

1989

9640 NEWS

Question: What is "9640 NEWS"?

Answer: It is the first disk-magazine devoted entirely to the Geneve 9640 and it's specific hardware and software. Reviews of Geneve specific software, hardware, along with tidbits of information relating to the architecture of the 9640 are routinely discussed. Also included in each issue of "9640 NEWS" is new software never seen before from games, data-bases, utilities, to editorials, question/answer sections, bug reports, and everything else relating to the 9640.

Question: Who needs "9640 NEWS"?

Answer: Everyone needs 9640 News. If you have a question or a problem and can not find a solution, 9640 NEWS will find it for you. Questions routinely asked and answered are problems facing ramdisk users, HFDC problems, programming problems, batch file processing, which is the best route to advance, etc. You ask it, I'll answer it.

Question: How stable is 9640 NEWS"?

Answer: "9640 NEWS" has been around for over a year now having filled the first volume (5 issues per volume) and is heading head first into the second volume. Volume 2 will see the development of MAJOR software geared in promoting a multi-tasking environment and many other utilities that are currently being developed.

Question: How much and where do I order "9640 NEWS"?

Answer: "9640 NEWS" costs \$25.00 per volume for U.S. delivery, \$30.00 foreign delivery. Mail all correspondence to, Beery W. Miller, 5455 Marina Cove #1, Memphis, TN 38115. Each volume consists of 5 issues. Please specify what volume(s) you want.

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AWARDS

opinion by

Bill Gaskill

In the six years that I have been a 99er I've come across alot of reading material, bought a few pieces of hardware and RUN hundreds, if not thousands, of programs through the old IMS9900 CPU. In the many TI-99 books, journals, magazines and newsletters that I have read along the way, I have seen some mundane articles, some really good articles, some great articles and then a few that are of stellar quality. The same can be said of the hardware and software that I own. Of course each of us develops an opinion about these things, and what follows are just my opinions.

It seems to me that those folks who take the time to provide the articles and other information for newsletters etcetera and who take the time to support the TI Community with products to make our computers more useful, deserve some recognition. As such, I have decided to create a series of AWARDS for those firms, groups and persons who deserve recognition for their efforts. Of course my opinions are just that, opinions, and they only apply to the hardware, information and software that I own or have come into contact with. To the rest of you who write great material for newsletters that I don't receive, and to those who have created hardware and/or software products that I haven't gotten around to purchasing yet, my hat is off to you and I apologize for not being able to include your material and products in this "editorial". To those whom I have lauded, please bask in the warmth of the praise. You deserve it. To those whom I seem to have criticized, just consider the source and shake it off. What do I know, anyway?

ARTICLE OF THE YEAR (1989) AWARD goes to Mike Maksimik of the Chicago TI Users Group for his TechTalk article in the January 1989 Chicago Times. Mike covers his FDOS software project at the tail end of this article, but the first half contains some of the best information captured in one place, anywhere, on the P-BOX cards that were planned and/or prototyped for the 99/4A but never materialized as products available to users. Fantastic documentation on an important part of TI-99 history.

BEST ALL-AROUND NEWSLETTER AWARD goes to the Mid-South 99ers. If there were only one newsletter that I could receive, this is the one that I would choose. Pound-for-pound, year after year, since 1982, the Mid-South Tidbits newsletter contains more "quality" information in a consistently and professionally presented format, than any other newsletter I have seen. Gary Cox and the others who contribute to this publication deserve a round of applause and a heartfelt thanks for all that he and they have done. It is the one that I look forward to receiving most each month.

BEST ARTICLE EVER AWARD goes to Anne Dhein for her series of TI-Graphics articles that covered using Transliterations to produce graphics through TI-Writer and with TI-Artist and that also covered the history of 99/4 and 4A graphics/artist type programs. While these

articles appeared in many newsletters via exchange programs, Anne's "Home" Group is the Chicago TI Users Group. The articles appear in the August-December 1987 issues of the Chicago Times. Thanks Anne!

BEST COMPLETED PROJECT AWARD goes to Nick Iacovelli for making the Hardware Projects Book offered by the Chicago TI Users Group a reality.

BEST COORDINATED EFFORT AWARD goes to Barry Traver for producing the Genial Traveler Diskazines. They may not be timely, but every one is worth the wait.

BEST DOCUMENTATION FOR A PIECE OF SOFTWARE AWARD goes to Chuck Davis, Kay Davis and Pamela Sourbier for the manual sold with ACORN 99.

BEST EDITORIALS AWARD goes to Terrie Masters of the LA 99ers. Though Terrie throws in an occasional barb or two in her monthly columns, she puts a lot of good information out and has been a strong and vocal supporter of the TI Community from back in the days when Don Vieth was producing the National 99er Newsletter.

BEST EFFORT AWARD in producing a newsletter under adverse circumstances is shared by Joe Nuvolini, Kevin Kapus and Cliff Swank of the Front Range 99ers in Colorado Springs. How they "kept them coming" over the last three years was sometimes a wonder, but to their credit, they did. Never say die is their motto, I guess.

BEST FAIRWARE PRODUCT AWARD is split between Bill Warren for PR-Base and Charles Earl for TELCO. Two truly superior pieces of software that really should have been commercial releases in my opinion.

BEST NEW HARDWARE PRODUCT AWARD goes to Myarc for the Hard and Floppy Disk Controller Card.

BEST ONE-MAN SHOW AWARD goes to Ollie Hebert for all that he has done for the SMAUG 99ers in Alabama.

BEST USER NOTES/TIPS ARTICLE AWARD goes to the Southern California Computer Group for their Hints, Tips and Answers column that appears as a semi-regular feature.

BIGGEST COMMERCIAL SOFTWARE SUCCESS AWARD (for a third-party product) goes to Chris Faherty of Inscobot Inc., for creating TI-Artist. There are probably more copies of that one program in the TI Community than any other.

BIGGEST DISAPPOINTMENT AWARD goes to Broderbund Software for their decision not to produce Choplifter and David's Midnight Magic for the 99/4A.

LONGEST RUNNING TUTORIALS AWARD goes to Earl Raguse for his TI Forth articles in the LA Topics. I think there are over 16 of them now and still coming. Running a close second is Lutz Winkler for his series in The Computer Voice newsletter of the SCCG in San Diego.

LONGEST RUNNING USER GROUP goes to the TIHUG guys and gals in Houston, who were among the first User Groups to form, that are still in existence today. The Chicago TI Users Group comes in a close second.

MOST CONFUSING ARTICLE AWARD goes to Nick Iacovelli of the Chicago TI Users Group for almost any article that he wrote. I'm sorry, Nick. I know that sounds like a shot, but boy did I struggle through your material. You and I don't operate on the same thought plane.

MOST CONFUSING DOCUMENTATION FOR A PIECE OF SOFTWARE AWARD goes to me, for the manual sold with Personal Auditor.

MOST CREATIVE ARTICLE NAMES AWARD goes to Steve Mehr, who belongs to more groups than I have space to list, but who writes for the LA Topics newsletter, for his SNOW? BBBRRRRRRR! and AAARRRGGGGHHH!!! titles in past LA group newsletters.

MOST CREATIVE CONTRIBUTOR AWARD to a newsletter goes to Chick DeMartini of the LA 99ers. Chick is a long-time supporter of the TI Community, dating back to the early 80's when he and George Steffen seemed to write half the LA-South Bay 99ers newsletter.

MOST FAITH IN THE TI COMMUNITY AWARD goes to Laura Burns of MICROpendium for quitting a secure "government" job to publish MICROpendium full time.

MOST FANATICAL 99/4A TRIVIA BUFF AWARD goes to me for having a one-track mind when it comes to digging up generally useless facts about the 99/4A and the TI Community.

MOST GUTS IN A PROGRAM COORDINATOR AWARD goes to Steve Mehr of the LA 99ers for having the courage, loyalty and conviction to bring Craig Miller to a Users Group meeting in LA and to advertise the fact in MICROpendium where Harry Brashear was sure to see it.

MOST GUTS IN A VENDOR AWARD goes to Jerry Price of Tex-Comp for investing a million or more dollars in TI-99/4A products after the bailout by TI.

MOST HUMEROUS ARTICLE AWARD goes to Gene Bohot for his "Tips To Remember" article in the Pomona Valley Computer Group newsletter.

MOST IMPROVED NEWSLETTER AWARD goes to Bob Demeter, editor of the Chicago Times. Bob has done a lot to bring the Chicago newsletter back on track after some problems realized during a tremendous growth period that the group went through. Thanks, Bob!!

MOST INNOVATIVE PRODUCT AWARD goes to Dave Ross for his Character Sets and Graphics Design series.

MOST NEEDED PRODUCT AWARD goes to Dennis Faherty of Insebot Inc., for TI-Base. What more can you say about the premier data management tool in existence in our community? Superb!!!

MOST NEEDED TUTORIAL AWARD goes to Ken Gilliland for his IPA tutorials in the Mar-Apr '89 issues of the LA Topics. The Printers Apprentice is probably a great program, but I never have figured it out.

MOST PRODUCTIVE BOOK AWARD goes to Christopher Flynn for his "Extended Basic Home Applications" book.

MOST PROFESSIONAL APPEARANCE AWARD in a newsletter goes to BJ Mathis of

the SouthWest 99ers. While their newsletter is usually pretty short, about 7-8 pages each month, it is consistently produced like it came from the print shop. It is obvious to me that BJ goes to alot of effort and she also takes a great deal of pride in the end product that she produces.

MOST PROLIFIC WRITER AWARD goes to Jim Peterson, the TigerCub, for 60 or more Tips From TigerCub articles he has written over the years along with several other articles on XB Subprogramming etc. There are several in the Runner-Up class in this category, namely Dave Wakely of the Chicago TI Users Group for his many Disassembly and Spad Adventure articles, Gary Cox of the Mid-South 99ers, who has been a contributing member since his early teen years, Chick DeMarti and the late George Steffen of the LA 99ers, Martin Smoley of the NorthCoast 99ers in the Cleveland area and Joe Nuvolini of the Front Range 99ers in Colorado Springs.

MOST USEFUL BOOK AWARD goes to Cheryl Whitelaw for her "Programmer's Reference Guide".

MOST VERBOSE (the Charles Dickens) AWARD goes to Don Jones of the Chicago TI Users Group. How he can take so many words to convey the thoughts and information that he does, is truly a wonder. Don, I honestly hope to meet you in person one day. You are truly an articulate and intelligent individual with a mastery of the English language beyond the norm. Do you get paid by the word?

ONLY FULL-TIME VENDOR AWARD goes to Chris Bobbitt of Asgard Software. How he can make a living only by supporting the TI Community is a marvel.

POOREST SUPPORT AFTER THE SALE AWARD goes to Myarc for the weeks it takes them to process a repair. Sure glad I bought a backup KFDC, or I'd still have no hard disk.

STRONGEST COMMERCIAL SOFTWARE SUPPORT AWARD goes to Craig Miller for the many superior products that he produced in support of this community.

STRONGEST FAIRWARE ADVOCATE AWARD goes to John Taylor who gave us Checkbook and Budget Manager, Alphanum Delight, Sprite Editor and a host of other excellent fairware offerings.

THICKEST NEWSLETTER AWARD goes to the Chicago TI Users Group for the most consistently voluminous newsletter.

Well folks, guess I've done enough damage for one article. Easy on the letter bombs please. My wife works for the Postal Service and I wouldn't want her to get blown up by a letter that was intended for me. See ya at Fest-West. I will be wearing a bullet-proof vest.

TI Faire

announcements

Welcome to the 1989 TI Faire & Convention. After you have checked in and unpacked, please visit the TI Faire Hospitality Room which is Room 281 located in the Tower. The Hospitality Room will be open for most of the weekend for you to get acquainted with your TI family and friends.

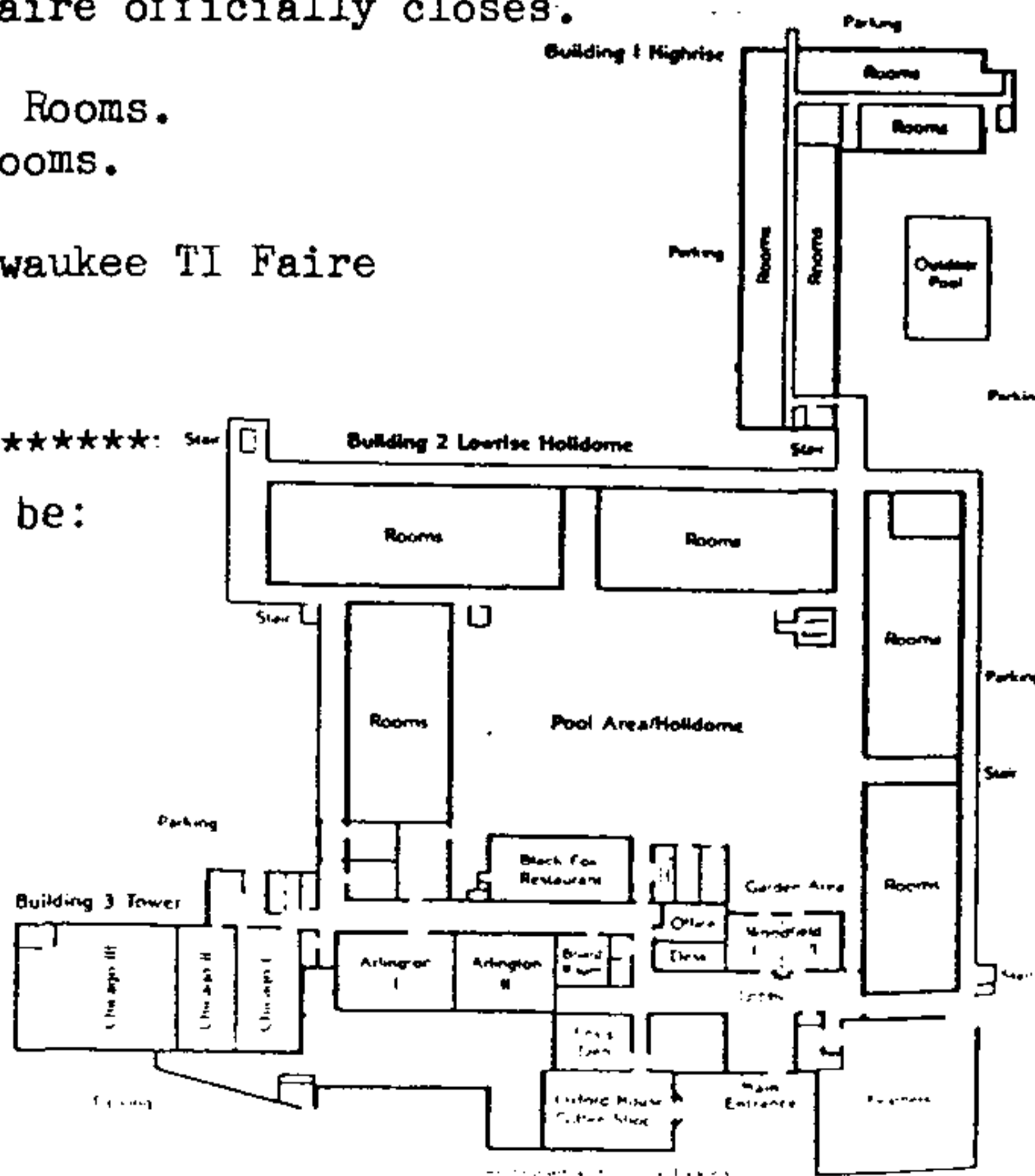
EVENTS SCHEDULE

- FRIDAY:**
- 2:00 pm - Hospitality Suite opens.
 - 8:00 pm - Social Mixer begins in Woodfield Rooms.
 - 12:00 am - Social Mixer ends.
- SATURDAY:**
- 9:00 am - 1990 TI International World Faire opens in the Chicago Rooms.
 - 8:45 am - Seminars begin in Arlington Rooms.
 - 8:45 am - Roger Merritt - Comprodine
 - 9:15 am - Ken Gilliland - Notung Software new games
 - 9:45 am - Shane Truffer + Chris Pratt - ESD Corp. new HFDC
 - 10:15 am - Bruce Harrison - Harrison Software Golf Score Analyzer, music
 - 11:15 am - Jim Yeaman - PRODIGY a new network, possibly for TI soon
 - 11:45 am - Barry Boone - Texaments GIF Mania, a GIF viewer for TI
 - 12:15 pm - Bud Mills - Bud Mills Services new hardware for TI and 9640
 - 12:45 pm - Beery Miller - 9640 News \$\$\$CRASH\$\$\$, Windows, magazine
 - 1:15 pm - Mike Maksimik - CTIUG MIDI software, FDOS, TI standards
 - 1:45 pm - Chris Bobbitt - Asgard Software new software
 - 2:45 pm - Ron Wolcott - TIPS new versions of TIPS and Q+A session
 - 3:30 pm - J. Peter Hoddie + Paul Charlton - JP Software new software
 - 4:10 pm - Tom Freeman - T and J Software Hardback, a program to back up HI
 - 4:30 pm - Jeff Guide - TI NET/DELPHI information network
 - 5:00 pm - Barry Traver - Genial TRAVELER Diskazine new programs
 - 6:00 pm - Chicago TI International World Faire officially closes.
 - 6:30 pm - Cocktails begin in the Woodfield Rooms.
 - 7:30 pm - Dinner served in the Woodfield Rooms.
- SUNDAY:** Meet in back parking lot to caravan to Milwaukee TI Faire

*****: Star
 The BUS SCHEDULE for shopping at Woodfield Mall will be:

- | | |
|-----------------------|-----------------------|
| FRIDAY: | SATURDAY: |
| Leave Hotel - 10:30am | Leave Hotel - 10:30am |
| Leave Mall - 2:00pm | Leave Mall - 1:00pm |
| Leave Hotel - 6:30pm | Leave Hotel - 2:30pm |
| Leave Mall - 9:00pm | Leave Mall - 5:00pm |

Please sign up at that Hotel Registration Desk ahead of time to reserve your seat on the bus.





CONNIE MOVES

WE WILL MEET AT CHEMICAL

ABSTRACTS NOV 18 1989

3RD SATURDAY

8 30AM TO 2 30PM

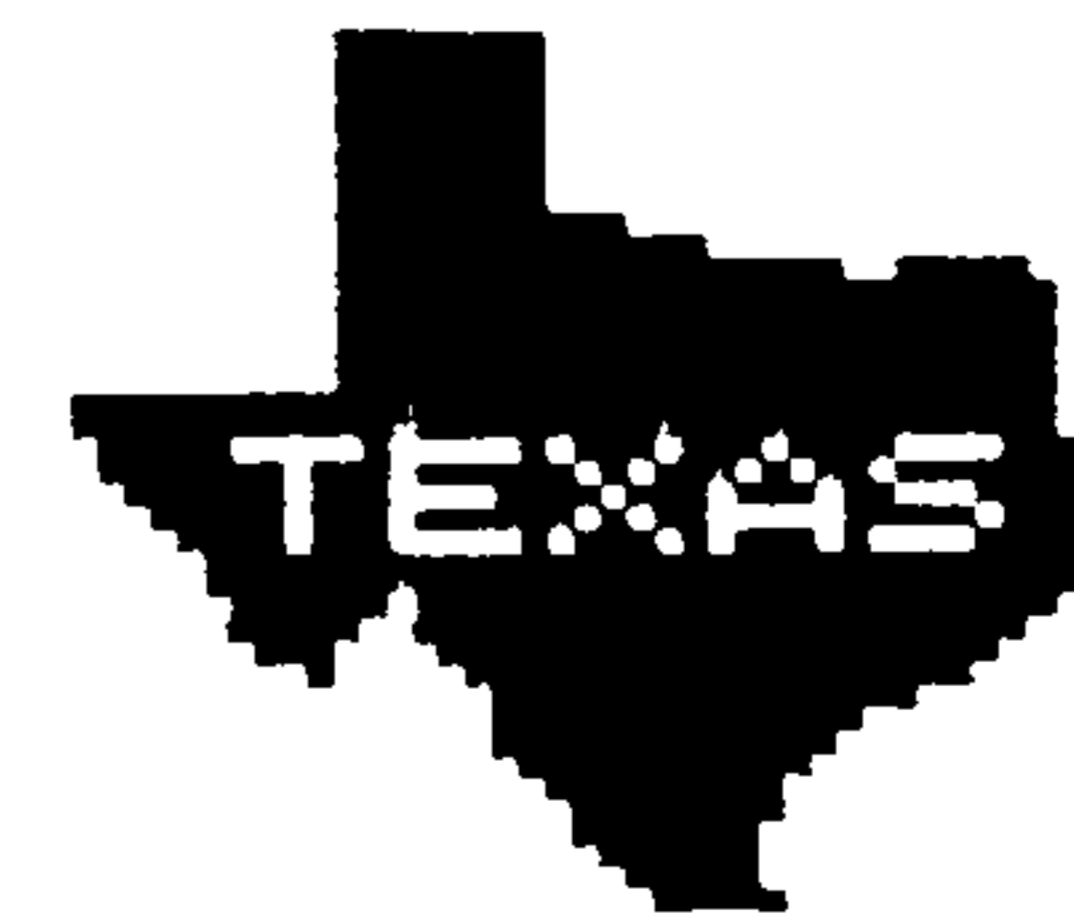
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ENTER FROM

DODRIDGE DR

OLENTANGY RIVER RD

SEE YOU THERE



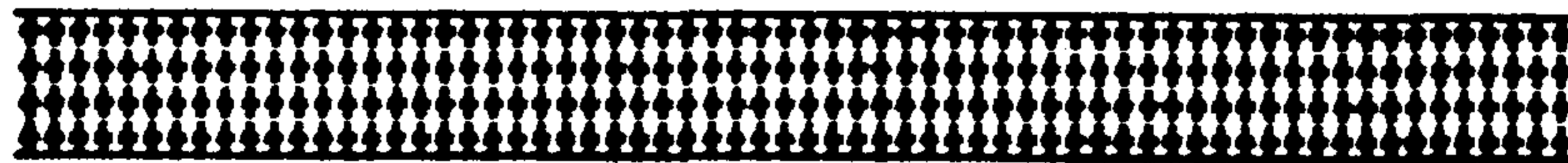
THIRD ANNUAL
CPUG
COMPUTER EXPO

AT CARLISLE FAIRGROUNDS,
ON CLAY ST. IN CARLISLE, PA.

SUNDAY, OCT. 15, 1989

HOURS: 7AM - 2PM

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COMPUTER VENDORS TAILGATING
USER GROUPS



Admission: \$3.00, Women and
Children under 12 FREE
TAILGATING AREA: \$2.00



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We at CaDD would like to take this opportunity to announce the release of two new products.

!! NEW OPTION !! NEW OPTION !! NEW OPTION !! NEW OPTION !!

ALTERNATE GRAM LIBRARY EMULATION

This new option will allow the GRAMULATOR to emulate two banks of GRAM. One bank, the standard GRAMULATOR configuration, will emulate GRAMS 0 thru 7 at the base address of >9800. The other bank will emulate GRAMS 3 thru 7 only at a base address of >9804. The alternate bank will be accessible thru the REVIEW MODULE LIBRARY function built into GROM/GRAM 0.

The advantage of having two GRAM banks;

1. This will allow you to load two cartridges which occupy the same GRAM address simultaneously (EX. Disk Manager 2 and Extended Basic).
2. No changes are needed to the saved cartridge. Programs like E/A MOVER, available for the Gram Kracker, are not needed.
3. An additional 40k of battery backed memory is available to the user and programmer alike.

There many more possibilities for this new capability.

The ALTERNATE GRAM option will be available November 15, 1989. The price will be \$55.00, if installed by CaDD, \$45.00 dollars for the kit.

HardMaster

By Colin Christensen

Sector Editors Compared

| | Disk Patch (TI) | Disk Utilities (J. Birdwell) | Sector One (R. Moore) | HardMaster (Asgard) |
|--------------------------------|--------------------|---------------------------------|--------------------------|------------------------|
| SECTOR FUNCTIONS | | | | |
| Read | Yes | Yes | Yes | Yes |
| Edit | Yes | Yes | Yes | Yes |
| Display in ASCII or Hex | Yes | Yes | Yes | Yes |
| Step through | Yes | Yes | No | Yes |
| Write | Yes | Yes | Yes ¹ | Yes |
| Output to Printer | No | Yes | Yes | Yes |
| Print to Disk | No | Yes | Yes | Yes |
| Compare | No | No | Yes | No |
| Copy | No | Yes ² | Yes | Yes ² |
| Search for Text | No | Yes | Yes | Yes |
| Sector 0 Mark | No | Yes | No | No |
| Sector 0 Free | No | Yes | No | No |
| FILE FUNCTIONS | | | | |
| Search | Yes | Yes | No | Yes |
| DISK FUNCTIONS | | | | |
| Floppy Catalog | Yes | Yes | No | Yes |
| Floppy Directory | No | No | No | Yes |
| Hard Disk Tree Directory | No | No | No | Yes |
| 4-SECTOR AT ONCE EDITOR | | | | |
| Edit Screen | No | No | No | Yes |
| Print Screen | No | No | No | Yes |
| COMPATIBILITY | | | | |
| Floppy | Yes | Yes | Yes | Yes |
| Hard Drive | No | No | Yes | Yes |
| 40 Column display | Yes | Yes | Yes | Yes |
| 80 Column display | No | No | Yes | Yes |

Note 1. Sector One does not prompt you to see if you are sure before writing back a sector - a potential risk because memory buffer and sector number isn't always the same.

Note 2. Can only copy between two disks if you choose the same sector number

Source: Sector Editor, Jan Alexandersson, Programbiten Nitinian

HardMaster, by Colin Christensen, is a modern sector editor for the TI-99/4A and Myarc Geneve 9640. This powerful program doesn't force you to make choices like some other editors do - you can edit sectors on floppy disks or hard disk drives, you can edit them one at a time or four at a time, in 40 columns or in 80-columns, on a 99/4A or on a Geneve. *HardMaster* is also relatively complete, with a wide range of functions - some found no-where else. Hard-drive users will appreciate the "tree directory" which makes tracking files to sub-directories simpler, or the ability to copy sectors from one part of the hard drive to another, and all users will find the "quad editor" useful, or that printing out the sector bitmap and the 'pack' command make restoring a bad disk easier. We like to think *HardMaster* is the best of the bunch. But don't just take our word for it - look over the comparison list between four popular sector editors compiled by a respected user group in Sweden and make up your own mind.

If you need a disk sector editor, for floppy disks or hard drives, remember *HardMaster*.

Suggested Retail
\$14.95

U.S. - Add \$1.00 S&H
Canada - Add \$1.50 S&H
Airmail - Add \$3.00 S&H

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THE BEST BATTERY-BACKED RAMDISK for the TI-994A. The on-card batteries recharge when you operate your computer. The batteries will last for years. The entire STATIC RAM memory is battery-backed including the DSR RAMDISK Operating System. The RAMDISK size can be 90k to 3 meg.

THE ONLY FULLY OPEN PE-BOX CARD.

The Horizon RAMDISK contains no EPROM or ROM. The DSR Operating System is in RAM and is loaded from a floppy disk on initial set-up.

THE ONLY PERIPHERAL WITH DSR RAM which allows the assembler language programmer to write Device Service Routines. The Horizon RAMDISK memory is decoded entirely within address space >4000 to >5FFF. A special loader enables AORG Editor/Assembler object files to be placed in the RAM on the card. You can write all new CALL subprograms for TI BASIC, power-up and interrupt service, and DSR routines making use of the STATIC battery-backed RAM. >4000 to >57FF is always enabled, and the remaining memory is paged in 2K at a time in >5800 to >5FFF with the LDCR instruction.

A RAM CARD YOU CAN BUILD yourself and save the \$30 construction fee. You can buy the printed circuit board, Operating System software and an ILLUSTRATED step-by-step construction manual with schematic and parts list buy our parts or get the parts wherever you can find the best deals. Hundreds of TI Enthusiasts have built the Horizon RAMDISK. If you've had any experience building electronic kits you can too--at a \$30 SAVINGS! (If you want a fully constructed, tested and warranted unit, we sell those too.) You can start with a small 128k card and add to it a chip at a time up to THREE Megabytes.

EASY TO USE...

- > Functions just like a TI floppy drive, only FASTER! Load the operating system with a single key press, then access the RAMDISK as you would a floppy disk.
- > Compatible with software using standard DSRLNK including sector copy. Disk Manager II, MG Explorer, TI Writer, TI Multiplan, and Editor Assembler. Compatible with TI BASIC, TI Extended BASIC, TI and Wycove FORTH, TI LOGO, and Assembly Language. > Comes with the DM-1000 Disk Manager, loads from BASIC or EXT. BASIC in 1 second with call DM or a keypress. > Compatible with existing hardware including MAXIMEM, GramCracker, the P-GRAM Card and the GENEVE 9640.
- > Accepts drive names from DSK1 to DSKZ.
- > DIP switch sets CRU Base from >1000 to 1700.
- > Adds CALL Subprograms to BASIC to:
 - 1) set the drive number,
 - 2) set write protect,
 - 3) set maximum sectors,
 - 4) enable DSR for direct access,
 - 5) execute M/L code from BASIC.

Call TI-COMM BBS on 419 385 7484
for current prices or information
300 Baud,7bit,e / 1200,8,n / 2400,8,n

ANOTHER MODIFICATION TO THE HORIZON IS AVAILABLE NOW from Gary Bowser. Thanks to Ron Walters, John Guion, and Gary Bowser, a NEW modification has been created to allow 8k BANKS to be ACCESSED at the programmers wish to >4000 - 5FFF OR >6000 - 7FFF memory locations. You have the ability to turn-on 8k blocks of memory and use them as part of a running program. An ERA of "POWER PROGRAMMING" has begun for the "TI 99/4A"
This is accomplished by replacing one small chip with a mini-board and connecting six wires. The HORIZON can still be used as a RAMDISK with space allocated for the 8k BANK SWITCHING. A software program controls the 8k banks. Full instructions for installing and use are provided.
NOTE This plug-in mod will work on ANY version of HORIZON with a 99/4A.

HORIZON COMPUTER

HORIZON BARE BOARD, Manual + ROS8.14 \$45
 Zero K Kit=ALL parts, less Memory \$105
 128K Memory chips \$45 each, 32k chips \$8
 128K Kit=\$150 or \$180 Built A
 256K Kit=\$195 \$225 Built A
 384K Kit=\$240 \$270 Built M
 512K Kit=\$285 \$315 Built D
 One Meg Kit=\$465 \$495 Built I
 1.5 Meg Kit=\$645 \$675 Built S
 ADD A RAMBO Mod for \$45 K
 256/800 PHOENIX Kit=\$495 or \$525 Built

P-GRAM kit 72k = \$150 or \$180 Built
 P-GRAM+ kit 192k= \$230 \$260 Built
 CLOCK for P-GRAM's = \$20
 KITS Include ALL PARTS Needed

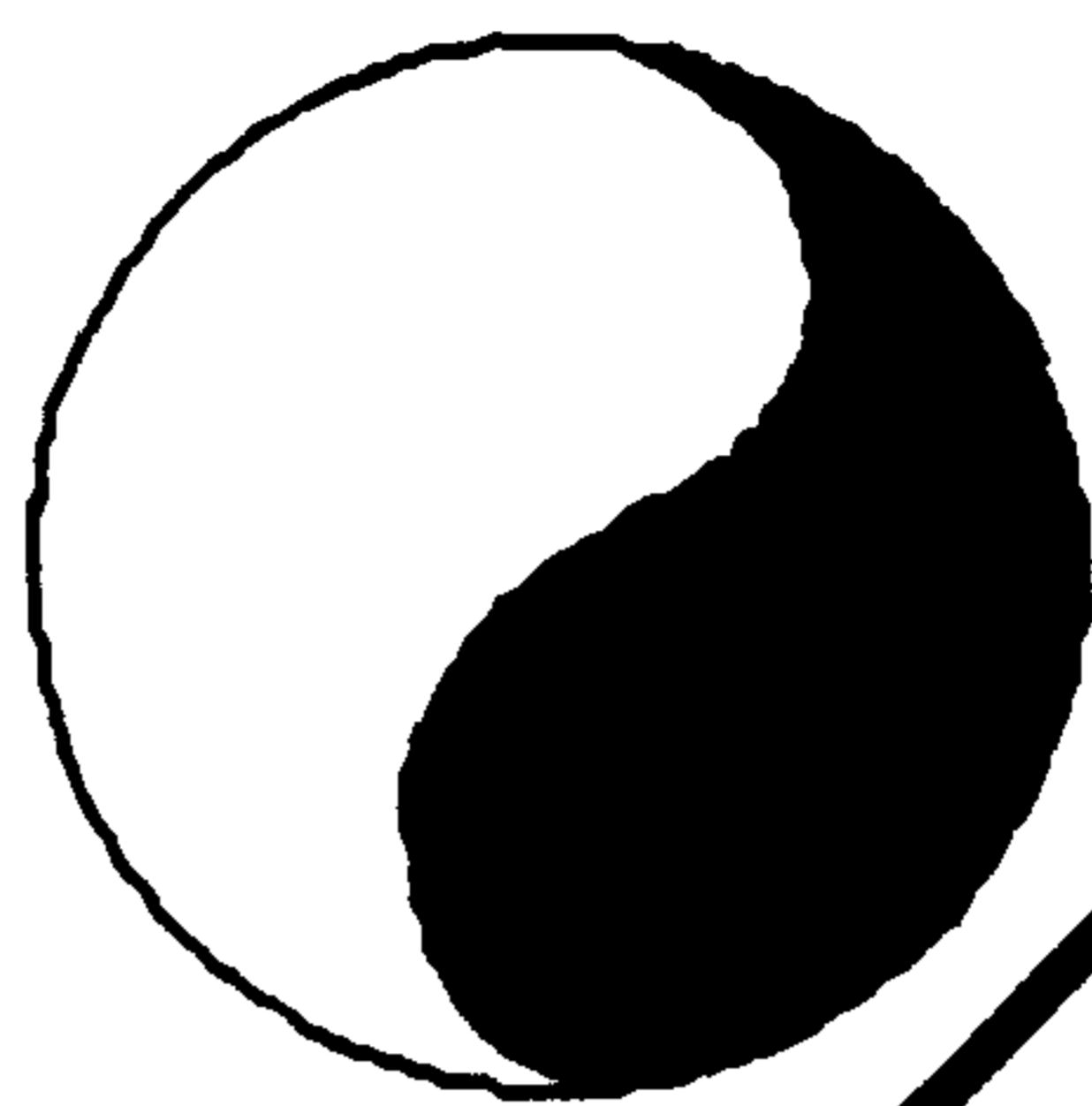
MEMORY Expansion for the GENEVE 9640
 MEMEX 504k \$245
 MEMEX 504k+GENMOD \$345
 MEMEX 1008k+GENMOD \$395
 MEMEX 1512k+GENMOD \$445
 MEMEX 2016k+GENMOD \$495
 The GENMOD is ADDED to
 YOUR GENEVE 9640 card.

GENMOD allows
 the 9640 to
 address all
 2 MEC on the
 MEMEX card at
 ZERO wait

Up old 180k to 256k w/instructions=\$40
 32/16 Console Mem Mod w/Supercart =\$40
 Ohio Residents add 6% sales tax
 Ship Overseas ADD \$7 Surface or \$10 AIR
 Prices may change if MEMORY costs go up
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Karate Challenge



Dragons have taken over the minds of the students and teachers at your Karate Dojo. In this fast-paced action-game you must defeat your former friends and masters in order to get a chance to engage the dragons in mortal combat! By Glenn Schworak, Karate Challenge is the fastest and most realistic martial arts game available for the TI-99/4A or Myarc Geneve 9640. The action is fast and furious as punches and kicks fly in your quest to rid your Dojo of the evil dragons. The astounding graphics are both impressive and accurately depict techniques used in karate. No fan of Bruce Lee and Chuck Norris movies should be without this action-packed game!

Mission Destruct!

Robots have taken over the moon! You are on a mission to destroy as many moon base reactors as you can before the waves of Death Drones, Space Mines and the evil Draks can overtake your ship. After destroying the robots guards you have to pilot your craft through a deep underground passage, destroy the robots and shields defending the reactors while avoiding fireballs, and destroy the reactors with your laser weapons. A fast action



game by Glenn Schworak, Mission Destruct! is a good old-fashioned shoot 'em up that will keep you playing for hours on end!

Karate Challenge and Mission Destruct! both require 32K, Disk and either Extended BASIC, Editor/Assembler or TI-Writer

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Both for only
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Canadians - Please add \$1.50 S&H
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The MEMEX expansion to 504k add on is as simple as plugging a card into your P-Box, the addition of more memory to the Memex is done by plugging in more memory chips... BUT to be able to use more than 504k of MEMEX memory there has to be a modification to the GENEVE to increase the address lines and enable the DATA buffer. While Ron Walters was working his magic to accomplish this mod he went ahead and included the ZERO WAIT options to provide you one modification that does it all. We call it the GENMOD.

MEMEX and 0 wait
From: RONWALTERS

MEMEX GENMOD

As many of you already know, the 2 Meg Mod for the Geneve has been working for some time at 1 wait state. I've had 2 Megs. at 0 wait state running in prototype for about a month now. From a technical standpoint these modifications have turned out to be far more complex than should have been, due to timing problems presented on the external bus. The Geneve Gate Array design did not make provisions to accomodate 0 wait states on the P-Box Bus (Nor did Myarc ever promise to).

The modification will consist of a small PC board containing 2 custom chips, not PALs (the equivalent of about 40 chips), which require 21 (not all address lines, the similarity is coincidence) connections to the Gate Array...don't panic though, this is simply accomplished by placing the PC board over the pins on the back side of the GA and hitting each of the designated pins with a soldering pencil. In addition, 7 wires are attached from this PC board to the Geneve and three traces are cut (or pins bent out on chips if your Geneve is socketed). The chips are surface mounted so that the clam shell can be replaced.

The mod is required for the Geneve to be able to access more than 504k on the MEMEX. This will generate the full 21 bit address bus and convert all external bus activity to 0 wait state, except for DSR page accesses which I have left at 1 wait state to accomodate slow peripherals. The net result would be that the 512k DRAM on the Geneve will continue to operate at 1 wait state while all MEMEX memory will operate at 0 wait states up to 1.5 Megabytes external.

If it is desired to have all 2 Megs operate at 0 wait states, the MEMEX card would be filled and the 512k of DRAM on the Geneve would be removed. A jumper on the Geneve mod is provided to convert the remaining 512k out of the 2 Megs to 0 wait states. This would also require a replacement EPROM for the Geneve. This is because the Memory Test, which the current EPROM does, will not tolerate the "missing" memory at page >3A, which is necessary on the external bus to avoid bumping heads with DSR devices.

Regarding speed differences, without going into all of the combinations and permutations of mixed on-chip, 1 wait and 0 wait: A program operating with workspace, data and code residing in the 0 wait state memory will run 1.8 times faster than with workspace, data and code all residing in 1 wait state memory.

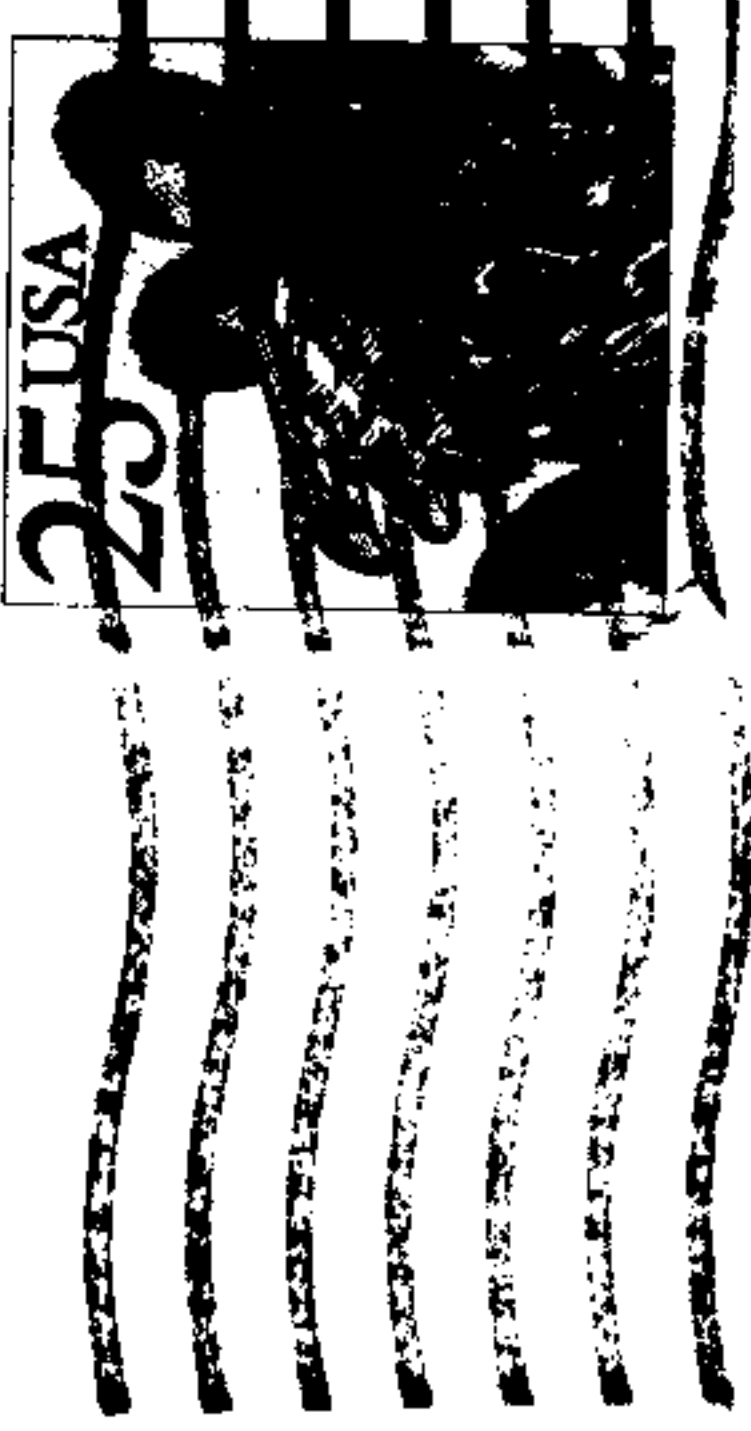
Ron W.

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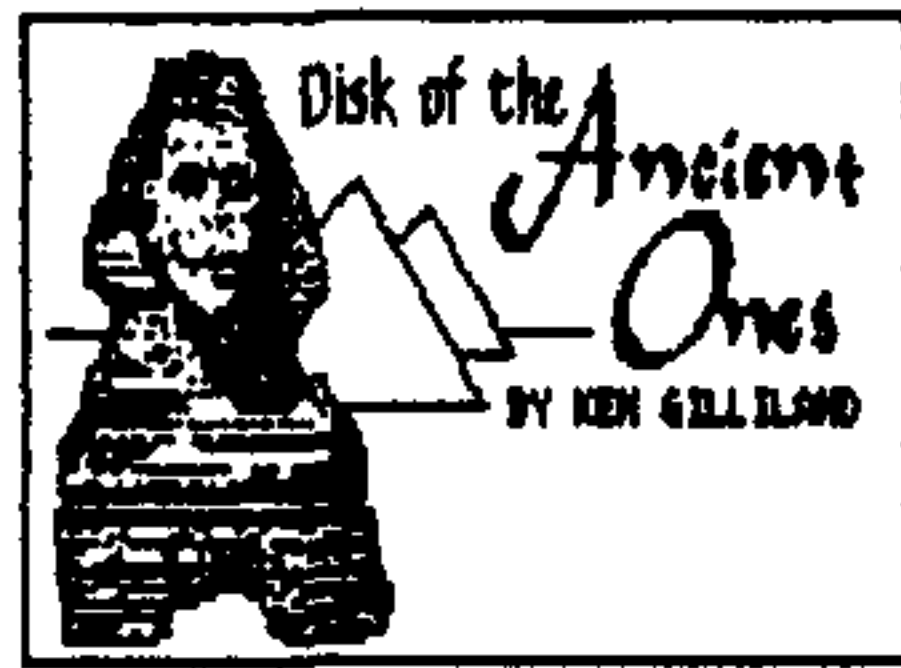
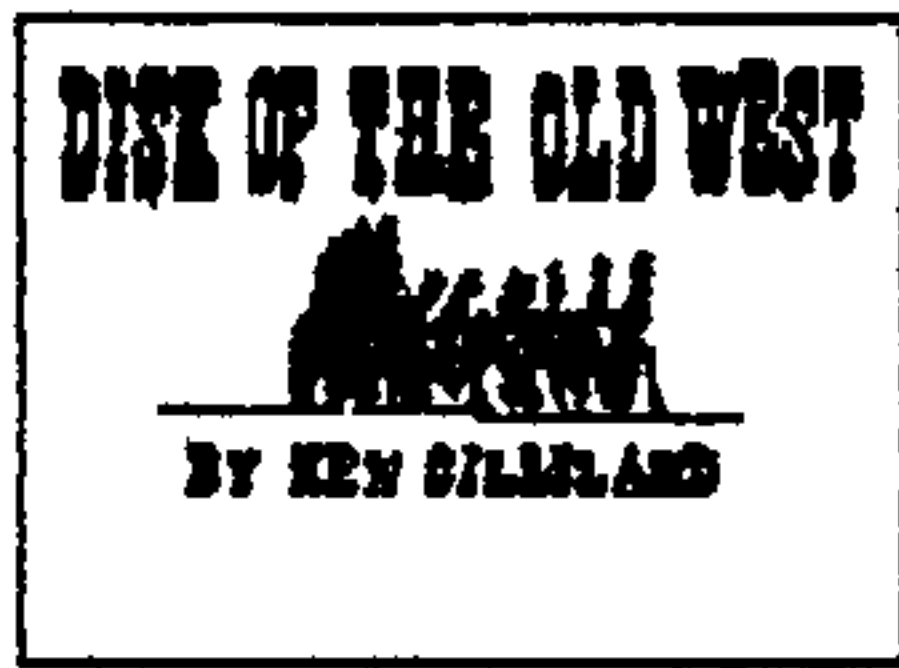
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MYARC, INC., P.O. BOX 140, BASKING RIDGE, NEW JERSEY 07920

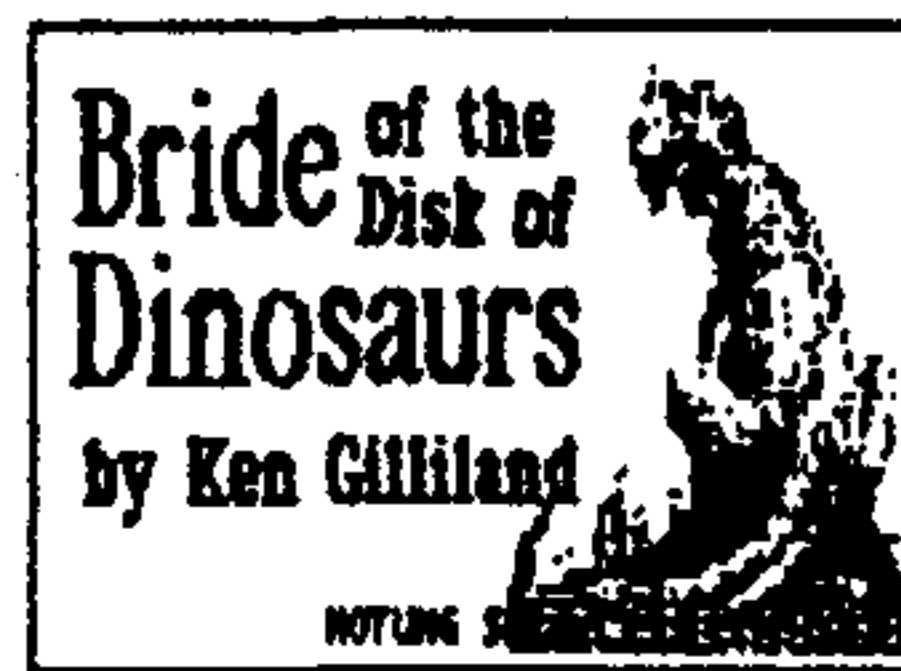
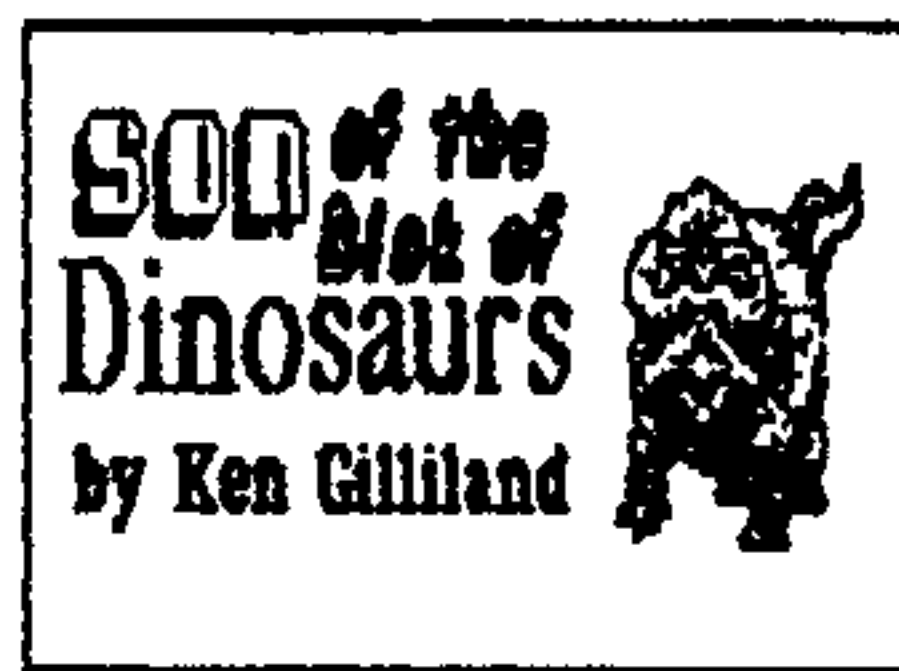
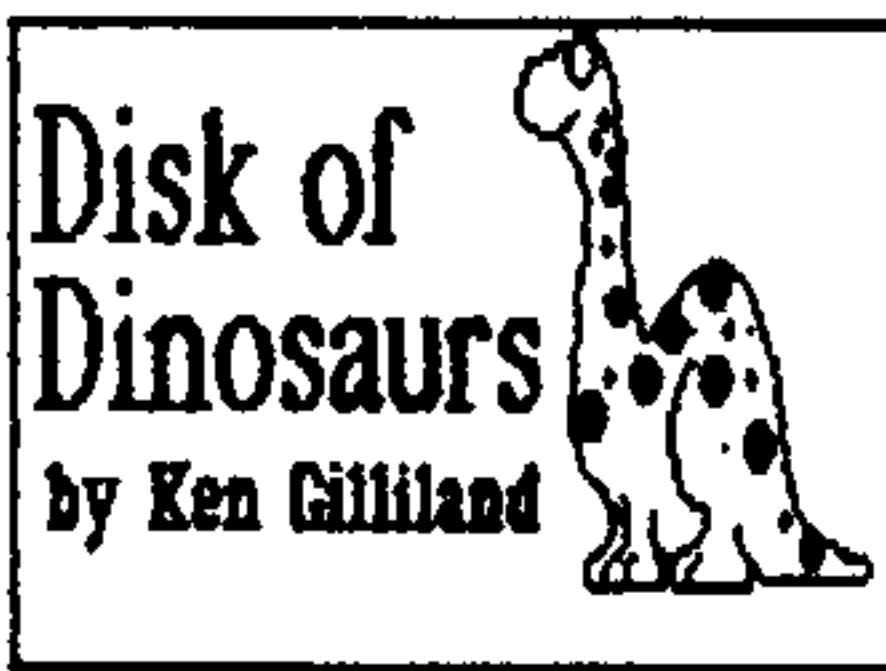
How Does a 99er spell Education? Simple.

Notung Software's "Disk of..." Series



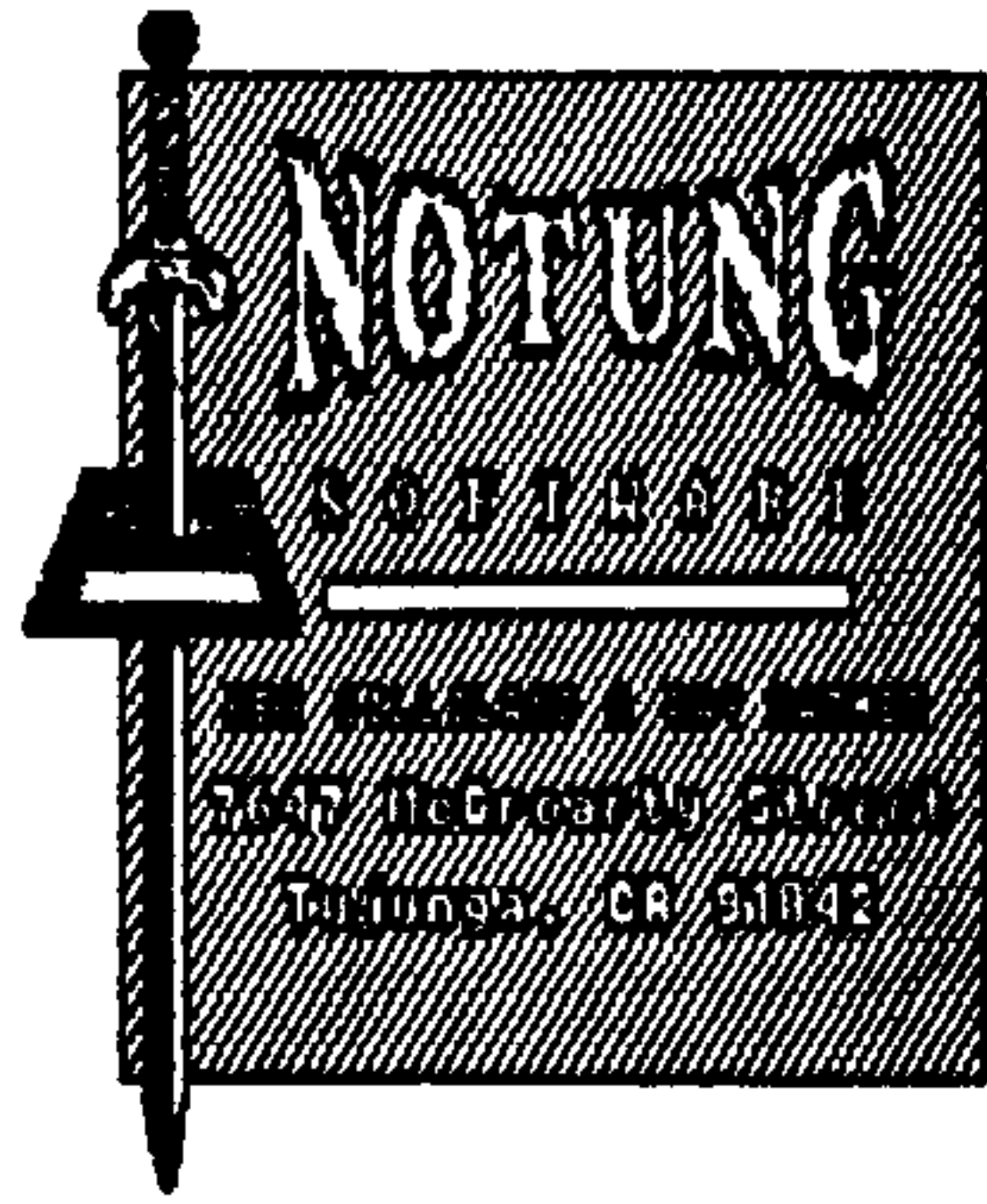
The "Disk of" series brings you the best of all worlds for the education-minded TI-99er with scores of TI-ARTIST and TI-ARTIST PLUS™ artwork (including PICTURES_P, INSTANCES_I, FONTS_F and SLIDES_S). All artwork is highly-detailed and hand-drawn by Ken Gilliland, a professional artist. Also included are graphic slide shows, theme-based games and music, animation (in the Dinosaur Series), and detailed, well-researched essays (with an on-screen text viewer). Sing the original "Home on the Range" on "Disk of the Old West" or escape from the Labyrinth and fight the Minotaur on "Disk of the Ancient Ones". Read about the real Blackbeard, or get a crash course of nautical terms in "Disk of Pirates". Save the princess, joust a few Knights and slay a dragon or two in "Legends of Valor" on "Disk of Medieval Times" or explore the world of the 1950's horror pulp genre through artwork and stories in "Disk of Horrors". If you have a Jurassic itch, Notung has not one, but three "Disk of" packages dedicated to Dinosaurs.

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- All three Dinosaur Packages contain 2 diskettes featuring artwork, some text information, and animated cartoons...\$7 each



Also try these other fine NOTUNG titles: TI CASINO Version 3.0 (\$15), WINGQUEST for 9640 Basic (\$12), ARMOR AMBUSH for 9640 Basic (\$15) and "How to Use the Printer's Apprentice... and Not Go Insane" book (\$20).

Please remember to include \$1 P&H for the first item and 50¢ for each additional item. Write for our free catalog. Happy Keypunching!



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PAGE PRO TIMES

Vol. 1 No. 1

Fall/Winter 1989

Pix Pro Released!

■ Alexandria, VA

On Sept. 15th at the TI International Expo '89 held in Alexandria, Virginia (a suburb of Washington D.C.), Asgard Software formally announced *Pix Pro*, the Super-Converter for the TI-99/4A and the Myarc Geneve 9640.

This remarkable program by Jim Reiss opens many doors for Page Pro 99 users, as well as provides a simple and effective way to move pictures between virtually all of the most popular TI-99/4A picture formats.

There are literally thousands of pictures available for our machine - but unfortunately they are in dozens of different, often incompatible formats. The idea behind *Pix Pro* is that you shouldn't have to change programs because the pictures you want to use won't load into the program you want to use.

This all-assembly program will allow you to load pictures stored in any of 8 different picture formats and save them in any of 6. Consequently, *Pix Pro* does the work of over 40 different conversion programs. *Pix Pro* lets you take files stored in Picasso,

GRAPHX, TI-Artist Picture, TI-Artist Instance, Page Pro, MacPaint, RLE or Pix formats and save them as GRAPHX, TI-Artist Picture, TI-Artist Instance, Picasso, Page Pro or Pix pictures.

Many users witnessing the *Pix Pro* demonstration found that it was particularly useful to users of a number of popular graphics packages.

● Page Pro users can now use more than just TI-Artist pictures. The full library of RLE, MacPaint, TI-Artist, GRAPHX and Picasso pictures is now open to users of Page Pro 99. As was demonstrated, you can even save full-page MacPaint pictures as full-page Page Pro pics! Less noted but equally important, this utility allows Page Pro 99 users the option of using virtually any drawing program for the 99/4A to create custom artwork for their Page Pro pages.

● TI-Artist users using *Pix Pro* will be able to easily move pictures into Picture or Instance format from a large variety of sources. While many other con-

(Continued on Page 2)

New Picture Disks!

■ Rockville, MD

Asgard Software, in a flurry of activity, announced 4 new picture disks for Page Pro 99 users.

Sports Pics, by Paul E. Scheidemantle, contains almost 60 all-original drawings covering almost every major sport. These highly detailed, well-documented pictures are a must for anyone who enjoys sports. If you are involved in local teams, enjoy a particular sport as a hobby, or just simply like action shots of people engaging in various sports gracing your pages, you'll find *Sport Pics* useful and worthwhile.

This extensive package, which comes with an attractive reference sheet and documentation, is available for only \$9.95. A TI-Artist format version is also available.

Additionally, Asgard has also announced 3 new volumes in their popular Page Pro Pics series of picture disks - Volume #8, #9 and #10.

(Continued on Page 2)

P-GRAM

GROM EMULATOR AND
REAL-TIME CLOCK CARD



Designed by John Guion and Robert Jones / Produced by Horizon Computer / Distributed by Bud Mills Services

WHAT IS A P-GRAM ?

The P-GRAM is a card for the Peripheral Expansion System that adds 72K of battery-backed memory to the TI-99/4A (40K GRAM, 16K bank switched module RAM, and 16K bank switched DSR RAM). This memory is added in place of the ROM memory used for module software. The P-GRAM allows you to save modules to disk and then load them into the P-GRAM's memory to be used. Once a module has been saved to disk and loaded into the P-GRAM, it won't be needed again. The computer cannot tell the difference between a module loaded into the P-GRAM and one inserted into the computer. Since the P-GRAM's memory is maintained by a battery, the contents of the P-GRAM will remain even if the computer is turned off.

The real-time clock option may be purchased at an extra cost and provides the computer with time, date, and day-of-week information. The optional clock is compatible with software written for EITHER the MBP clock card or CorComp's Triple Tech and 9900 Stand Alone clocks, thus providing compatibility with a wide range of existing clock-based software.

WHAT CAN THE P-GRAM DO FOR ME ?

The P-GRAM may be used to emulate almost any module (including Extended BASIC, Editor/Assembler, Multiplan, TI-Writer, and hundreds of others). This not only provides a backup of each module you currently own, but puts an end to frustrating problems caused by "flaky" modules and worn module ports.

The software required to save and load modules is part of the P-GRAM's operating system and is loaded when the card is installed. A few keystrokes are all that are needed to call up a menu-driven program that allows you to use any P-GRAM feature.

The files created when saving modules to disk for use with the P-GRAM are compatible with files saved by the Gram Kracker and Cart Saver program. Thus, modified modules used with other devices can also be used on the P-GRAM.

Since the P-GRAM uses RAM and GRAM memory to store modules, it can also be used to modify them using an advanced memory editor that is part of the P-GRAM's operating system. This allows bugs to be fixed (such as printer and RAM-Disk incompatibilities) and new features can be added or software can be customized to fit your specific needs. You no longer have to be satisfied with whatever was programmed into the original module. The P-GRAM allows you to change and improve things that you never could before.

The P-GRAM can be used just like a "Super Cart" module (an Editor/Assembler module with 8K of RAM). This allows the user to run the growing number of programs requiring this type of module. However, the P-GRAM's memory is not limited to running modules. The memory can be used for any application requiring RAM or GRAM memory. A full 56K of memory is available for use in the module memory space.

RAG SOFTWARE

R.A. Green
1032 Chantenay Dr.,
Gloucester, Ont.
K1C 2K9
(613) 837-1955

August 15, 1989

(Editor's note: This letter was received by yours truly and if you have a copy of this utility or are planning to obtain a copy, please make the changes indicated below.)

To: Users of TI Writer Version 4.3:

The Formatter, which shows Version 4.1, on the Version 4.3 disk has a bug in the .DR command. The fix is a one byte patch, plus another one byte patch to upgrade the Version number displayed to 4.4 The Editor remains at Version 4.3.

The patches are in the first sector of file FORMA1 (Sector >0066 on the distribution disk).

Fix .DR patch:

Sector >0066
Offset >001A
Is now >C204
SHOULD BE: >C202

Make Version 4.4:

Sector >0066
Offset >00CF
Is now >2E31 ".1"
SHOULD BE: >2E34

Art Green

P.S. Use a copy!

RAG SOFTWARE

R.A. Green
1032 Chantenay Dr.,
Gloucester, Ont.
K1C 2K9
(613) 837-1955

September 12, 1989

(Editor's note: This letter was received by yours truly and if you have a copy of this utility or are planning to obtain a copy, please make the changes indicated below.)

To: Users of TI Writer Version 4.3:

Gulp! Another bug in the Formatter. Actually, it is in the same area as the .DR bug we just fixed. The new bug is in the translation of the character >00. This translation is done in order to implement the .TL command.

I'm not going to change the version number for this fix since I haven't sent out any disks labeled 4.4. The patch is to file FORMA1 again. On the 4.3 disk:

Fix .DR patch:

```
Sector >0069  
Offset >0006.  
Is now >C06C  
SHOULD BE: >C06B
```

Quite a few people have asked for enhancements to TIW. Do you have any? In order to add enhancements more memory must be made available for code. There are two possibilities, which ones do you like?

1. Reduce the size of the text buffer.
Means maximum file size is reduced.
2. Require the use of an E/A super cart.
That is, 8K RAM in the cartridge slot.
3. Neither. If it ain't broke, don't fix it!

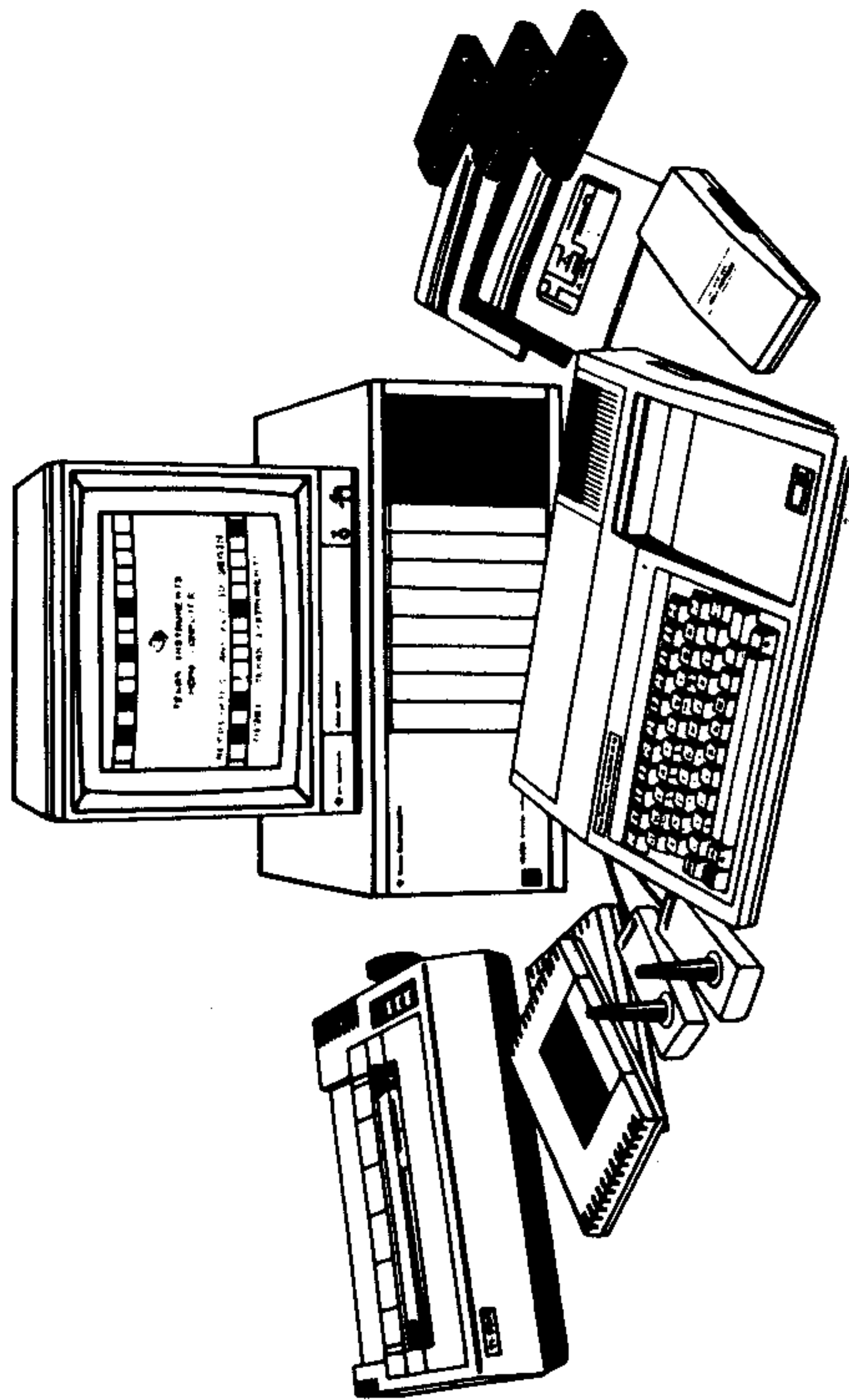
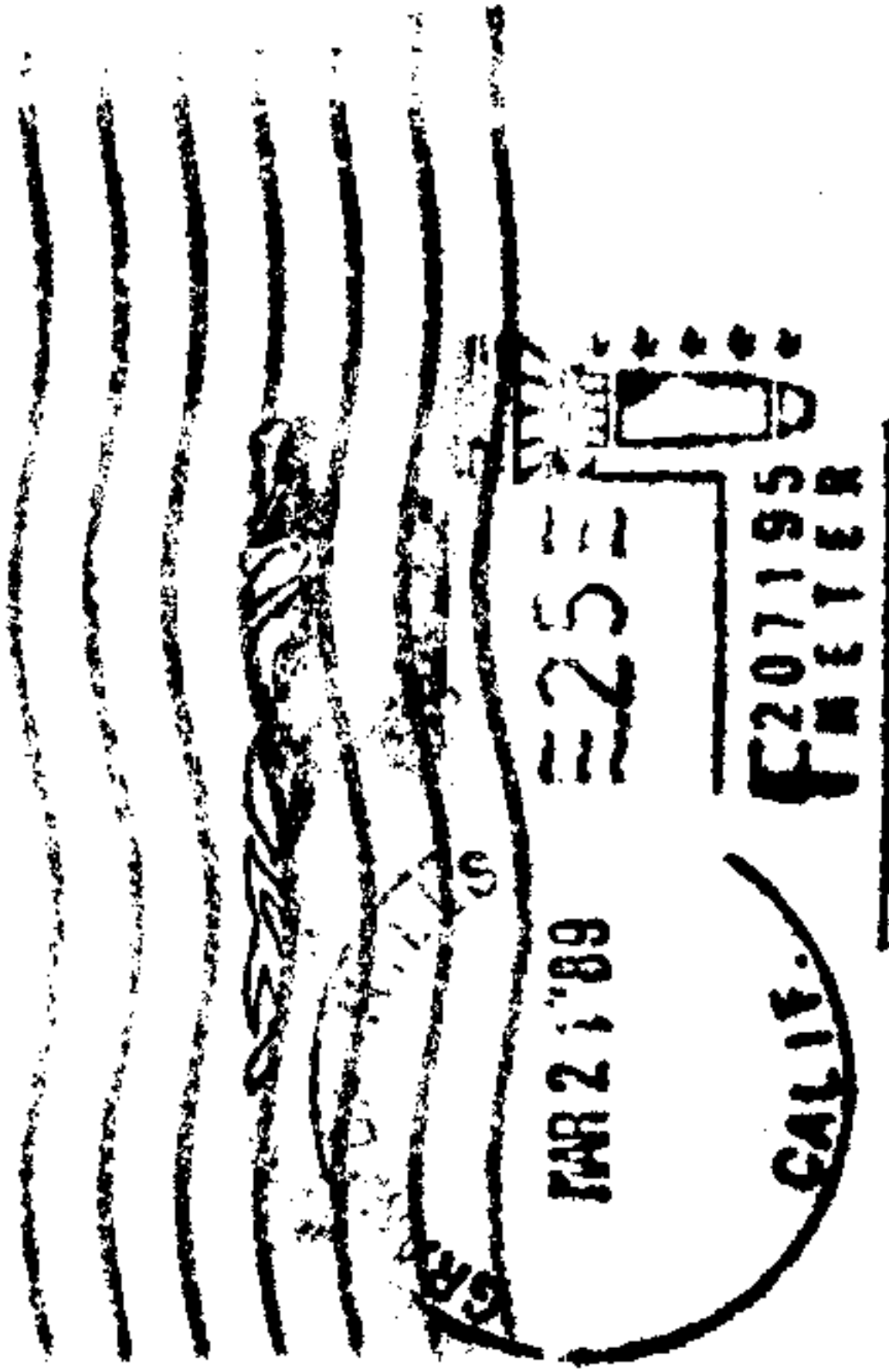
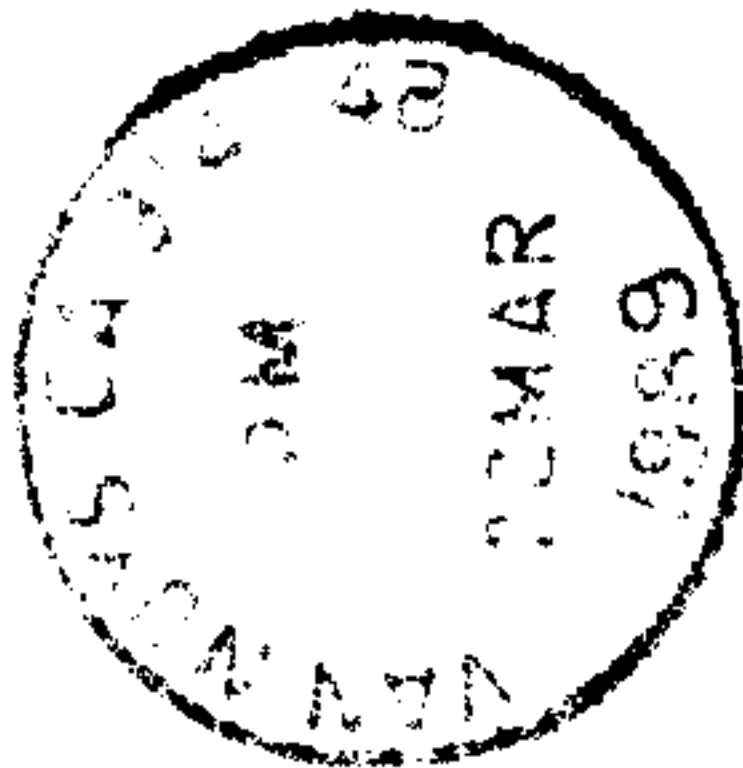
If I get enough responses, I might be tempted to do some coding.



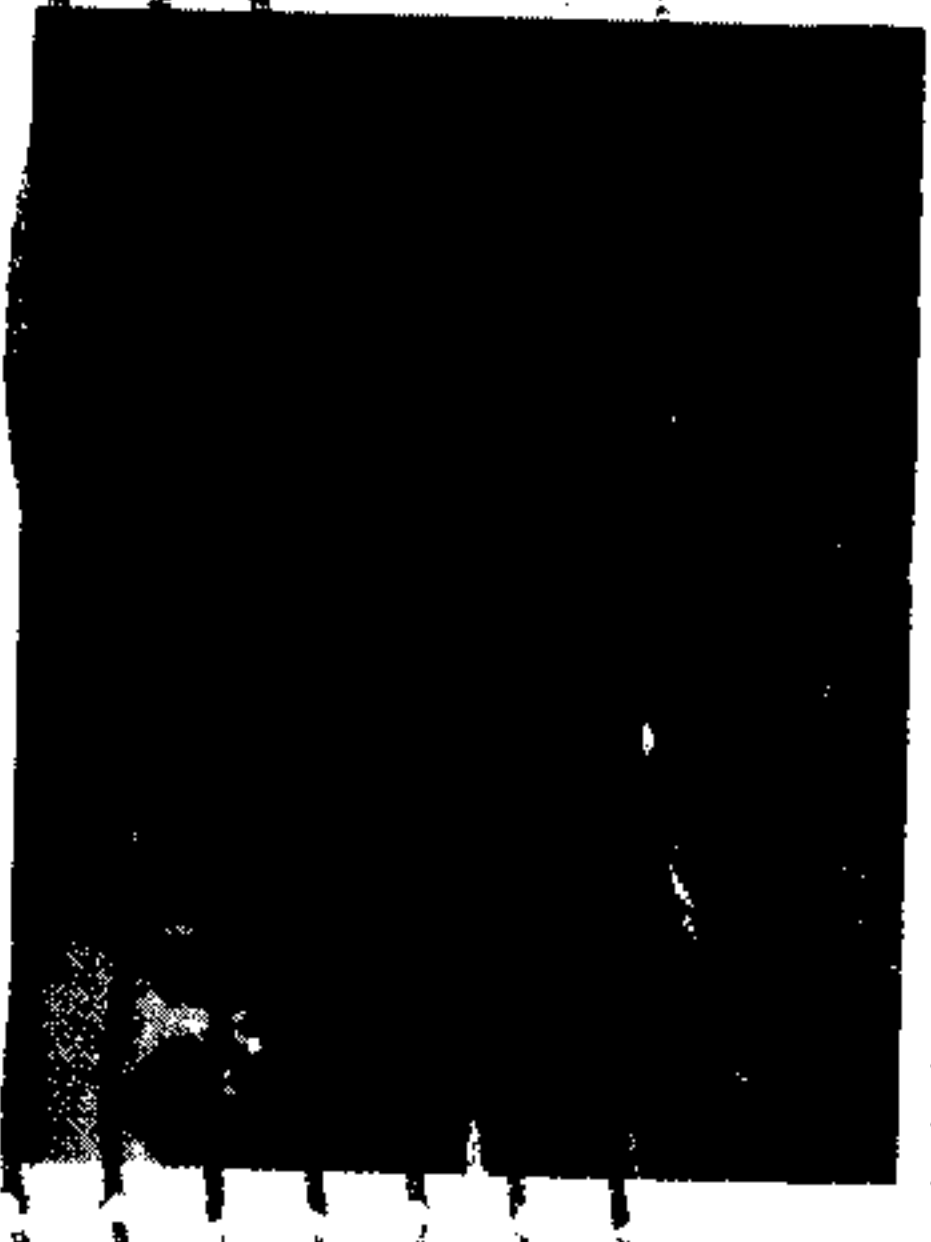
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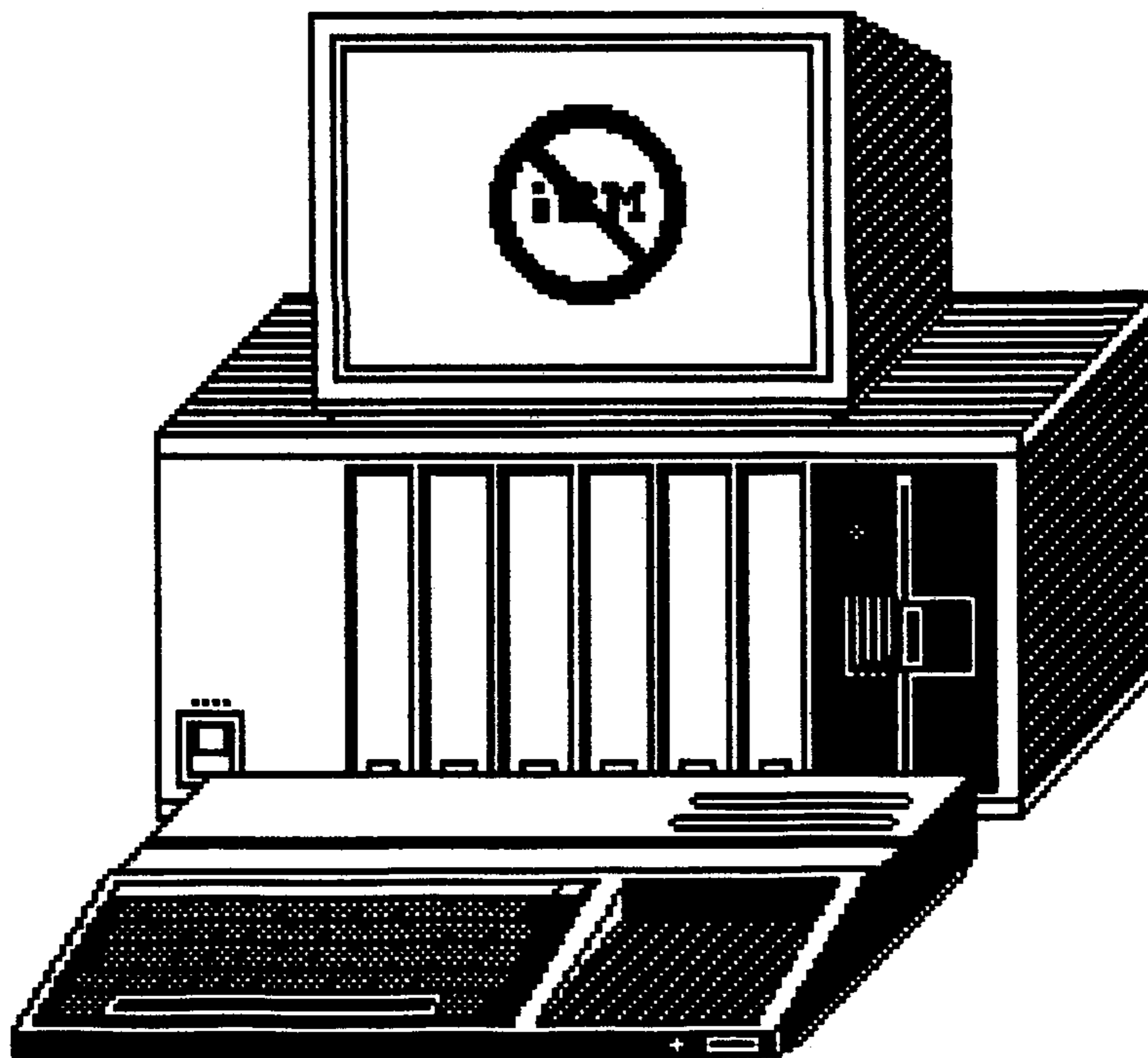
Tigercub Software
156 Collingwood Ave.
Columbus, OH 43213

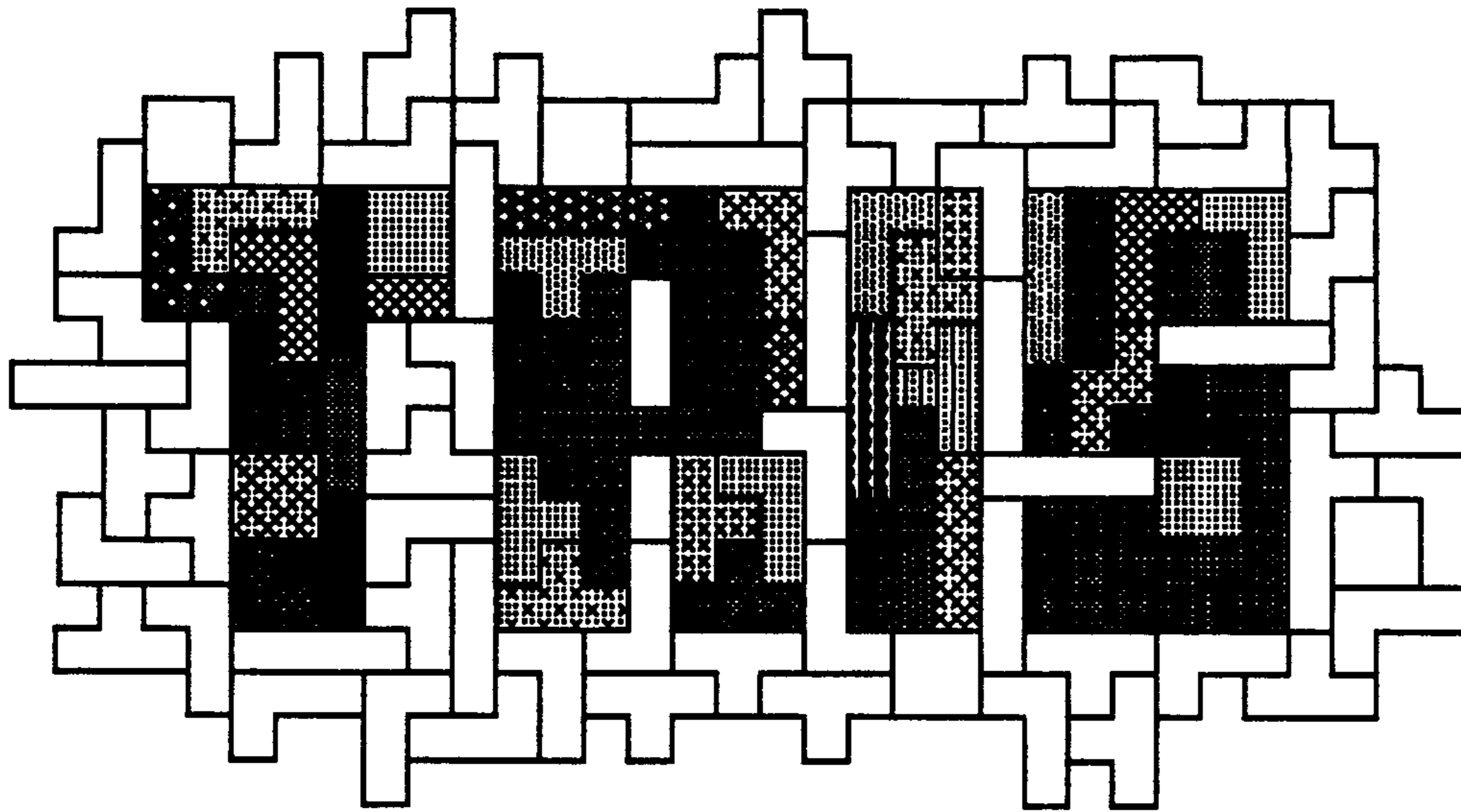


44-38861-1000

TI-WRITER SUPPLEMENT

*COMPILED BY THE
CHICAGO TI USER'S GROUP*





An Asgard Software Production

Announcing one of the most addictive games for the TI-99/4A or Myarc Geneve 9640 - Tris! By Jim Reiss & Asgard Software.

Tris is an all-assembly implementation of a remarkable new game from the Soviet Union that has become a hit for every computer from the Commodore 64 and Radio Shack Color Computer to the Apple Mac II and IBM PS/2.

Tris is a game that is easy to play but hard to master. Multi-colored geometric shapes fall from the top of the screen to the bottom. Your job is to rotate and shift the pieces to fill rows at the bottom of the screen. Filled rows disappear automatically, while unfilled rows stack up - the game is over if the unfilled rows hit the top of the screen. The game isn't that simple, though - as you fill more rows the pieces fall faster and faster.

Tris is a true-to-the-original implementation with beautiful color graph-

ics, sound effects, music, and playable action. Tris offers two different key controls, piece preview, scoring, different starting "heights" (to increase the challenge), and more. This well-thought out game was thoroughly playtested for thousands of hours (at least - we lost count after a while), and satisfaction is guaranteed or your money back.

Finally, Tris is available in both a TI-99/4A module version and a disk version that runs through MDOS. In fact, it is the first professional arcade game designed specifically to run under M-DOS (versions 1.06 or higher please).

Please specify either the TI-99/4A or the Geneve 9640 version when ordering.

\$24.95

U.S. Please add \$0.75 S&H
Canada Please add \$1.25 S&H
Airmail Please Add \$4.00 S&H

**Asgard Software
P.O. Box 10306
Rockville, MD 20849
(703)255-3085**

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