Spirit of 99

CENTRAL OHIO
NINETY NINERS INC.

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

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Spirit of 99

THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS

CHANGE OF ADDRESS: Send both OLD and NEW address to: Subscription address above. WE assume no responsibility for manscripts, programs (tape or disk)not ac -companied by return postage. Letters to the Editor become property of Spirit of 99. If published, we reserve the right to edit at our discretion.

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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 pro -ducts 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)

** INDEX **

** OFFICERS **

L to R: Art Morgan, Kenton Kuehnle, Jim Peterson

L to R: Bud Mills, Carole Parkins, John Parkins

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*********************************************************************************
                              ANNOUNCEMENTS
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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:

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    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


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*********************************************************************************
                 MEETING AGENDA ----- SATURDAY 19 NOVEMBER 88
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9-9:20 AM RAFFLE BEGINS   10:15-
          LIBRARIES OPEN   10:45 AM HIGH LIGHTS OF CHICAGO
          HARDWARE SIG   AND MILWAUKEE FAIRES
          GENEALOGY SIG   DEMONSTRATION OF DISK OF
          CASSETTE SIG   MONTH
          ANNOUNCEMENTS
                                             10:50-
                                             11:20 AM DEMONSTRATIONS
9:25-   SONNY GRUBB-PASCAL ??
9:45   AM QUESTION AND ANSWER PERIOD   JEAN HALL-DATA BASE 1

9:50 -   11:25-
10:10   AM BUSINESS MEETING   11:55 AM INFORMAL TIME

(There will be a few MICROpendium   12:00 PM WE MUST BE OUT OF THE
 magazines for sale at this meeting)   JANIS CENTER BY NOON!!!

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+++++++++++++++++++++    %%%%%%%%%%%%%%%%%%%%%%%%%%%%    ++++++++++++++++++++++
·   COFFEE ANYONE?    +  %WELCOME TO NEW MEMBERS AND%    +  WEDNESDAY EVENING  +
· SATURDAY MORNINGS   +  %        RENEWALS          %    +    MEETING DEC 28   +
·+++++++++++++++++++++   % Patrick Quinn, Jim Dyer  %    ++++++++++++++++++++++++
·all Jim Seitz (875-    %  Carol Keith, Kenton      %    7:30 PM AT McDONALD'S
·532 to host.           %  Kuehnle, Mike Chaney     %    CORNER OF CLEVELAND
)EC 10-                 %                            %    MAIN IN WESTERVILLE, OH
·AN 14-                 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```
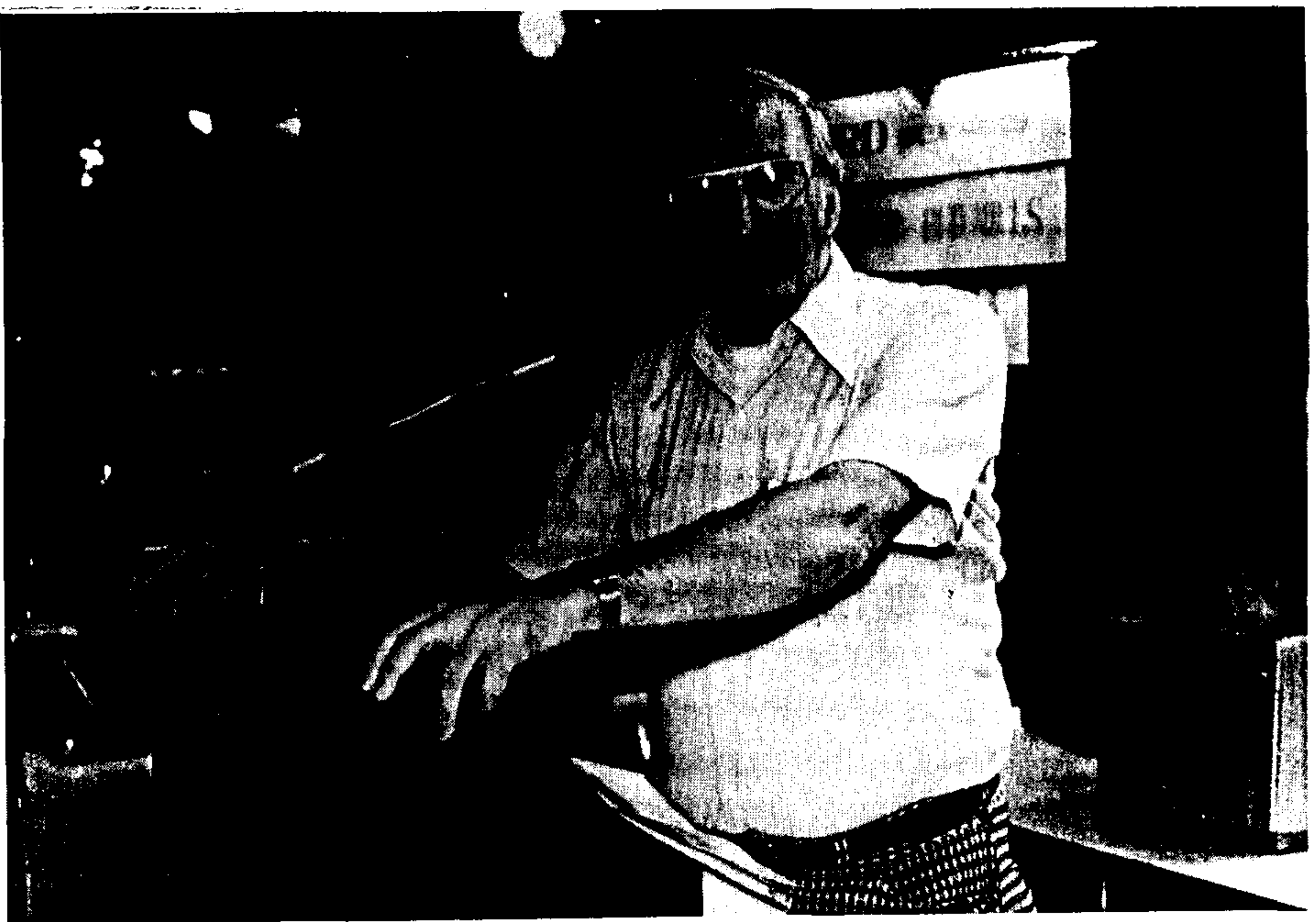
President: Dick Beery

Seated R: Ken Marshall - TI-Artist

(Because we reprinted a historical reminiscence by a former C.O.N.N.I. president in last month's sixth-anniversary issue, I elected not to submit a column. The series resumes here)

Backwards and Forwards.

Think back to your early T.I. uses, if you have been with the computer for more than a year or so. How greatly has the situation changed! Simple programs in Basic, performing simple tasks, using uncomplicated graphics. Often we typed them in ourselves, and were very proud when we got them to run with a minimum of debugging. Simple demonstrations at the meeting: "How I use my T.I.". Beginners could get an easy toehold onto club discussions and activities, since most people used cassettes, and discussions centered around simple topics. The line at the cassette library wound round and round, and you hoped there might be something worthwhile left to borrow by the time your position in line reached the librarian.

At last month's sixth-anniversary celebration, "Forwards and Backwards" was well illustrated as a concept: Two former officers who had been invited back reminisced about the way things were then. I refer, of course, to Art Morgan and Ken Kuehnle, who were there for the birth of the group and its incorporation, respectively. Representing the new were talks and demonstrations by the invited speaker, Bud Mills, and by our disk librarian, Chuck Grimes. Bud explained the one-meg Horizon ramdisk and his newly-released product, P-Gram, a product similar in function to the Gram-Kracker. Chuck revealed some of the mysteries of the new hard-drive controller that now permits owners of the 99/4A and the Geneve to have twenty or thirty meg harddisks, or even larger ones. Not even dreamed of when many of us joined the group.
Many of us are attempting to learn more about the "Forwards" by attending the Chicago and Milwaukee T.I. Faires, November 11-13. If you haven't yet made plans to go, please give the matter another thought. I've been several times, and wouldn't miss it. It's the place to see, learn about, and maybe purchase, the new marvels for our computer.

More "Backwards": we used to plug and unplug many cartridges, or sometimes rack three of them on a switching gadget that regularly wiggled and broke the circuit at just the worst possible moment. (The highest score I ever made, and now I'm back at square one...). Remember the Disk Manager 2 cartridge, the TI-Writer cartridge, the Mini-memory, etc.? Not many use them with any regularity now. Instead we have Funnelweb (now in version 4.12, each generation better than the last); Disk Manager 1000, also a multiple-generation item; FunlPlus; DSKU; etc. Those brave enough to try using a modem (300 baud, tops) to swap with friends or enter the world of computerized bulletin-boards, did so with Terminal Emulator II, whose upload/download protocols were like nothing seen elsewhere in the computer world. Now we have Fast-Term (several generations); Mass-Transfer, 4A-Talk, P-Term, and most recently the most exciting of all: Telco, also with several generations. Mass-Transfer and Telco, especially, make

possible ease of access to boards across the country via PC-Pursuit, for a flat twenty-five dollars a month. For art, we had a few simple drawing programs or did a pattern with characters in Basic. We now have TI-Artist, Graph-X, Joy Paint, CSGD and other excellent choices. To access the latest fad in computing, we can blend graphics with text ("desktop publishing") in programs such as Font-WriterII and others. It would seem that there is not much that other computers can do that ours cannot, and the frontiers continue to push forward with regularity. Is true multi-tasking next?

Yet some find the lure of another computer difficult to resist. I myself have had an Atari 800XL for several years and have recently added an Apple-clone to triple my computing pleasure. The question may be: does one have to sell or neglect one computer in order to enjoy another? My own personal answer is "No"; others will have to answer that question for themselves. One thing of which I am CERTAIN: many of the improvements and additions to any personal computer on the market are, of necessity, the result of that computer's owner having owned, played with, viewed or used on the job another computer. ("That's a neat idea...why couldn't we do that on the XXXX ?). I thank those who brought those innovations to the 99/4A and who developed and continue to improve the 9640; I encourage those of you who, like me, love other computers also, to stay with us: grow along with us and with our 4A and 9640, yet continue to enjoy your Commodore, IBM-clone or whatever. Texas Instruments produced a truly remarkable instrument in the 4A; stick around to watch it get better, and better, and better! We'll all reap the benefit of it in many ways.

(Sincere apologies to those manufacturers whose products I failed to mention, and to those users whose favorite programs I omitted; the choice was dictated by personal familiarity with, and enjoyment of, the product, and by space limitations. Sorry!)

TI-BASE: PART ONE

EXHILARATION!

You know that dizzying, exhilarating feeling you get when you've trudged all morning up a mountain path and have come out of the brush at the crest. You can look back from that peak and see how far you've come and look ahead to see how far you've yet to go.

It's a wonderful, spirit-lifting kind of feeling as you stand there breathing in that rare air. You've come to a definite point in your life, but the journey's far from over.

Well, I felt a little like that today after spending just four hours with a program called TI-BASE. I feel I have scaled new heights with my TI, but I realize I have a long way yet to go.

TI-BASE opens up creative and critical USER possibilities in a way nothing else has ever done for the TI with the possible exception of FUNNELWEB and TI-ARTIST. (I know GRAPHX is wonderful. It's the art program I teethed on. And BA WRITER is great. And don't forget _____. [Fill in the blank with your favorite.]

But TI-ARTIST (by Chris Faherty of Inscebot) has become the TI World's standard against which all art products for our machine are judged. Can the pictures be converted? Is the drawing/painting program compatible? And so on. Can new enhancements be made for it (such as DISPLAY MASTER, ARTIST EXTRAS, ARTIST COMPANIONS)? And, equally important, is it used productively by the VAST majority of users? No question, TI-ARTIST has, justifiably, become the most productive art tool for the 99.

FUNNELWEB (by Tony McGovern and his son Will) has had a parallel experience as a modified disk operating system for the 4A, an environment that is centered around the combined functions of word-processing, assembling, and disk managing. It has become the single, most-used disk program for the TI. Again, justifiably.

Now comes TI-BASE.

It, too, will become - without question - THE database tool for normal users to astound themselves with and for geniuses to create unlimited enhancements and templates. TI-BASE is an open-ended data system that includes, in passing, text and disk management packaging for incredible convenience. Yet it also allows such freedom of personalization that it is mind-boggling. The only thing I can equate it to is DBIII+ for IBM. And that sells for about $800 and comes with piles of disks and a 500+ page manual. And, if you look in any bookstore's computer section, you will find loads of books on how to use DBIII+ (or any of the earlier ones in the series). Colleges and night schools offer courses on just the use of DBIII+.

And here's the rub. INSCEBOT (P.O. Box 291610, Port Orange, FL 32027) provides THEIR masterpiece on two SSSD disks and one of those is a tutorial disk. Their manual is a mere 40 5x7 pages.

What this means is 1) that a genius created this extremely compact base and 2) that the manual is in no way complete for those who want to dive deeply into this remarkable piece of software. I can picture all kinds of companion disks being created for TI-BASE by users world-wide, starting with disks of templates. I can also picture all kinds of things being written for it, starting with tutorials.

Let me catch my breath here a minute. You're probably getting the impression I LIKE this program. LIKE is not a strong enough word. You'll see why in a moment.

But first let me explain that Chris Faherty's father, Dennis, is the brilliant creator of TI-BASE. Now we have another father-son 4A genius team, like the McGoverns. Dennis has been a data-processing professional for almost a quarter century. It's apparent on TI-BASE that he brought all his expertise and experience to this software.

To tell you the truth, when I first read the manual I panicked. I didn't (and still don't) understand such things as the following paragraph:

'THE CASE directive allows selective processing of directives. CASE directives are included between DOCASE and ENDCASE directives. Each CASE is examined sequentially. The first case which resolves to 'TRUE', will be executed. Execution will be continued until a BREAK directive is encountered. Execution will then be discontinued until the ENDCASE is encountered.'

That's as bad as it gets.

I'm sure people who use databases with regularity at work will find that paragraph a piece of cake. I don't.

My database experience (except to watch others on the DB series on the IBM and, once in a while, to play with the base part of APPLEWORKS) has been strictly TI: DB 300/500, PR BASE, CFS, and a few other disks and modules. All of which were good for some things but were not user-friendly and were very limiting. I didn't feel creative using them. None of them seemed to be able to do the kinds of things I had pictured in my mind. What TI-BASE does best is let you

CREATE EXACTLY WHAT YOU WANT IN AN EASY AND DIRECT WAY.

THE BEST WAY TO EXPLAIN THIS, I THINK, WOULD BE TO RUN THROUGH MY VERY FIRST APPLICATION.

I HAVE A COLLECTION (MOSTLY PAPERBACKS AND FLEA-MARKET SPECIALS) OF BOOKS BY P.G. WODEHOUSE, WHO IS THE FUNNIEST WRITER YOU EVER LIVED.

HE WROTE 97 BOOKS. HE ALSO WROTE 285 SHORT STORIES, 33 MUSICALS, 18 PLAYS, OVER 200 SONGS, AND AN UNTOLD NUMBER OF ESSAYS AND REVIEWS. HE HOLDS THE GUINNESS BOOK OF RECORDS FOR HAVING FIVE OF HIS MUSICAL COMEDIES RUNNING SIMULTANEOUSLY ON BROADWAY. THERE HAVE BEEN DOZENS OF BOOKS WRITTEN ABOUT HIM AND THERE HAVE BEEN COLLECTIONS OF EARLIER WORKS INTO FIRST-TIME ANTHOLOGIES. PLUS, HE WROTE MOVIES AND HAD MANY THAT WERE BASED ON HIS WORKS. THERE WERE NUMEROUS TELEVISION AND RADIO SERIES IN THIS COUNTRY AND ENGLAND (MANY INTRODUCED BY WODEHOUSE), AND THERE WERE RECORDS AND TAPES MADE OF MANY OF HIS WORKS.

IN SHORT, HE WAS A PROLIFIC WRITER. I HAD PILES OF HIS WORKS AND NEEDED A DATA BASE TO FIND OUT WHAT I DID AND DID NOT HAVE. IN ADDITION, MANY OF HIS WORKS WERE PUBLISHED UNDER TWO (AND SOMETIMES THREE) DIFFERENT TITLES: AMERICAN, BRITISH, PAPERBACK.

I WANTED A DATABASE THAT WOULD LET ME PUT HIS WORKS IN ORDER BY PUBLICATION DATE, BY TITLE, BY BIBLIOGRAPHICAL ASSIGNED NUMBER, BY TYPE (HARDBOUND, PAPERBACK, TAPE, VIDEO, ETC.), BY SPECIAL SERIES (THE JEEVES BOOKS, THE BLANDINGS CASTLE BOOKS, ETC.), BY FIRST EDITIONS (FOR THE FEW I HAD), BY OWNERSHIP (DID I OR DIDN'T I OWN A PARTICULAR BOOK UNDER ANY TITLE), AND, MOST IMPORTANTLY, BY COMMENTS. I WANTED A LARGE COMMENT BLOCK THAT WOULD GIVE ME ALTERNATIVE TITLES, PLOT SUMMARIES, MAIN CHARACTERS, WHETHER THIS WAS THE FIFTH IN THE BLANDINGS SERIES, AND SO ON). AND I WANTED TO SORT THESE IN ALL DIFFERENT WAYS. I WANTED TO BE ABLE TO DISPLAY ANY COMBINATIONS OF FIELDS TOGETHER (SUCH AS ALPHABETICAL TITLE ALONG WITH OWNERSHIP OR PUBLICATION ORDER WITH SPECIAL SERIES AND TITLES AND MEDIA TYPE). AND, OF COURSE, I DESIRED THE CAPABILITY TO PRINT OUT IN ANY COMBINATION OF FIELDS AND IN ANY SORT ORDER. AND INSTANTLY.

NOW THAT DOESN'T SEEM LIKE TOO MUCH TO ASK, DOES IT?

HOWEVER, I'VE NEVER BEEN ABLE TO DO IT WITH ANY OF THE DATABASES FOR THE TI, WHETHER CARTRIDGE, DISK, OR RAM.

I ALSO WANTED TO BE ABLE TO HOUSE THE DATABASE IN THE RAM OF MY MYARC 512 OR ANY DRIVE OF MY CHOICE ON DISKS NAMED ANYTHING OF MY CHOICE.

I WANTED TO BE ABLE TO CHANGE COLUMN STRUCTURE, LINE LENGTH, AND SPACING AT WILL FROM INSIDE THE PROGRAM. I SECRETLY WISHED FOR THE ABILITY TO INITIALIZE DISKS OF ANY CONFIGURATION, CATALOG DISKS, AND COPY FILES ALL WITHIN THE PROGRAM SO I WOULDN'T LOSE THE BASE IN MEMORY OR THE SCREEN I WAS WORKING ON.

IT STANDS TO REASON THAT I WOULD LIKE TO EDIT AND APPEND AND DISPLAY AND FIND AND SORT AND PRINT AND MOVE FILES AT WILL.

WELL, IF I TELL YOU THAT I NEVER FOUND A DATABASE FOR THE TI THAT WOULD EVEN BEGIN TO APPROACH THIS DREAM OF MINE, YOU WOULD NOT BE SURPRISED. I FIDDLED AND MANIPULATED EVERY BASE I COULD FIND TO BEGIN TO HANDLE SOME OF THESE VERY SIMPLE WISHES OF MINE. FOR YEARS! TO NO AVAIL.

WITHIN FOUR HOURS TODAY I DID ALL OF THE ABOVE AND MUCH, MUCH MORE. AND I DIDN'T EVEN BEGIN TO TAP THE POTENTIAL OF THIS REMARKABLE PROGRAM. I DIDN'T EVEN TRY THE INCREDIBLE MATHEMATICAL POSSIBILITIES OR THE MANIPULATION OF VARIABLES. I DIDN'T EVEN GET A CHANCE TO TRY ONE-THIRD OF THE STUFF IN THE MANUAL. I HAVEN'T EVEN TRIED THE TUTORIAL DISK YET. (MAYBE THAT'LL TELL ME ABOUT THOSE DOCASE DIRECTIVES AND SUCH.)

BUT I HAD, FOR THE FIRST TIME, MY P.G. WODEHOUSE DATABASE. I HAD HARDCOPIES OF 10 DIFFERENT CONFIGURATIONS OF THE FIELDS. I'M STILL AGHAST WITH THE EASE AND SPEED (TI-BASE IS 100% ASSEMBLY) WITH WHICH I CREATED AND FILLED THIS FILE.

DON'T GET ME WRONG; THERE ARE LIMITATIONS TO TI-BASE. BUT NOTHING THAT WOULD EFFECT ME IN THE SLIGHTEST.

THE LIMITS ARE 255 CHARACTERS PER FIELD (THE BASIC ITEM, SUCH AS TITLE OR PUBLICATION DATE); 17 FIELDS PER RECORD; AND - GET THIS! - 8,192 RECORDS PER DATABASE! (THIS IS LIMITING????) AND ABSOLUTELY NO LIMIT ON THE NUMBER OF DATABASES YOU MAY CREATE.

AS PROLIFIC A WRITER AS WODEHOUSE WAS, HIS WORKS ARE JUST A TINY DROP IN THE BUCKET TO TI-BASE.

NOW YOU CAN USE YOUR DATABASE FOR YOUR CHECKING ACCOUNT. EXACTLY THE WAY YOU WANT IT (AS THE NUMERICALS WILL HANDLE YOUR MATH WORK). OR YOU CAN DEVELOP THE ULTIMATE ADDRESS BOOK OR A SERIES OF INTERRELATED FILES. TI-BASE WILL LET YOU HAVE UP TO 5 DATA BASES OPERATING AT THE SAME TIME!

BEFORE I GET CARRIED AWAY, I WANT TO SAY THREE THINGS: FIRST, I'LL DO THE WODEHOUSE TUTORIAL IN THE NEXT IMPACT COLUMN STEP-BY-EASY-STEP; SECOND, ALL YOU NEED IS ONE SINGLE-SIDED DRIVE AND 32K WITH XB, E/A, OR MM, THOUGH THE HIGHER CONFIGURATIONS MAKE THINGS, AS ALWAYS, A BIT EASIER; AND, THIRD, THE PRICE OF THIS MASTERPIECE IS ONLY $24.95 (PLUS $1.50 S&H) OR A FEW DOLLARS LESS IF PURCHASED BY USER GROUPS IN GROUP ORDERS OF ANY SIZE). THIS IS THE BEST BUY OF THE YEAR FOR TI OWNERS WITH DISK SYSTEMS. YOU MAY ORDER FROM INSCEBOT (ABOVE) OR TEXAMENTS; 53 CENTER ST.; PATCHOGUE, NY 11772 OR CHARGE 516-475-3480.

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(JACK SUGHRUE, BOX 459, E.DOUGLAS, MA 01516)

TIPS FROM THE TIGERCUB

#53

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

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 PP&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 deductable 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!
TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION GAMES, REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCAB-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 108 subprograms, 10 pp of documentation. NUTS & BOLTS #3 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.

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***********************************
*      NOW READY              *
* TIPS FROM TIGERCUB VOL.5 *
* Another 49 programs and  *
* files from issues No. 42 *
* through 50. Also $10 ppd *
***********************************
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TIGERCUB CARE DISKS #1,#2,#3 and #4. Full disks of text files (printer required).
No. 1 contains the Tips newsletters #42 thru #45, 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.

Someone wanted a program to teach how to make change.

```
100 CALL CLEAR
110 DEF I$(X)="$"&SEG$(STR$(X),1,POS(STR$(X),".",1)+2)
120 CALL COLOR(1,2,8,2,2,8,3,2,8,4,2,8,5,2,8,6,2,8,7,2,8,8,2,8,9,2,8,10,2,8,11,2,8,12,2,8)
130 CALL SCREEN(5):: D$=RPT$(" ",112)!programmed by Jim Peterson Apr. 1988 for the public domain
140 GOTO 180
150 CALL KEY :: CALL CLEAR :: CALL SOUND
160 A,P,C,G,T,F,O,Q,D,N,S,TT,X,B$,QQ,K,M$,J
170 !@P-
180 DISPLAY AT(2,8)ERASE ALL:"MAKING CHANGE":;:" by Jim Peterson" :: RANDOMIZE :: CALL KEY(3,K,G)
190 DISPLAY AT(6,1):"Do you want to":;:" (1) Input amounts":" (2) Use random amounts" :: ACCEPT AT(6,16)SIZE(1)VALIDATE("12")BEEP:A :: CALL CLEAR
200 IF A=2 THEN 240 :: DISPLAY AT(2,1):"Price of item? $":;:;:;: :: ACCEPT AT(2,17)VALIDATE(NUMERIC)BEEP:P :: IF P<0 THEN 200
210 DISPLAY AT(4,1):"Amount offered by customer?":"$" :: ACCEPT AT(5,2)VALIDATE(NUMERIC)BEEP:C
220 IF C<>INT(C)AND P-INT(P)<>C-INT(C)THEN DISPLAY AT(23,1):"Even dollars please!" :: GOTO 210
230 IF C<P THEN DISPLAY AT(23,1):"Not enough!" :: GOTO 210 ELSE IF C=P THEN DISPLAY AT(23,1):"No change needed!" :: GOTO 200 ELSE GOTO 260
240 RANDOMIZE :: P=20*RND+.01 :: P=INT(P*100)/100 :: DISPLAY AT(2,1):"Price of item" :: DISPLAY AT(2,16):I$(P+.001)
250 C=INT(4*RND+1)*5 :: IF C
```

```
LAY AT(4, ...
$" :: DISPLAY AT(4,18):STR$(C)
260 G=C :: C=C-P :: T=INT(C/10):: C=C-T*10 :: F=INT(C/5):: C=C-F*5 :: O=INT(C):: C=C-O :: Q=INT(C/.25):: C=C-Q*.25 :: D=INT(C/.1):: C=C-D*.1 :: N=INT(C/.05)
270 C=C-N*.05 :: X=C*100 :: TT=0
280 DISPLAY AT(7,1):"OK, start adding change from the price until you reach the customer's amount." :: TT=P+.001
290 IF X=0 THEN 330 :: GOSUB 640 :: IF B$<>"P" THEN M$="No, give pennies to reach "&I$(TT+X*.01):: GOSUB 670
300 DISPLAY AT(11,1):"How many pennies?" :: ACCEPT AT(11,19)VALIDATE(NUMERIC)BEEP:QQ
310 IF QQ=X THEN 320 ELSE IF TT+QQ*.01>G THEN GOSUB 680 :: GOTO 300 ELSE GOSUB 690 :: GOTO 300
320 DISPLAY AT(7,1):"You have reached "&I$(TT+X*.01):;:;:;: :: TT=TT+X*.01
330 IF N=0 THEN 380 :: GOSUB 640
340 IF B$<>"N" THEN M$="No, if the cents portion is .10 or .20 or .35 or .45 or .60 or .70 or .85, add a nickel" :: GOSUB 670
350 DISPLAY AT(11,1):"How many nickels?" :: ACCEPT AT(11,19)VALIDATE(NUMERIC)BEEP:QQ
360 IF QQ=N THEN 370 ELSE IF TT+QQ*.05>G THEN GOSUB 680 :: GOTO 350 ELSE GOSUB 690 :: GOTO 350
370 DISPLAY AT(7,1):"You have reached "&I$(TT+N*.05):;:;:;: :: TT=TT+N*.05
380 IF D=0 THEN 430 :: GOSUB 640
390 IF B$<>"D" THEN M$="No, add dimes to reach .25 or .50 or .75 or .00" :: GOSUB 670
400 DISPLAY AT(11,1):"How many dimes?" :: ACCEPT AT(11,19)VALIDATE(NUMERIC)BEEP:QQ
410 IF QQ=D THEN 420 ELSE IF TT+QQ*.1>G THEN GOSUB 680 :: GOTO 400 ELSE GOSUB 690 ::
```

```
GOTO 400
420 DISPLAY AT(7,1):"You hav
e reached "&I$(TT+D$.1):;:;:
;: :: TT=TT+D$.1
430 IF Q=0 THEN 480 :: GOSUB
640
440 IF B$<>"Q" THEN M$="No,
add quarters to reach an eve
n dollar." :: GOSUB 670
450 DISPLAY AT(11,1):"How ma
ny quarters?" :: ACCEPT AT(1
1,20)VALIDATE(NUMERIC)BEEP:Q
Q
460 IF QQ=Q THEN 470 ELSE IF
TT+QQ$.25>6 THEN GOSUB 680
:: GOTO 450 ELSE GOSUB 690 :
: GOTO 450
470 DISPLAY AT(7,1):"You hav
e reached "&I$(TT+Q$.25):;;:
:;: :: TT=TT+Q$.25
480 IF O=0 THEN 530 :: GOSUB
640
490 IF B$<>"O" THEN M$="No,
add dollars to reach a mult
iple of five dollars." :: GO
SUB 670
500 DISPLAY AT(11,1):"How ma
ny dollars?" :: ACCEPT AT(11
,19)VALIDATE(NUMERIC)BEEP:QQ
510 IF QQ=O THEN 520 ELSE IF
TT+QQ>6 THEN GOSUB 680 :: G
OTO 500 ELSE GOSUB 690 :: GO
TO 500
520 DISPLAY AT(7,1):"You hav
e reached "&I$(TT+O):;:;::;:
:: TT=TT+O
530 IF F=0 THEN 580 :: GOSUB
640
540 IF B$<>"F" THEN M$="No,
add a five dollar bill to r
each a multiple of ten." ::
GOSUB 670
550 DISPLAY AT(11,1):"How ma
ny fives?" :: ACCEPT AT(11,1
7)VALIDATE(NUMERIC)BEEP:QQ
560 IF QQ=F THEN 570 ELSE IF
TT+QQ$5>6 THEN GOSUB 680 ::
GOTO 550 ELSE GOSUB 690 ::
GOTO 550
570 DISPLAY AT(7,1):"You hav
e reached "&I$(TT+F$5):: TT=
TT+F$5
580 IF T=0 THEN 620 :: GOSUB
640
590 IF B$<>"T" THEN M$="No,
add ten dollar bills to reac
h"&I$(6):: GOSUB 670
600 DISPLAY AT(11,1):"How ma
ny tens?" :: ACCEPT AT(11,16
)VALIDATE(NUMERIC)BEEP:QQ ::
```

```
IF QQ=T THEN 620
610 IF QQ>T THEN GOSUB 680 :
: GOTO 600 ELSE DISPLAY AT(1
4,1)BEEP:"That's not enough!
" :: GOTO 600
620 DISPLAY AT(7,1)BEEP:"You
gave the correct change!":"
";"":""
630 DISPLAY AT(14,1):"
  PRESS ANY KEY" :: DISPLAY A
T(14,1):"       press any ke
y" :: CALL KEY(3,K,S):: IF S
=0 THEN 630 ELSE 200
640 DISPLAY AT(11,1):"Will y
ou now give":" (P)ennies":"
(N)ickels":" (D)imes":" (Q)u
arters":" (O)ne dollar bills
":" (F)ive dollar bills":" (
T)en dollar bills"
650 DISPLAY AT(19,1):"":"":"
":"";"":""
660 ACCEPT AT(11,19)SIZE(1)V
ALIDATE("PNDQOFT")BEEP:B$ ::
  DISPLAY AT(11,1):"";"";"":"
":"";"";"";"" :: RETURN
670 FOR J=1 TO 5 :: DISPLAY
AT(20,1):D$ :: DISPLAY AT(20
,1)BEEP:M$ :: NEXT J :: RETU
RN
680 CALL SCREEN(7):: FOR J=1
TO 15 :: CALL SOUND(-99,110
,0,-4,0):: DISPLAY AT(14,1):
"" :: DISPLAY AT(14,1):"You
gave too much change!" :: NE
XT J :: CALL SCREEN(5):: RET
URN
690 DISPLAY AT(14,1):"No, th
at's wrong!" :: RETURN


And here's a one-screen
tinygram - you could convert
this to speech and it would
do a better job of making
change than most clerks do
nowadays!
1 !$$$$$$$$$$$$$$$$$$$$$$$$$$
 !$      CHANGEMAKER      $
 !$       TINYGRAM        $
 !$     by Jim Peterson   $
 !$$$$$$$$$$$$$$$$$$$$$$$$$$
100 CALL CLEAR :: S$(1)="S"
110 DEF P$(X)="$"&SEG$(STR$(
X),1,LEN(STR$(X)) 1)
120 DATA 10,5,1,.25,.1,.05,.
01,CENT,NICKEL,DIME,QUARTER,
DOLLAR BILL,FIVE DOLLAR BILL
,TEN DOLLAR BILL
130 PRINT TAB(8);"CHANGEMAKE
R":;: :: INPUT "PRICE? ";P :
: INPUT "AMOUNT OFFERED? ";B
```

```
:: IF B<P THEN 130
140 PRINT :: C=B-P :: FOR J=
1 TO 7 :: READ X(J):: A(J)=I
NT(C/X(J)):: C=C-A(J)$X(J)::
NEXT J :: Z=P+.001
150 PRINT P$(P+.001);" OUT O
F ";P$(B+.001):;: :: FOR J=7
TO 1 STEP -1 :: READ A$ ::
Z=Z+A(J)$X(J):: IF A(J)>0 TH
EN PRINT "AND";A(J);A$&S$(-(
A(J)>1))&" IS ";P$(Z):;:
160 NEXT J :: PRINT :: RESTO
RE 120 :: GOTO 130


The Extended Basic Manual
did a very poor job of show-
ing us how to use USING. My
thanks to Karl Romstedt for
telling me how to do it with
DISPLAY AT - put a semicolon
directly before USING -
100 CALL CLEAR :: DISPLAY AT
(12,5):USING "$$$.$$":1.23
Other commands can go
either before the AT or
after the parameters -
110 DISPLAY ERASE ALL BEEP A
T(12,5):USING "$$$.$$":1.23
120 DISPLAY AT(12,5)ERASE AL
L BEEP:USING "$$$.$$":1.23
However, to output to a
printer, put a comma before
USING -
120 OPEN #1:"PIO" :: PRINT #
1,USING "$$$.$$":1.23


The trouble with PRINT
USING "$$$.$$" is that it
will print nothing but as-
terisks if the integer con-
tains more digits than the
number of $ left of the dec-
imal, and will leave blanks
between the $ and the first
digit if the integer con-
tains less digits than the
number of $$ left of the de-
cimal. This algorithm will
correctly print dollars and
cents values of ANY size,
rounded off to the nearest
cent and with the dollar
sign directly before the
first digit or decimal.
100 INPUT A :: PRINT USING "
$"&SEG$(RPT$("$",LEN(STR$(IN
T(A)))),1-(INT(A)=0),255)&".
$$":A :: GOTO 100

Thanks to Ed Machonis for
```

```
some of these improvements
to the Printall program
which was published in Tips
#45 -
171 DISPLAY AT(8,12):"V.1.2"
190 DISPLAY AT(18,7):"TURN P
RINTER ON!":;:"SET TOP OF FO
RM HALF INCH  BELOW PERFS"
200 DISPLAY AT(23,8):"PRESS
ANY KEY" :: DISPLAY AT(23,8)
:"press any key" :: CALL KEY
(0,K,S):: IF S=0 THEN 200 EL
SE CALL CLEAR
330 IF P=1 AND SS$<>"Y" THEN
DISPLAY AT(12,1):"EMPHASIZE
D? (Y/N) Y" :: ACCEPT AT(12,
19)VALIDATE("YN")SIZE(-1)BEE
P:E$ :: IF E$="Y" THEN PRINT
#1:CHR$(27);"E";
390 IF NC=1 THEN 410 :: AV=I
NT(TA/(NC-1)):: DISPLAY AT(1
2,1)ERASE ALL:"COLUMN SEPARA
TION?":"MINIMUM 2":"MAXIMUM
"&STR$(AV)&" AVAILABLE ":"2"
400 ACCEPT AT(15,1)VALIDATE(
DIGIT)SIZE(-2)BEEP:CS :: IF
CS<2 OR CS>AV THEN 400 ELSE
S$=RPT$(" ",CS)
450 LSP=12 :: DISPLAY AT(10,
1):" ":" ":"LINES PER PAGE?
60":" ":" ":" ":" " :: ACCEP
T AT(12,17)VALIDATE(DIGIT)SI
ZE(-3):LP :: IF LP<61 THEN 4
90
460 !DELETE
470 !DELETE
480 LSP=72/(LP/10):: PRINT #
1:CHR$(27);"A";CHR$(LSP)
510 DISPLAY AT(15,1):STR$(LP
)&" lines per page":"with "&
STR$(INT(LSP))&"/72 line spa
cing"
640 ! DELETE!
650 IF LEN(M$(IP))<=CW THEN
670 :: T$=SEG$(M$(IP),1,CW):
: CALL SOUND(1000,110,0,-4,0
):: DISPLAY AT(12,1):M$(IP);
" OVER";CW;"CHARACTERS":"TRU
NCATED TO ";T$:"OK?"
660 CALL KEY(3,K,S):: IF S=0
THEN 660 ELSE IF K<>89 THEN
STOP ELSE M$(IP)=T$
```

MEMORY FULL!

Jim Peterson

SONATA
BY KEVIN NOESNER

(Congratulations to another programming contest winner)

```
100 REM  **KNICK KNACK**
         SOFTWARE
     Kevin Noesner
     2672 EASTCLEFT DR.
     COL. OH. 43221
110 CALL CLEAR
120 CALL SCREEN(2)
130 PRINT "
   **
    **
    **
    **

.
140 PRINT " ** ** *** *** *
 *          * * * * * * * **
 *          *   * * * * * *
 **         *   * *** *** *
 *
.
150 PRINT " * *** *** * * *
***        * * * *   * *
 *         *   * * * *  ****
 *         *   * * ****
 *         ****** *** *   *
 *"
160 PRINT "
           *** *** *  *  *
 *** *     *    * * ** * * *
  * * *    *** * * * ** ***
  * ***        * * * *  * *
  * * *"
170 PRINT " *** *** *  * * *
  * * *
          .
180 CALL COLOR(2,12,12)
190 FOR X=1 TO 10 :: CALL SP
RITE(#X,42,15,240,8,-AA/42+(
4*X),0):: NEXT X
200 FOR X=1 TO 10 :: CALL MO
TION(#X,0,AA/42+(2*X)):: NEX
T X
210 FOR A=1 TO 4
220 CALL SOUND(300,294,5,440
,3)
230 CALL SOUND(300,294,5,587
,3)
240 CALL SOUND(300,294,5,698
,3)
250 NEXT A
260 FOR B=1 TO 4
270 CALL SOUND(300,262,5,440
,3)
280 CALL SOUND(300,262,5,587
,3)
290 CALL SOUND(300,262,5,698
,3)
300 NEXT B
310 FOR C=1 TO 2
320 CALL SOUND(300,233,5,466
,3)
330 CALL SOUND(300,233,5,587
,3)
340 CALL SOUND(300,233,5,698
,3)
350 NEXT C
360 FOR D=1 TO 2
370 CALL SOUND(300,196,5,466
,5)
380 CALL SOUND(300,196,5,622
,5)
390 CALL SOUND(300,196,5,784
,5)
400 NEXT D
410 CALL SOUND(300,220,7,440
,7)
420 CALL SOUND(300,220,7,554
,7)
430 CALL SOUND(300,220,7,784
,7)
440 CALL SOUND(300,220,7,440
,7)
450 CALL SOUND(300,220,7,587
,7)
460 CALL SOUND(300,220,7,698
,7)
470 CALL SOUND(300,220,7,440
,7)
480 CALL SOUND(300,220,7,587
,7)
490 CALL SOUND(300,220,7,659
,7)
500 CALL SOUND(300,220,7,440
,7)
510 CALL SOUND(300,220,7,554
,7)
520 CALL SOUND(300,220,7,659
,7)
530 FOR G=1 TO 3
540 CALL SOUND(300,294,7)
550 CALL SOUND(300,349,7)
560 CALL SOUND(300,440,7)
570 NEXT G
580 CALL SOUND(300,440,1,880
,1)
590 CALL SOUND(200,440,1,880
,1)
600 FOR H=1 TO 3
610 CALL SOUND(300,277,5,880
,1)
620 CALL SOUND(300,392,5,880
,1)
630 CALL SOUND(300,440,5,880
,1)
640 NEXT H
650 CALL SOUND(300,440,1,880
,1)
660 CALL SOUND(200,440,1,880
,1)
670 CALL SOUND(300,880,1,294
,5)
680 CALL SOUND(300,880,1,349
,5)
690 CALL SOUND(300,880,1,440
,5)
700 CALL SOUND(300,880,1,294
,5)
710 CALL SOUND(300,880,1,349
,5)
720 CALL SOUND(300,880,1,294
,5)
730 FOR H=1 TO 2
740 CALL SOUND(300,932,1,196
,1)
750 CALL SOUND(300,932,1,233
,1)
760 CALL SOUND(300,932,1,294
,1)
770 NEXT H
780 FOR I=1 TO 2
790 CALL SOUND(300,880,1,262
,5)
800 CALL SOUND(300,880,1,349
,5)
810 CALL SOUND(300,880,1,440
,5)
820 NEXT I
830 CALL SOUND(300,784,1,262
,5)
840 CALL SOUND(300,784,1,330
,5)
850 CALL SOUND(300,784,1,466
,5)
860 CALL SOUND(300,1047,1,26
2,5)
870 CALL SOUND(300,1047,1,33
0,5)
880 CALL SOUND(300,1047,1,39
2,5)
890 FOR J=1 TO 3
900 CALL SOUND(300,698,1,349
,5)
910 CALL SOUND(300,698,1,440
,5)
920 CALL SOUND(300,698,1,523
,5)
930 NEXT J
940 CALL SOUND(300,1047,1,52
3,1)
950 CALL SOUND(200,1047,1,52
3,1)
960 FOR F=1 TO 3
970 CALL SOUND(300,1047,1,33
0,5)
980 CALL SOUND(300,1047,1,39
2,5)
990 CALL SOUND(300,1047,1,46
6,5)
1000 NEXT F
1010 CALL SOUND(300,1047,1,5
23,1)
1020 CALL SOUND(200,1047,1,5
23,1)
1030 CALL SOUND(300,1047,1,3
49,5)
1040 CALL SOUND(300,1047,1,4
40,5)
1050 CALL SOUND(300,1047,1,5
23,5)
1060 CALL SOUND(300,1047,1,3
49,5)
1070 CALL SOUND(300,1047,1,4
40,5)
1080 CALL SOUND(300,1047,1,3
49,5)
1090 CALL SOUND(300,1109,1,3
30,5)
1100 CALL SOUND(300,1109,1,3
92,5)
1110 CALL SOUND(300,1109,1,4
40,5)
1120 CALL SOUND(300,1175,1,2
94,3)
1130 CALL SOUND(300,1175,1,3
49,3)
1140 CALL SOUND(300,1175,1,4
40,3)
1150 FOR L=1 TO 2
1160 CALL SOUND(300,1319,1,1
335,3,277,1)
1170 CALL SOUND(300,1319,1,1
335,3,392,1)
1180 CALL SOUND(300,1319,1,1
335,3,440,1)
1190 NEXT L
1200 FOR M=1 TO 2
1210 CALL SOUND(300,1397,1,1
430,1,294,1)
```

```
1220 CALL SOUND(300,1397,1,1430,1,349,1)
1230 CALL SOUND(300,1397,1,1430,1,440,1)
1240 NEXT M
1250 CALL SOUND(300,1245,3,392,5)
1260 CALL SOUND(300,1245,3,466,5)
1270 CALL SOUND(300,1245,3,392,5)
1280 CALL SOUND(300,1245,3,466,5)
1290 CALL SOUND(300,1245,3,392,5)
1300 CALL SOUND(300,1245,3,466,5)
1310 FOR N=1 TO 2
1320 CALL SOUND(300,1109,3,440,5)
1330 CALL SOUND(300,1109,3,392,5)
1340 CALL SOUND(300,1109,3,330,5)
1350 NEXT N
1360 FOR O=1 TO 4
1370 CALL SOUND(300,1175,1,1200,1,294,1)
1380 CALL SOUND(300,1175,1,1200,1,370,1)
1390 CALL SOUND(300,1175,1,1200,1,440,1)
1400 NEXT O
1410 CALL SOUND(300,1245,1,392,3)
1420 CALL SOUND(300,1245,1,392,3)
1430 CALL SOUND(300,1245,1,466,3)
1440 CALL SOUND(300,1109,1,392,3)
1450 FOR P=1 TO 4
1460 CALL SOUND(300,1175,1,294,3)
1470 CALL SOUND(300,1175,1,370,3)
1480 CALL SOUND(300,1175,1,440,3)
1490 NEXT P
1500 CALL SOUND(300,1245,1,392,3)
1510 CALL SOUND(300,1245,1,392,3)
1520 CALL SOUND(300,1245,1,466,3)
1530 CALL SOUND(300,1109,1,392,3)
1540 FOR Q=1 TO 3
1550 CALL SOUND(300,294,1,440,1,698,1)
1560 CALL SOUND(300,294,1,440,1,880,1)
1570 CALL SOUND(300,294,1,440,1,1175,1)
1580 NEXT Q
1590 CALL SOUND(300,440,1,880,1)
1600 CALL SOUND(200,440,1,880,1)
1610 FOR R=1 TO 3
1620 CALL SOUND(300,277,1,440,1,659,1)
1630 CALL SOUND(300,277,1,440,1,784,1)
1640 CALL SOUND(300,277,1,440,3,880,1)
1650 NEXT R
1660 CALL SOUND(300,440,1,880,1)
1670 CALL SOUND(200,440,1,880,1)
1680 FOR S=1 TO 3
1690 CALL SOUND(300,294,1,440,1,587,1)
1700 CALL SOUND(300,294,1,440,1,698,1)
1710 CALL SOUND(300,294,1,440,1,880,1)
1720 NEXT S
1730 CALL SOUND(300,440,1)
1740 CALL SOUND(200,440,1)
1750 FOR T=1 TO 3
1760 CALL SOUND(300,277,1,440,1,659,1)
1770 CALL SOUND(300,277,1,440,1,784,1)
1780 CALL SOUND(300,277,1,440,1,880,1)
1790 NEXT T
1800 CALL SOUND(300,440,1)
1810 CALL SOUND(200,440,1)
1820 FOR U=1 TO 2
1830 CALL SOUND(300,587,1)
1840 CALL SOUND(300,698,1)
1850 CALL SOUND(300,880,1)
1860 NEXT U
1870 FOR V=1 TO 2
1880 CALL SOUND(300,294,1)
1890 CALL SOUND(300,349,1)
1900 CALL SOUND(300,440,1)
1910 NEXT V
1920 FOR W=1 TO 2
1930 CALL SOUND(600,440,1,587,1,698,1)
1940 FOR X=1 TO 300
1950 NEXT X
1960 NEXT W
1970 CALL SOUND(2000,150,1,175,1,590,1)
```


L. Jean Hall -TI-Writer

PRINT A TAG
by ED MACHONIS

PRINT A TAG

BY

ED MACHONIS

(ED. note: Thanks to Ed Machonis for writing this program and John Willforth for publishing it in the West Penn Newsletter. Jean Hall typed this program from the West Penn Newsletter. Thanks to Ken Marshall of C.O.N.N.I. for making some revisions so this would print out on a Star NX-10 printer.
Try printing this out on colored paper for some neat Christmas tags for your packages.)

```
10 ! !!!!!!!!!!!!!!!!!!
20 ! !                !
30 ! ! PRINT A TAG !
40 ! !                !
50 ! !      BY        !
60 ! !                !
70 ! ! ED Machonis !
80 ! !                !
90 ! !!!!!!!!!!!!!!!!!!
100 CALL CHAR(91,"2A542A542A
542A54")! CHECKERED BLOCK
110 CALL CHAR(125,"1038 7C7CF
E1038")! CHRISTMAS TREE
120 CALL CHAR(93,"00247E7E7E
3C18")! HEART
130 CALL CHAR(96,"1018141434
7060")! MUSICAL NOTE
140 CALL CHAR(124,"107814101
82C64")! WALKER
150 CALL CHAR(123,"3C42A581A
599423C")
160 OPEN #1:"PIO\CR" :: PRIN
T #1:CHR$(27);"E";CHR$(27);"
G"
170 K$=CHR$(27)")"L")CHR$(12)
)CHR$(0)
180 H$=K$)RPT$(CHR$(56),2))R
PT$(CHR$(124),2))RPT$(CHR$(6
2),4))RPT$(CHR$(124),2))RPT$
(CHR$(56),2))" " :: B=1
190 DISPLAY AT(1,3)ERASE ALL
:"!!!   PRINT A TAG   !!!"
200 DISPLAY AT(3,1):"GREETIN
G? (17 CHAR'S MAX" :: DISPLA
Y AT(4,2):D$ :: ACCEPT AT(4,
2)BEEP SIZE(-17):D$
210 DD$=RPT$(" ",(17-LEN(D$)
)/2))D$)RPT$(" ",(18-LEN(D$)
)/2)
220 DISPLAY AT(6,2):"CHOOSE
BORDER:"," 1= [ [ [ [", 5=
! ! ! !"," 2= ) ) ) )"," 6=
$ $ $ $"," 3= ] ] ] ]"," 7=
! ! ! !"," 4= ' ' ' '"," 8=
( ( ( ("
230 DISPLAY AT(11,2):STR$(B)
:: ACCEPT AT(11,2)BEEP SIZE(
-1)VALIDATE("12345678"):B
240 ON B GOTO 250,260,270,28
0,290,300,310,320
250 B$=K$)RPT$(CHR$(85),2))R
PT$(CHR$(170),2))RPT$(CHR$(8
5),2))RPT$(CHR$(170),2))RPT$
(CHR$(85),2))RPT$(CHR$(170),
2))" " :: GOTO 330 ! CHECKED
BLOCK
260 B$=K$)CHR$(4))CHR$(12))C
HR$(28))CHR$(60))CHR$(125))C
HR$(255))CHR$(125))CHR$(60))
CHR$(28))CHR$(12))CHR$(4))CH
R$(0))" " :: GOTO 330 ! CHRI
STMAS TREE
270 B$=H$ :: GOTO 330 ! HEAR
T
280 B$=K$)RPT$(CHR$(6),2))RP
T$(CHR$(14),2))RPT$(CHR$(252
),2))RPT$(CHR$(64),2))RPT$(C
HR$(56),2))RPT$(CHR$(0),2))"
" :: GOTO 330 ! MUSIC NOTE
290 B$=K$)RPT$(CHR$(66),2))R
PT$(CHR$(70),2))RPT$(CHR$(24
8),2))RPT$(CHR$(76),2))RPT$(
CHR$(38),2))RPT$(CHR$(0),2))
" " :: GOTO 330 ! WALKER
300 B$=CHR$(36))" " :: GOTO
330 ! DOLLAR SIGN
310 B$=CHR$(42))" " :: GOTO
330 ! ASTERISK
320 B$=K$)CHR$(60))CHR$(66))
CHR$(137))CHR$(165))CHR$(133
))CHR$(133))CHR$(133))CHR$(1
33))CHR$(165))CHR$(137))CHR$
(66))CHR$(60))" " :: GOTO 33
0 ! HAPPY FACE
330 DISPLAY AT(13,2):"RECIPI
ENT? (25 CHAR'S MAX)" :: DIS
PLAY AT(14,2):R$ :: ACCEPT A
T(14,2)BEEP SIZE(-25):R$
340 RR$=RPT$(" ",(12-LEN(R$)
)/2))R$)RPT$(" ",(13-LEN(R$)
)/2)
350 N$=CHR$(27)"W")RR$)CHR$
(27)"WO"
360 DISPLAY AT(16,2):"FROM?
(25 CHARACTERS MAX)" :: DISP
LAY AT(17,2):G$ :: ACCEPT AT
(17,2)BEEP SIZE(-25):G$
370 GG$=RPT$(" ",(29-LEN(G$)
)/2))G$)RPT$(" ",(30-LEN(G$)
)/2)
380 DISPLAY AT(19,2):"NUMBER
OF LABELS TO PRINT?" :: DIS
PLAY AT(20,2):"1" :: ACCEPT
AT(20,2)BEEP SIZE(-2):0
390 DISPLAY AT(22,2)BEEP:"AL
IGN LABEL":" PRESS ENTER TO
PRINT":" PRESS ""R"" TO REDO
"
400 FOR D=1 TO 50 :: NEXT D
410 CALL KEY(0,K,S):: IF K=1
3 OR K=82 THEN 420 ELSE 410
420 IF K=82 THEN 190
430 FOR I=1 TO 0
440 PRINT #1:RPT$(B$,4);DD$;
RPT$(B$,4);CHR$(13);CHR$(10)
450 PRINT #1:B$;"TO:";N$;"
";B$;CHR$(13);C
HR$(10)
460 PRINT #1:B$;"   WITH "
;H$;"LOVE ";H$;" FROM     "
;B$;CHR$(13);CHR$(10)
470 PRINT #1:B$;GG$;B$;CHR$(
13);CHR$(10)
480 PRINT #1:RPT$(B$,10);RPT
$(B$,7);CHR$(13);CHR$(10)
490 PRINT #1:CHR$(13);CHR$(1
0):: NEXT I :: GOTO 190
```

MINUTES
C.O.N.N.I.
MEETING

Saturday, Oct 8, 1988

The 6th Anniversary meeting was well attended by members, visitors and former members. It was a fun meeting with the following mini-demonstrations available for viewing:
Music - Chuck Grimes; TI-Artist - Ken Marshall; Slide Picture Show - Dick Beery, Bob Van Gastle and Bil Brandon; TI-Writer - Jean Hall, and Games - Kevin Noesner. A big thank you to our photographer Jack Montag.

Art Morgan, Kenton Kuehnle and Jim Peterson cut the anniversary cake and it was enjoyed by all with coffee, hot chocolate and punch. Thanks to the efforts of Lorita Beery and Jean Hall.

Bud Mills was the guest speaker and gave a demonstration of the *Horizon Ram Disk* and the *P-Gram* with the aid of Chuck Grimes at the computer. Chuck also gave a demo on his Hard Disk.

> Respectfully submitted,
> Jean Hall
> Substituting for Jere Singleton.

MINUTES
C.O.N.N.I.
MEETING

Wednesday, Oct. 26, 1988

The meeting opened late because of difficulties in equipment setup. President Dick Beery called the meeting to order at approximately 7:55 p.m. and immediately introduced a visitor and former member, Mike Campbell, who was offering his T.I. equipment for sale. It was agreed that he would place messages with complete details on the club's BBS and Chuck's BBS. A question-and-answer period followed, then the business meeting. Discussed were the current Disk of the Month, the trip to Chicago and Milwaukee, future meeting dates and what programs for demonstration were wanted. Suggested were TI-Base, Telco v.2.2, and Funnelweb.
A new member, Mike Chaney, was introduced. It was decided that the November evening meeting would not be held, owing to its falling on the day before Thanksgiving. The December meeting, Dec. 28, will be held as usual.
The booklet "The Writers" by Harry Brashear was available for purchase. The same author's "Home Publishing on the 99/4a" was passed around and orders were taken. Enough members have now ordered to qualify the group for the quantity price on this item.
The raffle seemed quite successful, and it was followed by the program, consisting of two demonstrations: GENE-III, a genealogy program demonstrated by Dick Beery, and BRAILLE N'SPEAK, a small but powerful portable computer for the blind, that was presented and explained in detail by Irwin Hott. The meeting was adjourned at approximately 10:20 p.m.

> Respectfully submitted,
> Dick Beery
> Substituting for Jere Singleton.

****
* *
* GENERAL AREAS TO CHECK WHEN CASSETTE ERROR CODES AND MESSAGES OCCUR *
* *
****

1. MAKE SURE THAT YOUR CASSETTE RECORDER IS CONNECTED TO YOUR COMPUTER CONSOLE CORRECTLY. THE CASSETTE RECORDER INTERFACE CABLE MUST BE CONNECTED TO THE 9-PIN PLUG AT THE REAR OF THE COMPUTER CONSOLE - DON'T CONFUSE THIS PLUG WITH THE 9-PIN JOYSTICK PORT ON THE SIDE OF THE CONSOLE - THEY ARE NOT INTERCHANGABLE! WHILE YOU ARE AT IT - MAKE SURE THAT THE COLOR-CODED WIRES WHICH PLUG INTO THE CASSETTE RECORDER ARE ATTACHED CORRECTLY AS WELL. THE CASSETTE RECORDER WILL NOT OPERATE PROPERLY IF THE COLOR-CODED WIRES ARE REVERSED! THEY MUST BE "BLACK" TO THE RECORDER'S REMOTE JACK - "WHITE" TO THE RECORDER'S EARHONE JACK - AND "RED" TO THE RECORDER'S MICROPHONE JACK.

2. IF YOU ARE USING D/C CURRENT - INSTEAD OF A/C CURRENT - MAKE SURE THAT YOUR BATTERIES ARE FRESH! WEAK BATTERIES WILL CAUSE YOUR DATA TO BE DISTORTED!

3. MAKE SURE THAT YOUR CASSETTE RECORDER'S VOLUME CONTROL AND TONE SETTINGS ARE ADJUSTED PROPERLY. GENERALLY SPEAKING - A VOLUME CONTROL OF "8" AND A TONE SETTING OF "9" ARE RECOMMENDED.

4. MAKE SURE THAT YOUR CASSETTE TAPE HEAD IS CLEAN. IF YOU CAN'T REMEMBER THE LAST TIME THAT YOU CLEANED IT - THEN IT'S BEEN TOO LONG!

5. MAKE SURE THAT YOU ARE USING A "HIGH-QUALITY" CASSETTE TAPE. A CASSETTE TAPE OF "POOR-QUALITY" YIELDS "POOR-PERFORMANCE" - HEADACHES - AND TOTAL FRUSTRATION!

6. MAKE SURE THAT YOUR CASSETTE TAPE IS NOT ANY LONGER THAN A C-60 CASSETTE. (WHICH IS 30 MINUTES PER SIDE). LONGER TAPES ARE THINNER AND PROVIDE LESS FIDELITY.

7. MAKE SURE THAT YOUR CASSETTE TAPE IS IN GOOD CONDITION - THAT THE TAPE HAS NOT BEEN DAMAGED OR ACCIDENTLY ERASED. IF IN DOUBT - TRY ANOTHER TAPE!

8. MAKE SURE THAT YOU HAVE PUT THE CASSETTE TAPE IN CORRECTLY - THAT IT IS THE CORRECT CASSETTE TAPE AND THAT IT HAS BEEN PLACED IN THE CASSETTE RECORDER WITH THE CORRECT SIDE FACING UP. ALSO, MAKE SURE THAT THE CASSETTE TAPE HAS BEEN POSITIONED AT THE BEGINNING OF THE DESIRED PROGRAM.

9. MAKE SURE THAT YOUR CASSETTE TAPE WAS RECORDED WITH YOUR CASSETTE RECORDER OR AN IDENTICAL MODEL. IF THE CASSETTE TAPE WAS ORIGINALLY RECORDED USING A "DIFFERENT" TYPE OF CASSETTE RECORDER - IT IS POSSIBLE THAT THE PROGRAM WILL NOT LOAD PROPERLY. WHEN THIS OCCURS - YOU HAVE NO CHOICE BUT TO... EITHER OBTAIN ANOTHER COPY OF THE PROGRAM - USING YOUR CASSETTE RECORDER TO "SAVE" THE PROGRAM - OR "LOAD" THE PROGRAM AGAIN - THIS TIME USING THE CASSETTE RECORDER THAT HAD ORIGINALLY "SAVED" THE PROGRAM.

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TI WRITER BY STAN KATZMAN
PART 12

The last dot command is the transliterate command (.TL _:_,_) with this command you can change any any character to another character in the formatter. In order to use this command we must first discuss the ASCII character codes which are listed on page 145 of the T>I> Writer Manual, plus you need to know the control codes for your printer. The control codes are given in your printer manual.

The ASCII codes are a set of standard numbers which when sent to the printer cause the printer to print a certain character. For example if your computer sent the printer a code number 65 a capitol "A" is printed. Some ASCII codes do not cause the printer to do anything, for example if number 27 is sent (this is called escape) it will be a signal to the printer to do something special.

The transliterate command works in conjunction with the ASCII codes and your printer

control codes. Let's give a few examples of them. Let's say we want to make a superscript. The control code for the Epson LX-80 printer to make a superscript is 27,"S0". This is the escape, capitol "S" and zero. In Basic, if we send the printer the following statement – Print #1:Chr$(27);"S0", it will print all letters or numbers after this code in superscript mode, we must turn off the superscript modes and this is done with the code 27,"T". So in Basic we should say Print #1:Chr$(27);"T" and now everything will be printed normally in a Basic program. Well, in T.I. Writer we have to tell the program first what we want to change one letter to something else (transliterate). We "tell" the program this by using a character that we will not be using in the rest of the document and then transliterate it. For example let us assume that we are not going to use the brackets ([]) in our document. The left bracket ([) has the ASCII code of 91. So let us use this as a signal to transliterate it in order to make superscripts. We would type at the start of our document. .TL 91:27,83,48. What this says is ASCII 91, a left bracket ([) to

transliterate into the following, 27 code to the printer to do what follows (escape), and now 83 which is a cap S and 48 for a zero. The next character the printer sees will now be printed in superscript. We now have to turn off superscript and let's use the right bracket (]). We would type at the head of the document .TL 93:27,84. This transliterates thusly, ASCII 27 is escape to the printer and 84 is the cap T which tells the printer to turn off superscript (and subscript) modes. Let's see what this would look like:
.TL 93:27,84<ENTER>
(changes] to turn off superscript).
.TL 91:27,83,48<ENTER>
(changes [to transliterate to superscript).
In the making of a cake heat the oven to 300[0] F.....

You will see the braces turn the zero to a supercript and the next bracket turns off the superscript. That is why we cannot use the brackets anywhere else in the document.

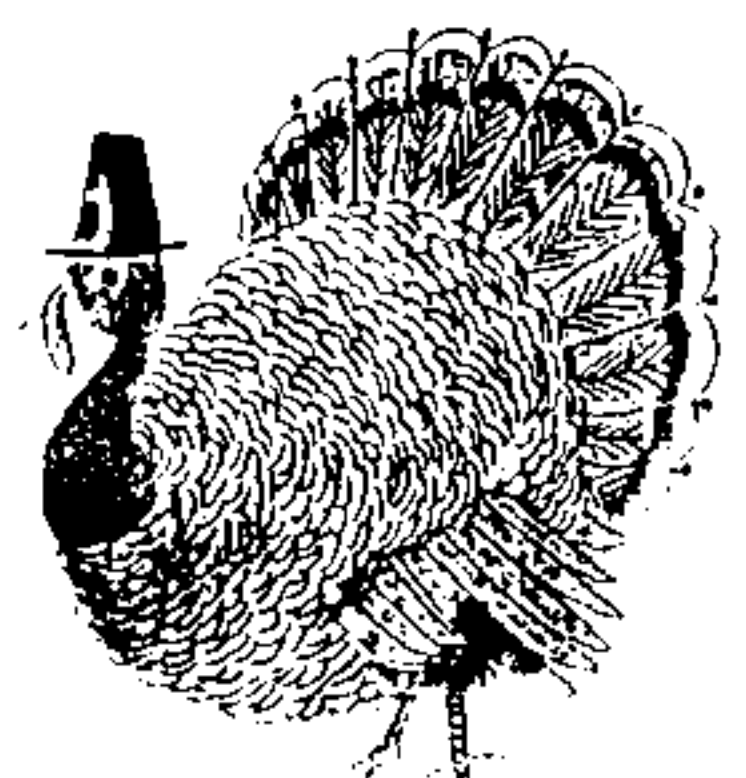Study your printer manual and you can make your printer do everything it is capable of using the transliterate mode.

Chuck Grimes - Music

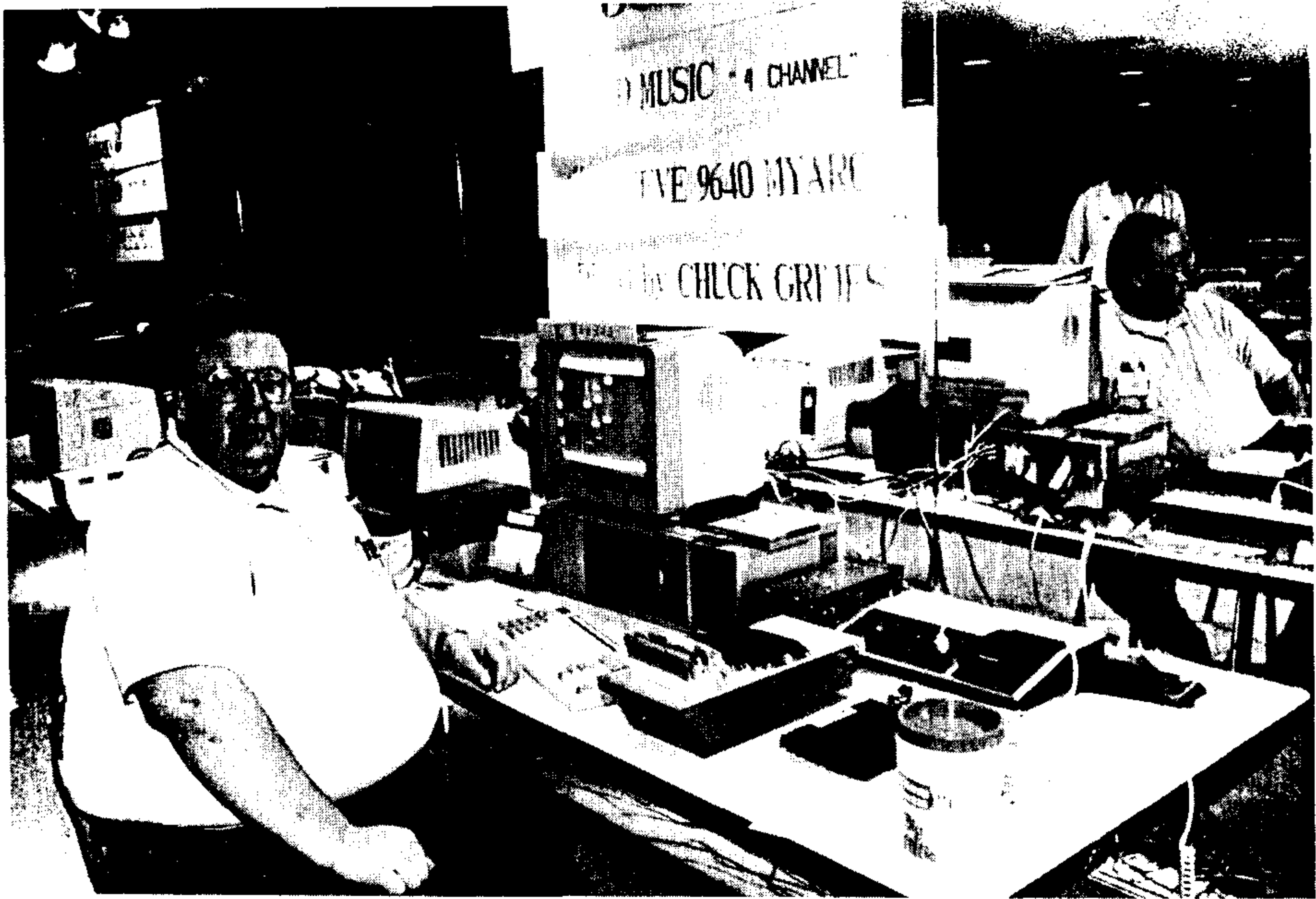C.O.N.N.I. Members, visitors and guests

L. EVERETT WADE, R. FRED TIETZEL

"TROJAN HORSE"
by MIKE DODD

(Thanks go to LA 99ers Aug 1987 TOPICS Newsletter via the Feb 1988 issue of
SMAUG/99 newsletter, Mobile, AL)

Beware of the dreaded "Trojan Horse" programs. These are programs that are
designed to destroy data on your disks, or destroy disk drives. They have been
around for the PC/XT/AT computers for ages, but are just now starting to hit
the TI community. These programs usually come under the guise of a disk-access
program, such as a track-copier or a sector editor program. (One could argue
that if a supposed track copier eats your disks, that's what you deserve, but I
won't get into that.) You can sometimes identify these programs by the fact
that they often instruct you to remove the write protect sticker from the disk.
If they ask you to do this, insert a garbage disk and keep your finger near the
off switch. There is no reason what-so-ever that a program will require you to
remove the write protect switch unless it is going to write to the disk. If a
program says it reads only, then tells you to remove the write protect --
they'll eat it if it's unprotected, and do nothing if it is. These programs
also will often rapidly slam the heads against the casing of the drive. (It can
be done, I assure you -- I've done it myself at times.) Needless to say, this
isn't especially helpful for your disk drives, especially if the program does
it rapidly at a fast step rate. So, as a general rule, for the first time you
run a program, run it on a garbage disk. Ansd be ready with that off switch! I
have never been bitten by a Trojan Horse program, and if I can follow my own
advice <ha!>, maybe I can keep that record.

Happy Thanksgiving

MEETING DATES FOR 1988-1989

2ND SATURDAY
19 NOV 1988
10 DEC 1988
14 JAN 1989
11 FEB 1989
11 MAR 1989
08 APR 1989
13 MAY 1989
10 JUN 1989
08 JUL 1989
12 AUG 1989
09 SEP 1989
14 OCT 1989

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22 FEB 1989
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