

The Tandy 2000 Orphans' WHIMPER



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David R., coordinator

Green Cokes, Wurlitzer Jukes, and the Tandy 2000

Your Fearless Leader likes to be wrong in print. I make some wild guess as if it were written in stone — and a member who knows better gets excited and sends in the right information. The tricky part is that if I just asked “Who knows about this?” nobody would answer. [For a hint on the best style for that excited disagreement, see the note about PFS Write in Software Support.]

Sometimes when I'm wrong, there's a big do at HQ. Last February the Whimper carried an ad from MEB1, three 2000s along with a good selection of major 2000 software.

That was good for a fat paragraph in the Flee Market. The usual member running off to compatibles, I thought. But MEB1 spread his hardware and software over three detailed pages, which bothered me. And his prices were higher than I thought the market was. More irritation. I spent an hour cramming it into ten lines, which was still too much space for one Fleeing member to grab. So I added a comment after the ad that I object to long ads, and I acidly put a headline over the ad, “Myron's Second-Hand Shop.” I felt his systems would not sell, and I forgot about it.

Imagine my surprise when this trumpet solo blew into headquarters in August:

“Your mention of Myron's Second-Hand Shop in the February issue of the Whimper brought an overwhelming response, with almost \$18,000 in sales attributable to the ad.”

“Although this caused some confusion at first, it has certainly turned out to be very worthwhile.... As a result of the response to the ad, I have decided to form a new company to be called Artex with an anticipated opening date of October 1, 1989...to assist Tandy 2000 owners in locating Tandy 2000 hardware and 2000-compatible software at reasonable prices, as well as the repair and maintenance of the equipment...at significant savings compared to the outrageous rates that Tandy charges.”

**Orphans
387 Main
Westport
CT 06880**

**Return
Postage
Guaranteed**

**“The
2000
has
stopped
being
junk.”**

Being wrong has never been more fun. The sleeper was that MEB1 had access to a lot more stock than showed in his ad.

Another surprise was how much good Orphans has been doing. I've been thinking of us as a combined orphanage and nursing home, caring tenderly for 2000 users with terminal clone-itch, before they pass out of our world to their compatibles. And this has been happening. While we get a new member every day, we lose one almost as often.

But now it seems our dear, dying 2000 has a new gleam in its eye. It's out of its deathbed and asking to go home. For the first time ever, an orphan computer is getting stronger, more valuable, more used. I get letters from members who bought compatibles but, reading their Whimpers, have put the clones in closets and do the major work on their 2000s again.

The 2000 has stopped being junk. Its value decline has apparently turned around. A double-floppy was changing hands for \$100 back in 1987, big software going for

\$25. You could pick up a slide-board for \$25, often much less.

Suddenly, as I remarked in August's Flee Market, prices are climbing. I had noticed the advertised prices going up, but didn't believe them. House prices are also sky-high right now, but the real estate people are faking. House sellers are clinging to the 1985 concept that house prices go up every year. The truth: house prices have been dropping since 1985. In contrast with houses, MEB1 sends us news that higher-priced 2000s and their software are really moving. Great!

And MEB1's prices aren't that awful. I would gladly pay those numbers for anything I didn't have yet. He's got a sampling in this month's Sidewalk Salesmen. (He's been promoted out of the Flee Market.) I wish his Artex success, and am delighted that there is somebody ready to help the 2000 with supplies. Dozens of plaintive comments have come into headquarters this summer, expressing sorrow about the end of Envision Designs. "I had almost saved enough money" was a frequent complaint.

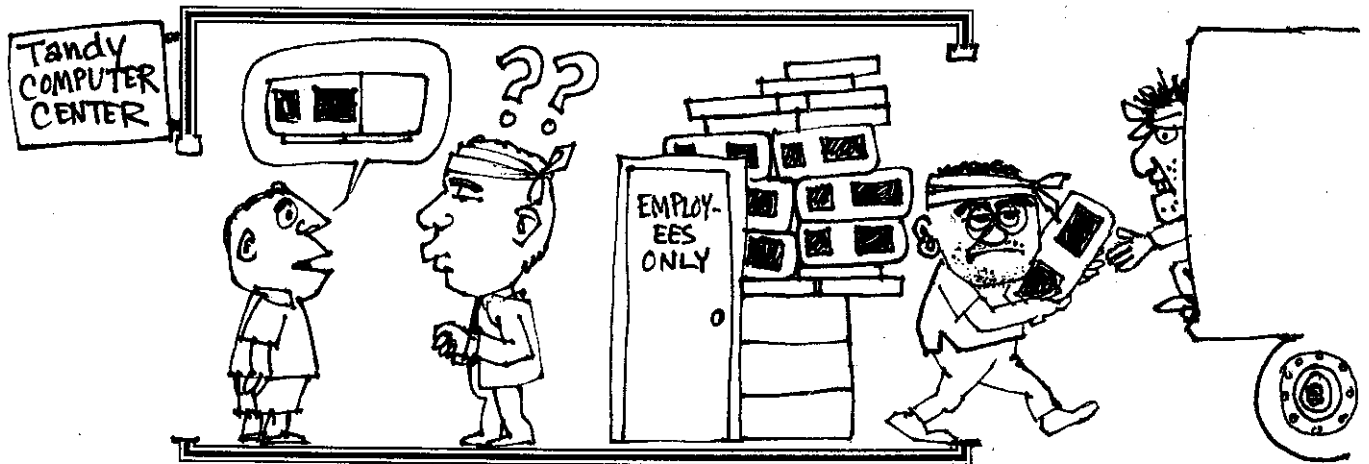
fore situation. This contrasts with a boatload of stuff in last May's tent. That was before we put the squeeze on Tandy honcho Roach by sending him an offer to buy all the store 2000s. Another snitch tells us there is a stack of thousands of new-boxed 2000s in the back of a Fort Worth warehouse. It gets, as Alice said, curiouser.

If the camel puts his nose into your tent, our arab friends tell us, the camel is sure to follow. That seems to explain Tandy stiffing the Orphans at the August tent sale. The agent who scouted the August sale is One Hump, named after the curious camel. Thanks a lot for your report, OH.

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The 2000 Flies by Night

There are truckloads of 2000 items floating around the country, from Tandy warehouse to Tandy warehouse. But Tandy is carefully not selling them. Tandy storage execs give me the runaround by phone, meanwhile shipping truckloads across state lines every few months. They're operating



Daddy's Getting Nasty

There's movement going on in Tandy Towers, too. They seem to be aware of the surprising 2000 price rise, and anxious to intensify it. Their Terminal Road Outlet store has two big cardboard cartons filled with new, boxed graphics boards, which were priced at \$15 all summer (price on cartons). Now the price has jumped to \$40, even though the boards have not been selling. Our spy member apparently sent Tandy the Whimper that says we have agents around Fort Worth.

Thanks to an operative we will not even initial, we know the August tent sale had no new 2000 items, another never-be-

like a bunch of slippery gypsies to keep 2000 stuff out of our reach. This is bad news (Tandy pees on the 2000 as usual), but good news (we are strong enough to put them in a nationwide panic about the Orphans).

It's time to answer half a dozen Orphans who have said, from time to time, "Stop bad-mouthing Tandy." I did slow it down, but this latest set of Tandy moves, keeping us from our hardware upgrades, changes Whimper policy. Tandy is again the enemy, playing chicken. Keep using your eagle eyes, guys, and drop enough blue crockery so their Chicken Little will say the Orphan sky is falling down. When this war blows into the media, they'll have to talk turkey, eat crow, or be deep-fried.

What's New at HQ

The Tandy 2000 is very much alive in business. Forty machines "are the backbone of our statewide inter-library loan system," writes applicant CG of the New York State Library. They use custom-written 2000 software, and feel the pressure from generic PCs. When they finally found a year-old Computer Shopper article, "we were very excited about the Orphans." Let's hope they stay excited when we tell them we have no solution for their incompatibility problems.

CC2 writes for RCF's address because RCF is starting to port some big compatible programs to the 2000. I didn't send it, CC2, because I consider RCF's work a delicate flower that should not be picked, overwatered or overextended. RCF says he works slowly and "for myself," which is just fine by me. Now if CC2 had been offering a thousand or two for a job, I would put the call through; but CC2 was thinking about \$20 to \$30 (for running Codeview from MASM 5.1).

Tandy occasionally deserves a compliment. The repair center at Castleton Computer Center, Indianapolis, gave DWC1 good, friendly service recently, and also two years ago.

Headquarters just got a renewal check that gave YFL a big, big smile. I've been telling the wife for years that I'll finish the new wing on the house when I get around to it. Cheers to Orphan DMS, who has named his contracting company, get this, Around-to-It Remodeling. I am proud to have the author of that perfect name on our list. Now why doesn't one of you landscapers name your business "Father Nature"?

Judi ^a Has Boy Friend

PCM, a little "independent" magazine, refuses to give any publicity to the Orphans, as we often mention. PCM has a warm, loving relationship with Tandy which PCM denies utterly. CDA buzzed them by modem and asked about the Orphan freeze-out. Their electronic reply said they'd love to help out, but they feel they ought not to mention the Orphans during Tandy's present lawsuit against us.

What lawsuit? said I to Judi Hutchin-

son, PCM's managing editor. Tandy has never sued, although threats have come in the mail as recently as a year ago. Hutchinson said she'd check all sources and call me back later that day, and I'm sure she will. It's only been seven weeks.

CDA, hearing of the controversy, called in himself — by voice phone this time. After transferring the call a dozen times, PCM

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refused to check into their anonymous electronic answer. They told him they don't like the Orphans, refusing tensely to explain why. There are reports that a deep Texas drawl could be heard nearby saying, "Git off the phone, honey, c'mere."

Tandy has cashed in all its IOU's. It has told every magazine, every store, every exec in their stubby twin towers: Help the Orphans and you're dead meat.

But PCM's stone wall has a hole in it. "I'm writing to you on my 2000," writes new applicant PJ. "I hope to use it for another decade." He was responding to the letter about the Orphans we snuck into PCM. Thanks again, DLJ, for a top-notch undercover maneuver.

That decade remark of PJ makes a lot of sense. As the 2000 approaches its sixth birthday party (not to be held at home), we begin to see that there is no good reason to dump this great machine until, yes, 2000.

"I enjoy owning my 2000 more since I got in touch with the Orphans," says RHA who operates the paper end of a law office with it. That's exactly what we hope is happening to you all.

Other computers using the 80186? We mentioned three in August, and now DWK supplies a brochure for another, a 1983 machine with a very similar name to ours,

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The Litton/Monroe System 2000 sounded a lot like ours, with some extra features we don't have: it ran under the old CPM-86 as well as MS-DOS. It allowed 896K memory right from the start, while we had to build to it. DWK was tempted by it, but chose the Tandy 2000 instead. He lucked out.

Color Us Erroneous

For those of you who still think YFL doesn't make mistakes, the August issue should straighten you out. The silly post-office section (second class and all that) announced with a straight face that we Whimper every two months at \$18 a year. That's silly, of course. A few members suppressed their surprise long enough to zip in \$18 renewal checks, but sorry guys, you only bought nine-month renewals. Don't send correction money. Another old item creeping into the same issue was a five-dollar price for 123, dBIII and FrameWork. It's ten now. Those who mailed in five were asked for more cash.

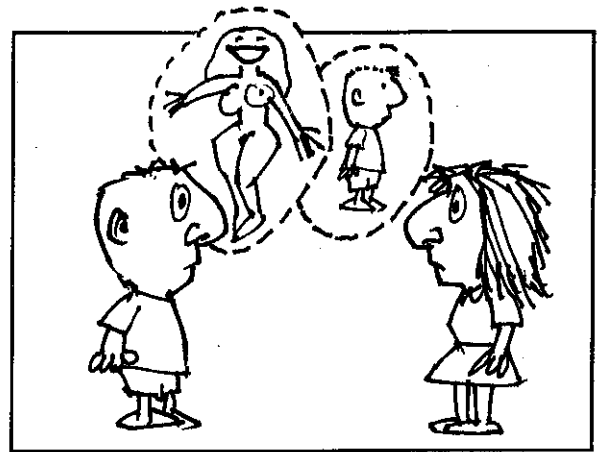
That's what comes from having heaps of floppies sliding all over headquarters. Old stuff slips right into new stuff.

There were a whole lot of little errors recently. Four people paid renewals in spring, but I didn't renew them. They later got their "back" issues free, and their spring \$18 bought a \$24 renewal extending through summer 1990. That's 16 issues for the price of 6. They deserve the gift for being so patient, and for not being nasty when they finally wrote in to complain.

Another booboo: the simple typing driller "on" the May Miscellany disk wasn't there. It's there now, thanks to a tip from LMS. Any owner of MAY can get the typer by asking me to add it to another disk he's ordering.

Let me make a suggestion for when I screw up a disk: mail the disk back in a sturdy fold-up disk box** with a note. I'll correct its fault and add Orphan postage to your box. (**Those puffy envelopes can get bent, and those stiff cardboard "envelopes" make disk edges bind into a "read error.")

Yet another Whimper error: BJK complains that the Whimper said we "got a new hard drive board" from him which turned out to be old and buggy. He's too sensitive and English is too vague. He had told me it was old, and nobody in 2000-land buys things new any more. A new 2000 board is like a new girl friend: not a newborn baby, just new



to me. The enraged BJK growled that I would throw his letter away. BJK, I kept your letter. I threw away your board.

Keep drifting to the back of your local Shack computer centers. Reports of stray 2000 software and hardware keep coming into headquarters. What happens is, a manager decides to clean up the cellar and the 2000 stuff tumbles out of its hiding place. Other stores have the same experience and send the stuff to some computer center the regional manager selects to get the garbage (but far from garbage to us). If you have been reading your Whimpers, you know which software is rare and valuable, which hardware is scarce unless you pay Tandy's bandit retail price. Grab it when it's cheap, not when you need it.

Thank you to the members who have been sending in these reports. While it's not worth Whimper space to list the items on back tables, your reports do give us a general picture that opportunity still knocks, a bit feebly, at Tandy stores.

We had a moderate response to the computership offered in July. Not that you don't need' stuff: it's more that you don't want to be caught asking for it. So there was enough to go around; everyone who applied got what he asked for.

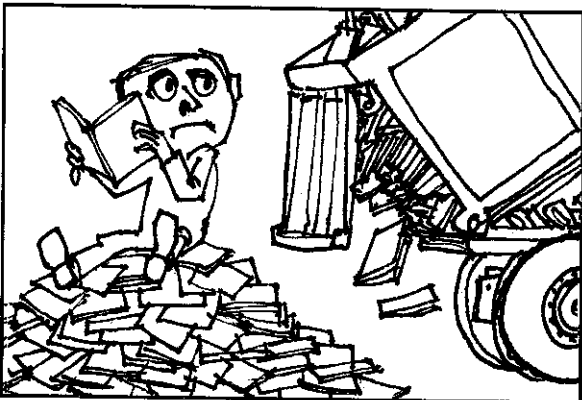
But that's our last restricted gift: distributing it to the right people was a hard, time-consuming job with no pay. When you abandon your 2000, please either Flee-Market it or send it to headquarters with no strings attached.

AGAIN.EXE in the shareware gave HKF a lot of trouble. In three or four round trips from headquarters, he finally got a working copy, but only after we jointly discovered that the program is identical to LOCATE.COM on the directories disk. Your Forgetful Leader probably spotted the

"again" routine (only part of what Locate does), and renamed the file, writing an explanation of this one feature in AGAIN.TXT. You can get a full explanation of either routine by typing AGAIN<enter> when you are in Utilities, or LOCATE<enter> when you are in directories. In either help screen, it's the -X parameter that I am spotlighting in AGAIN.TXT.

As if to illustrate the July maxim — trouble comes in clusters when it comes — AGAIN.EXE is also the file that was initially left off the Utilities disk (although listed as on it). As usual, I'm sorry about all this wreckage, but not ashamed because I'm doing my lumpy (not level) best.

No note about the Orphans vs. Tandy appeared in the September PC/Computing, but I continue to hope for something in the October issue (out September 20).



Your Fearless Leader has gone through a four-year addiction to the computer magazines, which generally come to Orphan HQ free because of our size and leverage. But I have mostly stopped reading them. They have so little that helps us that they're not worth the reading time any more.

It's not just the lack of usable hardware and software. The magazines this year have gone giggly berserk over networking (the death of the P in PC). They also breathe heavily over fax machines, scanners and any peripheral that's more toy than tool. Straight computing to get the job done is out of style in this year's magazines.

I will continue to read the latest crop whenever headquarters needs goodies. The best (and often worst) deals are found in the full-page ads.

This research change at headquarters means that if something important to us Orphans comes down the periodical pipe, I may miss it. Please write in about any article or announcement you spot which I should cover in the Whimper. Thank you.

Hardware Help

The 2000 has an endearing quality when you're calling files on a DOS screen: it saves you a keystroke. When you want the letters directory which is under the WordStar directory which is under the root directory of drive C:, you can call it this: C:WS\LTRS. On a compatible, you must say C:\WS\LTRS. Note that I added an extra slash.

This is not quite as nice as it sounds. When you are cruising in software, you may be told "file not found" when you dance the Tandy 2000 one-step. Be alert: rather than looking for a crashed hard drive or a gremlin, try it with the extra slash. Most software, reasonably enough, will accept either the non-slash or the slash form. The surprising part is that some software refuses the IBM-generic C:\WS\LTRS when it's typed on the 2000. Other software hates C:WS\LTRS. My guess is that balky software is picking fights with our command.com. Most software uses command.com as a servant, but without being nasty about it.

So when your 2000 chokes on one way, try the other before sinking into despair.

Keep visiting the non-computer Shacks (stereo and trinkets) around you, and others when you're on the road. We have a developing strategic situation here. We now know an order to conceal the machines from customer eyes was sent out from Fort Worth months ago. After Tandy honcho Roach got my offer to have you Orphans buy every store-accounting 2000 for \$50 a pop, his guys panicked and rolled out a quick-and-dirty cover scheme, that "store manual" plan. Now the word from a spy is that they realize it won't fly. They're talking over ways to spirit the 2000s out of stores and into the crusher without Orphans finding out. They got especially panicky when major computer magazines called them about it, acting on my tip.

The problem Tandy has is that its store managers are not all that loyal: it has fired and Siberia-transferred their co-workers too often. When Tandy tells a manager to sneak out to the dumpster, he may be willing to meet with you in back of it.

So keep alert: Your next 2000 awaits you, and it's closer than you think.

Hardware Help continues on page 10.

It's Time to Start Playing Around -- Tandy 2

Now that a wealth of modem software has reached headquarters (see our August lead story), the next problem is getting it out to you.

Only about 90% works. And 50% of that 90% is good, with another 25% likely to satisfy some Orphans. While reviewing, I've been eliminating duplicate games and getting categories together.

We have a batch of four Orphan disks coming out this month: all the games in the modem shareware collection. I have used and rated every game.

Please plan to pay any shareware price you see in the running program, if (to be fair) you start to use it a lot. Some of these games are shareware, but most of them are freeware: no obligation to pay, but be thankful to the nice guy who ground each one out. Many man-years of high quality work come to you on these disks.

Other shareware categories are scattered through the big box of modem-loaded floppies that RP sent to headquarters. One group that won't be ready this month is programming 7 — that means 7 megabytes of routines and information files that fit better in the programming category than in the other categories I've identified. Also waiting for review are utilities 3, pictures (about half of them girls) 6, modem communications 2, business 3, how to compute 1, and still unclassified 7.

Games are something that Orphans hasn't been helpful with, although members have asked. We all need some amusement, but these diversions are even more important to the children now growing in some Orphan homes. By the time our kids are out in the world, almost every white-collar worker will have a PC at work and another at home. Things with PC's "inside" will fill our houses, cars and pockets.

The sooner kids get intimate with that family 2000, the better their position will be in a computer world. Computer games will lure them into using and liking the keyboard and screen; big software is only another step from there.

But think of yourself: others in your house will benefit if you benefit.

Many of the games run better and show more in color. I had to review them on the main work station VM-1, because the headquarters kids' machine is down, waiting for a hard drive board. There's no room for a CM-1 at the crowded main work station. Lo-

cal repair of our two broken hard drive boards is no longer an option at Orphan HQ: Tandy has cast an anti-Orphan spell on every company bench in this region. They don't actually refuse; they keep stuff for weeks beyond their promise, fix nothing, and invent repair estimates of hundreds of dollars for ten minutes of scoping and soldering.

It might be best to try one disk rather than several, if you don't know how you like computer games. Text games, for example, are an acquired taste. A good question is what you can get from games. I get the excitement, of course, and I like the sly humor of the situations games angle me into. Many of the games are easy to win, and I like an easy win sometimes. Some are hard and some are almost impossible.

Most of all, I like the deep-breathing exertion my mind gets from the more twisty games, an effort that life too seldom allows. It's fun to admire the slick tricks games pull, even when they beat me. Like much of computing, a good game gives you the thrill of skills you didn't know you have. Your mind is a muscle that you've got to flex to keep it in shape. Have some fun!

The Games 1 Disk

A biggish group of smallish games is on the G-1 disk. I point out their problems in the list that follows, but all of them are fun when you like their style and get around their problems. Many games were not enough fun to make it onto the disk. Some buggy ones will get healthy when they get to a CM-1 screen; others need only what the child-raising books call "attention."

My favorite on G-1 is TANK, which lets you wander around the battlefield on foot as the enemy's tanks roll toward you. What you know and they don't is that you've seeded the field with mines, and you can see them on a map. You move around casually and they stupidly drive right toward you. Ka-boom! It's what the Chinese students needed at the T-Square.

When you run a .BAS game you are running that file right through another file named BASIC.EXE. Your Basic, preferably the new one that came with DOS 2.11.03, must be within reach. That means that you copy your Basic and these games into a single directory of your hard drive, or do some other trick. For instance, you can put the games in A: and your Basic in B: and type

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100 Games to Amuse You and Entice the Kids

PATH A:\;B:\<enter> before you call a game. Then you type BASIC TANK<enter> and you're rolling. Another way is to skip around the disks. You can even be in C: when you call the others, with this command: B:BASIC A:TANK<enter>. There are deeper tricks with subdirectories on those disks, but we won't do the whole DOS manual right now.

Backing out of a Basic program is kind of a pain. I wish some member would send in a fix for our latest Basic that puts this whole routine under an F-key, hopefully

F11 or F12 so the other Basic function keys keep working. Until that great day, you do this: When you are tired of a program you started by going through BASIC, you slip back out into Basic by hitting CTRL/BREAK (both together). Basic mumbles OK and waits. Then you have to type SYSTEM<enter> and you probably escape to your DOS prompt. Sometimes you just get another OK, or a nasty crack about SYNTAX ERROR. If so, hit <enter> and type SYSTEM some more. They all let you out eventually.

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ADVENT.DOC - How to use cave game. Refers to changeable code files that I dropped.
ADVENT.EXE - The cave adventure, a riddle-type text game.
ADVENT1.TXT - Used in the cave adventure ADVENT.EXE.
ADVENT2.TXT, etc - Ditto.
ARTILERY.BAS - A shooting game.
AXILLARY.DTA - Useful somewhere.
AXILLARY.DTB - Search me.
BACKGAM.BAS - Backgammon, seems to work. Many long beeps.
BAK.BAS - Another noisy backgammon game; seems to work fine.
BERTHA - Time and place for a storm in hurrican.bas.
BOOM.BAS - Merely an atom bomb exploding. No skill required.
BRIDGE2.BAS - Bridge in words, plays well with possible bug.
CANBALL.BAS - Two players shoot on a hill. Takes some study to get.
CARDTRK.BAS - Say where your card is, he tells its name.
CCBLUE.DTA - Used in CChess.
CCHES.COM - Chinese Chess, I think. Very pretty but it wouldn't move for me.
CCHGC.CHN - For CChess.
CCIBM.CHN - For CChess.
CCRED.DTA - For CChess.
CHESS1.BAS - Accurate chess but "word" pieces and code moves.
CIA.BAS - Spy story with cloak but no dagger. OK if you like text.
COMMAND.DTA, .DTB - Search me.
COMPUTER.DTA, .DTB - Search me.
CONTENTS.1 - This list.
DECISION.BAS - Rate your options (life, people, anything) by numbers, and he chooses best one.

DEPTH.BAS - Arcade-type skill, destroyer, depth charges, subs.
FIF1.BAS - Room-to-room adventure, good if you love text.
FINANCE.BAS - Cost of home ownership: taxes, mortgage, IRS, etc.
FLIPIT.BAS - Surround and grab on a checkerboard, very sneaky.
FOUR.BAS - Tic-tac-toe-toe and bricklaying, heavy strategy.
FRANK.BAS - Guess the letters of a word, or Frankenstein gets you.
GOBBLE.BAS - No joystick (Tandy lied), unlikely to work on 2000.
GOBBLE.SCO - Helps with gobble.
GOOB.BAS - Ultra-fast (on 2000) lasergun versus missiles: tense.
HAMURAB.BAS - Grow wheat for your people; mess up, no more crown.
HINT.DTA - Search me.
HINT.DTB - Search me again.
HURRICAN.BAS - Won't run on VM-1 w/graphics. Picture, no action.
ICE.COM - Daydream screen: crystal slowly breaks into roving dots.
KENO-TRS.BAS - Roulette (a table, not wheel); noisy; easy to lose.
MASTER.BAS - Guess four digits, tells you how many you got right.
MASTER.TXT - The BASIC listing of the program master.bas.
MERGE.ASC - Search me.
METEOR.BAS - Very fast dodging while erasing. Tense and noisy.
MSTMND.BAS - Pick four colors (10 guesses); he tells you number right. Lots like Master.bas.
NIM.BAS - Musical brick piles, loser(winner) take last one.
NUCLEAR.BAS - Run a reactor for electric power; oops, meltdown.
OTHELL.BAS - Checkerboard strat-

egy, not working on VM-1.
PACMAN.BAS - Noisy; more of a Pac-Dot. Speed and skill required.
R-CHESS.BAS - Breaks up on VM-1, but probably will work on CM-1.
SERPENT.BAS - Noisy, and I can't work it. Aim-and-shoot exercise.
SLOTMACH.BAS - Low-pitched beeps; word-fruits, no pictures.
SOLITAIR.BAS - Real suits and cards, but (on VM-1) letters vague.
STARTREK.9TD - For StarTrek.bas.
STARTREK.BAS - Moves very fast on a 2000; words but no pictures.
STARTREK.DOC - All the myriad rules and blaster info of the movie and game.
STARTREK.DUM - Helps with StarTrek.bas.
STARTREK.HOW - For StarTrek.bas.
STOCK.BAS - Gut-wrenching ride for your cash, but no awful waiting.
SWORD.BAS - Trolling for trolls in trapland. Terrifying word game.
T-ROAD.BAS - Thunder Road with no wheels. Word game with riddles.
TANK.BAS - Lead their tanks into your dangerous minefield. Kablooey! Fun to win.
TOWERS.BAS - Seven rings on three poles: move to another pole. Great brain aerobics.
TRAJ.BAS - Lob shell over nice town at bad enemy tank. Oops, hit nice town. Embarrassing.
TRON.BAS - Can't figure how to play this one. I always lose.
TRUCKER.BAS - Make decisions, king of the road, endure results.
WILLTELL.BAS - William Tell Overture, if you can take the noise.

There are two very different subdirectories on the Games-2 disk, which you should keep separate. You drop into either one with a command: CD FRIENDLY<enter> or CD DUNGEON<enter>.

Friendly, delightfully menu-operated, is well-selected and easy to flip through. Several items repeat games on other disks, but

The Games 2 Disk

in very different versions. Compare the two versions of Towers, for instance, to see how the Friendly version changes the controls.

There was one fault in the menu system of Friendly, which I corrected. It was having you choose games by hitting a letter, no problem. But to get to another page of the three-page menu took a letter J, for instance,

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I changed the "other pages" calls to 1, 2 and 3. I or someone dropped program "I" from menu 2. Probably a dud. I wish I had the time to organize all our disks in such a "friendly" (and expert) way.

The Friendlyware group also has some tips on computer use and a remarkably clear primer on business accounting. Its menu system is best brought in by typing LOGO<enter>.

We have just a touch of the Holy Grail in this group, a couple of non-running IBM-style programs which are made to run by wrapping them in a little BASIC routine. Here's how:

You will note two .EXE files, and you will also note that they don't run. But note the lines in the same-named .BAS files, which call up the .EXE files. You can find those lines by typing BASIC OTHELLO<enter>, for instance, and then CTRL/BREAK, finally LIST<enter> and quickly hitting HOLD. If you don't see which

line includes a yell for the .EXE file, you can hide the .BAS file on another disk and then call it. Without its companion .EXE file it will whine about "file not found in 45" or something like that. That tells you the line to look at. You can reply to the whine by typing LIST 45<enter>.

This trickery should be helpful with some (certainly not all) programs that refuse to run on the 2000. My guess is that the screen-setting routine used is a fix only for Basic programs written for the IBM crowd and then compiled (compressed from English words to symbols) into .EXE files.

The other directory on Games-2 is DUNGEONS, a major text adventure game in its own directory. I can't review text games, because I am too dumb to get into them. They take a lot of time to get straight, and time is one thing I don't have. But there are those who love these twisting trails, and for those who need better touch-typing, it's easy education.

The FRIENDLY Directory from the Games 2 Disk

21.BAS - Accurate card faces and speed make this a great game.
 ANATOMY.BAS - In computer primer.
 BIO.BAS - Planning a big move? Tells you how sharp you'll be.
 BOGGY.BAS - Struggle around in a dark swamp. Danger, with radar.
 BRIDGE3.BAS - Bidding and leads, text without pictures.
 BUSEIGHT.BAS - Good business instruction, the one-week M.B.A.
 BUSFIVE.BAS, etc. - Ditto.
 BUSONE.BAS - A delightful primer of accounting.
 CHECK.BAS - A checkbook routine. We have one on the Toolbag disk.
 CRAPS.BAS - Only text, but you can bet and be told number thrown.
 DOMINOES.BAS - Too deep for me, but it looks exciting.
 DRAW.BAS - This one crashes, which is why I took it out of menu 2/I.
 DRAW.EXE - Couldn't make this run, even with .BAS companion. Try it.

FOOTBALL.BAS - You're the quarterback; choose long pass, run, punt, etc.
 GOLF.BAS - Trees, sand traps, and very flaky golf clubs.
 HANGMAN.BAS - Guess the word's letters (player can name it), or hang.
 HEAREYE.BAS - Tests your senses. Kind of clumsy, but it tries.
 HINTS.BAS - Helps, but with what I don't know.
 HISTORY.BAS - In computing primer.
 INFO.SYS - Helps somewhere.
 INTRO.BAS - An opening screen from FriendlyWare.
 LEM2.BAS - This doesn't run, but maybe you can fix its bug.
 LOGO.BAS - The title page for three fast-acting menus.
 MASTER.BAS - Guess four digits, told how many you got right.
 MATCH.BAS - Strategic board game.
 MAZE.BAS - I erased their buggy

maze and put in one I like a lot.
 MENU.BAS - This one lets you jump between menus with a keystroke.
 MENU1.BAS - First of three.
 MENU2.BAS - Second of three.
 MENU3.BAS - Third of three, but only MENU lets you skip between.
 NEWE.SYS - Helps somewhere.
 OTHELLO.BAS - A touch of Grail, this makes Othello.exe run.
 OTHELLO.EXE - Exciting board game.
 PEGLEAP.BAS - Strategic board game.
 STATS.BAS - Helps another program.
 SUB.BAS - Drop depth charges and see your results, no waiting.
 TEMP.BAS - This doesn't run, but maybe you can fix its bug.
 TICTAC.BAS - You remember this one. Your first game.
 TOWERS.BAS - Seven rings on three poles: move to another pole. The best mental exercise around.
 WILDCAT.BAS - Big money and pick your drill site. End rich or broke.

Games 3, for the Man or Lady Who Knows Almost Everything

The Games-3 disk is trivial pursuit, LOTS of trivial pursuit. I don't capitalize it, because nobody is claiming it's the original commercial version. It's fun, although it has faults. The whole family can play, if you can fit in front of the 2000 keyboard.

It refuses misspellings, even though it claims to allow them. It refused Franz Schubert, a right answer, and sternly told me I should have answered Schubert. It did the same in reverse when I typed Darwin (it wanted the Charles this time).

Hit <enter> when you don't have any idea what the answer is. But be gentle: TRIV-IAI crashes like a tipped-over statue when you bump a semicolon before your <enter>.

The trivia disk has three categories, which seem to be 1-miscellaneous, 2-music, and 3-miscellaneous. I did better with miscellaneous and miscellaneous, because I was doing other things while you guys were collecting tapes and records.

If these trivial tidbits are tasty to you, enjoy them with the family.

Games 4, Seniors Only

Possibly the best time on the fourth disk is Connect4. You need color, and a mouse can participate. It's a simple-looking game with some complicated surprises. But the best part is its flashy screenful of colored squares. The game becomes art when you let the squares fall on your mouse-arrow. The squares break up into two-tone designs.

The several seeming duplications from disks 1 and 2 are version differences that I thought justified the repetition.

The fourth games disk includes a couple of interesting subdirectories: IQ and BJ-TUTOR. The latter walks you through blackjack play, your choice of casino style, and teaches you to play the card-counting odds that beat the house. It's fascinating. You can study in it for a while, and then run blackjack on the games-1 or (better) games-2 disk, flexing a bigger player muscle. Maybe you can take your life savings to Vegas and get bounced from every casino in town after milking each one for ten thousand. But I'll

Games can be good training for life, especially among adults who face heavy problems daily. I like a game on Games 2 for this function. Maze pulls on my brain, and appears to require a ten-minute search. But I loosen my eyes and get a fuzzy feeling about where the doorless walls go, slicing the building into sections. I like to start backwards from the exit. After a dreamy fly-over, I can usually march right through the right halls without a wrong turn. This loose-guess-first approach is the latest wrinkle in supercomputer programming, and should be great for conquering everyday problems.

deny giving this advice. Your Fearless Leader fears gambling, but I love to risk the ranch at the old 2000 keyboard.

That IQ program, once you drop down into its directory with IQ<enter>, leads you through a series of mind-bending tests. I never had time to finish, but there's a scores file in there, so apparently they plan to rate you in some way.

Take a Wild Ride on the Games 4 Disk

ALARM.BAS - That thing you hate to see in the morning, an alarm clock. Can it beep?
ANALOG.BAS - Now we call it analog. We used to call this dear old thing a clock.
BATTSHIP.BAS - Big guns, big ships, fog everywhere, and lotsa luck. Boom, boom, boom.
BATTSHIP.TXT - Explains the game of Battleship, big guns on big ships in a big fog.
BIORTM.COM - Planning ahead and magic. A fun game, especially with two people.
CIAGAME.BAS - Text game with spy story.
COLRTREK.BAS - Startrek, a text game. It's got to be prettier on CM-1.
COMPUSEX.BAS - Just an ordinary screen instruction — from an oversexed screen. Wild.
CONNECT.BAS - Draw edges of 12 squares; close a square and it's yours. Sneaky fun.
CONNECT4.BAS - Uses color; fast and flashy, use number keys and/or mouse. Just great.
CONNECT4.TXT - How to play connect-four.
CONTENTS.4 - This list.
DUFFER.BAS - Play golf by the numbers; blame that 150 first round on odd computer clubs.
FLASHCDS.BAS - Learn from random showing of cards you write (or they write arithmetic).
FLASHCDS.TXT - Explains the routine of Flashcards learning.
GOMOKU.BAS - The game of Go, sort of checkers with pebbles, but very deep, they say.
GOMOKU.DOC - Playing Go.
HANGMAN.BAS - Guess the word's letters (a companion can name it), or hang. Fun.
HANGMAN.TXT - Explains playing Hangman.
HISCORES.YAH - Seems to mean what it says.

KENO.BAS - Like roulette, a bit noisy. The odds seem good, and it's a blast to play.
LIFE-EXP.BAS - Goes through your medical & personal history and predicts. Valid.
LOSTGOLD.BAS - Text game about finding yellow rocks in the old West.
MATH.FCD - Stores the most recent math drill that Flashcards made up for you.
MAZE.EXE - Fast and fun, move your smiley face to the exit.
NUCLEAR.BAS - Run a reactor for maximum power, but avoid meltdown.
PARTSGAM.BAS - "Fooling around," a sexy text game with body parts and clothes.
PONG2K.COM - Ping-pong with the keys; very fast, itchy ball.
ROULETTE.BAS - Place your bets on the complex, exciting table; so long, 1989 salary.
ROULETTE.DAT - The doorman's black book with your initials, to get you in to lose.
ROULETTE.TXT - Explains the many rectangles and bets on the roulette table.
SIMON.COM - Needs CM-1; repeat colors (luckily, no beeps!) with number keys.
SIMON.DAT - Holds your most recent Simon Says game.
TIME.BAS - Another digital clock, this one as tall as your screen.
WORDFIND.EXE - Makes your own crossword puzzle; words can go backwards.
WORDS.BAS - Program does nothing (has no commands, only words). Why?
YAHTZEE2.BAS - This beats the one on games1; nicer dice and cleaner scoresheet. Compare!

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CAD help: The PC-695 Tandy 4-pen plotter is now supported by Connie at Houston Instruments (the real manufacturer), 800-444-3425, AVH reports. Available from headquarters: a PC-695, VersaCad entry level with a training audio cassette, AutoCAD ADE-3 2.17 2000 version: half of retail for the plotter, 1/10 of retail for the software, all new and used about half an hour each.

That VM-3 plug adapter (August p.9) starts with a 15-pin female connector with hood, NOT a 25-pin as stated.

You can get new Mitsubishi 4853's, our original floppy, from JB of Chatsworth, California for \$79. John, 818-709-6400. They also have the 4853-1 (says 4853-112U on side of drive). This rare find is from RHA, who calls JB service superior.

The no-slot clock puzzles HS2, as it did me: "What powers the no-slot clock when the mouse board and its battery aren't there?" asks HS2. Its own internal lithium (allegedly 10-year) battery.

Multitask, Here and Now

The best way to do two big jobs at once: turn on two machines! We call it stone-age multitasking — killing two birds with two stones, the sensible way. With 2000s going for a few hundred apiece, it makes sense. Now the major market is catching on to what we knew all along.

John Dvorak admits in the September 26th PC Magazine (page 75) that two machines is the way to go. He's tired of waiting for 8 megs of OS-2, and hates to risk multitask crashes on a single machine.

A twin-20-meg cartridge drive gives fantastic flexibility to storage. Imagine two 20-meg hard drives that you can snap instantly to any of three other computers, or pull out with one hand and put on a shelf next to a dozen more. A 4-way 37-pin switch for \$45 (Computer Shopper Sep89 p.492) wraps up this trick. Now THAT's a drive.

A nice touch to this multitasking is that if a program misbehaves on one machine, a second machine can sneak in and play with the program disk (floppy or cartridge), without crashing the program on the first machine.

Software Support

MultiPlan 3.0, when CT pumps large files into it, loads with heart-warming speed. But then the cursor moves with agonizing slowness on his 512K machine. Would extra memory help?

Definitely yes. CT is already using an Iomega cartridge and a hard drive, so the solution has got to be

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memory, allowing MultiPlan to keep more of your data in hand at one time.

But your limit (with speed gain) might be another 128K. If you do get up to 768K or 896K of RAM, you ought to load MultiPlan's program files into VDIsks (fake disks hid in memory). You can use either the VDISK.SYS in our DOS.03 or the VDISK that Envision shipped with its 640 board.

If MultiPlan is set up to choke on files as big as you're using, it probably says so in the back of the manual (good hunting).

We have several members standing up for PFS Write, which I dismissed as "simple and dumb" last issue. LAM says simple is elegant with PFS. He's right: don't use a battle tank to deliver newspapers when a bike will do.

[LAM disagreed with gentleness and gentility. Some members disagreeing add remarks about my character defects, accurately but irrelevantly.]

"Simple it is," LAM continues, "but it serves my simple purposes. I find MultiMate, in comparison, amazingly complex and difficult, WordPerfect 5.0 unreliable. So I use PFS Write. It's a lot better than a typewriter."

HKF likes the ability of PFS Write to import ASCII files (plain English), which his MultiMate can't do. But DAC is desperate for a way to export ASCII from Write. Anyone able to help call him collect from "a PFS Orphan" at 618-344-6284, and tell the Whimper your secret.

Other members enjoy PFS Write's friendly ability to automatically print an envelope for every business letter.

SWITCHES on our utilities disk is (as many of its files are) a renamed public domain program, in this case CWEEP. I like names that carry information to the average user. Thank you, HKF, for sending us a later version of it. I have installed it on the utilities master disk.

De-protecting PFS Write (August) now has a more exact script, from LAM:

```
REN WRITE.EXE  
WRITE.BIN<enter> DEBUG  
WRITE.BIN<enter>  
A2644<enter> (You see  
121A:2644.) JMP 264A <en-  
> W<enter> Q<enter>. The  
capital letters are not needed  
when you type; (But any time  
you are in or near BASIC,  
use the CAPS lock to be safe.  
Basic is edgy about lower-  
case letters.)
```

LAM says DBXL has "become a bloated something-for-everyone database." He prefers dBIII with "a 490K RAMdisk of data files, for superfast access."

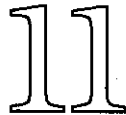
Souvenir Shop

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 and Puerto Rico.

FOREIGN ORPHANS— add \$5 per order of any size. This pays for the major problems that money 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 is okay only 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 the best 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 fairly 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 a 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).

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.

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).

[For DIRS, Orphan shareware, see "special" disks below.]

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 programming.

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. 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.

[**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, 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 Sep89, 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.

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 zeroxed. \$5 each for MarDec87, FebAprJunAugOctDec88 and FebMarMayJunJulAugSep89.

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. zeroxed, \$3.00.

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

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

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.

Sidewalk Salesmen

Myron's Second-Hand Shop: 2000HD (single floppy) \$350; dual floppy \$200; CM-1 \$250; memory board \$140 with 128K, \$180 with 256K; hard drive board or graphics board w/color \$130; graphics board w/o color chips \$110; clock-mouse board or Iomega cartridge board \$60; floor stands (ask about color or B/W cables, both come with new stands) \$35. dBIII, FrameWork, Symphony \$90; 123 \$80; dBII \$50, DR Graph \$40. Myron at 817-465-5736 days; you might get a wife or an answering machine.

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.

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.

Flee Market

PLEASE NOTE: 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 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.

Tandon 10meg drive, the original from the 2000HD, \$75. Daniel, 317-883-5696.

Single-floppy 512K w/ HD board, graphics board,

memory board, 10meg hard drive \$395; dual floppy \$110. CM-1 \$270, cartridge board \$95, floor stand w/cables \$23. Much software. Cynthia, 805-733-7657.

Double-floppy w/CM-1, Envision 640K board, graphics board w/color chips, clock-mouse board, mouse; MultiPlan, MultiMate, Fortran, FlightSim and others, some books, \$740 for all. 803-632-3280, ask for William.

Digi-Mouse used but OK, \$35. Larry, 817-485-9764.

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