Southwest Ninety-Niners Newsletter

contributed by

- Tom Wills -

SW99ers User Group President of Record

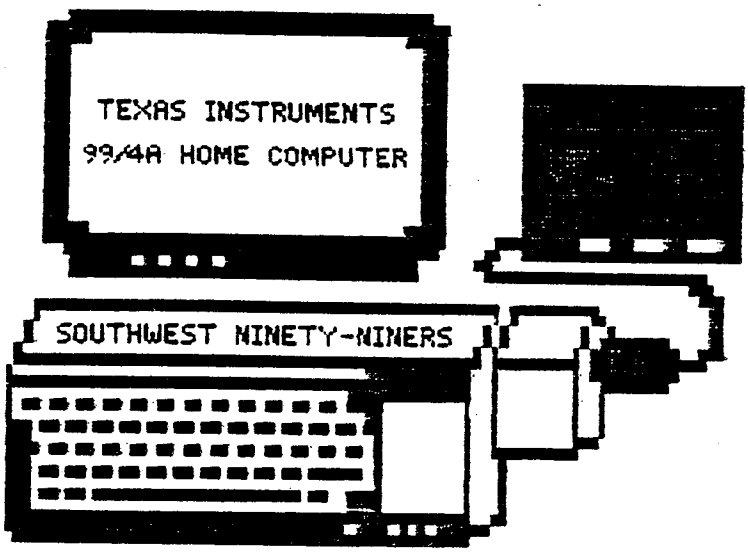
compliments of

TI99ers
On-Line
User Group

www.ti99ers.org

DECEMBER 1986

P.O. Box 17831 Tucson, AZ 85730



ATTENTION MEMBERS

NEXT MEETING: December 2, 1986 at 7:30pm. Location-Tucson Fire Department Training Center on Ajo Way just west of Park.

PRBASE WORKSHOP: Second Thursday (December 11th) at 7:30 pm at 5941 E 26th (747-5046). All Special Interest Groups, & other workshops CANCELLED until January.

ELECTIONS UPCOMING: The annual meeting of the Southwest Ninety-Niners is scheduled for Tuesday, January 8, 1986 at the Tucson Fire Department Training Center on Ajo just east of Park at 7:30 PM. In accordance with our constitution election of officers will be held at that time. A nominating committee has been appointed to select nominees for the offices of President, Vice-President, Secretary, and Treasurer. In accordance with the constitution the committee is surveying the membership and requests members to submit there nominations on the form printed in this newsletter by mailing it to the club P.O. Box or by handing it to a committee member. Nominations from the floor are also permitted on the date of the election.

PRESIDENT'S CORNER

Hope you all have/had a Happy Thanksgiving and don't/didn't over eat, too much. 1986 has been good to the Southwest Ninety Niners. We've continued to grow and prosper with the participation of so many wonderful people. As the holidays approach, and we near the end of the year we can all feel pleased with the continued interest in the TI-99/4A. Vendors are continuing to support our needs with old and new innovative products. The next year will bring new challenges, and with the strength of our membership we will all enjoy computing for years to come.

We're looking forward to seeing all of you at the December meeting/party. We invite you to bring your spouses and some holiday goodies to share. It will be a nice way to bring the year to a close and move us on toward 1987. Enjoy the holiday season and drive safely.

John McCleary * 296-8198

*** IBM COMPATIBILITY FOR THE 99/4A ***

From Millers Graphics

Awhile back we were contracted by a large US company to design a piece of interface hardware and software for the 99/4A to allow it to use both IBM hardware and IBM Software. This unit could be thought of as an IBM Expansion System since it will not only allow you to use IBM software but you can also add IBM cards to the system! That's right, now you will be able to run things like Lotus 123, dBase, Microsoft Flight Simulator, Quick Basic and the Basic Compilers. That is about all we can say at this time. In January '87 this US company will make their announcement as to price and availability.

As of this mailing, Miller's Graphics has now become MG. The Millers Graphics name has served us well, but it has at times caused a little confusion about the Graphics part, which was from an old business of ours. So, from now on we will be known simply as MG.

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Bytes & Jots

==========

It has been just over three years since TI pulled the rug out from under us. We have managed to weave our own rug thanks to many users groups around the world, third party software and user ingenuity and determination. MG's announcement this month and MYARC's Geneve signal a new era for the 99/4A community. We have lost members in the past mainly to IBM compatibles. Most of those who have gone over to the IBM compatibles have been forced to, due to a need to learn to use one for work. Now it will be possible to stay with the 99/4A and still learn to use IBM compatibles, because we will be able to be IBM compatible. A rumor I came across in regard to this was that the new hardware and software to make the 99/4A compatible had to be less expensive than simply selling a 99/4A system then buying an IBM. As to which US company will make the announcement....well, all I can tell you is that Les Merryman said it is not MYARC.

All of the Southwest Ninety-Niners' newsletters have been indexed on PRBASE. If you are interested in a current copy let me know if you want a print out and/or a disk copy. In order to use the disk copy you will need PRBASE, but as it is all set up it would be easy even for a beginner to use and update.

Nearly 300 US users groups and almost 50 foreign users groups have been indexed on two separate disks with PRBASE. If you are moving or traveling and want to contact another group let us know. Other groups interested in obtaining this list can send two disks and return postage or send $4 to the Southwest Ninety Niners.

At the regular meeting this month we are having our Christmas party. There will be Door Prizes (donated by Wesley Eng and from the group library). This meeting will be mainly a social gathering and we hope you will bring your spouses and a treat to share with the group. Many computer widow(er)s may find they have a lot in common and form new friendships. Please join us, you may take home the prize(s)!

*BJ * 747-5046*

DO YOUR CHRISTMAS SHOPPING HERE!!!

The group has bought yet another system. This time we will allow less time for bidding in order to allow you to have what you want in time for Christmas and so that the bank balance will get back up sooner. As always bidding is open only to members and their families. Bidding will close on December 1st, items not bid on will be available on a first come first serve at the December meeting/party. Call BJ at 747-5046 to make your bid. You may want to show this list to <u>your</u> Santa!

Parsec $4	Munchman $3	Moonmine $4
TI Invaders $3	Car Wars $3	Music Maker $7
Football $7	Hopper $4	Microsurgeon $6
Indoor Soccor $7	Video Games 1 $4	Centipede $20
Terminal Emulator II $7	TI-Writer $14	Multiplan $20
Adventure (diskette) $4	Disk Fixer (Navarone) $17	Editor/Assembler $16
Home Fin. Decisions $4	Tax/Invest. Rec. Keeping $3	Super Sketch $27
TI-Pwriter(cassette)$15	Cass'N'Game Flip File $10	B/W TV 13" $30
TI 99/4A Console $48	PE Box (empty) $90	RS232 $60
32K Memory Expansion $65	TI Disk Drive & Controller $100	

Centronics 150-1 printer w/cable $108

Stand Alone DSDD 1/2 ht disk drive w/power supply & room for another drive $100

GOOD READING FROM RECENT NEWSLETTERS

Compiled by Ida McCargar

<u>From BAYOU BYTE,11/86:</u> Raymond K. Hamilton, Rt #2, Wilder, Idaho 83676, has transcribed the OLD NEW TESTAMENTS of the BIBLE to disk; he's open to suggestions for programs he could use with these D/V80 files and will enter your program into his contest.

<u>From FRONT RANGER,11/86:</u> A review by Bonnie L. Snyder of the program STAR, highly recommended as a useful tool for programmers, by Michael Riccio (no address given) who asks $10 or $15.

STAR includes easy access to 4 character sets, including lower case; 3 standard sounds; cassette control; 4 color routines; VDP accesses, 7 screen routines, several control routines, 5 key scan routines, 6 powerful routines to manage your disks, text/graphics routines, and string handling.

Joe Nuvolini reviews Danny (Neatlist) Michaels' GramKracker Utility disk.

<u>From WEST PENN 99'ers, 11/86:</u> TI-Writer tutorial on LF by Stan Katzman.

<u>From KC99'ers, 11/86:</u> Reprinted from Pomona Valley UG newsletter, 9/86, a program by Bill Harms to search your disk so you don't choose a name that is already on the disk and overwrite it. If you are inclined to forget what you have named your programs, you could copy and save this program and merge it into any program you are working on. Also, some hints on using DEF and POS.

From CALL NEWSLETTER, 7/86: A RAVE review by Jack Sughrue of M.U.N.C.H, Worcester, MA, of Barry Traver's Disk magazine (Diskazine)--a full disk with games, printouts, tutorials, and programs by some of the best known names in TI programming--Jim Peterson, Ron Albright, and many others. The price is $30 for 6 issues, and the author states that he received a bonus disk with the first issue. I understand that the disks include some advanced programming, and it might be worthwhile to try a subscription. The address: Barry Traver, editor, Genial Computerware, 835 Green Valley Dr., Philadelphia, PA 19128

FUTURES WORKSHOP #2

by Tom Buick

On Tuesday night November 4, 1986 the Southwest 99ers did a little voting of their own. A large contingent of the members participated in a "futures workshop" led by Dave Wolfson and Tom Buick. The group articulated again some of their ideas for future activities and then enthusiastically set priorities by spending five valuable "coins" (stickers) which each was given at the start of the program. The outcome of this process is shown below and is expected to provide direction to the programming committee for many meetings to come.

RANK	VOTES	DESCRIPTION
1	14	Modems & bulletin boards (data bases, etiquette and operation)
2	12	Continuation of special interest groups
3	11	Workshop on printers (Set up and demonstrations)
4	9	Geneve and other hardware modifications
5	6	Hardware swap meet-exchange
5	6	Games night
6	5	Hardware exhibits
6	5	Languages explained (Explore "C" programming)
6	5	Guest speakers
7	4	Kids program to be held in the summer
7	4	Focus on beginners "Tape night"
7	4	Music software night
7	4	Communication with emulators (Fast term, etc)
7	4	School room teacher report
8	3	Publicize and recruit new members
9	2	Multiplan night
9	2	Repair workshop and advice ("clean the keys" night)
9	2	Survey and digest other newsletters
9	2	Produce a TI historic exhibit
10	1	Explanation of club operations and benefits
10	1	Develop a SW 99er public service project

If the above ideas prove as useful as the ones generated by last year's Futures workshop then the club can look forward to another series of stimulating programs.

Every idea was a gem but not all were suitable for a usual meeting activity, some will be referred to the education committee and some will be under consideration by the group's officers. A special thanks goes to all who participated. If you have any further thoughts on this subject or would like to help out please give Dave Wolfson a call at 628-5314.

THE TAPE CORNER

by Leonard Taffs

VARIABLES (Continued from last month). The variables we use in TI Basic are extremely valuable tools in enabling you to get the computer to accomplish many very useful tasks. It is worth spending time to understand how to use them in programming. Then you will not be limited to copying other people's programs. You will often be able to create your own program which can be a source of satisfaction and pride. Or you can experience the pleasure of modifying someone else's program tailoring it to your personal needs. One very useful numeric variable program is:

```
10 FOR I=1 TO 20
20 PRINT I
30 NEXT I
```

This little program is used as a part of many programs to keep track of lines or count data items,etc. The numbers in line 10 can be changed to whatever you need. You could use it to create a clock or timer ith proper added lines in your program to delay how fast the numbers flip by. Try this:

```
10 FOR I=1 TO 300
20 FOR DELAY=1 TO 200
30 NEXT DELAY
40 CALL CLEAR
50 PRINT TAB(12);I
60 PRINT
70 NEXT I
```

In line 10 the number 300 represents 60 x 5 or 300 seconds. The Delay in line 20 is set at 200 which is pretty close to setting the timer to showing seconds. If you want to set the timer to run longer, change the number in line 10 to any number X 60 for minutes. If you find the numbers ticking off the seconds are not exact enough, try changing the delay number (200 in line 20) by increments of 1 (199 or 198 etc., to speed it up) or (201 or 202 etc., to slow it down) to get the accuracy you wish.

The STRING VARIABLE is the topic for this issue's Tape Corner. If you see the abbreviation STR$ it is often used for the term "String Variable". Here is simple demonstration:

```
5 CALL CLEAR
10 A$="The dog's name was Barney and he was a character! When he
got up and down he flopped like a tired horse."
```

Note the $ sign after the letter A. Note the information on the right side of the string equation is enclosed in quote marks. Line 10 has stored the words in the computer's memory. However, if you were to run this by pressing "Enter" at this point you will only get a blank screen. We must add a command to the computer to print this information. We do this by adding: 20 PRINT A$

Children love to make up stories (and even children can learn these easy steps to seeing their words get into print on the screen.) Line 10 uses the maximum space available in a string line. To add more is a simple matter of choosing more variables: B$="(text)", C$="(text)",etc. Letters chosen for each variable must not repeat letters already used. Once A$ has been used you cannot use it again. If you do you will find that the second line that you assigned A$ to will wipe out the first

line that used A$. (Line 10)

Once you have created several lines of text you can give one PRINT command line such as (Line Number) PRINT A$,B$,C$, etc. However if the number of string variables exceeds 4 1/2 program lines the text will scroll up the screen faster than you can read it comfortably. Some way is needed to stop action when the screen is full to give you time to read the material at your ease and then enable you to move on to the next lines. There is more than one way to do this but perhaps the easiest way is to use a "BREAK" COMMAND program line:

```
5 CALL CLEAR
10 A$="(text)"
20 B$="(text)"
30 C$="(text)"
40 D$="(text)"
50 E$="(about 50 characters of text)"
60 PRINT A$,B$,C$,D$,E$
70 BREAK
```

If you have not put too much into line 50 you should find that this will just about fill your screen nicely. To continue to any material following the "BREAK" command you simply type the letters CON, press "Enter" and the screen will change to the next set of lines.

While single letter numeric or string variables are common you can have more than one letter. You can even use full words but use CAUTION! Avoid words that duplicate TI commands such as: SAVE, PRINT, GOTO, OLD, GOSUB. If in doubt, check your User's guide manual. In general you want to use as few letters or characters as necessary to conserve memory space. If you get carried away with the fun of creating your own story to put on the screen and you use up the 26 letters in the alphabet (with 26 String Variable lines) you can start using 2 letters for lines 27 on: AA$,AB$,AC$,etc. You can see that you will never run out of combinations of letters with which to define variables.

Again I hope these "TAPE CORNER" articles are of practical use to some of you readers. My phone number is 795-4148 and no matter how busy I may be I will be glad to talk to anyone who may have questions about these articles. (Leave message on my answering machine if no one is answering the phone.) If you have beginning topics that you would like addressed in this column let us know! 'Bye for now.

a program named LOAD

by BJ Mathis of the Southwest Ninety-Niners

Chapter one of the Extended Basic manual page 9 (in part):

"*Power-up Program Execution* - When TI Extended BASIC is first chosen. It searches for a program named LOAD on the diskette in disk drive 1. If that program exists, it is placed in memory and run."

That's nice...Where do I get a program named LOAD? What kind of program would it be?

A LOAD program can be any program you want to name LOAD. If you would like to have your favorite game automatically load when you choose ExBasic, you can name it LOAD. Many commercial and FAIRWARE programs have a program named LOAD that will automatically load and run their program(s) from ExBasic. Some individuals have a program named LOAD that will give them a menu from which they can choose a program that will load and run another program for them. Those who are doing programming usually prefer a program that will simply list the disk contents to screen and/or printer. The results usually look very similar to the catalog disk routine in a disk manager.

The following listing is a program that will do the latter that we use on our diskettes unless there is LOAD specifically for LOADing that disk. this program will run in Basic or ExBasic. It was not converted to strictly ExBasic because then we could not use it if we were working in the Basic environment.

```
100 CALL CLEAR
110 PRINT "WHICH DISK DRIVE?
 (0-3)"
120 CALL KEY(3,B,C)
130 IF (B<48)+(B>51)THEN 120
140 IF B=48 THEN 470
150 CALL CLEAR
160 DIM A$(5),B$(127),D(127)
,E(127),G(127)
170 A$(1)="D/F"
180 A$(2)="D/V"
190 A$(3)="I/F"
200 A$(4)="I/V"
210 A$(5)="PROGRAM"
220 OPEN #1:"DSK"&STR$(B-48)
&".",INPUT,RELATIVE,INTERNAL
230 INPUT #1:B$(0),D(0),D(0)
,E(0)
240 PRINT #A:"DISK"&STR$(B-4
8)&" - DISKNAME=";B$(0):"AVA
ILABLE=";E(0);"USED=";D(0)-E
(0)
250 PRINT #A: :" # FILENAME
SIZE TYPE P":"__ _________
____ ______ ":
260 FOR F=1 TO 127
270 IF A=1 THEN 290
280 INPUT #1:B$(F),G(F),D(F)
,E(F)
290 IF LEN(B$(F))=0 THEN 370
300 PRINT #A: :STR$(F);TAB(4
);B$(F);TAB(15);D(F);TAB(20)
;A$(ABS(G(F)));
310 IF ABS(G(F))=5 THEN 340
320 C$=" "&STR$(E(F))
330 PRINT #A:SEG$(C$(LEN(C$)
-3,4);
340 IF G(F)>0 THEN 360
350 PRINT #A:TAB(28);"Y";
360 NEXT F
370 CLOSE #1
380 IF A=1 THEN 470
390 PRINT "DO YOU WANT A PRI
NT? (Y/N)"
400 CALL KEY(3,B,C)
410 IF B=78 THEN 470
420 IF B<>89 THEN 400
430 A=1
440 OPEN #1:"PIO"
450 PRINT #1:CHR$(15)
460 GOTO 240
470 END
```

Results in:

```
DISK1 - DISKNAME=XBASIC-02
AVAILABLE= 27 USED= 331

 # FILENAME   SIZE   TYPE  P
-- --------- ---- ------- -

1  BALLOONSX   16  PROGRAM
2  BREAKOUTX   16  PROGRAM
3  COLORSX     16  PROGRAM
4  DOMINOSX    34  PROGRAM
5  FLYX        11  PROGRAM
6  GIANTDWARX  44  PROGRAM
7  GOLDRUSHX   37  PROGRAM
8  LARGODOWNX  33  PROGRAM
9  LOAD         8  PROGRAM Y
10 ORBITX      16  PROGRAM
11 PEG-JUMPX   18  PROGRAM
12 PIGLATINX    8  PROGRAM
13 QUESTX      40  PROGRAM
14 SPACEJUNKX  24  PROGRAM
15 TANKX       10  PROGRAM
DO YOU WANT A PRINT? (Y/N)
```

When we choose ExBasic, the disk is automatically accessed, the program named LOAD is put into memory and run. A prompt of "WHICH DISK DRIVE? (1-3)" appears upon choosing "1". We get a screen like the one on the lower right of page 7.

When LOAD is done cataloging the disk to the screen, we can choose to have the information printed. If we choose to print the information it is done wihtout reaccessing the disk. LINE 440 tells our printer to print the catalog listing in condensed print. This particular disk has been formatted as a single-sided single-density (SSSD) disk. The files on this disk take up 331 sectors and there is still 27 available for another file(s). All of the files on this disk are in program format and only the LOAD program is protected. By typing RUN "DSK1.SPACEJUNKX" (quotes are required in this statement), I can load that program into memory and it will automatically run. Or I can type OLD DSK1.TANKX, it will load into memory then I can run it or I can check out the programming of it.

You can type in the program listing above, make sure you have an initialized disk in your drive, then type SAVE DSK1.LOAD . Please do not save this to a disk that already has a LOAD program as this will overwrite it, unless it is protected as the one on our disk.

I hope you find this helpful, I have talked to several members who were confused by the statement in the Extended BASIC manual. I hope I have helped clarify it.

A REVIEW OF THE TI "TEST" AND THE "TESTSYSTEM" DISK RELEASES.

by AC Armstrong

Copies of TI 99/4A software from Texas Instruments Inc. have been received by TI 99/4A Users groups of record. The Southwest Ninety-Niners Group has copies of these disks in the library. Along with the disks, a document package was also received. To provide members with information, a 'quick-peek' review is submitted. As interest and time dictate, additional reviews may be developed.

First, a generalization: The package is a kit of 'tools' fitted to trouble-shoot and test the 994/A console and it's peripheral cards or stand alone devices in a repair-shop setting. A few tests require external equipment or devices and are meaningful only thru use of hardware and software technical interpretation. And some programs are not user-friendly!! They hang-up, lock-up if the test fails, return to power-up (Rainbow screen) on test completion instead of the menu and other disappointing foibles. The kind of things a tech collects for his own personal use, not a marketable product.

However, there is also good news. Many of the programs have a slick look and interact well with the non-tech user who would just like to know the system isn't about to roll over and die. Sometimes a software placebo can be most comforting, and a number of these programs will suit that use.

Documents which go with the software also are a mixed bag. They help one get started using the programs, but may not be all that helpful in knowing what happened after it's all done.

Moving on, lets look at each disk. The "TEST" disk is arranged for XBASIC use. A LOAD program automatically brings up a MENU of twelve testing programs. Functions tested are:

1. Expansion Box	[B]	7. Disk Drive	[A][T]
2. P/Code Card	[A]	8. Speech	[B]
3. RS232 Card	[B][G]	9. Modem	[B][T]
4. Serial Printer	[B][P]	10. RS232-1/2 Standalone	[A][G]
5. Parallel Printer	[B][P]	11. RS232-3/4 Standalone	[A][G]
6. Thermal Printer	[B][P]	12. Catalog	[B]

Notes: [A] Assembly language
[B] XBasic language
[G] Hardware 'gimmick' reqd
[P] Printer reqd. Program data
TI/Epson compatible device.
[T] Test instrument useful/reqd

Some of these are XBASIC programs, others are assembly language. (Source files for some of the assembly language programs are included on this disk.)

One especially unique test routine is Disk-exerciser. To be fully operable it must be run in conjunction with a bench setup and an oscilloscope. When so operated, complete testing and adjustment of disk drives could be accomplished by a skilled operator.

The tests of most general benefit are deemed to be:
Expansion Box, RS232 Card, Serial Printer, Parallel Printer, Speech, Modem and Catalog.

The "TESTSYSTEM" disk programs run mostly in the MiniMemory environment. Some, however, run in XBASIC and a LOAD program auto-runs them if XBasic is used. Functions tested are:

1. Main Console
   a. Color Processor
   b. Sound Processor
   c. Sprite Calls
   d. Resident Character Set
   e. VDP RAM
   f. ROM
   g. GROM
   h. CPU RAM
2. Console I/O
   a. Keyboard
   b. Joysticks
   c. Speech
3. P/Cards
   a. P/CODE Card
   b. Memory Expansion
   c. RS232 Card
   d. Cassette
   e. BIT Mapped Mode

The MiniMemory programs are:
1. DIAGNOSTIC ,does Main Console and Console I/O testing.
2. P/CARDS ,does P/Cards testing.
   NOTE: Both programs are assembly language. Source and Object code for both programs are included on the disk.

The XBasic programs are:

1. PRINTER
2. PRINTER#2
3. SPEECH
4. TP

These test printers and speech, and are the same programs as installed on the "TEST" disk with the same names.

A "LOAD" program on the disk auto-loads a Menu for these four tests when XBasic environment is in use.

DOCUMENTS

Three documentation packets were provided.

- o "TI 99/4A Software Test System"
- o "Software Controlled Troubleshooting Techniques"
- o "TI 99/4A RS232 Card Test Interpretation"

The "TI 99/4A Software Test System" describes how to use and interpret tests conducted with programs on the "TEST SYSTEM" disk. Of course similar test programs on the "TEST" disk can be interpreted the same. The information is somewhat cryptic and could be improved upon for the casual user.

The "Software Controlled Troubleshooting Techniques" and "TI 99/4A RS232 Card Test Interpretation" documents give clues on how to troubleshoot the console, other peripheral hardware and the RS232 Card. Information on the RS232 is quite complete and specific. This data would be of most interest to the technically inclined.

SUMMARY

As stated initially, the material reviewed isn't a market quality product. However, TI didn't claim it to be and so stated in the cover letter for this packet. There are some immediately useful materials, and others with potential for development.

Perhaps club members could use a team approach to make some benificial hardware test/maintenance utilties from this data base.

PRBASE WORKSHOP

On December 11th at 7:30 pm we will have a special workshop. This workshop will be for any member interested in using PRBASE. PRBASE (FAIRWARE) is one of the best database programs for the TI-99/4A. It seems to be a mystery to some of our members as to how to get started using it. I can assure you it is not really that hard, but anyone who is not familiar with databases can get bogged down in terminology. Sometimes it is difficult to figure out just what button to push at which time.

We are currently using PRBASE for our membership list, mailing labels for other users group, comprehensive users group list for USA and another for foreign groups. The Southwest Ninety Niners newsletters have been indexed with PRBASE and soon newsletters from other groups will be indexed with PRBASE also.

Many of you may already have files on other databases like PRK, Name-It, etc. William Warren wrote a 3 1/2 page article recently about how to convert files from Name-It or Futura. Jack has written a program that will convert PRK files to PRBASE format(available thru the group library or Jack Mathis, 5941 E 26th, Tucson AZ 85711.

This will be the only workshop and/or interest group for the month of December. If you don't yet have a copy of PRBASE we will have extras available at the workshop. If you know for sure you will be coming please let us know so we will have a better idea how many extras to have made up.

PL#AS# R#AD THIS!

by Curtis Alan Provanc### N#w Hampshir# 99#r's Us#r Group, Jun# '86
via MUNCH, S#pt#mb#r '86 and Cl#v#land Ar#a 99-4A Us#rs Groups, Nov '86

I hav# had my comput#r almost four y#ars now, and it works v#ry w#ll #xc#pt for on# k#y. I suppos# I shouldn't complain; th#r# ar# 47 oth#r k#ys I can us#. B#sid#s, what diff#r#nc# can on# k#y mak#?

Aft#r giving it som# thought, I r#aliz#d that th# k#yboard on my trusty TI is similar to our club. Th#r# ar# num#rous m#mb#rs in th# club; som# ar# mor# 'visibl#' than oth#rs. Som# m#mb#rs participat# to a gr#at #xt#nt; som# won't participat# (or can't) at all. I c#rtainly und#rstand thos# individuals, who du# to oth#r commitm#nts can't participat# mor# fully. I also und#rstand thos# individuals who do not participat# b#caus# th#y f##l th#y can't mak# a diff#r#nc#. L#t m# assur# you, your participation do#s mak# a diff#r#nc#! You could b# th# on# 'k#y' who would r#ally mak# this club #xc#ll. P#rhaps you could r#vi#w a pi#c# of hardwar# or softwar# at a m##ting? W# can always us# an articl# - if it's important to you, its improtant to at l#ast half our r#ad#rs! How about donating a modul# or book to th# club so #v#ryon# can us# it? Th# possibiliti#s ar# not #ndl#ss, but th#y c#rtainly ar# many and div#rs#.

If th#r# is a moral to this story, l#t it b# that all m#mb#rs ar# 'k#y' m#mb#rs.

OOPS! HORIZON RAMDISK PROJECT TYPOS!

Rudy Johnson of Southern Nevada Users Group modified his Horizon RAMdisk according to Ed Hallett's instructions. He found that it all worked, except there were two typos in the article.

In 7. LOADER/S - the second Change "BYTE" should be Change "BYTE>BD" to "BYTE >FD" at LABEL MXL2 rather than to "BYTE >FB". In the short assembly language routine to change the SECTORS FORMATTED number to 976 rather than 1440, the MOV SECTOR,@>580A should be MOV @SECTOR,@>580A .

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BUYER"S GUIDE
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The following information is provided as a service to our members. The items listed are for sale by the individuals indicated and are subject to prior sale. The group assumes no responsibility for items listed and makes no claims as to their condition or interface capability with the TI-994A computer. Only computer related items will be accepted for publication in this newsletter.

TI-99/4A Console, Cassette cable and two games $60. Call Ejaz 623-8257.

TI-99/4A Console $50; TI LOGO $15; (plus the following cartridges) Car Wars; Tax/Investment Record Keeping; Attack; Number Magic; Tombstone City; and TI Invaders. Documentation and cables included. Call and make an offer John 296-8198.

Hunt the Wumpus command module $3. TI Program Cassette Recorder w/cable $25. Call Mike 722-8620 evenings and weekends.

Sakata SG1000 high resolution green monitor composite video w/video cable $60. Call George 742-3091.

TI-99/4A Console, PE Box w/CorComp DSDD Disk Controller Card, RS232 Card, and 32K Card. One SSDD Internal Disk Drive, one DSDD External Disk Drive, 13" Color TV, TI-Writer, MULTIplan, Editor/Assembler, Personal Record Keeping, Personal Report Generator, Personal Real Estate, Securities Analysis, Household Budget Management, Tax/Investment Recordkeeping, one year of Home Computer Magazines, over 50 disks with several programs including TI-Artist. Instruction manuals and documentation included. Selling as a unit for $600. Call Art Galvan 748-8930 after 4pm.

TI-99/4A Console, TI Joysticks, Thermal printer, Cassette Recorder, 12" TV(BW), Selling all for $125 or best offer. Call Paul Garrison 747-3884 (Days) or 573-0572(Evenings).

Star Micronics Thermal Printer w/4+, 100' rolls of Thermal paper & instruction book. Requires parallel RS232 hook up - $100 o.b.o. Shugart SS Disk Drive PHP 1250 for use in PE Box w/TI Disk Controller Card PHP 1240 & TI Disk Manager 2 - $100 o.b.o. Manuals and ribbon cable included. Call J.F. Hale 296-5602 evenings.

Modem Signalman Mark III $30. Call Art Galven 748-8930 after 4pm.

From the SOUTHWEST NINETY-NINERS - Joystick Adapters, Cassette Cables & Monitor Cables $3 ea. Call BJ 747-5046.

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