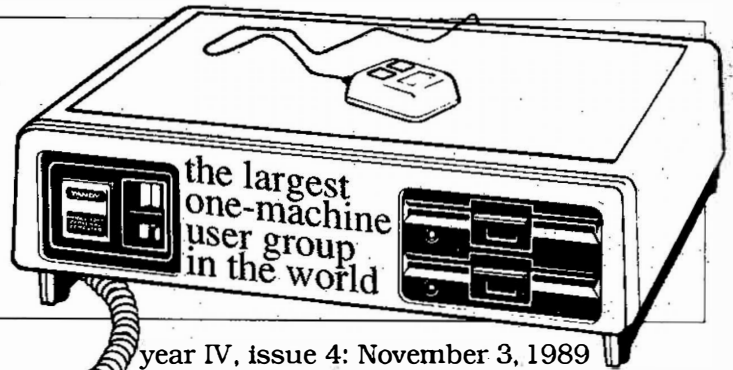
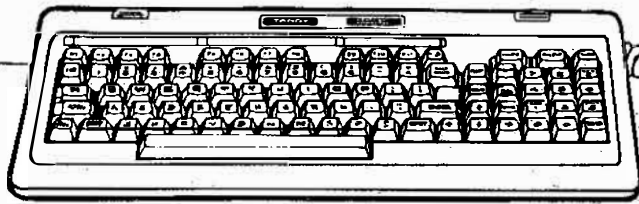


The Tandy 2000 Orphans' WHIMPER



year IV, issue 4: November 3, 1989
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David R., coordinator

IBM Comes to the Conference Table

Don't forget, you heard it here first:

IBM is terrified of what will happen to its bottom line when PC's do everything mainframes used to. And people are even getting slow about buying more PC's — there is a PC on every corporate desk already.

So why not, IBM has secretly decided, network all the conference tables of industry?

IBM is trying the idea in all its own divisions, lest they expose themselves to ridicule in the marketplace. They have called in all their fair-haired middle managers to learn a new oval-table software package, "PC conferencing." I know you think I'm kidding, but I'm only smiling: IBM is serious about this.

In bigger corporations, people spend as much as half their time working in groups around conference tables. After you subtract the irrelevant comments and boring summaries, six people produce about half a man-hour of decent thinking in an hour — that's 8% efficiency.

The best course is to let these guys spend more time at their own desks, but IBM is trying a voodoo solution: a PC in front of every chair at the big shiny conference table. The people all type in their suggestions, and the machine feeds them back to everyone (except the writer) at random. They all react with more keyboard output, typing anonymous notes to each other. When people have just about figured out who wrote what (that's all they will be thinking about), the boss who called the meeting adjourns the typefest and takes all the documents out for a good read.

This idea solves one problem and creates three new ones.

Conferencing has always been crippled by the status of each speaker: You hate to disagree with a manager, you love to reject an idea from an unpopular associate. Ideas fail to get (*see page 2*)

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Learning Fast

"What might be most helpful to a novice trying to become more proficient?" asks BM2, who's interested mainly in "word processing and modem."

If you (novice or expert) dig into the part of computing that seems most fascinating — or most useful to your present work — you will learn ten times as fast as you would in a college course or "doing" a big book.

In your case, you should get a modem and a big word processor, and just start using them. Of course it will be hard, and you'll do each part of the work wrong at least once. But right or wrong, you'll love it.

What you buy or obtain depends on your chances, cash, time and so on. But push your suppliers enough to do some trying, playing and choosing. Test a few word processors at an Egghead store. They will not be the versions that we use, but

they will give you a feel of their faults and virtues when mixed with your taste and your work habits. Buy something from Egghead to pay them back.

Almost any decent 1200-baud modem and one of the 2000-runnable packages (see our software list) will do. Then try wire services, both amateur (BBS's) and professional (CompuServe and its competitors). Glossbrenner's *Personal Computer Communications* is a classic, perfect view of the modem field.

Your casual initiation will turn your head as effectively as your first taste of mother's milk: You'll never look back. "This is the way it was meant to be," you'll be thinking.

But beware: the great satisfaction of computing is always partly soured by the glow of even brighter lights around the next corner. You'll never really "get there," in computing as in life, but have fun trying.

What's New at HQ

(IBM Confers) the evaluation and response they deserve, because they are dimly seen through a haze of personalities and power structure. PC conferencing eliminates that problem, for that first half hour before the authors become recognizable.

But the new problem is that typing and reading is duller, less intense, than talking and listening. All that personality and tension were, it turns out, keeping you awake enough to think up refreshing, creative proposals. The ideas coming out of these sessions will be nose to the grindstone, but great ideas will be fewer. Conferees will lose the face, quick eyes, colored necktie, a gesturing hand. All they will see of each other will be a fringe of hair over the wire-looped back of a PC. Because big windows reflect on screens, cavelike inner rooms will get the PC conferencing, and they will be gloomy.

Science fiction writers have long given us the nightmare of a future in which individuals rotted, mentally and physically, in cocoons of electronic gadgetry. As PC's have moved onto every desk in the 80's, the fiction has edged toward fact. Rampant networking of desk PC's is hardening that fact. Today's morning conference seems more of an escape from the electronic cocoon than the boss's inquisition it was ten years ago. The second problem with PC's filling the conference table is that it closes off an exit of our suffocating electronic cocoon.

A third problem is that voodoo looks real in the big-company environment. Everybody lies to support each other. IBM, and its entourage of giant corporate customers, will for years believe that PC conferencing is the electric light bulb, the transistor, the wheel. But its actual result will be the non-birth of thousands of good ideas, and the loss of billions of dollars. Businesses will stagnate when their think factories lose their sparkle.

And alas, all those gorgeous rosewood-veneer tables will be covered with the prints of rubber feet and crinkly fog spots from steady heat.

"I missed a chance to meet you August 30; I was in Stamford on business, but didn't have your address with me." Thanks anyway, SHW, but I'm delighted that I didn't get an Orphan visit in the middle of the panic of Whimper time. Headquarters doesn't want visits any more than it wants phone calls. There just isn't time in the HQ day for socializing (or 2000 talk).

And thanks for the offer of hospitality, SHW. In another time I would have been there next week, and then to the other people who have offered. But having once lived in my car for years, I stick extremely close to home. I go five and ten years between overnight stays away from the house. New York City is an hour down the road (and railroad), but I haven't been there in 22 years.

So the Whimper is the only place you guys can see YFL.

Thank you for the cash gift, TAB. Speaking of gifts, we have another of those off-the-wall two-year extensions. JKN has pushed farther into the stratosphere of wild hope, to a new record expiration date of October 21, 1991. One of these years I swear I'm going to quit.

The Tandy Computer Center in Amarillo gets applause from RDW, for giving advice and service above and beyond the call. Wait until Fort, Worth reads about this outrage! New manager coming.

Who uses a Basic compiler with his 2000 that he uses with enough ease that he would compile a program or two for RJS2? He suggests "a buck a crack," but I like \$0 (for friendly fun) or \$10 (for doing an hour's work for somebody, including mail and getting ready and all that). His first shot would be a working fractal generator he developed from Scientific American. It could be fun for the compiler member. Give him a buzz at 216-341-6299, or (if you're shy) 3961 East 55th St., Cleveland, OH 44105. He's Robert J. Sommerfelt.

In October, the three new disks got left out of the Souvenir Shop. You can now find BIG, ABE and MAYO listed properly, as "standard" disks.

It's fun to find an honest man, a very honest man. BM2 came aboard last spring, and recently wrote that his membership check had not cleared. His letter offered a replacement check. I found the original sitting uselessly in his paper file, and cashed it.

2

Hot Tip, Cold Trail

An interesting note on those 6000 orphaned 2000's in the back of non-computer Shacks: I ran into another bidder. I was slumming and heckling at my local Shack and asked (as usual) how "my dear old" 2000 was doing.

A stranger in the back room told me it was a great computer, which lured me into conversation. It turns out that he's a surplus wheeler-dealer, and put in a bid for the fleet at \$150 apiece (we only offered \$50). I asked him if he had the required million cash and he said yes. He corrected my "6000" by saying it's 6212, minus one that a Shack hid in the flimsy suspended ceiling until it fell through. Tandy favored him with a reply: "Forget it, we aren't interested in selling."

Since he operates only about 20 miles from Orphan HQ, they might have thought he was acting for us. He grinned when I said who I was. He says he talked with Roach once, about a batch of 150 Tandy printers with a bug. Roach replaced every last one for him.

He is Scott Vande Werken, honcho of Yankee Computer Consultants, 516-883-1549 (office) and 203-456-1248 (cellular). He's lost interest and is chasing another way to spend his megabuck.

Alert members have discovered that the 2000s have a real use at Shacks. That "store training manual" is pure myth, but an old model Shack cellular phone needs a 2000 to "un"program it. This usually happens when one is sold second-hand, and the new owner wants the settings changed. This doesn't happen more than once or twice a year in a busy Shack, so the 2000 continues to do Roach no good except to frustrate Orphans, which pleases him. Keep sniffing around the backs of Shacks: the poor dear is back there waiting to find a good home.

3

POSTMASTER: Please send address changes to the WHIMPER, 387 Main Street, Westport, CT 06880. The Whimper (ISSN 1040-0052) is published monthly by the Tandy 2000 Orphans, address above, for \$24 yearly (includes other member benefits). Second-class postage has been paid at Westport, CT.

The Grail Ghost Is Gone Again

There's nothing like seeing yourself in the Whimper to shake out the cobwebs. Old RDB noticed in the October issue that we hadn't heard from him in six months. We even called him "mysterious."

So RDB called in (his guru status gives him the HQ phone number). His first point was that IBM software looks for its text screen at 704K and beyond. His grail disk therefore reaches into our RAM and reserves that space for a text screen (4000 letters). His disk then steals the message for IBM away as soon as the letters arrive, and slips it into the regular 2000 screen memory. The 2000 drops by its own favorite address sixty times a second and picks up its mail, unaware that the information was snuck in by RDB just a moment before.

Unless the 2000 actually has RAM with a 704K label on its door, there's no place for the dumb IBM software to leave its messages. That's why the text grail disk insists on 768K memory or more in your 2000.

There are three known routes to 768K memory: two slide-in Tandy memory boards

with 256K each; one such board, with the 512K setup described in a Souvenir Shop document; and Envision's way of adding 640K on one board. Of course, Envision is no more.

RDB went on to say he's still fighting the battle of the chips. He has designed (he believes) ROM chips to replace the two we have, which will enable the 2000 to load DOS 3 and be perfectly IBM compatible. The 2000 would also be able to load our own DOS 2 and operate as a 2000. What has been holding RDB up (for a year) is that chip-makers insist on several hundred dollars to crank out one prototype chip set. I urged him to blow the two hundred, saying that any professional charges for his time.

At the end of the conversation, I urged RDB to uncripple the text grail disk and sell it as cheaply as possible. He agreed, and set the price at \$20 (I had urged \$15 and he \$25). He promised to send the uncrippled disk the next day, and then guess what? RDB vanished once more. He's not been heard from since. The Grail Ghost is gone again.

1. Verbs has to agree with its subjects.
2. In lists and long sentences for clarity employ commas to keep strings of things of the same kind apart avoid confusion or separate ideas and make things clear.
3. Overuse, however, of commas, when not required, in the structure, they are used in, or needed, for clarity, is inadvisable, at best.
4. Make sure every pronoun agrees with their antecedents.
5. Don't never use no double negatives nowhere in your writing.
6. Never abbrev. if poss.
7. EXCESSIVE use of exclamation points or capitals WILL NOT BE TOLERATED!!!
8. Always chec for spelling errors.
9. Use conjunctions like you knew what you are doing.
10. Double check to make sure you didn't out any words.

**Ten
Rules
for
Writing
Good**

Supplied by FJD, who has eight scary witch-doctor masks on his medical-doctor stationery.

Get It at Myron's Place

It's official now: We have an Orphan store, a place to buy anything from a complete 2000 to a small software package. I have permission to call it Myron's Place, although its brand-new corporate name is Comp-u-Sel.

Myron's Place sells all manner of 2000 hardware and software, at prices which have firmed up above Tandy's 1988 blowout levels. But these prices are almost gifts compared to the open clone market.

I have been in frequent touch with Myron for months now, and am convinced that he deals fairly with Orphans. He does not pay for Whimper "advertising," so he has to be considerate to you even if he weren't a good guy. He depends on the Whimper for his customers to find him. As with any vendor we mention, drop a note to headquarters if you are treated badly. I'll investigate and take any action I think necessary — including telling you you're wrong if I think so.

Oddly, his office is in the Fort Worth area, but he did sign the Fort Worth pledge: he won't show Orphan stuff to Tandy. His handy location could get him access to good gray-market Tandy 2000 equipment, but most of his current stock comes from collectors in other parts of the country — guys who bought a dozen machines for their offices, who are bailing out into clones.

Remember that Myron doesn't have a monopoly. Keep alert for dusty 2000 goodies in computer centers near you, and for ex-Orphans in your "Near You" list who may sell their stuff to you. Keep alert for Shack-back 2000s to liberate. For endurance, safety and multitasking, every Orphan should have from two to six machines packed with slideboards and hard drives, plus both kinds of monitors and (in my opinion) a twin-20-meg cartridge drive.

Myron's Place is in the Sidewalk Salesmen section in back.

He Wants More

We have an excellent letter which deserves a public answer, from DES3:

"Your September issue was ho-hum. It said the big computer magazines 'have so little that helps us that they're not worth the reading time any more.' True, but you could also be describing the September Whimper!"

He then says he found October's page on unprotecting PFS programs ("at least some information for somebody") a bore, because "the PFS copies people have given me

sit unused and untested." He seems to expect more from the world than he's willing to give back to it.

"Tandy deserves all your Tandy-bashing," he adds, "but it doesn't help me get more out of my computer, or more of those hidden items out of Tandy." I disagree, DES3. A frequent reminder of Tandy's market-level (low) support and double-market-level prices is valuable to any member naively contemplating another computer from Tandy. Anger and encouragement in the Whimper will also forearm any Orphan for the struggle of prying 2000 goodies out of unwilling Tandymen.

Also, the more emphatically I express opinions, the longer I put out the Whimper. It feels good to yell. So indirectly, my Tandy-bashing gets you more Whimpers.

"Your publication would be improved by more letters from readers (assuming you get any — do your readers write?). Maybe they would write more often if they knew you would print their letters (generally uncut and unedited)."

We get too few letters, but editing is a must for quality reading. This DES3 letter, for example, was long enough to pack three Whimper pages, not including my responses. In editing it, I kept his meat and skipped the fat. (His potatoes and veggies appear elsewhere in appropriate sections of this issue).

"How about more printed programs and patches? Why should we have to buy the Games 2 disk (I hate games) to get its Basic files that may run .EXE files?" (He bought Games 2 a week later.) DES3, I print just about every patch and short program that comes in. But those two Basic programs ran 9,000 bytes each, more keystrokes than any Orphan will copy. The major magazines know this, but run those multi-page programs strictly to beat the post office (without paying more writers). They can't use (cheap) second-class mail unless a quarter of their space is non-advertising.

"Sometimes you bend over backwards to write as if all of us were computer idiots." Quite the contrary, DES3. Even standing quite straight, I *am* one of your "computer idiots." The fact that I also know how to put out Whimpers is your (or someone else's) good luck.

Your criticisms may be valid, DES3, but it's lucky that I don't believe them. Only the thrill of putting out something I feel proud of keeps me doing this unpaid full-time work. If I had your insight, I would never have Whimpered at all. Or as I tell the wife, I do my best, and that's all you're going to get.

4

Hardware Help

Does somebody want the headquarters twin-20 cartridge drive, for less than the half price we paid for it? Iomega has asked us to buy its 44-meg drive (only 32 megs on the 2000) at half price and review it, but we won't unless a member wants the twin-20.

The headquarters Iomega drive cost us \$1250, plus a half-card adapter for future use with a compatible, a cleaning cartridge and cleaning refills, seven 20-meg cartridges.

Our total cost including sales tax was \$1954.23. We've gotten \$500 worth of use from it, so anyone willing to part with \$1450 gets the full set, including power and signal cables and the Orphan/Iomega adapter disk.

You should already have a 2000 cartridge card (very hard to find, but Myron has some) unless you're going to use the twin-20 on a compatible. You're welcome to the contents of the cartridges — lots of spare copies of software plus the full Juge collection of BBS files we were given by Orphan RP. Send no check, just a note, and I'll call you.

Iomega's current secret project is an 80-meg cartridge drive, the same box size as the 20 and the 44. Their Rick Johnson got very upset when I asked him about it.

Stickum from peeled-off disk labels can be removed with flour, RST informs us, but he says be careful — flour is bad for the disk itself. YFL says nix on the idea. Flour is too easy to lose track of. Why not use a 2-inch strip of ordinary Moore tape (successor to Scotch)? It picks up any crumbs in one or two press-on peel-offs. Stubborn grains of glue respond to a little tape-dragging before you peel. And even a sliding thumb can do the job, rolling up a glop like a little bulldozer.

Do you want a new keyboard? APW has discovered how to rewire the plug (he rewires an extension to permit returning the keyboard) on the Northgate series of keyboards. His method also might work for other keyboards on the market. Some new keys or combinations won't work on the 2000. His method is available in a 1-page 1-dollar Souvenir Shop document. He tells us that cable-maker Tim Bates (Sidewalk Salesmen) may be ready to make the crossover extension cord for \$20.

The VM-3 modification could be done in an adapter plug, ETB told us in a previous

Whimper. But he found that the long stick of rigid connectors was likely to strain the pins. He also disliked the extra two inches the adapter pushed the VM-3 away from the wall. His solution: go back to a 1-foot-long wire adapter. This is good for any adapter.

You may want the VM-1 to show a green imitation of color graphics. It would be clearer, and some programs (like CADs) refuse to let the VM-1 have any picture from its regular socket. ETB has invented a fix. He wires pins 3, 4 and 5 of the 9-pin connector (back of graphics board) into an adapter (again, a short wire works better than a rigid extension), all three to pin 7 of the VM-1's 8-pin connector. Each part of this dinner-fork setup is a resistor. The fork handle to VM-1(7) is 3.3 ohms (1/4 watt). The three tines to graphics board 3, 4 and 5 are all 10 ohms. "It works pretty well, and has been used for weeks with no sign of distress or damage to the graphics board." Presumably he is wiring pins 1, 2 and 8 straight through, but he didn't say. The answer is in the Tech Ref manual, but I don't have time to research it.

Iomega has finally given in to my demand for permission to manufacture some cartridge boards, since Tandy has trashed the original batch. But true to form, Iomega gives bad news with the good: We can only do it if we find a member to read the PAL chips on that board, U1 and U2. Having read out the code, we can then burn as many new chips as we want, says Rick Johnson of Iomega. We should be able to make the boards for well under \$100 each. Who has a ROM-reader and will do the decoding job?

Panasonic's printer, KX-P1091-I, has been giving RWS a hard time. It prints wrong about 80% of the time in WordPerfect 4.2. The other 20% just frustrates him, because he knows it can't last. At the beginning of page 2, the printer races down past part of the page, leaving a random number of blank lines. Then it finishes the document with proper breaks between "pages," but of course each break falls in the middle of an actual page, making the whole document junk. His only resort is reprinting and re-re-re-printing until the damn thing hits page 2 in a good mood. Tandy, Panasonic and WordPerfect have given him sympathy but no help. Who knows a fix or workaround?

Hidden Video

IBM-style software in the over-\$100 class is in such a hurry to paste up a screen and start work, that it writes the picture directly to those black-chip memory holes where IBM-compatibles have the screen pick up its messages every 60th of a second. This is by far the most common of our compatibility problems.

While the software is calmly filling up the wrong chip spots with a picture, our dear 2000 is searching somewhere else and finding nothing. So you get a black screen.

The aristocratic, eccentric 2000 doesn't even know where its screen is. All it knows is a "mail-drop" address where it can look for a forwarding address. Your ROM chips (near center on the big downstairs main logic board) tell it that address when the 2000 is starting up in the morning. They give an address to check, and (even

more oddly) give one of six different addresses, depending on how much memory its quick check of your RAM reveals.

We have a one-pager in the Souvenir Shop called VIDRAM, but now RCP sends in a quick trick to track down the mailbox of your screen memory. Here it is:

In DOS (at your C: or A: prompt), type DEBUG <enter>. At the hyphen, type D000:0474 <enter>. You see eight lines of hex digits rolling out. Only the first two pairs are your address. For the 896K machines at headquarters, you see C0 followed by DE in those two spots, 0474 and 0475.

Both spots are part of sector 0000, the very first sector in RAM, which every morning is loaded with intructions frozen in those two ROM chips.

So, is the real place where the screen reads its picture location C0 DE? (It sounds almost like a Dick Tracy G-man ring.) No, the 2000 likes to read

hex codes backward. The real address (also in segment 0000) is DE C0.

You can find your own 2000's secret screen address with this short trip in debug. Then type Q <enter> to get back to DOS. As usual with our instructions, capitalization is not needed on your keyboard, only in the Whimper to show you what you type.

RCP uses the video-RAM trick to adapt a simple IBM-style drawing trick to your 2000. It's only a two-page program, a kiddie game where your arrow keys draw a picture. Next, he shows how to adapt the same program to any 2000, by having the 2000 look for its own memory box and use it.

Members who would like to play with their video while learning it, and who can develop from there into hacking the big stuff: I will put the six pages of this RCP report into the Souvenir Shop as VIDBOX.

6

Musical Chair Software

We have been trying to find an easy, "computerized" way to index back Whimpers. The indexing provided by Word 3.1 and WordPerfect 5.0 is too awkward. PC Index also has a major problem: it's too thorough. But Orphans have broken through to one-keystroke indexing.

Word and WordPerfect make an index of the words you select while reading through. Fine, but each word takes half a dozen keystrokes. In WordPerfect, indexing can be macroed down to one stroke, but it takes lots of strokes to move from one word to the next word and then mark it. In Word, which doesn't have macros, you move to the next word and mark it with one flourish of the mouse. But then you have to clackety-clack a lot of code to drop the word into your index.

The solution was obvious: Do it in Word for fast jumping, and sneak in a macro from MKey, the Harrell trick on the Orphan utility disk. Trouble is, MKey refuses to work if you start it before Word; if you start it after Word (using Word's side door to DOS), Word then crashes.

The Harrell routine RKey (removing MKey) reveals the solution. If you first install

MKey and then hit RKey, it tells you where (at what memory address) the MKey instructions were stored.

But if you go into Word 3.1 and then (in its DOS window, library/run) fire up MKey, RKey will give you a different address! MKey goes for its favorite spot in memory, finds Word sitting there, and has to use a different address.

So if you turn on Word and then MKey, just don't panic when Word crashes. Word is shy. MKey is still in there, hiding. Out at the DOS prompt, call for Word a second time. Word gets started without knowing that MKey is nearby, ready to interfere.

Give MKey its ALT/= hit, and type all the garbage that Word wants you to give each index word. Include arrow keys, hidden-text calls, the whole basketload. Hide the full set of commands under a key that's easy to reach with your resting non-mouse hand. I like the TAB key for this.

After these preparations, the Word-and-MKey combination indexes as fast as you can read. It's a whiz! And it proves once again that your 2000, plus some deep thinking, can do just about anything.

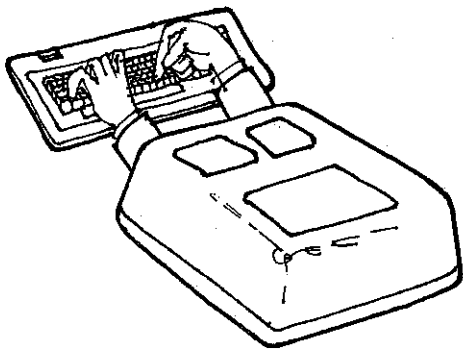
Backing Up

"There are two areas that will cause problems with a backup," reports HS2. He is responding to the report from JH (Oct89,p.8) that backup and restore in our DOS are unreliable. HS2 may know better.

"The backup goes to the root directories of the floppies used, and a root directory holds no more than 111 files if there is a volume label on the disk. To prevent a crash when backing up many small files, have no volume labels on backup disks."

This concept is a surprise to YFL, but here at HQ we don't use DOS backup. The "volume label" is a thing you put on when formatting a floppy, if you specify /V (such as FORMAT B:/V). The program formats and then asks you to type in your desired title. I would have thought BACKUP would crash when putting over 110 files on one floppy, but what do I know?

"If you back up read-only files," HS2 continues, "and try to back them up again later to the same disk, you will have trouble. This trouble is avoidable only by making those read-only files hidden also. You can also cancel the read-only attributes and even erase the read-only files. Otherwise, only reformatting the disk will solve these read-only conflicts."



Your Mouse's Hands

This is just a little fix that RCM sends us, but to me it is delightful because it's one I figured out with guru help long ago, and then forgot. My Whimper plea brought it back and now you all can have it.

MouseTrap, Spencer's dandy gadget in the Souvenir Shop, is set up so the mouse's buttons give you F1 (which signals "help" in major programs) and ENTER. This is fine, but many times we want other things to happen from the mouse buttons.

CHESSEX.EXE from the Toolbag disk is an example. It makes you rattle the arrow keys to make every move. You can hit them as many as a thousand times in one complete game. RCM ends the pain with this one-liner: `PATCH LOCATE.COM,0015,003B 001C,00550053 <enter>`.

On page 283 in our 2000 DOS manual, 3B in the left column, a hex number, is the "scan code" for the F1 key. The line above orders your patching servant to begin at address 0015 in the mouse program, where it will find the number 00. Patch continues to address 0016, where it finds that 3B (scan code for the F1 key). Patch reads the following 00, and finishes with the 1C. On page 282, you will note that 1C is ENTER.

After the second comma, patch finds the four bytes you want substituted for what it has read. So it keeps the first 00, but puts in a 55 for the 3B. On page 284 you will note that 55 means INSERT. The 53, of course, pulls out the ENTER and substitutes DELETE. PATCH puts these two changes in a copy of LOCATE.COM (MouseTrap) on your current disk (a copy of your original, if you like safety!). You can put differently coded copies of LOCATE with the software they especially fit; and load your MouseTrap along with that software in a batch file.

By shopping through those three pages, you can store any key that does something inside your mouse. SHIFT, CTRL and ALT don't "do anything" by themselves, but you can combine them with another key in the mouse buttons. The key-pairs, and also the control keys, appear on pages 282-284 as x-numbers, like x99 for our F12 key, or xB7 for the combo ALT/F12. You install an x-key the same way, skipping the x.

Using the chess-tailored version of MouseTrap, you can play the entire game with only the mouse. Thanks to RCM, you can tailor every program you have for this total mouse control. FrameWork 1 gets a racing gearbox with INSERT and ENTER in the mouse buttons.

The Sticky Floppy

We have a report on how to solve a floppy problem that I find fascinating and weird. DWC1's fix came from his local guru and is proven by his experimentation.

On top of each of his two floppy drives (he doesn't say if they're 4853 or 4853-1xxx), near the head, "is a bright metal bar an inch by 3/16". Closing the drive latch (locking in a floppy) should depress the bar and energize a solenoid which allows the drive to work.

His bars or solenoids got sticky and didn't activate. He kept getting "error reading" or "error writing".

He carved himself a rubber spacer to jam between the movable bar and each drive's outer frame, holding the bar down permanently. The 10mm rubber square (trimmed from a flat, round 1/2" faucet washer) has a side notch for the frame and a bigger corner notch for the bar.

"I've had no more trouble," DWC1 says. "I still don't know why it got sticky."

There's no denying that this fix solves this problem. I would be happier to hear the sticking solved with bending, screw adjustment or lubrication. My vague worry is that the drive motors might be turned off by a working solenoid switch, 75% to 99% of the time when they're not being used for reading or writing. DWC could be shortening the life of the drives by running them constantly.

It takes me back to the farm, when I was 17. A field hand's radio (tall wooden antique) was working poorly. I reached in and felt for loose wires. One two-finger touch made it sound beautiful. The cooperative contacts turned out to be two long wires that led nowhere. Connecting them didn't help, but they liked the ten-thousand-ohm resistance of my hand. I teased them out the back and put them into that famous farm resistor, a glass of water. As the music filled his little barn, the laborer told me I was a genius.

Software Support

Members tend to ask a phone or counter salesman whether his software runs on the 2000. Rule 1 of selling in the computer field is, Never admit you don't know.

The 2000 was an exotic beast when it came out, understood by few, none of them software salesmen. Today the 2000 is even more exotic, a legendary and nearly extinct creature. Technicians have the good sense to say the 2000 baffles them. Salesmen aren't

Don't Ask!

that smart, which is why they're selling colored boxes for \$5 an hour.

Your salesman, if you ask that dumb 2000 question, will give you a dumb answer: a yes or a no. And there isn't the faintest chance that you can rely on his reply. About a tenth of the commercial software now offered runs on the 2000. So his NO is 90% likely to be true, and his YES is 10% reliable. To keep a grip on reality, don't ask; try it out.

Start Ventura

WV is using Ventura 1.1 on the 2000, and likes it more than PageMaker (he doesn't say he's tried PM). Those who would like to see his procedure for installing, which involves use of Gem 1, send a buck to HQ for a zerox (2 pages).

Our Fast Getaway from Basic (Oct,p.8) has an error. We reassigned the F11 and F12 keys to substitute for typing SYSTEM and hitting <enter> and then <ctrl><break>. Fine but our dandy 030D is not <ctrl><break>: it is <ctrl>C. There is no code for <ctrl><break>.

ELC adds that the <ctrl>C does tend to stop basic programs in their tracks. "It will break an INPUT statement, which is probably the most common way a Basic program stops to wait for keyboard entry. But it will not break an INKEY statement. However, CTRL/BREAK (using the real keys) is always there if needed."

ELC adds that we can change the function of any F-keys in Basic. "Just look at sector 126 in ASCII, and replace any of the commands with one of your own." He means for you to do this manipulation of BASIC.EXE in debug, Norton, MasterKey, SuperZap, or any utility that lets you remodel a file brick by brick. Never diddle with an original!

Be Lazy, Be Quick

You may have frequent use for a long command. Don't keep retyping it. It can be stored in the environment space at start-up time. The environment is a bulletin board that tells the 2000 what's to be used for what

purpose and where it can be found.

HKF has an even better way. "In order not to waste any of our precious environment space on my favorite DX (Orphan DIR disk) command, I put this line in my autoexec.bat: CED SYN DX DX/HE=1/P/CA=U/12/SIN/SO=EN."

His CED calls our command editor (Orphan utilities disk) and notifies it that this SYNONYM for the command DX must be substituted whenever he uses it. So when he types DX <enter> he gets the benefit of that long DX command.

Paste Makes Waste

When you slip-fit commands this way, a 100-stroke command takes up 100 bytes of memory. If you paste it into a batch file, the 100 strokes take up 8000 bytes of disk space.

Since HKF uses Norton 4 a lot, he also puts this line in his autoexec.bat: CED SYN DS DS /D1. Norton doesn't show us DS on our screen unless we tack on that D1. So HKF has fewer characters to type when he calls Norton. He has identical switches for Norton's NI, NU, SD and NCD.

Our page on unprotecting the PFS series (October p.10) lost a bit in the translation. LER corrects it: Atop column 2, in our search command, S O 1F00 CD 13, that letter O after the S should have been a zero, giving it the same meaning as CS:0000. Halfway down the column we said IP means interrupt processing; it means instruction pointer in this case.

How can we save an unassembled .EXE or .COM file to disk, asks TGD. If anyone

knows software (running on the 2000) that does this, tell the Whimper. Meantime, TGD can rename the file to something like FILE.BIN (because Debug hates .EXE and .COM files). Then use the U command to translate hex code into commands on the screen. Finally, unless you like lots of hand-copying, use a screen-capture utility. CAPTURE on the Orphan utilities disk is an example. Also, I have a feeling that the PRINT key on the 2000 will roll every screen word into your printer, until you hit PRINT again to toggle off this action. If so, it seems possible that a DOS command like MODE LPT1=B:FILE.NAM <enter> might make the 2000 print that screen stuff "to disk." I'm obviously not the guy who knows, but who does? Try for an answer that doesn't make TGD go buying software, unless it's a \$5 Orphan disk.

Back to Basic

Sometimes a very long answer to a question comes into headquarters, so I only mention it in the Whimper and send it to those who inquire. Here's a new twist: We have a question from DJH that is too long to print, so we invite people with the answering ability to write the Whimper, or him directly..

He has a metric conversion program in Basic which has a lot of branching. He has tried to use multiple ON N GOTO lines, as David Lien suggests on page 135 of Learning Basic for the Tandy 1000/2000. "But data just keeps starting at the first item every time." Who is enough at home in Basic to help DJH? If you like, write him direct: Father Donald J. Hamilton, Road OO-Assumption, Route 5 Box 1056, Ava, MO 65608.



WordPerfect Graphics

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We have heard about a software patch floating around that can make WordPerfect 5 use its graphics tricks on the 2000. WP5 has page preview, which shows pages in miniature on the screen. It also lets users place and edit some pictures pulled in from other disks or programs.

DES3 has kindly sent this patch to us. I haven't had a chance to try it, but you folks should have a chance at it anyway, for what it's worth — five clams as a "standard" disk in this month's Souvenir Shop.

Although Word 3.1 and FrameWork 1 are the headquarters favorites, WordPerfect 5 and 4.2 are apparently the most popular wordmakers among the membership. Using these graphics tricks could make using WP5 more fun or more productive.

Souvenirs

Your order— Please order by the short title, like "03" for MS-DOS 2.11.03. All prices include postage, packing and handling to the 50 states, APO/FPO's and PR.

FOREIGN ORPHANS— add \$5 per order of any size. All orders go air mail. The \$5 pays for the major problems that money transfers and shipping give us. It also pays for the painful back-and-forth correspondence with foreign Orphans who ignore this caution. Also, be sure to see "Money" below.

Money— No credit cards. Only U.S. checks (preferably) or U.S. cash. "Tandy 2000 Orphans" or "Orphans" is good on the pay-to line. A foreign check may turn out okay if, repeat ONLY IF, you received it with "dollars(U.S.)" and a U.S.A. branch bank address printed on it. In Canada, Canadian Postal U.S. Dollar Money Orders are a far better choice. Even "good" Canadian checks often crash, and three Canadians have been fired for excesses of this problem.

Disks— We use quad disks, Tandy 26-410 or their equal with another brand.

Renewal

No reminder will be sent to you, but that date on top of your Whimper mailing label is a heavy hint. Don't renew at the last minute, because the mail piles up while I'm doing a Whimper. Your effective date is the day I key/(F2) your renewal in from the mail pile, whether your check has been cashed or not (usually not). Sorry, no "retroactive" renewals. Whimpers cover-dated during a gap in your membership are available as back issues, see below.

Extending your membership for a year costs \$24 if your Orphan mailing address is in the U.S. or its territories. It's \$27 for the military APO's and FPO's, \$33 for Canada and Mexico, \$40 for all other countries. Those renewing or joining just to dump their 2000 systems in the Flee Market can get the non-Whimper membership for \$12. People who pay the wrong price, if it seems an honest error, get an exact fractional-year membership (don't send correction money, it's a bother).

CAD Screens

The excellent CAD programs from American Small Business appear in this month's Software List Update. They have a problem: they install for and work on the 2000, but only if you run the installation program on a compatible. Installation, as usual, is just a series of questions you answer; but the questions and your answers don't show on the 2000 screen. It is possible to run the installation on the 2000 if you have just turned on the text grail that RDB has supplied us with. You have to hurry, because of his ten-minute snap-off.

DesignCAD 3.0 and 3D/1.1 give us an additional problem: When you choose 2000-monochrome during the installation, you get a blank VM-1, AND a blank CM-1 if you have one hooked up. DES3 has discovered that if he changes one byte in the DCAD1.SYS file, both monitors show good pictures. Search for these two lines in DCAD1.SYS:

TANDY 2000 (MONOCHROME)
7 1 11 638 398 12911 32768 80
Then, with DEBUG, Norton, MKey, SuperZap or PATCH, change the initial 7 of line 2 to an 8. This digit is "display type."

Old picture files from ProDesign have a .PD1 extension. DES3 finds that they tend to run under the newer De-

signCAD if he renames their extensions to .DC2. He finds all these programs pleasantly fast. That's probably because they're using code that's shorter, simpler and more elegant than code used by AutoCAD and VersaCad.

The company gives good phone support, DES3 reports, but doesn't know much about the 2000. I have called them and agree. They are willing to accept returns based on 2000 incompatibility, when it occurs.

Software List Update

Statistix II - NHA Software, 612-631-2852 (RGA1)

ProDesign II - Amer.Small Bus., 327 S.Mill St., Pryor, OK 74361, 918-825-4844. Version 2.0 uses 512K RAM; 2.5 prefers 640K. Setup is on compatible — or 2000 with RDB's text grail. (DES3)

DesignCAD 3.0 - with our screen fix, \$399. A new ProDesign II. Needs 640K. DesignCAD 3D 1.1 - with screen fix Nov89 issue. Hijaak (its Convert only) - Inset Systems, 12 Mill Plain Rd., Danbury, CT 06811, 800-828-8088. (DES3)

MathCAD 2.0 - \$495. MathSoft, 1 Kendall Sq. Bldg.200, Cambridge, MA 01239, 800-628-4223. (DES3)

WordPerfect Library 4.1's Program Editor. (DES3)

Standard Disks

All "standard" (no price shown) disks are \$10.00. BUT: In a single order, any second and further standard disks are \$5.00 each. This is because multiple-disk orders are easier and less costly at headquarters.

PIXPER: Pictures in WordPerfect are allegedly possible with this short patch (small**). Version 5 of WP added an ability to place pictures from drawing programs in a WP document. WP5 also has "page preview" for miniature true-looking pages on screen. It will take you a half hour to figure out and install the patch. Included: a program to make WP work on some Tandy printers.

BIG: Big Guys, reviewed Oct89. Utilities plus a big version of Today with famous events and birthdays; a DOS tutor with much useful information, fun to learn.

ABE: From member SAA(braham), a great DOS file controller, two very big games, a super menu for DOS, and a word-processor for programmers. Reviewed Oct89.

MAYO: Started with the MAY disk and completed in October, a miscellany that goes from Origami to the ten-minute text grill. Reviewed Oct89.

G-1: The first Orphan games disk, listed and reviewed in the September 1989 Whimper. The Orphan games disks are listed and reviewed in the Sept. 1989 Whimper.

G-2: Orphan games, a big text-game Dungeon set and a flashy menu-driven group called FriendlyWare.

G-3: Trivial pursuit, lots of it. Tests your memory and experience.

G-4: More Orphan games, an alleged IQ testing program and nifty blackjack tutor.

KEY: Professional Master Key, a fast, clear, strong set of Norton-like utilities that outplay Norton in its own ballpark. Shareware, reviewed in the July 1989 Whimper.

CART: An Orphan-owned 20-meg (yes, 20) Tandy2000 cartridge driver for the Iomega 20-meg 5-inch drives, which also runs all their other drives. Replaces the disk that comes with the Tandy cartridge board, and the disk that ships with Iomega drives.

03: MS-DOS 2.11.03. If you picked up an older DOS with your 2000, you should have this latest and last 2000 version. It has a newer version of Basic.

UTILS: Orphan shareware disk, 97 selected utilities to make the 2000 run more efficiently and give more pleasure. Listed and partly reviewed in the Feb88 issue, see pp. 10-11 for all three shareware listings (UTILS, DIRS, TOOLS).

TOOLS: Orphan shareware disk, 86

selected tools, gadgets and devices for special tasks and fun with the 2000. A listing of the files and some reviews are in the Feb89 issue.

123 (123E if you have the Envision 640K memory upgrade): Unprotected Lotus123 version1, Tandy 26-5300. PLEASE NOTE: Send your original program disk in a sturdy 6-faced (not 2-faced) disk box with your order, and you'll get it back unchanged with our copiable version on a separate disk. Standard pricing (see above).

FW (or FWE): Unprotected Framework 1, Tandy 26-5320. See 123 above for the way to order.

DB (or DBE): Unprotected dBaseIII, Tandy 26-5353. See 123 above for how to order.

BYTE: Creative Byting, how to write software that sells, put out by an out-of-business disk publisher. It's more about marketing and user-friendliness than about programming.

VEDIT: A demo disk of an incredibly powerful word processor that edits programs, runs them, and points out errors. The real program is on the disk, limited only by not doing huge files. See review, October 89 issue.

Special Disks

"Special" disks are priced as marked, and will not count as a "first" standard disk. We pay an agreed share to an author, owner or other helper for these disks.

FLY: Flight Simulator 1, the golden oldie that runs on the 2000. \$10.00 with an Orphan manual by YFL that's better and shorter than the original. Great in color, OK with VM-1, graphics board required. Can't be copied.

DIRS: Orphan shareware, 28 selected ways to list and manipulate the files in any drive or directory. Listed and partly reviewed in the Feb88 Whimper. \$15.00 including a Whimper-sized manual by YFL for one colossal program that does just about anything you want in a flash.

TWIN: Not Windows itself, but the Tandy-written Windows Driver disk which enables the 2000 to run Windows 1. Formerly their #7002611. This disk slyly erases drivers for non-Tandy printers, but the detailed Orphan instructions include avoiding this trap. (198K) \$10.00. See Windows explanation in Feb89 Souvenir Shop.

DIAG: Tandy 2000 Diagnostic Disk. Fixes nothing, but tells you in amazing detail

about the health of the mighty 2000. \$10.00.

CACHE (small**): The only program from DOS 3.2 that we haven't already got a better version of in the shareware disks. It's a Tandy special contribution that works fine on the 2000. They intended to offer it to you but they just forgot, so Orphans remembered. Detailed Orphan instructions are included. Reviewed July89. \$10.00.

TRAP (small**): Mouse-Trap, called Locate by its author, which lets our digi-mouse run the arrow keys, the ENTER key and the F1 key, in your starting DOS or any software that lacks its own mouse driver, which means that now our mouse goes everywhere. Detailed Orphan instructions are included. \$20.00.

HAMP-I: The Whimper Hamper, 1987 and 1988 Whimpers on disk, useful for fast word-searches but harder to read than paper copies. \$40.00.

HAMP-IIa: The Second Whimper Hamper, Dec88 through Oct89, so far. \$40.00. Anyone who buys this disk incomplete can upgrade to the final HAMP-II in roughly November, by sending \$5 or his boxed, original disk.

[**A "small" disk is a lot shorter than the 720K our disks can hold, so you may find it in (and on the label of) another disk you ordered.]

Documents

NEAR: All Orphans (and ex-Orphans) within 100 miles of you, with address and phone plus their mileage from you. \$13.00 for 25 or more names, minus a refund if under 25 are found. You end up paying \$1 for the first, 96 the second, 92 the third and so on, 4 for the 25th. Not to be revealed to others you contact, please.

BACK ISSUES: MayAugOct87 \$8 each zexored. \$5 each for MarDec87, FebAprJun AugOctDec88 and FebMarMay JunJulAugSepOctNov89.

MOU-MAN: Tandy's clock-mouse installation manual, 16 pages compressed to 8 zerox pages, \$6.00. See above.

MAST: Mastering the Tandy 2000, a compressed 28-page zerox of a 100-page out-of-print book mentioned in the February issue. Reprinted with paid permission. \$16.50.

NEWBAS: List and description of extra BASIC commands in the new Basic that came with DOS 2.11.03. 24 pages compressed to 8. \$6.00.

MODS: All the mod service bulletins for correcting bugs in those earlier 2000s that have no M at the beginning of the serial number. Usable by anyone who reads and solders. 48 pages compr. to 32, \$19.00.

512: Instructions for putting 512K on a 2000 memory board. 8pp. zexored, \$3.00.

VID: List of Tandy 2000 video ports. 3 pages, \$2.00.

VIDRAM: Video RAM & attributes, 1 page, \$1.00.

VIDBOX: An example of adapting a very simple DRAW routine written for the IBM compatibles, to the 2000. RCP shows how it's done, including how to discover your own 2000's address for video, unique to each machine's memory size (256K, 512K, etc.). \$3.00.

VM3: Modifying a Tandy VM-3 to work with the 2000, by MOR, has pictures, 4 pages zexored. \$2.00.

TP3: Making Turbo Pascal 3 run on the 2000, a one-page patch from BJK. \$1.00.

TP3+: The same patch as above, but with more explanation, a three-pager supplied by JAD. \$2.00.

TP4: Using TurboPascal 4 with the 2000, from BJK. 4 pages, \$2.00.

SAVBAS: Saving a Basic color screen, 1 page, \$1.00.

(continued on back page)

Note: Response Required!

There is a new requirement for Orphan membership. You have to cut, fill and return this pre-stamped card to continue your Whimper and privileges. Here's why:

We have a constant inflow and outflow of members, about one a day each. Departing members often get their last six Whimpers without wanting or reading them, having moved to another computer. 150 or 200 of you don't need this issue. Our press run can be shortened.

If you send no reply card, that will signify that you no longer use your 2000 and don't mind if your Whimpers stop. If you are still using your 2000, do fill out and return the card right away.

If you have started computing on a compatible, please use the card to sell your 2000 hardware and software in the Flee Market. (Non-members can't use the Flee Market.) Try to sell in many pieces: boards, bare 2000s, monitors and big software will sell a lot faster separately (prices being equal) than together. Include and label a "day" and/or "evening" phone number. Reasonable and exact prices, please, including the cost of UPS to anywhere (exactly where is your gamble) in the U.S.A., and something for your labor in packing things up.

If you feel sick about selling stuff for 5% to 10% of what you paid, try for 0% and the big feeling of doing good for Orphans: ship your 2000 stuff to headquarters, UPS collect, for the Souvenir Shop. That beats giving it to a relative or friend who will store it and buy a compatible anyway.

Return address, just to be on the safe side.



Tandy 2000 Orphans
387 Main Street
Westport, CT 06880

Sidewalk Sales

Clock for those without a mouse board. You can order and solder the clock yourself (July 4, p.9). But if you don't want the soldering you can buy the clock chip and send it to TF with \$5 and he'll solder it for you. You can also send him \$35 and he'll both buy and solder it. Orphan solder-cook Thomas Fox, 95 E. Quackenbush Ave., Dumont, NJ 07628. 201-384-0365 evenings, 6 to 9 eastern (watch it, westerners).

Cables for the 2000, \$20 each for any length to 10

(Souvenir Shop continues)

SOURCE: List of some or all of the source code for the 2000 BIOS, supplied by LJS who pried it out of Tandy. See his letter in What's New at HQ Feb89. 4 pages, \$2.00.

IBMPORT: A book chapter listing and discussing IBM-style hardware ports, useful for assembly-language programmers among us trying to create a Holy Grail compatibility disk to convert IBM software for the 2000. 29 pages compressed into 16, \$12.00.

KEYBOARD: APW tells how to wire an extension cable that works Northgates or possibly any keyboard on the market, with the 2000. 1 page, \$1.00.

feet, an extra dollar per foot over that. Extensions for VM1, CMI, keyboard, mouse, and internal drives.

Also, a mouse: A Tandy 25-1040 mouse, \$49.95, and wire it to a 9-pin-grin female plug. Equivalent to the extinct \$99 Digi-Mouse, \$95. Orphan cablemaker Tim Bates, 313-227-7344, up to 9p.m. eastern.

Function-key flipchart, ten stiff 1-1/2" by 11" pages in a 19-ring plastic edge-binder (specify ivory/brown or white/blue). Slips into existing slots above the F-keys and displays written or double-face-taped-on key functions for your ten favorite programs. \$5.00 (includes postage, packing and handling). Orphan chartmaker Jack Doerr, 22407 Bayview Drive, St. Clair Shores, MI 48081. Indispensable after use once, and a major hassle to make yourself.

MLFormat, lets us use up to 72 megs per drive in any number of "logical" drives carved out of a real drive. Our HFormat gives us the first 32 megs or less in only one logical drive. Orphan programmer Bob Spencer, MicroLink Technology, P.O.Box 2666, Sumter, SC 29151. 800-334-9612.

Myron's Place

Orphan shopkeeper Myron Boaz sells just about any 2000 hardware and software. He is having trouble keeping double floppies in stock, but his single-floppy HD machines are \$330.00. His slide-trays are \$75 for clock/mouse and cartridge, \$90 vianet, \$100 for 4-way serial or mono graphics, \$120 color graphics, and \$135 for a hard drive controller (Orphan HQ just bought one). He has numerous other 2000 accessories.

Myron's Bench will populate your memory board with 512K for \$250. They will sell the whole 512K board for \$300. (With the mainboard's 256K, this gives your 2000 768K memory.) Shipping cost is included, but you can chop five days off UPS by adding \$7.50 for blue-label UPS.

Regular repairs are done on Myron's Bench also, at \$135 (send check with machine) for either a monitor or a computer. When actual repair time adds up to less, a refund will be sent. If the cost will be above the \$135, you'll get a call with a firm quote. If you then refuse the repair, you'll get your equipment with a refund, minus a \$60 charge for inspection time. (It takes as long to identify the bad spots as to fix them.) All these prices include UPS back to you. For backslot cards, the \$135 becomes \$85 and the diagnosis time charge is \$35. 90-day guarantee on repairs.

Myron doesn't want to provide foreign service, so have a substantial bribe ready if you ask for it. Texas Orphans, add 7% to all regular prices. If you ever think Myron treated you wrong, write Orphan HQ. The Whimper ordinarily tells you to shop with a credit card, but you have enough leverage through Orphan HQ to use checks with Myron.

Myron's Place is officially (checks and shipping) known as Comp-u-Sel, 1206 Green Hill Drive, Arlington, TX 76014, 817-465-5736 (answering machine at night).

LUMENA 2000 #26-5281

Please check one box, complete its blanks, cut card carefully, and mail.

Dear Fearless Leader:

I'm still using my 2000(s); please keep Whimpers coming.
name _____ zipcode _____ age _____
occupation _____ last year education _____

I have moved on to compatible computing; put these prices and phone number(s) in the next Flee Market:

My 2000 hardware and software are on their way to headquarters, UPS collect. Be ready to pay the freight.

Flee Market

PLEASE NOTE: 2000-specific items only (no printers, modems, etc., but CM-1 and VM-1 monitors are OK). All original parts and papers unless otherwise noted (mail-in cards may be missing). Prices include shipping to anywhere in 48-state continental USA. Prices and pieces may be negotiable; we don't print hints of that sort. An item not sold can run here again if its price is cut 30% or more.

VersaCAD entry level, has training cassette, plus GT-2000 graphics tablet. \$375. 803-632-3280, ask for William.

dBase II or DeskMate (first version), \$45. Murray, 215-233-3956.

It's still a seller's market!