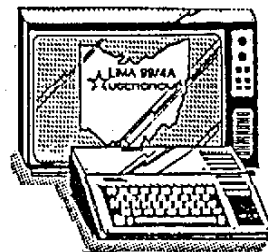# BITS,BYTES&PIXELS

LIMA 99/4A USERS GROUP

MULTI USER GROUP CONFERENCE UPDATE:
Saturday May 20, 1987
Student Activities Building
Lima Ohio Campus, Ohio State University

This conference deals entirely with the Texas Instruments 99/4A computer and compatibles. As the conference date approaches we expect additions to the list of user groups, dealers, and formal presentations given below. Doors open and setup begins at 7:30am. Scheduled events begin at 9am and conference activities will continue until 5 or 6pm. Food service will probably be available from 11-1 immediately adjacent to the exhibit area. There is NO ADMISSION CHARGE.

DIRECTIONS AND ACCOMODATION:
Exit Interstate 75 at state 309 and go 2.5 miles East on 309. Turn left (North) onto Mumaugh Road. The campus entrance is 0.5 miles on the right. Lima is served by trains from Chicago, Washington, and New York. Conference guests can take trains from the east and arrive at Lima in the wee hours of May 20 (trains from the east arrive at 5:02am and 6:37am), attend the conference, and leave by train the same night (departures eastbound at 11:59pm and 1:29am). The Lima UG will arrange to pick you up and deliver you back to the train station if you inform us in advance. Recommended nearby motels include the Holliday Inn (419-222-0004, single $55 if you tell them you are attending our conference), and Motel 6 (419-228-0456, single $21.95 plus $6 for each additional person in the room).

TABLES IN THE EXHIBIT HALL:
- Lima Ohio User Group; We will offer free copies of anything new in our library since the 1988 conference to a designated representative of ANY user group attending, even representatives of groups that do not schedule exhibit space. User groups we know will be attending will receive a library listing in the mail prior to the conference. Provide your own blank disks or purchase blank disks at the RAMCHARGE COMPUTER table. Our listing will also be posted at the conference. This offer is not made to individuals, who can gain access to our library by joining the Lima UG.
  The Lima UG will also be releasing to the TI community a music medley of Andrew Lloyd Weber's THE PHANTOM OF THE OPERA programmed by our own Andy Frueh. We will be giving this away, charging for only the cost of the disk. If you like it, you can make a fairware donation to Andy.
  Also for sale at the Lima UG table will be Jack Sughrue's PLUS! v2.0, which will have its official release at the Lima Conference, and Milo Tsukroff's MX-DOS v3.0. Milo is author of Chinese Chess and other PD and fairware programs. MX-DOS v3.0 will be the subject of one of the conference room presentations.

- GREAT LAKES SOFTWARE; software sales, including CERTIFICATE 99 v2, JOY PAINT, and other assembly language software
- MICRO SERVICE; Fort Loramie OH; printer sales and repairs to TI hardware
- OTTAWA USER GROUP; Ottawa Canada
- CIN DAY USER GROUP; Cincinnati and Dayton Ohio areas
- GREAT LAKES USER GROUP; Detroit area
- BUD MILLS SERVICES; sales of Horizon Ramdisks and P-Gram cards.
- ST. LOUIS 99ERS; St. Louis MO area, sales of SUPER BASIC
- TIGERCUB SOFTWARE (Jim Peterson); Sales of original software, plus many VERY inexpensive disks full of public domain software.
- C.O.N.N.I. the Columbus Ohio user group.
- COMPUSERVE (Jim Horn, TI sysop); signing people up for this national information service.
- GENIAL COMPUTERWARE; software sales. Barry Traver, the well known TI columnist for Computer Shopper, will represent Genial at our conference.
- ASGARD SOFTWARE (Chris Bobbitt); software sales. Chris told us recently that PRESS may be ready in time for our conference (or sooner). We sure hope so!!
- CLEVELAND AREA USER GROUPS; Cleveland Ohio area. Among other things they will have for sale TI BASE; as well as PICTURE_IT, PRINT_IT, JIFFY FLYER, FORM SHOP, JIFFY CARD (a new release) and other software by Rodger Merritt; as well as software by Glenn Bernasek.
- OH MI TI USER GROUP, Toledo OH and southeastern Michigan areas.
- L.L. CONNER ENTERPRISES (Larry Conner), hardware and software sales. This well known dealer often advertises in Computer Shopper and is the exclusive dealer for TURBO PASCAL 99. Myarc Hard and Floppy disk controllers will be among the items for sale.
- P&A SOFTWARE (Paul Scheidemantle), software sales including a probable new release relating to computer graphics and art. SPORTS INSTANCES (another new release), DISK LABELER 99 v2, TI ARTIST FONTS 2-5, TI ARTIST BORDERS 2-3, and PICASSO BORDERS will be for sale.
- THE FORT'S USER GROUP, Fort Wayne IN area.
- RAMCHARGE COMPUTERS (Ron Markus), Brookpark OH. Original and rare TI modules, Databiotics modules, modulators, keyboards, power supplies, 2 drive cable sets, bulk disks, fairware library ($2 each disk or 3 for $5), recent software.

CONFERENCE ROOM SCHEDULES Note: These presentations will be videotaped and made available to any user group for the cost of the required TWO blank VHS tapes and postage. Group representatives can leave two blank tapes and $2 book rate postage at the Lima UG table.
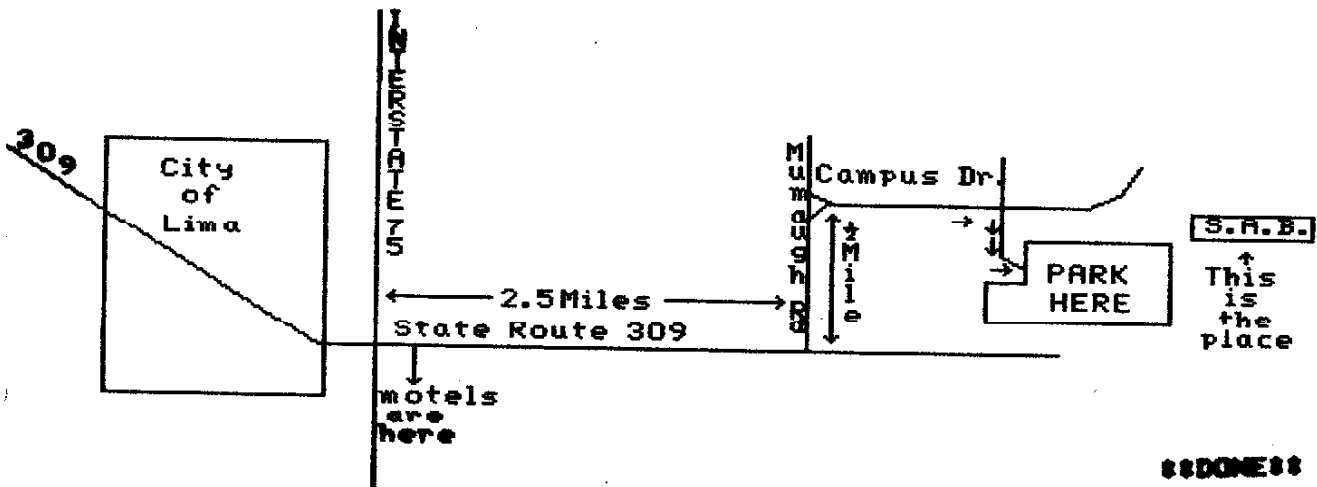
ROOM 160
- 9:00 am.   Barry Traver, RECENT SOFTWARE FROM GENIAL COMPUTERWARE
- 10:00AM.   Barry Traver (his second presentation), LINKING XB TO ASSEMBLY LANGUAGE VIA "CALL LINK".
- 11:00AM.   Chris Bobbitt, THE LATEST RELEASES FROM ASGARD SOFTWARE.
- NOON.   User group officers meeting. Suggested topics include: another group hosting the 1990 Multi User Group Conference; a central register of Ohio area user group meetings to be published in all group's newsletters; and a rotating schedule in which each area user group formally invites all other user groups to attend one of its regular monthly meetings.
- 1:00pm.   Bud Mills, THE LATEST ABOUT HORIZON RAMDISKS AND THE P-GRAM CARD.
- 2:00pm.   Andy Frueh, PROGRAMMING MUSIC ON THE TI
- 3:00pm.   Ron Markus, THE DIJIT SYSTEMS AVPC CARD

ROOM 150
- 9:30 am.   Jim Horn, SERVICES AVAILABLE ON COMPUSERVE
- 10:30am.   Martin Smoley, TI BASE TUTORIAL.
- 11:30am.   Paul Scheidemantle, HOW TO CONVERT FROM ONE "ARTIST" FORMAT TO ANOTHER.
- 12:30pm.   Steve Karasek, SUPER BASIC v2. This demo will be given by the software author. See the SUPER BASIC version 1 review in the Feb 89 issue of Micropendium, and the version 2 review in this issue of BB&P. Version 2 will be officially released at the conference.
- 1:30pm.   Irwin Hott, HOW THE BLIND USE SPEECH.
- 2:30pm.   Milo Tsukroff (Not in person. This is a videotaped presentation produced especially for our conference.), RX-DOS V3.0 AN ICON BASED GENERALIZED PROGRAM LOADER WITH DISK MANAGEMENT FUNCTIONS.

There are still afternoon time slots available for more demos and space in the exhibit room for a few more tables. Any individual, user group, or dealer who wishes to schedule a demonstration or reserve table space may do so. THERE IS NO COST FOR ANYTHING. THIS EVENT IS TOTALLY FREE. For more information write us at P.O. Box 647, Venedocai OH 45894, or call Dave Szippl evenings at 419-228-7109.

S.R.B.
This is the place

PARK HERE

City of Lima

INTERSTATE 75

2.5 Miles
State Route 309

motels are here

Mumbaugh Rd

½ Mile

Campus Dr.

##DONE##

LETTER TO THE EDITOR
AXIOM PRINTER INTERFACE

Dear Charles:

Received the newsletter (4/89) and would like to make a comment on the AXIOM printer interface. Lacking money for an RS232 card, many moons ago I purchased the AXIOM. It has been in service for over 3 years and with no problems. I was frustrated each time I encountered a program specifying RS232, VARIABLE 132. This involved changing printer parameters to a lengthy "OPEN #1:"PIO.LL=132, VARIABLE 132" (the AXIOM command for 132). The manual (page 13) explains how to change to RS232 but the user loses many printer options. So... why not have the best of two worlds. I installed a DP/DT toggle switch (Radio Shack) on the front edge of the AXIOM case and, following the manual, wired "PIO" to one side of the switch and "RS232" to the other. Now I simply toggle back and forth to either option. I have yet to encounter problems. As you would state, DONE

Harry Allston
10300 Kings River Road #57
Reedley CA 93654-3622

##DONE##

SUPERBASIC V2.0
a review by Charles Good
Lima Ohio User Group

SUPERBASIC v1 was reviewed in the Feb 89 issue of Micropendium. Readers are referred to this review for a complete description of the features found in v1 since all of the v1 features are retained in version 2.0. The newer version is scheduled for release at the Lima UG's May 20 Multi User Group Conference. This article is based on a beta testing edition of version 2.

SUPERBASIC is an extended basic programmers' aid, a "hot keys" program, and a disk manager all wrapped up into a single neat package. It boots from XB and can be programmed to immediately load another XB program if desired. SUPERBASIC resides in low memory where it does not interfere with the memory space normally occupied by XB programs. The special features of SUPERBASIC can be accessed directly from XB command mode or via CALL LINKs from within an XB program. If you decide to put SUPERBASIC CALL LINKs in your programs, it is userful to have SUPERBASIC on the same disk. The important files to copy from the SUPERBASIC master disk onto your program disk are LOAD, LOADER, SOFTKEYS, and SUPERBASIC. These 4 files total 38 sectors. All XB programs without SUPERBASIC CALL LINKs I have tested run perfectly normally when loaded into SUPERBASIC, although some XB programs with assembly routines overwrite SUPERBASIC.

Version 1 of SUPERBASIC would only boot from DSK1. LOAD and LOADER files are included with version 2.0 that allow SUPERBASIC to boot from DSK1,2,3, or 5. SUPERBASIC is particularly useful to those who modify or create new XB code and is also useful to those who like easily programable "hot keys" and those who type in XB programs from printed listings. Potential purchasers should compare SUPERBASIC to EZ KEYS PLUS, another excellent "hot keys-XB programming aid" package with some similar features.

DV80 TEXT FILE MANIPULATION:
Where SUPERBASIC really shines and is different from most other software packages is in SUPERBASIC's ability to take complete control of text files in DV80 format from within the extended basic environment.

- A DV80 text file can be displayed on the screen in 20 columns. As it scrolls past you an temporarily stop the scroll by holding down any key. When the end of file is reached you are returned to command mode or to the next program line.

- You can write an XB program using any DV80 editor such as TI-Writer or Funnelweb. You can then load this DV80 file into SUPERBASIC and RUN the program.

- You can create a series of command mode commands in a DV80 file, load this DV80 file into SUPERBASIC and then run from command mode this series of commands one right after the other. This allows you to create, load, and run batch files consisting of a series of command mode commands such as:

RUN "DSK1.OLDLOAD"

SAVE "DSK2.NEWLOAD"
DELETE "DSK1.OLDLOAD"
NEW
This feature resembles the command mode "proglets" that can be created with EZ KEYS PLUS. Two examples of batch files are provided with the SUPERBASIC package. One of these batch files takes an XB program and creates a DV80 text file of this program with checksums added. The batch file directs all necessary operations automatically in the proper sequence. The resulting text file can then be printed in newsletters that publish XB code. EZ KEYS PLUS accomplishes more or less the same thing much more rapidly in a different way. With EZ KEYS PLUS you load the XB program, press a few keys, and your printer grinds out a 28 column listing with checksums. With EZ KEYS PLUS you are NOT left with any disk file containg the checksums, only the hardcopy. There are advantages and disadvantages to both the SUPERBASIC and the EZ KEYS PLUS method of checksum generation for publication in newsletters. I prefer EZ KEYS PLUS for this particular job.

- You can load a DV80 text file into SUPERBASIC, edit the text from within the extended basic environment with a 20 column display, and resave the text to disk as a DV80 file.

- You can, without leaving extended basic, copy a DV80 file from one disk to another, or print the file to a printer by specifying the printer name as the destination when using COPY.

- Last, but not least, you can combine two DV80 files on a disk, adding the contents of one DV80 file to the end of the another DV80 file on the disk. This can create really massive text files.

DOS-LIKE DISK MANAGEMENT COMMANDS:
- Files of any type can be renamed, protected, or unprotected.
- The COPY command will copy text (DV80) files from one drive to another drive. Unfortunately other types of files cannot be copied from within SUPERBASIC.
- Typing DIR will bring up a disk directory of the most recently used drive in 40 columns. To change the default drive type DIR X and the number X becomes the new default drive number. THIS IS A VERY HANDY FEATURE, mainly because the syntax is so simple. Usually all you need to do to get a directory of the disk in DSK1 is type DIR and press <enter>. To do the same thing using GramKracker extended basic or the Super Extended Basic module you need to type CALL CAT("DSK1.") before you press <enter>.
- Typing FORMAT n,"DISKNAME" will initialize the disk in drive n. You can optionally specify the number of sides and density. These have defaults of 1. The disk is initialized, verified, and bad sectors are marked as unusable all automatically. THIS IS ANOTHER REALLY NEAT FEATURE, and is new to version 2 of SUPERBASIC. You no longer have to exit XB and load a disk manager when you run out of preinitialized disks. Very few other software packages permit you to initialize disks from within XB without disturbing the XB program already in memory. Wouldn't it be nice if ARCHIVER, or the various terminal emulators could initialize disks?

XB PROGRAMMING ENHANCEMENTS:

After SUPERBASIC is loaded, a number of enhancements are available to the XB user that aid in the typing in from printed listings, in the creation of, or in the modification of XB programs. Several of these enhancements are similar to those available in the various "extended extended basic" packages such as 6K extended basic or the Super Extended Basic module.

- You can tab foreward or backward one half of a screen line.
- Partial erasing from the cursor position to the beginning or the end of a program line is possible.
- When it is time to SAVE your XB code press FCTN/-. The computer will then type SAVE followed by the file name you used in your most recent OLD and wait for you to press <enter>.
- Groups of line numbers can be deleated. You are no longer forced to delete line numbers in memory one at a time.
- Segments of the program in memory can be renumbered without altering the line numbers of the rest of the program.
- You can JOIN two consecutive line numbers together into one XB line with a double colon between. This allows you to write easily understandable code "one line number-one statement" as in TI BASIC and later combine this code into compact multistatement XB lines.
- The QUIT key (FCTN/=) can be turned off or on.
- You can search the XB code in memory for specific strings, either quoted or unquoted. This is similar to the "find string" function of TI-Writer or some disk sector editors. The ability to do this is particularly useful in locating references in an XB program to particular variable names or to particular line numbers in GOTO and GOSUB statements.
- POKEV and PEEKV are available. Both are new to version 2.0.

HOTKEYS:

There are 32 user programmable hot keys accessed by pressing the CTRL key and one other key at the same time. A-Z and 6 other keys are available as hot keys. You can, if desired, add a space or software controlled press of <enter> after the text of each hot key. For example, you can program CTRL/L so that when these two keys are pressed the computer will type LIST on the screen, automatically press <enter>, and begin listing the program in memory on the screen. Each hotkey can be assigned a string of up to 30 characters, including the subsequent space or <enter>.

Besides SUPERBASIC, other hot keys packages I am familiar with are TI KEYS and EZ KEYS PLUS. Of the three, I like EZ KEYS PLUS best for creation of hot keys. EZ KEYS hot keys can be much longer than 30 characters in length and can have other useful features. Of course SUPERBASIC is much more than just a hot keys program. Hot keys are just a part of the entire SUPERBASIC environment.

PROBLEMS:

You cannot access Horizon Ramdisks that are set at a CRU address other than 1000. I am not an assembly programmer, but I suspect there is a way to program around this problem. Earlier versions of Funnelweb had the same problem. Current Funnelweb releases have no problem finding Horizons at any CRU address.

Neither version 1 or version 2.0 of SUPERBASIC work reliably with a Geneve or a DIJIT AVPC card. With both of these pieces of hardware SUPERBASIC appears to load properly and function normally. However if you OLD or type in an XB program, the XB program will not RUN properly and will look weird if it is listed. EZ KEYS PLUS has the exact same compatibility problem.

You can't use joysticks while in the SUPERBASIC environment. This is because you need a special physical "key plugged into the joystick port" in order for SUPERBASIC to function properly. This is a very effective protection scheme, but it does prevent the use of joysticks.

CONCLUSION:

The particular combination of features found in SUPERBASIC is not found in any other software package. The DOS-like features and ability to manipulate DV80 text files all from within the XB environment are outstanding. If you like the idea of creating or typing in XB programs using the TI-Writer or the Funnelweb editor, with full screen cursor movement and editing capitilities, then SUPERBASIC deserves your consideration. I have seen other software that allows you to create XB code with TI-Writer, and nothing I have seen is as good as SUPERBASIC for this purpose.

COST AND AVAILABILITY:

The price is $25. This includes on disk documentation, and one "key that fits into the joystick port." The software is available directly from the author:

Steve Karasek
855 Diversey Dr.
St. Louis MO 63126
Phone 314-961-2052

Paid members of the Lima UG can borrow the Version 2.0 owned by the UG to play with and see if they like it. Non-local members can send a disk and paid return mailer. We will copy the SUPERBASIC files onto your disk and send it back to you along with the group's "key that fits into the joystick port". When you are finished playing with SUPERBASIC, mail the key back to us.

DONE

DIJIT SYSTEMS AVPC REVIEW
by E. J. Kelch
132 Acorn Dr., Scotia NY
member, Lima OH User Group

INTRODUCTION:
The DIJIT AVPC card is everything that Tom Spillane claims it to be in my opinion. I have been using it for about one year and have found it to be trouble free and easy to use. There really is no setup involved other than modifying the console, which takes less than one hour.

I originally purchased the card for it's 80 column capability but was also intrigued by he fact that I would be able to get the full benefit of my newly purchased analog monitor. For reference, my system is set up as follows:
   TI99/4A console modified for the AVPC.
   PE box with CorComp controller and 2 Teac 1/2 height
       drives, Corcomp RS232, TI 32K, and AVPC.
   Magnavox 8CM515 analog monitor
   Star NX-10 printer.
   GE-TXP-8100 printer
   Royal 410 typewriter with an IF-600 computer interface.
       These three printers are coupled to the 99/4A with
       an ABC switch to maximize their easy use.
   Avetex 1200 modem.

OVERVIEW:
My system is primarily used for business purposes, making the 80 column capability very desireable. With three printers I have the flexibility to make high speed drafts or final type written quality copies. Each printer can be set to produce multiple original copies, making it often unnecessary to use my PC-20 canon copier. All three printers can be set up to accept the same ASCII codes, thus eliminating compatibility problems.

As to the editors, I use TIW, Writerease, and FW 4.13. I prefer the FW 4.13 version for 80 column work as it has various useful features such as top and bottom line tab rulers which lets one know exactly where you are in the text. In most cases I do not set tabs other than the LM and RM for the formatter, since what you see is what you get in 80 columns. In this way I can adjust tab locations as I need to. Special conditions, such as underlining, special characters, and print type can be coded in as needed.

Occasionally I will use the color features of the AVPC to play games or make drawings using TI Artist and Graphx, but since I do not have a color printer this capability is for personal enjoyment only. The color quality is excellent and every bit as good as an Amega or Geneve. All colors are vivid and sharp with no shadows or bleeding. The real advantage in being able to produce good color is that one can change background and foregroud colors to suit one's taste when typing letters. I have found on screen print quality to be sharp in any color configuration.

The primary advantage of the AVPC in my opinion is 80 column capability. Color is an added benefit. Future developments by DIJIT may make this feature more important. I believe the 80 column justifies the cost of the AVPC now and gives the TI a new lase on life. It is also a relief to know that the most useful software runs fine with no modifications. I have found that very few programs cause any problems and those that do are generally not important to me.

Since I do not have a Ram disk card, I cannot comment on any problems between them and the AVPC but it is my understanding in talking to Tom Spillane that most work satisfactorily; ie. CC, HRD, and Myarc.

SUPPORT:
We now have two excellent 80 column editors, one from Tom Spillane (Editor's note: Tony McGovern, in a published article, refers to this "Spillane" editor as "a rather primitive version of TI-Writer.") and a second from the McGoverns. PRESS will work in 80 columns if it is ever released. Other existing software that makes use of the special features of the AVPC card is discussed in the March and April 89 issues of the Lima UG newsletter.

There may be other software for the AVPC in the future. I believe we can expect some good stuff from the McGoverns. I am sure that other good programmers will also produce great stuff too if we continue o support them with cash. The major problem as I see it is that DIJIT systems does not have a good feedback system other than their BBS. This BBS is great for the West Coasters but too expensive for the rest of us who are too far away. It would be a shame for the AVPC project to fail simply because of inadequate communication of newly developed or updated programs in 80 col format.

RECOMMENDATION TO DIJIT SYSTEMS:
DIJIT Systems should put our periodic newsletters to all owners of the AVPC. They could also make AVPC compatible software available on a disk which could be purchased by users. In one year's time I have only received one software up-date. This was in the form of a free disk which I specifically requested by phone. It seems to me that those who have already purchased the AVPC deserve better treatment. How else can one sell a good product but to provide followup service on a timely basis. Without this kind of service the AVPC could easily end up being an also ran like so many other good TI developments in the past. I also feel that all TIers should encourage programmers to continue developing AVPC programs. I am sure that it would be easier to do so for the AVPC than for the Geneve and they would be more saleable as there are many more TIs out there.

As I get more experience in using the AVPC I will publish the results through the Lima UG.

DONE

BOOT version 2/24/89
a short review by Charles Good
Lima Ohio User group

We have received from the Tidewater User Group a copy of John Johnson's latest BOOT program. This is the BOOT that is briefly reviewed in the March 89 issue of Micropendium. The software provides a powerup menu from which one can boot assembly language program image, or extended basic programs. The ease with which this latest BOOT can be configured, and its versatility, make it an attractive alternative to FUNNELWEB as a general purpose program loader. BOOT is particularly useful as the LOAD program on a disk full of mixed assembly and extended basic software.

Once loaded from Extended Basic, you can do the following:
- Bring up a disk directory and mark a file.
- If the marked file is DV80 the text file can be viewed to the screen or sent to a printer.
- If the marked file is software, the software can then be run (unless it is an assembly language DF80 file).
- Run a gram/grom cartridge or a ROM header at >6000.
- Run from a menu all of the programs previously configured into any of BOOTs 24 configurable menu items.

The new BOOT has a verson number corresponding to the date of its creation. It is "version 02/24/89" and has significant improvements over "BOOT v4". There are now 24 user configurable menu items on three successive screens that one cycles through by pressing the space bar. Version 4 had only two screens and thus fewer configurable items. A MAJOR NEW FEATURE is the ability to run long extended basic programs that show up on a disk directory as I/V254 files. BOOT can also run either extended basic or assembly language programs that list as PROGRAM on a disk directory.

Another new feature is the ability to use "C" in the form C DM in a menu item configuration. In this example, the effect is the same as typing CALL DM from BASIC to boot a disk manager. The "C" can be used in place of CALL. Some disk controllers and Horizon ramdisk operating systems support a variety of such CALLs. Now you can use these CALLs from the user configurable BOOT menu items.

The new BOOT now has boot disk tracking, similar to Funnelweb, if used with a TI or CorComp controller. If you specify an asterisk instead of a drive number when configuring BOOT, then BOOT expects its user programs to load from the same drive from which BOOT itself loaded from. This asterisk feature does not work from Horizon ramdisks or from systems equipped with an AVPC card. Please note that in all other respects the new BOOT now DOES WORK PROPERLY WITH THE AVPC. I have previously reported problems with earlier versions of BOOT on AVPC equipped systems.

The version number of BOOT can now be seen by pressing V from any menu. When you do this, "02/24/89 jj" is displayed in the upper left of the screen.

BOOTs major limitation is its inability to boot assembly language D/F80 files, and because of this I still prefer Funnelweb as an all purpose program loader (plus all the other stuff Funnelweb does). However, I do like BOOT for game disks that I give my kids to play with on their system. The Tidewater user group sent us a, now released to the public domain, disk version of Honey Hunt as a series of program image files. It is easy to configure BOOT to load such a game from extended basic. For a game disk general loader from extended basic, my kids will be getting BOOT rather than Funnelweb from now on.

DONE

THE WILL COUNTY USER GROUP'S *MICROPENDIUM* INDEX

The Lima User Group has been given an examination copy of the Micropendium index that is produced by the TI User Group of Will County. This is the index mentioned on p32 of the March 89 issue of Micropendium. It comes on 3 disks (SSSD) and covers the years 1985-1988. These data disks boot from PR BASE v2.0 only. You cannot use PR BASE v1.3 or v2.1 with this index. There have been reports in some exchange newsletters of serious problems with PRB v2.1. If you don't have PRB v2.0 you can use Birdwell's Disk Utilities or some other sector editor to read the data disks. Each sector on a data disk contains a single data field which is easily read with any disk sector editor. The advantage of using Birdwell's DSKU is that you can do a STRING SEARCH from the DISK UTILITIES sub menu and search a Micropendium index data disk for specific keywords, just as you can with PR&B v2.0.

The Will County UG index is based on the index by Elton Schooling that has been published in Micropendium. Additional comments, not in the published Schooling index, have been added to each data field by Will County's Robert Neal. A sample data field printout in 40 column format from PRB v2.0 is shown below.

This index can be obtained by sending $3 (the cost of media, mailer and postage) to the address shown below in the data field print out, or directly to

Robert Neal
317 Hickory
Romeoville IL 60441

```
        Micropendium Index
        By: Robert Neal          1 9 8 7


     Article: TAPE TO DSK
       Issue:
        Page: 10
    Comments: FEEDB
      Author: COX, GARY
    Adtl Cmt: MORE ON SAVING TAPE PROGRAM
              TO DISK


    Distributed by       Original info
    TI Users Group of      compiled by
      Will County        Elton Schooling
     PO Box 216R           Modified by:
  Romeoville, IL 60441   D Lyon & R Neal


              (c) 1985
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DONE

Disks, cassettes and modules, which is better?
By: Andy Frueh, Lima UG

The question never seems to be what media source to put new software on. Disks are always first choice. This need for hardware is the reason TI is out! Although a lot have disk systems, nearly all have cassettes, and all can use modules or cartridges.

Disks are the first choice because of basic popularity. They are easy to produce, and very small and lightweight (meaning low postage costs). They are, however, very fragile. Heat, cold and magnetic fields can rip disk-based software to shreds. They are small as I mentioned and very fast. These are probably the two biggest factors in supporting disks. They aren't the best.

Cassettes, although a lot more durable, are worse! They are extremely slow, making them the last choice for software authors. You can write on the cassette casing label, unlike a disk, but a cassette is as dangerous to have around heat/cold or magnets as a disk. They are vastly inferior.

Modules, or cartridges, are my number one choice. Although big and a slight storage problem, you have to want to destroy one to do so. They can't be destroyed by magnetic fields as magnetic-media can. The only problem other than size is weight. They are more expensive to ship. They are also very difficult to program. This requires special machinery, while cassette/disk prgorams require a normal system. Their speed isn't worth measuring becuase the programs they contain run instantly. This is how almost all of TI's original software was made. Another problem with cartridges is the fact that you can't use them on other models. A 4A disk can be reformatted for use on an IBM, as with a cassette, but a TI cartridge works only with TI.

I suggest that those wanting high-speed at minimal costs, buy a console, and speech unit. Printer devices are nice. They can then use a super-cartridge or some other hardware. As long as they have access to a disk system, they can load the disk/cassette based software into the super-cart where it loads instantly and quickly. The only other problem is getting the software configured to the hardware. This may be a drawback for programs such as Funnelweb that require a disk for most of its use. I can never change the way the world sees the best media choice, but I can voice my opinion. I use disks 90% of the time, they're great (remembering the ol' cassette-only days) but I still wish that software manufacturers would think of those with a console and speech synthesizer!

DONE

Really customizing Funnelweb
By: Andy Frueh, Lima Ohio User Group

Using F'Web 4.10, I have discovered a way to REALLY customize the programs in a way not mentioned in the Docs! Most of these are cosmetic and do nothing to the operation of Funnelweb. They make life easier and a little nicer. If you are perfectly happy with Funnelweb's looks, you don't need this.

I wanted several changes in 4.10. First making a back-up, I "peeked" into Funnelweb using Disk-Patch (One of my most used utilities next to DM-1000 TI-Writer). I found the LOAD program. I wasn't happy with the confusing Central Menu. It displays "EDITOR" twice. This was confusing for first-time users! I looked around and found the proper "EDITOR" entry. I then simply typed over it with "TI-Writer". I did similar things to all of the entries. For example, "MODEM" is now "Telco TE" and "LOADERS" is now "E/A Files". It was easy and didn't affect any part of Funnelweb. (BB&P editor's note: Yes, this does work! Any of the items in the Funnelweb central menus can have a text length of up to 10 characters. This is true even for items which cannot be altered by CONFIGURE, such as "EDITOR", "FORMATTER", and "LOADERS". This means that you can, with a sector editor, type over AND BEYOND the existing text up to a total of 10 characters for each menu item. Thus you can safely change EDITOR to TI-WRITER even though the revised text is longer than the original.)

I then went back to the TI-Writer. I found the bottom ruler a great help, but it could have been better. I found file EE (EDITOR) and then found the ruler display. Every 5 space between numbers I added a "-" (dash character). It helps make more efficient use of the ruler!

I have made other such modifications (NOT TO BE CALLED "CORRECTIONS") in my F'Web package. It says in the Docs not to pass on modified files. However, I see nothing wrong with giving such files to user group members for experimentation purposes! As long as they have a normal back-up and DO NOT pass these on outside of the UG!

Now, I have to say I'm sorry to Tony and Will McGovern. They have a great package, and I'm planning to write them soon. I have not changed the structure of Funnelweb, I've just made it look "friendlier". If you want a copy, see me at one of the meetings! Note that I have it CONFIGURED to my system and utility files! You may have to re-configure it with your SYSCON file.

DONE

Remembering the "original" TI programs
By: Andy Frueh, Lima User Group

In days of old, there were two disks named A and B. They were known to TI Assembly language programmers everywhere. But one day, a new kid on the block named Funnelweb came and took there identities away.

Why bother with the original E/A disks? They have been improved by Funnelweb, but the combined package is unique. I purchased a module for the sole purpose of running E/A games. I wanted more, so I decided to buy the manual. This came with the 2 disks. I used Disk-Patch to look at the EDIT1 and Assembler programs. I made a little change here, a little character swap there, and voila! a modified set of E/A files. True, I do use Funnelweb more, but I believe that disks A and B have features different than F'Web. When I want a change of pace, I get A and B out.

Another little-known program is "Munch-Man." Before you laugh your head off or think I'm crazy, listen. The ORIGINAL Munch-Man never appeared! He goes around eating dots in a maze very much like Pac-Man. For these reasons, TI couldn't release it if they were to avoid lawsuits. Look for this Original program in your User Group library (we have it on UG64).

Another never released program is the game Cross-Fire. It was to be made by Sierra-on-Line in 1983. As everyone knows, this is when TI said bye-bye to the computer market. For this reason, very few copies exist. We have this one too on UG 64. I suggest that many people copy these two games around to other User Groups, to repopulate the species so to speak!

As a tip, don't be fooled by a name! I recently recieved a copy of a game called Hunt The Wumpus. It was said to have improved features. Wanting to try it out, I got it and found that it was a TI-BASIC program! The theme was the same but everything else was just a BASIC program. Users beware! I have seen commercial ads for "famous" utilities. Upon close inspection, these are cheap imitations of the real thing!

Finally, as a general thing, I want to suggest this. Many other computers get a lisence from a famous TV show or movie and make a game/graphic/or utility out of it. May I suggest we do the same as Fairware! I would like to see a "War of the Worlds", "Doctor Who", or even get the rights from already famous games! "Super Mario Bros." for example. True, it just wouldn't be the same, but it would be close! Even if they don't give permission, change the name of the game and characters! Ideas can't be copyrighted! Well, I hope to see some new programs with familiar names soon!

DONE