

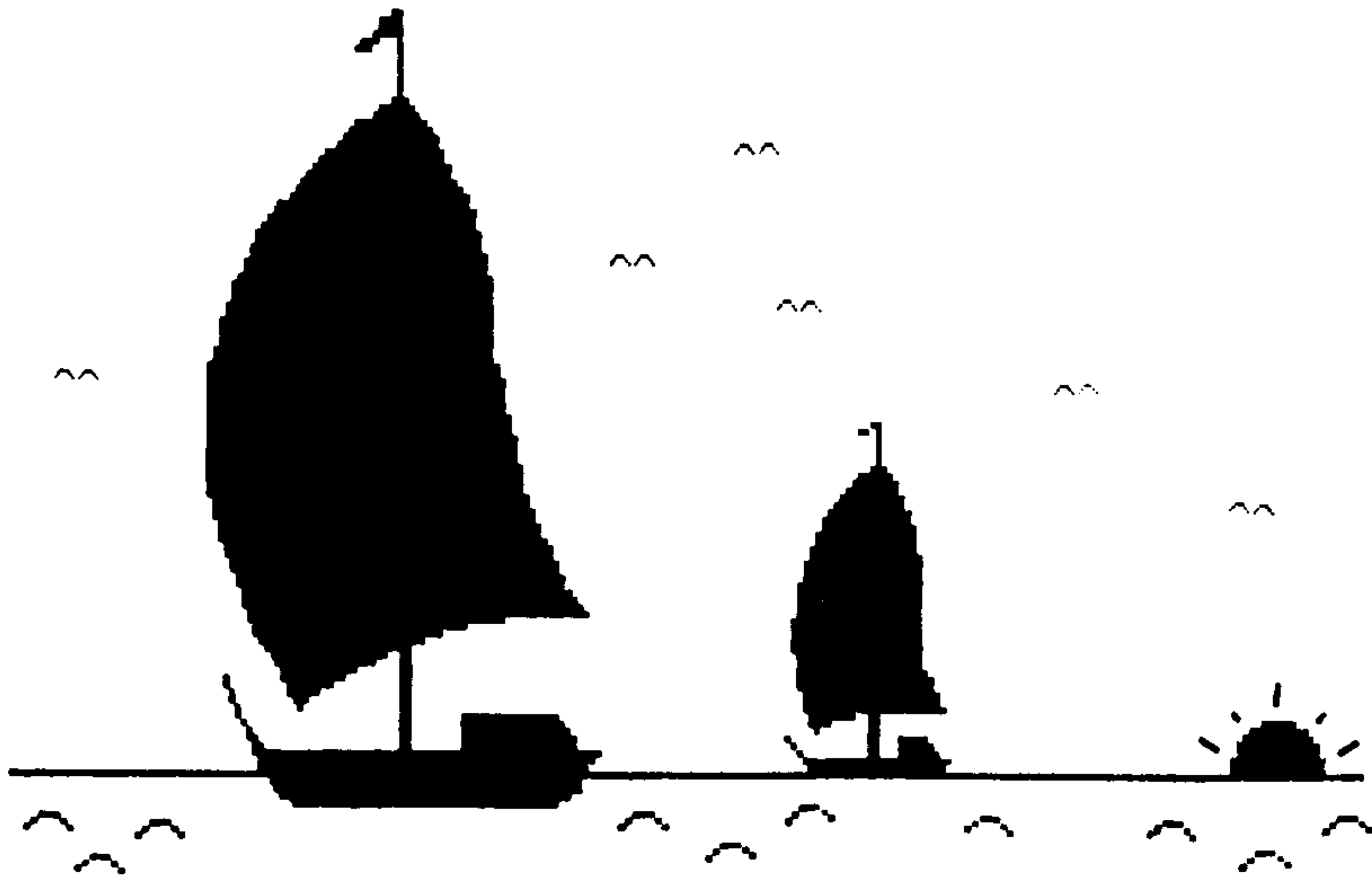
Spirit of 99



THE OFFICIAL NEWSLETTER OF THE CENTRAL OHIO NINETY-NINERS INC.

PUBLISHED MONTHLY IN COLUMBUS OHIO

JUNE



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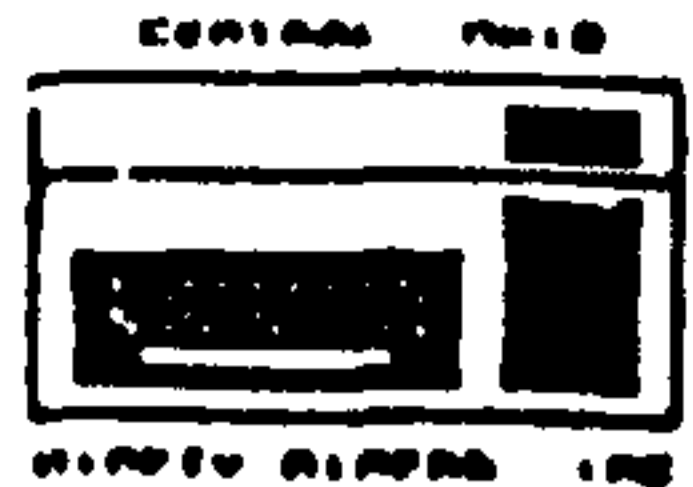
NO. 6

JUNE

1988

Spirit of 99

THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS



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Central Ohio Ninety Niners Inc. is a non profit organization comprised of MEMBERS who own or use the TI99/4A computer and it's related products and have paid a yearly membership fee of \$28.00 and whose main objective is the exchange of Educational and Scientific information for the purpose of computer literacy.

C.O.N.N.I. meetings are held the 2nd Saturday of each month at the Martin Janis Senior Center - East Eleventh Ave. at the Ohio State fairgrounds. Meeting time is at 9 am. Meetings are open to the public. Membership dues (\$28.00) are payable yearly to C.O.N.N.I. and cover the immediate family of the member. (An application has been placed

in this newsletter for your convenience) Please address it to:
EVERETT WADE
179 ERIE ROAD
COLUMBUS, OH 43214
ADVERTISEMENT:

We do accept commercial advertisement at The following rates:
Business Card(2x3.5):

- \$5.00/issue
- 1/4 Page: \$25.00
- 1/2 Page: \$45.00
- Full Page: \$75.00

Write this newsletter for other size arrangements.

All ads should be submitted (camera ready) to advertising address above, payment enclosed. Members ads are published at no cost. (Limit of 25 words and must not be commercial please.)

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SPIRIT OF 99

ANNOUNCEMENTS

PLAY BALL. PLEASE PAY YOUR DUES

Dues are usually paid at or before the March meeting, and are \$28 per year for full membership, library and voting privileges, plus the newsletter. You may also pay your dues in two installments if desired: \$14 in March and \$14 in September. If only the newsletter is desired, then payment is \$20 per year. Those who join during other months of the year pay a lesser, pro-rated amount:

Mar---28.00	Apr---25.75	May---23.50	Jun---21.00	Jul---18.75
Aug---16.50	Sep---14.00	Oct---11.25	Nov---9.50	Dec---7.00
Jan---4.75	Feb---2.50			

Fill out an application blank (one on the back of this newsletter), make a check out to C.O.N.N.I. and give it to Everett Wade, the membership registrar, at one of the meetings or mail to him at the following address:

Everett Wade
 179 Erie Rd
 Columbus, OH 43214

MEETING AGENDA ----- SATURDAY 11 June 1988

9:00 AM Libraries open...Raffle begins
 Bulletions available
**REGISTRATION & MEMBERSHIP
 RENEWALS**

10:45 Jean Hall demo:
 Neater printouts
 that save paper

9:35 AM Question & Answer session
 Hardware S.I.G.
 Cassette S.I.G.

11:15 John Cummings demo:
 PRBASE - a data base



10:10 AM Business Meeting

+++++
 + COFFEE ANYONE? +
 + SATURDAY MORNINGS +
 +++++
 Call Jim Seitz (875-5532) to be
 host or hostess. SIGN UP IF YOU
 DESIRE COFFEE SATURDAY MORNINGS.

+++++
 + NEW! HARDWARE S.I.G. +
 +++++

At each Saturday meeting and hopefully each evening meeting as well, Curt Borders will be leading a group designed to help members add hardware options and modifications to their equipment. All welcome.

Jun-	Oct-	Feb-
Jul-	Nov-	Mar-
Aug-	Dec-	Apr-
Sep-	Jan-	May-



FROM THE PRESIDENT'S DESK
by DICK BEERY

It was a GREAT beginning!

I'm talking, of course, about the Lima TI-Faire held on May 21, 1988. It boggles the mind how so few people could put together such a well-organized and executed event. Congratulations and deepest thanks to both Dave Szippel and Charlie Good.

C.O.N.N.I. participation was also top drawer. We had in attendance, by my count, and I possibly missed one or two, twenty-two members, plus three spouses, or four if you count Tonka. That is a fine showing, and one of which the group can indeed be proud. Our demos by club members were well-received, also. Many people came to see and hear Irwin's speech demo, and many questions were forthcoming, as were requests for our BBS number, since he is SysOp. Jim Peterson drew an equally-large group, and purchasing of his disks following his presentation appeared to be brisk. My explanation of the genealogy program GENE-III, by Walt Davies, drew quite a few people, considering the limited appeal of the topic, and sales were good afterward. But the long awaited part of our offerings was that by John Parkins, who explained his setup and procedures for making video cassettes of TI programs, including voice-overs. Questions flew in, and interest was very apparent, as well it should be. All our efforts were warmly received, which may encourage others in the group to present something at the '89 Faire.

I was busy at the table and had to miss Jack Sughrue's presentation of PLUS!, as well as

a demo of the Geneve by someone else, but I did get to see Charlie Good's previews of the as yet unreleased Funnelweb 4.1 and DSKU version 4.1 and I enjoyed both. Charlie had very little time in which to prepare for these, but did a fine job. I will be interested in obtaining both as soon as they are released. I especially liked the windowing feature of Funnelweb 4.1.

The Lima UG has promised us another fair next year, and while it seems unfair that they should be burdened with all the work involved, it is true that theirs is the ideal facility--clean, attractive, with plenty of parking, and best of all, with no rental or other fees. The cafeteria food was quite good, in my opinion, and reasonably priced. Because of these features, especially the total lack of cost, it makes sense to continue having the fair at Lima. Not charging table rent should attract an expanded group of commercial people, and free admission is definitely an attraction to users. Maybe other Ohio clubs could take over part of the burden by taking reservations or something. Perhaps the time has come for an Ohio Council of TI users' groups, meeting once a year and consisting of one or more representatives of each active group. Jim Peterson has longed to see such a group for several years. It might pave the way for distributing the load of fair preparation more evenly.

In any case, our hats are off to the Lima group. If you couldn't make it to this year's Faire, start making plans to attend the next one. You won't want to miss it!



TI-FAIRE
NOVEMBER 12, 1988

HELD AT: Holiday Inn
3505 Algonquin Rd.
Rolling Meadows, Il
(312-259-5000)

PRODUCED BY: Chicago Area TI-99/4a Users' Group
P. O. Box 578341
Chicago, Il. 60657 (Hot Line #312-755-0051)
Marcy Brun, Faire Manager,
(Hot Line # 312/755/0051)

SOCIAL MIXER: Friday, November 11, 1988
8:00pm - 12:00pm
admission - \$4.00

FAIRE HOURS: Saturday, November 12, 1988
9:00am - 6:00pm
admission - \$4.00

DINNER: Saturday, November 12, 1988
7:00pm - 9:30pm
admission - \$10.00

HOTEL ROOM RATE: \$55.00 - single
\$55.00 - double
\$65.00 - tower

LIMOUSINE SERVICE: free to and from O'hare Airport and hotel

HELD IN CONJUNCTION WITH: The Milwaukee TI-Faire
November 13, 1988 / 9:00am - 5:00pm
Quality Inn
5311 S. Howell Ave.
Milwaukee, Wisc.
(across from Mitchell Field Airport)

PRODUCED BY: The Milwaukee Area 99/4a Users' Group
Mr. Gene Hitz
4122 N. Glenway
Wauwatosa, Wisc. 53222
-also-
The Wisconsin 99er Computer Council
P. O. Box 2723
Appleton, Wisc. 54911

Once again the greatest show in town will be here before you know it! Yes, I'm talking about the 1988 TI FAIRE/CONVENTION!!! Convention did I say? Yes, CONVENTION I said. This TI FAIRE has the growth and reputation behind it to finally become a convention. So DON'T MISS it!

We'll have everything in one beautiful facility, the Holiday Inn in Rolling Meadows. Rolling Meadows is just outside of Chicago, Ill. It's just ten minutes from O'Hare Airport. We even have a free shuttle service from the airport to the hotel. The Holiday Inn has a beautiful tropical Atrium Holidome featuring a pool, saunas, exercise room, whirlpool, putting green and fine dining room overlooking the Holidome Atrium.

The best way to describe your TI FAIRE/CONVENTION weekend will be to take you step by step through your itinerary. First, check you and your family into the Holiday Inn Friday after work. Or better yet, take Friday off work and check in early. Visit some of Chicago T.I.99/4a Users' Group members at the hospitality suite which will be set up for incoming visitors and exhibitors. Take a dip in the pool before taking the family for dinner at the Black Fox restaurant overlooking the Holidome Atrium. After dinner send the kids to Kids Night Out which is sponsored by the hotel staff. (Providing we have enough kids.) At 8:00pm you and your spouse will attend the Social Mixer to mingle with others attending the convention and also with the exhibitors.

Saturday morning wake to breakfast in bed through room service or take the family to the Oxford House restaurant in the hotel. At 9:00am the TI FAIRE opens. You can spend the whole day checking out what the exhibitors are selling and what new things have been developed for your computer. Don't forget about all the seminars being held every hour throughout the day. While you are in your glory at the Faire, the kids will be in their glory in the pool and game room. And if your spouse is not interested in computers, he/she might want to spend the day at the fabulous Woodfield Mall which is only five minutes away from the hotel.

After the Faire, round up the family because at 7:00pm will be a special dinner to celebrate the success of the 1988 TI FAIRE/CONVENTION. Attendees and Exhibitors are all invited to take part in this celebration. At 9:00 pm either retire to your room for a restful night or continue celebrating at the Fox's Den or Feathers which are the two lounges in the hotel.

Sunday morning wake up with breakfast in bed or at the Oxford House Restaurant before heading up to the MILWAUKEE TI FAIRE. Here you will get a chance to meet all new exhibitors and locate any special equipment or programs you didn't find in Chicago. If you come to Chicago, you have to go to Milwaukee. They go hand in hand like peanut butter and jelly or peaches and cream. And I'm sure you'll have a great time at both of them.

What more can I say except mark your calendar for November 12th and start making your plans to attend the 1988 TI FAIRE/CONVENTION.

If you would like more information or would like to sign up for reservations for the hotel, social mixer, dinner and faire, or would like to be an exhibitor (tables are \$75.00 each), just fill out the form below and send with a check (made out to the Chicago Area TI 99/4a Users' Group) to:

Marcy Brun, Faire Manager
Chicago TI Users' Group
P.O. Box 578341
Chicago, Il. 60657
(or call the hot line 8312-755-0051)

Please send me the following regarding the 1988 TI FAIRE/CONVENTION:

Exhibitor Information

Hotel Reservation Form

Please send me tickets for the followings:

(how many)

_____ Social Mixer (\$4.00 each)

_____ Dinner (\$10.00 each)

_____ Faire (\$4.00 each/children under 12 free)

_____ Kids Night Out (pay at time of event)

NAME _____

ADDRESS _____

CITY, STATE, ZIP _____

PHONE # _____

C.O.N.N.I. BUSINESS MEETING
MARTIN JANIS SENIOR CITIZENS CENTER
SATURDAY, MARCH 12, 1988.

C.O.N.N.I. MEETING
WEDNESDAY, MAY 25, 1988.
MCDONALD'S #2, WESTERVILLE, OH

MEETING OPENED 10:15 A.M. MEETING ADJOURNED 10:45 A.M.

Meeting was called to order by President Dick Deery, who introduced the officers and librarians, followed by an explanation of how the club libraries work.

Treasurer's report was read by John Cunnings and was approved as read. The minutes of last month's meeting were given by Jere Singleton, and were approved as read.

Dick Deery went over the agenda for the Lima Fair, and signed up members to work at our group's table. Dick announced that we now have a board at the Janis Center to post 3x5 cards listing items for sale, or things needed.

Russell Gosnell brought a console for the club to use, and Bob Schnetzer donated a game book for the club library. Sonny Grub informed us that there are also many books at the Columbus public library for the TI.

Following this, people set informally to set up ride-sharing to the Lima Fair the following Saturday.

The meeting adjourned at 10:45 and demos followed.

Respectfully submitted,
Jere Singleton, Secretary
SPIRIT OF 99

Irwin Hott conducted the meeting in the absence of President Dick Deery. He led a discussion describing the Lima Fair held on Saturday, May 21, 1988. Many evinced interest in what had taken place there.

Almost immediately following that, he turned the meeting over to Jean Hall who demonstrated desktop publishing-like programs such as Triple Print and Coluertext. Next came a demonstration by Chuck Grimes of the latest release of DSKU (version 4.1 has not yet been released publicly; this was version 4.0)

Following this, Chuck branched out into an extended Question-and-Answer period on disk utilities, on the inner workings of a disk and how the computer accesses it, and on the use of sector editors. He explained both the why and the how of sector editing. All this was actively discussed and seemed to be quite well received.

Respectfully submitted,
Jere Singleton, Secretary.



TI WRITER by STAN KATZMAN PART 9

(Ed. note: Thanks to Stan Katzman and the West Penn 99'ers Club).

This time I wish to discuss the "dot" commands. These commands format the text in the text formatter. They are entered in the document, and for the sake of brevity, occupy a line of their own. The commands I want to discuss are for setting margins, right adjust, indenting the beginning of a paragraph and centering text headings. All dot commands and text formatting commands (even those discussed last time) do not show up in the final document when put through the text formatter.

All dot commands must start with a period and end with a carriage return symbol.

To set the left margin, at the head of your document type .LM 15 followed immediately by a

carriage return. To set the right margin type .RM 70 followed by a carriage return. This sets the left margin at 15 and the right margin at 70. Then type .FI followed by a carriage return. The .FI (fill command) says to fill the line with as much text as possible between the margins. You must have the .FI command in to have the margin commands effective.

If you want to indent a paragraph, type .IN +5 and this will indent the start of a paragraph five spaces. The indent command must follow the margin settings.

To center a line of text, type .CE (carriage return) before the line of text to be centered. If you want two lines of text centered type .CE 2 (carriage return).

In order to right adjust you margin, type .AD (carriage return). In order to right adjust you must also have the .FI command

on also.

Now I realize this might be a bit abstract so I have provided some copy that I used in my work in order to illustrate these commands. At the top of page 11 you will see the dot commands at the top. On the screen the carriage return symbols show but they do not show on the printed copy. The centering command works only for the line designated while the margin, and adjust commands work until turned off. (To turn off the right adjust enter a .NF command on the area where you do not want the margin right adjusted). To change margins just type the appropriate changes on a separate line of the text using the numbers for the margins that you want.

Page 9 shows the final copy after being put through the text formatter.



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LM 6
RM 70
FI
IM +3
AD

CI

OPTICAL ROTATION EXPERIMENT

In this experiment we will determine the optical rotation of two substances. One of these substances will be studied in different concentrations to determine the effect of concentration on optical rotation. The second substance will be studied in different solvents and different concentrations to see the effect of solvent and concentration on its optical rotation.

In our first experiment we will study the effect of concentration versus the optical rotation. Accurately weigh out three 100 ml solutions. The first solution will be approximately 0.2 M, the second solution will be approximately 0.4 M and the third solution will be approximately 0.8 M.

For our second experiment we will use camphor in different solvents and concentration as a subject of a polarimetry study in order to study the effect of solvent and concentration versus optical rotation. In the case of camphor, accurately weigh out six (6) samples with the following approximate molarities, two at 0.2 M, two at 0.4 M and two at 0.8 M. Again weigh out enough camphor to make 100 ml of each solution. Three of the samples (0.2M, 0.4M and 0.8M) will be dissolved in acetone and three of the samples (0.2M, 0.4M and 0.8M) will be dissolved in 95% ethanol.

Place each solution (made from the sucrose and the camphor) in a dry polarimeter tube (dry the tube between readings) and take its optical rotation in the polarimeter. (Your instructor will show you how to use the polarimeter.) Record the concentration and the optical rotation (Be sure to include the sign of the rotation, (+) for dextrorotatory and (-) for levorotatory.) in your notebooks. When you have finished be sure to wash the polarimeter tube thoroughly, including the screw caps and threads on the ends of the tube.

For this experiment we want to do three things 1) compute the specific rotation of each solution, 2) make a plot of optical rotation vs. concentration and 3) make a plot of specific rotation vs. concentration.

The formula for computing specific rotation is

$$\alpha = [\alpha]_D^T \cdot l \cdot c$$

where

α = observed rotation (degrees of arc)
 $[\alpha]$ = specific rotation (deg ml/dm g)
 l = length of cell (decimeters)

OPTICAL ROTATION EXPERIMENT

In this experiment we will determine the optical rotation of two substances. One of these substances will be studied in different concentrations to determine the effect of concentration on optical rotation. The second substance will be studied in different solvents and different concentrations to see the effect of solvent and concentration on its optical rotation.

In our first experiment we will study the effect of concentration versus the optical rotation. Accurately weigh out three samples of sucrose (table sugar) in order to make three 100 ml solutions. The first solution will be approximately 0.2 M, the second solution will be approximately 0.4 M and the third solution will be approximately 0.8 M.

For our second experiment we will use camphor in different solvents and concentration as a subject of a polarimetry study in order to study the effect of solvent and concentration versus optical rotation. In the case of camphor, accurately weigh out six (6) samples with the following approximate molarities, two at 0.2 M, two at 0.4 M and two at 0.8 M. Again weigh out enough camphor to make 100 ml of each solution. Three of the samples (0.2M, 0.4M and 0.8M) will be dissolved in acetone and three of the samples (0.2M, 0.4M and 0.8M) will be dissolved in 95% ethanol.

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where

α = observed rotation (degrees of arc)
 $[\alpha]$ = specific rotation (deg ml/dm g)
 l = length of cell (decimeters)
 c = concentration (g/ml)



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156 Collingwood Ave.
Columbus, OH 43213

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Over 120 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO JUST \$1.00 EACH!, plus \$1.50 per order for cassette or disk and P&H. Minimum order of \$10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Handy Dandy series, and Color Programming Tutor, are no longer available on cassette.

Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$5 postpaid. Each of these contains either 5 or 6 of my regular catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!

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ULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS

NUTS & BOLTS DISKS

These are full disks of 100 or more utility subprograms in MERGE format, which you can merge into your own programs and use, almost like having another hundred CALLS available in Extended Basic. Each is accompanied by printed documentation giving an example of the use of each. NUTS & BOLTS (No. 1) has 100 subprograms, a tutorial on using them, and 5 pp. documentation. NUTS & BOLTS No. 2 has 100 subprograms, 10 pp. of documentation. NUTS & BOLTS 03 has 140 subprograms and 11 pp. of documentation. NOW JUST \$15 EACH, POSTPAID.

TIPS FROM THE TIGERCUB

These are full disks which contain the programs and routines from the Tips from the Tigercub newsletters, in ready-to-run program format, plus text files of tips and instructions.

TIPS (Vol. 1) contains 50 original programs and files from Tips newsletters No. 1 through No. 14. TIPS VOL. 2 contains over 60 programs and files from Nos. 15 thru 24. TIPS VOL. 3 has another 62 from Nos. 25 through 32. TIPS VOL. 4 has 48 more from issues No. 33 through 41. NOW JUST \$10 EACH, POSTPAID.

NOW READY
TIPS FROM TIGERCUB VOL.5
Another 49 programs and 8 files from issues No. 42 through 50. Also \$10 ppd *****

TIGERCUB CARE DISKS 01, 02, 03 and 04. Full disks of text files (printer required). No. 1 contains the Tips newsletters 042 thru 045, etc. Nos. 2 and 3 have articles mostly on Extended Basic

programming. No. 4 contains Tips newsletters Nos. 46-52. These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

This educational program is a much expanded version of a routine I published before.

```

100 DIM M$(100)
110 GOTO 150
120 S,K,A$(1),J,M$(1),Y$,Z$,Z$,I,ING$,A,ANS
130 CALL CLEAR :: CALL COLOR
    :: CALL SCREEN :: CALL CHAR
    :: CALL KEY :: CALL ING ::
CALL HCHAR
140 !OP-
150 CALL CLEAR :: FOR S=0 TO
    12 :: CALL COLOR(S,2,0):: N
EXIT S :: CALL SCREEN(5):: DI
SPLAY AT(3,1):"LEARNING TO "
"ING" IT V.1.1"
160 CALL CHAR(64,"3C4Z99A1A1
994Z3C"): DISPLAY AT(5,1):"
@ Tigercub Software 1987 for
free distribution - no price
or copying fee to be charged
"
170 CALL KEY(3,K,0)
180 A$(1)="No, if the word d
oes not end in B, D, G, H, N
, P, R or T you always just
add ING"
190 A$(2)="No, if the last le
tter is not E and the next-t
o-last letter is not a v
owel, just add ING"
200 A$(3)="No, if the word h
as two vowels just before
the last letter, just add
ING"
210 A$(4)="No, if a word end
s in B, D, G, H, N, P, R or
T with one vowel (but not tw
o vowels!) just before it, y
ou must double the last
letter and add ING"
220 A$(5)="No, if the word e
nds in IE, change the IE to
Y and add ING"
230 A$(6)="No, BE is an exce
ption to the rules,"
240 A$(7)="Some dictionaries
give EYING but EYING is be
tter"
250 A$(8)="No, if a word end
s in E (ex-cept BE and words

```

```

ending in IE,OE,UE AND YE)
you must drop the E and add
ING"
260 A$(9)="No, if the word e
nds in EE, or DE or UE, just
add ING"
270 A$(10)="No, BUIP, QUIT a
nd QUIL are exceptions to th
e rule. Double the last
letter and add ING."
280 FOR J=1 TO 100 :: READ M
$(J):: NEXT J
290 FOR J=1 TO 100 :: Y$=Y$+
CHR$(J):: NEXT J :: Z$=Y$
300 DISPLAY AT(3,1):"";"";""
:" Type the word with the
correct ING suffix"
310 RANDOMIZE :: Z=INT(RND*(M
EN(Z$)+1)):: I=ASC(SEG$(Z$,Z
,1)):: Z$=SEG$(Z$,1,Z-1)&SEG$
(Z$,Z+1,255):: IF LEN(Z$)=0
THEN Z$=Y$
320 CALL ING(M$(I),ING$,A)
330 DISPLAY AT(12,1):M$(I)::
ACCEPT AT(12,15):ANS
340 CALL HCHAR(15,1,32,200):
: DISPLAY AT(10,1):"" :: IF
ANS=ING$ THEN DISPLAY AT(10,
10):"CORRECT!" :: GOTO 310
350 DISPLAY AT(15,1):A$(A):"
": "The word is ";ING$ :: GOT
O 310
360 !OP+
370 DATA LODGE,BUY,HOPE,BUIP
,TITHE,WISH,CUT,DRIVE,SEE,EY
E,GO,CRY,TRY,AGREE,QUIT
380 !OP-
390 DATA BOIL,COOL,MURT,BUTT
,CAGE,BE,ROVE,PITY,SAVE,COOL
,RULE,MEASURE,TUNE,RAVE
400 DATA RUN,BEG,STOP,THINK,
ERR,BORE,TEAR,BAR,CARE,BARE,
BEAR,LET,QUIZ,HOOT,HEAT,COME
410 DATA DREAM,TAKE,FRY,CADD
Y,FLEE,HOE,SEW,TRIP,HOPE,RIG
,BRAG,SUE,KNEE,DOO,BABY,NURS
E,CRUISE
420 DATA LIE,TIE,DIE,BELIE,V
IE,BOBBE,LIVE,DRIVE,LOVE,LEA
VE,HUM,HOP,BEG,BEGIN,BOMB,BO
B
430 DATA ABB,AIB,BAT,BOAT,PR
AY,LAY,QUOTE,SNORE,STARE,HIR
E,FIRE,LINE,CRY,SAY
440 DATA BOBBIE,RAGE,RATTLE,
GRATE,LEAVE,STRIVE,BRAW,WRIT
E
450 !OP+
460 SUB ING(M$,ING$,A):: E$=
SEG$(M$,LEN(M$),1):: F$=SEG$

```

```

(M#,LEN(M#)-1,1):: A#="ING"
:: C#="BDEGNPRT" :: V#="AEI
OU"
470 GOTO 500
480 C#,E#,ING#,M#,A#,A,V#,F#
490 !OP-
500 IF LEN(M#)=4 AND SEG$(M#
,1,3)="QUI" THEN ING#="M&E#&A#
A# :: A=10 :: SUBEXIT
510 IF POS(C#,E#,1)=0 THEN I
NG#="M&A# :: A=1 :: SUBEXIT
520 IF E#="E" THEN 550
530 IF POS(V#,F#,1)=0 THEN I
NG#="M&A# :: A=2 :: SUBEXIT
540 IF POS(V#,SEG$(M#,LEN(M#
)-2,1),1)>0 THEN ING#="M&A#
:: A=3 :: SUBEXIT ELSE ING#
="M&E#&A# :: A=4 :: SUBEXIT
550 IF F#="I" THEN ING#="SE#&
(M#,1,LEN(M#)-2)&"YING" :: A
=5 :: SUBEXIT ELSE IF F#="E"
OR F#="O" OR F#="U" THEN IN
G#="M&A# :: A=9 :: SUBEXIT
560 IF M#="DE" THEN ING#="DE
ING" :: A=6 :: SUBEXIT
570 IF M#="EYE" THEN ING#="E
YEING" :: A=7 :: SUBEXIT
580 ING#="SEG$(M#,1,LEN(M#)-1
)&A# :: A=8
590 !OP+
600 SUBEND

```

I still have a sort of an old-fashioned idea that the computer can be a useful educational tool -

```

100 CALL CLEAR :: FOR SET=0
TO 12 :: CALL COLOR(SET,2,B)
:: NEXT SET :: CALL SCREEN(5
):: DISPLAY AT(3,6):"NOUN TO
ADJECTIVE" :: CALL KEY(3,K,
S)
110 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(5,5):"
@ Tigercub Software":"" Fo
r free distribution - no pr
ice or copying fee to be ch
arged."
120 DISPLAY AT(12,1):" One a
ccent...loading memory"
130 DATA ROGUE,ROGUISH,MOG,M
OGGISH,PIG,PIGGISH,SWINE,SWI
NISH,THIEF,THIEVISH,KNAVE,KN
AVISH,BRUTE,BRUTISH or BRUTA
L
140 !OP-
150 DATA FAME,FAMOUS,TUMULT,
TUMULTUOUS,RIOT,RIOTOUS,SCAN
DAL,SCANDALOUS,MOUNTAIN,NOUN

```

```

TAINOUS,ODOR,ODOROUS or ODOR
IFEROUS
160 DATA CAVERN,CAVERNOUS,VI
LLAIN,VILLAINOUS,DANGER,DANG
EROUS,PERIL,PERILOUS,ADVANTA
GE,ADVANTAGEOUS
170 DATA BARB,BARBED,FORK,FO
RKED,BORDER,BORDERED,WHEEL,W
HEELER,HUNGER,HUNGRY,ANGER,A
NGRY
180 DATA PARLIAMENT,PARLIAM
ENTARY,PLANET,PLANETARY,LEGIS
LATURE,LEGISLATIVE,PARISH,PA
ROCHIAL
190 DATA CONGRESS,CONGRESSIO
NAL,ELEPHANT,ELEPHANTINE,FAN
TASY,FANTASTIC,BULL,BULLISH
200 DATA GIRL,GIRLISH,BOY,BO
YISH,BABY,BABYISH,AMATEUR,AM
ATEURISH,FEVER,FEVERISH,DEVI
L,DEVILISH,FOOL,FOOLISH
210 DATA OAF,OAFISH,SNEEP,SH
EEPISH,CHILD,CHILDISH or CHI
LDLIKE,VIRTUE,VIRTUOUS,PRIDE
,PROUD or PRIDEFUL
220 DATA HATE,HATEFUL,DOUBT,
DOUBTFUL,THOUGHT,THOUGHTFUL,
SHAME,SHAMEFUL,FEAR,FEARFUL,
SORROW,SORROWFUL
230 DATA WISH,WISHFUL,PEACE,
PEACEFUL,EVENT,EVENTFUL,TRU
TH,TRUTHFUL,SKILL,SKILLFUL,MA
N,MANLY
240 DATA WOMAN,WOMANLY,FATHE
R,FATHERLY,MOTHER,MOTHERLY,B
ROTHER,BROTHERLY,SISTER,SIST
ERLY
250 DATA NIGHT,NIGHTLY,HOUR,
HOURLY,MONTH,MONTHLY,ORDER,O
RDERLY,SERIES,SERIAL
260 DATA TIME,TIMELY,GRAVEL,
GRAVELLY,FRIEND,FRIENDLY,WOOL
L,WOOLLY,YEAR,YEARLY,SOUTH,S
OUTHERN or SOUTHERLY
270 DATA NORTH,NORTHERN or N
ORTHERLY,WEST,WESTERN or WES
TERLY,EAST,EASTERN or EASTER
LY
280 DATA CHARITY,CHARITABLE,
TERROR,TERRIFIED or TERRIBLE
,HORROR,HORRIFIED or HORRIBL
E or HORRIFIC
290 DATA RAG,RAGGED,MILITARY
,MILITARISTIC,ART,ARTISTIC,C
AT,CATTY,DOG,DOGGY,FOG,FOGGY
,SUN,SUNNY
300 DATA BAG,BAGGY,LEG,LEGGY
,DOG,DOGGY,STUB,STUBBY,FUN,F
UNNY,FLUR,FURRY,GUN,GUNNY,AVA
RICE,AVARICIOUS

```

```

310 DATA CLOUD,CLOUDY,RAIN,R
AINY,FLOWER,FLOWERY or FLORA
L,GREED,GREEDY,THIRST,THIRST
Y,AIR,AIRY,BUSH,BUSHY,FISH,F
ISHY
320 DATA SOUP,SOUPY,BLOOD,BL
OODY,FOAM,FOAMY,BEAD,BEADY,S
WAMP,SWAMPY,SILVER,SILVERY,C
OPPER,COPPERY,DUST,DUSTY
330 DATA DIRT,DIRTY,GUILT,GU
ILTY,SALT,SALTY,GRAIN,GRAINY
,OIL,OILY,TRICK,TRICKY,HILL,
HILLY,ROCK,ROCKY
340 DATA SAND,SANDY,SOAP,SOA
PY,SUDS,SUDSY,SILK,SILKY,WOOL
D,WOODY,MODESTY,MODEST,PIETY
,PIOUS,DAY,DAILY
350 DATA TREE,TREELIKE,TOY,T
OYLIKE,FINGER,FINGERLIKE,SWA
N,SWANLIKE,WAR,WARLIKE,DISH,
DISHLIKE,PLATE,PLATELIKE
360 DATA SPOON,SPOONLIKE,BIR
D,BIRDLIKE,SLAKE,SLAKY,WIRE,
WIRY,BONE,BONY,SMOKE,SMOKY,F
LAKE,FLAKY
370 DATA NOISE,NOISY,DRINE,D
RINY,TASTE,TASTY,STONE,STONY
,WAVE,WAVY,GORE,GORY,PASTE,P
ASTY,BUBBLE,BUBBLY
380 DATA LABOR,LABORIOUS,ORN
AMENT,ORNAMENTAL,GOVERNMENT,
GOVERNMENTAL,CONTINENT,CONTI
NENTAL,MUSIC,MUSICAL
390 DATA MAGIC,MAGICAL,TOPIC
,TOPICAL,SENSATION,SENSATION
AL,LOGIC,LOGICAL,ALARM,ALARM
ING,ARTERY,ARTERIAL
400 DATA GOLD,GOLDEN,EARTH,E
ARTHEN,GLAMOUR,GLAMOURIZED,B
EPUTY,DEPUTIZED,ENERGY,ENERG
IZED,PART,PARTIAL,FIRE,FIERY
410 DATA ANGEL,ANGELIC,CHERU
B,CHERUBIC,BURDEN,BURDENSOME
,TROUBLE,TROUBLESOME,BEAST,B
ESTIAL
420 DATA HISTORY,HISTORICAL,
GEOGRAPHY,GEOGRAPHICAL,BOTAN
Y,BOTANICAL,BIOLOGY,BIOLOGIC
AL,LITURGY,LITURGICAL
430 !OP+
440 DIM A$(175),B$(175):: FO
R J=1 TO 174 :: READ A$(J),B
$(J):: Z#="Z#&CHR$(J):: NEXT
J :: Y#="Z# :: RANDOMIZE
450 DISPLAY AT(7,1):""Type
the adjective form of -:""
460 I=INT(RND*LEN(Y#)+1):: Y
=ASC(SEG$(Y#,I,1)):: Y#="SEG$
(Y#,I,I-1)&SEG$(Y#,I+1,255):
: IF LEN(Y#)=0 THEN Y#="Z#

```

```

470 DISPLAY AT(12,1):A$(Y)::
ACCEPT AT(12,14):B# :: IF P
OS(B$(Y),B#,1)=0 THEN 490
480 DISPLAY AT(18,1):"": "" :
: FOR D=1 TO 100 :: NEXT D :
: DISPLAY AT(18,1):" That is
the word in my memory b
anks." :: GOTO 460
490 DISPLAY AT(18,1):" The a
djective in my memory banks
is ";B$(Y):: GOTO 460

```

When one program is run from from another by RUN DSK., the screen is not cleared, sprites are not deleted, and screen color, character definitions and sprite magnification are not returned to the default values. This can cause some strange results, which can be prevented by CALLING CLEARALL just before the RUN.

```

1000 SUB CLEARALL :: CALL CL
EAR :: CALL BELSPRITE(ALL)::
CALL SCREEN(8):: CALL CHARS
ET :: CALL MAGNIFY(1)
1001 FOR CH=65 TO 90 :: CALL
CHARPAT(CH,CH#):: CALL CHAR
(CH+32,"00"&SEG$(CH#,1,12)&S
EG$(CH#,15,21):: NEXT CH
1002 CALL CHAR(96,"00020100B
",123,"001820204020201B",124
,"00101010001010100030080804
0808300000205408")
1003 FOR CH=127 TO 143 :: CA
LL CHAR(CH,"0"):: NEXT CH ::
SUBEND

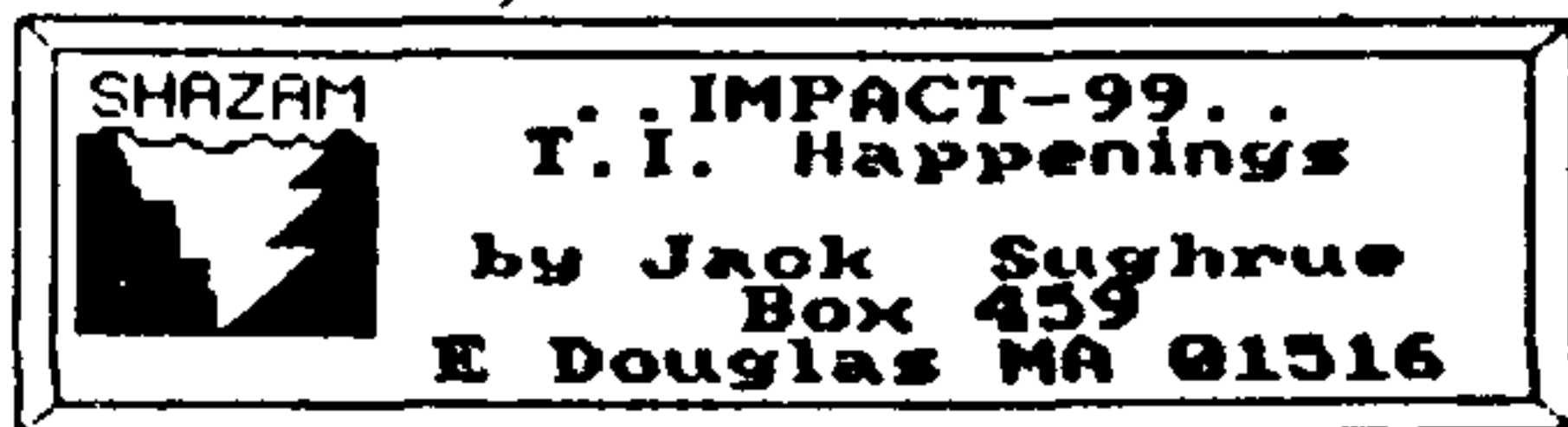
```

The routine in line 1001 can be used, by deleting the +32 if necessary, to modify some of the character sets on my Nuts & Bolts disks.

From an idea in a program by Ed Machonis, here is an improvement to my 28-Column Converter published in Tips #18. After line 160, insert 165 DISPLAY AT(20,1):"Tab setting? 1" :: ACCEPT AT(20,14)SIZE(-2)DEEP:T And change line 290 to - 290 PRINT #2:TAB(T);L# :: S=S+28 :: GOTO 410

MEMORY FULL! - Jim P.





GOOD OLD DAYS

PART III: THE DARK AGES

Were the Dark Ages really awful for all the people who lived through them? I mean, if I were a serf would I never have had any happiness if I truly didn't know about such things as freedom and rights? That's the impression we keep getting from everything we read about the Dark Ages (which were not called that, of course, except in hindsight).

Might we not be living in the Electronic Dark Ages right now? Might not some future generations (free of a flesh body thanks to robotics and the research into Artificial Intelligence) refer to us as primitive; what with degenerating bodies, minds cluttered with trivia and obsessions, politics of death rather than life, slums, homelessness, terror, war, famine?

But might WE not think this is a pretty cool age? And we pretty cool cats? And Life a gas? (If not downright totally wicked awesome rad.)

So we come to the eve of orphaning of the 4/A. That infamous date (was it really a Friday the 13th?) will linger on in many memories. The doomsayers leaped from what they thought was an abyss and began chanting, "Dark Ages. Dark Ages. Dark Ages."

I can clearly recall reading the announcement in the papers and saying, "Forsooth!" (or whatever was the proper expletive in those days), and going home that evening and taking the cover off my console and looking at it for a long time. Like Ol' Dog Tray, 4/A and I had been buddies for a long time. Now it looked like the last roundup.

"Wait a minute!" I thought aloud. "This computer still works. It's still better than an Apple or IBM or Commodore as is. There's no one down in Texas who is going to snap a switch that will shut off the 4/As instantly worldwide. We still have over 2 million owners. We still have software being made, books being written, and, best of all, my user group is still intact."

We're well into the second half of that decade now and we're not dead yet. Not by a long shot.

There have been some remarkable misjudgments by publishers and software and hardware companies. I think, for example, that the biggest mistake came when companies and the user groups eliminated the non-techies. Forgetting about them. Magazines like SMART PROGRAMMER overestimated the number of techies who would be interested in such things as internal schematics or such

software as Advanced Diagnostics. Once the market was quickly saturated (some estimate TI techiehood as high as 10,000 people worldwide, out of a possible 2 1/2 million owners) that was it. Software, for the most part, was just not being made for the regular user. As a result, lots of software companies died (as did lots of Fairware projects). Pirates were blamed for all these deaths. There was piracy, no doubt about it; but the pirates, for the most part, were the very techies who were a small part of this very small part of the TI community. No non-techie would pirate Advanced Diagnostics, for example, even if they knew how (which would make them a techie), as it would serve no purpose in that person's computer life. Nor would they pirate "Popeye" because they wouldn't have the technical ability to do so.

I think piracy has been overated as a cause of death. Particularly as there is no corpse.

I know of many people in our user group (and this has happened at least nationwide) who left, first, because they believed the doomsayers; second, because they didn't understand the nature of undergrounding; and, finally, because the rest of us had bought RAMdisks and OSDBs and 512s and 6Ks and were getting into Assembly and were discussing GRAMS and 6ROMS and other such things. Our workshops were turning into boring nightmares of technical jargon and fast-moving files flashing across multiple screens.

The general feeling of these enthusiastic techies was expressed often and loudly at faires and conferences and club meetings: "If you don't want to join the 20th Century and update your system, then get the hell out!"

As simple as that.

The tape recorder crowd who needed a slower pace or didn't have the money (or desire) for upgrading the system, was left in the lurch.

So were those who only wanted cartridges for software application: PERSONAL RECORD KEEPING, MULTIPLAN, LOGO. The one exception, of course, was TI WRITER.

I remember one meeting where a speaker talked for 45 minutes on Eprocs. I didn't know what they were and no one in the audience knew (either before or after). Or cared. Fewer of the old regulars came to the meetings. There was no longer anything for them. Each time we lost a few more members, my heart would sink. Without the user groups, I knew, there would be no TI. The machine would still work, but there would be no community, no sharing, no fellowship.

We tried raffles and other bandaids for a while, but we didn't bring back the oldtimers. And there aren't any newtimers.

Or are there?

The TIs are still in the homes of many people. If only young people could be encouraged to take an interest.

Many of the techies (if they've not already done so) are going to leave the TI for greater techiehood. This is too bad. They left behind some great things. But they left behind (in those cases where there were club

(takeovers) many dead groups. Some of us are not technically oriented, nor will we ever be. There are a lot of 99ers out there with tape recorders; a lot of 99ers who have never used FORMAT on their TI WRITERS; a lot of 99ers who wouldn't even care to own a GRAN KRACKER (which is great for them as GK isn't made anymore). However, we non-techies can be assets to our groups. We can contribute and have lots to contribute.

What did we do in the old days of before and after the orphaning that was so different?

We went to our user groups as a social occasion, a monthly night out. I think that came first for most people. The 4/A was our commonality. It was social. We talked and shared and learned. We were all, more or less, in the same boat. Those who knew a bit more than we did helped us. We did not feel excluded.

I went to a large TI group last year with the intent of joining. When I got there I felt very uncomfortable. The members did not introduce themselves, nor did they ask me to "come on over" and chat. Nothing. The meeting was disorganized, but when it settled down, nothing happened. There were no workshops, no plans, no anything. Except for five or six men (a couple rather famous in the TI community) who kind of held sway, loudly cracking inside jokes as one or the other of them talked a little bit about what's on their BBS, about Eprocs (Dann Eprocs, I say!), about how to wire in an IB chip to your console (using all the terms but without a chart or graph). Everyone (except those five or six) was bored to tears. I couldn't understand why anyone even came to the meetings. I didn't join, though I belong to quite a few groups.

When I went back to N.U.N.C.N. I noticed our meetings were getting like that (though not yet as bad).

When meetings started to get down to three and four members present, I knew drastic changes had to take place.

So what did we do to renew membership and keep it active?

First, we started having user workshops. Things we normal types wanted the computer for. Most people want to do something with wordprocessing or graphics. (PRINT SHOP is, after all, the most popular home computer program on the market - for other computers.) Desktop publishing it's being called, and it is just that. We started giving workshops on FUNNELWEB and PLUS! and CFS and TI-ARTIST and FONTWRITER, primarily, because people owned these programs or were seriously considering getting them, and they wanted to know how to use them. They wanted to go slowly and in small groups and ask lots of questions and have things shown a few times. People have a mistrust of manuals, no matter how simple. (The ones that are very simple seem too wordy; the ones that are thin seem to assume too much knowledge on the part of the user.) People like to see things in operation. They

don't care how the TV or the car or the microwave or the washing machine work. They only want to be able to use the things. For most people, this is also true of computers. And for the TI in particular because most purchasers bought it for home and as their first computer experience.

We tried to provide for these 99ers, but we first had to get them back.

We improved the newsletters: increased the number of pages, eliminated the repetitious or irrelevant materials, tried to jam-pack it with goodies from all the exchange newsletters and add graphics and PROGRAMS TO TYPE IN whenever and wherever possible.

Next we mailed them to ALL former members inviting them back to the fold.

We had coffee and goodies available.

We greeted each new or returning visitor at every meeting and pulled them right into the pre-meeting group discussions.

And had signs made up. A batch was given to each member present to put anywhere and everywhere.

We increased our raffles; brought back our text library, our long-forgotten tape library and dubber, our dist library.

At each meeting we begin with a social time (to talk, eat, look at the stuff for sale, for loan, for raffle), pull everyone together for a general filling-in of what the workshops that night will be and a filling-in of what's happening in our computer's world. Lots of jokes and fellowship. Then we have a short, semi-formal meeting (president, treasurer, secretary) and conduct the workshops. Meetings begin officially at 7. Most members arrive by 6:30. We end abruptly at 9.

We gave a list of all members names and addresses and phones to all members.

There is such outside-the-club contact. Many members belong to other clubs, too, so there is a greater sharing. If members show an interest in Eprocs, for example, they can bring it up at a meeting and request a workshop for those interested.

The heart and the brain of the user group (for ALL user groups) is the newsletter. Without it, there is no real user group. It is the connector of members. It is the communicator. It is the touchstone and signature of each club around the world. The newsletters are as individual and quirky as the editors whose remarkable dedication continues to turn them out. You can tell from the newsletter if the club is friendly and worth joining.

The main ingredients in successful user groups are the four F's: FUN, FELLOWSHIP, FOOD, AND FRIENDLINESS. When groups get away from these qualities, they're fading into the shadows. However, as N.U.N.C.N. is proof, with a little effort a group can leap back into the light.

[This is the last of a 3-part article on personal experiences in the TI world.]

Remember the PROGRAMMING
CONTEST?????

It's still on..... It's open to all C.O.N.N.I. members - all ages and levels of programming abilities. Everyone will win something!

Prizes include:

- 1 - Name in Spirit of 99 newsletter - it goes all over the country.
- 2 - Free Disk of the Month
- 3 - Free Public domain programs from Jim Peterson's library.
- 4 - Free cassette or tape from our library.
- 5 - Free subscription to our newsletter for one year.
- 6 - Free membership for one year.

The categories are as follows:

- GAMES
- MUSIC
- UTILITIES
- APPLICATIONS



You may program in BASIC, EXTENDED BASIC, PASCAL, FORTH, C OR ASSEMBLY. Turn in your program to Jim Peterson or Chuck Grimes by the July meeting - 9th. (This is a one month extension.) The programs will be judged by a panel of judges. The winners will be announced at the August 13th meeting.

HIT OONPAH THORSTEN NIENIETZ & JIM PETERSON

From the August 87 issue of the West Penn 99'ers Club Newsletter

100 ! HIT_OONPAH

By Torsten Nienietz
Marbacher WEG 3
D-2800 Bremen 1
West Germany

110 FOR X=0 TO 8 : READ TCX
) : NEXT X : READ E,A,H,C,K
,F,G,Z : ! Mit apologies to
Torsten & Jim from Ollie

Hebert, SMAUG/99, Mobile, AL

120 DISPLAY AT(3,9)ERASE ALL

:"S - O - L - O" : TAB(10) :

HIT OONPAH" : RPT\$("- ", 28) :

:" : " By Torsten Nienietz

..

130 DISPLAY AT(12,3) : "mit 00

MPAH by Tigercub" : : : "

Make up YOUR SOLO" : " w

ith keys 1 to 8" : : : "

... COME ON!!!"

140 FOR X=1 TO 2 : FOR Y=1

TO 2 : GOSUB 210 : CALL SO

UND(Z,E,V,H,V,T(R),30,-4,0) :

: NEXT Y : GOSUB 210

150 CALL SOUND(Z,E,V,C,V,T(R)

),30,-4,0) : GOSUB 210 : CA

LL SOUND(Z,E,V,H,V,T(R),30,-

4,0) : NEXT X : M=E : N=H

: : O=C : D=8 : GOSUB 190

160 M=A : N=K : O=F : D=4

: : GOSUB 190 : M=E : N=H

: : O=C : GOSUB 190 : M=H :

: N=F : O=G : D=2 : GOSUB

190 : M=A : N=K : O=F

170 GOSUB 190 : M=E : N=H

: : O=C : GOSUB 190 : M=H :

: N=F : O=G : GOSUB 190 :

FOR X=8 TO 2 STEP -1

180 CALL SOUND(Z,E,V,H,V,T(CX

)^1.063,0) : NEXT X : CALL

SOUND(Z^4,E,V,H,V,K,0) : GOT

O 140

190 FOR X=1 TO D : FOR Y=1

TO 2 : GOSUB 210 : CALL SO

UND(Z,H,V,N,V,T(R),30,-4,0) :

: NEXT Y : FOR Y=1 TO 2 :

GOSUB 210

200 CALL SOUND(Z,H,V,O,V,T(CR

),30,-4,0) : NEXT Y : NEXT

X : RETURN

210 CALL KEY(0,R,S) : IF S A

ND R>48 AND R<57 THEN R=R-48

: : RETURN ELSE R=0 : RETUR

N

220 DATA 44733,620,696,781,8

28,929,1043,1170,1240,330,44

0,494,554,659,740,831,200



BRAILLE 'N SPEAK by IRWIN HOTT

BRAILLE 'N SPEAK: A NEW COMPUTER FOR THE BLIND

I am actually beginning to write this article while riding a COTA bus downtown. I am using the Braille 'n Speak. It is about 9 inches long, 4 inches wide and 1.5 inches high. It weighs less than one pound. The small size is made possible with use of a braille keyboard and a speech synthesizer for the "display". The Braille'n Speak has rechargable batteries as well as an RS232 port.

The braille cell is made up of 6 dots 1,2,3 from top to bottom on the left, and 4,5,6 on the right. The braille'n speak uses 7 keys (1 for each dot plus the spacebar.) You simply press dots simultaneously to get the desired character. Dot 1 is A, dots 1 and 2 are B, dots 1 and 4 are C etc.

I don't propose to go into the intricacies of Braille here, except to say that there are different "grades" involving the number of contractions used e.g. nec for necessary, al for also, and words such as with written as dots 2,3,4,5,6.

I am writing in grade 1 braille now. There are no contractions, and I am writing in lower case most of the time. I can switch to upper case by hitting a u chord. That means pressing u and the spacebar at the same time. That will give me the next character in upper case. If I hit u chord twice, upper case loc will be on. Most of the commands such as file, cursor, and parameter are made by pressing a key combination

with the spacebar.

The Braille 'n Speak has about 200K of RAM. About 180 of that may be used for file storage. Files may be as short as 1 page (4096 characters) or up to 45 pages. The maximum allowable number of files is 30. Right now I have 6 files open in Braille 'n Speak with 40 pages on memory left. I have a 2 page file for this article; notes from Lima, a phone list, a BBS list, a help file which is always resident and clipboard. Clipboard is a 1 page file that is used to house deleted material as well as data copied from one file to another. I just exited "art" and looked at clipboard. It contained a sentence I had deleted from this article. I could have deleted a line from this file and put it into another file. It is very easy to move from one file to another. When I do that, I return to the exact place where I left the file. Many features such as this, make Braille 'n Speak a joy to use.

There are several word-processing functions built in. Right now I have key echo turned on. However my brailleing is faster, and I am ahead of speech most of the time. There is a backspace command which is destructive. I can move through text, a paragraph, line, word or a character at a time in either direction. If I do not understand a character such as p or t there is a phonetic alphabet built-in. I can insert up to 255 characters from the keyboard. If I insert from

another file, I can add up to 4096 characters in one move. I can also delete anywhere from one character to the entire contents of a file. I can set a "mark" in text and delete to that "mark" in either direction. One of the minor drawbacks is in replace string. I can overwrite a character or find a string, but I cannot replace all occurrences of a string. It is very easy to transfer material to and from the Braille 'n Speak. The RS232 port is controlled by software commands. I can set baud rate from 75 to 19,200, set parity, duplex handshaking and stop bits. I can transmit complete text, text to "mark" a character, line or paragraph. If I want to receive text, all I have to do is open a file, set the parameters in the RS232 port, and turn on the RS232 port. All incoming material will be stored in the open file.

I can listen to the material as it comes in, or just let it build up in RAM. I frequently dump files from the TI so I can listen to them in the Braille 'n Speak. It is much easier to read text here because I can skip around in the file and carry the machine around with me. As an example, I dumped a series of messages the other day from HUG TIBBS in Houston about using 3.5 inch disk drives. I thought it would make an interesting file on Spirit of #99, so I edited it in the Braille'n Speak. This took about 10 minutes to edit out all of the extraneous information. On the TI, without being able to use TI-WRITER or the

equivalent, it would have taken at least 45 min. I was able to quickly search for key words to delete, such as message numbers. I entered a note at the beginning of the file, merged the new file description into the old description file, dumped both from the Braille'n Speak to the TI and I was ready to go. I can format the text I am sending from the Braille 'n Speak. It can be formatted as to page length, line length, left margin, and top margin. There is no way in writing text (such as this article) to specify a line length. I will format the file when I send it to the TI. It would be nice if I could set a line length and have a warning when I was approaching the end of the line. However that is a relatively minor drawback.

The Braille 'n Speak has a clock build-in. The current time is 12:16. There is a calendar, a timer and a four function calculator. I can "paste" answers to calculations into a file such as I did with the time above.

Now that I have the Braille 'n Speak I wonder how I ever got along without it. The program (using a 512k eeprom) has been

carefully written to make it as easy to use the device as possible. Much careful thought has gone into it. Not that it was easy to learn. I have not counted, but I suppose there are at least 50 new commands I had to learn. For the first couple of days I wondered if I was ever going to master it. After that it started to get much easier. There were also some bugs in earlier versions of the eeprom. I was one of about half a dozen people who helped to test some of the updates. That was for the most part a lot of fun. However, it was not without dangerous moments. A couple of times I erased memory. Once through my own carelessness, the other time through an error in the program. Fortunately I had backup copies of most files on the TI. I have not found any errors in this new version of the eeprom.

I am not really sure I can explain how nice it is to have a device such as this. The possibilities of use are just about endless. It can be used for phone messages, recipes, editing programs, and so much more. The cost is reasonable also. It costs \$895.00, which for a high tech low production

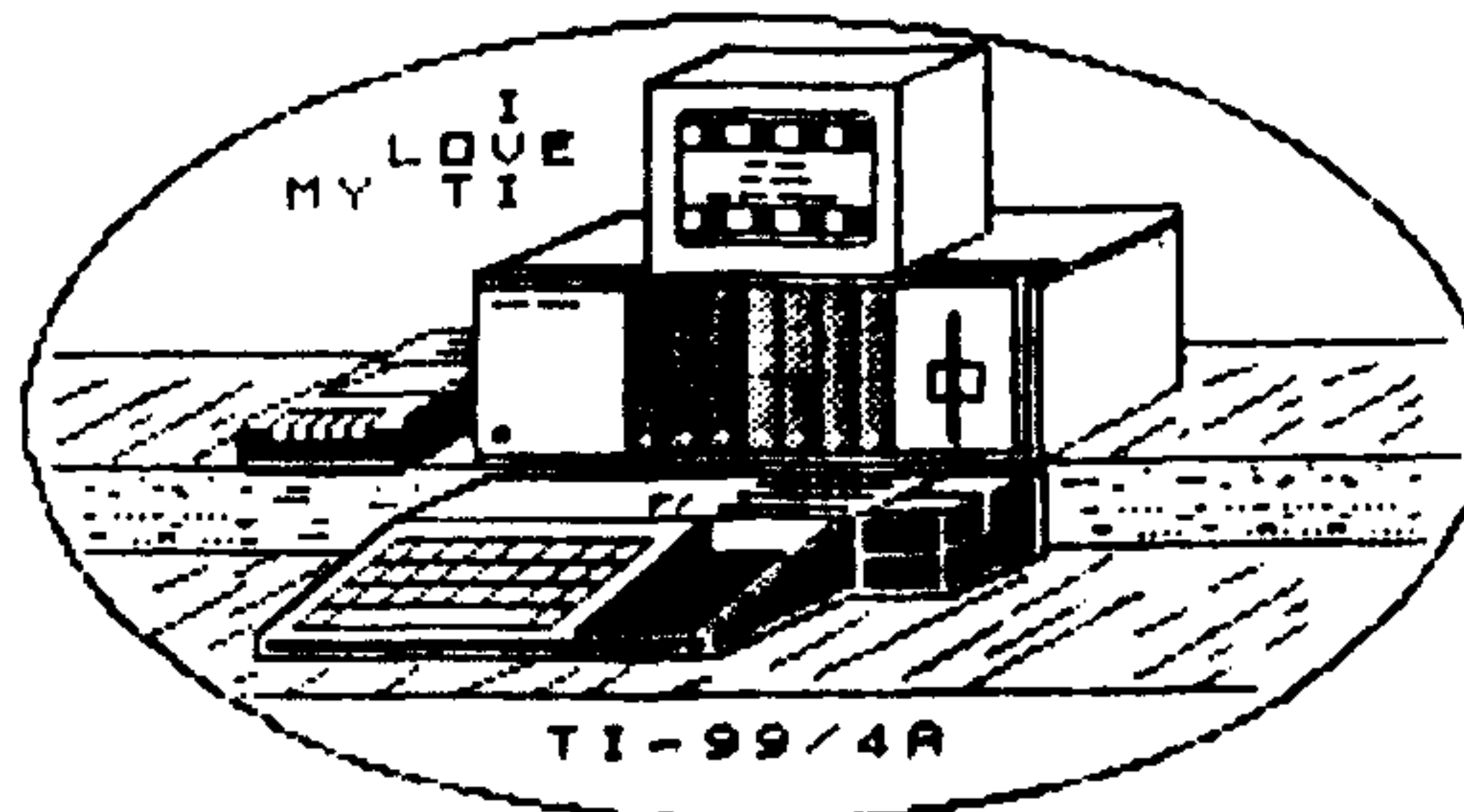
device, is fairly unusual. As an example, the first talking calculator cost \$495. Now for the first time blind people have a computer, at least, on a par with those used by their sighted counterparts. Previously, portable lap-top computers with speech cost at least \$2000. This put it out of the price range of many individuals. It is not absolutely necessary to interface Braille 'n Speak with another computer. There is a tape interface device available as an option. It works through the RS232 port.

I hope this gives you a little idea of just how I use the Braille 'n Speak. I'm sure as time goes on, I will find more uses for it. If you would like to see it, ask me at one of the meetings. If you know someone who might be able to use one, more information is available from:

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(301) 879-5504

I would also be glad to correspond with anyone who would be interested. My address is:

Irwin Mott 1540
Northridge Road Columbus, OH
43224 (614) 263-5319



Graphics credit goes to Joseph Bartle Parish, NY.

SLOW DOWN

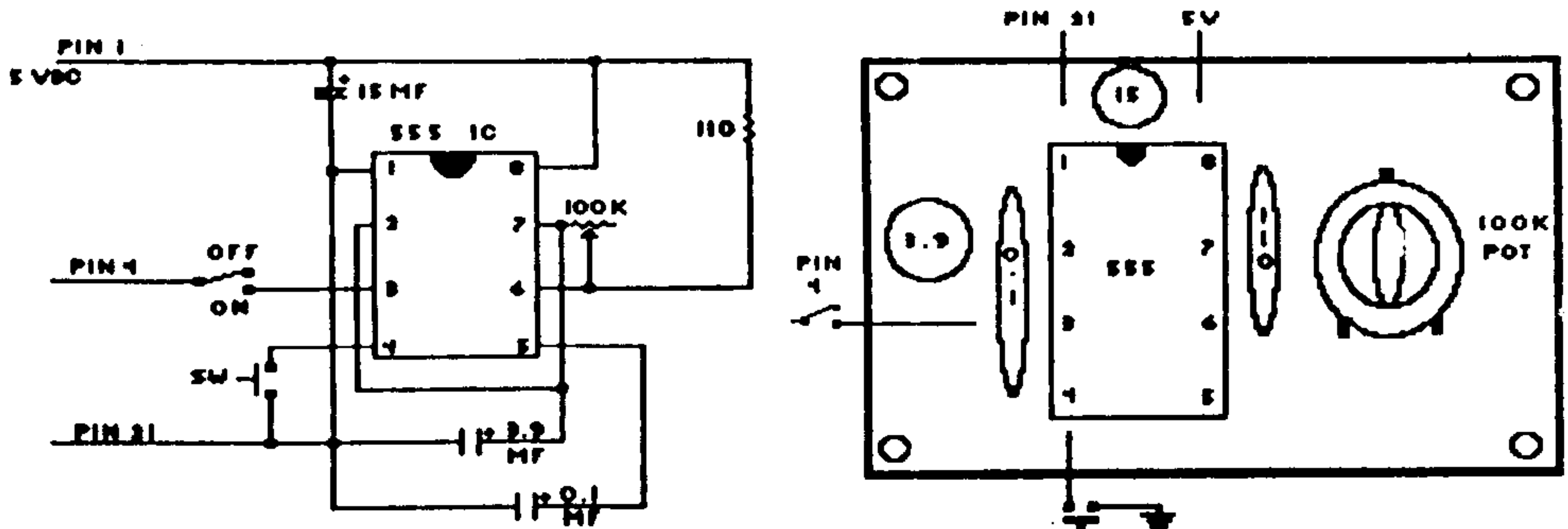
submitted by member Curt Borders

TO SLOW DOWN THE TI99/4A (MARK MCGORMICK) DESIGNED A SIMPLE CIRCUIT TO INTERRUPT THE 9900 CHIP AT RATES WHICH COULD BE ADJUSTED, AND THUS VARY THE SPEED THAT THE TI99/4A WOULD APPEAR TO RUN.

THE SMALL CIRCUIT IS LOCATED INSIDE THE SPEECH SYNTHESIZER AND DOESN'T REQUIRE OPENING THE CONSOLE.

PARTS LIST

PARTS	RADIO SHACK PART #
IC=NE555.....	267-1723
110 OHM RESISTOR.....	
100K OHM POTENTIOMETER.....	271-338
10 mf ELE.CAPACITOR.....	272-1025
	272-1436
4.7 mf ELE.CAPACITOR.....	272-1024
0.1 mf CAPACITOR.....	272-135
SP/ST MOMENTARY SWITCH.....	275-1547
DP/DT CENT/OFF SWITCH.....	275-620
	275-1545





GETTING THE MOST FROM YOUR CASSETTE SYSTEM
BY MICKEY SCHMITT
NUMBER 8
CLYDE COLLEDGE'S: HIGH-SPEED CASSETTE LOADER
PART II

(Ed. note: Thanks to Mickey Schmitt and West Penn 99'ers Club)

AS PROMISED... THIS MONTH I AM CONTINUING WITH THE TOPIC OF CLYDE COLLEDGE'S HIGH-SPEED CASSETTE LOADER. FOR THOSE OF YOU WHO ARE NOT YET FAMILIAR WITH THIS PARTICULAR PROGRAM... LET ME SAY ONCE AGAIN... IF YOU ARE STILL USING A CASSETTE SYSTEM... THIS PROGRAM IS A MUST! IT IS BY FAR ONE OF THE MOST IMPRESSIVE CASSETTE UTILITIES AVAILABLE TO DATE!

WHILE LOADING CLYDE'S PROGRAM IS NOT A DIFFICULT PROCESS IN ITSELF... UNDERSTANDING THE PROCEDURE FOR THE VERY FIRST TIME CAN BE A LITTLE CONFUSING. WITH THAT THOUGHT IN MIND I HAVE TRIED TO KEEP THE "LOAD" INSTRUCTIONS AS SIMPLE AS POSSIBLE.

INSTRUCTIONS FOR LOADING CLYDE'S LOADER:

1. INSERT THE EXTENDED BASIC MODULE INTO THE COMPUTER
2. SELECT OPTION 2 - EXTENDED BASIC
3. TYPE: OLD CS1
4. THEN: PRESS ENTER
5. FOLLOW THE DIRECTIONS AS THEY APPEAR ON YOUR MONITOR OR TV SCREEN:
 - 5.1 * REWIND CASSETTE TAPE CS1
THEN PRESS ENTER
 - 5.2 * PRESS CASSETTE PLAY CS1
THEN PRESS ENTER
 - 5.3 COMPUTER DISPLAYS MESSAGE:
* READING
 - 5.4 COMPUTER DISPLAYS MESSAGE:
* DATA OK
 - 5.5 * PRESS CASSETTE STOP CS1
THEN PRESS ENTER
6. WAIT FOR THE FLASHING CURSOR TO APPEAR IN THE LOWER LEFT-HAND CORNER OF YOUR MONITOR OR TV SCREEN
7. TYPE: RUN
8. THEN: PRESS ENTER
9. THE COMPUTER WILL THEN RETURN BACK TO THE EXTENDED BASIC SCREEN WITH THE MESSAGE: * READY * AND THE CURSOR WILL ONCE AGAIN BE FLASHING IN THE LOWER LEFT-HAND CORNER OF YOUR MONITOR OR TV SCREEN
CLYDE COLLEDGE'S: HIGH-SPEED CASSETTE LOADER IS NOW LOADED

INSTRUCTIONS FOR USING CLYDE'S LOADER:

1. AFTER YOU HAVE LOADED CLYDE'S LOADER
TYPE: CALL LINK("OLD")
2. THEN: PRESS ENTER
3. YOU CAN NOW LOAD IN ANY PROGRAM WHICH YOU HAVE ON CASSETTE IN HALF THE AMOUNT OF TIME THAT IT WOULD HAVE TAKEN YOU NORMALLY!
4. JUST FOLLOW THE DIRECTIONS AS THEY APPEAR ON YOUR MONITOR OR TV SCREEN:
THAT'S ALL THERE IS TO IT!

CLYDE'S LOADER HAS TWO VERY SPECIAL FEATURES THAT SHOULD NOT GO WITHOUT MENTION. FIRST OF ALL... THE HIGH-SPEED CASSETTE ROUTINES ARE EXACTLY THE SAME AS TEXAS INSTRUMENTS CASSETTE ROUTINES - MAKING THIS PROGRAM VERY USER FRIENDLY. SECONDLY... ONCE THE LOAD PROGRAM HAS BEEN PLACED IN THE 32K MEMORY... IT WILL STAY IN MEMORY... EVEN IF YOU ACCIDENTLY HIT "FUNCTION QUIT". JUST RETYPE "CALL LINK("OLD") AND YOU ARE READY TO GO. YOU CAN'T LOSE THE "LOAD PROGRAM" UNLESS YOU TURN OFF THE CONSOLE!

IF YOU WISH TO PURCHASE THIS PROGRAM PLEASE SEND \$5.00 TO:

PITTSBURGH USER GROUP
P.O. BOX 8043
PITTSBURGH, PA 15216
ATTN: PUG LIBRARIAN

**MEETING DATES
FOR
1988-1989**

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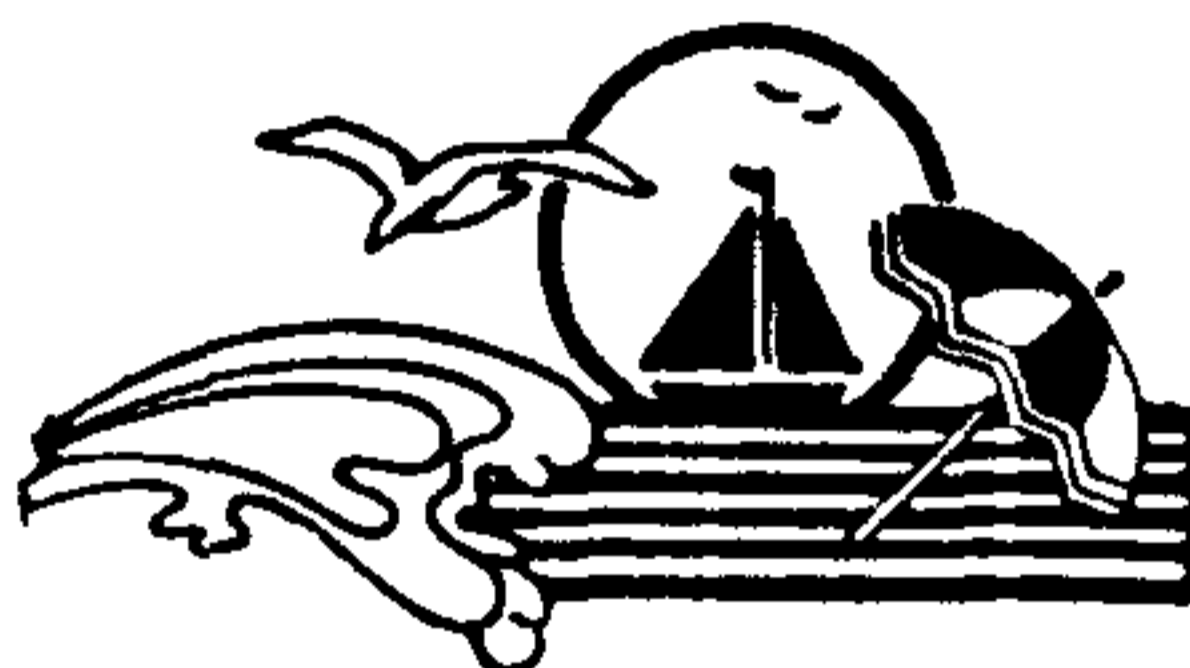
2ND SATURDAY

11 JUN 1988
09 JUL 1988
13 AUG 1988
10 SEP 1988
08 OCT 1988
12 NOV 1988
10 DEC 1988
14 JAN 1988
11 FEB 1988
11 MAR 1989
08 APR 1989
13 MAY 1989

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NAME _____ AGE _____
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 WHAT IS YOUR PROFESSION/VOCATION _____
 HOW LONG HAVE YOU OWNED YOUR COMPUTER _____
 DATE OF APPLICATION _____ ACCEPTED BY _____