 CARD can send all 8 data bits. This means that a printer configured to serial can only use American Standard Code Information Interface code values (ASCII) from 0 - 127 while a printer configured to parallel can send ASCII values from 0 - 255. (Please refer to line 110 in sample program.) In serial, you must set your line feed to 7, but you may use either 7 or 8 if hooked up in parallel.

Last month's sample program could easily have been changed to "serial" by simply changing line 100 to read: 100 OPEN #1:"RS232.BA=9600.CR.TW". The

This month's sample program would be more of a challenge to convert to serial due to the fact that the ASCII values exceed 127. This will be left up to you....

One other problem that I would like to bring up at this time is the fact that full page graphics are nearly impossible to program without the aid of a file set up on disk. Printer graphics can soak up a lot of memory real fast; just imagine an 8X10 piece of paper with SIXTEEN THOUSAND DOTS PER SQUARE INCH. That's "a lot" of memory.. That's one million, two hundred and eighty thousand dots.....

Hopefully, in a future issue, I can show you a program that can generate graphics of that size.

NOW FOR THIS MONTH'S GRAPHICS PROGRAM.....



DOT GRAPHICS PART II (CONTINUED)

```

100 OPEN #1:"PIO.CR"
110 PRINT #1:CHR$(27)&"A"&CHR$(8)
120 FOR R=1 TO 6
130 PRINT #1:CHR$(27)&"K"&CHR$(70)&CHR$(0);
140 FOR N=1 TO 70
150 READ D
160 PRINT #1:CHR$(D)
170 NEXT N
180 PRINT #1:CHR$(13)
190 NEXT R
200 RESTORE 240
210 PRINT #1:CHR$(13);CHR$(13);CHR$(13)
220 GOTO 120
230 CLOSE #1

```



```

240 DATA 0,31,53,90,245,255,181,241,113,121,127,56,59,58,29,15
250 DATA 15,7,7,7,3,1,0,0,0,0,8,8,8,4,2,1,0,0
260 DATA 0,0,1,2,4,8,8,8,0,0,0,0,1,1,3,7,7,15
270 DATA 15,29,58,59,56,127,121,113,241,181,255,245,90,53,31,0
280 DATA 0,224,184,254,190,207,250,38,38,34,226,196,68,68,68,228
290 DATA 188,4,2,129,129,129,129,224,96,96,48,24,12,6,3,1,0,195,55
300 DATA 55,195,0,1,3,6,12,24,48,96,96,224,129,129,129,129,2,4,188
310 DATA 228,68,68,68,196,226,34,38,38,250,207,190,254,184,224,0
320 DATA 0,0,0,0,0,128,224,220,122,125,29,19,17,17,33,33
330 DATA 65,65,65,130,2,131,130,132,132,132,72,72,41,18,18,154,220,254,255
340 DATA 255,254,220,154,18,18,41,72,72,132,132,132,130,131,2,130,65,65,65
350 DATA 33,33,17,17,19,29,125,122,220,224,128,0,0,0,0,0
360 DATA 0,0,0,0,0,0,0,0,0,0,131,206,223,253,243,226,131

```

```

370 DATA 132,24,64,132,11,23,20,32,32,32,192,3,12,48,65,130,4,255
380 DATA 255,4,130,65,48,12,3,192,32,32,32,20,23,11,132,64,24,132
390 DATA 131,226,243,253,223,206,131,0,0,0,0,0,0,0,0,0,0
400 DATA 0,0,0,0,0,0,0,0,0,0,192,160,240,92,214,11
410 DATA 7,130,79,49,32,129,3,7,11,49,70,135,6,56,192,0,0,0,192
420 DATA 192,0,0,0,192,56,6,135,70,49,11,7,3,129,32,49,79,130,7
430 DATA 11,214,92,240,160,192,0,0,0,0,0,0,0,0,0,0
440 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
450 DATA 128,192,224,176,240,248,152,120,248,112,224,192,0,0,0,0,0,0
460 DATA 0,0,0,0,0,0,0,192,224,112,248,120,152,248,240,176,224,192,128
470 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

```

////////// John Floyd //////////

NOTE: THIS PROGRAM WRITTEN TO WORK WITH THE PARALLEL CONFIGURATION OF THE GEMINI PRINTER. ALSO, SPACES BETWEEN THE ABOVE LINES ARE SOLEY INCLUDED FOR THE PURPOSE OF EASIER DATA ENTRY. DO NOT ATTEMPT SPACING WHEN ENTERING PROGRAM INTO COMPUTER.

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TRANSLITERATE COMMANDS

I have had my TI system for about two years now, and wanted to **expand** my system, so I bought a printer. Great!!!

Well, little did I know the *trouble* I was getting myself into, especially if your a newcomer like me. Up until now about the only thing I could do was list "PIO". We all know this one, right?

That wasn't enough, I wanted **more**. So from here I entered the world of TRANSLITERATE COMMANDS.

Using the transliterate command, you can set certain characters on the keyboard so that whenever these characters are encountered the printer will be set in a certain typestyle. The following are examples of some transliterate commands you could use.

~~~~TRANSLITERATE COMMANDS~~~~

NAME	COMMAND ON	COMMAND OFF
EMPHASIZED	.TL 123:27,69	.TL 125:27,70
DOUBLE STRIKE	.TL 91:27,71	.TL 93:27,72
SUPERSCRIPTS	.TL 62:27,83,0	.TL 94:27,84
SUBSCRIPTS	.TL 60:27,83,1	.TL 94:27,84
ITALICS	.TL 33:27,52	.TL 63:27,53
EMPHASIZED ON AND DOUBLE-STRIKE	.TL 123:27,69 .TL 91:27,71	.TL 125:27,70 .TL 93:27,72
EMPHASIZED ON AND ITALICS	.TL 33:27,52 .TL 123:27,69	.TL 63:27,53 .TL 125:27,70
DOUBLE WIDE	.TL 35:27,87,1	.TL 37:27,87,0
COMPRESSED TYPE	CRTL U SHIFT O	CRTL U SHIFT R

Using the transliterate commands above, if you want to print in EMPHASIZED, you would type a "{" before the text you want printed in emphasized, then format the document. When it is printed, all of the text following the "{" will be in emphasized. The "{" will not be printed. These typestyles stay set until they are turned off or changed by another command, or the printer is turned off.

Example, .TL 123:27,69

```

{
  printer codes, check your printer manual
  ASCII codes, see your TI manual
  transliterate command

```

Some of these typestyles can be combined and others cannot. check your printer manual for those which can be combined.

see ya
david reed

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EX-BASIC FILE PROCESSING, LESSON #1

Well, here I go, I'm going to do my best to give you a basic understanding of TI-Filing in Extended Basic.

First of all, if you were trying to learn how to store and retrieve data from the book that came with your machine, forget it! Maybe you've read some articles I've submitted before and you thought to yourself: "What in the world is he talking about?", Well, all you need to know for this one is a basic understanding of computer flow: "The computer starts at a low line number and works higher". Lets get started!

First thing is storing one line of information, then retrieving it at a later date! But before that lets look up close at what commands we'll be using:

OPEN #1-255:"DEVICE",FORMAT LIST
The very first thing you must do is open the file. This tells the TI-99/4A Which file we want to use when we specify it's number. Every file is assigned a number from 1 to 255. The device is where we are going to save/retrieve the data from, some devices can only be written to, like a printer (you can't get data from a printer.)

INPUT #1-255:VARIABLE(S)
This is used to withdraw data.

PRINT #1-255:VARIABLE(S)
This is used to save data.

CLOSE #1-255:[DELETE]
This is used to close the file, it can also be used to delete it.

Now that we've got the background lets get some hands on experience. Turn on your computer and go into EX-Basic.

Our first program will be to simply input a line of text, then save it to a disk file so it can be read again later. For right now, lets not be concerned about the different file formats. Type the following program in:

```
100 CALL CLEAR
110 INPUT "LINE:";L$
120 OPEN #1:"DSK1.TEXT"
130 PRINT #1:L$
140 CLOSE #1
150 END
```

Lets break the program down:

- 100 - Clears the screen
- 110 - Lets you type in the line of info you want to save.
- 120 - Opens the file. Uses file#1
Filename: 'TEXT'
- 130 - Saves the line in the file.
- 140 - Closes the file
- 150 - Ends the program

Now save this program as:
"DSK1.FILE/SAVE" On your Disk, then type "NEW". Now lets type in the program to retrieve that line.

```
100 CALL CLEAR
110 OPEN #1:"DSK1.TEXT"
120 INPUT #1:L$
130 CLOSE #1
140 PRINT "LINE:";L$
150 END

100 - Clears the screen
110 - Opens the file
120 - Retrieves the line from the file
130 - Closes the file
140 - Prints the line to you
150 - Ends the program
```

Save this program as:
"DSK1.FILE/READ" on your disk!
Now, its really not hard is it??
Yet filing drives people crazy, not because it's hard, but because that book tries to pound all that info into you at a bad pace. The book just doesn't explain it in a good manner. If you understand the above processing your ready to get into "Bigger and Better things" Think of it this way: You just learned the equivelence of addition & subtraction to math as to filing. If you would like to learn more, like how to create different formats, etc, either leave a note to the editor (letters to editor) or call me voice: 774-0592, I would like to see if people are interested. - Rick Gregory -

THE THREE TI-99/4A WONDER SWITCHES

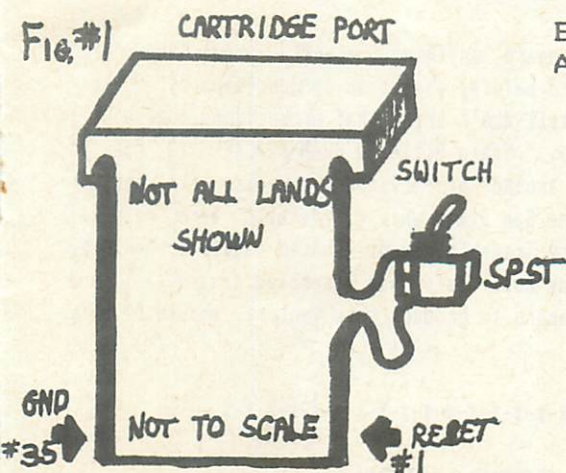
Many of you have heard of a LOAD INTERRUPT switch and possibly even of the HOLD and GROM RESET switches, but not many people know what they are for or what the purpose of these switches are for. This article will address the purpose and installation of these switches. I understand most of the switches I've installed can be implemented through software. Also, if you want to do some of this switching in X-Basic or Assembly language you can. Me, I prefer to just flip a switch or two. I don't have to think too much that way.

This last switch (a GROM PORT reset line disable) makes a total of 3 which I have installed so far. Two of these are on the speech synthesizer, the third and most recent one is installed in the console. Now as usual I nor the user's group can take any responsibility for any damage done due to the use of the following information. In other words proceed at your own risk.

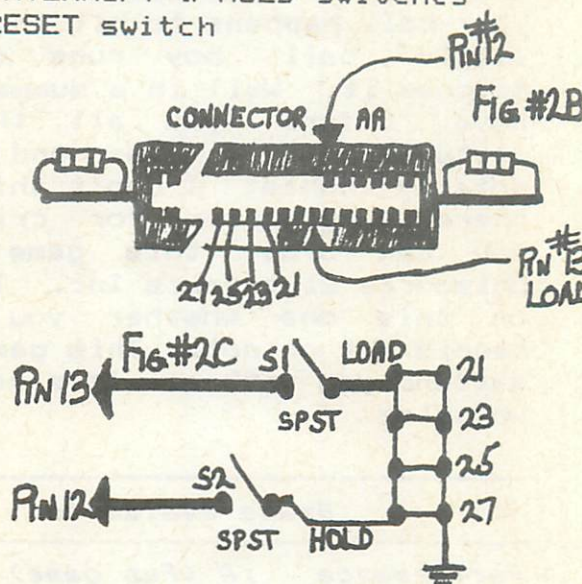
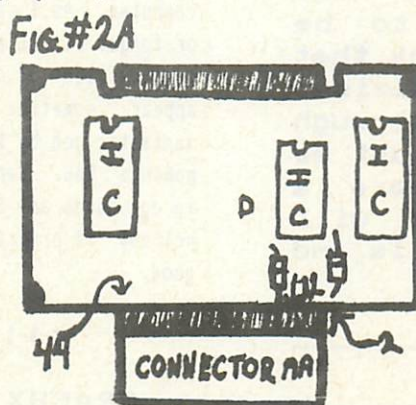
The reset disable switch (Fig.#1) is installed in series with the reset line on the GROM PORT (Cartridge Port) inside the console. Figure #1 should be self explanatory. The reset disable, or just the "reset switch" can be used by itself for resetting your console in the event of a lock up by just turning the reset line OFF then back ON. This has the same effect as turning the console off then back on again. It preforms a system reset and saves wear and tear on the console power switch and the consoles components from the effects of the power being turned off and on.

When used with the HOLD SWITCH this will allow you to turn the reset line off remove the module that you currently have in the GROM port and replace it with any other module and reactivate the computer without getting the title screen or resetting the computer. I'll leave it up to you to decide what uses you wish to put these switches to. There are several utility programs out that do call for the use of the load interrupt switch, such as DFX-PRINT and also a utility that will allow use of the TE-II module at 1200 baud. Figures #'s 2A, 2B, and 2C show the wiring of the LOAD INTERRUPT and HOLD switches. These figures should be self explanatory. The graphics below were printed using the DFX-PRINT utility and the LOAD INTERRUPT switch. Well have fun with these new switches and good luck.

Parts List- These parts can be obtained from most Radio Shacks
2-Submini SPST Momentary-#275-1571 Used for LOAD INTERRUPT & HOLD switches
1-Submini SPST Toggle----#275-612 Used for GROM RESET switch



Blaine R. Richard III
Apopka, Fl.



TRIPLE TECH POSTSCRIPT

GAME REVIEW: By Dominick Rundle

This one's a real winner.
Tennis is a real one of a kind and makes all other computer users weep. Not only does it have GREAT graphics, sound, and speech, it also has plenty of lasting fun. This game WILL challenge 1 or 2 players. Yes, that's right you can play against a friend or against the computer (I suggest playing against a friend.)

A third option you have is to watch the computer play against itself by selecting option 0. To give you an idea on how impressive the graphics are I have set it to 0 and just sat back watching the computer demo game.

The speed of the game is controlled by pressing the "+" key for fast and the "-" key for slow.

This game is not without it's bag of impressive tricks. It has 1) a shadowing effect on the balls movement, 2) Three dimensional effects, and 3) Excellent speech and runs in Ex-basic. Also, if your ball happens to hit the net, a little ball boy runs out and fetches it. Well in a summary you have before you all the neat features of this game and to be totally honest I don't think that there is much room for critizism. You can order this game through Unisource Eletronics Inc. Trust me on this one whether you are a tennis nut or not. This game will astound you with all it's bells and whistles.

Grade evaluation

```

Performance      :A (Fun game)
Engrossment      :A (never was boring)
Documentation     :A-(Has a lot of tips
                  for you better
                  than avg. people)
Value            :A (A great deal)

```

Overall grades A+

For those of us who use the CSGD (CHARACTER SET/GRAPHICS DESIGN) program for creating posters and banners, the Triple Tech card is great. As you know, it takes a while for the CSGD program to print, but if you need more than one copy of something, the COPY button lets you print more and your printer really moves then. Remember, if you have a CorComp DD controller, you will still need to go through the menus to get to BASIC to use speech with TE2. The speech card is not required to make Triple Tech operate, though.

<-><-><-><-><-><-><-><-><-><->

CSGD UPDATE

For those who keep track, I recently reviewed the CS6D program by Dave Rose. These are a series of menu-driven programs which allow you to create customized typesets, print double-sized pictures, print posters, and print banners. At the time, my only criticism was that the program was quite slow, especially the BANNERS portion. Well, Dave has just updated the program by adding some assembly code and now the BANNERS and DOUBLE-SIZE PICTURES portions really zip along. Even though I now have the print buffer, I can tell that the programs print much faster. It used to take 3-4 minutes to print one letter of the alphabet when printing BANNERS, now it takes just a few seconds. If you bought the program, you may want to contact Dave and see about getting the update. He's a pretty nice guy, so you should have no problem. David Rose 2781 Resor Rd. Fairfield, Ohio 45014-5053

#####

ODDS & ENDS

I haven't heard anything recently about the "new" computer. As I said before, expect an announcement by October or forget it. I still don't think that productions models will see the light of day. Craig Miller's GRAM-KRACKER is due to appear sometime around mid-November. Looks like another fantastic job by the San Dimas whiz kid--details were in last month's RAG. Barry Traver's new disk-based magazine should be in our hands any day now. Barry has assembled several of the hottest TI programmers to produce this venture, should be very good.

-

GRAPHX COMPANION

This new software package supplements the artwork included with the GRAPHX drawing system. It includes 2 disks of new fonts, clipart, animation examples, and pictures that can be used in your own works of art and also illustrate some drawing techniques exclusive to GRAPHX. This package retails for \$7, contact your local retailer for details.

NO RECEIPT? NO REFUND!
by W. Bill Barnes, Jr.

Computers must carry within themselves some type of time-released pill that is addictive to it's user. Each month the thought occurs to me to spend less and less time, but somehow I end up spending more and more time using my computer. One thing is certain. It will keep you out of trouble - that is, until you start tampering with a satellite's trajectory, orbiting and operating systems as some kids are alledged to have done very recently.

Generally, most of us find useful ways to manage boredom in not so extreme ways.

One useful application for your 99/4a home computer is managing warranty information on your purchases. Have you purchased a product only to have it fail while under warranty - you couldn't find your receipt, neither was the warranty card anywhere to be found? Sounds like the story of your life? Well, cheer up!

By simply pulling out your Personal Record Keeping Module (PHM 3013), this experience can soon become history.

BEFORE opening the PRK booklet though, decide what product data is necessary to help when you get a refund, exchange, and/or repair. Here are some things to consider:

SAMPLE

- | | | |
|-------------------|---|---------------------|
| 1. Item Name | : | 99/4a Home Computer |
| 2. Description | : | Computer |
| 3. Pur. Price | : | \$78.00 |
| 4. SPN# | : | SLN-243A-SA-5 |
| 5. Serial # | : | 12345-763-111 |
| 6. Receipt # | : | 78945-001 |
| 7. Warranty? | : | Y or N |
| 8. Pur. Date | : | 010185 |
| 9. Place of Pur | : | National Assis. Grp |
| 10 Warranty Exp.: | : | 010186 |
| 11 Mfg. | : | Texas Instruments |
| 12 Mfg/Loc | : | Lubbock, Texas |

If structured properly, this file may also serve as an inventory record in case of theft, fire, or loss. ITS VALUE WOULD REALLY BE APPRECIATED BY YOU AND YOUR INSURANCE ADJUSTER when trying to settle a claim, which for lack of pertinent information, may be settled with the policyholder disputing the insurance company's judgement. Your insurance company is a terrific source of FREE advice to draw on prior to defining your record characteristics. It is also important to note that up to 15 ITEMS or fields may be used per record and is displayed on the screen. Numbers 1 thru 12,(ABOVE), are each considered an ITEM and are simply another expression for the characteristics that will pertain to each record.

Hopefully, by now you understand why it is so important to define your task before starting to do it. The Personal Record Keeping manual is moderately easy to follow. Some terms made no sense to me as a beginning computer user 2 years ago, but now it seems quite simple. The degree of difficulty depends largely upon your experience. It is important to note that once a file structure has been set up the first time, you are asked by a prompt on the screen if everything is correct. After saying 'yes' to this prompt, the file structure cannot be altered without the aid of another module called "Personal Report Generation."

If you include information from the receipt such as the Store Part Number (SPN), etc., your record is also admissable in a court of law as proof of purchase. Most stores correlate part numbers with shipping information, making such information as the selling price, sale price, etc., conclusive enough for a court. Traceability is already built into the product code for our convenience, as well as the store's. How do you like those apples, huh?

With mail order purchases, include shipper number and other pertinent data.

This may sound like you are opening your own purchasing department, when, whether you like it or not, the information age is projecting us into sophisticated data management or be stuck with a \$700.00 VCR or \$1200.00 camera outfit, or \$350.00 telephone, or -- You Got The Picture!!!

Much of the economic erosion from our budget is really our own fault. Unfortunately, the business community are the beneficiaries.

Those receipts and warranties can be thrown into a large brown envelope for safe keeping, can't they? But guess what? The ink fades and won't be visible in 8 years when that \$50.00 faucet, that had a ten year warranty, fails. So, where is your proof? An \$8.00 piece of software can prevent you from having to pay twice or maybe three times for the same thing. Buy your wife some roses with the money you'll save.

MAYBE SHE'LL LET YOU SPEND SOME OF IT ON MORE COMPUTER STUFF!!

**NEED HELP WITH THIS? CALL ME AT
351-2304**

Double-Density FORTH by J. W. Vincent

This article is intended for all TI FORTH users who have (or plan on having) double density and/or double sided disk capabilities. While the techniques described should work with any disk controller capable of double density, the author's CorComp 9900 Disk Controller card is the only one that has been tested. The purpose of this article is to illustrate both how to access the additional screen capacity and how to modify the FORTH words and disc to be compatible with the new format and Disk Manager. Throughout this article lowercase letters used in a FORTH definition will indicate a variable value to be entered. The following terms will be used to refer to the various formats a FORTH disc may have.

90 SCRIN or SSSD - the original 90 screen single sided single density format
180 SCRIN - either a SSDD or DSSD disc when comment applies to both
360 SCRIN or DSDD - a double sided double density disc
SSDD - a single sided double density disc
DSSD - a double sided single density disc

The first step is to use Disk Manager to format (initialize) a 180 or 360 SCRIN disc. Next, you must copy FORTH from the 90 SCRIN disc to the new 180 or 360 SCRIN disc. The disc copy feature of CorComp's Disk Manager will do this properly for you. If you have two drives, the FORTH-COPY word in the -COPY screens will also do it properly (do 0 DISK_LO ! first). However, if you are using TI's Disk Manager II, after copying the three files you must use FORTH to copy screens 1 to 9 because Disk Manager II puts them in the wrong place! To do this, enter the following for each of the nine screens.

n BLOCK UPDATE (where n is the screen number to be read from old disc)
FLUSH (after inserting the new disk - note: up to five screens may be entered at a time)

Now edit screen 3 of your new disc and add the following commands:

x DISK_SIZE ! (where x = 180 or 360 as appropriate)
y DISK_HI ! (where y = x times 1, 2, 3, or 4 depending on the number of drives you have)

Unfortunately, TI FORTH does not provide a method for configuring each drive individually. Therefore, the user must be cognizant of which screens are available on each drive when there are differences between them. At this point, FORTH can be booted and it will recognize the full capacity of your 180 or 360 SCRIN disc. You can create, edit, list, and load from screens greater than 89. However, neither Disk Manager nor FORTH-COPY will recognize this disk as having more than 90 screens. To fix this problem you must modify the -COPY screens (39 and 40), the disc header (sector 0) and, the SYS-SCRNS file header (sector 4). First edit screen 39. Change



the value 90, which appears once in DTEST and twice in FORTH-COPY to 180 or 360 as appropriate. Next, edit screen 40 as follows:

Line 3 - change 168 to 2D0 for 180 SCRIN or 5A0 for 360 SCRIN
Line 4 - change 944 to 1244 for SSDD or DSDD (no change for DSSD)
Line 5 - replace entire line with:
DUP 10 + 2028 SWAP ! DUP 12 +
a SWAP ! DUP 14 + 24 0 FILL
where a = 0201 for DSSD, 0102 for SSDD, or 0202 for DSDD
Line 10 - change 165 to 2CD for 180 SCRIN, or 59D for 360 SCRIN
Line 13 - change 4016 to C02C for 180 SCRIN, or C059 for 360 SCRIN

Next edit screen 33 to modify the FORMAT-DISK word to:

```
! FORMAT-DISK 1+ a 33616 ! 18 SYSTEM ;
( where a = 258 for DSSD, 513 for SSDD,
514 for DSDD)
```

Finally, you need to create a word that will modify the header sectors on your new disc. This word only needs to be executed once since copies of this disk, once it's modified, will not require modification. Here is the way to do it:

```
HEX 0 DISK_LO ! ( removes
disc fence)
! DD-FORTH 0 BLOCK UPDATE ( read
screen 0 and mark as updated)
DUP A + a SWAP ! ( a = 2D0
for 180 SCRIN, 5A0 for 360 SCRIN)
DUP C + b SWAP ! ( b = 944
for DSSD, 1244 for SSDD or DSDD)
DUP 10 + c SWAP ! ( c =
2028 for all versions)
DUP 12 + d SWAP ! ( d = 201
on DSSD, 102 on SSDD, 202 on DSDD)
38 + C8 FF FILL ( flag
all sectors as in use)
1 BLOCK UPDATE ( read
screen 1 and mark as updated)
DUP E + f SWAP ! ( f = 2A0
for 180 SCRIN, 570 for 360 SCRIN)
DUP 1C + g SWAP ! ( g =
4D20 for 180 or 360 SCRIN versions)
DUP 1E + h SWAP ! ( h =
2805 for 180 SCRIN, 5205 for 360 SCRIN)
20 + i SWAP ! ( i =
F029 for 180 SCRIN, F059 for 360 SCRIN)
FLUSH ! ( write
modified screens to disc)
DECIMAL DD-FORTH ( execute
it)
```

Now your new high capacity copy of FORTH is fully compatible with Disk Manager, the FORTH format, copy, test, and header words and your double density and/or double sided disk drives and controller. Enjoy!

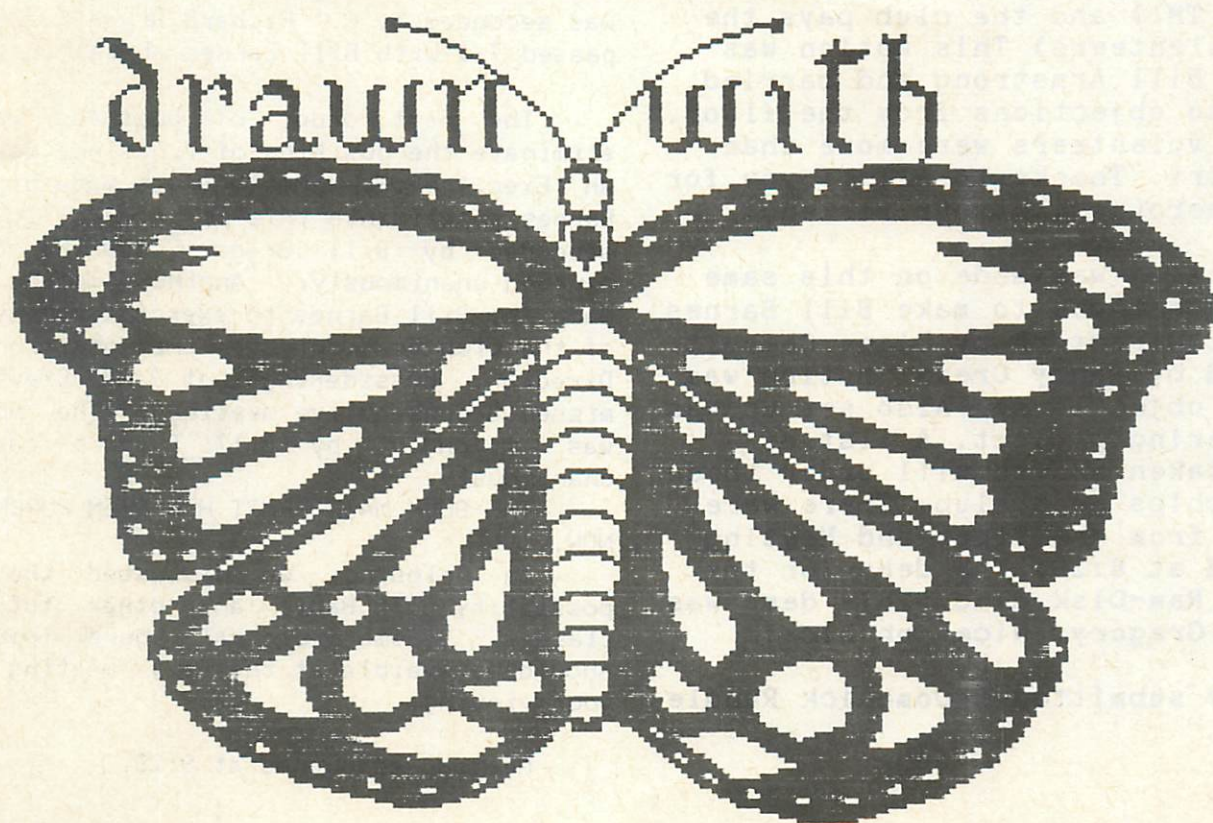


JUNGLE
DRUMS
SAY
BUY
GRAPHX



GULP
OK..

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Minutes General Meeting 9/10

The meeting was called to order 7:45 By William Byrd. First announcement was that Bill Horton our second V.P. has resigned due to job obligations. He will still remain a member of the group but will no longer be serving on the Board of Directors. As far as old business was concerned Bill Byrd read the Minutes from both the General and Board meeting.

Bill went into further detail on the Barnes/Gregory Library bill. He also discussed the status of the Bulk Mailing permit. It is understood that we do not have the Bulk Mailing permit as of 9/10. Mr. Byrd also discussed and explained the Teleconference that was carried out at the Board meeting. The status of the TI-Shirts are not yet settled, but Bill explained to the members what this means for us and how it will work.

Not much light shed upon the Recruiting incentive program but Mr. Barnes did propose that we (the club) set up a booth at the next computer show. A motion was made by Bill Barnes to set up 2 booths (providing that half of the fee was paid by TMI) and the club pays the rest + 3 volunteers. This motion was seconded by Bill Armstrong and carried. There were no objections from the floor. The list of volunteers were more than enough support. Thanks to all of you for being so generous with your weekend.

Another motion was made on this same subject and that was to make Bill Barnes the "Project Director" by Diane Chanult and seconded by Randy Crews. Motion was carried (no objections). Also set up was a group ordering project. A list of names were taken and we will order these replacement chips as a club. There were no questions from the floor and Meeting was adjourned at 8:20. The demo for the night was a Ram-Disk demo. This demo was run by Rick Gregory. Nice job Rick!!

Respectfully submitted, -Dominick Rundle

Minutes : Board meeting of 9/17

Meeting was called to order 7:54 by Bill Byrd. In attendance were Bill Barnes, Bill Gregory, Richard Bryant, Dee Berke, Rick Gregory, Dominick Rundle, and Blaine Richard Absent Randy Crews.

The first order of business was the adoption of the minutes taken at the general meeting on 9/10. These minutes were read by Dominick and adopted by all. Second, under old business, was the Recruiting Incentive program. The board approved the concept, with some minor modifications and will confirm their vote upon written submittal. Still pending.

The third order of business was the Computer Show. Some facts were discussed and a lot of progress was made but it is still in the making & as of 9/17 could not be motioned or voted on. Hopefully we will have all the necessary data to come to a resolve on this project soon.

The fourth order of business was a fund raising campaign. Basically this is just an extra way for the club to make some money for the computer show. A motion was made by Bill Byrd to look into Bingo as a source of raising some funds. The motion was seconded by C. Richard Bryant. Motion passed 7-1 with Bill Barnes abstaining.

The next order of business was to eliminate the position of V.P. since we have an Exec. V.P. Motion was made by Bill Barnes to eliminate this position. It was seconded by Bill Gregory and the motion carried unanimously. Another motion was made by Bill Barnes to exercise the ByLaws of the club to terminate the position of Director. Considering that Randy Crews has missed 3 consecutive meetings. The motion was seconded by Bill Byrd & carried unanimously.

THE BULK MAIL PERMIT HAS BEEN PURCHASED NOW.

In closing we discussed the possibility of Basic and other tutorial classes. Some tutorial books from TI should be available at the next meeting for your viewing.

Meeting adjourned at 9:28

APPLICATION FOR MEMBERSHIP

Below is an application for membership to the GREATER ORLANDO 99ER USER GROUP, a TI-99/4a Home Computer Group. Active membership entitles you to the Newsletter, special discount rates on group and/or distributor product offerings, attendance and voting rights at regular UG meetings, access to the GO-99er increasing Library of programs, special UG activities and special guest speakers for one year. Subscribing members will receive the NEWSLETTER only!

Enclose check or money order, payable to GREATER ORLANDO 99ER USER GROUP, AND THIS COMPLETED APPLICATION TO: Greater Orlando 99er User Group
P O BOX 1381
Maitland, Florida 32751

CHECK ONE		NAME _____		TODAY'S DATE _____	
Active Member		ADDRESS _____		APT # _____	
New:	\$20 _____	CITY _____		STATE _____ ZIP _____	
Renewal:	\$16 _____	OCCUPATION _____		PHONE (____) _____ - _____	
Subscribing Member		INTERESTS/ COMMENTS _____			
New:	\$14 _____				
Renewal:	\$12 _____				
AMOUNT ENCLOSED _____					
ACCT NO: 857- _____					

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= =I
= - 2ND - TUESDAYS - =-
= =9
= VISITORS WELCOME! =9
= =4
=====A