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TEXAS INSTRUMENTS

# Programming The TMS9902 In The T.I. 99/4A Part II

by Randy Holcomb

CRU Output Assignments (Also see Table 2.)

9902 should be performed for

interrupt when input bit 29

25) is set. Resetting this bit disables the TIMELP inter-







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### TMS9902 Continued From Page 107

Bit 19: Transmit Buffer Interrupt Enable. Setting this bit causes the 9902 to generate an interrupt when XBRE (input bit 22) is set. Resetting this bit disables XBRE interrupts. This bit does not affect the current value of XBRE.

**Bit 18: Receiver Interrupt** Enable. Setting this bit causes the 9902 to generate an interrupt when RBRL (input bit 21) is set. Resetting this bit disables **RBRL** interrupts. Writing any value to this bit causes RBRL to reset.

Bit 17: Break On. Setting this bit causes the XOUT line to go to logic zero whenever the transmitter is active and XBR and XSR (both transmitter buffer and shift registers) are empty and inhibits loading characters into the transmit buffer register. Resetting this bit causes the transmitter to return to normal operation. Bit 16: RTS On. Setting this

bit causes the RTS handshake signal to be active (low.) Resetting this bit causes RTS to go high after XSR and SBR are empty and BRKON is reset. (RTS will not go inactive until a character has completed transmission.)

Bit 15: Test Mode. Setting

Continued On Page 116

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### TMS9902 Continued From Page 115

this bit causes RTS to be internally connected to CTS, XOUT to RIN, DSR held internally low, and the interval timer to operate at 32 times its normal rate. This is useful for debugging programs that are transmitting and receiving data and for testing to insure that the internal 9902 functions are working properly. Resetting this bit causes the 9902 to return to normal operating mode.

Bits 14-11: Register Load Control Flags. These bits are described below:

Bit 14: Load Control Register. This bit when set (either explicitly or after the RESET bit is set) causes the control register in bits 0-7 to be loaded into the 9902. Resetting this bit (or upon reception of the last control register bit)

LADA

×

×

× 1

a

×

LOIN

×

1

causes the control register to be inhibited from loading.

Bit 13: Load Interval Register. Setting this bit causes the next 8 bits (bits 0-7) to be loaded into the 9902's interval register. The Bit is reset when the last data bit is loaded or a logic zero is written to LDIR. To load this register, LDCTRL must be reset (See Table 3.)

Register Enabled LXOR Control Register Interval Register Receive Data Rate Register\* Transmit Date rate Register# Transmit Buffer register

Table 3 - TMS 9902 ACC Register Load Selection

Bit 12: Load Receive Data Rate Register. Setting this bit causes the next 11 bits (0-10) to be loaded into the 9902's Receive data rate register. The bit is reset when the last data bit is loaded or a logic zero is written to LRDR. To load this register LDCTRL and LDIR must be zero.

Bit 11: Load Transmit Data Rate Register. Setting this bit causes the next 11 bits (0-10) to be loaded into the 9902's Transmit data rate register.

The bit is reset when the last data bit is loaded or a logic zero is written to LXDR. To load this register LDCTRL and LDIR must be zero.

Note: If both the transmit and receive data rates are the same both registers can be loaded simultaneously by setting both LRDR and LXDR.

Bits 10 thru 0: Data.Depending on the control bits set data rate registers, the interval register, the control register or data to be transmitted are written to these bits.

The Control Register. The control register is used to define the character size, the parity of the word, the number of stop bits and the operating frequency of the 9902. Table 4 outlines the bit positions and their settings. Of importance is bit 3: for the /4A environment this bit should always be zero. The PENB bit determines if parity checking is done, if set parity checking is done; if reset no parity checking is done. The PODD bit determines if the

Continued On Page 118

### SPECIFICATIONS

LDCTRL

1

Q.

0

Ó

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### **TMS9902 Continued From** Page 116

9902 will check for/generate odd parity; if set odd parity is processed; if reset even parity is processed.

The Data Rate Registers. Both receive and transmit registers share the same format. The data rate registers are basically 2 programmable counters that divide the system clock depending on the bit settings in the counters to derive the data rate. The first counter is a divide by eight counter that is active if bit 10 of the data rate register is loaded. Since the internal 9902 clock frequency is 1 MHz, setting this bit causes its output to be 125KHz, while resetting this bit passes the system clock right thru. The output of this first counter is fed into a 10-bit counter and is further divided down by a value from 0 to

1023. The output from this counter is actually twice the data rate (interval for half the bit period.) So this output is divided by 2 to get the actual data rate. Since this formula is not exactly the easiest way to get the baud rate, here's a list of the more popular speeds and their register values for your use:

Speed	Hex Value
110 bps	>400 + >238
300 bps	>400 + >0D0
600 bps	>34]
1200	bps>>1Al
2400	bps>0D(
4800	bps>068
9600	bps>034

(Note the >400 is the divide by 8 counter enable. If you need an oddball baud rate, the formula is below:

 $\mathbf{F} = \text{Eint} (1 \text{ MHz})$ bps 2 \* (D9-D0) \* (8 D10)

Addrees	Nama	Description
7	5831	Stop Bit Selection. (5681=0,6882=0: 1 1/2 bits;
6	5852	55\$1+0,5852=1: 2 bits; 58\$1+1,\$8\$2+x:1 bit]
· 5	PENB	Parity Enable
4	P000	Ddd Farity Select
э	CLK4M	• o Input Divide Select
2	-	Not used
1	RCL 1	Character Length Select (RCL1=0,RCL0=D:5 bite;
· O ·	ACLO	ACL1+0, ACLO+1:5 bite, ACL1=1, ACL0=0:7 bite,
		ACL1=1,ACL1=110 bits

Teble 4 - TMS 9902 ACC Control Regeter Formet

where D9-D0 is from 0 to 1023 and D10 is the divide by eight counter.)

The Interval Register. The Interval register is a 8-bit counter which is decremented every 64 clock cycles. When the interval counter reaches zero, the appropriate interval register flags are set and if interval interrupts have been enables the 9902 will generate an interrupt. Taking into account the register size the interval counter has resolution from 64 to 16,320 microseconds in 64 microsecond increments.

**Programming The** TMS9902. This seems like an awful lot of stuff to swallow in order to program the 9902 but in reality a lot of the nasty things are done for you by the chip, so now lets look at some code examples, but first we need to know something about the way the 9902 is addressed in the /4A environment. Most of you who have gotten the disassembly listing of the RS232 DSR know that the DSR code is at CRU address >1300. The 9902 themselves are at +>40 for the first 9902 and the second is at +>80, so the values used for 9902 accesses are >1340 and >1380. If you

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have the additional RS232 card its CRU offset is >1500 and the 9902s are also +>40 and > + 80. Its suggested that when you code your routines you have a subroutine which sets up the base address to turn the DSR on and then adjusts R12 to access the proper 9902.

Interrupts in the RS232 DSR. Tracing thru the disassembly listing reveals that during an interrupt request from the RS232 DSR it determines the device which fired the interrupt and determines if a character was received. If a character was not received it RESETS the 9902 - so be careful how you program the 9902 in the /4A environment. As a side benefit tho, if you use interrupts the DSR provides you with a mechanism of getting incoming characters and buffering them. Carefully trace the interrupt code and you'll find that >8300 contains a VDP address and >8302 and >8304 are pointers that are manipulated to place characters into a queue in VDR RAM.

Example. To give you an idea of what goes on with the 9902, Assembly source code is being provided that shows how the 9902 is initialized and how characters are transmitted and

T99 dumb terminal emulator I wrote over a year ago that uses first RS232 port for a modem running at 300 baud, 1 stop bit and even parity with a printer attached off of port 2 running at 9600 bps at odd parity and 1 stop bit. The printer is turned on by receipt of a control R and is shut off by receipt of a control T. This code also shows you some of the things that are involved in writing a terminal emulator and can serve as a basis for writing more powerful emulators.

Summary. There is still a lot of things that we didn't cover in regards to the 9902 but with the information we have provided here you should be in a good position to do some exploring on your own; such as using one or two of the control lines to hook up with modems that provide auto-answer/autodial capabilities and write an assembly program to get you those features. The rest is up to you and your imagination!

If you would like the T99 dumb terminal emulator that goes along with this article, please send a self addressed envelope with two twenty cent stamps to:

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Linking TI99/4A To IBM PC

### by Michael A. Covington

This article tells how to store TI-99 programs on an IBM PC's disk drives by linking the computers through their RS-232 ports. The program given here should run with little or no modification on other MS-DOS systems (such as the TT Professional Computer) and is easily adapted to other kinds of computers.

If you have both a TI-99 and a more elaborate, expensive computer such as an IBM PC or TI PC, you may have wondered whether there was any way for the TI-99 to use the larger machine's disk drives to store and retrieve its programs instantly rather than grinding them out slowly onto cassettes. That way, you would get the benefits of disk storage without having to pay hundreds of dollars to add a disk drive to the TI-99 itself.

It turns out that such a linkup is perfectly possible. All you have to do is connect the two machines through RS-232

TI-99 in the proper format. What follows is an account of how I did this with an IBM Personal Computer. The information given here should enable you to link the TI-99 to other kinds of computers in a similar way.

### Making The Connection

The name RS-232 designates the standard format for serial data transmission between one computer and another. RS-232 ports have distinctive 25-pin connectors, and the function of each of the 25 conductors is rigidly specified.

Naturally, if two pieces of equipment are to be connected together, one unit's input line must be the other unit's output, and vice versa. For this reason, the R5-232 standard allows for two types of equipment: data communication equipment

When it

Breaks look to

(DCE), which uses pin 2 for input and pin 3 for output, and data terminal equipment (DTE), in which the roles of pins 2 and 3 (and also of pins 6 and 20, the equipment-ready signals) are reversed. Ordinary RS-232 cables are designed to connect DTE to DCE. (Most computer terminals are wired as DTE; most modems, as DCE.)

The RS-232 port on the IBM PC is wired as DTE, and the RS-232 card for the TI-99 Peripheral Expansion System is DCE. They can be connected with an ordinary cable, one that connects each pin on one end to the pin with the same number on the other end. If

you're using some other type of RS-232 port with the TI-99, check its specifications; if it's DTE, use a "modem eliminator" cable--one that swaps the appropriate conductors--rather than a straight RS-232 cable.

### Data transmission

Before dealing with disk storage of programs, I decided to implement a considerably simpler function, that of linking the TI-99 to the IBM's printer. This is dealt with in lines 320-530 of the program. All that the IBM has to do is listen for characters coming in through the communications port and transmit them to the

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printer as they come in.

When no special options are given, the TI-99 transmits in 7-bit format, with odd parity, at 300 baud. Line 340 of the program opens the IBM's communications port to match it. I decided to leave the transmission speed at 300 baud in order to keep the commands on the TI-99 as simple as possible, although my printer (an Epson MX-80) will print somewhat faster. If the full graphics capabilities of the printer were

Continued On Page 120



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### Linking TI99 From Page 119

to be used, it would be necessary to use 8-bit transmission on both ends.

Since the TI-99 thinks it is connected directly to a printer, it transmits a carriage return and a line feed at the end of each line. The IBM would ordinarily add a line feed of its own after every carriage return; to suppress this, specify a line length of 255 characters (line 330).

The main loop for this part of the program consists of lines 480 to 530. On each cycle, the IBM first looks to see if the operator has pressed a key, which would be the signal to end this routine. If not, it tests whether there is anything in the communications buffer and, if so, sends it to the printer. While this is going on, the user of the TI can treat device name "RS232" as If it did in fact refer to a real printer; a program can be listed with the TI-99 command

### LIST "RS232"

and a statement such as

OPEN #1:"RS232"

quotation marks around the device name;) -

What is needed, then, is a way to make the IBM simulate one of the TI-99's in such an exchange. Unfortunately, the documentation for the TI-99 nowhere states exactly how this type of program transfer is carried out. However, after considerable experimentation I've been able to put together the following rough picture:

(1) SAVE RS232 is typed on the machine that is to transmit.

(2) OLD RS232 is typed on the machine that is to receive. This causes it to transmit a CHR\$(22) to the sender.

(3) The sender transmits 4 bytes (probably a checksum). (4) The receiver transmits

CHR\$(6).

(5) The sender transmits 258 (presumably bytes 256-character block plus a checksum).

(6) Steps 4 and 5 are repeated until no more data is received. (There is surely an end-of-file code, but I have not been able to decipher it.)

Lines 570-1110 make the

Michael A. Covington 1984

Data interchange program for TI-99/4A and IBM PC

(Should run with virtually no alteration on most MS-DDS systems) manily adaptable to other Microsoft BASIC environments.)

TI-LINK

izo

IBM simulate the TI-99 that is receiving the incoming program on disk. Unlike most files, a tokenized TI-99 program is not organized into lines that end with carriage return and line feed; hence, the incoming data cannot be stored in an ordinary ASCII sequential file. Instead, I chose to use a file of fixed-length 45-byte records, each consisting of a 43-byte data field (one sixth of a 258-byte block) and a 2-byte length field, indicating how many of the 43 bytes are used and thus making it possible to accommodate the 4-byte checksum at the beginning of the file and the incomplete block at the end. Reception continues until the communication buffer becomes empty and remains so on 150 successive examinations (line 890). Then a record with a zero length field is written to signal the end of the file. In lines 1180-1560, the IBM

simulates a transmitting TI-99. It reads a file in the format just described and parcels it out to the receiver, waiting for a goahead character before transmitting each block.

Since high speed is desirable here, and the dependence on go-ahead characters ensures that neither machine will overload the other by transmitting data too fast, I chose to do all the program transmission at 9600 baud. This means that the TI-99 operator must refer to the RS-232 port as "RS232 BA = 9600" rather than just "RS232".

#### Performance

TI-LINK is much more convenient to use than the cassette recorder that it replaces, if for no other reason than that many files are stored on a single disk and there is no need to shuffle through a box of tapes or fumble with the rewind button and tape counter. Since TI-99 programs tend to be small, a 320K IBM diskette will hold dozens of them.

Storing a TI program on the IBM disk takes about the same amount of time as recording it on a cassette; apparently, the TI-99 outputs tokenized programs at a fixed rate. Going in

the other way, however, TI-LINK offers a dramatic speed advantage. In one test, a program that took 32 seconds to record on cassette, and 31.4 seconds to record on disk, took only 4.2 seconds to load back into the TI-99 from the same disk. Since the main usefulness of TI-LINK is in maintaining a program library, the high transfer speed contributes greatly to its utility.

The main limitation of this version of TI-LINK is that it does not check for error conditions. Obviously, I have not been able to decipher and use the TI-99's checksums; hence, a transmission error in a program can only be detected by the TI-99. More importantly, TI-LINK does not trap error conditions on the IBM PC; any attempt to read a nonexistent file, write on a disk with no space available, or even access a printer that has been switched off line will bring the program to a sudden stop. A more practical program of this type should obviously deal with errors in a more user-friendly way.

0	
000	K=0 ' count eofs to check if percanent condition
840	IF K>150 THEN 780' ' if bo, transmission must be over
1700	K=K+1
<b>7</b> 10	IF EOF(1) THEN 890
920	INDATAS=INDATAS+INPLITS(1,01) 'get one character
930	NEXT J
740	SOSUB 1070 ' write it

enables a TI-99 program to write on the IBM printer.

### Transferring programs

Transferring a TI-99 program to the IBM in such a way that it can be transmitted back and reloaded into the memory of the TI-99 is more complex. The problem is that TI-99 programs are always stored in tokenized form--that is, each BASIC reserved word is replaced by a one-byte code, thus saving a considerable amount of space. The LIST "RS232" command transmits a program to the IBM in de-tokenized form, with reserved words spelled out in the usual way," suitable for printing. But there is no way to transmit a detokenized program back to the TI: the TI accepts untokenized input only from its keyboard, and keyboard functions cannot be reassigned to any other device.

Fortunately, there is another way. The engineers at TI provided a way to transmit programs from one TI-99 to another in tokenized form by connecting the machines' RS-232 ports together (swapping input and output wires, of course) and typing

SAVE RS232

```
on one TI-99 and
```

**3000** 5000 70 CLS : KEY OFF : PRINT : PRINT : PRINT : PRINT : PRINT CLOBE #1 : CLOBE #2 : CLOBE #3 ' if they are open 60 PRINT, : COLOR 0;7 70 PRINT TI-LINK 1.0 " : COLOR 7.0 100 PRINT 110 PRINT, "Data interchange program for IBM PC and T1-99" ; PRINT 120 PRINT, Nichael A. Covington 1984" 130 PRINT 140 PRINT, "The following functions are supported:" 150 PRINT 160 PRINT, "1. Link TI-99 to howt printer" 170 PRINT, "2. Save a T1-99 program on host diskette" 180 PRENT, "3. Load a TI-99 program from host diskette\* 190 PRINT. "4. Display list of files on a disk" End this program" 200 PRINT, "5. 210 PRINT 220 PRINT, "Your choice" 230 INPUT CHOICE 240 IF CHUICE >= 1 AND CHUICE <+ 5 THEN 270 250 PAINT,"A number between 1 and 5, please." 240 PRINT, : 8010 230 270 ON CHUICE GDSUB 290, 540, 1120, 1570, 1670 280 6070 40 290 300 Link T[-99 to host printer 310 ' 320 CLS : PRINT : PRINT : PRINT : PRINT 330 OPEN "LPT4:" AS #1 : WIDTH #1,255 ' (done to suppress line feeds) 340 OPEN "COM1:300,0" AS #2 ' 0 for ODD (not 0 for Zero)! 350 PRINT. "The TI-99 is now connected to the printer of" 360 PRINT. "the host system." : PRINT 370 PRINT, "To get a fisting of your T1-99 program, type:" 380 PAINT : PRINT, : COLOR 0,7 \* > LIST \*(CHR+(34))\*RS232\*(CHR+(34))\* 390 PRINT 400 COLOR 7,0 : PRINT 410 PRINT. "on the TI-99 consols." ; PRINT 420 PRINT. "To send II-99 program output to the printer." "use the device name "#CHR#(34);"R\$232";CHR#(34);" ." 430 PRINT, 440 PRINT 450 PRINT, "To end this routine, press any key-on the host" 460 PRINT, "computer's console." 470 ' Main 1000 480 IF INKEY\$<>"" THEN PRINT #1,"" : RETURN (Empty print buffer and exit when a key is presded) 490 \* " is there anything coming in? 500. IF EDF (2) THEN 400 510 INDATAS=INPUTS(LOC(2),#2) \* get contents of componications buffer 520 PRINT #1, INDATA4: 530 6010 480 540 \* 550 Save TI-99 program on host disk 560 570 CLS : PRINT : PRINT : PRINT : PRINT 580 PRINT. " SAVE TI-99 PROBRAM TO HOST DISK "PRINT: PRINT 590 OPEN "COMI: 9600, N, 8, 1" AS #1 - ' no parity, 8 bits, 1 stop bit 600 PRINT, "Enter name of disk file to be created: "I 610 LINE INPUT FILEMAMES 420 OPEN FILENAMES AS 42 LEN-45 630 FIELD #2, 2 AB FIELDLENGTHS, 43 AB FILERECORDS 640 650 PRINT 660 PRINT, "To start transmission, type "# 670 COLOR 0,7 : PRINT " SAVE R8232,84-7400 \* 680 COLOR 7.0 690 PRINT, "on the TI-99, then press any key here." : PRINT 700 IF INMEYS="" THEN 700 710 PRINT. "The sumber of blocks remaining to be trans-" 720 PRINT. "mittad is shown at the top of the TI-99 screen." 730 PRINT 740

950 NEXT 1 760 0010 840 970 790 PRINT #1,CHR#(4) wend one last prompt to TI 990 GOSUD 1070 write current record 1000 INDATAG="" : BOBUB 1070 write a null record to indicate end 1010 PRINT : PRINT, " Transmission complete." 1020 PRINT : PRINT, " Press any key to continue.... 1030 IF INKEYSS" THEN 1030 ELSE RETURN 1040 ' 1050 . 1040 ''' Subroutine ---1070 """ format, data and write to fixed-length file record 1080 LBET FIELDLENGTHS = NKIWILEN(INDATAR)) . encode integer in 2 bytes 1090 LIET FILERECORDS - INDATAS 1100 PUT #2 1110 RETURNET 1120 1130 ' Load & TI-97 program from Nost diskutte 1140 ' 1150 . The opposite of lines 570-1030. 11900 , A zero length field signals and of file. 1170 ' 1100 CLS : PRINT : PRINT : PRINT : PRINT LOAD TI-99 PROGRAM FROM HOST DISK": PRINT: PRINT 1190 PRINT. " 1200 ' Dpan line to TI-99 1210 OPEN "COMIT7600,N,8,1" AS \$1 ... ' no parity, 8 bits, 1 stop bit 1220 ' Open diek file 1230 PRINT, "Name of disk file to be read: " 1240 LINE INPUT FILENAMES 1250 OPEN FILENAMES AB #2 LEN-45 1240 FIELD #2. 2 AS FIELDLENGTHD, 43 AS FILERECORDS 1270 ' 1280 PRINT 1240 PRINT, ""To start transmission, type "# 1300 COLOR 0,7 ; PRINT " >OLD R8232.8A=9400 1310 COLOR 7.0 1320 PRINT, "on the console of the TI-97." I PRINT 1330 PRINT, "The number of blocks remaining to be trans-1340 PRINT, "mitted is shown at the top of the TI-97 screen." 1350 PRINT 1340 1370 IF EOF(1) THEN 1370 ... \* weit for go-shead 1380 A# - INPUT#(1,01) 1390 IF A#()CHR#(22) THEN PRINT,"Wrong signa) received from TL-99" ; \$70P 1400 1410 GET #Z 1420 IF FIELDLENGTH#<>MKI\$(4) THEN PRINT, "Not a TI program file" : STOP 1430 PRINT #1,LEFT#(FILERECORD#,4); ' transmit header record to TI 1440 450 IF EOF(1) THEN 1450 1440 AS = INPUTO(1.01) ' walt for go-anwad (chr#(4)) ' transmit & 43-character records 1470 FOR I = 1 TO 6 480 GET #2 IF FIELDLENGTHEWHKIE(0) THEN 1540 - 7 and of flig? 1490 PRINT #1,LEFTS(FILERECORDS,CVI(FIELDLENWINS)); \* semicolon vital: 1500 510 NEXT 1520 8070 1450 1530 1540 PRENT : PRINT, " Transmission complete." 1350 PRINT : PRINT, Press any key to continue... 1560 IF INKEY#="" THEN 1560 ELSE RETURN 1570 ' 1580 ' Display list of files 1260 , 1400 CLS : FOR I=1 TO 5 : PRINT : NEXT 1610 PRINT, "Which disk drive"J 1620 INPUT RE 1430 PRINT : PRINT : PRINT : FILEE LEFT#(R#,1)+":+.\*"



### on the other. (Unlike LIST, SAVE and OLD do not require

900 INDATAS-INDATAS+AS BIC NEXT 820 805UB 1070 830 840 PRINT #1, CHR\$(6) 850 FOR 1+1 TO & 860 INDATA4=\*\* 870 FOR J=1 TD 43

750 PRINT #1, CHR\$ (22) (

790 A#=1NPUT#(1,#1)

780 IF EOF (() THEN 780

760 INDATA1=""

770 FOR [+1 TO 4

\* send "ready-to-receive-a-block" ' receive 250 bytes in all (& # 43)

' receive the 4-byte header record

' send "Ready-to-receive"

\* handle 43 bytes at a time

get one character

' write it



- eee

1640 PRINT : PRINT : PRINT

# Randy's Ravings

### by Randy Holcomb

This month I was going to rip into the MBX system for an in-depth look but some new software has just come my way that needs to be looked at, so I'm pushing the MBX article back another month while I probe the disassembled ROM listings of the Championship Baseball cartridge and I should

have something that will be worth the wait. Now, on to the new software.

99/4 AUTO SPELL-CHECK Spelling Checker for TI-Writer Dragonslayer American Software 2606 Ponderosa Drive Omaha, NE 68123 \$49.95 + \$3 Shipping/Handling Rumors of a spelling checker program for TI-Writer were floating on the TI Forum on



CompuServe for the past several months, and lo and behold, these rumors have come true! This piece of software comes on 2 disks with a 20,000 word vocabulary and facilities to create your own external dictionaries. The program is loaded by selecting meau option 3 from the TI-Writer screen (See, there IS something that uses this option after all!) or via menu option 5 in the Editor/Assembler main menu. It will display the title screen, then ask you to hit enter and the software then asks you to enter the name of the file you wish to process. The spelling checker software will handle any DISPLAY/ VARIABLE 80 file with one noticeable restriction: no ESCape characters are allowed in the text file. The manual suggests that you replace all occurrences of ESCape by using "II". Once the file name has been entered the checker will ask you to place disk A in drive 1 and hit enter. The software will begin scanning the text file (which is in memory) with the first dictionary file (DICT1) and begins stacking words which are not in its resident dictionary. After it processes the first dictionary file, the software asks you to install the second dictionary (DICT2) in drive 1 and hit enter. The second part of the dictionary file will then be processed against the text file and like the first part will stack words not recognized. The last phase of the scanning involves asking for a user-supplied dictionary which contains a custom vocabulary which you can create and maintain. If no user dictionary is supplied the software moves to the word review list, otherwise you supply the name of the user dictionary and continue scanning. The software is set up so a number of user dictionaries can be processed against the text file. Reviewing the bad word stack. Once scanning the file is completed, the menu appears for processing of the bad words that have been stacked during the scanning process. The program will show the word that it could not recognize and give you the options of disregarding the word, adding the word to the user dictionary, view the word in context (show the location of the word in the text), change the word and replace it in the text, and move backwards and redisplay the

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bad word stack. Once you

Continued On Page 124

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### Randy's Ravings Continued From Page 122

have finished running thru the bad word stack and have made your changes (if any) it will then update the text file in memory. Once the update is complete the spelling checker asks you for the output text file name. The instruction book suggests that you choose a different name than the original file name. Once the new text file is written the software will ask you for the name of the user dictionary you wish to have updated. When providing the name be sure NOT to use the main dictionary names of DICT1 or DICT2. The software will read in the old user dictionary, merge the new entries into the dictionary file out.

After using the Checker, it is a good idea to review the text file created by the spelling checker as it may have had to split a line of text in order to make your change. At this stage, it's just a simple matter of entering TI-Writer and us-

# ing the REFORMAT command.

User Comment. Outside of a few rough edges (the manual could use some clarification and some of the prompts have some funny characters) the package works quite well. I have used it numerous times and found that all phases of the checker worked as stated. The user dictionary feature is a definite plus as you can have separate vocabularies for specific industries (I'm building one for computer related words). And it is easy to use. If you have TI-Writer or any other word processor that produces **DISPLAY/VARIABLE** 80 text files the 99/4 Auto Spell-Check is worth looking into. The package requires an expanded system with 32K and disk.

Par Fore Golf Game For TI 99/4A Endless Mt. Software Distributed By M.W.S. Computers 22 E. Tioga Street Tunkhannock, PA 18657 \$19.95 Cassette, \$24.95 Disk This is the first golf game that I have seen for the 99/4A and it's a curious one at that. What you see is an aerial view of the playing surface of either 9 holes (cassette version) or 18 holes (diskette version, requires expansion memory) of a golf course complete with the nor-

mal sand traps, water holes and tall trees that you find on a typical golf course. The game can have 1 or 2 players (speech

optional) and can use either the joystick or keyboard. You use the joystick to change clubs (up and down) and to determine the angle of the shot you move the joystick left and right. A vertical bar which appears next to the ball indicates the direction that the ball will take-almost. You have to read the instruction book carefully or you will do what I wound up doing and that's hitting in the opposite direction (there is no arrow on the direction bar to indicate where you are going.) How much force you hit the ball with is determined by how long you hold down the fire button on the joystick and listening to a tone which varies in frequency. Holding it down all the way gives you 100% power, stopping short by releasing the fire button gives you a percentage (which is hard to determine WHAT percentage you are dealing with.) Once the ball is hit, you see it and the shadow of the ball cruise across the screen towards the destination. Depending on the options set on the game things, can go good or bad for you - if you select on target versus pinpoint accuracy and if you have a tendency to hook or slice it gets multiplied. Of course, hitting some of the objects can mess you up or be of benefit -- on one hole I aimed straight across the treetops and once the pinball action stopped I was on the green and birdied the hole. This ranks as one of the more interesting games that has been written in Extended BASIC and is a refreshing alternative to all the spacewarp(ed) games available.



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