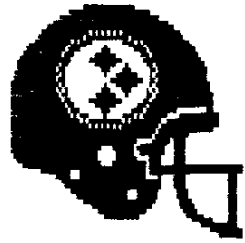




OSHAWA TI
99/4A
COMPUTER
USERS GROUP

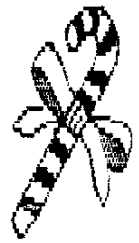


JAN '96

OSHTI



JOLLY MEETING



The combined KAMARTHA-OSHTI Christmas party was a great success. Thanks again to Glen Daniels and his wife for hosting this affair.

The weather cooperated for us and the storm that hit us the next morning was pretty bad. Fortunately, the storm waited for us to get home safely.

While the evening was one of pleasant chit-chat and conversations, we did get some TIing done. I brought along 2 small TI computers for display - a TI CC40 (1983) and a more modern TI 85 graphical calculator. Both are computers with a programming language built in. They demonstrate the fact that things are getting SMALLER with each generation of computer. The CC40 I literally, 'picked up' when TI was moving from their Richmond Hill warehouse. They are moving toward the 'down town' Toronto area.

The CC40 is the computer that Charlie Good has been writing about for years and I can see that it is a 'hand-y' little computer. The one I have has NO extra memory, and NO cabling to a TI 99/4A, but these things are still available from sources in the US. Maybe in May, I will be able to pick these up at Cleveland.

I also demoed a program on the TI 85 which drew the TI LOGO on the screen in HI-RES. Of course, neither of these computers have COLOR or SOUND! But what the heck do you want them to do? There are games for the TI 85 which have been written and distributed over Internet and a Windows program which can access the TI 85; these are things for the future.

I think most people were surprised to see the WINDOWS 95 LOGO on the TI program demo that I did. Although you might think that it was an original idea to do this, I got the idea from another newsletter. The Win-95 logo was drawn using TI-Artist. A lot of time was spent making sure that the color was good. This and any other TI-Artist picture can be loaded from disk in the MISSING LINK environment with a very simple command. This can make a

program look really good and is an easy way to put title screens of real quality on the screen without a lot of programming.

I don't know what it was that I said to scare the girls off into the other room, but they came back when they heard that the demos were over.

Doug showed us his skill in putting a Christmas banner together using PAGE PRO Banner Maker. This was a real work of art and labor of love. Glen also made a banner using another program. What was impressive about the Glen's banner was the use of two rows of large print one under the other. I sure got a lot of good ideas from seeing these banners. Thanks guys.

Well, the food was great, the cider tangy, the room cozy and the company convivial! What an excellent way to start the Christmas season.

TERM 80 CONT'D



My ANSI compliance is near perfect. I support all the main functions that ANSI has, and ignored those which are never, or rarely used. (protected text block, etc...) I

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implement 8 Colour ANSI, which as the name implies, has only 8 colours. One thing I don't support, which I should (but the II is too limited to handle properly) is Bold Text. Blink Text is rarely used, or supported, so I ignored that too. (not to mention it's next to impossible to do properly on a II!) Italics are also completely ignored... on a lowres II italics are impossible to get looking good anyhow.

The ANSI implementation I have made has all the standard cursor movement, text/line inserts/deletes, screen segment deletes, etc... To see a comparison of supported commands with other terminals (like Telco), and the list of actual command codes, see the appendix on ANSI control.

K. The FUTURE!!!!

If you have a time machine, and travelled ohh... to late Spring '95, you would probably be able to catch me finishing off the first demo edition of Term 80 v4.0. V4.0 is MORE than a terminal program, it will be an entire OS + have TONS of applications. I am planning a TRUE GUI interface, FULL support for expanded memory cards, mice, etc... It will have picture viewers/converts a text editor, file utils, and PROGRAMMER SUPPORT. Yes, I will release tools for designing your own Term 80 modules to make use of it's functions + libraries, and devices. Term 80 v4.0 *should* have support for expanded video cards/devices (TMS9938) and the ability to run off of the Geneve.

Anyhow, I just want to finish this all off... so no more dreaming for now. Let me just say this, if Term 80 v4.0 is as successful as I hope it will be, the II community will DROOL over it!

Phew!! I'm FINALLY here!!!! Well... I must say I am GLAD to finish off this project and ship it off! It has eaten up ENOUGH of my time. At last estimate, over 1000hours. (What do you expect? hmm... I guess that averages out to 20 lines per hour (sigh)). There are for sure over 20000 lines of code from loaders to savers to intermediate extractors of data, and utils I put together for Term 80. I even did such things as update my PAPERSAVER program to make things even easier on me.

This is the BIGGEST project I have ever put together... I've been working on a II Emulator, a whole password system, a bunch of other things like a rather powerful status line program on the Amiga, but this is by far the most difficult and the longest (then again, Assembly language is much harder than programming in Amiga E). (I should REALLY thank Wouter van Oortwierssen for his WONDERFUL language, it's been quite relaxing to work in, compared to the rather stressful and hectic ML programming.)"

"If you want to get the full version of this program please do one of the following:

- write to me via mail at:

Jeffrey Brown
2111 Montreal rd. #102
Gloucester, Ontario, Canada.
K1J 8M8

- send Email at:

bb737@Freenet.Carleton.Ca

- post a message in Usenet newsgroup:

comp.sys.fi

- phone me at:

(613)746-1013 (voice line) "

I believe a \$23 cheque is the price.

NEW TI PRODUCT



One of the things that I noticed at SHOPPERS DRUG MART was a little calculator. On closer inspection I found that it was a little (very small) hand-held telephone/memo organizer. It had a QWERTY keyboard and a little button in the upper right corner for del/ins. It looked a lot like the TI-92 that I pictured in the Nov. newsletter.

When I enquired about the price, I found that it was 'ON SALE' last week (before Christmas) but that it now sold for about \$26 (Can + 15% tax of course). So I dug the add out of the paper and sure enough it was only \$17.99.

This DATA BANK has 2K memory and is called the PS-2100+. I don't know if they ever had a PS-2100 but they have the PS-2100+.

Although it has only 2K of memory, you can store about 150 phone numbers and memos in it. That's pretty good considering this thing is only about as large as a 1/2 pack of cigarettes and has a QWERTY keyboard. In fact at \$17.99, you might want to have one for each phone around the house.

Now, I know I have a 32K data base with a much larger screen, but if you want a small size data base, then this is the ticket.

Hopefully, they will again go on sale. Keep your eye out in the SHOPPERS DRUG MART flyers.

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SECTOR 1



Two things strike me when I write this article

One is how to recover a disk which has a BLOWN sector 1 and the second is why the programs continue to be loaded from this disk ?

The answer to the first dilemma is relatively simple, as long as you know how to use DISKU - disk utility by the late John Birdwell.

First, format a NEW disk to the same format as the old one. You can even name it the same name.

Enter DISKU and go to 4 SECTOR UTILITIES

Select 3) Copy Sectors.

Enter the FROM drive (bad one)

Then enter the TO drive (the newly formatted disk)

Copy sectors 2 to the end to be sure. You will be told how many sectors are on the FROM disk.

Press enter to begin and wait.

Next select 1) Edit Sectors from the SECTOR UTILITIES

Read the BAD disk starting at sector 2. This will be the name of the first file that was saved to this disk. Write it down (maximum is 10 letters). Then press CTRL N(ext) to go to the next sector. This will be the second file name.

Continue in this fashion till you reach a sector which has ESESESES (that means it has never been used) or until you get to sector 22. This is sector is the start of the first program that was saved.

If you know that you have more file names, then you will have to do a MANUAL search. Start at sector 100 since most new file names are kept in FDR's at random after you fill sectors 2 to 21. This will be a task to retrieve these files but it still can be done.

After you have a list of all the files (and it doesn't have to be alphabetical), go to the file utilities section of DISKU (press F9 until you are there).

Now select FILE RECOVERY.

Enter each file name, carefully, and the drive for the NEW DISK ! The program will look through only sectors that

have NOT been used to recover them. When it finds the file, it will write a location in SECTOR 1 (the new one).

When you finish, you will have a NEW disk which you should BACK UP again but by FILE COPY.

This ends the first part.

Part 2 reminds me that you can protect disks from READING directories and thus file copying by destroying sector 1. In actual fact, you may only have some bad bytes at the beginning of the sector to tell your programs that sector 1 is not working.

In a recent article in MICROpendium, I read that this is the way they protected the program SPAN VIII. There were other means though.

What this means, is that the way in which disk directories are read is DIFFERENT from the way in which a program is LOADED. You would think that LOADING does need sector 1 because sector 1 identifies the location of each file. Apparently, if you put the bytes 0000 into the first word of sector 1 this can do make it appear unreadable. Now I leave it for you to try this on a BAD disk.

Tom

P.S. Just after I had done all of the above, I found that my sector 1 on the BLOWN disk had come back to life but only on one of my DSSD disk drives. On all others it was still BLOWN. I also remember that this disk had been formatted on the same drive that still reads it. I think that I will NOT use this drive again to format. It must be a little off. And a little off writing sector 1 can obviously cause a time bomb.

However, I will still use the drive in case other diskettes become hard to read. By the way, this is a full-size DSSD drive, not a slimline.

Just another example of keeping MULTIPLE BACK-ups.

And how long will data stay on a disk any way ?

USING 'IMAGE'



When you write programs for the TI 99/4A, you should always TRY to do it in a compact form. After all, we only have 32K to play with.

A little trick that I found, or was it just forgot, was to use the IMAGE command to print out data to the screen. It is much easier to use and uses LESS space as I will show in a minute.

The IMAGE command is really a FORMATTING command for the SCREEN or PRINTER. But it is VERY EASY to use.

For example, I could print the message "Hello there Phil" on the screen and then print the message "Hello there Glen" and then "Hello there Doug" etc. by using the following program lines

```
100 DISPLAY AT (1,1):"Hello there Phil"
110 DISPLAY AT (2,1):"Hello there Glen"
120 DISPLAY AT (3,1):"Hello there Doug"
```

Not a very elegant program but a lot of duplication.

Here is how you would do it with an IMAGE statement.

```
100 IMAGE Hello there ####
110 DISPLAY AT (1,1): USING 100:"Phil"
120 DISPLAY AT (2,1): USING 100:"Glen"
130 DISPLAY AT (3,1): USING 100:"Doug"
```

Of more value might be the use of IMAGE to round values or write as money:

```
100 IMAGE $$$#.##
110 A=200.35::B=9.958::C=23.4
120 DISPLAY at (1,1):USING 100:A
130 DISPLAY at (2,1):USING 100:B
140 DISPLAY at (3,1):USING 100:C
```

The results look like this:

```
$200.35
$ 9.96
$ 23.40
```

All the numbers neatly rounded and justified. However, if you had a number like 5234.54 you would get:

```
$XXXXXX
```

Rather than the number. You would get the same problem if you used Douglas...only 4 X will show

You can make the IMAGE statement very complex:

```
100 IMAGE DSK# NAME = ##### Files ##
110 DR=2::NA$="WY-DISKET"::F=23
120 DISPLAY AT (1,1):USING 100:DR,NA$,F
```

The result is a very neat:

```
DSK2 NAME = WY-DISKET Files 23
```

You can also put the image statement in the same line. For example:

```
100 PRINT USING "The answer is ##.## ": 123.455
```

The output looks like:

```
The answer is 123.46
```

The size saving with IMAGE is considerable even for a short program. Program #1 was written with STRINGS and program #2 was written with the IMAGE statement.

Both programs are 157 bytes long. But when program #1 is run the SIZE statement gives:

```
11738 Bytes of STACK SPACE
24331 Bytes of PROGRAM SPACE
```

Program # 2 after running gives:

```
11818 Bytes of STACK SPACE
24331 Bytes of PROGRAM SPACE
```

So you can see that STACK space (which is DYNAMIC) uses less space when you use the IMAGE statement equivalent.

When TEXAS INSTRUMENTS wrote EXTENDED BASIC, they surely put a lot of power into it.

PROGRAM #1

```
100 W$="-----"
110 W$="DSK NAME TYPE SIZE P"
120 CALL CLEAR
130 DISPLAY AT(5,1):W$
140 DISPLAY AT(6,1):W$
150 FOR I=1 TO 500 :: NEXT I
```

PROGRAM #2

```
100 IMAGE "-----"
110 IMAGE "DSK NAME TYPE SIZE P"
120 CALL CLEAR
130 DISPLAY AT(5,1):USING 110
140 DISPLAY AT(6,1):USING 100
150 FOR I=1 TO 500 :: NEXT I
```



I read in a recent newsletter that, "There doesn't seem to be any new programs coming out for the TI anymore." Although this seems to be a common idea, I think it is a MISCONCEPTION.

For example, Mickey Condrowski has released a new program this year called LOAD MASTER. Leonard Taffs of the SW 99ers has released a new program called WINDOWS and John Warfield of the BC 99ers has written a GET TIME program.

What about the work done by Bruce Harrison in the last year? His TIA PRINTER, VIDEO TITLER and DRAW programs have been a terrific addition to the TI 'scene'.

And of course, **TERMOO** by Jeff Brown of Ottawa is on everyone's mind. This program opens up the TI to the world of INTERNET. Surely this is no 'mean' task.

As for the **GENEVE**, I can also recount the work done on SCSI support as well as telecommunications programs if you wish. Thanks to writers like Mike Maksinic, Brad Snyder, Clint Pulley, Tim Tesch and Boery Miller we have excellent SCSI software for the **GENEVE**.

Each month, there is at a minimum, two new programs to type in from **MICROpendium**. Not that I get a chance to type them in mind you.

So, I rest my case. I think we often forget the fact that there are programs being produced because we look for one type...the **GAME** and measure all program production in terms of how many games are being produced. Maybe we should say that there is a reduction in the gaming programs rather than in the production type programs like **TERMOO** and **VIDEO TITLER**. Although, I can still name new game programs that have been produced in the last year.

I hope that I have allayed your fears. Lettuce not panic, cabbage.



WINDOWS

FOR THE TI 99/4A

Now that I have said this, I can add the fact that there is a **NEW** program about to be released.

I am releasing my latest version of **SEARCH!**. This is version 4.0 at the Jan. 96 **OSITI** meeting.

Although this is an upgrade of version 3.1E, it is vastly better and more professional.

I have used John Bull's utility program **WINDOWS** as the environment for this update.

The **WINDOWS** environment is very nice. Yes, I'm talking about a TI-99/4A machine.

I first saw the **WINDOWS** environment at the Lima **MUG** conference last May and I could see how nice it would be to have in my **SEARCH!** program. So, in the last few weeks I have been revising the old program to the **WINDOWS** environment.

Thanks to John Bull (from Tennessee, USA) we have a simple to use environment from which we can program in **EXTENDED BASIC**. The utility program is loaded into low memory at the start of the program and you then can **CALL**

on it when the need arises.

I think John has done a masterful job writing this utility and it is quite easy to use. Here are the highlights of the **WINDOWS** utility.

First, you load in the 2 line program called **WINDOWS** and from then on, you can use the utility.

WINDOW ROUTINES:

CALL LINK("FRCK") -1st called at start to initialize windows

This is only needed **ONCE** at the beginning of the program to redefine characters 128-132.

CALL LINK("WIND",W,R,C,M,L)

W= window # (1-6), R=start row,C=start column,W=number of lines L= length of lines

This is the **CALL** to **OPEN** a **WINDOW**...ha,ha. Not something you'd want to do in the winter,eh?

To close a window, you simply use:

CALL LINK("REWIND",W)

Where W is the window number.

The main limitation of **WINDOWS** environment is the fact that you can have only 6 windows active on the screen at the same time. This is really **NOT** a big problem since 6 is quite a lot of windows.

Not only are these very **SLICK** features for the TI, they are **VERY FAST** because they are in machine language. And we don't need to know how it works because all of the code is hidden in low memory.

Although you can have a windows type environment using the **MISSING LINK**, you overwrite one window over another and destroy the first one in the process. With John Bull's **WINDOWS** environment, you get back whatever, was on the screen below the erased window. Very nifty.

The **D.O.M.** will included the complete **WINDOWS** programs and documentation from John Bull and my latest version of **SEARCH!**. I think you will see a tremendous difference between version 3.1E and 4.0.

NOTE:

When using 32K of memory in the TI, there is a division between where the 32K is located and what it can do.

The first 8K is called **LOW** memory because it is located in **RAM** at location >0000 to >3FFF (hex). The high memory, 24K, is between >A000 and >FFFF.

Low memory is used to store utility programs and high memory is used to store the Extended Basic program.

When you SAVE a program in the WINDOWS environment, you save both the low and the high memory. That's why the 2 lines of the WINDOW program takes up so much disk space. Most of what is saved is the LMO memory environment.

Fortunately, utility programs have been written which allow us to use both of these memories at the same time in extended basic.

TOW



IBM GRAPHIX

Here's a little problem that I had with FWED 5.01 (90 column). When I used the IBM graphics set and tried to get a print out using some of the accented characters, a few of the characters printed correctly but others did NOT print. I have included the print-outs following this article to show what I mean.

I thought that this was peculiar to my Panasonic 9-pin printer so I switched to a true Epson (LX-800). But I received exactly the same results.

So I experimented a little and printed out through the EDITOR using PIO. Still the same thing happened.

Well, what I did next was READ THE BOOK. The printer book that is. It had a note saying something about ESC 6 (escape 6). I simply included the ESC 6 at the top of my file and printed through the EDITOR again and VOILA, it worked fine.

ESC 6 is called the PRINTABLE CODE AREA EXPANSION. It enables the printing of codes 128 through 159, not control characters.

Some printers like the STAR MX-1000 will print these if you have the IBM dip switch turned on.

To get a printout from the EDITOR just type the following code in at the top of text article.

Press ctrl u then fctn R then ctrl u and 6 with a carriage return at the end of this line. This will leave the strange symbol 'l b' followed by a 6; don't leave a blank space between ESCape and the 6. This is ESCape 6. Escape is character 27 (function R) and can only be accessed using ctrl u (the underscore cursor).

If you want to print cancel this, then use ESC 7. But I don't know why you would want to cancel it. Turning your

printer off and then on will reset to the 1-127 character mode only.

So that clears up the mystery that printing characters above 127 causes on some printers.

Of course, when we get a new printer we always READ the MANUAL thoroughly BEFORE using it....ha,ha,ha,ha. It's just like I said about programming. Most of it should be done away from a keyboard.

NOTE:

Don't forget how to set IBM mode FIRST. That's ESC t 1. Do this before using ESC 6 or else you won't get the desired effect. To get the IBM mode do this:

CTRL u FCTN R CTRL U t 1 and carriage return.

TI MOVES



In December, TEXAS INSTRUMENTS of Richmond Hill was clearing their warehouse because they were moving to another address. When I was at a conference, I mentioned to the sales rep that I was interested (on behalf) of our club in getting any TI 99 stuff that they might want to get rid of. Len Catalough said that I could have what was left for a 'nominal' price. So I went up to Richmond Hill to see what there was.

There was NOT very much left from the heady days of the TI 99/4A. There were 2-3 PEBoxes with the appropriate cards and lots of 'replacement' consoles but few power supplies. However, I picked up a large number of brand new TI joysticks. There were 3-4 original TI ZENITH color monitor. There were lots of cables for attaching monitors, cassettes and TVs to the TI 99/4A.

I also picked up a number of TECHNICAL MANUALS. Here is a partial list:

- > TMS 9901 Programmable Systems Interface.
- > TIM 9904A Four Phase Clock Generator and Driver.
- > Home Computer Service Manual
- > PROTOCOL MANUAL
- > TI 99/4A Software Directory Jan. 1983
- > TI 99/4A Console and P.E. System Technical Data

These might prove useful to someone.

There were very few cartridges and NO documentation for them. This was disappointing. I had hoped to pick up a lot of cartridges. What there was proved to be interesting.

There were a couple of SYSTEM test modules which gives your TI 99/4A a thorough test.

There were a few speech synthesizers. And a cartridge called SPEECH EDITOR. This was an interesting cartridge. It allowed synthesizer access without XBASIC or a Terminal Emulator. I'd like to know how this worked.

BEFORE ESC & USED:	AFTER ESC & USED:
t r e n d	é t r e n d
Halászlé	Halászlé
Káposzta Töltött	Káposzta Töltött
Bográcsgulyás s galuska	Bográcsgulyás és galuska
Lescó s Kolbász	Lescó és Kolbász
Uborka Saláta	Uborka Saláta
Diós s Mákos Kifli Jakabfi Módra	Diós és Mákos Kifli Jakabfi Módra
káv	káv
Tokay Aszu	Tokay Aszu
Konyakmeggy	Konyakmeggy

The MEANING of the HUNGARIAN:

MENU	é t r e n d
Fisherman's Soup	Halászlé
Cabbage Rolls	Káposzta Töltött
Kettle Goulash	Bográcsgulyás és galuska
Kobassa in Tomato/Pepper Sauce	Lescó és Kolbász
Cucumber Salad	Uborka Saláta
Walnut and Poppy seed Crests ala Jakabfi	Diós és Mákos Kifli Jakabfi Módra
coffee	káv
Tokay liquer	Tokay Aszu
Chocolate covered cherries in Cognac	Konyakmeggy

FETTICINI

ALFREDO



This recipe also comes from our Church's cook book. I have made this and it was also excellent and a quick meal. However, it is 'heavy'. Maybe a 'lighter' substitute for all of the cream could be found but it was really tasty as is.

FETTUCCINE ALFREDO by Elaine Cardinal

3 Tbsp butter
8 thin slices of cooked ham, finely
chopped
1 clove of garlic, minced
salt and pepper to taste
10 oz of 18% cream
400 g of fettuccine pasta
4 Tbsp of grated Parmesan cheese
chopped parsley for garnish

In a large pan over medium heat, melt the butter. Add the ham, garlic, salt, pepper and cream.

Bring the mixture to a boil and remove from the heat; set aside.

In a pot of salted boiling water, cook fresh fettuccine for 3 to 4 minutes, until the pasta is 'al dente'.

Return the cream mixture to heat, add the Parmesan cheese, stir and mix thoroughly. Bring to a boil.

Drain the pasta and add to the cream mixture, mix lightly.

Serve immediately.

Garnish with chopped parsley.

This will serve 3-5 people.

Goes good with Caesar salad.

Tom/

P L E A S E

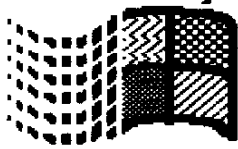
RENEW YOUR MEMBERSHIP !

NEXT

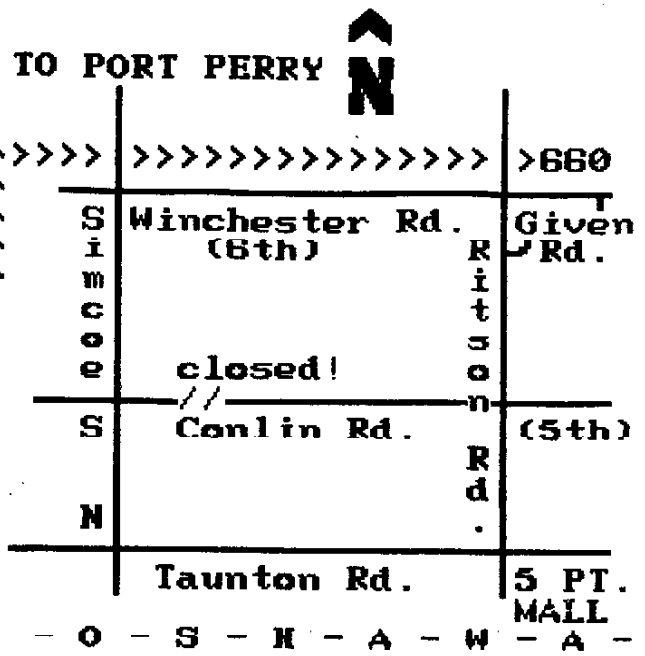
OSHTI MEETING

WED. JAN. 24

BRAND NEW JOYSTICKS. AT TOM'S
See map >>> >>>>

TI MONITORS with cable. 

SEARCH! 4.0 WITH WINDOWS



OSKAWA TEXAS INSTRUMENTS HOME COMPUTER USERS' GROUP

- CHAIR:** RAY BLODGETT
 (579-1787)
- TREASURER:**
- LIBRARY/SEC.:** DOUG BURLEIGH
 (579-5109)
- NEWSLETTER :** TOM JAKABFY
EDITOR (725-7298)

RENEW YOUR MEMBERSHIP!

Members receive ten(10) news-letters per year.(Jan.-Jun. Sep.-Dec.).

Members also have the use of the club library (CASSETTE + DISK).

VISITORS to club meetings are WELCOME.

Copying charges for disks-of-the-Month are \$1(your disk) or \$2(our disk)

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MEETING TIMES:

The OSKAWA TI USERS' GROUP (OSHTI) meets between the hours of 7:30 and 10:30 pm Location to be named in the newsletter.

E-mail tomjaka@village.ca

The OSHTI Users' Group is a Non-profit organization dedicated to encouraging the continued use of the TI/994A for education, entertainment and data management. The club also supports the MYARC 9640 or GENEVE(TI compatible) computer.

