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TRIAD

Version 2.22

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Purpose of the Program

TRIAD was designed primarily to prove a point, namely, that the TI-99/4A's capabilities were sufficient to support a disk manager with the customary features; a terminal editor with ASCII uploads, Xmodem transfers and automatic logging to disk, and a fixed-mode editor with a buffer large enough for short notes, all at the same time. Although there are many terminal emulators, editors, and disk managers available to the TI community, at present there exists no software which allows all three to be present *in memory* at one time. TRIAD was designed to fill this gap.

Program Description

TRIAD is a combination of disk manager, 40-column fixed mode editor and terminal emulator. All portions of the program, including the configuration routines, are resident in memory at the same time. There is no need to load routines from disk once TRIAD has been loaded. The disk manager performs the customary functions on disks (initialize, copy, rename, sweep) and files (copy, delete, rename, protect, unprotect, view Display/Variable 80 file). The editor allows you to edit files of approximately 48 sectors in length, load or save files, print out a file, and save to the terminal emulator buffer (see below). The terminal emulator functions in full or half duplex at baud rates of 300, 1200 and 2400 in odd, even or no parity. It can send ASCII files from disk (or from a buffer); it can send or receive Xmodem files with either CRC or checksum error-checking. The terminal emulator also allows saving the buffer to disk in several ways. In addition, you may load many EA5-type programs directly from TRIAD.

The Files

The program resides in two main chunks, one memory image file which is loaded into low memory and which occupies almost all of it (TRIAD1), and a pair of files which occupy much of high memory (TRIAD2, TRIAD3). In addition, the loader program

(TRIAD) resides temporarily in high memory. When loading is complete, it is erased.

Loading the Program

Editor/Assembler: Load the file TRIAD from option 5 from any drive.

Extended BASIC: Run the LOAD program from drive 1.

Mini/Memory: Run the LOAD program from drive 1.

Funnelweb: Run the file TRIAD from any drive with the PROGRAM loader.

If you are certain that you will always be loading TRIAD from drive 1 with a TI disk controller and that you will not make any changes with a sector editor, then skip this section! Otherwise, read on.

The first time the loader is used it will try to find TRIAD1, TRIAD2 and TRIAD3 on the drive from which it was booted. If it cannot find the files, or if the drive number cannot be determined, as may be the case when loading from a RAM disk or non-TI disk controller, you will be shown the names of the files which need to be loaded and will be asked for a drive number for those files. You will also be asked whether you wish to save this number for future loading. If you wish to save this configuration, you will be shown the name "TRIAD" which the loader expects to find in the drive you specified. If all looks well, press <ENTER> and the loader will patch itself on disk. The loader was designed to allow you to change the file names with a sector editor. You might prefer to use UTIL1 as the boot drive name, and ABC as the first file the loader should boot. The loader will handle these changes. If you load TRIAD from a floppy drive with a TI disk controller, the loader will find the drive number and never give you the opportunity to configure for a different drive. Leaving the drive door open when the plain screen is displayed (there is a long delay built in) will cause a disk error which will allow you to configure the file. The loader will try to load CHARA1, but no error is reported if this file is missing. It is suggested that the CHARA1 file included with TRIAD be used because the entire character set has been redefined. The first screen is plain vanilla and will wait a while before loading the remaining TRIAD

files. The second screen is a bit more elegant. Pressing a key while the first screen is displayed will shorten load time by skipping to the main loader and the more pleasant screen.

Main Menu Screen

After loading the files, the loader is erased from memory and a master options screen is presented. It will always be a non-configurable white-on-blue.

The master screen will show the following six items:

- 1-Terminal emulator
- 2-Disk manager
- 3-Editor
- 4-Configure system
- 5-Load EA5 file
- 6-QUIT to title screen

The Terminal Emulator

The entry screen shows current communications parameters. (See Configure System below). The keyboard scan returns normal Pascal codes except for FCTN-<ENTER>, which is treated as <ENTER>. Combinations of the FCTN and SHIFT keys have no special meaning. The customary terminal keys will work here: CNTL-H for backspace, CNTL-S for XOFF, CNTL-Q for XON, CNTL-M for carriage return, etc. (See your original TI 99/4A User's Reference Guide, p. III-2, for a good list of control key codes.)

If you have specified automatic logging to disk (see Configure System), the text buffer will be saved and then purged in this sequence: CNTL-S is sent to the remote system asking it to wait; a short delay occurs to enable the other system to stop sending text to you; the screen colors reverse; the buffer is written to disk (and the file is closed); the current screen is moved to the beginning of the buffer; the screen returns to normal, and CNTL-Q is sent to the other system to tell it to start transmitting again. Several pointers are reset so that the current screen (which has already been saved) will not be saved again when the buffer is next logged to disk. When you leave the terminal normally via FCTN-9, the remainder of the buffer, if any, will be written to disk.

Disk Directory - FCTN-1

At the "Drive:" prompt enter a drive number to display a catalog. Press the space bar to see additional pages, if any. Pressing FCTN-9 will abort directly to the main menu. Press any other key to return to the terminal emulator. <ENTER> is probably the best way to return. Occasionally the keypress will be picked up by the terminal emulator's own keyscan and sent to the remote system, which will, of course, take some action (usually repeating the last displayed prompt). It is advisable to display a disk directory only when a remote system is not sending you text, as text is not received while the directory is on the screen. (Pressing CNTL-S will cause most remote systems to stop sending text to you).

Purge Buffer - FCTN-2

The current screen is copied to the beginning of the buffer and the rest of the buffer is blanked with spaces. This accounts for the slight pause after you press FCTN-2. Any subsequent saving of the buffer to a log file (whether automatic or by pressing FCTN-3) will start saving from the beginning of the buffer.

Force Buffer to Disk - FCTN-3

If you have configured TRIAD so that the buffer is not automatically logged to disk, you may still force the program to log the buffer if you see something interesting. The entire current buffer is saved to the filename entered in the configuration. This could be handy for those who change their minds in midstream.

Abort File Transfer - FCTN-4

This command operates on ASCII disk files, ASCII buffer files, Xmodem uploads and downloads. In the case of Xmodem transfers, a CANCEL character is sent to the remote system. Use FCTN-4 here only as a last resort, as the other system may not abort the transfer immediately.

Set Filename for Transfer - FCTN -5

A new screen is shown, and no incoming text is displayed until you are finished with this page:

- (S) Send file by XMODEM
- (R) Receive file by XMODEM
- (A) Send ASCII disk file

(B) Send ASCII buffer file

Press "S" to send a file via Xmodem protocol to a remote system. Press "R" to receive a file via Xmodem protocol from a remote system. In either case you will be prompted for a drive and filename. When these are entered, press any key to return to the terminal emulator.

Press "A" to send an ASCII file from disk. The file must be in Display/Variable 80 format. You will be prompted for drive and filename. You must also specify whether this is to be a line-by-line transfer. You may wish to send only the first part of a file, for whatever reason, or you may need to send a logon file piece-by-piece. You must also decide whether to add a linefeed character after each line. TRIAD adds a carriage return after each line it sends, and that is usually enough, but occasionally a remote system requires the additional linefeed character before it will consider the line really complete. The only way to test this out is to try sending a file. If the text echoed back is pretty garbled without a linefeed, try adding it the next time.

Press "B" to send an ASCII file which has been entered into the terminal emulator buffer. This is a "file" you have saved from the editor. You will not be prompted for a drive number or filename. But as with ASCII disk file uploads, you will be prompted for line-by-line transfer and added linefeed character. It is important to note that any Xmodem transfers will destroy this buffer, so send a buffer file before you do an Xmodem transfer. Also note that doing a file copy in the disk manager will overwrite any information you have in this buffer. Sending an ASCII file from disk (option A) will not affect this buffer. The primary use for this option is to send a message you have created in the editor or loaded into the editor from disk. Be certain that you have data here before trying to send it, or unpredictable results may occur.

Press FCTN-4 to abort entering information on this page. Pressing FCTN-9 will abort back to the main TRIAD menu.

Start File Transfer - FCTN 6

If you have set up a transfer by using FCTN-5, then the transfer will proceed. It may be aborted with FCTN-4. Please note that FCTN-5 alone does not start a file transfer.

ASCII files from disk or buffer: Certain pointers are set and the program will continue running while transferring. You will see any information the remote system is sending, but will not be able to enter any keypresses (except FCTN-4) until the transfer is complete. When sending an ASCII file from disk, you will notice that the remote system seems to be losing some of your data. Not to worry, this is normal. What is happening is that the program must turn off interrupts in order to access the disk; thus some incoming characters are not processed. This will occur even when using a ramdisk as the source drive, although the frequency of missing characters should be less. One nice thing about the buffer upload option is that data is sent directly from memory without the bother of disk accesses. You should rarely notice a missed character. If you are sending a file line-by-line, press any key (except QUIT or FCTN-4) to send the next line. Press FCTN-4 if you wish to stop the transfer.

Xmodem transfers: The transfer screen will be shown with an arrow indicating whether this is a send or receive. The display at the bottom right will indicate the number of records remaining to be sent or received. It is in normal decimal notation. This is a countdown counter, i.e. it will count backwards to zero. A record is 128 bytes long, or 1/2 of a sector. Note that the counter does not include the TI header.

About headers: The TI header is not to be confused with a disk file header. The TI header is a 128-byte record which was designed by Paul Charlton and is used only to provide TI 99/4A terminal emulators with the necessary information for creating a file on disk.

Receiving a file via Xmodem protocol: The disk is checked to determine how many free sectors there are. The first record received from the remote system should indicate to TRIAD how many sectors are needed. If there is not enough room, the transfer will abort immediately, rather than when you are half-way through. If the first record received contains the TI header, then all proceeds normally. If the incoming file does not contain the header, the data is saved in DISPLAY/FIXED 128 format. Since there is no way to tell what its length will be, you are on your own! Instead of a counter you will see a bar flash on

or off for each record received. You will also see a screen message that the file is being saved as DISPLAY/FIXED 128. Incoming files of any type do not write to disk until the buffer is full. A disk file header is written only when the data is complete; thus, you should have no botched files on the disk in the event that you abort the transfer.

When establishing the handshaking for receiving a file, TRIAD attempts to have the remote system use CRC error-checking. Since it is rare these days for a system not to support CRC, this was made automatic. If the other system will not respond to the "C" character being sent it, then it will only handle checksum error-checking. It will take a few moments for TRIAD to figure this out and switch to checksum.

Sending a file via Xmodem protocol: When you are sending a file, the other system determines the type of error-checking to use and TRIAD will respond accordingly. If the file to be sent is DISPLAY/FIXED 128 (protected or not), you will be asked whether you want to send the TI header. This can be especially useful for sending data intended to be used by a different type of computer, or for GIF files.

Upon successful transfer, you will hear some sounds. Can you guess what song they were taken from?

Change Terminal Parameters - FCTN-7

This option takes you to a part of the configuration routines and returns you to the terminal emulator without destroying the buffer. No text from the remote system will be accepted while you are reconfiguring. FCTN-9 will return you to the main menu.

Window-Back - FCTN-8

The cursor will disappear and the screen will show the previous page in memory. In the top right corner the number of available bytes in the TE buffer is shown in inverse video. Pressing FCTN-8 again will go back another page and so forth to the beginning of the buffer. There is a slight delay loop built in here. Pressing FCTN-9 returns you to the main menu. Pressing any other key returns you to the current page in the terminal emulator. No text coming from the remote system will be accepted while you are in the window mode.

Escape to Main TRIAD Screen - FCTN-9

The current buffer, if any, is saved to disk only if you have turned on automatic logging in the configuration.

* Note that whenever you enter the terminal emulator from the main menu, the entire text buffer in high memory is cleared.

The Disk Manager

File Operations

Press 1 and enter a drive number for a disk directory. The screen will show the drive number, the disk name, the number of free and used sectors and a list of filenames, their types ("MI" means MEMORY IMAGE or PROGRAM file), the number of sectors they occupy, and whether they are protected or not. The current page number is shown in the lower right hand corner, e.g. " 1-2" means "page 1 of 2 pages." The ACTION column is for you to fill in with C for copy, D for delete, U for unprotect, P for protect, R for rename or V for view-file. You may use upper or lower case letters in the ACTION column, and the CNTL/FCTN arrow keys to move up and down. <ENTER> will also move the cursor down one line. Press the space bar to cycle the next page of filenames onto the screen. Pressing FCTN-6 will cause the actions indicated to be performed. Up to 127 filenames can be displayed before the program has a heart attack. Pressing FCTN-4 will take you to the disk manager menu; pressing FCTN-9 will take you to the master menu. Incorrect keypresses will abort back to the disk manager menu.

Copy File (type "C" in the ACTION column): TRIAD will prompt you for the drive to which the file is to be copied. This information need be entered only once during each cycle of operations. If you are using a single-drive system, you will be prompted to switch disks at the appropriate time. Files which catalog as 35 sectors or less may be copied in one pass.

Delete File(type "D" in the ACTION column): Protected files are not deleted.

Unprotect File (type "U" in the ACTION column): Unprotects a file so that it may be deleted if desired.

Protect File(type "P" in the ACTION column): Protect a file from accidental erasure.

Rename File (type "R" in the ACTION column): You may rename a file regardless of its protection status. You will be prompted to enter a new name. Do not attempt to change the name while the directory is on the screen.

View Display/Variable 80 File(type "V" in the ACTION column): As the file is being shown on the screen, press the space bar to pause the display and any key to restart it. Press FCTN-4 to abort the display and then any other key to return to the disk manager title screen. Press FCTN-9 to abort to the main TRIAD screen.

In order to conserve space, little information is retained in memory. Filenames are NOT retained. A 127-byte list contains the codes for the operations you have selected. This list is consulted and the files are processed *in the order in which they were listed in the catalog*. Since the original sector 1 is retained for this purpose, the program does not get lost when files are deleted or renamed.

Disk Operations

Press 2 from the main Disk Manager screen and the customary disk operations will be shown. Press FCTN-4 to abort (as long as an operation has not started) and FCTN-9 to return to the main TRIAD menu.

Rename Disk: Enter the new name for the disk selected.

Format Disk(initialize): Enter the drive number, the name for the disk, the number of sides (1 or 2), the density ("S" for single, "D" for double density) and whether you wish to have the disk verified. Note that this operation may not work properly for double density on some Myarc disk controllers.

Copy Disk: Enter the drive numbers of the source and target disks. Single-drive operation is supported. If the target disk does not have the same format as the source disk, it is reinitialized. If the target disk is not initialized at all, a disk error

occurs (screen momentarily turns to the error colors) and the target disk is initialized.

Sweep Disk: Instead of reformatting a disk, you may choose to simply have the disk appear to be empty. What happens is that the bitmap in sector 0 is cleared and sector 1, which contains pointers to all the file headers, is also cleared. The disk will then be usable as if it were new. You will be asked if you are sure you want to do this. Note that this option may not work for double-density diskettes on some Myarc disk controllers.

The Editor

The editor command screen: This editor is not a full-fledged word processor. It is a 40-column text editor in fixed mode. The keys used in editing are shown on the right side of the screen and conform to TI-WRITER conventions. The entry screen also displays the number of bytes free in the buffer, which is slightly more than 13K. This is determined by beginning at the top of the buffer and working backwards until a non-space character is found, thus the slight delay before the number appears. If you enter the editor after having used the terminal emulator, your latest buffer will be intact and reflected in the bytes-free display. Entering from the disk manager is a different story. If you copy a disk, high memory is used, thus destroying whatever buffer you had. The editor will contain garbage and you should purge before continuing. If you copy files, only VDP memory is used and the buffer remains intact. No disk information or sector buffers are stored in the area used by the editor and terminal emulator for text display. If you want to copy a disk while retaining the buffer, copy all the files using the Copy File command rather than the Copy Disk command.

Load File

You will be prompted for a drive and filename. The load operation will load any DISPLAY/VARIABLE 80 file, regardless of the number of columns used in the original. This problem is solved by placing any overrun on the next line.

Save File

You will be prompted for a drive and filename. Text is saved in 40 columns or less. Lines are truncated to eliminate trailing

spaces and a blank line results in simply a record of one space character. (To "save" the text to the printer, select option 6).

Edit

Pressing 3 will take you into the editor, which displays an end-of-file (EOF) message, necessary due to the lack of line numbers. When you reach the end of a line, continued key presses will overwrite the last character. <ENTER> will take you to the next line. If you want to get a carriage return on the screen, type CNTL-M. Press FCTN-9 to get back to the command screen.

Purge

All text is removed from the buffer.

TE Buffer

(Terminal Emulator buffer) The text in the buffer is copied to a buffer in VDP memory. Each line is parsed of trailing spaces before being sent. When you are using the terminal emulator, you can then upload this ASCII data as a file by pressing FCTN-5 to set up a filename, and then "B" to indicate that the transfer is from the terminal emulator buffer. This buffer is not destroyed by loading or saving from the editor. It is destroyed when copying files in the disk manager, when doing Xmodem transfers in the emulator, or when trying to load another file from the main TRIAD menu. (If you are going to another program, the TE buffer is of no consequence, but if TRIAD rejects the load, then this area will be contaminated.) You will be informed if there was not enough room in the buffer to store your text. In that case, the only remedy is to shorten the text and save it again.

Print

The text buffer is dumped to the printer device specified in the configuration. FCTN-4 will abort the print-out. It is recommended that you view the text and eliminate any stray control codes or unwanted characters before sending the text to the printer.

Configure System

Upon entering the Configure System part of TRIAD, you will see the following screen:

COLORS--

Terminal emulator >1A
Disk manager >FC
Editor >F4
Error condition >F6

Log name: DSK1.LOG1
Append? N
Printer name: PIO
Save log to disk? N
Maximum number of sectors
for Xmodem transfers: >22
Cursor speed is: >05
QUIT key enabled? Y

All options which have a number preceded by ">" are in hexadecimal notation. The usual FCTN keys work here, and for those (like me) who prefer using CNTL keys instead of FCTN keys for cursor movement, they function as well. FCTN-1,2,3 work as you would expect. Pressing <ENTER> or the down arrow key will advance to the next line.

Colors

Change the colors to suit yourself from the following table:

0 Transparent	8 Medium red
1 Black	9 Light red
2 Medium green	A Dark yellow
3 Light green	B Light yellow
4 Dark blue	C Dark green
5 Light blue	D Magenta
6 Dark red	E Gray
7 Cyan	F White

The color choice for error condition should be different from any other color selections, different enough for the change to be radically noticeable. In order to conserve memory space, all disk errors go to one short routine which sets the screen to the error colors, delays a moment, and then restores the original colors before returning to the program which caused the error. This avoids having to display error codes or cute messages.

Log Name

Enter here the name of the disk file to which you wish the terminal emulator to send the buffer when full (or when FCTN-3 is pressed) or press <ENTER> to accept the default name of DSK1.LOG1. Do not enter a printer device name, as the log name may be incremented after the buffer has been written to disk; thus you will have LOG1, LOG2, etc. on your disk. This would be rather cumbersome if you had entered PIO. Sorry, but PIP is a printer service, not a valid devicename.

Append

You may have the terminal emulator buffer saved to one file which may grow very large, or to numerous short files. If you accept the default of "No," then the filename is incremented after every save. Thus you will have files with names such as LOG1, LOG2, etc. Answering "Yes" will allow the terminal emulator to continue using the same file specified on the line above. Whatever you choose, the file is opened in append mode in order to avoid overwriting previous files. This brings up an interesting point. Although a log-buffer-to-printer feature was not included, it is possible to get around this by entering a log name of PIO or other printer device and answering 'Y' to the 'Append?' question. This prevents the name from being incremented to PIP. But this is not recommended due to the presence in the buffer of stray characters which may be interpreted as control codes by your printer.

Printer Name

The printer default given is PIO. This name is used only in the editor. The routine will accept a printer name as long as 32 characters, though they will wrap around the screen. Ugly, but how many people add that many characters to an RS232 devicename?

Save Log to Disk

The default is "No." If you wish to have the terminal emulator automatically log to disk when the buffer is full, answer "Yes."

Maximum Number of Sectors for Xmodem Transfer
If you experience difficulty in downloading files because of time-outs, then you may specify a smaller input/output buffer so that

disk activity takes less time. The number must be between 10 and 34 inclusive (>0A->22).

Cursor Speed

Change the speed of the blinking cursor, if you wish. The change will be in effect after you pass this screen. A value of >01 will make the cursor ridiculously fast, and >FF will be molasses. A high number will cause the various interrupt routines to wait too long to update the screen, thus leading to some unwanted characters.

Quit Key Enabled

The default is "Yes." Answering "No" means that you may leave the program only from the main menu (option 6) or by turning the console off. The condition will be in effect in ALL programs and functions whenever interrupts are enabled, which is virtually any time that the disk drive is NOT being accessed.

After completing the configure screen, you are prompted "Settings OK." Answering "No" will allow you to correct what you have typed in. The next page simply informs you that the options have been written to low memory and are in effect.

After the above options have been entered, you will see the following screen:

```

      TERMINAL EMULATOR
-> Baud rate: 1200
   Parity: None
   Duplex: Full
   Port: 1
```

The arrow points to the setting which you may change. <ENTER> takes you to the next line, and any other key (except FCTN-9 for abort) toggles the value to the next possibility..

Baud Rate

TRIAD supports 300, 1200 and 2400 baud.

Parity

You may set for NONE, EVEN, or ODD parity. Regardless of what you choose, the value sent out will consist of 8 bits plus a

stop bit. Choosing EVEN will result in 7 data bits being sent plus an eighth bit (the leftmost bit of 8) which when added to the 7 data bits will yield an even number; likewise, choosing ODD will result in 7 data bits plus an eighth bit which when added to the other 7 will result in an odd number. Choosing NONE will result in 8 data bits with the left bit being ignored. Ordinary terminal emulators function in ASCII mode, i.e. each character of the text you see coming across the screen can be expressed in only 7 bits of data, thus leaving the eighth bit free for parity. Each character you send out is adjusted to reflect your choice of parity. Regardless of which setting you choose, incoming characters will have the leftmost eighth bit stripped out to render a normal ASCII character regardless of the parity which the other system is using.

Duplex

As used here this refers to whether the other system will be echoing back to you what you type. Most BBS's and some databases echo back your text to you, so you would leave this setting at full. But if you wish to communicate with another personal computer, it is unlikely that his or her software will echo characters back to you, so select half duplex. The real test is when you are online. If you notice that everything you type is doubled, you should reset to full duplex. If you find that you do not see what you are typing, reset to half duplex.

Port

Port 1 is the default for almost all TI users. In some circumstances a user may select port 2 for communications.

After finishing this settings, you are again prompted "Settings OK."

Save Configuration

The next page allows you to save the settings. The suggested file name on the screen will be the name of the memory image file loaded into low memory. If the name is incorrect, change it.

The routine then looks for the file on disk. If it is not found, you will be unceremoniously informed. If the file is on the disk, it will be patched.

Load EA5 File

You may load any EA5-type program as long as the file (and any subsequent chained files) will reside in high memory. This allows easy access to Funnelweb or other popular programs. If the file to be loaded should reside in low memory, TRIAD will reject it because the loader resides in low memory. Since part of TRIAD is destroyed when high memory is loaded, fatal errors will return to the title screen. The default name which appears on the screen is whatever name is currently in the "TRIAD" file. The drive number was patched in when TRIAD was loaded. Press <ENTER> to accept the default, or type in a name of your choice. You may even load TRIAD from this loader.

Buffers and How to Screw Them Up

There are two buffers that are of concern. A large portion of VDP memory is used for buffering file data. When you are in the editor and save text to the 'TE buffer', you are saving the current text to VDP. You can contaminate this buffer by:

- sending or receiving a file by Xmodem
- copying files in the disk manager
- attempting to load an EA5-type file

The other buffer is in high memory and is a text buffer for the terminal emulator and the editor. It is this buffer which is purged when you select 'Purge' from the editor. It is also purged whenever you enter the terminal emulator. You can contaminate this buffer by:

- copying a disk in the disk manager

In the terminal emulator you can hit FCTN-2 to purge the buffer, but this leaves intact the current screen at the beginning of the buffer.

Keys in General

From the editor, FCTN-9 will take you back to the command screen. A second FCTN-9 will take you to the master menu. At virtually any point in this program you can escape to the master menu by using FCTN-9, and FCTN-4 will abort an operation and return you to the appropriate menu.

TRIAD and the Geneve

TRIAD was originally designed to run on the TI-99/4A computer. Recognizing that the MYARC 9640 Geneve Computer has become a popular machine within the TI community, a special version of TRIAD has been prepared which will run on the Geneve. All file names for the Geneve version are preceded with the letter G, such as GTRIAD2, GTRIAD3, and so on. The Geneve version should be run at speed 1 or there may be some unfortunate side effects. Finally, there is currently an odd problem with formatting RAM disks. To format a RAM disk on the Geneve using TRIAD first format the RAM disk, and then use the Sweep Disk feature.

Other

Well, if you got this far in your reading, I'll tell you how to get rid of the plain vanilla title screen when loading. After all, once you've seen it a couple of times, you don't need to be bored with it forever. Use a sector editor and find the first sector of the file TRIAD. Find bytes 10 and 11 (>0A and >0B). Initially the value is >0000 and should be just before the value >2000. Change either or both bytes to anything but zero. It's a flag which tells the loader whether to show the title screen. How's that for plain vanilla?

For more information on customizing TRIAD, read the README file on the TRIAD disk.

Key Assignments

EDITOR:

FCTN-4 to abort printing to the device specified in configuration

FCTN-4 to abort drive/filename entry for load or save

FCTN-9 to leave edit mode and return to editor

command page

FCTN-9 to return to the main menu from editor

command page

CNTL-M in edit mode to type a carriage return

Other FCTN/CNTL keys shown on editor command

page

DISK MANAGER:

FCTN-4 to abort an operation not yet begun

FCTN-9 to return to the main menu

FCTN-6 to carry out specified operations on files

V to view a file

C to copy a file

D to delete a file

R to rename a file

U to unprotect a file

P to protect a file

CNTL-E or FCTN-E to move up in the catalog

CNTL-X, FCTN-X or <ENTER> to move down in the

catalog

Space bar to cycle next page of files to screen in catalog

Space bar to pause display of DV80 file (Viewfile)

TERMINAL EMULATOR:

FCTN-1 to catalog disk

FCTN-2 to purge buffer

FCTN-3 to force buffer to be written to log file on disk

FCTN-4 to abort setting file name or to abort any file transfer

FCTN-5 to set up a filename for transfer

FCTN-6 to start a transfer according to the type indicated with FCTN-5

Any key except FCTN-4 (or QUIT) to send ASCII file line-by-line

FCTN-7 to reconfigure terminal parameters

FCTN-8 to page back in the buffer; any key exits this feature

FCTN-9 to abort back to the main menu

CNTL-S sends XOFF to remote system

CNTL-Q sends XON to remote system

CNTL-H to backspace (FCTN-S may also be used in full duplex)

CNTL-M to send a carriage return

CNTL-J to send a linefeed

CNTL-G to send a bell

Other CNTL keys (CNTL-X, CNTL-P, etc.) are interpreted by the remote system

FCTN-= from anywhere in TRIAD will return to the title screen if it has been turned on in the configuration

Whenever you are prompted for a filename anywhere in the program, the following FCTN keys may be used: FCTN-1 (delete character) FCTN-2 (insert character), FCTN-3 (erase input), FCTN-4 (abort entry), FCTN-S (move left), FCTN-D (move right), FCTN-9 (escape, usually to the main menu).