Tickle85

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COLLABORATORS			
	TITLE : Tickle85		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Tickle85

1.1   Tickle85.guide

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                                        http://www.abo.fi/~mamannev/ ←
                                               circlesoft/


                        CircleSoft presents

                           Tickle 85
                           =========

                              v1.0

        Markus Mannevaara – author, coding, documentation.
        Dag Ågren – coding.

   Use the 'Browse >' key for a quick tour through this documentation!

          Getting started

              Introduction

              Legal matters

              Requirements

              Installation

              The cable
                         Usage reference
              Tickle has a shell-based environment,
              the commands are the following:


          Send85
          – Sends files to the TI–85.

          Recv85
          – Receives files from the TI–85.
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              TICableTest
              - Tests the parallel link cable,
               also features troubleshooting if cable fails.


              Links
              - Where to find TI-85 software.

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              <<< CircleSoft >>>  -Manne
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1.2 Tickle85.guide/Introduction

                              INTRODUCTION

Tickle85 is a linking environment for Texas Instruments' TI-85 calculator.
It is used to send and receive variables and backups to and from the TI.

There is a wide variety of software available for the TI-85. Perhaps most
interestingly, a wide selection of games that run under the ZShell
environment. The following address is a very good starting point for
finding TI-85 software:

    http://www.ticalc.org/

The linking cable used is the parallel link cable that is used by some PC
and Mac software also. The reasons to use a parallel cable are many; it's
cheap, it's easy to make, it doesn't occupy the serial port, and there is
already linking software that uses the serial port, namely ALink.

Tickle is shell based, you use two simple commands to send and receive
variables from the TI-85. Namely
              Send85
              and
              Recv85
                    .

That's what you get, hope you enjoy it.

1.3 Tickle85.guide/Legal matters

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                            LEGAL MATTERS
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DISCLAIMER

You're free of charge – we're free of liabilities.

Tickle85 and the files coming along the archive shouldn't cause you or your
computer or calculator any harm/trouble/damage, but if they do, we
(CircleSoft) do not take any liability or responsibility or other enjoyment
from your problem.

COPYRIGHT

Tickle85 and everything coming along it are
    Copyright ©1998 to CircleSoft.

Sourcecode available on request.

1.4 Tickle85.guide/Requirements

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                           REQUIREMENTS
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Tickle requires AmigaOS 2.0, not that the program does anything the 1.3 OS
can't do, but some DOS functions were too primitive in 1.3.

Also, you need a parallel link cable, building instructions are included.

1.5 Tickle85.guide/Installation

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                           INSTALLATION
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The software can be run as it is, but the installer allows you to set up
paths and such. Before you can link with a TI-85 though, you need to build
yourself a link cable following the instructions that came with Tickle.

(The cable is exactly the same as the parallel cable that is used on PCs and
Macs.)

Once the cable is built, you can check its functionality with the
TICableTest program, and then you can go on with transferring files.

1.6 Tickle85.guide/Cable

THE CABLE

Tickle uses the parallel-port linking cable designed by Andreas Westfeld.
It is the same cable as the one used on the PC. Building instructions are
included in the archive, it's a slightly modified copy of Andreas
Westfeld's instructions, that can be found at:

    http://www.ticalc.org/mirror/parallel/index.html

Anyway, you need a web-browser to read the instructions, they are in the
TICable subdirectory, if you installed using the installer.

If you have some sort of HTML-datatype, you can go to the
 cable building instructions directly.

1.7 u_send

SEND85

Template: FILE/A

Send85 is used to send files to the TI-85. The procedure of sending is the
following: First make your TI-85 wait for files using the LINK menu and the
RECV function ([2nd] [LINK] [F2]), then start Send85 with the file you
would like to send as an argument.

INPUTS

    FILE -- File which should be uploaded to the TI-85.

1.8 u_recv

RECV85

Template: FILE,COMMENT

Recv85 is used to receive files from the TI-85. The procedure of receiving
is similar to sending: First start Recv85 with your arguments, and then
start the send from your TI-85 from the LINK menu and the SEND function
([2nd] [LINK] [F1]).

Recv85 automatically detects if the TI-85 is sending a backup, and stores
the backup in the file specified, if no filename is specified, the backup
is stored in "BACKUP".

Recv85 breaks with CTRL-C as normal programs, but you may have to wait a
few seconds before it's effective.

INPUTS

FILE -- File into which the variables will be saved. If no filename is
specified, the name of the first variable will be used.

COMMENT -- Comment to place in the comment section of the variable.
(optional)

1.9 Tickle85.guide/Usage/Cabletest

TI CABLETEST

Template: TICableTest

The cabletest program is used to see if your cable and/or parallel port
are okay. The test is performed in steps, during which the program sets
link-cable to different states. Your task is to check whether the
link-cable is in these steps, to do this you need a voltmeter of some
kind.

The output on the screen refers to the phono-plug, i.e. the plug that
connects into your TI-85. You are to measure the voltage between ground
(the root-part of the phono-plug) and the tip, and similarly between the
ground and the middle of the plug. Compare the readings to those reported
on the screen.

The voltage should read between 3 and 5 volts when it is HIGH, and near 0
volts when it is LOW.

EXAMPLE

The output at first should look like this:

    > Init - both tip and mid HIGH

Now measure the voltage between the tip and the root (ground) of the phono
plug, it should read something between 3 and 5 volts. Now do the same
between the middle and the root of the plug. It should show approximately
the same voltage.

Now press return once, and the line

    > 0 - both LOW

should turn up. Do the measurings again - both should read 0 volts.

Continue in this manner, checking that the tip is high and low when it
should be, and that the mid is high and low when it should be. If all
readings are okay, your cable is fine, and any problems lie elsewhere.

TROUBLESHOOTING

If your readings don't match the info on the screen, it's time to check the
results carefully. Here is a small checklist:

    o Check that you haven't short-cut any wires, you may recognize them as
      both pins being HIGH in step 1 or 2. If this is the case, look

through your soldering for short-cuts.

o Check that you haven't flipped the cables at any point, this will
probably show up by the results in steps 1 and 2 being flipped. If
this is the case, check you soldering and flip the cables.

o Check that you don't have not got any broken connections, this will
show as the one broken being constantly LOW. If this is the case,
check your soldering for bad joints, and your cable.

o Always double check your solderings.

1.10 Tickle92.guide/Links

LINKS

You will probably find that the only address you really need is the
following:

    http://www.ticalc.org/

However, if you feel that there is a very valuable site you would like
us to list, please let
                us
                 know.

1.11 Tickle85.guide/Contacts

CONTACTING CIRCLESOFT

If you have problems, you may contact us, you are even encouraged to do
so! Otherwise further development will not be possible, and you will be
left alone with your pain. So read this page!

The author of Tickle85 is:

    Markus Mannevaara
    email: mamannev@abo.fi

Send me e-mail if you have problems.

The coolest and hottest whatever place on the net to go for CircleSoft
products is of course the CircleSoft homepage, located at:

    http://www.abo.fi/~mamannev/circlesoft/

Enjoy your time there, and don't forget to check out our
                other products
                     .

1.12   We! The People!

                                   CIRCLESOFT

CircleSoft is a sub-group of Circle. And Circle is... yes.

CircleSoft's aim is to develop painfully great software. Nothing else.

Our motto is not. No. Mottos are irrelevant, we just try to make good
software. Publishing software? It happens, albeit not as often as we make a
great product. We won't hesitate to send you partially finished programs
though, just for the pleasure of seeing your computer go down.

CircleSoft is essentially all of Circle, which you may or may not find
information about in the address:

    http://www.abo.fi/~rsmeds/circle/

However, there are two names you should know by heart. Learn to self-impose
euphoria when you hear these names, learn to enjoy the hedonistic pleasure
that immerses your body when you hear these names: Dag and Manne.

What's more? What do you want to hear? That we will continue our support of
the Amiga? We will. That we are quality aware? We dare say so. That we will
revolutionize the pleasure of computing? We already have...

Now... your task is to download all of our software from:

    http://www.abo.fi/~mamannev/circlesoft/

See
                Contacts
                 for more info on how to contact us.

1.13   Tickle85.guide/Other Products

                    OTHER PRODUCTS FROM CIRCLESOFT

Most of these can be found on our webpage at:

    http://www.abo.fi/~mamannev/circlesoft/

However, there are programs that haven't been put up there, but mail
mamannev@abo.fi and ask for any program on the list and we will send it to
you.

LotsaBlankers - The best collection of blankers for GarshneBlankers,
    featuring highlights such as; LotsaDistortion, that distorts the
    screen, LotsaLego, that builds random constructions of Lego, and
    LotsaPlasma, that generates lovely plasmas.

Misc – A note keeping and logging program. Especially great for developers,
    who want to keep track of their software development. But great also to
    anyone, who wants to note things down without using PostIt(TM) notes.

Maggot – A worm game with free movement, and many features. It's
    customizable, and it's the best timekiller. Naturally there is a good
    highscorelist.

Ripley – An interactive water simulation program. Allows the user to create
    different kinds of waves on a surface of water. Feature highlights are
    bumpmapping, variable screensize, rain simulation, and picture
    distortion.

Tickle – A computer to calculator link program for Texas Instruments's
    TI–85 and TI–92.

WBCLI – A handy one-line CLI that can be used as an execute-command
    replacement.

Blobz – A lovely realtime 2D blobz program. You can create slimy structures
    of your favourite type.

EggShell – An all new shell replacement. Among other things, it features
    automatic viewing/playing of images, sound files, textfiles,
    animations, etc on their execution. Also it features default arguments
    for programs, a better prompt, and many other things that make your
    command line life easier.

Loves – A cute program which finds out who loves who, and how much these
    people love each other.

3DTanxX – An artillery duel type game in 3D.

Bullet – A useful program that allows you to blast holes in the desktop.

LED – A small, compact text editor, that features all basic features in an
    editor.

Morse-Daemon – A program that allows you to send morse-codes to the
    computer using your mouse, in case you don't like typing.

WBDice – A dice program, when you can't make up your mind.

1.14 Tickle85.guide/Credits

                        CREDITS

People that deserve some friendly thoughts:

    o CNCD / Juliet & Case for the best demos ever!
    o Stefan Stuntz for MUI.
    o Cybernators for their tune 'Ridiculous Lyrics'.
    o Jay Miner, RJ Mical, Dave Morse, David Haynie, Carl Sassenrath and
      the others for the AMIGA.

```
    o You for having an AMIGA!
    o You for getting this software.
    o You for copying this software to a friend!

People that should be ran over by a truck:

    You know who you are! Out on the highway!
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1.15 done

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              Your quick tour through this documentation is complete, sections  ←
                  you have
not visited are the following:


                  Legal matters
                  - Copyright, disclaimer, nothing relevant

                  Hints and Tips
                  - The section is quite small at the moment.

                  History
                  - Too early for this one.

                  Future
                  - Don't get your hopes up, but have a look.

                  Known problems
                  - They are few and unsignificant.
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1.16 Tickle85.guide/Known problems

```
                                    KNOWN PROBLEMS



If you have problems,
                contact us
                  for technical support.
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1.17 Tickle85.guide/History

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                            HISTORY

v1.0 (22.2.1998)

    o First public release.
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1.18   Tickle85.guide/Future

```
                                        FUTURE
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So, any plans for the future of Tickle85? Perhaps:

    o A GUI, if anyone comes up with a good reason why, the only
      reason we would make a GUI for is to avoid all those nasty
      second-hand GUIs that appear on AmiNet. =) Just kidding, feel free
      to make a GUI if you like.

    o A distant voice says that we should turn Tickle85 into a device, so
      that you would be able to use the functions of Tickle from other
      software.

The future depends mostly on user-response however, so if you have
anything you would like to say to us, do it!

Please read the
              contacts page
               to find out how to contact us.

1.19   Tickle85.guide/Hints and Tips

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                            HINTS AND TIPS
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    o You may want to keep Send85 and Recv85 in your path, for faster access.

1.20   Tickle85.guide/Secret Node

Congratulations, you have entered the secret node!

Much good that'll do ya!