SUPER 99 MONTHLY

SOFTWARE

Review: 9900BASIC™

STANDARD: 1A 2EA XB(o) 4B 5A 6B 7A 9A

Company: CSI Design Group, Inc.
          (Challenger Software)

Suggested Retail Price: $49.95

Overall Rating: 99 of 100 (A)

9900BASIC™ is an Assembly Language programming aid. It is designed to allow a user to write programs that access the speed and flexibility of Assembly Language by using terminology that is very similar to Extended BASIC. Beginners and experts alike will appreciate the ease of use of 9900BASIC™.

9900BASIC™ is more than a nice manual and some helpful routines. All of the source code is provided. Though not advertised as such, the package is worth purchasing as an excellent example of structured Assembly Language programming, not to mention all of the programs that can be written with it! Structured programming is the key to professional programming! If you already know Assembly and find a need to add to or modify the routines included in 9900BASIC™, have no fear -- the source codes are as easy to follow as any you will find. And, the package comes with a demo program, including well-remarked source code. The demo allows selection of one of several routines from a menu.

There are 39 primary statements available in 9900BASIC™. Most of the statements deal with graphics displays, including sprites, but the package provides the capabilities for a lot more than just games. While some actions are not directly available from 9900BASIC™, the demo program source code shows how to adjust to some additional features, such as converting a string ACCEPT (which is one of the statements provided) to a numeric ACCEPT.

Possibly the most exciting capabilities of 9900BASIC™ are for sound and file processing, which are particularly difficult for most Assembly programmers. There are 24 types of files available, with the various combinations of DIS, INT, FIX, VAR, UPDATE, WRITE, READ, APPEND, RELATIVE and SEQUENTIAL being included for use. The sound capabilities follow the BASIC format and allow all three voices and noise.

To give you a feel for the simplicity available in working with
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9900BASIC™, here are a few conversions from BASIC:

BASIC	9900BASIC™
CALL CLEAR	BLWP @CLEAR
FOR A=1 TO 10 STEP 2	BLWP @FOR
	DATA A,1,10,2
NEXT A	BLWP @NEXT
	DATA A
PRINT #1:A$	BLWP @FWRITE
	DATA 1,A$,COUNT

And, 9900BASIC™ also does some things not directly available in BASIC or Extended BASIC. For instance, BLWP @SCRLRT will quickly scroll the screen to the right and leave the first column blank. Similar statements are available for all 4 directions.

Another very useful feature of 9900BASIC™ is Snapstart™, which will convert an Extended BASIC program that does not use multi-statement lines to 9900BASIC™ source code. Some statements do not have equivalents in 9900BASIC™, but the source code generated by Snapstart™ includes remarks indicating which lines were not translated and what the Extended BASIC statement was, making it easy to determine where adjustments are necessary. CSI Design Group is continuing development of the Snapstart™ Preprocessor to make it even more powerful than it already is.

While capabilities exist for linking to Editor/Assembler BASIC or Extended BASIC, the Extended BASIC environment dictates a more complicated set of procedures for linking than the BASIC environment. We recommend that beginners start with a program in 9900BASIC™ only (run by the Editor/Assembler LOAD AND RUN option), then try progressing to linking to BASIC and finally Extended BASIC.

CSI Design Group, the authors of 9900BASIC™, do not claim that the 9900BASIC™ package is anything other than an Assembly Language programming aid. Certainly, the limited number of statements available does limit the scope of entire programs written in 9900BASIC™, but 9900BASIC™ greatly simplifies the formerly cumbersome task of writing Assembly Language programs and is a bargain at the suggested retail price of $49.95. The users of 9900BASIC™ that we have talked with have been very impressed with the package! It is available from most 99/4A dealers and mail order houses.

CSI Design Group has established themselves as one of the leading software producers for the 99/4A. The firm is continuing to develop useful packages and is worthy of your support!

HARDWARE

WARNING: All hardware construction projects are offered on the premise that the reader who wishes to undertake such projects is competent in evaluating the instructions offered and in building electronic hardware, including being aware of the potential risks involved, such as voiding of warranties, potentially damaging existing components, and the routine dangers of working with electrical gear. We offer no assurances of the accuracy of any article or the usability of the hardware described.

Joystick Adapter

STANDARD: 1A

The 99/4A's joystick port is not constructed the same as the joystick ports on other computers. The diagram on the next page will allow anyone with a moderate understanding of hardware construction to build an adapter to allow use of Atari/Commodore compatible joysticks.

We located the diagram on Compuserve™ in the DLO section of the TI FORUM. The contributor was Tom Kennedy, who is well-known on the TI FORUM for his expertise on many 99/4A topics.

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THIS IS THE SCHEMATIC TO BUILD YOUR OWN JOYSTICK ADAPTER TO USE
THE ATARI/COMMODORE COMPATIBLE JOYSTICKS. THE NUMBERS GO WITH THE
PINS OF THE CONSOLE PORT AND THE JOYSTICK CONNECTORS. THE [] SYMBOL
REPRESENTS A 1N914 DIODE (OR EQUIVALENT) WHICH CAN BE FOUND AT ANY
RADIO SHACK. BE SURE TO INSTALL THE DIODES WITH THE BANDED END TO
THE JOYSTICK SIDE.
   THE BOX MENTIONED IN THE PARTS LIST REFERS TO ONE OF THOSE LITTLE
PLASIC BOXES YOU GET AT RADIO SHACK. IN THE DRAWING BELOW, AN "*"
DENOTES A CONNECTION, OTHERWISE NO WIRES SHOULD TOUCH.

```
*****************************************************************************
                              *---------------[]-----<1   UP      |   |
                              |                                    |   |
                              |   *-----------[]-----<2   DOWN     |   |
                              |   |                                |S  |
                              |   |   *-------[]-----<3   LEFT     |T  |
                    *---------+---*   |                            |I  |
 --------------     |         |   |   *----[]-----<4   RIGHT       |C  |
                    |         |   |   |                            |K  |
 CONSOLE PORT       |   *-----+---+---*      --<5   N/A            |   |
                    |   |     |   |   |                            |B  |
 --------------     |   |     |   |   |                            |   |
                    |   |   *-+---+---+----[]-----<6   FIRE        |   |
 N/A        1>--    |   |   | |   |   | |                          |   |
                    |   |   | |   |   | |                          |   |
 GROUND B   2>------+---+---+-+---+---+-*      --<7   N/A          |   |
                    |   |   | |   |   | |                          |   |
 UP         3>------+---+---+-+---*   | *--------<8   GROUND       |   |
                    |   |   | |       |                            |   |
 FIRE       4>------+---+---+-*       |      --<9   N/A            |   |
                    |   |   | |       |                            |   |
 LEFT       5>------+---+---+-+---+---*
                    |   |   | |   |
 N/A        6>--    |   |   | *---+---+----[]-----<1   UP      |   |
                    |   |   |     |   |                        |   |
 GROUND A   7>------+---+---*     *---+----[]-----<2   DOWN    |   |
                    |   |         |   |                        |S  |
 DOWN       8>------+---*         *---+----[]-----<3   LEFT    |T  |
                    |             |                            |I  |
 RIGHT      9>------+---*         *----[]-----<4   RIGHT       |C  |
                    |                                          |K  |
                    |                     --<5   N/A           |   |
                    |                                          |A  |
                    *---------------------[]-----<6   FIRE     |   |
                    |                                          |   |
                    |                     --<7   N/A           |   |
                    |                                          |   |
                    *-------------------------------<8   GROUND    |   |
                                                              |   |
                                        --<9   N/A            |   |
*****************************************************************************
```

PARTS LIST:
   10   1N914 DIODES
    1   UTILITY BOX
    2   DP9   9 PIN CONNECTORS-MALE
    1   DP9   9 PIN CONNECTOR-FEMALE
                A SHORT LENGTH OF THIN WIRE FOR
                CONNECTIONS. (I JUST USED THE AMPLE
                LENGTH OF WIRE ON THE RESISTOR)

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BASIC

Reminder Program

STANDARD: 1A 9A 14A

The program listed below will help you to keep track of your appointments and other important times of the week. Output can go to disk, cassette, printer, or the screen.

The program could probably be adapted for a lot of other uses. If you Extended BASIC users like this program, let us know and we'll offer a faster version in Extended BASIC and eliminate the scrolled screen. Of course, if you RUN this version from Extended BASIC, it will be faster.

```
100 OPTION BASE 1
110 DIM A$(7,15)
120 FOR I=1 TO 7
130 FOR J=1 TO 15
140 A$(I,J)=CHR$(129)
150 NEXT J
160 NEXT I
170 CALL CLEAR
180 PRINT "REMINDER PROGRAM"
:"COPYRIGHT 1985":"SUPER 99
MONTHLY":"":
190 RESTORE 20000
200 FOR I=1 TO 9
210 READ S$
220 PRINT I;" ";S$;"":
230 NEXT I
240 CALL KEY(5,K,S)
250 K=K-48
260 IF (K<1)+(K>9)+(S<1)THEN
 240
270 R=1
280 IF K<>8 THEN 300
290 R=2
300 IF K<9 THEN 320
310 R=3
320 CALL CLEAR
330 ON R GOSUB 1000,2000,300
0
340 IF (Q$="Y")+(Q$="y")THEN
 999 ELSE 170
999 END
1000 RESTORE 20000
1010 FOR I=1 TO K
1020 READ S$
1030 NEXT I
1040 PRINT TAB(28-INT(LEN(S$
)/2));S$;"":
1050 CALL HCHAR(24,3,42,28)
1060 PRINT
1070 FOR I=1 TO 15
1080 PRINT I;SEG$(" ",1,2-LE
N(STR$(I)));A$(K,I)
1090 NEXT I
1100 PRINT "TIME ('MILITARY'
) AS XX:XX":"ENTER AA:AA FOR
 MAIN MENU   BB:BB TO DELETE
 AN ITEM"
1110 INPUT T$
1120 IF T$<>"BB:BB" THEN 114
0
1130 GOSUB 1400
1140 IF T$="AA:AA" THEN 1280
1150 IF T$="BB:BB" THEN 1190
1160 PRINT "TO DO: DO NOT TY
PE PAST MARK":"NO COMMAS!":"
                *"
1170 INPUT D$
1180 A$(K,15)=SEG$(T$,1,5)&"
 "&SEG$(D$,1,18)
1190 FLAG=0
1200 FOR I=1 TO 14
1210 IF A$(K,I)<=A$(K,I+1)TH
EN 1260
1220 SWITCH$=A$(K,I)
1230 A$(K,I)=A$(K,I+1)
1240 A$(K,I+1)=SWITCH$
1250 FLAG=1
1260 NEXT I
1270 IF FLAG=1 THEN 1190
1280 RETURN
1400 INPUT "ITEM TO DELETE (
ALWAYS TWO  DIGITS) ":D$
1410 IF (ASC(SEG$(D$&" ",1,1
))<48)+(ASC(SEG$(D$&" ",2,1)
)<48)+(ASC(SEG$(D$&" ",1,1))
>49)+(ASC(SEG$(D$&" ",1,2))>
57)THEN 1400
1420 D=VAL(D$)
1430 IF (D>15)+(D<1)THEN 140
0
1440 A$(K,D)=CHR$(129)
1450 RETURN
2000 PRINT TAB(8);"FILE ACCE
SS":"":"":
2010 PRINT "1. SAVE TO DISK"
:"":"2. SAVE TO CASSETTE":""
:"3. LOAD FROM DISK":"":"4.
LOAD FROM CASSETTE":"":
2020 PRINT "5. PRINT TO PRIN
TER":"":"6. RETURN TO MAIN M
ENU":"":
2030 CALL KEY(5,K,S)
2040 IF (S<1)+(K<49)+(K>54)T
HEN 2030
2050 ON K-48 GOSUB 2100,2200
```

--->

```
            ,2400,2500,2700,2900
2060 IF K=54 THEN 2080
2070 CLOSE #1
2080 RETURN
2100 PRINT "DISK AND FILE NA
ME:"
2110 INPUT DEV$
2120 OPEN #1:DEV$
2130 FOR I=1 TO 7
2140 FOR J=1 TO 15
2150 PRINT #1:A$(I,J)
2160 NEXT J
2170 NEXT I
2180 RETURN
2200 CALL CLEAR
2210 PRINT "1. SAVE TO CS1"
2220 PRINT "2. SAVE TO CS2"
2230 CALL KEY(5,K,S)
2240 IF (K<49)+(K>50)+(S<1)T
HEN 2230
2250 DEV$="CS1"
2260 IF K=49 THEN 2280
2270 DEV$="CS2"
2280 OPEN #1:DEV$,OUTPUT,FIX
ED 192
2290 FOR J=1 TO 15
2300 FOR I=1 TO 7
2310 PR$=PR$&SEG$(A$(I,J),1,
24)
2320 NEXT I
2330 PRINT #1:PR$
2340 PR$=""
2350 NEXT J
2360 RETURN
2400 PRINT "DISK AND FILE NA
ME:"
2410 INPUT DEV$
2420 OPEN #1:DEV$
2430 FOR I=1 TO 7
2440 FOR J=1 TO 15
2450 INPUT #1:A$(I,J)
2460 NEXT J
2470 NEXT I
2480 RETURN
2500 CALL CLEAR
2510 PRINT "MUST USE CS1"
2520 OPEN #1:"CS1",INPUT ,FI
XED 192
2530 FOR J=1 TO 15
2540 INPUT #1:PR$
2550 FOR I=1 TO 7
2560 A$(I,J)=SEG$(PR$,24*I-2
3,24)
2570 NEXT I
2580 NEXT J
2590 PR$=""
2600 RETURN
2700 PRINT "ENTER PRINTER NA
ME:"
2710 INPUT DEV$
2720 OPEN #1:DEV$
2730 RESTORE 20000
2740 FOR I=1 TO 7
2750 READ S$
2760 FOR J=1 TO 15
2770 IF J>1 THEN 2800
2780 D$="    ****************
***"
2790 PRINT #1:S$;SEG$(D$,1,2
8-LEN(S$))
2800 IF A$(I,J)=CHR$(129)THE
N 2820
2810 PRINT #1:A$(I,J)
2820 NEXT J
2830 NEXT I
2840 RETURN
2900 RETURN
3000 PRINT "YOU HAVE SELECTE
D 'END'.":"IF YOU PROCEED, A
LL DATA IN MEMORY WILL BE LO
ST."
3010 PRINT "DO YOU WANT TO E
ND? (Y OR N)"
3020 INPUT Q$
3030 RETURN
20000 DATA SUNDAY,MONDAY,TUE
SDAY,WEDNESDAY,THURSDAY,FRID
AY,SATURDAY,"FILE (SAVE, LOA
D, PRINT)",END
```

EXTENDED BASIC

Submerger

STANDARD: 1A 2XB 4B 5A 6B 7A 9A

Have you ever tried to segregate an important section of code that is long or complex or unique from the program in which it exists? One way is to use <FCTN> <3> to erase all of the other lines of the program until only the desired lines are remaining, but that could take quite a long time for a long program. Well, Edward Guadagno of North Branford, CT has rescued all of us from our misery! Mr. Guadagno used the addresses shown in our September "Super 99 Disk Loader" (actually, the addresses had been used by several outstanding 99/4A programmers, such as John Clulow and Barry Traver, and our original contribution was to access the line

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table in a single line of code so that our loader program could be RESEQUENCE'd and remain functional).

Mr. Guadagno's program creates a program in MERGE file format. While the program was designed to move routines or subroutines into a reusable format, we came up with some more thoughts on usage. Program lines in MERGE format can easily be broken into their "token" values. The token information is important in many advanced projects, such as determining the most byte efficient method of writing code. We have a few more thoughts that we have not yet tested thoroughly and hope to report on in a future issue.

To use the program, OLD or MERGE in the program with the routine you are seeking and then MERGE in the Submerger program. Use RUN 32000 to initiate the production of the MERGE file. Notice in line 32000 that the program is seeking three values (which must be separated by commas). The first value is the beginning line number of the routine to be saved, the second is the last line number of the routine and the third indicates how the line numbers are incremented. Use the lowest increment of line numbers found in the routine being saved. For fastest execution, RES the program into equal increments before MERGE'ing in the Submerger program. If the program seeks non-existent line numbers within a valid range of line numbers, the program will not crash, but execution time will be slower.

We hope everyone enjoys this one as much as we did!

```
32000 INPUT "SUBROUTINE TO S
AVE _TO_ ,    STEP_(X,Y,Z)":A
A,AB,AC
32010 INPUT "DRIVE 1 OR 2":D
$
32020 INPUT "MERGE FILE NAME
":NA$
32030 GHK$="DSK"&D$&"."&NA$
32040 OPEN #2:GHK$,DISPLAY ,
VARIABLE 163
32050 CALL INIT
32060 CALL PEEK(-31952,A,B,C
```

```
,D)
32070 H=C*256+D-65536 :: K=A
*256+B-65536 :: PRINT "ADDRE
SSES":K;H;
32080 CALL PEEK(-31868,F,G):
: Z=F*256+G-65536 :: PRINT Z
:: :
32090 FOR P=AA TO AB STEP AC
32100 FOR I=H-3 TO K STEP (-
4):: CALL PEEK(I,DD,EE,FF,GG
):: ZZ=DD*256+EE :: IF P<>ZZ
 THEN 32160 :: PRINT ZZ :: J
=FF*256+GG-65536
32110 RT$=CHR$(DD)&CHR$(EE)
32120 FOR T=J TO J+255 :: CA
LL PEEK(T,SS):: RT$=RT$&CHR$
(SS)
32130 IF SS=0 THEN 32150
32140 NEXT I
32150 PRINT RT$ :: PRINT #2:
RT$ :: RT$=""
32160 NEXT I
32170 NEXT P
32180 PRINT #2:CHR$(255)&CHR
$(255)
32190 CLOSE #2 :: END
```

MULTIPLAN™

Writing Assembly Source Code Quickly!

STANDARD: 1A 2XB(o) EA MP 3B 4B 5A 6B
            7A 9A

Many readers have asked for some unusual Multiplan™ applications, so here's one.

Assembly source code should be written in segments, sometimes called routines. Many of the routines can be used in many different programs -- if you can locate where you stored the routine! Our primary objective in this article is to devise a system for quickly locating and inserting a routine. Upcoming articles will show other alternatives.

The fundamental idea is that an entire routine on a spreadsheet can be given one simple name using the NAME function. Several related routines can be placed on one spreadsheet. For instance, you may want only routines
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that will link to Extended BASIC on one spreadsheet, another for Editor/ Assembler routines and another for Mini Memory routines. If you have a lot of routines, you may want to further segregate routines according to uses such as graphics, loaders, calculations, equates, etc. Give each spreadsheet an understandable name, such as "XGRAPHICS" for Extended BASIC graphics routines. Each routine should also be given a descriptive NAME such as "CLEAR" for clearing the screen or "VCHAR" for vertical character repetition. So far, we've covered only the most difficult part.

Now, to "write" the source code! Go to a CLEAR spreadsheet. Press <X> for EXTERNAL COPY. Select the name of the spreadsheet, such as "XGRAPHICS" and the NAME of the routine, such as "CLEAR". Be sure to not use the link option! After a few moments of disk access, your spreadsheet will display your routine. Move to the first blank cell below the "CLEAR" routine and select another routine. Soon, you may have an entire program written!

Once you have accessed all of the desired routines, PRINT the program to disk (use PRINT OPTIONS SET-UP to name the disk file), which will give you a VAR/80 file on disk. You'll also want to set the PRINT MARGINS (left at 0). The file will then be ready to be either modified in the E/A Editor or be Assembled from E/A.

Now, we know many of you are skeptical at this point as to the advantages of this technique. First of all, you'll have fewer source files to track down. Next, by using Multiplan™, you will have space to the right of a routine to temporarily insert alternative routines (better save the spreadsheet for this). Also, routines can be accessed by two names instead of one, the name of the file and the NAME of the routine, which yields descriptive clarity. While the E/A Editor allows using COPY, the file COPY'd cannot be immediately viewed, so that modifications are not available, whereas our method allows you to immediately view the source

code for possible modifications. Want to page through the routines on a sheet? Use GOTO NAME <FCTN> <S> (the left arrow). Keep pressing the arrow key until you reach the NAME of the routine you'd like to view, then press <ENTER>!

Ah, but there is one more problem to be dealt with. How can all of the routines that you are now using be easily transferred to a spreadsheet? Next month we'll have an Extended BASIC program to do it for you! In the meantime, if you are just itching to get going, use a WIDTH of 16 for up to 5 columns.

Now you have a strong reason for adding your Assembly routines to your user group library! And, don't forget to upload a copy onto Compuserve™ and your local BBS!

CORCOMP CONTROLLER

Meaningful Catalogs

STANDARD: 1A 2XB (TW or EA) 3B 4B 5A
            6B 7A 9A 10A

We've heard from many readers who feel that a standard catalog of a disk provides inadequate information about the programs and files on the disk. The problem can be solved fairly easily with most configurations, but we chose to use the CorComp Disk Manager for our example because of the ease with which the Manager provides a catalog.

The basic idea is simple. Begin by producing a catalog using a DIS/80 file. This can be accomplished easily through most catalog programs by re-directing the output from screen or printer to disk. Then, load the file into either TI-Writer or Editor/ Assembler. This will provide space to the right of the catalog for inserting comments for instructions, reminders, etc. about the files and programs. If more space is needed, simply insert one or more lines. The printout can be done in any print style, as we

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showed last month.

Using the CorComp Disk Manager, the process is even easier. Select CONFIGURE MANAGER. Change OUTPUT CONFIGURATION to a file name, such as "DSK1.CATALOG". When you catalog the disk, press <FCTN> <O> to output the catalog. Instead of going to the printer, it will now go to disk. As the output program is an Assembly program, it is much faster than most of the catalog programs you probably have in your library. Be sure to not save your new Manager configuration unless you want to continue to have all output be re-directed from the printer to disk.

You may leave the catalog file on your disk or delete it if you wish to provide space for more files. Of course, before deleting the file, you will probably want to print a copy on paper. If you are using the CorComp method or you have more than one disk drive, you do not have to output the catalog file onto the disk you are cataloging, thereby allowing you to have a disk that is nothing but catalogs, if you so desire. If you are a good programmer, but have only one disk drive, you can insert prompts in your catalog program to instruct you to change disks for writing the catalog to a separate disk.

Another tip is that disk labels should be permanent. Trying to remove labels (sometimes an unsuccessful venture) has been known to result in a damaged disk. One solution is to number your disks with the label and then name the disk by the number. Unfortunately, there are a few programs, such as Multiplan™, that require that a disk carry a specific name (anyone have a Multiplan™ fix for this?).

We recommend following the above instructions as soon as you start using disks. Most users start out with 2 disks and figure the 2 will hold all of the information they'll ever need. 50 disks later, the user has no idea of which files go with which programs or what a program on the disk does and allocates one weekend a month to sorting through the dozens of disks! Get off to a time-saving start!

FORTH

A Few Tips

STANDARD: 1A 2EA 4B 5A 6B 7A 9A

FORTH is really outstanding for some applications, but like anything else, problems can abound!

Reading and writing to a FORTH disk will execute as you instruct. If you don't use the proper words, you end up with garbage. One of the reasons this is particularly dangerous in FORTH is that you may not be able to track down exactly what happened. For instance, if you try to do an SCOPY and forget to use reverse notation or use the wrong base or some similar goof, then try again when it didn't seem to work, you end up with screens scrambled about on the disk. You may not even be able to get the disk to boot!

What does this tell us? First, you must (!) have a recent backup of your FORTH disk at all times! Next, if you have only one drive (so that a backup takes "forever"), keep all other users away from your FORTH disk! Do copying yourself! Finally, your FORTH manual should be at your side at all times when using FORTH!

Another problem comes about from working excessively in immediate mode. Every (!) time you get a word to work, immediately put it on a screen! If you are like most users, in about 5 to 10 minutes you will not remember what you did!

Have you had difficulties in locating something in a series of screens when using EDITOR? Just press <FCTN> <4> and the next screen will appear.

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COMMUNICATIONS

Dialing Around

STANDARD: 1A 2TE 3A 5A (o) 9A 13A

Scott Darling of Spokane, WA, Sysops a BBS that uses software by Caltex Software. Mr. Darling was recently the first to implement an upgrade from Caltex to support TE II file transfer protocol. You'll probably like this board, as Scott is very active with it. The phone number is (509) 328-0553, 24 hours.

Anyone with knowledge of an organization for Sysops or anyone who is interested in starting one should contact Tele-Comp Computer Systems, Inc., 3620 Maplewood Dr., Sulphur, LA 70663. What Tele-Comp has in mind would not be exclusively for 99/4A.

Sysops interested in starting an exchange program for public domain software on disk that is ready to be used in TIBBS™ download sections should write to Bayou 99 Users Group, P.O. Box 921, Lake Charles, LA 70602. If this program gets going, it will be a real time-saver!

If you are looking for a good BBS in the San Diego area, call the TIBBS™ there at (619) 276-3173. The Sysop is Mike Kelley, who is also President of the San Diego Computer Society TI-SIG. The TI-SIG recently requested exchanges of TI newsletters and if your group responds, your members will gain access to some valuable tips from Mr. Kelley (he was one of the first to get us excited about TI-Writer special characters, too!). The TI-SIG address is P.O. Box 83821, San Diego, CA 92138. Mike also sells TI products through his firm, IRISH INPUT, phone (619) 273-5128.

TIBBS™ boards are capable of sending speech through TE II. If you have tried accessing such speech capabilities unsuccessfully and are using a CorComp Disk Controller, you may be forgetting to by-pass the CorComp menu screen, which sets some values in memory that defeat speech capabilities. Just press the space bar twice to get to the regular TI menu screen. You'll be impressed when the BBS tells you "Hello" and "Goodbye" or some other phrase!

Looking for immediate help on a nagging question? Try the TI FORUM on Compuserve™. Compuserve™ Starter Kits are available for about $40 (less from some dealers) from most computer dealers, and local phone service is available from hundreds of cities (a special network connects you at $ .25 to $2.00 per hour in the continental U.S., depending on your location, for the phone networking). The fee from Compuserve™ is $6.00 per hour at night and on weekends and designated holidays. The Starter Kit provides you with five free hours. There is no charge for joining the TI FORUM. Ask the friendly folks on the TI FORUM for help on anything, especially on how you can most easily navigate through the many features of the FORUM during your first few calls. Conferences are one of the great features of the TI FORUM (one recent conference guest was Craig Miller of Millers Graphics!). In conferences, users are able to ask questions and get an immediate response! The TI FORUM is a great place to spend a little to save big bucks as users can tip you on the best products (including some that are free) very quickly!

We know many of you have probably been frustrated in using TE II. The buffer space is small, the baud rate is not flexible and many other features are limited. We're compiling a list of terminal emulation software, so if you know of any good programs, drop us a line. We'd like to include commercial, public domain and Freeware listings (yes, software does exist to do the things you haven't been able to do from TE II!). We'd appreciate hearing about what you've found to be the advantages and disadvantages of the software!

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99 POTPOURRI
News, Corrections, Updates, Editorials, Kudos, and Come-what-may

PUBLICATIONS:

Though it has been out for a long time, some of you may still not have acquired "The Innermost Secrets of the TI 99/4A". The book was derived from a series of articles that appeared in _Computer Shopper_™. Written by noted authority Randy Holcomb, the book covers a lot of information in 23 pages of text and illustrations (plus a few pages of ads, etc.). Chapter titles are Memory Map, The TMS9918A Video Processor, Architecture of TMS9900, UCSD P-System for 99/4A, DSR Fundamentals, and File Organization. If you've been considering disassembling the DSR, don't bother as the book has the listing in it (10 pages). Significant information such as building a PAB and accessing VDP will interest Assembly novices. The book is $5.95 from Computer Shopper, P.O. Box F, Titusville, FL 32781. Allow 6 to 8 weeks for delivery.

Though we are still looking for what we would consider an ideal book on TMS9900 Assembly Language, one of the better books we've seen is Ira McComic's "Learning TI 99/4A Home Computer Assembly Language Programming". Written primarily for the Editor/Assembler, the book includes several program listings and information about the instruction set. Though the book does not have a lot of unique information, the facts are presented in a more readable form than most of the other books we've seen. The book is available from most major book stores.

Symbiotech, Inc. has expanded their Doom of Mondular series. The series now includes three scenarios, a character generator and a variety of levels of play. For more information, contact Symbiotech, P.O. Box 320, Roscoe, IL 61073. Note that Extended BASIC, 32K and disk are required.

We thank everyone who has shown us so much support! Our rapid growth has provided us with many new sources of information and many new ideas for ways in which we can continue to provide the quality information that you, our readers, seek. Sifting through the abundance of information, applying ideas to specific projects, planning the ways we can best serve our readers and maintaining circulation records has left us a bit behind schedule. Thanks to everyone for your patience as we make a few adjustments! We're working on moving toward a more timely basis!

EDITOR'S NOTE

I can now be reached through Compuserve™. My ID is 70337,1011. Normally, the best way to reach me is through the message base of the TI FORUM (GO PCS-27). Though I may check in at other times, I will be logging in each weekend to scan the message base. As the 300 messages on the base turn over in 2 to 5 days (!), I will not always have time to keep up with all of the messages on the base.

-Richard Mitchell-

Don't forget about the many very reasonably priced programs available from Tigercub Software! For a catalog, send $1 to 156 Collingwood Ave., Columbus, OH 43213. The $1 is deductable from your first order.

FREEWARE

To get Freeware, send everything that costs money (disk, mailer, postage, etc.) to the person offering the Freeware. Pay before or after you get the software as much as it is worth (usually up to $10). Send us a note about your Freeware items!

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Steven Lawless, 2514 Maple Ave. Cedars, Wilmington, DE 19808, has a program called Masscopy. A disk cloner, it copies to 2 drives at once. It has many features and with a 128K card from Foundation, it will copy a disk in one pass!

Tom Knight, 7266 Bunion Drive, Jacksonville, FL 32222, has Super Disk Duplicator. The program copies specified sectors very quickly.

Another Tom Knight program is TK Writer, which allows TI-Writer to be loaded from Extended BASIC. The only problem noted is that Show Directory is tied to the TI-Writer cartridge. Using SD from TK Writer will lock up the console. The program is a loader for your TI-Writer programs and allows you to avoid the hassle of changing cartridges.

Frederick Hawkins, 1020 N. 6th St., Allentown, PA 18102, has X_DISASM, an Extended BASIC full-featured disassembler. It comes with a helpful 21 page pamphlet.

The first shipments of the Myarc 128K card should go out about May 1. The card features RAMDISK and Print Spool capabilities. At press time, no information was available on whether the card is compatible with products from other third party manufacturers, such as the CorComp Disk Controller.

The Milwaukee Area 99-4 User Group has organized the TI National FORTH Information Center. The group is collecting and distributing public domain FORTH screens and information. The address is 4122 N. Glenway, Wauwatosa, WI 53222. The service is

available to all interested groups and individuals (prices for disks and other items will be announced in a future issue).

Those of you considering the purchase of one of the mini-sized peripheral expansion boxes should note that some of the cards that work in the full-sized TI box will not work in the mini boxes. Consider your potential purchases and check with a reliable source before making a purchase.

Our reference to the compatible computer last month may have left the impression that it will be a clone of the 99/8. It will not be the same computer and word has it that the new machine will have some surprising features!

Triton Products Company, P.O. Box 8123, San Francisco, CA 94128, has released another catalog of 99/4A products.

Miniwriter is a very good word processor for users who have cassette and Mini Memory! It is also very useful for users who work from more than one location, but do not wish to expand both systems. Miniwriter can save to disk and then be loaded into TI-Writer! Many of the features of TI-Writer are available except most of the formatting commands. The program stores 9500 characters, not quite half as many as TI-Writer. RS-232 and printer are recommended. Available from Triton for $19.95.

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STANDARD KEY

1	Computer	A	TI-99/4A
2	Cartridge	XB	Extended BASIC
		EA	Editor/Assembler
		TW	TI-Writer
		MP	Multiplan (TM)
		TE	Terminal Emulator II
3	RS-232	B	TI
4	Disk Drive	B	TEAC 55B
5	Expansion Box	A	TI
6	Disk Controller	B	CorComp
7	32K Card	A	TI
9	Monitor or TV	A	TV & RF Modulator
10	Printer	A	Gemini 15-X PC
13	Modem	A	Volksmodem (TM)
14	Cassette	A	Any

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