

CLEVELAND AREA 99-4A USERS GROUPS NEWSLETTER

APRIL, 1987

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It's frightening to look at our masthead today and realize we have been cut in half since the first of the year - at least as to having a choice as to where to attend a meeting, if not in actual numbers. We have heard both that Golden Crescent has disbanded and/or it has not disbanded but has chosen to disassociate with the rest of the groups for economic reasons. We are sending this issue to Crescent members in order to give them a choice with regard to the newsletter if they so wish. These costs are determined and shared on a monthly basis. If your subscription is paid up at Crescent, it doesn't mean your newsletter is paid. Unless we hear from each of you individually - or from your treasurer as a group, this is the last newsletter you will receive.

If this is a downer, the rest of the news is definitely on the upside. With regard to the labels received from TI, Marty Smoley sent out a "test" mailing to his area (Mentor) about a week before the Northcoast meeting. For whatever reason, we had 13 visitors and 5 new members. Needless to say, that is not a normal month. We are much encouraged that what I said last month about doubling our memberships is well within our reach.

In discussions with several people, a proposal has come about to help get the word out without the cost of the mailings being a burden on the clubs. Since the mailing labels came grouped by zip codes, and that is how bulk mailings are handled, we are asking you to "Adopt" a zipcode, preferably the one in which you live. If only one person volunteered for a particular zip, the cost of one 200-piece (minimum) mailing would be about \$25. If two people in the same zip volunteer, it would be cut in half and on down the line. I talked with John Parken of Chips on the phone before the newsletter meeting, and he said "count me in". When it was proposed at the newsletter meeting, everyone volunteered and wanted to be first in line. The logistics are a little rough at the moment, but for areas which would ONLY involve Northcoast, you would not have to do the actual mailing yourself. You would be requested to pledge whatever you want in \$\$\$ and be a "contact" person, so that the people receiving the notice would have someone local to call for additional information. Thus, I have volunteered to sponsor at least one 200 mailing for 44116. Marty is geared up to produce the

mailing, but will list my address as the return address and I will be noted on the inside as someone to contact.

On the west side, especially, we are going to find there are areas where we have BOTH Northcoast and Chips members wanting to sponsor the same zip code. Some logistics will have to be worked out with a special letter that tells about both clubs, etc. For areas that would be considered exclusively Chips because of demographics they will have to decide how they want to prepare and do each mailing. We are excited about what CAN happen because of what DID happen last month at NorthCoast.

I am instituting something which I hope will be successful and copied. Not everyone can always make regular monthly meetings because of work schedules, family functions, etc. Also, sometimes if you have a problem, or question, you are intimidated by a large group and are hesitant to speak up. Thus, I starting a "Fireside" group and hope that others will do the same. My home will be open to anyone who would like to drop by on Monday evening, April 20 from about 7p.m. to whenever. I would assume the people who might want to come would be mostly west siders, and I don't care if your home group is Northcoast, Chips, or Crescent. There will be no set agenda. We will just share information and hopefully learn something. I have two projects I would like help with, translating a Commodore 64 basic program and a TRS 80 program to TI format. I have a good start on both and it is a very good learning process. I am fairly knowledgeable in TI-Writer so could help someone out who wanted some tips there. I can get in and out of Forth, have even typed in a few programs and gotten them to run, so could help out a little there. You will be amazed the "little" tricks you can pick up in a small group. If you think you would like to do the same in your home for people in your area, announce a time and date at your next regular meeting, and we are on a roll. My only request is that you give me a call at 333-5986 if you plan to come so if I get a big crowd, I can make room, and if no one is coming, I won't sit and wonder where everyone is all evening. I don't care if only 2 people show up, it will be a start and we will learn something together. A lot of computer stuff can be intimidating and it need not be with a little help.

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EXECUTIVE NOTES - TI CHIPS

The March meeting was held in the meeting room of the North Royalton library. We welcomed some new members and visitors, as well as many current members. Any TI user in the area is always welcome to attend on the third Saturday of each month.

The meeting began with some good news and some bad news. The good news is that a total of \$14 was collected from TI-Chips members to contribute to the check to be sent to Australia for the authors of FUNLWRITER. Also, the current funds in the treasury are sufficient to support the purchase of a computer system for group use. Terry Vacha will be making this purchase soon.

The bad news came for the friends and acquaintances of former TI-Chips president Bernie Gallagher. Bernie suffered from cancer and passed away on March 1. He was president from April, 1984 to December, 1985. He will be missed.

Mark McCauley distributed copies of an update of the disk library. The library continues to grow. The fifteen dollars club dues each year makes this library available to any member. It is a valuable resource for any TI user. John Parke has many cassettes available for those who do not have a disk system. He announced he has a cassette program that will load a disk-type program, one that has files to be read from the cassette.

Mark demonstrated two new programs in the library. The first, titled Rapid Scroll (Disk QQ1), is an assembly program that reads DV/80 files and rapidly windows left or right. It allows you to rapidly proofread your TI-Writer or Editor-Assembler texts before printing.

The second program, Trivia 99er (Disk JJ1), is a freeware version of the famous game. As a group, TI-Chips is a winner on trivia questions! The questions were challenging, but there is an option to add or change the questions asked.

Les Kee showed a program he had tried, with the adaptations he had added to make it more easily understood. The listing, originally from MICROpendium, is a graphics program which redefines ASCII characters to draw dots for a picture. The size and scale can be changed as desired.

Terry Vacha previewed a fascinating disk called Printer's Apprentice. It combines text and graphics on a page with satisfying and professional-looking results. The printout of his presentation has been submitted for inclusion in this newsletter.

John Parke demonstrated an inexpensive printer interface which he had developed for home use. He distributed

copies of a program he wrote which generates a form request list for coupon and refund offers.

Another disk program was offered as the prize for the monthly raffle. The lucky winner was Matt Andel!

See everyone again at the library on Saturday, April 18.

MARY PHILLIPS

**HOME CONTROL 99 : REVIEW
BY KEN GLADYSZEMSKI - NORTHCOAST 99ERS**

Home Control 99 by Eagle Software is a disk-based 20K program with some assembly language routines (under development for the past four months) used to interface the TI with the X-10 POWERHOUSE.

The X-10 POWERHOUSE is an energy management system that allows one to control anything in the house which runs on electricity. It does this by sending signals over normal existing house wiring to remote modules into which lamps, etc. are plugged.

The X-10 POWERHOUSE system and Corcomp's Home Sentry Interface Cartridge were reviewed in MICROpendium (Dec.86) and by OH-MI-TI (Jan.87). The latter was reprinted in this newsletter (Feb.87). Please see these articles for a more thorough explanation of the X-10 POWERHOUSE system. The cartridge software as described in these articles requires only the TI console, TV and special cable, but does not provide any additional features (files) when used with an expanded system (Disk, XBasic, Expanded memory & RS232).

Home Control 99 uses text exclusively to an advantage, emulating the capability of X-10's software for the IBM. The user types any amount of locations and device descriptions up to the controller limitation of 256 devices. In comparison, the cartridge allows only 14 choices of locations and 9 choices of device types for a total of 126.

Using the software, the controller is programmed for up to 128 timer events. Each timer event consists of an on, off or dim command for up to 16 devices within a single housecode (while the module allows for only one device per timer event).

The best feature of this program is the ability to save collections of timer events to disk as a file. This allows one to have a file for vacation, summer, winter, etc. These files can be edited, printed and downloaded to the controller.

The X-10 POWERHOUSE controller, including required IBM RS-232 cable can be purchased for \$19.90 + S&H from DAK INDUSTRIES, INC. (Cat. No. 4410)
8200 Resnet Avenue, Canoga Park, CA 91304
1-800-DAK-0800

Home Control 99 is provided on a 5SSD disk with documentation on hardcopy, including instructions on how to re-connect 2 wires in the IBM RS-232 cable. The program sells for \$10.00 and is available from:

(IN Ohio)
EDU-COMP
6516 O'Henry Circle
North Ridgeville, OH 44039
216-327-6579

(OUTSIDE OHIO)
EAGLE SOFTWARE
1269 E. 348th St.
Eastlake, OH 44094

EXECUTIVE NOTES - NORTHCOAST

My folks, we are on a roll. I will admit that the demo session was a little long, but the information was very interesting and the audience was great.

Paul Wheeler's portion on TI-WRITER was in-depth and contained a vast amount of knowledge about how to set up a blank screen, and then use that as an aid in writing a letter. I learned several new tricks from this demo.

Tom Nellis showed off many of the new capabilities of Funnelweb Ver. 3.4, which now has a new improved load program that is easier to work with than 3.3, and a disk catalog program that does much more than the "SD" function of TI-WRITER. Tom has been our point man in regards to the acquisition of the latest FunnelWeb programs and how they function, (and he's doing a great job).

As for the meeting itself, we had a great turnout even though the weather was terrific and people could have been doing a thousand other things. We had 13 guests and 5 new members joined. The people who attended this meeting were very enthusiastic, and demonstrated an increased willingness to participate. How you might ask? Well I'm going to tell you! The activity at all of our tables around the room has increased considerably. People are looking at the book library, swapping ideas and hardware amongst themselves, and they really showed participation in the All New Raffle. We showed a considerable increase in income from both the raffle and the disk library. Also, after the demo we had several people volunteer to do demos on specialized items in the future. This is the kind of participation that will make our club one of the best in the country. If you haven't been attending the meetings lately, you should start soon, or you will miss a revitalization that I hope will be spectacular.

This is the lineup for the all new spring season at NorthCoast.

Disk Library: Ernie and Don Nitschke are making more headway with organizing the mass of material they have on hand. Ernie conveyed to me previously that members are taking an interest in the cataloging project, and that we are also getting considerable help from the TI-Chips group.

Book Library: Dick Alden had a lot of activity around his table at this meeting. He pointed out an article to me during the meeting on a specialized form of transliterates which are used with the Interactive Forms Generator in The Best of 99'er Book. This demonstrated to me that we not only have a good deal of information on hand, but also that Dick is becoming quite knowledgeable on the library's content.

Cassette Library: Tom Nellis is heading up a renewed effort into the cassette area. This is being done to aid any new or old member who still use tapes with their computers. He has already pointed out that there are many new and up-to-date programs out for cassette users. He has made contact with Ed Luptak and Herb Sloss (I think I misspelled "Sloss") from Youngstown to gather more information and programs that directly relate to our tape users. The Youngstown group has always helped us in the past and Ed and Herb (who were visitors at this meeting) said that they would continue to work with us in the future on the cassette library and many other projects.

Newsletter: Deanna Sheridan is still carrying most of the workload for this section. I think everyone should know that we probably would not have a newsletter without Deanna. We do have several people in this section who should not be discounted. Ken Gladyszewski, Tom Nellis, and I got a tentative agreement to help out from a familiar name Steve Weinkamer. We also have Mary Phillips, Terry Vacha, and Mark McCauley from TI-Chips; AND, in the background we have Frank Jenkins, Bruce Young, Tom Nellis (again), Elao Iacobucci and even Deanna's husband.

NOTE: Our Newsletter is one of the best, but it takes a lot of work by these people and others to get it out each month. We will be looking for articles and items from a cross section of the membership in the future.

Financial: Jim Mekeel passed around a brief financial sheet which showed an income of approximately \$340, expenses of \$200, and a balance of around \$500. This is no great improvement, but we are holding our own, and things are getting better each month.

Membership: Elao Iacobucci had a lot of activity around his table this month. He was the first to report the good news of 13 visitors and 5 joiners. I loved hearing that. I think that puts our membership at around 80.

Bulletin Board System: Elao is also our BB Sysop, and will now receive help from Chuck Poulin and Ken Gladyszewski. If more manpower is needed, we have a volunteer from our VP, Rich Johnson, and his son to pitch in.

Publicity: Earl Blewitt is back in town from Florida, and will continue beating the bushes for those TI owners who need to find their way out of the wilderness and into our warm and friendly campsite. Jim Mekeel who will no longer be as involved with cassettes, will do some market studies in an effort to help Earl select the best strategy.

Hardware: Howard Winkler is providing help to many of our members with all types of Consol, PE Box, Super Cart, and even Printer repairs and modifications. I don't want to overwork Howard, but if you have a problem you might give him a call.

Interesting Tidbits

01 One of the guests at the meeting was our old Pres., Jim Cline. It was good to see him after all this time.

03 The Thalmers have all the info on the new NYARC 9640 and expect it to be available from them almost immediately. They passed out info at the meeting which was very interesting.

The Next NorthCoast Meeting

This meeting will premiere a demonstration of Home Control 99. Written and demoed by Paul Wheeler it works with the X10 control units and allows your TI to control lights, burglar alarm, thermostat, etc. We'll have lots of flash for the demo as usual, and there will only be one, so we will not miss the question and answer period this time. At the last meeting Oscar had a pressing question and I lost track of the time which left Oscar out in the cold (I'm sorry Oscar).

See You All At The Next Meeting ***** Marty *****

"PRKLABELS"...A Quick and Easy Mailing Labels System
 Review by Steve Weinkamer, Norhtcoast User's Group

While spending several evenings trying to figure out how to print labels from PRBASE, and wading through some confusing documentation, I happened to remember a program that I had somewhere in the depths of my disk files, but never really looked at. Written in 1985, by Art Byers of the Westchester N.Y. user's group, the program is called PRKLABELS. It lets you use the Personal Record Keeping command module to set up a mailing list, and then use a basic program to print out the labels.

As you may or may not know, the basic built into the PRK module contains several commands that are not available in ordinary console basic. (You must insert the PRK module into the cartridge port, and call up TI BASIC from the title screen to be able to access these special built in commands. My purpose here is not to go into any detail of "PRK BASIC", but if you wish to find out more about it, I suggest that you refer to the Best of 99'er for a short lesson.)

The procedure is really quite simple. To work properly, you first go to PRK and set up your data base file where items 1-7 must be string characters to work properly. For example:

- #1 FNAME
- #2 LNAME
- #3 ADDRESS PART 1

- #4 ADDRESS PART 2
- #5 CITY
- #6 STATE
- #7 ZIPCODE

This is a little bit different from the way that Art designed the fields in the original program, and I made a slight modification to fit my own uses.

After setting up the fields with PRK, and entering the appropriate data, save in the usual manner. Then exit PRK and go to "PRK BASIC" as described above. In the immediate mode you must type: CALL P(10000). This allocates space in the VDP ram so the PRK subprograms can manipulate the data files. If a disk drive is attached, then CALL FILES(1); then NEW (for both CSI or DSK). Then load the PRKLABELS program and run.

The program reads the files and outputs them to the printer. I found that you have space for approximately 160 labels in the data base, depending on the size of each feild. Although some of PRK's functions are painfully slow as compared to PRBASE, anyone who needs a quick and dirty mailing list and has a functional knowledge of PRK, should have no trouble using the program.

With full credit to Art Byers for this nifty gem, here is the program, with my modifications as noted above. (Art Byers original is in the Cleveland library.)

```

100 REM#####
110 REM#PRK-LABEL PRINT#
120 REM#VERSION 1 9/85#
130 REM#By Arthur Byers#
140 REM# Shrub Oak, NY #
150 REM# 914-528-5402 #
160 REM#####
170 REM# #
180 REM#PRK module must#
190 REM# be installed #
200 REM# #
210 REM#####
220 REM #THIS PROGRAM IS TAI
LORED EXACTLY TO A KEY FILE
WHERE ITEMS 1-7 ARE STRING C
HAR.
230 REM#1=FNAME 2=LNAME 3=AD
DRESS PART 1 4=ADDRESS PART
2 5=CITY 6=STATE 7=ZIPCODE
240 REM#The key files are be
st made out using the PRK mo
dule.
250 REM# # # # # # # # #
260 REM#From the title scree
n call up TI BASIC. then in
the immediate mode type in:
270 REM#>CALL P(10000)
280 REM#IF DISK DRIVE ATTACH
ED THEN >CALL FILES(1)
290 REM #>NEW (for both CSI
and DSK)
300 REM #Then QLD this progr
am and then >RUN
310 REM#BEGIN WITH MENU
320 CALL CLEAR
330 CALL D(8,12,4,"MENU",10,
1,22,"FCTN/5 = LOAD PRK FILE
",11,1,21,"FCTN/6 = PRINT LA
BELS")
340 CALL D(12,1,13,"FCTN/7 =
EXIT",23,1,13,"ENTER CHOICE
")
350 CALL A(23,14,1,V,W#)
360 ON V GOTO 350,350,790,35
0,540,380,350
370 REM#LOAD the file create
d using PRK
380 CALL CLEAR
390 CALL D(6,1,28,"NAME OF F
ILE TO LOAD?",8,1,9,"Example
#:",10,1,3,"CSI",11,1,14,"DS
K1.FILENAME")
400 CALL A(14,1,14,V,FN#)
410 CALL L(FN#,V1)
420 IF V1>0 THEN 470
430 CALL CLEAR
440 PRINT "LOADING ERROR-RED
0"
450 GOSUB 860
460 GOTO 310
470 CALL CLEAR
480 REM#Read the "HEADER" fo
r number of pages in the fil
e NP=number of pages
490 CALL H(1,6,X,NP)
500 CALL D(10,1,28,"LOADING
COMPLETE")
510 GOSUB 860
520 GOTO 310
530 REM#PRINT LABELS
540 CALL CLEAR
550 CALL D(5,1,19,"ENTER PRI
NTER NAME:")
560 CALL A(12,1,28,V,PDV#)
570 OPEN #2:PDV#
580 CALL CLEAR
590 CALL D(10,1,28,"ARE LABE
LS PROPERLY ALIGNED?",12,1,2
6,"<<PRESS ENTER WHEN READY>
")
600 INPUT E#
610 CALL CLEAR
620 FOR J=1 TO NP
630 FOR K=1 TO 7
640 REM#reset value of V# to
a null string
650 V#=""
660 CALL G(1,J,K,X,V#)
670 A#(K)=V#
680 NEXT K
690 PRINT #2:A#(1)&" "&A#(2)
700 IF A#(3)="" THEN 720
710 PRINT #2:A#(3)&" "&A#(4)
720 PRINT #2:A#(5)&" "&A#(6)
730 PRINT #2:A#(7)
740 PRINT #2:" ":" "
750 NEXT J
760 CLOSE #2
770 GOTO 310
780 REM#EXIT
790 CALL CLEAR
800 REM#One last chance to c
hange your mind
810 CALL D(10,1,19,"EXIT PRO
GRAM? Y/N N")
820 CALL A(10,19,1,V,YN#)
830 IF YN#="N" THEN 310
840 END
850 REM#DELAY SUB
860 FOR DELAY=1 TO 700
870 NEXT DELAY
880 RETURN

```



```

/&CHR$(1)&CHR$(0)
-----|
1      | END
      | OF LINE

```

CALLS

When you go through your list of condensed codes, you will notice that there are no values for the CALL's, CALL CLEAR, CALL COLOR, CALL CHAR, etc. There is however, just a value for "CALL". In order to write a CALL statement you must treat the word after the CALL as a quoted string.

EXAMPLE:

```

1 CALL CLEAR
You would enter:

```

```

CHR$(0)&CHR$(1)&CHR$(157)&CHR$(200)&
-----|
1      | ASCII UNQUOTED
      | CODE FOR STRING
      | CALL     NEXT

```

```

CHR$(5)&"CLEAR"&CHR$(0)
-----|
LENGTH CLEAR END
IS 5      OF LINE

```

CLOSING THE FILE:

When you are finished printing to your file, you should end it properly. Do this by printing CHR\$(255)&CHR\$(255) to the very end of the file, the CLOSE it. If you omit this, it will cause an error message when you merge the file, but it will still work.

EXAMPLE PROGRAM

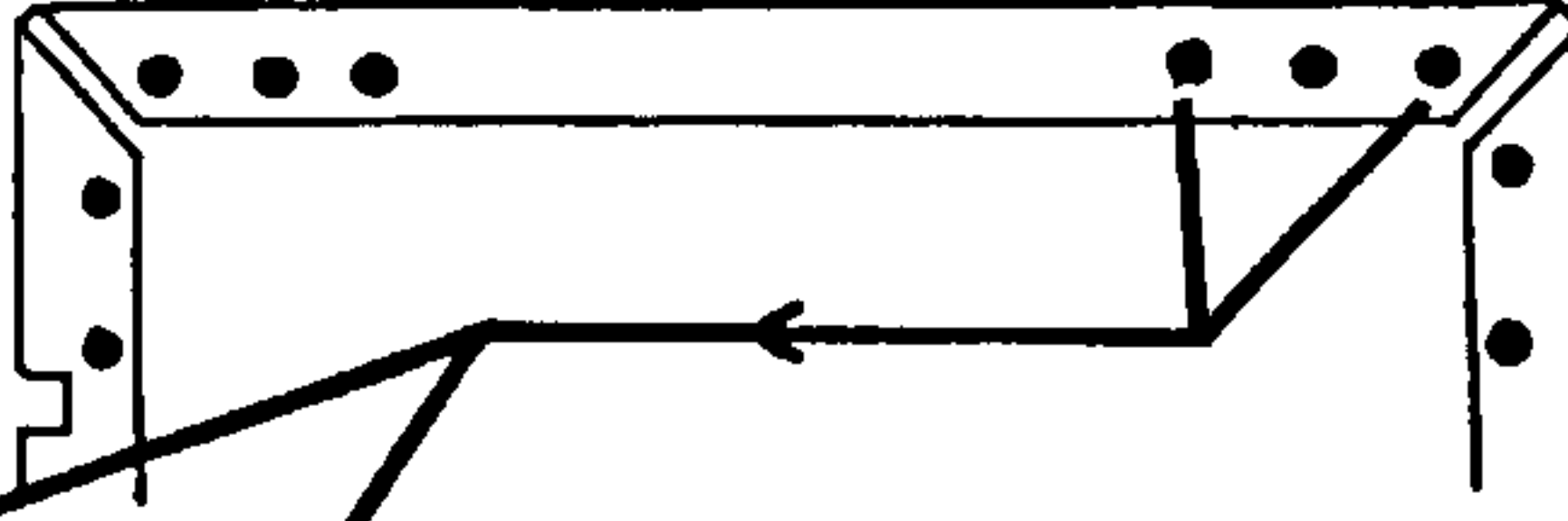
The following is a short example program giving a practical usage. It allows you to write DATA statements having only to type the DATA.

```

100 ON WARNING NEXT
110 DISPLAY AT(10,1)ERASE ALL:"ENTER FIRST LINE NUMBER:"::
ACCEPT AT (10,25)BEEP VALIDATE(DIGIT)SIZE(4):LN
120 DISPLAY AT(12,1):"ENTER INCREMENT:" :: ACCEPT AT(12,17)
BEEP SIZE(3) VALIDATE(DIGIT):I
130 DISPLAY AT(14,1):"ENTER FILENAME:" :: ACCEPT AT(14,16)
BEEP VALIDATE(UALPHA,DIGIT)SIZE(10):FN$
140 OPEN #1:"DSK1.&FN$,VARIABLE 163)
150 DISPLAY AT(2,6)ERASE ALL:"PRESS ENTER TO END" ::
DISPLAY AT(22,1):"ENTER A LINE OF DATA" :: LINPUT "":D$
160 IF D$="" THEN 190
170 PRINT #1:CHR$(INT(LN/256))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&D$&CHR$(0)
180 LN=LN+I :: GOTO 150
190 PRINT #1:CHR$(255)&CHR$(255)
200 CLOSE #1 :: END

```

IDENTIFICATION OF 5 1/4" DISKS



SEAL	COMPANY	COMMENTS
• • •	MAXELL	
COMPLETE SEAL	MEMOREX	ALSO ALBINA (BEST Co)
• •	VERBATIM	
• •	NASHUA	6 dots down each side
■ ■	BASF	
••••••••	ELEPHANT	
————	3M	2 bars down each side
	WABASH	6 SETS OF 8 SRS. PER SIDE
	FUJI	
■ ■ ■	CONTROL DATA	STORAGE MASTER
————	SYNCOM	3 bars down each side
• •	CERTRON	8 dots down each side
• •	BONUS	
— —		

THIS CHART SHOWS THE NAME OF THE MANUFACTURER WHO MAY HAVE PRODUCED THAT DISKETTE YOU NOW HAVE IN YOUR DISKETTE DRIVE. I WOULD LIKE TO THANK THE N.O.V.A. USERS GROUP OF VANCOUVER, WA. FOR THIS CHART PRINTED IN THEIR NOV. ISSUE.

100 REM **A GLIMPSE OF REALITY FOR COMPUTER ADDICTS**

```

120 CALL CLEAR
130 CALL CHAR(96,"1018183C3C7E3C18")
140 CALL CHAR(112,"FFFFFFFFFFFFFF")
150 CALL CHAR(120,"FFFFFFFFFFFFFF")
160 CALL CHAR(121,"5555555555555555")
170 CALL CHAR(122,"5D5D5D5D5D5D5D5D")
180 CALL CHAR(128,"000011925438FF5D")
190 H=22
200 CALL COLOR(9,16,1)
210 CALL COLOR(11,2,2)
220 CALL COLOR(12,13,1)
230 CALL COLOR(13,14,1)
240 CALL VCHAR(4,16,112,3)
250 CALL HCHAR(4,17,112,3)
260 CALL VCHAR(4,20,112,18)
270 CALL HCHAR(22,1,120,96)
280 CALL HCHAR(3,18,112)
290 CALL HCHAR(2,17,112,3)
300 G=0
310 H=H-1
320 FOR Z=7 TO H-1
330 CALL VCHAR(Z,16,96)
340 CALL VCHAR(Z,16,32)
350 NEXT Z
360 G=G+1
370 CALL SOUND(15,(H*150),2)
380 CALL HCHAR(H,6,121)
390 IF G=32 THEN 300
400 IF H=7 THEN 410 ELSE 320
410 FOR F=3 TO 30 STEP 3
420 CALL HCHAR(7,F,128)
430 CALL VCHAR(8,F,122,14)
440 CALL SOUND(30,(F*200),2)
450 NEXT F
460 PRINT "NOW DO SOMETHING ABOUT IT!!"
470 GOTO 470

```

FOR SALE

EPSON EQUITY I - IBM COMPATIBLE COMPUTER
 256K - COLOR GRAPHICS CARD
 NEW 20-MEG HARD DISK - 1 360K FLOPPY - ONE YR WALK IN
 SERVICE WARRANTY
 WILL INCLUDE EQUIVALENT OF ABOUT 20 DISKS OF
 THE MOST POPULAR SHAREWARE PROGRAMS SUCH AS
 PC-WRITE, PC-FILE, FANSI CONSOLE, UTILITIES, ETC.

\$1000.00

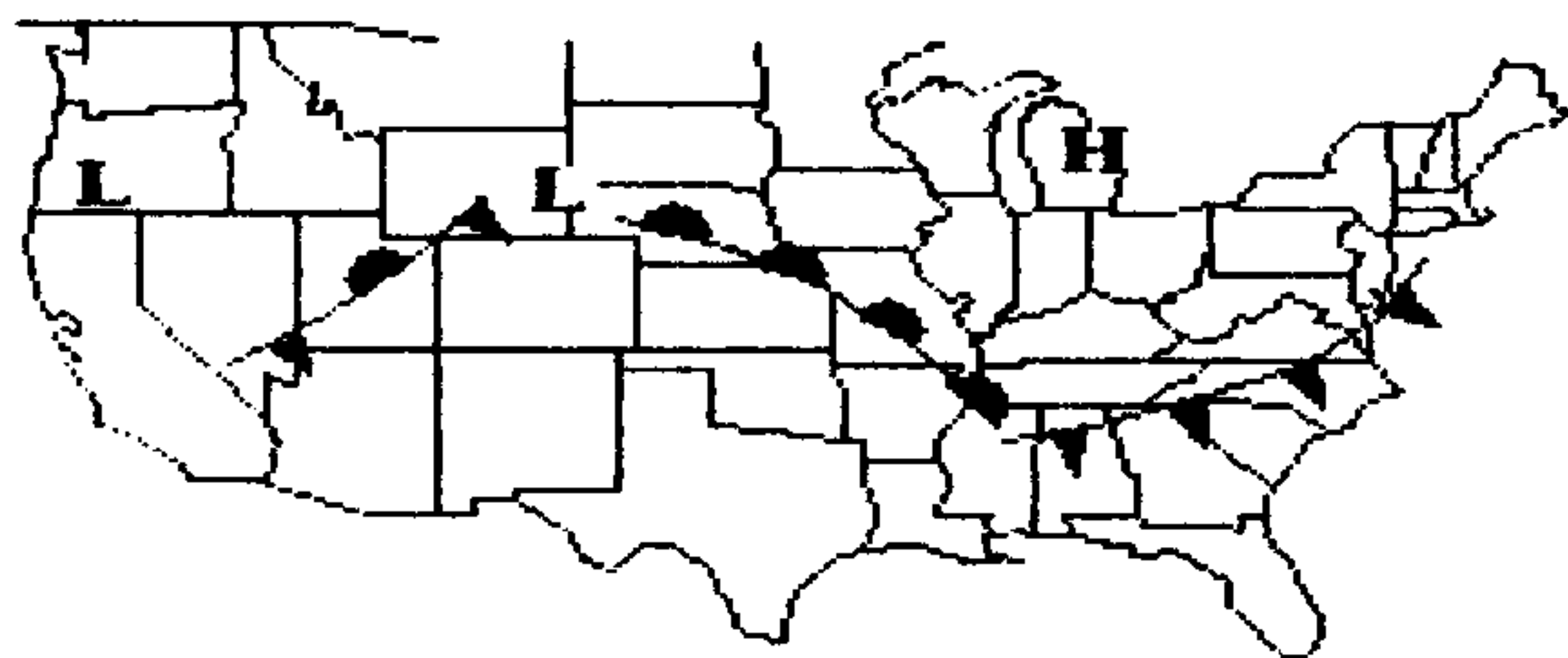
DEANNA SHERIDAN - 333-5986 AFTER 3 P.M.

THE PRINTER'S APPRENTICE (TPA)

review by terry aa259

TPA is a fine program of the quality and price range as TI-Artist. Printer's Apprentice is a desktop publishing program designed by Mike McCann to combine graphics and text with a single pass of the paper through your printer.

You can make the text any shape on your page and use a variety of fonts. Each font can be printed in 3 sizes. The graphics can be clipped to use any portion of your picture and those pieces can be doubled in size if needed. Your text can come from a TI-Writer file, or you can use the TPA word processor. Your pictures can come from TI-Artist, Maxrle, or you can make them with the artist portion of TPA. You can use the fonts which come with TPA or use TPA to make your own fonts. This is an easy to use, versatile, versatile, program. That was a quick summary, now let's look at each part more carefully.



SCHEDULER

The Scheduler is the most exciting part of TPA, so that's where I'll start.

The scheduler is where each picture and graphic is combined to make one page. You maintain maximum flexibility by keeping your pictures and text in many files rather than a few files. The scheduler will tell you how many pixel rows and pixel columns each graphic or text takes up on a printed page. You begin "scheduling" by telling TPA what files and in what order you want them considered. Next you give the upper left corner row and column number for each file. When you've done that, the scheduler can print you a nice table listing what rows and columns each graphic and text will take up on your printed page. If you notice a "gap" or "overlap" you can easily correct your "schedule". Of course, printing a draft is always the best way to tell how things are going. When you are finally ready to run, just type "G" for "GO" and pictures and text appear right before your eyes.

The main menu of Printer's Apprentice looks like this:

- > 1. Character Editor
- > 2. Picture Editor
- > 3. Formatter
- > 4. Scheduler
- > 5. Exit to Monitor
- > 6. Exit to TI-Forth

FONT WRITER - REVIEW
BY STEVE LANGGUTH - OZARK 99ERS
VIA JACKSON COUNTY 99ERS - MARCH 87

ANOTHER VIEW FROM
BONNIE L. SNYDER - FRONT RANGER - MARCH 87

(The following is excerpted from Steve's report) I wanted to like Font Writer, I REALLY did. The ad implied it was comparable to Printshop and Newsroom. Apparently the person who wrote the copy for the ads doesn't expect much creativity from 99/4A users because Font Writer provides only a limited ability to combine the various graphic files and text on the same page. I have seen pages created with the Newsroom program, and after working with Font Writer for several weeks, I was not able to produce anything close to their quality.

The program is written in Extended Basic with Assembly Language subroutines, which probably explains why it seems to run fairly slow at times. The Font Manager allows the user to convert CS6D fonts to the TI Artist Format. It also allows conversion from TI Artist to that used by CS6D. (In other words if you have a version of a font that works with one of these programs, you can now manipulate that font so that it will work with all three programs). The Font Manager will allow two different font files to be merged and saved as a single file (for example, putting the numbers from one font together with the letters from another).

The Formatter allows the user to combine text with the various graphics. A file can only use one font. If you want a headline in one font and the body of the text in another, the only way is to use one of the type styles built into the printer for either the headline or the text. Text and graphics can be printed on the same line only if the text is printed with a font file. There is no way I could find to print two different graphics on the same line. Printer-resident type styles cannot be used on the same line as graphics. There is no built-in way to get text printed out in multiple columns.

In general Font Writer is very easy to use. The Font Editor has "drop down" menus and the choices in both the Font Editor and Font Manager are very straight-forward. The Formatter is almost "second nature" to anyone who is familiar with the TI Writer formatter.

If it did everything the advertising implied, the price of \$24.95 for Font Writer might be appropriate. But there are programs available that do a better job of mixing text with graphics that cost less, and to use Font Writer most effectively you will have to either already own or purchase TI Artist, and/or CS6D, and/or one of the various companion disk sets with ready-to-use fonts and graphics.

If you are looking for a "page layout" type of program that gives you a lot of control over the placement of text and graphics using multiple fonts on the same page, this program will disappoint you. But, if you already own TI Artist, or CS6D, and you are looking for an easy-to-use program to occasionally add a small amount of graphics to your text files, you will probably be well satisfied with Font Writer.

(Excerpted also) Font Writer turned out to be all that I wanted and more! It is a very user-friendly program package, and it includes some very well written, well thought-out documentation. My review will come in two installments. This portion will cover the basic layout of the program package. Next month I will give you a description of the powerful Macro feature and the Sprite Editor.

Although Font Writer is in Extended Basic, it runs surprisingly quickly. The speed can be attributed to its many assembly language CALLS. Each section of the package has its own menu, many appear like the pull-down menus you see in other computers.

Within the Editor, you can choose to open and/or close input or output files when working with fonts. For instance, you may wish to take an existing font and add to or modify it. All you do is open it, scan through it, load whatever letter you wish and work on it on the editing grid. When you have what you want, you can save it into the output file. For example, many of the TI-Artist font files do not have lower case letters. By looking at the upper case letters, it is fairly easy to create lower case letters which match. I have discovered that if I decide to change an existing letter in the file, the new letter will be appended, and the old letter remains also. Working on the editing grid of Font Writer is a Joy!

Using the Formatter is extremely simple. You can choose to print text prewritten in the TI-Writer Editor and variants, or in the Editor of E/A. You can use the CTRL U codes, or the "dot" formatting commands, or you can type directly from the Formatter and use any of the formatting commands while doing so. You can use any of the TI-Artist or CS6D fonts in the Formatter and the text will be printed out in that font. You can also mix graphics and text!

I am thoroughly enjoying this program and am learning more about it every time I use it. Next month I will continue with my review and go into the remaining features.

FORTH UTILITIES
By Paul Newmeyer
(Northcoast 99ers)

Have you perused the NorthCoast library's set of 10 Forth disks and ferreted out its practical utilities? If reluctance has held you back, now's the time to throw that to the winds and dig in. The set contains many utilities, some useful and some no more useful than a milking stool under a mouse. Let's tunnel into some of them, and hopefully, you'll experience excitement about using them and desire to find other utilities we haven't had space to investigate.

As we burrow along, mole fashion, keep in mind that we will use the TI Forth System disk and assume a COLD start for each program we look at. However, for -PRINT options if you use PIO, I suggest changing screens 72 and 73, and on the System Disk, to the following (or using screens 28 and 29 on Disk #9)

Forth Utilities - Continued

SCR 872

```

0 ( ALTERNATE I/O SUPPORT FOR PIO PNTR 12JUL82 LCT )
1 0 CLOAD INDEX BASE->R DECIMAL 60 R->BASE CLOAD STAT
2 0 0 0 FILE >RS232 0 0 0 FILE >RS232/2 BASE->R HEX
3 : SETP PABS 0 10 + DUP PAB-ADDR ! 1- PAB-VBUF ! SET-PAB
4 SONTL 1 REC-LEN ; ATTACH DPH 3 PAB-ADDR 0 VSBV
5 1 PAB-ADDR 0 5 + VSBV PAB-ADDR 0 ALTOUT ! ;
6 : SUCH >RS232/2 SETP F-0° PIO.LF° ATTACH ;
7 : SUCI >RS232 SETP F-0° RS232.BA+300° ATTACH ;
8 : UNSUCH 0 ALTOUT ! CLSE ;
9 : ?ASCII ( BLOCKS --- FLAG ) BLOCK 0 SWAP DUP 400 + SWAP
10 DO I CO 20 > + I CO DUP 20 ( SWAP 7F ) OR
11 IF DROP 0 LEAVE ENDIF LOOP ;
12 : TRIAD 0 SWAP SUCH 3 / 3 + DUP 3 + SWAP
13 DO I ?ASCII IF 1+ I LIST CR ENDIF LOOP
14 -DUP IF 3 SWAP - 14 0 0 CR LOOP
15 OF MESSAGE OC ENIT ENDIF UNSUCH ; R->BASE -->

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SCR 873

```

0 ( SMART THINGS AND INDEX 15SEP82 LAB ) BASE->R DECIMAL
1 : TRIADS ( FROM TO --- )
2 3 / 3 + 1 + SWAP 3 / 3 + DO I TRIAD 3 +LOOP ;
3 : INDEX ( FROM TO --- ) 1+ SWAP
4 DO I DUP ?ASCII IF CR 4 .R 2 SPACES I BLOCK 64 TYPE ELSE DROP
5 ENDIF PAUSE IF LEAVE ENDIF LOOP ; HEX
6 0 0 0 FILE >RSIN
7 : SUC6 >RSIN PABS 0 30 + DUP PAB-ADDR ! 1- PAB-VBUF !
8 SET-PAB UPDT SONTL FID 1 REC-LEN F-0° RS232.BA+300.EC°
9 DPH 2 PAB-ADDR 0 VSBV 1 PAB-ADDR 0 5 + VSBV PAB-ADDR 0
10 ALTIN ! ; HEX
11 : UNSUC6 0 ALTIN ! CLSE ;
12 : TERMINAL SUCI SUC6 34 0 037C C! 0A SYSTEM .° READY ° )
13 : OFF UNSUCH UNSUC6 ;
14 R->BASE
15

```

Having made these changes, let's poke into Disk #1. Here we uncover a program called Mini Forthwriter. You can use it to turn your computer into something like a typewriter. Load the -PRINT option and enter 12 LOAD. Enter RUN to start and Fct. 4 to quit. Also, make sure the printer is on. Using programs designed for a printer while the printer is off appears as sensible as sitting in a saddle on a stump. Type whatever you wish on the screen. After two lines or after a carriage return the screen will print. TOP clears the screen and locates the cursor in home position.

How about a Forth disk copying program? Enter 1 LOAD, then enter COPY1. Next put in the System disk and follow screen instructions. The options will automatically load. This copier will copy 5 screens at a time and works with a single disk drive. If that's all the screens you wish to copy, this is your utility. But if you want to copy an entire disk, you'll make more trips to the disk door than Montezuma in his revenge. This utility also grants the option of initializing a Forth disk. You can load this disk by another method if you wish: load -COPY - SYNONYMS, next 13 LOAD, 14 LOAD, and finally follow instructions.

Let's transfer to Disk #2. Here we find more disk copiers. Load -SYNONYMS -COPY options, then enter 9 LOAD for

a program called Clone 2/3 Drive. Type CLONE and follow screen instructions. This utility will copy to an uninitialized disk, but requires 2 drives.

For a 3-Pass Copier enter 34 LOAD. This utility requires no options. Simply follow the screen instructions.

If you wish to initialize a disk for use in Forth, load the -SYNONYMS -COPY options and enter 6 LOAD. Type INIT for instructions.

In digging around in the disks, we'll eventually need a catalog, and we find it in Disk List/Cat. Enter 71 LOAD and RUN. Fct. 4 will stop the listing.

After spending a lot of time copying disks, you might want to check the time. So load -SYNONYMS option and enter 30 LOAD, for an ISR Clock [that's "ISR" (interrupt service routine), not "IRS" (Internal Revenue Service)]. To start this clock, enter the hour (1-24), then enter the minutes, and finally the TIME. A clock will appear in the screen's upper right corner.

Now, for some utility excitement, let's dig into the Multi-Designer program. Load -GRAPH -VDPMODES options, then enter 44 LOAD. Two dots appear on the screen. You manipulate these dots by using either joysticks or keys. One joystick draws a white line; upon pressing the firebutton, the other places a white square (keep Alpha lock up). The following are some key moves:

```

-----
|Ctrl b--escape K --rt line Q--place block J--left line:
|W -lft diag blk 0 --upr rt diag Z --lwr left diag :
|:- -block color U --lft diag up O --skip a block :
|I -up line < --rt diag M--lft diag up N --dwn line:
|R -up lrft diag bk C --lwr rt diag blk :
-----

```

Penetrate into a Sprite designer utility by loading -GRAPH -VDPMODES and entering 45 LOAD. A box with 4 sides labeled in Hex hits the screen, accompanied by a plus sign cursor. Move cursor with joysticks. Firebutton places a square. Proceed to design a sprite. CTRL B escapes the program. To erase a square, place cursor over it and hit firebutton. When finished, press space bar and sprite code will print and the created sprite will draw on the monitor. Color options then flash on screen. You can also draw from the keyboard.

Change page by entering 49 LOAD (no options required) for a Prime Number utility. Enter a number and PRIMES. The number of prime numbers in your entered number will pop onto the screen.

To uncover a Screen Dump load -PRINT -GRAPH, and enter 69 LOAD. SCREEN-DUMP prints the on-screen material to printer. Fct.4 will escape command.

Let's move on to Disk #3. Here we bring to light several more Forth disk copiers. Load -SYNONYMS followed by EMPTY-BUFFERS. Enter 21 LOAD and, eureka, as quickly as sparks spring upward, you have a 3-Pass Fast Copier, for 2 drives. This copier reads 30 screens at a time.

For a 1 or 2 drive copier load -SYNONYMS and 25 LOAD. Enter TRANSFER to start, and follow screen instructions.

At some point you'll need a Disk Fixer, and you have it. Load -DUMP - TEXT -GRAPH options, then 28 LOAD. This is a very useful, versatile utility. Code words accomplish various functions. For example, HELP-instructions;

Utilities Continued

FIND=finds desired sector (# FIND) in hex; NEW=empties buffers; ALT=allows sector to be altered (addr. wordcount ALT); W=writes current sector, 4 sectors to disk. FIND must precede W; PAGE=clears screen and homes cursor; BM=bit map sector, preceded by 0 FIND. 1-used sectors, 2-available sectors; FREAD=use in dictionary sector to show the disk sector files occupies ((# of sector) (cnt of sector)); SCAN=scan sectors of file using info from FREAD (# cnt SCAN); DR1=searches drive 2; variations ((beg sector #) (end sector #) THRU), ((beg sector #) (end sector #) LOOK)

scans large portion by screen instead of sector). Fct. 4 aborts command.

Go to Disk #5 and hunt for a nice word processing utility called Forth Riter. Load -64SUPPORT -PRINT -TEXT -GRAPH, then hit 63 LOAD. This utility sets the printer to various modes and enables the printing of any number of FORTH screens. Enter the number of screens you desire to print, then the starting screen followed by 60 (x y 60). Make sure you turned the printer on.

The following are some utilities on disk 9. Other disks have more utilities. This terse survey hasn't come close to exhausting the resources of our Forth wonders.

Program	Options	Loading	Comments
XE to Forth	:-TEXT -GRAPH	6 LOAD, 7 LOAD	RUN to start.
Forth to D/V80	:-VDFMODES :-FILE	10 LOAD	Instructions screen 9. Enter F-D"Dsk1.Filename". type screen# to screen# (exp. 100 113 PUTFILE). PUTFILE starts process.
3 Pass Disk Copier	No options	23 LOAD	Enter 4th System, enter COLD, enter W to copy.
~Clock	No options	35 LOAD	Enter hour, minutes TIME.
Printer Commands	-PRINT	48 LOAD, 50 LOAD	Makes calendar (1582-4902) Screen 49 for info. On #54 put parenthesis on Loop. Enter x year. Dump to screen.
Dump Routines	-SCREEN -DUMP	26 LOAD	
Peripheral DSR Peeker	-DUMP -CRU -SYNONYMS	37 LOAD	OFF=turn off selected DSR ROM. ALLOFF=turn off all DSRs. ON=turn on selected DSRs. DISKON=disk control card. PICON=intrfce card. TPON=thermal printer. PCODEON=pcode card. PAGE. DUMPSDR=dump DSR RAM to screen. SEARCH.

GRAM PACKER - PART III
FROM LA 99ERS - 1986
BY TOM FREEMAN

3. XBasic PROGRAMS DIRECT FROM THE MENU

I once asked Craig whether it was possible to run XBasic programs directly off the menu, as MSAVE does with Basic programs. The answer was no, and essentially that is true, at least as far as having them run directly from GRAM is concerned, since the XML instruction needed exists only in Basic. But I kept on thinking that if XBasic can load a program called LOAD automatically from Drive #1, why can't it do others as well! What follows is my method for doing this - it is rather cumbersome since it involves typing code directly into GRAM, no program like GRAM PACKER can do it for you. At least it is rather short! The method involves the following concept: when XBasic starts up, it does a certain amount of housekeeping, and then inserts the string DSK1.LOAD into the crunch buffer in VDP ram, preceded by the length byte >0B and followed by byte >00, and then "pretends" that you typed it in with RUN and runs it. It turns out that this area is never touched by the house-keeping chores, and hence can be done right at the start. Thus my method involves inserting the program name of your choice there instead, and setting up proper code to make an additional item on the menu. If the program isn't there, you get the same result as XBasic if LOAD isn't in drive 1 - just the "ready" prompt.

First, we need to do a little patching of XBasic so

that DSK1.LOAD isn't pushed in over what we will put into VDP. Go to your 6K memory editor and press FCTN 1 to get to GRAM, then type in 63D0 for the memory address. Now FCTN 9 to get to memory window. You should see 06 64 8E. Disable the W/P switch and type in 95 over the 8E. This bypasses the move of DSK1.LOAD to VDP. (NOTE: I am using V.110; I hope the addresses are the same for you!). Next examine location 6006-6007. This should contain 633B which is a pointer to the first application program (and last in the case of the pure XB module). Now move to 633B, or whatever you found and look at the first 5 bytes. They will conform to TI's standard for application programs. The first two will point to the next application program (in this case 00 00 because there aren't any, but you will eventually replace them because you are creating one). The next two refer to the start address for this program, and should be 6372 in this case. You will be changing this. The fifth is the length byte for the following text, and the text is what will go on the main menu screen. We will use the same set-up for our own application program.

You will now have to decide WHERE you are going to place the code to be described below. If you are using a pure XB module, you can use 7800 since 7800-7FFF is free. I am using Danny Michael's combination XB/EA and so this space is used. There is free space in GRAM 7, starting at FSCE, however. Replace the 6372 with the start address you are using. Now go to the address you have selected and type in the following:

31 00 0B A8 20 63 51 05 63 72

(cont back Page)

From Packer - Cont

If you did nothing more you would still have the same functioning XB module, because the code you just typed in performs the move of the text DSK1.LOAD and then branches back to where XB normally starts. Now the fun begins. The next address, which if F508 will be the location of the next application program, so go back and type it in over the 00 00 at 633B, indicating that there WILL be more. Now decide on the menu name for your program and determine the length of the same (in hex, of course). I believe the maximum allowed for the actual name is 18 (>12). Now go back to F508 and type 00 00 00 00 xx "text" where xx is the length byte you just determined, and "text" is the actual text for the menu. Next determine the length of the devicename.filename you wish to have loaded, e.g. DSK4.MENULOAD has a length of >D. Directly after the text for the menu you have just typed in, type this new length byte, then the devicename.filename. YOU MUST FOLLOW THE DEVICENAME WITH A 00!!! Note down the address where the length byte of the filename is located AND the address just following the 00 (I will call these ADD1 and ADD2). Now type in the following code:

```
31 00 yy AB 20 ADD1 05 63 72
```

where ADD1 is the TWO bytes address just determined, and yy is the length of the filename PLUS TWO. Finally, go back to the application program header and type in the two bytes of ADD2 over the 3rd and 4th 00's.

As an example, if the program to be loaded was named MENULoader and was on DSK4 and your title for the menu was MISC. PROGRAMS, then the code beginning at F5CE should look like this:

```
>F5C3 31 00 0B AB 20 63 51 05 63 72 00 00
```

```
>F5DA F5 FC 0E 4D 49 53 43 2E 20 50 52 4F
>F5E6 47 52 41 4B 53 0F 44 53 4B 34 2E 4D
>F5F2 45 4E 55 4C 4F 41 44 45 52 00 31 00
>F5FE 11 AB 20 F5 EB 05 63 72
```

You would then follow the same general rules if you wanted to add more programs to your menu. Now at one key press the program DSK4.MENULoader would load and run.

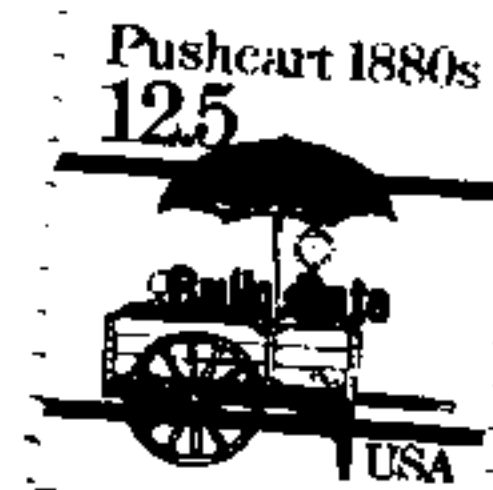
By the way, here is a short program allowing you to set up all your favorite programs to run without typing in the names: you merely insert them in the DATA statement, and follow the last with a ". If you save this program on your utility disk under the name you used in the above autoloader then you will quickly get a menu of these programs when you press the "MISC. PROGRAMS" key and be able to pick your program with one more key press. This way you can still have the auto load of DSK1.LOAD for use with programs that need it. For this program to run properly you MUST type in line 170 first, exactly as written!

```
100 DATA RD.PRO1,RD.PRO2,"!ADD MORE IF YOU WISH
110 CALL CLEAR
120 X=X+1 :: READ A$(X):: IF A$(X)<>" THEN 120
130 DISPLAY AT(1,1)BEEP:"PRESS FOR" :: FOR Y=1 TO
X-1 :: DISPLAY AT(2*Y+1,2):Y;" *A$(Y):: NEXT Y
140 CALL KEY(O,K,S):: IF S=0 THEN 140 ELSE K=K-48
150 CALL INIT :: B$=A$(1):: L=LEN(B$):: CALL LOAD(-45,
L+4):: CALL LOAD(-42,L)
160 FOR X=1 TO L :: CALL LOAD(X-42,ASC(SE6$(B$,X,
1))):: NEXT X :: CALL LOAD(X-42,0)
170 RUN "0123456789ABCDEF"
```

CLEVELAND AREA 99/4A USERS GROUPS
C/O DEANNA SHERIDAN
20311 LAKE ROAD
ROCKY RIVER, OH 44116

PLEASE NOTE - NEW ADDRESS

CHECK YOUR EXPIRATION DATE.
THIS MAY BE YOUR LAST ISSUE!



!! TIME DATED MATERIAL !!