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WELCOME TO SHERLOCK'S HOME

The following is reprinted from the Houston Users' Group Newsletter of October 1988 and represents (in my opinion) an excellent compilation of information from various sources. While the topic covered is Telecommunications in general, the content is such that it spans the gap from "General Interest" to "Semi-Technical" information and should have a much wider audience. Ed.

TELECOMMUNICATIONS

The following article is compiled from several sources:

1. Joe White, K-Town 99er, COMMUNICATIONS, 2/88.
2. Danny Nelson, LA 99ERS, UNDERSTANDING THE MODEM, 5/88.
3. Fred and Amy Mackey, Pittsburgh U/G, 2/87, (SERIES).
4. Jon Hodges, Dallas 99er Interface, ON RS232.
5. TI RS-232 Card Manual and Schematic.

Joe White: **COMMUNICATIONS:**

The two biggest uses for Modems are probably ELECTRONIC MAIL and DATA TRANSFER. Either one can be very exciting if you have the capability. A few things you need are: Computer, RS232 interface, Modem, Phone Line, Telecommunications Program, and perhaps a program to archive and de-archive files.

For electronic mail (sending and receiving messages) you do not need the archiver. You send messages locally by calling one of the many bulletin boards around town. When you first call you will have to be verified before you have full access to the board. Some boards allow you to post and receive mail without being a verified user and some do not. The verify process differs with the board and the host program. Some will have you hang up and immediately call you back, others may allow (limited) use the first time and verify by phone or mail at a later time.

Some reasons for verification: Some boards have different sections for computers other than the host system. Some have adult sections. Some allow game playing with a specified number of calls or plays per day. Some have an upload/download ratio that must be watched. More importantly, the sysops are using their time and equipment and fully have the right to know who is using or abusing it.

Be prepared to give your real name, city, prov/state and phone number. And you will have to have a password ready. Don't use your initials or something simple, but remember it - you will have to use it each time you "log on". Some boards also assign you a number and you will have to use both to gain access. And some boards allow you to use a "handle" too. When you post a message, it automatically affixes your name or your handle to it. On boards which use handles, the system operator (sysop) is the only one who knows who you are. It is best to use the same handle on local boards -BUT- always use a different password. I keep a list of the boards I call with my number, password, and handle: it's easy to get them mixed up. Using the same "handle" lets others leave messages to you on different boards. These boards stay pretty busy and it's sometimes difficult to get through. When you leave a message, you have the option of making it public or private. Private ones sometimes have the option of a password too. If someone has left a message for you, you are told when you log on. Some boards remind you to kill old messages while

others rotate them off automatically when the message base gets full.

Most boards offer expert and novice levels with the latter having menus to choose from, rather than just a row of letters at the bottom of the screen. You can toggle them usually by pressing "X" (or "/", etc). If you want to Get Off, try "G" or "O". If you really panic, just sit there. After 60 or 90 seconds of inactivity, the board will automatically cut you off.

You will find some boards "friendly" while others are sort of the "Stuffed shirt" type. They also use a lot of graphics that you will not be able to see with the TI, unless you use ANSI, therefore, some of the messages may look a little "funny". But, there is information and knowledge to be had on both types. Subjects of conversation run the gamut. And you can just read the messages and log off but before long you will want to join in on something or other. These people are just trying to make use of their computers, JUST LIKE YOU.

RUG Ed. NOTE: Joe is referring to the Boards run by non-TI oriented groups. There are many, many Boards and Databases not dedicated to or run for (or by) a particular computer group. These are the "subject" or use-oriented Boards of which there are about 400 in the Houston area, plus about 50 computer-dedicated Boards.

RUG Ed. NOTE 2: On some Boards, after verification, there are "doors" you can go through. Some lead to "games rooms" with chess, D & D, etc., others to conferences on topics like Forth and Desktop Publishing and the like. You might want to try some of those.

Danny Nelson: UNDERSTANDING THE MODEM:

A modem is an electronic device that allows your computer or terminal to communicate with other computers and terminals using standard telephone lines. In order for computers or terminals to communicate with each other, they have to be "speaking" in a language each computer understands. And in order for phone lines to carry that language, the electronic signal comming out of the computer must be transformed into the format used by the telephone system.

The receiving computer, the one you communicate with, also has a modem. The receiving computer's modem translates the words of data (in "phone" format) back to the digital format the computer understands.

The word "Modem" is actually shorthand for MOdulator-DEModulator, and this abbreviation really explains the basic technology of communications. On each end of the conversation, a modem takes the (out-going) digital signal from the computer and modulates it to an analog signal (audio) so that the telephone lines can carry it. At the other end, each modem demodulates the signal, converting it back to digital form for the receiving computer.

As soon as the other computer (modem) you are calling answers the line, it sends a signal that it has answered the phone. This signal is called the carrier signal and lets each computer know the other is almost ready to start a conversation.

Immediately after the carrier signal is sent the two computers begin a process of checking each other to see if they are both able to communicate. This process of checking is called handshaking, because the two computers are (agreeing) on the common language and basis for

communication. If one modem is saying "Hello" and the other is saying "Bon Jour", you'll need to switch the setting on one of the modems to assure clear communication. There are no right or wrong settings for microcomputer communications and modems, but it is critical that both parties have matched settings.

Communications software is the set of instructions that enable computers with modems to talk to one another. There are a number of different communications software packages available. These include MASS-TRANSFER, FAST-TERM, TELCO, and even the venerable TE-II module. Many Telecommunications packages for other computers, including "Apple-talk", Procomm, etc, share common elements of proceedure, called "protocol", with the TI programs.

Once you are all properly matched up, you're ready to begin communicating. At this point, you're considered to be on-line. On-line means you're properly connected and engaged in microcomputer communications.

Usually, after you are "on-line", you will make one of three communications moves. You will:

* Send a "data file" from your computer to another computer (called uploading). A data file is a program, DV-80 file, or any other information that can be transmitted to a BBS, Computer Service, a friend or club member.
* Receive a data file from another computer to your computer, (called downloading). This is the reverse of uploading. If the data is listed in the "Download" or "Files" section, you should be able to download it.
* Carry on an electronic conversation with someone at another computer (either directly, or by leaving/reading messages from that section of the BBS). That is, send messages back and forth via your computer.

To perform these tasks, the computers, modems, and software (telecomm and BBS) all need to be "configured" and specific instructions passed, sometimes between computer and modem, and sometimes between the computers, through the modem-to-modem link. The Instructions or Commands are used to set the terminal software and/or BBS software to the same set of "rules" or protocol instructions for proper functioning between the two computer "terminals".

Fred and Amy Mackey: **GETTING ON LINE:**
An Introduction to Telecommunications:

There is one more thing you need before you can transfer data between computers - the software or telecommunications program designed especially for your computer. This program directs your computer on how to use the modem and how to transfer information between the two computers. For the TI-99/4A, most telecommuncations programs will require 32K memory and either the E/A or X-B modules.

Any two computers using compatable programs can communicate. Compatability occurs by setting the "configuration parameters" of your telecommunication program to match that of the computer you are calling, or the "host" computer. When you run your program, it will ask you to set most or all of the following. (Some programs will

automatically set them for you (or) you will be given the option to change them according to your needs):

1. Baud Rate - 110, 300, 600, 1200, 2400 - This is the number of bits per second (not bytes) that can be sent or received. The setting for this parameter depends on the modem and BBS capability, usually 300, 1200 and 2400.

2. Data Bits - 7 or 8 - This is the number of data bits you are going to send for each character (byte) being sent. (TE-II uses 7 bits/byte, X-Modem uses 8 bits).

3. Parity - Odd, Even, None - Parity is a simple means of detecting errors which might occur during data character transmission. It is only in effect during 7-bit operations. "None" is the setting for 8-bit operations.

4. Serial Port of Modem - 1 or 2 - This number specifies which "port" or plug of the RS232 the modem is connected to.

5. Printer Device Name - PIO or RS232 - Device name of the printer you are using. You do not necessarily need a printer to run a telecommunications package.

6. Screen Width - 40 or 80 (Columns in display). The screen width used with the TI is 40. Some packages will let you use a lesser number to compensate for monitor or TV screens differences in display size and clarity.

7. Duplex - Full or Half - This controls the source of characters which appear on your screen. Half duplex assumes "one way" transmission (no echo of characters sent) and therefore local display of characters being sent is used. Full duplex assumes constant "two way" transmission and "echo" of all characters back to the sending terminal, and it is this "echoed" character which is displayed, thus constantly indicating the quality of both directions in the link.

If your communications attempts get only garbage, or partial garbage, the parameters are probably incorrect.

MUG Ed. NOTE: One further note: The "originating" modem does not originate the carrier tone. The "answering" modem answers with a carrier tone, which the "originating" modem then responds to with a different carrier tone. 300 Baud modems use tones which remain steady when the link is not transmitting, while 1200bps and higher modems sound like scratchy or noisy tones, with no distinguishable difference when active or idle.

Fred and Amy Mackey: **Part two:**
A Guide to Buying Modems and How to Hook Them Up:

When buying a modem, there are five basic features you should look for, which are as follows;

1. Direct Connect ** - which means it plugs directly into a modular telephone jack, eliminating all outside noise. The other type is the acoustic modem, the only advantage to it being that it can be used with a STANDARD phone handset, even if a modular jack is not used on that phone hookup (as it often is NOT in motels, real old homes, etc). (Note: if your home does not have

TO BE CONTINUED NEXT MONTH

Need Graph Paper In A Hurry? Here's A Program To Do It

From: ERIE 99'ER USER GROUP N/L
(May '91)

```
100 ! GRAPH
110 E$=CHR$(27)
120 A$=RPT$(CHR$(128),228)
130 B$=RPT$(CHR$(255)&SEG$(A$,1,6),8)
140 B$=RPT$(B$&CHR$(255),4)
150 A$=E$&"K"&CHR$(228)&CHR$(0)&A$
160 B$=E$&"K"&CHR$(228)&CHR$(0)&B$
170 OPEN #1:"PIO.CR"
180 FOR I=1 TO 11
190 PRINT #1:E$;"@";E$;"3";CHR$(24)
200 FOR J=1 TO 8
210 PRINT #1:B$;B$;CHR$(10)
220 NEXT J
230 PRINT #1:A$;A$;E$;"3";CHR$(2)
240 NEXT I
250 PRINT #1:RPT$(CHR$(13)&CHR$(10),9)
260 PRINT #1:E$;"@"
270 CLOSE #1
```

PROGRAM LISTINGS:

Have you ever tried listing a Basic or XB program with the printer? It prints out in 80 columns. This saves paper but it doesn't look like the screen display. And if you want to publish a program, the 28 column format is the only way to go. But, I keep forgetting the printer commands for getting a 28-column listing so when I saw an article with the printer commands spelled out, I decided to put them in a short program and let the disk do the remembering for me. The printer has to be turned on first, then run this short program to set the printer, then load the program that you want to list (OLD DSKn.File_name). Then enter the standard command LIST "PIO".

Here is the program:

```
100 REM  PROG-LSTER
110 OPEN #6:"PIO"
120 PRINT #6:CHR$(27);CHR$(
81);CHR$(28)
130 END
```

Line 120 may be different for some printers. Also, the last number, 28, could be changed to another value such as 40 if that is your prefered column width.

P.S.: I experimented first with trying to save a program to disk in a D/V28 file but the computer wouldn't "list" anything but a D/V80 file, even if I opened the file ahead of time as a D/V28 file. The command is: LIST "DSK1.File_name", and adding any file specifications resulted in a syntax error message.

-Phil Van Nordstrand, JSC Users Group

——HOW TO BUY NEW FLOPPY DISKS DRIVES——

by Richard Roseen

1. Check for quality the main mechanical parts of the drive. They should be located on a solid die cast peice of metal. In other words solid metal structure throughout as the base of the drive that holds the motors, soleniods and other movable parts. Avoid any drive put together with metal plates.

2. New drives should be sold to you in antistatic plastic wrap (usually tinted looking) and may have a fitted styrofoam container, will always be half hieght, never full hieght, at least two sided, at least capable of 360k double sided double density. 720k 80 track drives are now getting rare due to the newer 1.2meg. drives. 1.2 meg. drives can be useable at 720k. (more on that later) New 3.5" drives are 720k or 1.44 meg. They should follow the rule of die cast body as above also. Newer 3.5" drives will have a thickness much less than a half hieght 360k drive. Only the new Myarc HFDC has promise of possible drivers to support 1.44meg 3.5" or 1.2meg. 5.25" use. Certain CorComp controllers have floppy disk controller chips that can handle the 1.44 meg data rate, but the device drivers who knows. No older Myarc disk controller will be fully capable of the 1.44 meg. data rate because of the FDC chips they use. The above also pretty much applies to the use of 1.2 meg 5.25" drives. The 5.25" 1.2meg and 3.5" 1.44 meg. drives can be used for 720k storage with the eprom driver support of the two Myarc controllers; however, if disk rotation speed cannot be jumpered through lack of information on the drive options, you would be forced to live with odd ball 720k format disks only readable by someone else with 720k capability and 3.5" 1.44 meg. or 5.25" 1.2meg. drives.

3. Newest drives always have a directly driven disk rotation motor. This means you will not see any belt driven disk rotation.

4. Warranties: ask what the manufacture warranty is. The warranty should be at least one year from date of purchase. Also, check to see what the seller's guarantee is on the drive. Typically the seller's guarantee is full replacement for 30 to 90 days, in addition to the one year manufactures warranty. The warranty will give you plenty of time to verify that you do not have a lemon drive.

5. Get the seller's business card with address and phone. Get a receipt in which you and the seller have a copy which must contain the serial number of drives bought and date as well as the cost. If the seller's address is on the reciept clearly that will substitute the business card. These requirements are necessary for the manufacture's warranty and so you can later find the seller or manufacture for information. It is not always possible that the seller has info on the drive, but it will not hurt to ask for data manuals, or schematics.

6. For quality look for heads mounted on assemblies that are mounted to move solidly not jerkily such as on two rails instead of one. For low mechanical noise or low clattering (increased reliability and longer life) look for solid movement of the head assembly by a stepper motor through two following examples: stepper motor that drives a screw shaft or two straps that wind on or off the stepper motor shaft and on or off of the head assembly as the heads move in either direction. Heads take the biggest beating in floppies and more often involved in alignment of a drive. An example of the stepper motor that drives screw shaft is the 3.5" 720k Chinnon and Fujitsu. An example of the strap that winds on or off the stepper motor shaft and on or off the head assembly is the Mitsumi 360k 5.25" drive.

7. 3.5" drives can be hooked up bare without the 5.25" bracket with 34 pin socket IDC (insertion displacement connector) connected to the square pins on the 3.5" drive. If this is done then the odd ball but findable 4 pin 3.5" drive power connector must be used. These are odd ball because they are not the same as the 5.25" drive power connectors. These connectors do not have a polarity tabs and can make difficult getting the proper polarity or orientation of the connector to plug in. Go for the works;get the 5.25" bracket and the card edge adapter board that includes standard 5.25" power connector. These adapters may have a jumper for use on PC IT or AT clones; be sure to select IT.

8. Unless you have help from a Guru or user who has successfully installed and used the same drives, then get info from the seller or manufacture on drive-selects, other jumper options or features, and resistor packs. On some new drives, the resistor pack is permenantly soldered to a high density logic board with a jumper to disable or enable the use of the resistor pack for installation as lesser drive or drives on the chain. If such a drive is the last drive in a chain whose other resistor packs can be removed, there is no problem.

9. Buy or at least shop for any drive or power connectors or power supplies or cases as you may or may not need depending on what you already have.

10. The least expensive power supplies, drive connectors, cables, etc. are sold by vendors selling chips and electronic parts, not by the dealers of floppy drives. The chip parts dealer will have alot of the necessary parts for homebuilt linear supplies at the lowest total cost of parts. A general list for a linear supply is a transformer, AC line cord and plug, switch, filter capacitor rated above 2200uF (micro farads), bridge rectifier or diodes, linear regulators both 5 and 12 volt.

11. Power requirements: some 3.5" drives require less that 1 amp for 5 and 12 volts. Some 3.5" drives are very low power and some require only a 5 volt supply. 3.5" drives require the least power. New 5.25" half height drives never require more than 1 amp on 5 and 12 volt lines and can be as low 1/2 amp. on the 5 and 12 volt line. Add the amperage required for each drive for each 5 and 12 volt line to check your power supply needs for your drives. Drives can be powered separately because the 34 pin cable will carry the common logic signal ground between all drives on the the chain and the computer. If builing a linear supply be sure the transformer, bridge rectifieror diodes and linear regulator exceed your amperage needs. The transformer should be at least 12.6 VAC RMS and 6.3 VAC RMS (transformers are commonly rated with RMS voltage at their secondaries).

This information was kept as general as possible so as to guide the 4i buyer. How to buy used floppy drives could never be this informative. Anyone whishing to document their experiences with a specific drive or drives is invited to do so by attaching this general article. An archived document.

My preferences are Mitsumi drives 3.5" and 5.25" any density. These drives are the most quiet drives you WILL ever hear. They have a jumper block to enable disable the resistor pack though have not verified the identity of the jumper as of yet. Another preference are the NEC 1036 3.5" 720k drives. They are small, quiet and durablely solid, and like any other 3.5" drive lightvieght and low power. Also, recommend Chinnon 3.5" 720k drives. These are much the same as the NEC drives except for screw shaft stepper motor and extremely low power and 5 volt only operation make it better. These drives may be the lowest power in the industry.

Copied from the Central Westchester 99er's

NEXT MEETING TUESDAY JULY 9, 1991 HAPPY BIRTHDAY AMERICA!!!

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UNE MEETING. Let the learning begin, and it did! Jack did a demo showing how turn a floppy disk into a flippie. Next Bruce showed us how to take apart nd clean a computer, with a half-dozen of us doing it right along with him. It as a great time. We will try to do a video of both demos and use ti as a undraiser for the club. There were 12 members and, fittingly, Bruce won the affle.

JLY MEETING. We have nothing planned right now but I am sure there will be mething of interest to everyone. If Bruce can attend, he said he would do nother cleaning demo this month.

AFFLE. Every month we have a raffle to help defer the rental cost of our eetin hall. A typical raffle will have game and utility programs, T-Shirts, oks, bumper stickers, blank discs and all sorts of odds and ends for the T.I.

IBRARY NOTICE. Please return any items borrowed from our library. If you can t come to a meeting or give these items to someone who will be at the eting.

PRINTS. Reprints are permitted as long as credit is given to M.U.N.C.H.

TICLES. I am always looking for articles for this newsletter, anything which terests you will probably interest other members of the TI community, so ease share your ideas and opinions with all of us.

SK LIBRARY. The disk library will be at the meetings from now on. We have pies of all disks in the library and they are available to members for just .50 each.

R SALE. The group has a TI Count Business Software package available for le. If interested contact Jim Cox at the above numer or the club address.

SK OF THE MONTH. This month's disk is the GPL #13 T.I. Games: Video Graphics, deo Chess, Football and Video Games 1. This is #97 DOM 7/91.

Mass Users of the Ninety-nine and Computer Hobbyists

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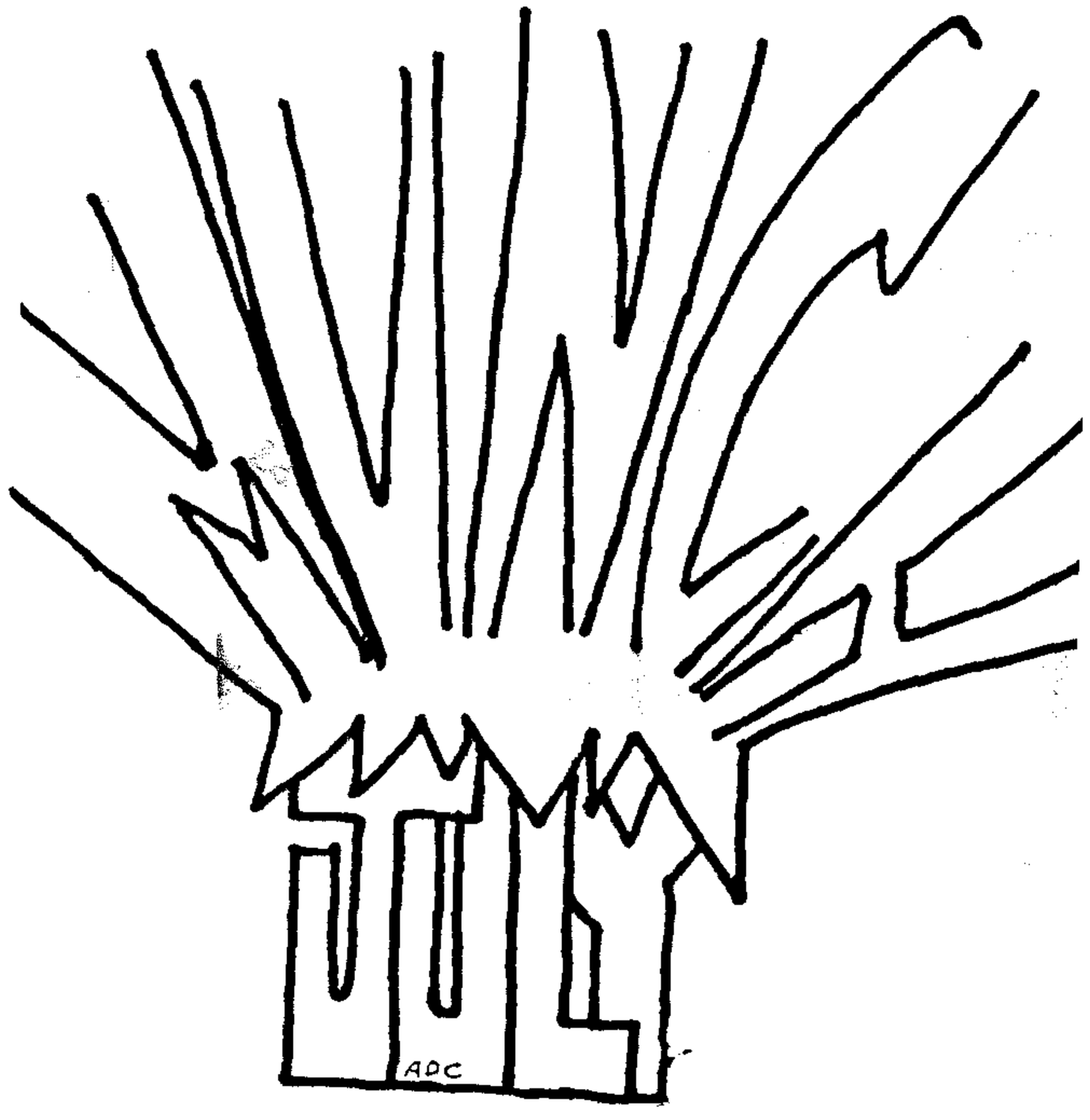

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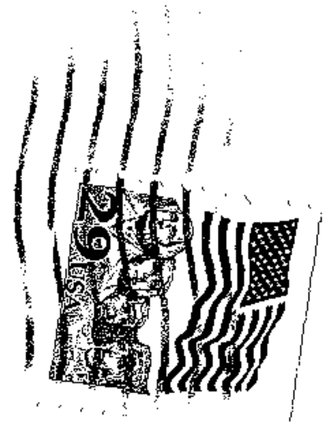

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