

+ August N/L
to Exch
Groups

HUG NEWS
APRIL/MAY 90
JUNE/JULY 90

[REDACTED]

MEETING SCHEDULE
SUNDAY JUL 08 1:00

AGENDA: 1980 - 1990: TEN YEARS --
ANNIVERSARY CELEBRATION

>> New Place and Time: NPDA Clubhouse
Claridge Drive (see map) Key 530Z
-- 2nd Sunday each month (we hope!)

- : Meetings: JAN. 14, 90 // FEB. 11, 90
- : MAR. 11, 90 // APR. 08, 90
- : MAY. 13, 90 // JUN. 10, 90
- : JUL. 08, 90 // AUG. 12, 90
- : SEP. 09, 90 // OCT. 14, 90
- : NOV. 11, 90 // DEC. 09, 90

: HUG TIBBS - 24-hour BBS - OPEN AGAIN
: CALL 300/1200----- 713-495-7368

The Houston Users Group is organized to promote the use of the TI-99/4A Home Computer and the Myarc Geneva (TM). We invite persons of similar interest to meet with us. HUG is a non-profit group and is not affiliated with TEXAS INSTRUMENTS, INC.

IN THIS ISSUE HUG CURRENTS BITS OF

NEWS 10 YEARS

Articles: IMPACT/99 PRINTERS APPRENTICE (reprint) PRINT WIZARD (reprint)

1990 HUG OFFICERS

President --- BOB McCARTHY ...95J-7939	BBS SysOp --- GLENN COX ...495-8931	Membership/VP HENRY KNECHT ...473-8670
Soft Libr --- LARRY PIPKIN ...568-1898	Program/VF -- RON TOWE ...999-3686	Nwsltr Libr - BILL MAUTNER ...463-9557
SIG/VP ----- open ...-----	Secretary --- LYNNE NEVILL ...771-9357	Cartr. Libr.- BILL MAUTNER ...463 9557
Treasurer --- WAYNE JOBE ..894-6628	N/L Editor RICHARD LUMPKIN.469-5089	Asst. Editor- open !!! ...-----

THIS NEWSLETTER IS PUBLISHED BY THE HOUSTON USERS' GROUP, aka "HUG". ANY OPINIONS EXPRESSED IN ARTICLES ARE THOSE OF THE INDIVIDUAL AUTHORS AND ARE NOT NECESSARILY THOSE OF THE HOUSTON USERS GROUP, ITS OFFICERS, OR ITS MEMBERS. REFERENCE TO A PRODUCT OR COMPANY IS NOT AN ENDORSEMENT OF THAT ITEM. NEITHER "HUG" NOR ITS MEMBERS WILL BE LIABLE FOR ANY DAMAGES, LOSS OR INCONVENIENCE WHICH MAY RESULT FROM USE OF THE INFORMATION CONTAINED HEREIN, OR BY USE OF ANY PROGRAMS OBTAINED VIA FROM LIBRARY OR BBS. Subscription is free with membership.

BITS OF NEWS:

Recent call to TENEX in South Bend resulted in the operator telling us that they no longer have any products for the 99/4A. Triton's latest catalog is much smaller, although they may have items still in stock which they don't have listed. Better call and get what you see if you are interested!!

Source for KEYBOARDS for the 4A:
Herbach and Rademan, 401 E. Erie Ave.; Philadelphia, PA 19134-1187 -- has the Futaba KB-488 keyboards for the 4A for \$3.50 or 5 for \$16.25, plus shipping. Stock # TH23K430. Phone number is 1-800-848-8001. They are a surplus supplier, and once you order from them they will send catalogs FOREVER!. They have some really good bargains on power supplies and other components, plus some real oddities sometimes.

NEWSLETTER INFO BOX !:

PLEASE consider the following two pages (IMPACT/99) to be the rest of the APRIL/MAY newsletter, along with the meeting announcement and catalog addendua sheets which were sent out before the June meeting. The rest of this issue (JUNE/JULY) will be reprints from other N/L's.

JULY MEETING WILL BE A CELEBRATION
of the TENTH ANNIVERSARY
OF THE HOUSTON USERS GROUP !!!!

EVERYONE PLEASE MAKE PLANS TO ATTEND OUR JULY MEETING, AND PLAN ON BRINGING SOMETHING TO EAT...WE HOPE TO HAVE ENOUGH (VARIETY) IN FOOD FOR ALL, AND THE MEETING WILL BE JUST TO GET TOGETHER AND SEE WHAT WE CAN REMEMBER DOING TOGETHER FOR THE PAST TEN YEARS.

So far as we have been able to determine, the first meetings of users of the 99/4 here in Houston, as a group with formal meeting dates, occurred in the summer of 1980, and the date we have for the "Group" as such, on our history file, is August 1980. There were meetings held at the Galleria TI store then, anyway. So we have picked July as the best time to celebrate.

WE certainly hope that all present and past members will consider coming to celebrate and reminisce with us. There will be some computer demos running but the main thing will be the people getting together to talk and enjoy, so we hope to see EVERYONE.

RECAP of May 13th meeting:

Right! We had our meeting on MOTHERS DAY, but then we had our June meeting on FATHERS DAY, so now we are even, I guess.

There were about 16 people in attendance at the meeting, and the DOM was Disk Manager 1000, vsn 3.8. 5 free programs were won by Jim Barnes and ?? and 10 free by R.Lumpkin. It was noted that the BBS was down due to both consoles going out. Treasurer, N/L, and other reports were un-eventful, since nobody remembered to bring a rope or a tree.

DEMOS were of LOGO II, by Terri Towe, and of Utilities operations, by Phil Van Nordstrand, and of Multiplan info by Ray Beck. Noted during meeting that there are 4 disks of LOGO programs subfiles in our Library. Also noted during Phil's demo was the fact that there are several types of "DISK" protection, including the write-protect tab, and artificial disk-copy-blocks, plus the "protected" status of files which does not allow you to over-write that file on the disk, and the "protected" type of Extended Basic programs which can be loaded and run but cannot be re-saved or listed. Other types of copy protection involve false names and false tracking schemes and sometimes can be elluded and sometimes not. Discussed uses of DM1000 and DISKU for disk operations but not in depth as to actual sector data contained on the disks.

HUG Board Meeting for MAY was at Wayne Jobe's house on the 22nd. Two more consoles were made available (from Garage Sales at \$5.00 each) for the BBS, and purchase of another 1/2 ht drive to replace the (third) broken Tandon drive was authorized. Also, purchase of a surge protector was requested and authorized by the Board. Bank Balance then would be \$432.00, so donations for drive will be reqd at the June meeting. JULY PARTY meeting plans were discussed, plus having an extra set of consoles at the June meeting for games playing.

PLEASE NOTE: the way to get FREE programs from our library are: write and submit a program, write and submit a newsletter article, give a demo at a meeting, or come to the meetings and win on the "raffle" program for either 5 or 10 programs. EACH MONTH we give away 20 programs plus the ones for the people giving the demonstrations!!!!

JUNE meeting was held on the 17th. There were 19 people in attendance. Best news was that Bill Rister was out of the hospital and back home. We were favored by the attendance of Barton Wood (welcome back) and our ex-resident super-programmer, Jim Uzzell. DOM was Tetris. New member who joined is Don Whiteeyer, and we welcome him to the group.

Contribution was taken up for the disk drive for the BBS, and during the meeting everyone enjoyed the pies (four of them!) brought by Henry Knecht. NO WONDER he and his wife just celebrated their 50th, the way she cooks! We really do appreciate her cooking and his willingness to share it with us. So what time is dinner next Sunday??

DEMOS were of Treasure Island module, by Katy McCarthy, and the Tunnels of Doom module and game, plus Editor were demoed by Aaron Foye. He recommended printing out the complete list of game characters before doing any editing on an existing game.

Dene Foye and his sons were presented with an award for their excellent music and game programming that they have been doing for the last year--an excellent job, considering that they only got a 4A about a year and a half ago!!! Shows what can be done (maybe with a little help from your friends).

We are going to try to come up with a better sound system for the July meeting.

* IMPACT/99 *

by JACK SUGHRUE
Box 459
East Douglas, MA 01516

THE SOFTWARE BIGGIES

GENIAL COMPUTERWARE (Box 183, Grafton, MA 01519) is emerging as a TI software developer to challenge long-time leader in this field, ASGARD SOFTWARE (Box 10306, Rockville, MD 20850). Both companies' free catalogs make a 99er's mouth water.

Genial's 15 programs (by authors Peter Hoddie, Paul Charlton, Warren Agee, Mike Dodd, John Johnson, and Wayne Stith) are primarily utility: MACFLIX (\$15) lets you view, print, and save graphics created on the Macintosh; PICTURE TRANSFER (\$30) permits viewing different graphic files, creating slide shows, combining multiple images, and converting among formats (GIF, RLE, MYART, GRAPHX, TI-ARTIST) for the Geneve; TRIAD (\$20) combines the features of a terminal emulator, 40-column text editor, and disk manager in one program; HYPERCOPY (\$20) is called by Genial "the final word in disk copiers" and can copy an SSSD in less than 35 seconds, provide a skewing technique for faster disk reads, format, provide multiple copying facilities, and more; GRAPHICS EXPANDER (\$10) not only converts between TI-ARTIST and CSGD formats but can stretch, shrink, mirror, and rotate graphics all in fast assembly; GRAMPACKER (\$10) customizes GRAM emulating devices in significant and very useful ways; XBASHER (\$10) is faster and better than Jack Sughrue's SMALLIFYING program contained within his PLUS! disk and can compress up to 1/3 of an XB program; XB:BUG (\$15) debugs, modifies, searches, displays as it provides a fine XB tool for the programmer; REMIND ME! (\$15) functions as a fun and fast schedule planner with all kinds of built-ins; BROWSE (\$10) aids in the management of text files by permitting viewing, printing, combining, and browsing; PC TRANSFER'S (\$25) fast and efficient way of moving data between your TI (and/or Geneve) and an MS-DOS machine make this an extremely valuable tool for those 99ers who work with IBM; GENIAL FONT PACKS (\$10 each) provide a collection of 19 different fonts for use with TI-ARTIST along with some additional graphics programs; and FIRSTBASE (\$49.95) a full-featured database program expected to be the only real competition to the powerful TI-BASE (\$24.95 - Inscebot, P.O. Box 291610, Ft. Orange, FL 32029), will have a variety of exceptionally fine database features for the TI or Geneve.

Asgard's catalog of 57 software packages contains a larger variety of materials for the TI/Geneve user: games, graphics, utilities, production tools. In addition to Hoddie, Agee, and Charlton, the author/artists who create Asgard software include Ken Gilliland, Donn Granros, Harry Wilhelm, Tom Wynne, Chris Bobbitt, Ed Johnson, Robert Coffey, Tom Bentley, John Behnke, Jim Reiss, Mickey Schmitt, Paul Scheidemantle, Howard Uman, Tom Wible, Travis Watford, and Charles Earl.

Games: BALLOON WARS (\$4.95) an arcade strategy game with 20 screens of dangerous manned balloon flying; COLUMN ATTACK! (\$9.95) an 11-level fast arcade game demands perfect laser control to defeat the insane Flugelins; DOOM GAMES I & II (\$7.95 each) include a pile of bizarre epics for the TUNNELS OF DOOM addicts; THE GAME PACK (\$5.95) provides two distinct arcade games on one disk [Haunted Mine II and Missile Wars]; HIGH GRAVITY (\$9.95) is an addictive space simulation game that must be played to be appreciated [and my personal favorite]; VOLCANO

Reprinted in

FORTRESS (\$7.95) is a collection of five additional TOD great games; LEGENDS (\$22.95) is considered by MICROpendium, Computer Shopper and many newsletters to be the best graphics adventure game EVER for the TI; LEGENDS II: THE SEQUEL (\$17.95) features so many new, exciting things it is already considered by many to be even better than its predecessor; OLD DARK CAVES: THE LOWER CAVERNS (\$17.95) by the same author not only continues with the extraordinary graphics of the LEGENDS series but contains a 50-level dungeon; OLIVER'S TWIST (\$9.95) will satisfy the cravings of Adventure Module owners with this very unusual adventure.

Graphics programs from Asgard that are \$7.95 each include two sets of ARTIST BORDERS, five of ARTIST FONTS, and nine of ARTIST INSTANCES. The variety of these TI-ARTIST collections is incredible. There is also ARTIST ENLARGER (\$9.95) which can enlarge, squeeze, stretch, or reduce singly on in multiple passes any pictures or fonts; FONTWRITER II (\$22.95) provides a companion/environment for TI-ARTIST that will let you successfully use graphics with any version of TI-WRITER; GRAPHX COMPANION SERIES (\$24.95) contains all four packages of this popular series of hundreds of pictures, clipart, borders, fills, and more; DISK OF DINOSAURS (\$12.95) is a delightful and unique graphic package of dinosaurs and animation; GRAPHX SLIDESHOW (\$9.95) allows viewing of GRAPHX or RLE pix in extraordinary ways; MY-ART COLORING BOOK (\$9.95) for the Geneve is a companion to the MY-ART program.

Although Asgard has always been famous for such productivity tools as RECIPE WRITER (and the ELECTRONIC GOURMET companions), SCHEDULE MANAGER, STAMP MANAGER, and the freewheeling C-database TOTAL FILER, the company has released a new pile of unique additions. TYPEWRITER (Disk \$19.95, Module \$24.95, Module with built in printer port \$39.95) is just what it says it is - a full-featured electronic typewriter that is incredibly easy to use; CALENDAR MAKER 99 (\$19.95) and CALENDAR MAKER UTILITIES (\$12.95) will satisfy even the most jaded calendar user with user-friendly graphic/text picture-perfect calendars from any month or any year from 1600 to 2400; CASSETTE LABELER (\$9.95) simply and quickly prints detailed cassette box inserts for your computer or audio cassettes; FORM MAKER 99 (\$24.95) not only creates very complicated business forms but almost any kind of ANYTHING that can be designed for home, school, business, PTO, the kids, or anything else; and PRESS (\$59.95) already described at the best word processor for the TI is compared favorably to the massive processors for the IBM and others.

Asgard's Utilities include BATCH-IT! (\$19.95) which permits all kinds of sophisticated programming techniques with a minimal amount of effort; EZ-KEYS PLUS (\$14.95) considered the ultimate XB programmer's environment has just as many uses for non-programmers; BEYOND VIDEO CHESS (\$9.95) lets you - AT LAST! - save and load chess games to disk, print screen or listing of moves, control the pieces with a joystick, use the board for two players, and more; MUSIC SYNTHESIZER (\$9.95) lets a novice create music by dropping the notes onto a screen page; PR-EDITOR (\$19.95), a multi-featured, superb text editor, is an programmer's ultimate tool, no matter what language you write in; RAM*BOOT (\$9.95) automatically boots setups for Myarc's 128 and 512K cards; TOD EDITOR (\$19.95) is the only utility for creating or changing TOD games; QUICK-RUN ((\$9.95) may be destined for the most-used XB utility for the TI once people begin to use it as it the fastest way to operate XB programs in existence.

It is well worth every TI owner's time and quarters to send off for these tempting, descriptive catalogs from Asgard and Genial.

Reprinted in

>>>> FORMATTER: <<<<
Page 15 - 20 of manual.

X-Main TPA menu
F-4 Stops printing
F-6 Gets next page of directory
F-9 Escape to main formatter menu
T-Allows renaming DSK?.Textfile
B-Buffer file
E-Extrnfile for use with Scheduler
F-Allows renaming DSK?.Fontfile
G-Go executes formatter
H-Allows user to hyphenate during printing. See pg 18
J-Allows loading/creating text via the JOTTER.

>>>> JOTTER COMMANDS: <<<<

F-1 Delete character
F-2 Insert character
C-R Reformat
F-3 Delete line
F-4 Roll down
F-6 Roll up
F-8 Insert blank line
F-9 Jotter main menu
F-S,D,X,E move cursor
Use "CR" at end of text, (pg 19)
P-Printer command (Star PID.CR.LF)

>>>> NOTICE!!! <<<<

Configure the next section before creating any EXTRNFILES.

V-Variables allows redefinition of parameters
Note: Commands for this should be as follows for star printers.

Prntr type-G main E psn
Density-Q or D
Font Sdsh-Oush-S or U (whichever style font your using)
Linefeed size-Q
Space Width Ascii32-4
Intercharacter width-2
Font/Ascii-F or A
Wrap/Fixed-M best or F
Ragged/Microadjust-R or M best

NOTE: When entering the following information keep in mind that any graphics to be printed left, right or center will require special handling of the text. ie: 1st determine how many pixels wide the graphics will be including any margins, and whatever is left of the page is available for text. For example, centered graphics will require separate text files, one for the left side, one for the right side, one below, and possibly one above the graphics. Any other "Broken" text will require separate text files which must be converted to an "EXTRNFILE" for use in the Scheduler. Any file name you choose will work just remember them and their order to be

printed.

S-Single density
D-Double density
Q-Quad density

NOTE: The numbers shown are how many pixels it takes to print across a page.
Left margin-(S 0-479)or(D-Hs 0-959)
Right margin-Same (B 0-1919)
Next breakpoint-Q see pg 17

>>>> SCHEDULER: <<<<
Page 21 - 24 in manual.

E-Toggles Printer/Extrnfile
G-Go Initiates command shown on screen
M-Modify data: Select letter

NOTE: The maximum number of files that can be "Scheduled" for printing in one document is (75). These files consist of files created using "GRAPHIC ART" (artwork) converted to an EXTRNFILE with the Picture Editor, and "JOTTER" or T.I. Writer (textfiles) which are converted to "EXTRNFILES" using the Formatter. The "SCHEDULER" ties it all together by allowing you to place the various files in the order and location you want them printed on the page.

E-Edit

Row-enter how far down page printing should begin for each file. (microlinefeeds "pixels")

Col-enter how far from left margin printing is to begin for each file. (pixels)

#Reps-enter how many times the file will be printed (works well for borders)

U-Up scrolls back through file names in the reverse order they will be printed, (can be edited)

D-Down scrolls forward through file names in the order they are to be printed, (can be edited also)

I-Insert a blank file name

A-Active jumps to the selected Disk Directory Window
F-E/X enabled, (helps to recall file names)

P-Print prints contents of "SCHEDULER" including headers.(confirms contents). Use PID.CR.LF for Star printers.

S-Size reads the row and column information stored in an EXTRNFILE header into the Row/Col (this helps during layout)

B-Blockmove allows a "Block" of contiguous files to be moved horizontally or vertically as a unit.

Z-Zap deletes current data item

E-Exit to main Scheduler menu

C-Clears data

D-Disk directory (select drive) F-E/X scrolls file names
R-Reads the EXTRNFILE currently shown on screen including Row/Col/#Reps. (useful for confirmation/editing)

M-WriteS over the EXTRNFILE shown on screen after editing of Row/Col/#Reps. (be careful).

X-Exits to Main menu.

MADHUG

Print Wizard was introduced by Triot Software last year at the Chicago Faire. It has gotten some nice reviews lately in the various newsletters on our exchange list.

If you have ever seen or used Print Master for the MSDOS machines, you will recognized that Print Wizard is patterned very closely after this package (within the limits of the TI's memory space). As with most long IBASIC programs, it takes a long time to load and get ready to run. In scanning the code, I cannot determine if it has utilized any Pre-Scan operations and it seems to take forever to start running.

As with Print Master, Print Wizard offers you a choice of greeting cards, signs, or letterhead. The manual is one of the best I have come across in a long time and guides you through each step. You are allowed a border, text and graphic at the same time. The card does print in all the right places to fold for a standard greeting card.

You have a choice of 3 sizes for your graphic and depending on that choice, a variety of ways to place that graphic on your screen. There is a small box on the screen which shows you how many of your graphics can go on a side and where you can choose to place them. If you also want text, it sometimes becomes tricky not to intermingle them.

You get all of the above with Print Master also, except that with the additional memory available, you can actually see what the finished product will look like before it is printed. There are now many libraries of graphics available for Print Master, but I have yet to see any new fonts or borders. This is where our slow-poke Print Wizard has the advantage. You can convert your TI-Artist fonts and graphics (in fact all the graphics and fonts on Print Wizard come from a companion disk for TI-Artist produced by Triot Software) and convert them to Print Wizard format. Although I have not tried it, there are instructions so that you can create your own borders.

This makes Print Wizard a very versatile program.

But, if it wasn't so slow, you say. It takes up to 45 minutes to create and print just one card. There is no way to save your cards, or is there? There is an advertisement currently running for a discount department store where the woman chants with a one-purpose thought, "paper towels, paper towels". Computer users should always be thinking, "print to disk, print to disk". This will make Print Wizard a completely new program for you.

At the menu screen, where you are asked to configure



10

it to disk. The time will be the same as when printing to the printer, but if you want multiple copies, they are printed in a fraction of the original printing time.

The idea for this came from Tom Wynne of the Tacoma 99ers last fall. He said most of the graphic programs could be printed to disk and then run through an IBASIC program for multiple copies and speed (since the printer commands are already converted). In the case of Print Wizard, it saves in a D/V128 format. I use a little program similar to:

```
100 OPEN #1:DSK1.FILENAME.INPUT.VARIABLE 128
110 OPEN #2:"PIO CR",OUTPUT
120 IF EOF(1) THEN 140
130 LINPUT #1:AS :: PRINT #2:AS :: GOTO 120
140 END
```

With this in mind, I have geared up to use Print Wizard in the following manner. I have printed out all of the borders and given them the same names as in the manual. I am planning to take my favorite graphics for special occasions such as Christmas, Easter, Valentine, Birthday, etc. and make up a disk. Then as I run onto some favorite sayings or poems, I will create a disk with the various fonts provided or convert some others. THEN, when I need a card for that special occasion, I can print it out in about 5 minutes or less. If you return your paper to the starting position after printing the border, or graphic, or text, it will be perfectly placed on the paper just as though it had been printed all at once. Also, using this method, I can mix and match border, graphics, etc. and can also print in a variety of colors and can even use more than one graphic on a page. It has made using Print Wizard a pleasure instead of frustrating. The little program above could be enclosed in an array so that multiple copies could be made without resetting. A person with a set of templates and the above little program would not even need Print Wizard to create cards.

I have spent most of my time on Print Wizard doing cards as it seems to have more potential than others we have for doing that. The sign program is also nice, but there are much better programs available for Letterheads, and I don't plan to use that feature at all. For \$19.95 and the above suggestions, you could do some very creative Christmas cards this year!

Reprinted from the

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THE PRINTERS APPRENTICE
A Command Review
By Rick Alston

I have found The Printers Apprentice to be a most fascinating program. It is available by sending \$22.50 to McCann software P.O. Box 34160 Omaha NE 68134. It is relatively complex but is also much more versatile than other programs of its type on the T.I. market to date. This shouldn't scare you away from this outstanding program, since it alone allows you to do things that aren't possible with other similar "Printshop" type programs, T.I. or non T.I. Your imagination is your only limitation. I found the documentation to be rather difficult to follow, with no consolidated command listing. This means you have to leaf through the pages of the manual to locate the appropriate information through a series of "Descendents", which for me was confusing. What follows is not complete enough to replace the manual but is a consolidated list of commands with a brief explanation of those functions not plainly described in the manual. These should hopefully get you into the program a little more simply allowing you to experience the vast power and versatility of The Printers Apprentice.

NOTE: The following programs are a must to fully utilize The Printers Apprentice:

T.I. Artist with companion disks.

CSGD complete set of disks.

TPA font disk, TPA Toolbox.

>>>> PICTURE EDITOR: <<<<<

Page 11 - 14 of manual.

Prefixes are F=Fctn / C=Ctr]

F-S Cursor left
F-D cursor right
F-E cursor up
F-X cursor down
K-Erase cursor left
I-Erase cursor up
L-Erase cursor right
, -Erase cursor down
S-Draw cursor left
D-Draw cursor right
E-Draw cursor up
X-Draw cursor down
M-Reflect picture horizontal axis
N-Reflect picture vertical axis
F-1 Reduce horiz width of paint brush
F-2 Increase horiz width of paint brush
F-3 Reduce vert height of paint brush
F-8 Increase vert height of paint brush
F-4 Clear screen, erase all drawings

NOTE: Use of the red marker is outlined on page 13

F-5 Toggles red marker on and off (shaped like white cursor)

F-7 Draws / Erases a line between cursor and red marker

F-8 Increase vert ht of paint brush

F-9 Exit to Picture Editor exit menu

F-0 Toggles between draw and erase mode

F-C Draws/Erases a circle centered at marker position outer edge at cursor

C-9 Toggles row column counter

C-= Klipper allows a 24 X 24 pixel area to be saved into a font file assigned to a corresponding letter. pg 14.

C-B Load/Save pg 12

C-P Print/Picture option pg 12

>>>> CHARACTER EDITOR: <<<<<

Page 6 - 10 of manual.

E selects EDIT and provides:

Fctn-S Cursor left

Fctn-D cursor right

Fctn-E cursor up

Fctn-X cursor down

K-Erase cursor left

I-Erase cursor up

L-Erase cursor right

, -Erase cursor down

S-Draw cursor left

D-Draw cursor right

E-Draw cursor up

X-Draw cursor down

F-1 Delete column at cursor

F-2 Insert column at cursor

F-3 Delete row at cursor

F-4 Clear screen

F-5 Switch editing windows for OUSH editing

F-6 Reflect character through vertical axis

F-7 Reflect character through horizontal axis

F-B Insert row at cursor and duplicate

F-9 Escape to character editor menu

C-R Redraw small window to screen

NOTE: Printer/file name and variables have to be set before using the next option. (see print options pg 9)

C-P Print the current character

C-1 Delete pixel in current row

C-2 Insert pixel space in current row

NOTE: Select S or O before going to the next two options. (S=single strike 1-479 dots per line), (O=overunder strike 1-959 dots per line).

C-9 Character save and load control

C-= Font height control

D-Directory catalogs selected drive

X=Escape

Space character requires creation and blanking in all font files. Font upgrade, page 11

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>>>> FORMATTER: <<<<
Page 15 - 20 of manual.

X-Main TPA menu
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F-9 Escape to main formatter menu
T-Allows renaming DSK?.Textfile
B-Buffer file
E-Extrnfile for use with Scheduler
F-Allows renaming DSK?.Fontfile
G-Go executes formatter
H-Allows user to hyphenate during printing. See pg 18
J-Allows loading/creating text via the JOTTER.

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Use "CR" at end of text, (pg 19)
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V-Variables allows redefinition of parameters
Note: Commands for this should be as follows for star printers.

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Density-S or D
Font Sdsh-Qush-S or U (whichever style font your using)
Linefeed size-Q
Space Width Ascii32-4
Intercharacter width-2
Font/Ascii-F or A
Wrap/Fixed-M best or F
Ragged/Microadjust-R or M best

NOTE: When entering the following information keep in mind that any graphics to be printed left, right or center will require special handling of the text. ie: let determine how many pixels wide the graphics will be including any margins, and whatever is left of the page is available for text. For example, centered graphics will require separate text files, one for the left side, one for the right side, one below, and possibly one above the graphics. Any other "Broken" text will require separate text files which must be converted to an "EXTRNFILE" for use in the Scheduler. Any file name you choose will work just remember them and their order to be

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G-Go Initiates command shown on screen
M-Modify data: Select letter

NOTE: The maximum number of files that can be "Scheduled" for printing in one document is (75). These files consist of files created using "GRAPHIC ART" (artwork) converted to an EXTRNFILE with the Picture Editor, and "JOTTER" or T.I. Writer (textfiles) which are converted to "EXTRNFILES" using the Formatter. The "SCHEDULER" ties it all together by allowing you to place the various files in the order and location you want them printed on the page.

E-Edit

Row-enter how far down page printing should begin for each file. (microlinefeeds "pixels")

Col-enter how far from left margin printing is to begin for each file. (pixels)

#Reps-enter how many times the file will be printed (works well for borders)

U-Up scrolls back through file names in the reverse order they will be printed, (can be edited)

D-Down scrolls forward through file names in the order they are to be printed. (can be edited also)

I-Insert a blank file name

A-Active jumps to the selected Disk Directory Window F-E/X enabled, (helps to recall file names)

P-Print prints contents of "SCHEDULER" including headers. (confirms contents). Use PIO.CR.LF for Star printers.

S-Size reads the row and column information stored in an EXTRNFILE header into the Row/Col (this helps during layout)

B-Blockmove allows a "Block" of contiguous files to be moved horizontally or vertically as a unit.

Z-Zap deletes current data item

E-Exit to main Scheduler menu

C-Clears data

D-Disk directory (select drive) F-E/X scrolls file names R-ReadS the EXTRNFILE currently shown on screen including Row/Col/#Reps. (useful for confirmation/editing)

W-WriteS over the EXTRNFILE shown on screen after editing of Row/Col/#Reps. (be careful).

X-Exits to Main menu.

MADHUG

ARE THE HARD DISK DRIVE CONTROLLER AND THE RANDISK COMPATIBLE?
 BY Phil Van Nordstrand, HUG (JULY 1990)

You can bet they are compatible, at least if you are talking about the Horizon Randisk, and the MYARC Hard and Floppy Disk Controller, which is all I know about. There is a new HFDC design that may be available later this year which may give different results but it would probably be as useful as MYARC's or it won't sell. I will tell you later a few minor details involved in configuring the hardware but first let me tell you how I use them together.

The Randisk can be configured by the ROS (Randisk Operating System software) V.7.3 to run a program immediately on power-up. The program could be Funnelweb, but I use John Johnson's BOOT (10/16/89 Version) which is similar but better than his MENU. (BOOT works fine with floppy disks too). My Randisk is an older version, with memory size slightly larger than a DSSD floppy but I split that memory up into two 'disks' of 360 and 376 sectors. One of the disks ('DSK3') contains BOOT and much of TI-BASE. I named the other 'disk' ('DSK4') PRBASE and contains the main part of that system and also the most used files from Funnelweb (hereinafter called FNB). I could have split PR-Base files off into a separate named but unnumbered 'disk' but that would have taken sectors away from 'DSK4' which I might want to use temporarily for some long files.

Here is a short review of BOOT, especially as it works with the hard disk. BOOT presents three screens with a total of 27 choices. The first three options are utilities to: (1) display a Directory; (2) View a DV/BO text file; or (3) Run a program where you have to type in the program name. The Dir. function allows you to step thru any disk directory and select the file to be Viewed or Run. The only limitation is that the programs to auto-run have to be Extended Basic or E/AS type (Program).

The other 24 menu choices allow the user to name 24 programs that might get used frequently. Many of the menu choices I have selected refer to programs stored in the Randisk and include FNB, DM1000 (also part of FNB), TI-Base, PR-Base, XB without auto-load, and Disk#2 with auto-load. Several of my choices involve the callup of a floppy disk. There is no problem using BOOT to do the same operations with the hard disk files. The path name has to start with WDS1 instead of DSKn and the pathname must include the appropriate subdirectory name(s). The hard disk programs presently on the menu are ones I use a lot. One is Barry Traver's 3-Column Cataloger, one is Jesse Slicer's hard disk head parking utility, one is the complete PR-Base system, and one is MDMS, the most important one to have at one's fingertips. MDMS is MYARC's DISK MANAGER utility. Since it takes less than a minute to add or to change and save a BOOT menu choice, it is no big deal to change ones mind about what to have on this start-up menu.

One of the nicest features of the hard disk system is the use of subdirectories. I use them to help organize my programs in categories. Some of my choices are UT for utilities, CAT for catalog and library programs, SS for spread sheet programs, GT for the Genial Traveler Diskazine disks, HCM for Home Computer Magazine disks, etc. Two unique subdirectories are necessary for certain programs. One is DSK for programs requiring a Volume name like Multiplan and PRBase. The other special category is DSK1 for programs that you might wish to come up every time you select Extended Basic. I prefer not to use this feature but it might be useful to load BOOT or FNB's Disk Review if I didn't have the Randisk with its automatic power-up feature. When DSK1 Emulation is active, your floppy drive numbers are changed to DSK2, DSK3, etc. This DSK1 Emulation can easily be switched on and off thru MDMS.

For some programs like Harrison Software's MILITARY music, I went into the Ext. Basic programs (Load plus 24 short Call programs) and changed each disk callout from DSK1.xxxx to WDS1.MUS.MIL.xxxx. I have changed many programs that way but fortunately, most programs do not have any disk callouts.

When I list the directory for the hard disk using a normal cataloger, I get a list of all the files in the main directory but that are NOT in subdirectories (mainly MDMS files in my case) and it also lists the first level subdirectory names. I now have a printout of this directory taped to the front of my PEB in case I have trouble remembering the various category names. If I want a list of all the files in a category (subdirectory), I can print that out from MDMS or from some catalogers. I can also print out the entire directory including all the subdirectories and their files in one nicely organized master list.

BOOT's DIR function saves the day when I have trouble remembering the entire pathname of a program that I want to run or a DV/BO file I want to view. I type in as much of the pathname as I am sure of and ask for that directory. That will show all the file names in that directory, if any, or the next level of subdirectory names. If needed, I can repeat the process (use REDD) to go to the next lower level subdirectories for the runnable files. So far, I have only gone to two levels of subdirectories. MDMS will allow me to trace the pathname with fewer keystrokes but I can't run or view a file from MDMS like I can with BOOT. It is smart to keep the directory names short and limit the levels of subdirectories as

BOOT has a limit of 21 characters in the pathname.

One feature of the HFDC that saves on disks is that it supports double density which the TI controller can't do. Another nice feature is that you can have three subdirectories on a floppy disk as well as the usual main directory. This feature allows one to put 4 SSSD disks onto one DSDD disk and keep the files separate. This is neat especially if each one has a file named LOAD that you don't want to rename.

In case anyone has any doubt, all the usual TI file commands work the same with the HFDC/hard disk as for the TI floppy disk system, including SAVE, QLD, RUN, OPEN, PRINT, etc. One new feature with the HFDC that TI should have included in Basic and Extended Basic is being able to see a directory from the command mode without disturbing a program in memory (similar to the Show Directory in TI-Writer). That should help in programming to be able to see what files are on a disk, particularly if one is going to merge Ext. Basic programs and/or combine some of the assembly language routines available from various sources.

There are some minor restrictions that apply to the use of the hard disk:

1. Neither FNB's Disk Directory, Disk Review nor DiskPatch will allow access to MDS1 as those programs only allow a disk number to be entered. DM1000 has the same limitation.

2. If for some reason, one has the HFDC installed but no hard disk or it is not powered up, there is a long delay (about 50 seconds) before the HFDC will access a floppy disk. However, the Raadisk has a higher priority than the HFDC so it is not delayed at all.

3. The back-up of the hard disk with MDMS is very time consuming. The last time I did this took forever (five DSDD disks) and I'm not sure it worked. (I'm afraid to try to restore those floppy disk files to the hard disk). The alternative is to back-up only those files that are unique (e.g., data base files) at the subdirectory level (one pathname) rather than trying to save the complete hard disk. That feature seems to work fine for me. If I should have to restore the entire disk, I can always restore important programs as I keep a master floppy of programs as I acquire them. At least I have reduced the disk mess a lot now that I don't have to keep a second (working) copy of the important programs. MDMS has an additional feature of back-up of only the files that have been added or changed since the last complete back-up, which I haven't tried. Also there is the promise of a tape back-up feature in our future, but I doubt that I could ever justify the cost.

4. There are two minor deficiencies of the MYARC MDMS that I would like to see eliminated if I were president. One is that when copying a bunch of files to a floppy disk, it does not tell one the total number of sectors required as is done with DM1000. A hand calculator could of course be used if it appears that there might be a problem. The same lack of total sector information is lacking when looking at any directory from MDMS. (However, it does show the total sectors used and free for the hard disk.) The other is that a hard disk head parking program ought to have been included with MDMS as a menu item and, if possible, implemented each time one quits MDMS.

5. There may be a problem using the hard disk for the PR-Base data files. (Changing data is a problem according to BJ Mathis of the SW99ers). BJ had some other problems with text files from BA-Writer which may be unique to their hardware or may be generic. I haven't used PRB data files on the hard disk and I don't have BA-Writer so I can't confirm those problems. I have discovered that the original PR-Base (Version 2.0) data disks are not recognized by the HFDC but Version 2.1 data disks made with PR-BASE are recognized. (So far I have used only floppy disks for storing the data and that procedure works fine). My HFDC had some real problems with the SAVE function as first delivered to me, but with the newer EPROM Ver.11 and MDMS V1.29 the HFDC works fine.

6. I originally had trouble using Asgard's HARDMASTER program with the hard disk sector level functions, but the latest Asgard News had a simple change to one byte in the program that fixed it. The problem was unique to smaller capacity hard disks and apparently my 10Mb is in that category. (HARDMASTER is similar to DISKU or DISKPATCH for looking at and changing disk sector information. It also has some neat directory functions).

There is very little to be concerned about with the hardware setup. I configured the Horizon Raadisk DIP SWITCH to a CRU address of >1000 and the HFDC DIP SWITCH for a CRU address of >1100, the address used by the TI Disk Controller. There is no problem with using both the TI and the MYARC controllers in the PEB, as long as you set the HFDC Dip Switch to something other than >1100. I recommend this setup until one sees that the hard disk and the HFDC are working properly. (Changing the DIP Switch later does not affect any info stored on the hard disk).

One slight complication installing the HFDC is that there is only one floppy drive connector on the HFDC while there are two connectors on the TI controller. This could require revising the cabling to ones second and third floppy drive, depending on how they are presently connected.

One precaution I use in inserting the HFDC is to keep an open PEB slot on each side of the HFDC as it has two very warm areas on it and I didn't want to overheat my Ramdisk!

There seems to be some uncertainty as to the power-up sequence. The foolproof method is to use a master switch on an outlet strip that powers up everything at one time. I have had no problems doing that over a long period. BOOT on the Ramdisk is active almost immediately so I often select FWB and the Editor with two key strokes while the monitor is still warming up and the hard disk is coming up to speed. I was leary about selecting the hard disk before it came up to speed but that has not been a problem. When I do try it, I can see the drive's red light blink faintly once or twice but its circuitry prevents the heads from being activated until it is up to speed and ready.

In conclusion, I am extremely pleased with the combination. My hard disk is a 10Mb CMI, obtainable now for about \$75. My Ramdisk is secondhand, and purchased for about the same price. The only problem I've had was when one of the three AAA Ni-Cad batteries expired and I thought it was something serious! I have lost the Ramdisk programs several other times for unknown reasons but the files were soon reloaded. I intend to soon expand the Ramdisk size to 256K from its present size of 192K (another 254 sectors) per the Sept. 1989 article in Micropendium.

I haven't gone into detail on the advantages of the combination but the hard disk speed of 12 times a floppy disk is the main one and the Ramdisk is much faster than the hard disk. Also I save a lot of time previously wasted looking for a particular disk. One nice feature of MDMS for copying disks, etc., is that only one keystroke is needed for most functions. For example, E for Exit instead of FC M-9 (Back) and X for execute instead of FC M-6 (Proceed). These commands are always displayed at the bottom of the screen.

I now have both the hardware and software tools to speed up the disk operations and eliminate much of the waiting time. All I need now is to get to work and do some programming or get to work on some useful data base work.

Ed. Note: Many thanks to Phil Van Nordstand of the Johnston Users Group and Houston Users Group for contributing this article. It seems to answer many of the questions which a typical new owner of either the RAMDISK or the HFDC would have, but would not necessarily know to ask, except by trial and error (read "failure to work right and I have no idea why and the book is no help!").

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