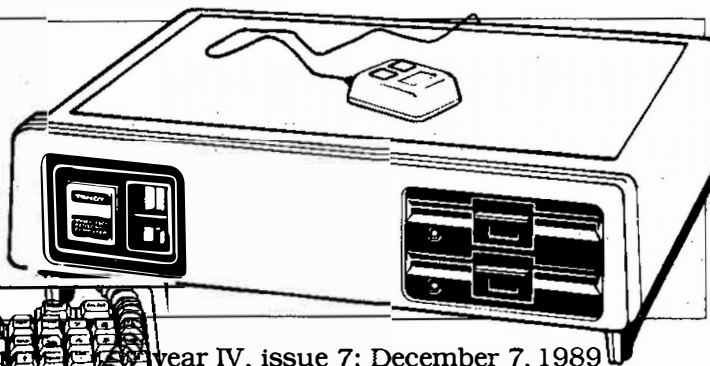


The Tandy 2000 Orphans' WHIMPER



Year IV, issue 7: December 7, 1989
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David R., coordinator

Whimper, Rest in Peace

Some of you will say NO out loud, and some of you will think HO HUM, I knew it was coming. But the Whimper is no more. Not much more, anyway. I'll put out a January issue, which I won't be prompt about. I'll go to press about January 20, and you'll get it about February 5. Those of you with a disk or trick you'd like members to receive, please get it to me by January 5, so I can list it and print a review of it.

Let's Not Break Up

The Orphans will continue, but without the Whimper. Our renewal price is \$12 since the day I decided — November 29. \$24 renewers databased after then get a \$12 refund. Your membership still gives you access to all disks and documents in the Souvenir Shop, and the Sidewalk Salesmen. You also have the Flee Market, which I will keep updating after the Whimpers stop. You can get an updated version of those three support sources by sending two dollars for the latest "back pages of the Whimper", zexored.

I'm sticking with my four loaded 2000s for maybe another five years. For all that time, I expect I'll continue filling your occasional orders for disks and documents. Orders will come in more slowly, I expect, saving me even more time. There will still be no consulting and no questions answered from HQ. That only happened in the Whimper and now it won't happen at all. Please don't call me: I have another life to live.

Money Questions

Those of you who recently renewed for \$24 will only get a few issues out of it. I don't feel that that's unfair, because it cost you \$18 last time — for which you've been getting \$24 service (monthly Whimpers). I think it would be fair to continue charging \$24 until March 31, the date in 1989 when we went monthly. But nobody would renew!

**Orphans
387 Main
Westport
CT 06880**

**Return
Postage
Guaranteed**

New members (since July 1) will get a pro rata adjustment if they write asking for it. If you renewed after July 1 with \$24 and feel really cheated, please drop a note and you'll get a termination refund — \$24 times that fraction of your year that hasn't already passed. If you do that, you can't get back in later for \$12. You double-year renewers can get complete refunds back to now, and then buy a \$12 year. You have been a great morale-builder for me. Your gestures probably kept the Whimper alive for extra months.

I hope to keep you all aboard, even without Whimpers. The support and company of hundreds of other Orphans is definitely worth the membership cost.

Foreign Rates

Foreigners, your renewals are \$15 (all countries), but now in U.S. checks or U.S. cash

ONLY. There is one exception: a Canadian postal U.S. dollar money order works OK. Foreign disk or document orders have the same check rule as above, and must include \$5 extra for the various hassles involved. But if your order is only for documents and totals less than \$8 (such as a \$2 back-pages), forget the \$5 surcharge. I'll use a 4x9 envelope for less postage and no customs.

Coming in January

With the Whimper gone, I would be glad if one of you would put out a monthly newsletter. But chances are, you'll find nothing like the Whimper in your future. The required opportune timing, organizing temperament, industry contacts, writing skill, luck, insane dedication, and rage against Tandy won't occur again in a single Tandy 2000 owner. Big Ed, you're safe at last.

The Big Picture

As it is now planned, I will print the names and other info of every single member, past and present, in the January Whimper. I hope to mark those names which are active — the card-returners. It should fill several pages of very small print. I will also offer a disk of it all, dBIII-compatible, which any member is welcome to use in offering support to other members. No, I won't bother converting it to an ASCII file. If you don't want yourself printed, drop a note to headquarters, fast! I might include the age, occupation, and education info from the cards and recent applications.

Also coming in January is the last chance you will have to get your knowledge — or opinions — printed in a Whimper. I don't guarantee to run everything, but let me hear from you. The Whimper can go out in style.

Reviews of Ventura Publisher and the Iomega 44meg cartridge drive are also scheduled for January, if various member-helpers keep their promises. The review copies of Ventura and the 44 are here already. We did have a full VEdit review on the chart for this issue, but the "reviewer" has apparently stolen the brand-new full-dress VEdit I sent him two months ago, and ignores my phone calls. He's an ex-member now. You can't successfully trust everybody, but I guess we still should work that way.

Your Future Computing

I've said it before, but here it is again: If the typewriter was a 1 and the latest hot-shot 486 computer is a 10, the 2000 is a 9. If you are wondering whether to blow \$3000 on a decent clone, or \$20,000 on a humungous loaded Compaq, get serious! Your 2000, which is free because you already have it, will do any job they will do, and keep you just as happy.

Another nice thing about our slightly compatible darling: it's HOME. Think of the single life, where you're chasing and dumping members of the opposite sex almost daily; where you're staying up late, drinking and driving fast; where joy and misery fill your life in almost hourly alternation.

Okay, married life is no picnic, but it beats the hell out of the expense, torture, uncertainty, toil and general rottenness of the alternative.

The 2000 and its limited pile of yesterday's software is not glamorous. It even frustrates you at times, until you comb

the index in the software manual, for tricks you didn't have time to learn.

Luckier Than You Think

But that word "limited" is a great blessing in a deep disguise. When you have access to few pieces of big software, the waste ceases. You blow a few hundred dollars and a few hundred hours on a big program like your databaser or your wordprocessor, and suddenly you're home. No more renting, no more sleeping around. You find yourself with eight hours a day to compute. Those many hours lost in shopping and self-training are nightmares of the past.

If you store (or Flee Market) your 2000 and leap into compatible computing, you leap into chaos. You will blow thousands of dollars every year on the software and hardware of the moment; you will blow a thousand hours of your precious life every year, trying to learn about the new goodies that keep taking over your life. That's 1000 hours of the 2000-hour work year (50 weeks of 40 hours). Divorced from your frumpy but familiar 2000, you will bounce from thrill to thrill and end up still looking, because the power chase is never over. You'll try to settle down with one "system," but you can't stay faithful to something you're not tied to. Living together doesn't last. Marriage works simply because divorce is so awful.

That's where the 2000 gives us strength we didn't have. It keeps us working instead of chasing. Because there's only so much we can do with a 2000, we do it well and we stay moderately satisfied. If you try to do better than that, you'll do worse.

No Whimpers? No!

If you're looking glumly ahead to a future without Whimpers, you're wrong. You can have a lot more Whimpers. Only about ten percent of you have the full set of Whimpers. Taken together, the 22 are a fun tour of a classic computer. We have about 75 complete sets available, and at the rate they've been moving, there are enough back issues for everybody who needs them.

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Our History

Tandy 2000 Orphans was born like anyone else: tiny and squawking. Your Fearless Leader was Tandy's typical target: a first-time computer buyer. With the 2000, discounted to \$1000, giving more boom for the buck than anything else on the market, I plunged.

When I learned enough to ask the right questions, I found that that friendly Tandy technician in every mall was a figment of the fervid imagination of one Ed Juge. I asked their back room data boys for a copy of their list of 2000 owners — those mailed-in DOS registration cards, which were used for several 2000-wide mailings. They said quickly that Big Ed Juge was "in charge of user groups." Calling Big Ed, I proposed that Tandy help me found a user group for the 2000, by letting me have that list of owners. Big Ed declined in words that said he'd love to help, but in a tone that said none of my ancestors were married, moral, healthy or human.

That got me mad. I am used to getting screwed by the marketplace. But when Tandy's marketing manager, a cover girl for Popular Computing, convinces me that he's glad we're hurting, that gets me up on my feet for a fight.

Looking around for a nucleus group, I put an ad in Computer Shopper, wrote letters, hung around Shacks, made phone calls, played hunches. I officially founded the Orphans on July 1, 1986, with one member in Alabama plus myself. That member kept telling me I was scum, so after I got five more members, I told him he owed ten dollars in dues and he vanished. Six strong, we faced the Tandy colossus.

One Don Hammervold was selling big 640K memory boards for the 2000 from the Washington State outback (they have cactus!), and I convinced him that we two were the only hope for the 2000. He kindly lent me his mailing list, which he had built from quarter-page ads in the back of 80 Micro.

A month later he moved to Montana and gave Envision to his solder whiz, Dave Nechodom. When Nechodom heard I had the mailing list, he was enraged. Cooperation is not his strong suit.

The mailing list changed everything. I decided to put out a real newspaper. Our first

three "issues" had been zeroxed two-page letters to "Dear Members". It was time to give the project a real try, or quit. I took two thousand clams out of the bank, forgetting to mention it to the wife. A long-time printer friend gave me a low price, and I took out a bulk mail permit.

In March 1987 I mailed out a fairly polished publication, which implied carefully that Orphans was already a huge group. A cartoon in the issue showed me coping with great piles of incoming mail. I don't apologize for the dishonesty; truth at that moment would have aborted the birth of the Orphans.

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.

Literally hundreds of checks poured in over the next month. 2000 owners knew they'd been had and were ready to fight.

I managed to sneak two letters into Tandy-loving PCM, although Tandy-loving 80-Micro froze me out. PCM did too, when they were told that Tandy doesn't approve of the Orphans. I also got several spots of publicity into Computer Shopper, cutting off another hundred fleeing 2000 orphans at the pass. Each publicity tidbit triggered another armload of letters. After a while, word of mouth started a steady flow of new members that's still coming in.

Our biggest move and my greatest thrill came when Tandy staged its October 1987 "blowout sale" of the remaining 2000s. They were priced to sell, \$400 and less, negotiation permitted. So you could count on all 2000 owners dropping by, for backup equipment and disaster-priced software. How could I alert them to their Orphan chance, on Tandy turf?

For months, I pestered Tandy's advertising manager for the sale date and locations, without mentioning to him that Big Ed and I weren't getting along. I offered him free advertising, easy success for his sale. My price was right, and he seemed tempted.

Of course he plumb forgot to tell me about the sale, but a tip came and I called him. Was it true, said I on a Friday afternoon, that the big blowout was set for the following

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Wednesday? Sure was. Oh deary me, says he, I musta forgot to call you. Quick like a New Yorker, I told him I had to have the store addresses for my Whimper deadline, mucho pronto. As soon as he confirmed the rumor, I had decided to put out a Whimper extra.

My plan was to ask all members to go to those 64 Shacks and loiter, bribe, hide notes, spray-paint the window, anything to get word to visiting 2000 owners.

He said that 64 stores would run the sale. Read them over the phone, said I, but he looked for an easy way out. How about if I overnight express them, said he at 4 p.m. Friday. Sure, YFL replied, but give me your home phone and Saturday office direct line in case of trouble. He gave them, which put him in my grip. Poor guy, he must have really tried to run a selective 4:30 p.m. printout from a database of store addresses.

But you know those Tandy computers: they fail you when you need them most. He was helpless by 5 p.m.. In desperation he fed a set of labels into his zerox machine. It was the labels for the mailing he was sending the 64 stores doing the 2000 sale! At 10 a.m. Saturday the express man got me in my shabby jammies. Tandy uses Buzzard Bundles or some such off-brand firm. The envelope had zeroxes of 64 address labels, Fort Worth return address and all.

I sat in the living room in PJ's, sleepy but waking up fast to a mighty peculiar and promising predicament. This rock was gold. Still not dressed, I swung into my first 72-hour workday since college.

Making Our Move

The following Tuesday I double-parked outside a big-city post office and carried in armloads of huge, fat envelopes. Each envelope held a freshly-built printed stand-up counter display. It was a folding poster boosting the Orphans with a rack for business reply cards. Each packet contained a hundred cards on the rack.

In a fit of honesty, I had added "Tandy 2000 Orphans" to the Fort Worth return address, but not one of the 63 store managers caught the meaning. Did I say 63, not 64? Yes, I took the liberty of skipping the Fort Worth store, thinking it might be the one the big execs visited.

At a second post office, I delivered hundreds of barely-dry Whimpers announcing the sale. Then I ate big and slept a day and night.

The strategem didn't fail. Those 63 displays graced (disgraced, Big Ed would say) the counters of 63 stores for a week. I checked my local outlet twice a day, waiting for the explosion.

It came after six days of the two-week sale. With a face that had looked Death in the eye, my local manager said an emergency call straight from the top of Tandy Towers had told him to "Get That God Damn Orphan Piece of Shit Off That Counter Now, Don't Hang Up. Go Do It Now And Come Back And Tell Me It's Done, Now Do It."

They say you can hear artillery a hundred miles away, if you stand perfectly still and try to feel it in your bones. Tandy Towers was booming that week, and it felt good in my bones.

Those 63 Shack managers, after getting their breath back, have been quietly handing out those Orphan post cards ever since. One still drifts into headquarters every week or so.

Why Quit?

Certainly the Orphan organization is not at a proper time for killing off the Whimper. We get a new member nearly every day. A new piece of the Holy Grail (our legendary IBM compatibility disk) comes in monthly. Clues of bigger steps are everywhere. We have plundered the big Bob Juge bulletin board, much, against his will. Its mighty megabytes are stacked up at Orphan headquarters. The Guru's Guru, John Harrell, finally wrote us this month and accepted our peace initiative. He sent big chunks of his 2000 work and may send more.

Our campaign to seize the 6000 store 2000s has beaten Tandy to its knees. They come up with one insane cover story after another; it begins to appear they will have to fire half their store managers, to scare the other half into destroying their back-room 2000s before they fall into Orphan hands.

No, I shouldn't quit now. But I must.

You guys may not suspect it, but I'm poor. I haven't paid myself a single dollar from Orphans, and I had precious few before. I've been promising to rebuild our \$30,000 shack for 20 years. The wife is still waiting. You may not consider \$30,000 a shack, but in this wealthy suburb, the average repeat average house is selling for \$300,000. That "average" house is some vinyl-sided "raised ranch" builder box with 3 or 4 bedrooms, 2 1/2 baths, and such a bad design that guests can't find the front door and regulars enter through the cluttered garage. Our

house has a more unified design, because it basically has two rooms downstairs and one up. And it's falling apart. The kids are so ashamed that they ask other mothers to drop them off a block away.

Of course I exaggerate. Our house is valued (full market price) by the tax assessor at \$32,771. We have but one bedroom for the wife and me and our big girl; our two teenage boys sleep in a windowless, doorless 5-by-7 bay off the one scabby bathroom, with two metal furnace pipes in the middle and a panoramic closeup view of toilet and tub from their bunk-bed pillows. The toilet fell through the rotten floor a few years back, after five years of dripping its interesting dregs into a red plastic dishpan on the refrigerator below. I rebuilt it on 3/4" particle-board, which sags but still holds. The furnace has only one outlet, a bare 12-inch pipe, and it gets cold in Connecticut. Sure, the wife and I can take it. But I shouldn't be keeping kids from having their own rooms. It's wrong.

There's a two-story plywood box out back, called "future master bedroom and future living room." It's been there for three years, hardly touched since Orphans got itself on its feet, and got me on my rear end in front of the green screen.

Not So Fearless

I recently got my unannounced yearly visit from a dear San Francisco couple I've known twice as long as my wife. After the small talk and how-are-the-kids, the husband got me alone. He's not the physical type, but he got a handful of my sweater neck and lifted me a little. "You build that house," he said without moving his teeth, and I didn't have my usual smart answer.

I'm not one to give in to a wife's nagging, but the lady has a point. It's time for me to resume work on the dream house I told her I would finish before our first child was born. And if a few hundred Orphans scream in real pain, that's a scream I've got to hear.

Life is for living, and I've lived an important part of mine for the Tandy 2000 Orphans. It's high time I quit Whimpering and started hammering.

You Dealt the Cards

When I sent out those postcards on the last page of the November Whimper, I was wondering if you guys were still out there. The Orphan mail has been remarkably slow this fall, three or four letters on an average

day (ten is typical). You're out there, sure, but your buddies have been falling all around you. By December 5, there were only 195 "I'm in" cards at headquarters. That's from a current membership of 459 and a total membership of 817.

Sure, there are more cards on the way. But the active, eager 2000 users, the people I really want to help, may be 250. You are the ones I feel bad about. You've lost your Whimper, but not Your Fearless Leader. I'll still be sending you disks and documents.

A Bright Spot

You know, there's one really great part for me in quitting the Whimper. I've been processing these great tips and disks and documents for three years, and I've never had more than five feverish minutes with any of them. I'm going to get a chance to play with my 2000s and their goodies, the fun you guys have been having all along.

Once I co-founded and ran a chess club. We had 175 members (most clubs have 20), more than 100 at meetings, from international master to "Um, which way does the horse jump?" We had a college dining hall, gold buttons, zero budget, a sweet organization. And during a whole year of running the club, I never played a whole game of chess.

Leadership is for the birds — if they would get down here and volunteer.

What's New at HQ

When a member goes off to compatibles, he usually vanishes from the Orphanage without a trace. JRS1, with charm, left us with a Flee Market ad and this parting line: "It was a good machine while I lasted." That says it all, with more skill than I've got.

Natural disasters hit our members just like everyone else. First RCS2 told us that Hurricane Hugo destroyed his South Carolina building. Now GSFO reports that Lockheed of silicon gulch, his employer, lost three buildings to the recent unpleasantness at San Jose. The effect on the 2000s owned by these members: none. I could say our machine is indestructible, but you're too smart to go for that one. The real reason is that the 2000 used up all its bad luck when it was orphaned: it is now magically protected from harm by an Orphan force field.

Of course that may puzzle JDS1, whose 2000 was just stolen in Colorado.

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The Old Gray Whimper

Those of you who found pages 3 through 10 in gray paper last issue, I confirm your guess: Paper Plus just didn't have enough ivory-colored "text" paper for me the day I went to them. "Text" is the lighter stuff. The heavier pages 1-2-11-12 of a 12-page Whimper are "cover" stock.

That's why I asked you to clip a card out of your cover last time. The post office hates post cards as thin as our inside "text" paper, 1/200 inch. They like cards to be the thickness of our outside pages. That "cover" stock is 1/100 inch thick.

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Thanks for the cash gift, JWO. Thank you for the cash gift, JWG, and for your insane two-year renewal. JWG owns the new record expiration date of 4-28-92. Thanks for a generous cash gift, BN2. He's already a member for as long as Orphans lasts, for a previous contribution.

I'm not one to treasure long-distance calls, because too many Orphans have my number already. But when the very helpful WV called for a casual chat from Holland December 3, his voice fading in and out by satellite, I was impressed. So was my wife. She told me suspiciously, "It sounds like a foreign country, and he has an accent." WV, I told you then that I had bad news, but said I would skip telling you. The bad news was the death of the Whimper. The reason I didn't tell you was that my wife was nearby, and my big move is intended as a surprise. She works so hard on job and kids that it may be months before she realizes I'm not Whimpering.

Cut the Cards -- or Don't

It got so dead at the headquarters mailbox this fall that we had two days when no Orphan mail came. But with the help of the little Whimper-clipped post card, we set a new one-day record the day after Thanksgiving, with 52 pieces of mail.

Several members with more brain power than YFL sent in separate sheets for the card pile. They (*continued next page*)

Booby Prizes

It's not all roses being the honcho of the largest one-machine user group the young PC world has had. But quitting is fun, because I can issue some booby prizes.

The easiest award is Most Expressive Letter. It came after I replied briefly that Orphans do not provide the Tandy Model IV support someone had requested. From Sacramento, no signature or address, he wrote:

Original, If Urinal

"If you hate Tandy - then take out your abnoxious, disrespectful attitude on them. In other words, fuck you! Should your group have the dire luck to have you as an individual representing them or anyone else it is indeed their dire misfortune indeed. You are a horse's ass! Not only are you impolite to say the very least in addressing a creten, but you are stupid enough to have purchased a model 2000 with an 80186 micro-processor that will leave you at the short end of the stick with the new software coming out, because it isn't compatible, ha ha! So, go stick your 2000 up your ass! When you go to buy software, or when you remember the price that you paid, you will know that I can do the same fucking thing on my ole' model IV that you can do with yours and a hell of a lot cheaper. A curse on you, and may the future hold multiple horrific disasters for you on your way to hell! On top of that, I know that you will read this and be pissed! And when you do reply to try to get even, you will not be able to, as I will not open your letter, and just throw it away and be entirely unaffected. Besides your handwriting looks like it is from a old asshole, and any kindergarten kid could write better and neater than you ever can or will. (Whats the matter cock sucker- cant you type, not smart enough?) Ha ha - fuck off!"

I have explored our literature for half a century

without finding a paragraph as emphatic, as direct as this one. You are in the presence of greatness.

A Piggy Pregnancy

The prestigious award for Longest Pregnancy is a tie, shared by Envision's Nechodom and Microlink's Spencer. They are right up there with Sacramento Slim in the Pantheon of permanent Orphan heroes.

I have begged both men for three years to let me sell members their instructions on upgrading a 2000, and sell their disks that do the same. They happily told me how and sent me their samples, but not for Orphan release at any price. Both men are experts. They were happy that I kept putting their company names and addresses in the Whimper for nothing, but they would not let their secrets out.

As short-sighted about marketing as they were selfish, they charged high prices to dozens. I protested that I could move hundreds of each item at lower Souvenir Shop prices. No extra work for them and much more money. While promising monthly to make a decision "next week," they have stalled for three years—a meaningful pause. It means that we can't get more power into our machines without paying their bandit prices. And since Tandy sent us to the marine boot camp of bandit prices, we just won't pay. These selfish gurus served a few rich 2000 owners, while thousands that I could have helped got nothing. That's a pregnant pause.

In general, Orphans are great guys and girls. 99 out of every 100 Orphans have been polite and dependable, and I thank you for it. 10 out of every 100 have been helpful, complimentary, hard-working, and unselfish, and I'm proud of you. Only one Orphan in all this time has bounced a check, and that's a super score. You're a good group.

(continued) explained about not wanting to mutilate the Whimper. I feel bad about failing to think of that idea before the issue went to press. But I can't do everything right.

We have had inquiries about the Monopoly program for the 2000. It got a favorable review in May 1987. A \$30 check to the old address still works, but no one has been using that route. So I contacted the author, now in a compatibles job. He said we could put the program in the Souvenir Shop, which I will now do: FrameWork takes a big step across the Whimper in one keystroke.

You can't depend on Tandy support. The 2000 is not the only ship they sunk. DCM broke down and bought the 4000LX. "Looking at the most recent catalog," he says, "I see the 4000LX is the new orphan."

The Good New Days

I said that a couple of things from the old days of business (1980) were gone, and good riddance. HKF has proven me wrong. HKF has those "outdated" secretary's initials at the bottom of his letter, HKF/WR. Not exactly, he grins. WR is the file name for his MultiMate.

The difficulty of running an envelope through a printer two or three times a day in a small office is too much, I said: It's time to add a personal touch with handwritten envelopes. Unso, reports HKF, in a letter where the Orphan address showed neatly through his standard window envelope. When they say the time for Windows has come, I guess they mean the envelopes. His method looks better than mine. All you have to do is teach your wordprocessor to skip the right number of lines, and fold the letter with some accuracy to nearly envelope width. The upper fold runs right under his first line of text. It is second nature to HKF by now. And his letters are fun to read.

I have not had time to review and distill more of the fifty disks we swiped off the Bob Juge Texas wire. All we have so far is Games 1 through 4. If I send out the rest, it's going to have to be "as is," with possible crashes, duplications, junk you might not like. But let me hear from you. If even a couple dozen members say they want to buy these disks of miscellaneous material for the 2000, I'll list the disks by subject and put them in the January Souvenir Shop as Standard Disks. What do you say?

Hardware Help

Your CM-1 will work nicely in a compatible, giving it 640x400 graphics output, if you buy it a \$400 PC expansion board from Sigma Designs, 415-770-0100. It's called the "M board color 400S." M stands for Medium synch speed, avoiding Low and High versions. We thank JRS1 for the report. Tandy also sells, occasionally, a board which does the same thing. Probably they have been selling Sigma's board with a Tandy label. Tandy is a midget among manufacturers, but has got to be the world's second-largest relabeler (behind Sears). You can always spot relabelers, because they call their headquarters buildings "towers" and rent them from the Japanese who recently bought them.

Is that our dear Tandy in action? Their store boys then told him to send it to Fort Worth for repair, but would not give him an address to send it to, or even a phone number to call. Yes, that's our dear Tandy. If your next computer comes from them, you'll strangle if you walk and chew gum.

Another 80186 machine (that's our chip) has been spotted by RMS. The amazing thing is that it's on sale today. It's a plain-vanilla PC, allegedly, but don't make bets on its compatibility. It's from Computer Products United, 800-824-2936. I talked with Peter on the 800 line, and he says they've had no compatibility complaints since they brought it out in July. He agrees that his is the only 186 machine on the market.

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A Last Aid Kit

The "sticky floppy" (November, page 7) was bugging LAM also, and he found another solution. "It seems to me that the 2-inch bright metal bar on top of my 4853 drive B is an extension of a relay." The relay puts the read-write head on the floppy, but only after the floppy is in and (maybe) turning. The relay's magnet pulls the head against a spring. LAM "removed the spring rather than make shims. It produced the same effect. The read-write head can now contact the disk when the door is latched. After a year of refusal, B: read a directory on its first try!"

Et 2, Brute

Does your printer burp and vomit when it's time for page 2? This happened to RWS (November, page 5) and now to DCM on his C.Itoh 8510 and Tandy DWP-410, while using DeskMate. He also got no help from Tandy. "The last upgrade of DOS, 2.11.03, solved the problem. Once all my booting disks had its new BIOS (2.02), the page-up problem at the beginning of page 2 stopped. I hope that helps."

Late Flash: Sure, your room is a mess. But shall we show the guests HOW messy? If you want to see why your WORKING directory is so slow, get into it with C: and CD/WORKING. Then type this: CHKDSK ** <enter>. The usual stuff rolls down, and then, behold! a list of all the fragmented files appears, telling you how many scattered chunks the poor file has had to fall into. It's horrifying, and you're likely to clean your room lickety-split. Jan. PCResource p.14.

An Orphan Feeling

No one can help poor JEA, whose 2000HD refuses to boot from a floppy in A: with our DOS (2.11.03) on it. But at least we sit here without helping. Tandy treats him worse: Their repair guys charged him \$42 to tell him that they could not fix it.

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The Whimper has given tips on floppy care, but PC World's Karl Koessel put out the best coverage of the subject I've seen, on page 45 of their December issue. He covers don't-pinch-the-edges and rubbing-them-back-out, which the Whimper has covered. He covers heat damage, which he says can come from just laying a disk or disk box on these common resting places: windowsill with sun, desk with sun, TV set, hifi set, computer monitor, even computer itself (!), near heating registers or radiators, and in shelves with built-in lighting.

Tenderness

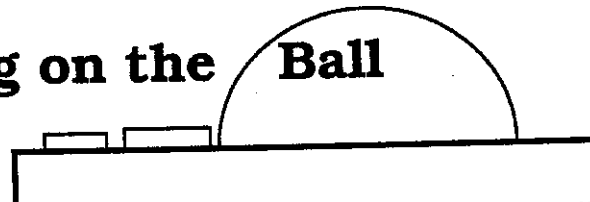
You can fatally dimple a disk by gripping it hard while you're peeling an old label off.

Koessel's magnetism section was tops: "Magnetic fields often go unnoticed. But there's one behind your monitor; below a ringing telephone; in the speakers of stereo and TV sets, the earpiece of a phone, a speakerphone; in a paper-clip sculpture or a refrigerator ornamental magnet; in a refrigerator door edge; around every electric cord; in the wands mechanics

use to grab fallen nuts or screws; and even on charm bracelets." He says airport X-rays are OK — lay disks flat on the conveyor belt — but a man who cautiously handed his disks around the back of the x-ray machine got them zapped by the big transformers in there.

The creepy thing about a magnet is that you don't find the disk destroyed. It works fine, but not quite as fine as before. Sometimes it just seems to make a little mistake or get confused for a while. That's what happens when only one or two bytes get weakened.

Getting on the Ball



There have been wild rumors about trackballs working on the 2000 as our mouse does. But when I made inquiries, the gurus ran off without replying. But WV of the Netherlands has proof positive: He adapted Wico's 72-4545 ball — note that they have half a dozen models, all numbers beginning with 72-45. And he sent it in, for which I thank him very much. The trackball box is a lot bigger than a mouse — but a lot smaller than the putting green you have to roll a mouse on.

There is no software to feed into the 2000 beforehand: I just plugged the trackball cord into the mouse outlet, and it ran. Not ran, exactly; it sits still. When you spin it, you realize you're in the big time. The ball is as big and pale yellow as a cueball, just as smooth, and just as heavy. It is light yellow in a black box. The two "mouse buttons" are red.

At right on my mouse pad, the trackball was a little slower than my mouse, while I used it in Word and PageMaker. Practice will speed me up. The ball itself is screaming fast. You can cross the screen in a flick of thumb or fingertip. Where it slowed me down was when a button-press was needed. I had to take my hand off the ball and move an inch or so to upper left, to the two buttons. One button is square, the other round.

To shorten the button search, I suggest putting the 5"-by-6" box on a little shelf between your belly and the keyboard.

The ball's speed and accuracy are impressive: it outclasses the frosty steel marble our mouse uses. Particularly impressive is its smooth action: the gentlest murmur of bearings, a louder hum if you're whipping the cursor across a whole screen. Since my only complaint is time spent finding the buttons, this box could be better than the mouse. Certainly I do my car's controls without having to look down at them, so the same should be true with the trackball. If you have a 2000 mouseboard and a tightly-organized work center, the trackball could be your best friend within a couple of days after you plug it in.

WV is putting together a set of instructions for adapting a trackball (Atari-Commodore-Sears type) for our mouse port. He sent one to HQ which works fine. His report is not in yet: He has to do drawings and translation into English (he speaks Dutch). I expect it in time for January's farewell Whimper, but if it's late I'll put it in the product list that you can get anytime later on.

I've asked our various gurus to consider what I call a dream control, but they just laugh at me. There is something

better than a mouse, better than a trackball, and it ought to be easy to make. Why doesn't someone make it?

Imagine a four-inch extension at the right (sorry, lefties) of your keyboard, blank except for a vertical handgrip like some game controls. To hit a mouse button, of course, you have two thumb-buttons on top.

But the great thing about this handle would be pressure-sensitivity. It would move your screen cursor slowly to upper left if you leaned the handle toward upper left. BUT if you pushed the handle a little harder toward upper left, against the stiffening spring resistance, the cursor would move faster. A hard hit would move the cursor all the way into the upper-left corner, ready for gentle moves to nearby points.

It seems to me that this would give the fastest and still the easiest control of cursor movement. There would have to be analog-digital electronics in the joystick base to convert stick position into fast or slow blips. That's because our dear mouse's messages to our mouse board are simply connect-and-disconnect of 5 volts for each hundredth of an inch you roll it up, down, left, right (different wire for each).

By the time I dump the 2000, I hope someone is selling what I'm asking for here.

Color Me DOS

When you turn on the CM-1, it defaults to BW (black-and-white) mode. Even if you type `MODE COLOR`, it keeps that ugly gray-on-gray DOS screen. Programs which use DOS letters (that's most of them) show up in the same smoky monotones. HKF has sent in a clean, simple way to select four DOS colors, once and for all, for your CM-1 monitor. Those colors are the letters, the high-intensity letters (which programs use but DOS doesn't bother with), and the background behind those letters. The high-intensity letters can have a different-colored background than the regular letters have. Of course his fix can be revised by redoing it, even to the original grays.

CM-1 clarity is much less than you get from a VM-1. For proof, look between two capital M's. The space is a vague shadow on CM-1, but a black trench on a focused VM-1. You can tell it's focused when a magnifier shows 12 separate fuzzy green dots as the side of each M.

VM-1 greens aren't any more exciting than the CM-1 grays. But when you can change lettering and its backgrounds to any of the 2000's 15 colors, the CM-1 gives us more cheer and felt contrast than the VM-1. One of our members (KIH I think) uses the flashy screen of PageMaker half in monochrome grays (the pages), half in brilliant colors (the control panels). All combinations of color, including no color, can be helpful to our computing.

Since you never, NEVER alter an original disk, you can always go back and copy your naked DOS 2.11.03 for a fresh start. You have to use `SYS.COM` on a blank disk or drive to get the hidden `IO.SYS` file back where it was. The HKF fix requires `ATTRIBS` from the Orphan Utilities disk, or Norton's or another equivalent. A previous version of this utility modified only the foreground (letter) colors. But HKF has dug far enough into our `IO.SYS` to modify all four colors. The DOS color fixes are now being added to the not-quite-full `BIG GUYS` Orphan disk.

More Fixes for DOS

Orphan RCS2 has created several public-domain fixes for the DOS that the 2000 loads every morning. I have not tried them, but they sound important. A kind member sent them for distribution.

Booting up is always a pain, even on the trendy 386 machines. You just have to sit

there for half a minute. Two of these utilities shorten that time, for the vast majority of us who do not have a second physical hard drive. They eliminate the time, during bootup, when the 2000 yells for a drive at the end of the D: cable and waits for an answer. That's the cable that would come out of the blue connectors on the skinny rear cover plate of the hard drive tray.

A common compatibility problem for us is the so-called "IBM plus" and "IBM minus" keys: We don't have them. Two of these RCS2 patches put them into our keyboard, as shifted versions of our `INSERT` and `DELETE` keys. As with text grail, this fix only runs a fraction of the stuff formerly forbidden, but it could help you. Another part of the RCS2 suite is color for our DOS screen, but it has been enhanced and is discussed by itself in this issue.

Finally, RCS2 has provided patches to make our dear 2000 employ four physically separate hard drives (instead of two). He also gives us a way to deal with 2047 tracks instead of the usual limit of 1023. All these delightful changes to DOS (really to the file `IO.SYS`) are now on the Big Guys disk in the `PATCH2IO` files.

Full Hard-Drive Kits

I call it Myron's Second-Hand Shop, but lots of Myron's stuff is brand-new.

He has just acquired a dozen 2000 hard drive "kits," the package Tandy had listed at \$1000 which puts a hard drive into a double-floppy. The three-drive machine is what all serious Orphans need. Myron's benchman will install all the HD board mods and test the board. Myron is selling the kit for \$249 until January 31. It's a "Christmas special" with him. Refreshingly, he hasn't heard that Christmas starts on Halloween night for merchants.

Besides the old 10-meg drive, it has the 2000 HD power supply and hard drive board, rare and necessary parts for the loaded 2000. RLS2 just bought the kit. After kind words about Myron, he says "The 10-meg doorstep is nothing special, but it's all I need to store my program files."

You can teach yourself hard-driving with ten megs, getting a good idea which bigger drive to install later. Orphan HQ got four of these ten-meg kits at first, and later four Seagate 40-meg drives. Even 40's get cluttered, but well tended 10's could do everything I do now. If you have a double-floppy, a groaning software shelf, and a lust for power without poverty, Myron's kit is the way to go.

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Grail and Farewell

RCF sends us a mini-grail disk, which I'll put in the Souvenir Shop. He makes no grand claims, but says it helps with some IBM-style programs.

You control these programs with IBMVID ON, IBMTEXT OFF, and so on. IBMVID won't help a lot. IBMTEXT will work fairly well if, before invoking it, you make two simple changes. In Debug or Norton or any utility for rewriting hex code bytes, you first read the memory of the 2000 at 0000:0475 and 0000:0476. Copy down the two bytes, which will be DECO, for instance, on a machine with 896K RAM.

Next, you take your debugging can-opener over to the software you want to run. Go through the .EXE, .COM, .OVL and so on files — the program. Run a search for all references to B800 and B000. Replace them all with your DECO (or other code you found, it's the location of your 2000's screen memory). Then type IBMTEXT ON <enter> and run the program. It might work.

I'll put these programs in the Souvenir Shop, on the same disk with the cleaned-up alleged text grail which RDB has sent us.

The Cripple Walks

Yes, RDB finally coughed up an uncrippled text grail disk, although it took a couple hours of telephone time to talk him out of it. He instructed me to sell it for \$20. You will note that the disk is really selling for \$25. I have loaded in the RCF grail attempts, which will sell more copies. You can and should run comparisons. Since I am proud of the unselfish, unassuming and brilliant RCF, I'm sending him that extra \$5 per disk.

We also have JGK groping for the Grail. He tells of a company named Remlig making a graphics conversion disk for \$39.95. It is offered by Selective Software. He suggests that I contact Remlig and get graphics Grail help for the Orphans. Fine, JGK, but you gave me no phone or address for either Remlig or Selective. If you get it to me fast (or do the research yourself), I may be able to get something about it into the last Whimper.

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Down Memory Lane

From new member DLC comes a very old page from Soft Horizons, one of the two 2000 publications that went belly-up with all the subscribers' money. It has this interesting memory map for the 2000. Note that any N or X has a variable value that will be explained below.

An interrupt vector table begins at byte 0000:0000, and goes for 1000 bytes. BIOS communications 0040:0000 for 256 bytes. System communications 0050 (I'm skipping the :0000 after this) for 256 bytes. The file IO.SYS 0060 for 22K bytes. The file MSDOS.SYS 05E0 for 17K. The file COMMAND.COM 0A20 for 15K.

A section of memory available to the user starts at 0DE0, and continues for this many bytes: $(65.5 + 128N)K$.

I/O buffers for BIOS device driver(s) start at XE40 and go for 2K. Video display RAM for SMC 9007 (monochrome video) starts at XEC0 for 5K. 128K of not-used but reserved memory starts at C000. 32K of graphics RAM starts at E000 — and this puzzles me, because our screen has 256,000 pixels. Not used (again) starts at E800 for 64K, and also at FA00 for 16K. Video character RAM for SMC 9007 starts at F800 and goes for 8K. At FE00, for 8k length, you find our boot ROM (presumably a copy of it).

Now the variables. Take your machine's memory and divide by 128K. Subtract 1 for the N value. $2N + 1$ is the X value. Use a hex digit when you hit 11 (B) or 13 (D). Thus N and X for a 256K 2000 are 1 and 3. For an 896K machine, they are 6 and B.

Guru with Capital G

A whole pile of John Harrell work came in this month, most of it directly from him. He is the numero uno software guru of the 2000, only recently letting Orphans receive his work. This Harrell work is in

some new Souvenir Shop disks.

Dead Sea Scrolls

We also got some miscellaneous contributions from others in the area of utilities and tricks, including a purportedly complete copy of Tandy's BIOS for the 2000, annotated. It's three or four megabytes long! It is getting late for anyone to go into our long-secret BIOS and mine it for Grail hints, but anyone is welcome to try. Note: This stuff consists of assembly language, that PUSH-POP Greek that "assembles" into symbols in programs. There are brief explanations, but they are in guru English that I can't understand. So don't order the big BIOS disk unless you have guru or near-guru expertise.

I'm sorry that I have not had time to review these routines. There are quite a few programs in Pascal and C among them, which I'm not qualified to review anyway. But there seems always to be a .COM or .EXE file of the same name that we dummies can run. Be very careful about copying these files into your hard drive: some duplicate existing Orphan disk files, usually with later version dates. If you copy the new TED.COM on the old TED.COM, for instance, you will lose the old one. I like the old one more.

These miscellaneous disks are in the Souvenir Shop labeled PCM, GRAF, WORDS, BIOS, UTIL and NEW.

A Catch in PATCH

DOS 2.11.03 gave us a nifty substitute for the jungle hacking of debug: it's called PATCH. Fine, but I have just discovered that the instructions for DOS.03 booby-trap PATCH so it can't work! The read-me file on the DOS disk says, "you must know the existing contents and location of the data you want to change."

That's easy! Type DEBUG FILENAME.EXT <enter> and then, D CS:0 <enter>. The first thing you see is the file name, and then a few scraps of symbol garbage on a mostly vacant landscape. The first cluster of the file (256 bytes) is that vacant area. If there was a file on this part of the disk before, its name now erased, that first 8-line readout will be cluttered rather than vacant — with inter-

esting garbage from the previous file.

When you hit D again, another 8 lines roll down (another 128 bytes of the first sector of the file). Still nothing interesting. Your third D strikes pay dirt. The real file begins at byte 0100 (that means 256 to you and me) Words roll down if it's a text file, symbols if it's an .EXE or .COM program file. Having gotten this far, you look for the part you need to work on.

For example, we recently got a corrected text grail disk from RCF, a new guru from Louisiana. He's the one who's casually 2000-adapting every IBM-style program he feels like using. It was child's play for him to track down the seven crippling bytes and wipe them out with 90's. 90 hex, although it looks like capital Z to me and you, looks like "no program" (slang: NOP) to the 2000. It's a code instruction to do nothing, even if the 2000 wants to.

In debug, I confirmed RCF's report that the change (he sent a changed PCMDA) started with byte 0171. So all I had to do for you guys was translate RCF's dozen debug instructions into one line beginning with the word PATCH.

Following the DOS instructions, with which guru RDB (of text grail fame) agrees, was easy. All one has to do to convert the crippled grail is get near it and type: PATCH PC_MDA.COM,017C,E201C3890E5C00,90909090909090 <enter>. This tells the 2000 to find the E2 at address 017C in the file, and change it to 90. It must also find the 01, the C3 and so on, changing all seven consecutive bytes to 90. Bytes 017C through 0182, right?

Totally wrong! The DOS PATCH instruction is screwed up. YFL was wrong. Those first two screen dumps we saw, from 0000 through 00FF, were garbage, right? So sneaky PATCH says that since they're so dull, it won't count them and will change the numbering. At real address 0100, where the good stuff starts, PATCH pretends the numbers start there! We'll treat 0100 as 0000, and every number you see in debug gets an imaginary 0100 subtracted.

It took me two hours to figure this out. I tried a hundred workarounds. Finally, when I tried 007C instead of 017C, the silly thing worked.

Uncripple the Grail

You people who bought or will buy Mayo, it has the crippled text grail that RDB gave us. If you type this patch into it, it will no longer be crippled. Even after ten minutes is up, it continues to send IBM screens to the forwarding address our 2000 uses, and show the picture on our screen. But again, you need 768K or 896K memory, because IBM screen info goes first to memory address 704K, where the text grail routine steals it out of the mail box.

Software Support

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Put PC_MDA.COM in the same floppy or directory or path family with DOS's PATCH.COM. Then type the patch.

This is the new grail patch: PATCH PC_MDA.COM,007C, E201C3890E5C00,90909090909090 <enter>. It's okay to skip a space after each comma, if you like.

Late Flash: If you want to read through a series of short .TXT files without touching the keyboard, first slow the scroll with ALT/→. Then, in the disk or directory that has the files, type FOR %A IN (*.TXT) DO TYPE %A <enter>. Works great! Now if you want to show all lines of ALL files (that's *.*) which have the word "2000 Orphans" in them (pick a word or phrase your text files really use), type FOR %Z IN (*.*) DO FIND "2000 Orphans" %Z <enter>. These charming routines work because the command says this: "For all the various file names that fit this description, do the command on them." You can do this great stuff in a batch file you call with one keystroke; but you have to say %% instead of % when you type your .BAT file. For less garbage on the screen during these shows, type ECHO OFF <enter> before the action command. Do an ECHO ON later, to turn your DOS prompt back on. January PCResource p.16.

Why does the cursor vanish sometimes when you type MODE COLOR? HKF wants to know, and you might tell him how he can get around this problem. Tell him fast: the final Whimper is already half-done.

Our PFS de-protection routine (October, page 10) has more bugs, dug out by GFSO. He included the workarounds. "PFS Write and Graph have no "JNB" instruction between locations 0 and 1F00. "You must use 2F00 as the upper value of the range, and FF00 still works, as there are no others found." GFSO adds that our search command must have a space between the CD and the 13. Headquarters thought that was understood, because the CD was at the end of a line of text.

GFSO says a PFS you call from a hard drive does not actually USE the disk in drive A:. It just checks (when INT-13 hits) to see if the disk is there. Then the program loads swiftly from the hard drive you keep it on.

Every line of screen text you see on the 2000 has an invisible space at the end of it — or an <enter> instead. This is handy to know, even vital. For instance, if you are stripping all those extra <enter> marks from "DOS" text (they end every single line), be careful. You might have to replace the <enter> with a space, rather than nothing. You could end up with allsorts of combined words likethis from the ends oflines.

Surgery on Substitutes

The program SETCOLOR on the Mayo disk changes the DOS screen to four wild colors of your choice on the CM-1. HKF says this is better than the program PATCH_IO.BAT. But he warns that you must never run such a program on or near your original DOS disk, because you would lose the original IO.SYS forever. Utterly right!

When you get commercial software, or copied disks from the wire or a friend, put on write-protect tabs as soon as it's in your hand, and leave the tape there forever! Use regular black or silver sticky tabs: transparent tape doesn't protect a floppy because the sensor uses a light beam.

Also, if a program installs by changing itself, do that destructive installation on a duplicate you made, floppy or hard. Put the original floppies away in a dark, dry, place that won't get hot or cold. They will stay copiable for at least two years.

How the 2000 Thinks

I don't know much about computer languages, but I can see some light at the end of the tunnel that I couldn't see in my first years of computing on the 2000. The sophisticated 2000 speaks five languages while it's working, and here they are:

Plain English: "Do the job described on line 880 and the lines after it, a hundred times." (letters and decimal digits) (the longest version of the instruction)

Programmer English, a "language" like Basic or C: "FOR X=0 TO 99, 880" (letters and decimal digits) (written by that smart guy in the computer room)

"Assembly" language: PUSH 03C5,008E (letters and decimal digits) (that smart guy spins his programmer-English disk with an "assembler" disk that automatically translates all his commands into assembly language).

Machine code: 06 8E 9F EC C5 03 8E 00 (pairs of hex digits) (this is what assembly language looks like on the screen if you use DEBUG to display the disk contents; each pair is a letter or symbol).

Electric impulses: 01101001 00011011 00100110 (groups of eight binary digits) (this is the real disk contents, and the real memory contents after the 2000 reads that disk — the language the 2000 uses when talking to itself). In magnetism, that 01101001 feels like south-north-north-south-north-south-south-north, when a drive head or memory sensor is consecutively reading it.

Yuk, YFL is So Dumb

By now all of our gurus are laughing because my translations are untrue, but the basic idea is this: The messages flashing around the 2000 are strictly blips — moments when a Shack voltmeter touching the wire would read 5 volts if it were fast enough — and pauses without blips. A blip translates as a 1, with a non-blip (like a "rest" in a drum solo) reading as a 0 in that "electric impulses" line above. The magnetic spots in our memory chips and on our disks are also 1's and 0's, depending on whether they feel like the plus end of a magnet to the reading device. You have felt a magnet "push back."

We often ask the 2000 to print these blips of machine language, or show them on the screen. Early computer buffs found it tiresome to read a K as 01001011, which is a base-2 number. They also found it inefficient to deal with K as the base-10 number 75, using our regular decimal system. With all their symbols for PUSH and POP, plus all the

typewriter keys, they quickly ran through their 100 decimal pairs. They went for hexadecimal 4B, in the base-16 numbering.

So the code that the 2000 shows us on our screen in DEBUG, or in print if we have it print the screen, is machine code like 4B. Since there are 16 possibilities for each of the two digits, from 0 through F, there are 256 characters and symbols possible using the pairs of hex digits we call machine code. (Regular people-numbers allow us 100 combinations, while a binary pair (like 11) only has four possibilities.

High-Bit Hieroglyphics

The first 128 things in 2000 language are the small and capital alphabets, other symbols from the typewriter keys, and simple controls like ENTER. You can get 128 things with seven binary digits, because 128 is 01111111. The compressed programming of machine language gets symbols coded with numbers 129 through 256. These start in binary with a 1 instead of a zero, and that initial 1 is the "high bit."

Programs which have been compressed to the minimum space use a lot of those symbols to represent simple words like PUSH and POP. That's assembly language. Since your average company can't get a genius hacker who writes push-pops, it hires a "programmer" who writes his instructions in a language more nearly resembling English — a "language" like C or Basic. The programmer is typing FOR X= when the boss is saying, in the language mama taught, "do it a hundred times."

The five languages of the 2000 are English, programs, assembled code, hex pairs, and binary clumps. Our gurus are laughing at me now, for the errors I have surely made above. But I told it sort of like it is, which is more than our gurus ever did.

Alterations Free

Our new guru RCF writes 2000-adapted programs from big IBM-style packages, whenever he feels like it. That's what I call computing skill. His fixes free this month to anyone sending in the compatible commercial package for review. See JAN among Special Disks in the Souvenir Shop. The programs offered in 2000 versions are Norton Commander, Norton Editor, PrintMaster and Directory Magic.

If we get originals at headquarters, I hope to write patches to get the adaptations to you all without violating copyrights.

Debug to a Disk File

We asked members how to disassemble a .COM or .EXE file, and pour the results into a text file. RST came up with an answer. You might check the five-languages story for any illumination it shines on this story. What we're doing here is changing hex pairs into very strange English words, where a hex pair stands for some weird high-bit symbol, and the symbol means NEG or PUSH or something like that.

Let's say we're unassembling a program file called TURNOVER.EXE. Type `DEBUG TURNOVER.EXE <enter> D <enter>`. Copy down the eight digits that come onto the screen at the left of line one, such as 5186:0000. Type `RCX <enter>`. Copy down the digits that come, such as 0F12. The first number was the location (in the 2000's memory after it was loaded from disk) of the beginning of the instructions in this program. The second number is the length of those instructions. Then type `Q <enter>` and (at the DOS prompt) type `DEBUG TURNOVER.EXE > NEWFILE.TRY <enter>`. This assumes you want resulting assembly language to roll into a file you will call NEWFILE.TRY, instead of onto the screen. Note that the `<>` around enter is just conversation, but the `>` between those filenames is something you really have to type, with spaces around it.

Now the 2000 will grunt a little, but you will see nothing. It is thinking. Type (but you won't see it onscreen) `U 5186:0000 0F12 <enter>`. The 2000 will continue to play dead. Type `Q <enter>`. After a few seconds or minutes, the 2000 will finish writing the assembly language to NEWFILE.TRY and check its mailbox, the keyboard buffer. Finding your `Q`, it will quit DEBUG and show you a DOS prompt. See, it's alive after all. When you look at NEWFILE.TRY, it should have what you need in it. (RST didn't have to rename .COM to .BIN.)

The Post Office reads this: Form 3526, filed 10-19-89: The Tandy 2000 Orphans' Whimper, publication number 002756, is published monthly for an annual subscription price of \$24, which includes other member benefits. Its address of publication, and the publisher's headquarters, is 387 Main St., Westport, CT 06880. The publisher, editor, managing editor and owner is David R. In the figures that follow, average for the 12 months prior to 10-19-89 is listed first, single issue nearest before 10-19-89 is listed /second. Total copies (line A) and total (G), 575/550. Mail subscription (B2) and total paid circulation (C), 450/462. Free distribution (D), 30/20. Total distribution (E), 480/482. Copies undistributed (F), 95/68.

Review

Neatsy XTree

How have I survived without this disk navigator? Think of old Chris Columbus, Ferdie Magellan and even today's navy guys. To get a from here to there, they get on a ship and go. It takes hard work, aggravation and lots of time. Then think of the teleporting we see in the sci fi movies.

Naturally, I would like to cruise from drive to drive on my 2000s the sci fi way. But over the years I have grown used to the pain of DOS navigation. If I want to find out how big each directory on drive E: is, I type `E:<enter>`, `D<enter>` (for a main directory), `CD FIRST<enter>`, `D`. (I have renamed SUPERDIR.COM D.COM.)

Then I pull out some of that damn paper we were supposed to be rid of, and I write down the total size of the FIRST directory. Then I do it all for my SECOND directory (of course I use more sensible names), and so on. In passing, I might glance at a few file names in those directories. Altogether, it will take me ten minutes to explore my E: drive and compare directory sizes, with some looking around.

Now comes XTree, which runs nicely on the 2000. An evaluation copy was sent by LCM, and I'm sorry I've taken from April until now to discover how good it is. I have no idea whether it's commercial or shareware or free-ware, so I won't send it out to members at present.

I simply type XTREE, although they give you ways to install special setups. The disk I'm in then slaps all its information on the screen, in a second and a half. Using the commands shown at the bottom of the screen, I drop over into E: Another two seconds pass while XTree memorizes hundreds of directories and file names on my E: drive.

A tree diagram of all directories then shows in a big box, with continuations from PG DN if I need them. The highlight rectangle is on the root directory, top line. Now comes the thrill of teleportation. As you snap down the list, each directory name is highlighted. Big deal. But in another window, a list of files from that directory flashes in, with only a 1/60 second delay (before your finger can get off the arrow key). Best of all for me, the total size of that directory bursts into a third window at the right. Some other statistics about the full drive and that directory appear also.

Not surprisingly, XTree takes about

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150K of memory, so you don't run it out of another program. You use it and drop it.

There are better programs for moving files around, like an optimizer or a multiple copier program. But for just finding out what you have on every drive in your system, and how big all the parts are, XTree is far better than anything else I've seen.

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A Sensible Backup

Backing up files with DOS BACKUP and RESTORE remains risky in HKF's opinion, and unpopular with many members (including YFL).

Here at headquarters, I have an automatic line in every program's batch file. Right after the command line PROGRAM (or whatever) comes a line like COPY C:\WORKING.FIL B:. The latest Whimper or Orphan database rolls onto a floppy in usable form. You Orphans, in fact, roll onto both A: and B: backup disks, in your own dedicated headquarters 2000.

How HKF Does It

Our humungous do-all directory program, DX in the Directories disk, is also fine at making dated backups of only selected files. So HKF uses it.

But HKF wanted more. He wanted everything you always wanted to do with BACKUP/RESTORE, without using them. The worst thing about BACKUP, of course, is that when a disk or drive breaks down, RESTORE refuses to deal with a different drive. And those cute little dried apricots that BACKUP makes cannot be used. They're dead until RESTORE rehydrates them back into big, healthy files.

He has written himself a batch file. You can adjust it to fit your preferences, but he has broken through to all the convenience our DOS gives us, with less heartbreak.

```
ECHO OFF
DX C:\WORKING /HE=1/
ST=0/P/12/A
ECHO .
ASK "CAN I COPY THIS TO A
BACKUP FLOPPY IN A:? Y/N
IF ERRORLEVEL 2 GOTO END
DX /HE=1/ST=0/P/12/A/
COPY=A:\ /FA=N/V-
:END
```

Now before he runs this file, call it BACKIT.BAT, he sets up the system. He copies the directory WORKING on the C: drive onto a floppy, making sure it fits easily. Then he changes all the files in the hard drive directory to attribute N. N, Normal, is the opposite of A, Archive, which means "Archive me, Mr. Backup Program, I've been changed recently." An archive is a copy of something stored away for future use. HKF can do this with ATTRIBS on the Orphan utility disk, or Norton, or DX on our Directories disk.

Every time he does some work on a data file in that hard drive directory, its attribute automatically changes from N to A. Our DOS does that perfectly. At the end of the computing day, HKF gets a DOS prompt and types BACKIT <enter>.

The batch file swings into action. ECHO OFF persuades the batch file not to print the instructions on the screen while obeying them. That first DX just lists the files on the WORKING directory, noting their attributes. Since they are not special files like system or hidden, you just see a column of the letters A or N. The A ones are what will be copied onto drive A:, wiping out previous versions of the same files on A:. The N ones will not be copied. The /HE=1 means the heading over the list on the screen has only an information line, skipping the boring copyright line. Similarly, ST=0 wipes out four lines of statistics under the list.

/P means pause at the end of each screen for a key-hit, so HKF can read the list without rushing. The 12 means tell when files were last changed in American time like 2 p.m., not 1400 like the Army or the Japanese. The /A means list only the files newly changed and needing to be archived. So far the batch file hasn't changed any files; it's showing you the situation to help your decision.

Now the line ECHO . pops a blank line in for clarity.

He types the period because if you just type ECHO <enter>, nothing happens. A spacebar hit would do as well as the period, except that it would not show during your editing.

Then the batch file reaches out and uses the file ASK.COM from the Orphan "Big" disk. It displays a question (or anything) and waits for you to type Y or N. You don't type anything until you're satisfied that the correct floppy is snapped tight into A:, and whatever else you need to check is okay. If you type N, the batch file quits and dumps you at the DOS prompt. If you type Y, ASK sets the "errorlevel" (the yes/no memory box, if computer people could talk) to 1. Then DOS, humming through your batch file, reads that IF line and checks the errorlevel box. Finding something that's not a 2, it says ho hum and continues to the next line.

The second DX instruction lays out the list as before, but this time it's copying all the A files on the list to A:. Note that the A has nothing to do with the A: drive; it means "please Archive me". The /FA=N sets all the File Attributes of your source file on the C: drive to N. If you ran the same batch file again right away, it would do no work. It only backs up files that have been set to A.

The last line, :END, is only a flashlight for DOS, which is too dumb to know where the end is. It's needed for that earlier instruction that might tell DOS to GOTO the END.

Eventually that hard-working workspace of yours will get too large for a floppy. If you'd rather not hear it from a nasty error message, add /FS=2048 somewhere in the first DX command. This will advise you ahead of time whether your work directory will fit on a floppy with cluster size 2048. Then, it will be time to grow a new work directory and store the previous one out of the way.

This would work fine at Orphan headquarters. All the Orphans fit on a floppy. An entire Whimper, even with its giant PageMaker version, fits on a floppy. I guess Orphans is just a one-floppy kind of a group.

And that's how HKF, DOS and the Orphan disks have replaced our famous BACKUP/RESTORE with something a lot safer.

Souvenir Shop

Your order— Please order by the short all-caps title, like 03 for MS-DOS 2.11.03. All prices include postage, packing and handling except as noted below in "Foreign Orphans".

FOREIGN ORPHANS— add \$5 per order of any size, but omit the \$5 with orders for documents only totaling under \$8. All orders go air mail. The \$5 pays for the major problems that money transfers and foreign shipping give us. It also pays for the painful back-and-forth correspondence with foreign Orphans who ignore this caution. Be sure to see "Money" below.

Money— U.S. checks (preferably) or U.S. cash. "Tandy 2000 Orphans" or "Orphans" (NOT "Whimper") is good on the pay-to line. Canadian Postal U.S. Dollar Money Orders are okay, but NO repeat NO check issued by a Canadian bank will be accepted.

Disks— We use top-quality 96tpi DSQD disks with hub rings, Dysan 204/2D with reorder#802067-02, formatted to 720K.

Renewal

Note that renewals can provide only one Whimper beyond this one, with an estimated cover date of January 20. Membership after that will provide access only to disks and documents listed below — but including back issues of the Whimper. There were 20 issues before this one.

No reminder will be sent to you, but that date on top of your most recent Whimper mailing label is a fairly heavy hint. Save the Whimper! Expired members ordering these items will not receive them; their checks will be filed in their respective folders, not cashed. Sending an SASE will get a check returned to the sender.

Extending your membership for a year costs \$12 in the U.S.A.. Ignore the \$24 info on pages 3 and 15 -- the Post Office hates changes. It's also \$12 for APO's and FPO's, \$15 for all foreign countries.

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.

BIOS: The famous secret Tandy code

for the 2000 BIOS, unearthed by a helpful former member. It is so big (unpacking to 3 or 4 megabytes, mostly spaces) that we have it packed on a floppy in ZIP form, with the little 22K PKUNZIP and instructions, to unpack it for you. Also included, a small group of files that control TSR's, the background programs that hide out of sight until called by a key-stroke.

FIXBIO: Changes to the 2000 BIOS by guru RCS which let you shorten boot time, change some keys on the keyboard to solve problems, and expand the 2000's hard drive capacity. Described in the December 1989 issue's Hardware Help.

UTIL2: A new John B. Harrell III disk with many useful utilities. Pascal source code is included, for programming types.

NEW: A Harrell disk we call NEW, with a later version of the ZIP compression system than we have had, plus a bunch of handy utilities and some help for T. Pascal 5.

WORDS: About 20 fonts for our screen text, including most of what we have already and about eight that we don't. It has clearer versions of those fuzzy serifed faces we see on IBM compatibles. Also on the disk: a newer version of the programmer's editor EdWin, and some aids for WordPerfect 5.

GRAF: A lot of Harrell routines which use or improve our graphics, plus a newer version than ours of the Tiny EDitor TED, and some miscellaneous tricks.

PCM: A group of about 20 Harrell articles about the 2000 and how to get the most out of it, mostly from PCM.

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 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. Other items added in 11-89: DOS patches discussed in Dec89 Whimper.

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.

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MAYO: Started with the MAY disk and completed in October, a miscellany that goes from Origami to the ten-minute Holy Grail. 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, plus an alleged IQ testing program and a 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. It 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, 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, 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

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.

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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.

GRAIL: We at last have the ATG (alleged text grail) without guru RDB's ten-minute bomb in it. It's 50% bigger in length than his crippled version, which remains on the Mayo disk. Also on this disk are two attempts at the Grail (one text, one graphic) by guru RCF. People who buy, try them on everything in sight and let Orphans know how effective they are. \$25.

MON: That multicolor Monopoly feeling pops onto the CM-1 (NOT VM-1) graphics screen, with the 2000 rolling your dice and keeping your score. Written by Orphan DP2. It's all there, down to the rent for one house on Vermont Avenue. 2 to 8 players watch their real estate grow and snap their decisions into the old 2000 keyboard. Reviewed very favorably in the May 1987 Whimper, pp.11-12. It's a gigantic Basic program, so you can remodel timing easily. \$30.

JAN: During January (and late December) only: send in the IBM-style version of Norton Commander, or Norton Editor, or PrintMaster, or Directory Magic, WITH the manual and with no money. Copy disks are OK instead of the originals. I will send your things back along with guru RCF's version of the program you sent, adapted so it runs on the 2000. Try to get things here by January 10, so I can review these programs in the last Whimper. FREE.

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. Cannot be copied to another disk.

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):** MouseTrap has been discontinued. The author has been selling several later versions on his own at a higher price, but refuses to let us sell them. We won't accept that.

[**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.]

HAMP-I: The Whimper Hamper, Mar1987 through Oct1988 Whimpers on disk, useful for fast word-searches but harder to read than paper copies. \$40.00.

HAMP-II: The Second Whimper Hamper, Dec88 through Oct89. \$40.00.

HAMP-III: Available February 1. Nov89, Dec89, Jan90 farewell issue. \$15.00.

Documents

MINI-WHIMPER: After February 1, an up-to-date version of these back pages of the Whimper — things to buy. Souvenir Shop, Sidewalk Salesmen, Flee Market. \$2.00.

NEAR: Near-You has been discontinued. The January issue will publish names and related info about all members, OR all currently paid members, OR all members who returned the November postcard. The list will be in zipcode order for your convenience, but be aware that many of you live near zipcodes much different from yours.

BACK ISSUES: MayAugOct87 \$8 each zeroxed. \$5 each for MarDec87, FebAprJunAugOctDec88, FebMarMayJun-JulAugSepOctNovDec89, and Jan90.

MOU-MAN: Tandy's clock-mouse in-

stallation 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.

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512: Instructions for putting 512K on a 2000 memory board. 8pp. zeroxed, \$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 its done, including how to discover your own 2000's address for video, unique to each memory level (256K, 512K, etc.).

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

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

Flee Market

Myron's Second-Hand Shop: 2000HD (single floppy) now \$330; HD kit (see story) \$249; HD board \$135; graphics board with color chips \$120, without \$100; main power supply (95 watt) \$90, HD power supply (38 watt) \$50; these manuals and software (new): FrameWork, Omniterm, 123, DR graph, Vianet, MS-DOS+Basic (3-ring), Tech Reference. Checks should say Comp-U-Sel. Myron is at 817-465-5736 days; with an answering machine nights and weekends.

Sidewalk Salesmen

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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 feet, an extra dollar per foot over that. Extensions for VM-1, CM-1, keyboard, mouse and internal drives.

A mouse: He will buy the 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, before 9 p.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.

MicroLink: This company has been expelled from Sidewalk Salesmen, for high prices and a long-standing failure to cooperate with headquarters.

PLEASE NOTE: These are 2000-specific items only (no printers, 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 again if its price is cut 30% or more. BEFORE YOU CALL: Find out the time zone you're calling, so you won't hit some poor westerner at 6 a.m. or easterner at 1 a.m. IS THAT ASKING TOO MUCH?

Mouse \$50, mouse/clock board \$40, graphics board w/color chips \$150, Lotus123(v.1) \$50, DBII \$35. 213-566-7125 (west coast), ask for Orasio.

Single-floppy HD with 10meg \$250; CM-1 and Tandy's "AT" board (runs CM-1 off a compatible) \$175; graphics board w/color chips \$75, mouse/clock board \$50, 256K extra RAMboard \$75; software \$150, includes FW, Word, SC3, three MAI's, 123, Sym, dBII. 206-871-7719 (west coast), ask for Randy.

Double-floppy with 256K extra RAM-board and assortment of 2000 software and books, \$250. Long extensions for VM-1 and keyboard, \$15 (both? each?). "Smart speaker" (?) \$175. 803-632-3280, William.

Loaded double-floppy, has mouse, mouse/clock board, memory board (has 512K, he may mean 256K), color graphics, no monitor: \$210. VersaCad entry plus DRDraw, PFSWrite, DeskMate, all for \$55. Don't dicker, he's pricing to unload fast. 313-373-3834, ask for Jeff (JRS1, quoted page 5).

Digi-Mouse \$100; 2000 mainboard with 256K and card cage \$65; dBase II or III or M.Word or DeskMate \$45; 2000 Service Manual \$30. Paul, 301-745-3858 day or evening eastern time.

DeskMate \$25, VidTex \$10, Symphony \$65, PFS Write or Graph or Report unprotected (copiable) \$25 each, Teleterm 7.1.1 \$65, Envision FazeIV \$20. Ray, 504-293-5837, evenings CST.

VM-1 \$95; DOS 2.11.03 plus all 2000 manuals plus MultiMate, all for \$30. Call Susan at 503-669-1614.

2000HD with extra memory board and graphics board, \$450. GT2000 pad \$120. Graphics board \$80. CM1 \$200. Vcad or Lumena \$100, Word or SuperCalc3 \$60, DeskMate \$30 and FlightSim \$20. 312-482-3209, ask for Milan.

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