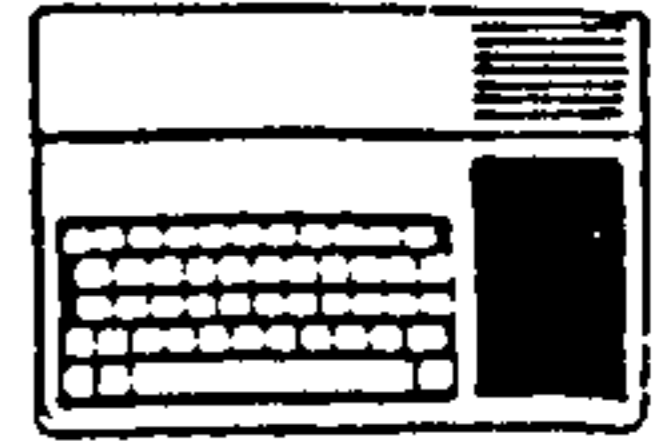# Spirit of 99

CENTRAL OHIO
NINETY NINERS INC.

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

PUBLISHED MONTHLY IN COLUMBUS OHIO

SEASON'S GREETINGS

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Central Ohio Ninety Niners Inc. is a non profit organization comprised of ME MBERS 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) Please address it to:
EVERETT WADE
179 ERIE ROAD
COLUMBUS, OH 43214

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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:

        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 10 DEC 1988
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9   AM   LIBRARIES OPEN   10:20 AM DEMONSTRATIONS TO RUN AT
          BULLETINS AVAILABLE   HALF HOUR INTREVALS
          REGISTRATION - MEMBERSHIP
                                                 EDUCATIONAL PROGRAMS/GAMES
9:25 AM   QUESTION AND ANSWER SESSION   YOUNGER CHILDREN-JIM SEITZ
                                                 SPEAK N'SPELL - IRWIN HOTT
9:50 AM   BUSINESS MEETING   GEN/REC/KP - JEAN HALL

                                                 MAY BE OTHER PRESENTATIONS

                                         12:00 PM WE MUST BE OUT OF THE
                                                  BUILDING BY NOON!!!!!

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+++++++++++++++++++++++      +++++++++++++++++++++      +++++++++++++++++++++++
+WELCOME TO NEW MEMBERS+      +   COFFEE ANYONE?   +      +   WEDNESDAY EVENING  +
+      AND NEWSLETTER  +      + SATURDAY MORNINGS +      +   MEETING - DEC 28   +
+      SUBSCRIBERS     +      +++++++++++++++++++++      +++++++++++++++++++++++
+++++++++++++++++++++++      Call Jim Seitz (875-       7:30 PM AT MCcDONALD'S
                             5532) to be a host or      CORNER OF CLEVELAND AVE
ALEX KRAUS-NEW MEMBER        hostess. SIGN UP IF         AND MAIN IN WESTERVILLE
                             YOU WANT ANY COFFEE!!
EUNICE SPOONER                                           HOPE TO SEE YOU THERE!!
PETER KRAUS                  JAN -
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MINUTES
C.O.N.N.I.
MEETING
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Saturday - Nov. 1988

The November meeting was well attended and Mike Chaney, a new member, was introduced to the group. Welcome, Mike!!!!

The group responded well to the raffle and Dick Beery won and made his selection from several items. The libraries were open, cassette and disk for those wishing to check out material. Announcements were made and notice called to the fact that the 4th Wednesday evening meeting would not be held on Nov 23 due to being the evening before Thanksgiving , but the Dec 28th meeting WILL be held at the usual time and place (see box on the announcement page).   The Question and Answer session followed the announcements and was conducted by President Dick Beery.   A short business meeting was next and then a general discussion of the Chicago and Milwaukee Faires by those that attended.

Two demonstrations were given. Jean Hall demonstrated how to operate Data Base 1 which she uses to create the C.O.N.N.I. mailing list each month and prints out the labels. Sonny Grubb gave a demonstration on Pascal. Both were well received.

This was followed by an informal time until the building closed at 12 noon.

                              Respectfully submitted,
                              Jean Hall
                              Substituting for Jere Singleton.

HAPPY

BIRTHDAY

Jesus

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  * HAPPY HOLIDAYS *
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FROM THE PRESIDENT'S DESK
by DICK BEERY
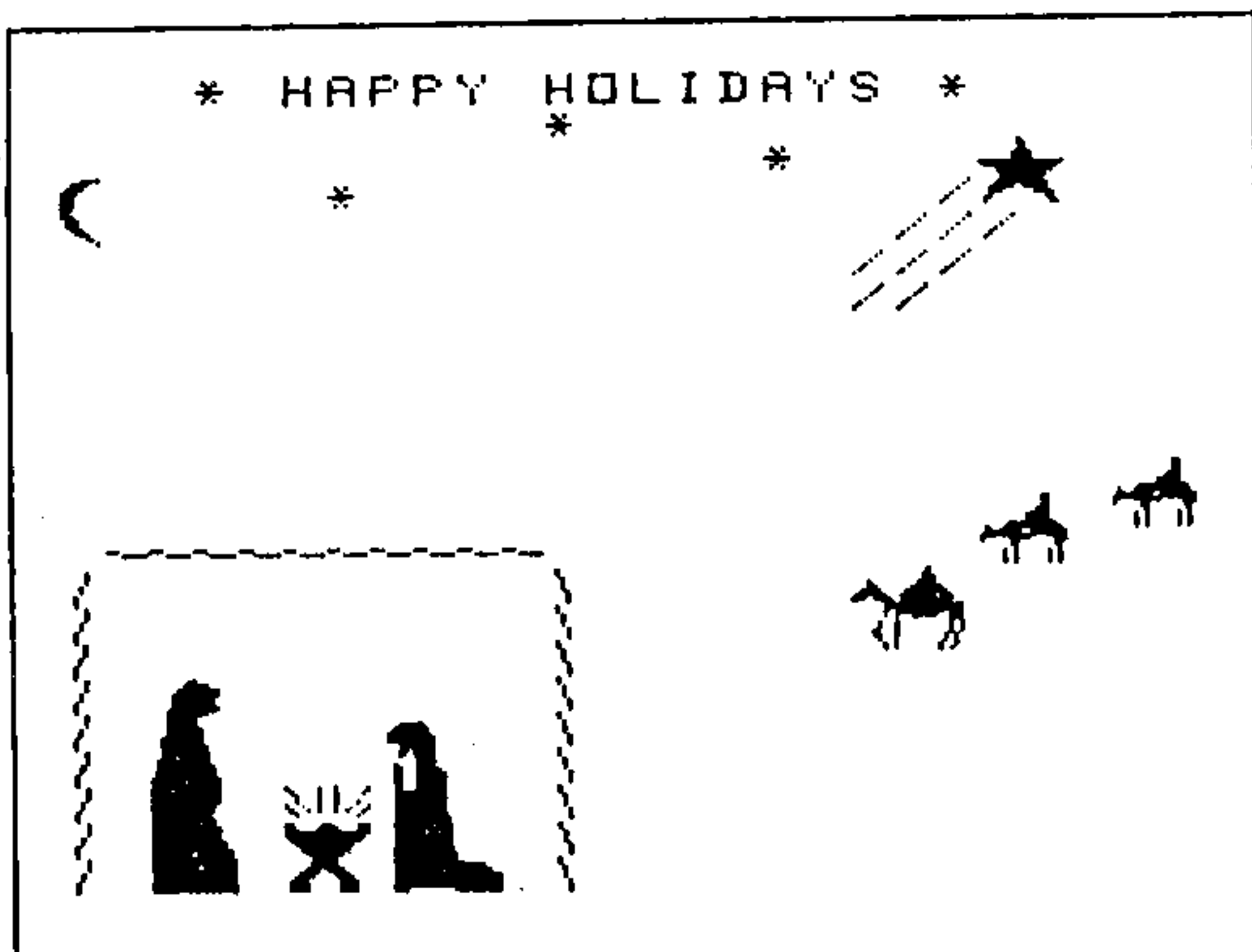
Well, another set of Chicago-Milwaukee Faires has come and gone. Some obvious differences between this year and last were: lower attendance, especially at Chicago; a super-abundance of new software offerings; and an apparently substantial increase in the number of Geneve owners.

The Chicago paid attendance dwindled to the mid-400's this year, partly due to the unpleasant weather: sleety rain and cold. Those who missed the Faire should regret the fact, as it was excellent. Many of the creators of the new software were on hand to answer questions, including Charles Earl (Telco, Press) and Warren Agee (First Base). The setting was different, also. Gone are the Triton days; however, the hotel provided a pleasant and workable atmosphere for both exhibits and speakers. The hotel rates were reasonable, the food excellent at both the banquet and the coffee shop, and the fact that housing and faire activities were all under one roof was greatly appreciated, especially on a day such as that one.

The Milwaukee fair was about the same as last year, except that the speaker lineup seemed more haphazard and less well organized. Both Bud Mills and our own Irwin Hott were approached as they entered and were entreated to repeat their presentations of the previous day, which they did. The exhibits were good, and the people attending were knowledgable and interested in purchasing.

Narrowing the focus a bit back to C.O.N.N.I., ten of our members and two other Columbus-area users went. Of these, all but two also got to Milwaukee. Members: (alphabetically) Dick Beery, Chuck Grimes, Sonny Grubb, Irwin Hott, Bill Johnson, Ken Marshall, Ray Meyers, Jim Peterson, Bud Wright and Everett Wade. Other Central Ohioans were: Art Morgan and Lee Bendick. A very good showing!

At the November 19th C.O.N.N.I. meeting, interest appeared high, as always, as those who had gone related details and incidents of the two fairs.

We discussed at the meeting the possibility of setting up up four or five T.I.'s, ranging from cassette to hard drive in a shopping mall, perhaps on a Friday evening and most of Saturday, with hopes of achieving something close to the spectacular success the West Penn group reported having had. We will need to get volunteers to staff such an undertaking, so if you can spare a couple of hours, give Everett or me a call. More details as we know them.

We are planning a slightly different meeting for December, and hope you will like it. Details are to be found in the usual place in this issue.

Happy Thanksgiving!

THIS MONTH'S ARTICLE HAS BEEN AN EXTREMELY HARD ARTICLE FOR ME TO WRITE FOR A NUMBER OF REASONS:

FIRST, THIS IS AN AREA THAT I HAVE NOT HAD VERY MUCH EXPERIENCE WITH IN THE PAST. AT LEAST NOT ENOUGH EXPERIENCE WITH THAT I FEEL COMFORTABLE OR CONFIDENT ENOUGH TO BE WRITING THIS ARTICLE WITH THE HOPE AND EXPECTATION OF PASSING ALONG SOME OF MY OWN COMPUTER KNOWLEDGE, SO THAT OTHERS MAY LEARN FROM MY OWN EXPERIENCES!

SECOND, THIS IS AN AREA THAT VERY SELDOM POPS UP DURING ANY OF THE VARIOUS DISCUSSIONS THAT TAKE PLACE AT ANY OF THE CLUB MEETINGS. I ASSUME THAT EITHER THE IDEA OF DATA FILES MUST BE A TERRIBLY BORING SUBJECT OR... NO ONE WANTS TO ADMIT THAT THEY REALLY DON'T UNDERSTAND DATA FILES EITHER!

THIRD, AND POSSIBLY THE FUNNIEST OF ALL REASONS... I HAVE FOUND OUT THAT MANY OF THE SO-CALLED "INSTRUCTION MANUALS" THAT TALK ABOUT DATA FILES, ASSUME THAT YOU ALREADY KNOW ALL THERE IS TO KNOW ABOUT DATA FILES, FROM SOME OTHER "SOURCE" OF INFORMATION. PERSONALLY, THAT MAKES ABOUT AS MUCH SENSE TO ME AS LOOKING A WORD UP IN THE DICTIONARY 'CAUSE YOU DON'T KNOW HOW TO SPELL IT!

FOURTH, AND I MUST ADMIT, THE MOST TRUTHFUL OF ALL REASONS... NOTHING SCARES ME MORE ABOUT THE T.I. THAN THOSE TWO VERY HAUNTING WORDS... "FILE PROCESSING", FOR SOME REASON I WOULD RATHER HAVE TO LISTEN TO THE SOUND OF CHALK "SQUEAKING" ON A BLACKBOARD FOR AN ENTIRE DAY THAN TO HAVE TO DEAL WITH THE THOUGHTS OF HAVING TO WRITE THIS PARTICULAR ARTICLE!

NEVER-THE-LESS, I AM GOING TO TRY AND FACE THIS FEAR OF MINE BY GIVING THIS TOPIC THE ATTENTION IT DESERVES!

AS MOST FELLOW T.I. USERS WILL AGREE... WITH JUST THE USE OF A MONITOR OR A TELEVISION SCREEN... THE T.I. PERSONAL HOME COMPUTER IS ONE OF THE MOST IMPRESSIVE... POWERFUL... AND VERSATILE HOME COMPUTERS EVER TO BE BUILT FOR YOUR MONEY. NOT ONLY HAS THIS PARTICULAR "FACT" BEEN RECOGNIZED BY OTHER COMPUTER MANUFACTURERS, BUT IT CONTINUES TO STAND THE "TEST OF TIME"... EVEN THOUGH TEXAS INSTRUMENTS STOPPED MARKETING THE T.I. 99/4A PERSONAL HOME COMPUTER BACK IN 1983!

HOWEVER, AS I'M SURE THAT MOST FELLOW T.I. USERS WILL ALSO AGREE... THE T.I. PERSONAL HOME COMPUTER CAN BE GREATLY EXPANDED IN THAT POWER AND VERSATILITY THROUGH THE USE OF ADDITIONAL ACCESSORY DEVICES, SUCH AS THE CASSETTE RECORDER.

UNTIL NOW, WE HAVE ONLY ACKNOWLEDGED THE CASSETTE RECORDER AS AN ACCESSORY DEVICE THROUGH WHICH WE HAVE THE ABILITY TO "SAVE" AND "LOAD" PROGRAMS... AND ALTHOUGH THIS MAY BE THE CASSETTE RECORDER'S PRIMARY PURPOSE, WE MUST NOT FAIL TO ACKNOWLEDGE THE CASSETTE RECORDER'S ABILITY TO "SAVE" AND "LOAD" DATA FILES AS WELL!

WITH THIS THOUGHT IN MIND... I HAVE DECIDED TO EXAMINE AND EXPLAIN THE DIFFERENCES BETWEEN "PROGRAMS" AND "DATA FILES", SO THAT WE MAY ALL HAVE A FIRM BASIS ON WHICH TO BUILD OUR KNOWLEDGE OF OUR COMPUTER SYSTEM.

FIRST, LET US EXAMINE THE COMPUTER DEFINITION OF A "PROGRAM":

A "PROGRAM" IS A SET OF STATEMENTS WHICH TELL THE COMPUTER HOW TO PERFORM AND COMPLETE A SPECIFIC TASK. EACH STATEMENT MUST BEGIN WITH A LINE NUMBER AND WILL BE EXECUTED BY THE COMPUTER IN A SEQUENTIAL ORDER, BEGINNING WITH THE SMALLEST LINE NUMBER AND CONTINUING UNTIL ALL THE LINE NUMBERS HAVE BEEN EXECUTED.

NOW, LET US EXAMINE THE COMPUTER DEFINITION OF A "DATA FILE":

A "DATA FILE" IS A COLLECTION OF RELATED DATA RECORDS WHICH ARE PROCESSED OR PRODUCED BY THE COMPUTER. A "DATA FILE" MUST BE USED IN CONJUNCTION WITH A "PROGRAM" THAT HAS BEEN SPECIFICALLY DESIGNED TO ACCEPT THAT PARTICULAR "DATA FILE". A "DATA FILE" IS USELESS BY ITSELF, AS IT WILL NOT "LOAD" INTO THE

COMPUTER'S MEMORY.
    IN OTHER WORDS... A "PROGRAM" CAN "RUN" WITHOUT A "DATA FILE" - BUT A "DATA
FILE" CANNOT "RUN" WITHOUT A "PROGRAM"!
    NEXT MONTH I WILL CONTINUE WITH THE TOPIC OF UNDERSTANDING - CREATING - AND
USING - CASSETTE FILES. MORE SPECIFICALLY, I WILL BE CONCENTRATING ON CREATING
YOUR OWN SPECIFIC CASSETTE FILES - IN ORDER TO MEET YOUR OWN SPECIFIC NEEDS.
    IN THE MEAN TIME... IF YOU NEED ANY HELP OR HAVE ANY QUESTIONS CONCERNING
YOUR CASSETTE SYSTEM - JUST GIVE ME A CALL (412-335-0163) AND I'LL TRY TO
HELP.

T.I.WRITER
Part 13
STAN KATZMAN

(Ed note: Thanks Stan Katzman and the West Penn UG.)

    The following is a master file that I used to print out a chemistry
laboratory manual that I wrote. Kindly notice that I have all the
formatting commands plus all the files in the order that I want then
printed out.

```
    >.AD                        >.IF DSK2.BUTBROM
    >.FI                        >.IF DSK2.CYCHEX
    >.HE                        >.IF DSK2.VALERIC
    >.LM 6                      >.IF DSK2.BUTACE
    >.RM 70                     >.IF DSK2.BENZOIC
    >.IN +5                     >.IF DSK2.METHBENZ
    >.TL 124:27,109,4,134       >.IF DSK2.MNBENZ
    >.TL 123:27,83,49           >.IF DSK2.MDICHLBENZ
    >.TL 125:27,84              >.IF DSK2.DIELS
    >.TL 91:27,83,48            >.IF DSK2.ALDOL
    >.PL 60                     >.IF DSK2.MUT
    >.IF DSK2.LABNTBK           >.IF DSK2.SUG
    >.IF DSK2.APP
    >.IF DSK2.MELTING
    >.IF DSK2.DISTIL
    >.IF DSK2.CRYST
    >.IF DSK2.INFRED
    >.IF DSK2.NMR
    >.IF DSK2.SEPFUN
    >.IF DSK2.DRYING
    >.IF DSK2.BUTENE
    >.IF DSK2.VPC
    >.IF DSK2.KER
    >.IF DSK2.NITBENZ
    >.IF DSK2.BROMBENZ
    >.IF DSK2.CRAFTS
    >.IF DSK2.ANILINE
    >.IF DSK2.NABH
    >.IF DSK2.ROTATION
```

TI WRITER BUG

by JIM PETERSON

According to the TI-Writer Reference Guide, page 77, when you select the PrintF command, then type C and space once and then the device name, any control characters with ASCII less than 32 are removed before the file is printed.

With Funlwriter, at least, this is not quite true. A carriage return character, ASCII 13, or a line feed character, ASCII 10, at the end of a line is actually not deleted but is converted to thl space bar character, ASCII 32.

This can be proved by running this little routine -

```
100 OPEN #1:"DSK1.(enter your filenae here)",INPUT 110 LINPUT #1:M$ ::
PRINT M$:LEN(M$):ASC(SEG$(M$,LEN(M$),1)
120 CALL KEY(0,K,S)::IF S=0 THEN 120 ELSE 110
```

Therefore, when a file is Filled/Adjusted, and the line feed characters are stripped with the C option, the lines are one character longer than they are supposed to be. An apparently blank TI-Writer line also contains an ASCII 32.

Since these characters are blank, they normally do no harm. However, they can create problems when the records are read into programs for multiple column printing or concatenation of strings.

In these cases, the following routine can be used to strip out any ASCII characters below 33 at the ends of records.

```
100 DATA INPUT, OUTPUT
110 FOR J=1 TO 2 :: READ J$
:: DISPLAY AT(12,1)ERASE ALL
:J$" FILENAME?":"DSK" :: AC
CEPT AT(13,4):F$(J):: OPEN #
J:"DSK"&F$(J),UPDATE :: NEXT
J
120 LINPUT #1:M$ :: IF ASC(S
EG$(M$,LEN(M$),1))<33 THEN M
$=SEG$(M$,1,LEN(M$)-1)
130 PRINT #2:M$ :: IF EOF(1)
<>1 THEN 120 :: CLOSE #1 ::
CLOSE #2
```

1OOO WORDS

A review by Jean Hall
C.O.N.N.I.
Columbus, OH

Jack Sughrue, the creator of PLUS! and a member of M.U.N.C.H. User Group, introduced me to Norman Rokke, the writer of 1000 Words. Norman ask me to try out his program and if I was so inclined write a review. This all took place at the Lima Conference in May of 1988. Due to the fact that I was not all that familiar with using TI-Artist, I had to learn my way around that program before I could really use 1000 Words.

1000 Words is a utility program to use with TI-Writer to convert picture files from TI-Artist to display variable 80 files. In this way you can then print graphics and text by using the Text Formatter of TI-Writer. It is written in assembly and very fast,

You will need TI-Writer and TI-Artist programs to utilize 1000 Words. The program is menu driven and if you go step by step through the documentation you can get the results you desire on the first try. Norman includes some demonstration files for you to try.

When you only use one file, it will be centered on the page for you. When using two files to create a full page of graphics you use the CREATE OVERLAP FILE and create the left side of the picture first. Then with the create overlay feature (that allows you to see about 1/2 inch of the picture you created for the left side) you line up the picture for the right side so you can get your designs even. This is done with TI-Artist. At this point you return to 1000 words and it will produce a TI-Writer file in about one minute.

You are also allowed to insert an Include file (.IF DSKn) when you do your conversion. This enables you to run your graphics files and text files one right after the other. Neat!!

Norman has written a wonderful convert program and it is fairware. Please send him $10 for this neat program. Thanks Norman for 1000 words, another great contribution to the TI world. This program is in the C.O.N.N.I. library or you can get it from Norman Rokke, 231 Woodridge Dr. Apt. B 294, Wintersville, OH 43952.

TI-BASE: PART TWO

LAST TIME IN IMPACT I WAXED ENTHUSIASTIC OVER DENNIS FAHERTY'S TI-BASE. IN THE FEW DAYS SINCE I WROTE PART I OF THIS REVIEW I HAVE GROWN EVEN MORE FOND OF THIS FANTASTIC DATABASE.

YOU CAN THROW OUT ALL YOUR OTHERS, JUST AS YOU DID YOUR OLD TI WRITER AND DISK MANAGER CARTRIDGES AFTER FUNNELWEB CAME OUT.

TI-BASE IS PERFECT FOR BUSINESS, SCHOOL, HOME, AND PLAYTIME. THIS CAN HANDLE ANYTHING YOU WANT A DATABASE FOR AND LOTS OF THINGS YOU DIDN'T KNOW YOU WANTED ONE FOR BEFORE SEEING THIS CREATIVE PACKAGE.

BUT BEFORE I LIST A PILE OF ITS OPERATIONAL PROPERTIES, IT MIGHT BE BETTER TO START (AS I HAD TO) WITH THE SIMPLE THINGS. LAST MONTH I SAID I WANTED TO CREATE A PERSONAL LIBRARY CATALOG OF WORKS BY COMEDY AUTHOR P.G. WODEHOUSE. IT COULD JUST AS EASILY BE A VIDEO LIBRARY OR RECIPES OR A CHECKBOOK OR MAILING ADDRESSES OR WHATEVER. IT DOES ALL THESE SIMPLE TASKS MORE EASILY THAN ANY OTHER DATABASE I HAVE USED FOR THE TI. ITS INPUT HAS NO RESTRICTIONS, NOR DOES ITS OUTPUT, AS YOU WILL SEE.

THE WODEHOUSE COLLECTION I HAVE INCLUDES PAPERBACK BOOKS, HARDBOUNDS, MULTI-BOOK ANTHOLOGIES, SHORT STORIES, TAPES, VIDEOS. I HAVE A NUMERICALLY-ASSIGNED BIBLIOGRAPHY. I ALSO HAVE SHEETS OF PAPER WITH THE VARIOUS TITLES UNDER WHICH THE SAME BOOKS WERE PRINTED. AND I HAVE A LOT OF ODD PIECES OF INFORMATION ABOUT MANY OF THE PRINTED MATERIALS FROM DIFFERENT SOURCES, INCLUDING SOME LIBRARY RESEARCH. AND, OF COURSE, I HAVE MANY OF THE BOOKS.

SO I FIRST HAD TO DECIDE HOW I WANTED THIS INFORMATION COLLECTED AND HOW I WANTED IT TO APPEAR IN FINAL SCREEN DISPLAY AND HARD COPY FORMS.

I HAVE OVER 200 SEPARATE ITEMS, BUT FOR OUR PURPOSES I'LL USE THE FIRST FEW. ALL BOOKS.

AT FIRST GLANCE I REALIZED THAT THE PRE-COMPUTER OPERATION IS SIMILAR TO MANY DATABASES. I HAVE TO CONSTRUCT A FIELD (TITLE, ORIGINAL PUBLICATION DATE, ASSIGNED NUMBER FOR CROSS-REFERENCING [LIKE K235 FOR MOZART'S WORKS] AND SO ON).

I'M ALLOWED 17 DIFFERENT FIELDS ON EACH RECORD PAGE. MORE THAN I'LL EVER USE. I'M ALLOWED UP TO 255 CHARACTERS FOR EACH FIELD. AGAIN, MORE THAN I'LL USE. AND I'M ALLOWED OVER 8,000 RECORDS PER DATABASE. DEFINITELY MORE THAN I'LL EVER USE. AND I CAN CREATE AN INFINITE NUMBER OF BASES.

SO, I PUT MY TI-BASE IN DRIVE 1 (THOUGH I CAN ASSIGN IT TO ANY DRIVE OR RAM) AND MY INITIALIZED BLANK DISK FOR CREATION OF THE DATABASE IN DRIVE 2 (THOUGH I COULD INITIALIZE IT FROM INSIDE THE PROGRAM ITSELF WHILE I'M USING IT). I LOAD TIB AUTOMATICALLY BY CHOOSING EXTENDED BASIC.

TIB TAKES ABOUT 97 SECONDS TO FULLY LOAD. THEN YOU ARE ASKED FOR THE DATE IN THIS FORM: 09/18/88. THIS INFO GOES ONTO YOUR DISK AND DATABASE, SO BE SURE THE WRITE-PROTECT TABS ARE NOT ON EITHER DISK. AND BE SURE YOU MADE BACKUPS (AS RECOMMENDED BY FAHERTY) AND KEEP YOUR ORIGINALS SAFE.

NEXT YOU'LL BE PRESENTED WITH A STATUS REPORT WITH THESE DEFAULTS:

```
DATDISK=DSK2.
PRGDISK=DSK1.
PRINTER=PIO.
LINE=80
PAGE=56
HEADING=ON
TALK=ON
SPACES=1
RECNUM=ON
LSPACE=256
DATE=09/08/88
```

I STUCK WITH THE DATA AND PROGRAM DRIVES AND WITH THE PRINTER. I CHANGED LINE TO 134 BECAUSE I WANTED A CONDENSED PRINTOUT. I KEPT THE PAGE LENGTH OF 56 LINES. I SHUT OFF THE HEADING BECAUSE I PLANNED TO PRINT OUT LOTS OF DIFFERENT HARDCOPIES AND DIDN'T NEED THE HEADING. I RETAINED TALK WHICH DISPLAYS THE COMMANDS AS THEY ARE BEING EXECUTED. AND THE SPACES BETWEEN COLUMNS AT 1 AND THE 256 CHARACTER LSPACE FOR THE VARIABLES I WAS ABOUT TO CREATE. I SHUT OFF THE RECORD NUMBERS BECAUSE MY ASSIGNED NUMBERS (WHICH START AT 1 INSTEAD OF 0) WOULD GIVE ME A CLEANER, MORE RELEVANT PRINTOUT, AS WELL AS SCREEN DISPLAY. THERE IS NO CURSOR HERE. JUST A DOT IN THE LOWER LEFT CORNER. THAT MEANS TI-BASE IS READY FOR YOUR COMMAND. I HAD TO MAKE THOSE CHANGES ABOVE, SO I JUST TYPED SET LINE=134 (ENTER) AND SET HEADING=OFF (ENTER) AND SET RECNUM=OFF (ENTER). I THEN TYPED AT THE DOT DISPLAY STATUS JUST TO SEE THAT EVERYTHING GOT

IM OKAY. IT DID. SIMPLE.

Now I TYPED CLEAR TO CLEAR THE SCREEN (AND ENTER, OF COURSE, AFTER EACH COMMAND).

BUT I DON'T LIKE THE SCREEN COLORS OF WHITE ON DARK-BLUE. SO AT THE DOT I TYPE COLOR BLACK DARK-YELLOW. VOILA! A NICE CRISP BLACK-ON-YELLOW SCREEN, THOUGH I COULD HAVE CHOSEN ANY COMBINATION I WANTED.

HAVE YOU NOTICED THAT AT THE COMMAND DOT I SIMPLY TYPE IN A WORD OR TWO THAT DIRECTLY AND INSTANTLY PERFORMS THE OPERATION? AT LAST, I AM READY TO CREATE A STRUCTURE FOR MY P.G. WODEHOUSE DATABASE.

AT THE DOT I TYPE CREATE DSK2.WODEHOUS (8-LETTER DB TITLE). THIS SETS UP THE BASE AUTOMATICALLY FOR MY PERSONALIZED STRUCTURE.

UP ON THE SCREEN COMES A #1 FOLLOWED BY A LONG SLASH AND A COUPLE SHORT ONES. I TYPE NUMBER IN THE LONG SLASH AND ENTER. THE CURSOR JUMPS TO THE FIRST SHORT DASH. I TYPE N OVER THE DEFAULT C BECAUSE THIS IS TO BE A NUMBER INSTEAD OF CHARACTER. WHEN I GET TO THE NEXT SMALL DASH I TYPE 3 BECAUSE MY NUMERATION WILL NEVER REACH INTO THE THOUSANDS, SO A THREE-PLACE DIGIT IS SUFFICIENT FOR MY NEEDS. AN EXTRA BOX APPEARS. THIS IS FOR DECIMALS. I TYPE 0 BECAUSE I'M ONLY GOING TO DEAL WITH WHOLE NUMBERS. (WHEN I EVENTUALLY DO MY CHECKBOOK DATABASE SOMEDAY, I WILL USE THIS.) WHEN I PRESS ENTER HERE, THE CURSOR JUMPS DOWN ONE LINE AND A #2 AND SIMILAR SLASHES APPEAR.

THE TOP LINE NOW READS LIKE THIS: 1 NUMBER (THIS IS THE FIELD FOR THE BIOGRAPHICALLY ASSIGNED NUMBERS) N 3 0. THE NEXT LINE WILL BE TYPED IN AS THIS: 2 ORIG_DATE N 4 0 FOR THE ORIGINAL PUBLICATION DATE AND A NUMBER WHICH WILL TAKE UP FOUR SPACES.

THE NEXT SIX FIELDS (ALL CHARACTERS) ARE DONE AS FOLLOWS:
3 TITLE C 26
4 H_P_T_S_O C 1
5 JV_BL_OTHR C 2
6 FIRST?YNM C 1
7 OWN?YN C 1
8 COMMENTS C 255

I ASSIGNED TITLE 26 CHARACTERS BECAUSE THAT IS THE MOST CHARACTERS ANY NOVEL OR PLAY TITLE HAS; #4 MERELY TELLS ME IN ONE CHARACTER IF THE MATERIAL IS HARDBOUND, PAPERBACK, TAPE, STORY, OR OTHER; #5 LETS ME KNOW IN TWO CHARACTERS IF THE ITEM IS ABOUT JEEVES, BLANDINGS, OR OTHER; #6 ASKS IF THIS IS A FIRST EDITION. THE M IS FOR MAYBE (TO CHECK LATER). #7 WANTS TO KNOW IF I OWN IT; AND #8 LETS ME INPUT COMMENTS UP TO 255 CHARACTERS LONG. THAT WAY I CAN LIST ALTERNATE TITLES, DESCRIPTIONS, CHARACTERS, PLOT, WHATEVER.

SO MY VERY PERSONAL 8-FIELD RECORD STRUCTURE IS FINISHED IN ABOUT A MINUTE. BEFORE WE LEAVE THIS, THOUGH, I CHECK IT OUT. THE CURSOR CAN BE RUN ALL OVER THE SCREEN FOR ANY CHANGES EASILY. NOW I EXECUTE (FCTN/8) TO CONTINUE THE PROCESS OF CREATING MY DATABASE. AT THIS POINT I WAS ASKED IF I WANTED TO INPUT DATA. I DID, SO I PRESSED Y. (AT THIS POINT I COULD HAVE CREATED SOME MORE TEMPLATES, AS TI-BASE HANDLES 5 DATABASES SIMULTANEOUSLY BY PROVIDING SLOTS FOR EACH BASE.)

MY NEXT STEP (AS RECORD #1 APPEARS ON THE SCREEN) IS TO SIMPLY FILL IN THE BLANKS I CREATED. HERE IS WHAT I TYPE FOR THE FIRST RECORD:
1 001 (FOR BIB #)
2 1902 (ORIG PUB DATE)
3 POTHUNTERS, THE (TITLE)
4 P (PAPERBACK)
5 OT (OTHER THAN JEEVE OR BLAND)
6 N (NOT FIRST EDITION)
7 Y (I OWN THIS BOOK) .
8 FIRST BOOK OF PGW. "TURN OF THE CENTURY" ENGLISH PUBLIC SCHOOL TALES. MOSTLY BOXING. ST. AUSTIN'S BOARDING HOUSE. IN SINGLE-BOOK COLLECTION WITH A PREFECT'S UNCLE & TALES OF ST. AUSTIN'S (#2 & 3).

I CHECK IT OUT, MAKE ANY CHANGES, AND PRESS ENTER. IT AUTOMATICALLY RECORDS ON DSK2, MY "WODEHOUS" DATA DISK.

THIS TI-BASE IS FAST, SIMPLE, AND DIRECT. MY SECOND RECORD TEMPLATE IS WAITING FOR ME TO JUST FILL IN THE BLANKS. I CONTINUE ON AND ON UNTIL ABOUT TWO DOZEN RECORDS ARE ESTABLISHED. THEN I QUIT FOR DINNER BY TYPING CLOSE ALL. THE PROGRAM TAKES CARE OF ALL MY DATABASE RECORDS. THEN I TYPE QUIT.

STUFFED WITH ROAST TURKEY, I RETURN TO MY TI, LOAD UP TI-BASE AND TYPE AGAIN THE DATE.

ONCE THE COMMAND DOT APPEARS I TYPE USE DSK2.WODEHOUS. BANG! IT'S READY FOR ME. I TYPE DISPLAY STRUCTURE JUST TO SEE MY TEMPLATE. STILL THERE. PERFECT. I TYPE EDIT 5 JUST TO SEE IF IT'LL PULL UP MY FIFTH RECORD PAGE. IT DOES. INSTANTLY. I RUN MY CURSOR AROUND JUST PLAYING WITH THE EDITING FUNCTIONS. THE PROGRAM COMES WITH A KEY STRIP AND MOST FUNCTIONS (SUCH AS INSERT (FCTN/2)) JUST TOGGLE ON AND OFF. IN THE EDIT MODE I PAGE FORWARD AND BACK WITH THE 5 & 6 KEYS. NEAT AND EASY. AND INSTANTANEOUS.

BUT I'M READY TO ADD MORE. I JUST TYPE APPEND AND THE NEXT BLANK RECORD (#25) COMES UP. I JUST GO ON FILLING UP RECORD AFTER RECORD AS EFFORTLESSLY AS BUTTERING HOT CORN MUFFINS. THIS IS FUN.

ALL THE TIME I'M DOING THIS STUFF I KEEP THINKING OF MORE AND MORE USES FOR TI-BASE.

AFTER A WHILE I STOP (AFTER 83 RECORDS) TO TRY OUT SOME OTHER FEATURES.

FIRST, I WANT TO GET SOME SCREEN DISPLAYS.

I TYPE SORT ON TITLE. ZIP!!! MY 83 RECORDS ARE NOW SORTED ALPHABETICALLY BY TITLE. TO PROVE IT I NEXT TYPE DISPLAY ALL TITLE NUMBER. YOU GUESSED IT. THIS GIVES ME TWO COLUMNS: THE TITLES ALPHABETICALLY WITH ITS BIBLIO NUMBER IN A NEAT COLUMN JUST TO THE RIGHT IN THE 27TH SCREEN COLUMN. SO I TYPE DISPLAY 10 AND GET THE FIRST 10 RECORDS DISPLAYED ALPHABETICALLY WITH ALL 8 FIELDS. THEN I TYPE SORT ON NUMBER. ZIP!!!

I TYPE DISPLAY ALL TITLE NUMBER ORIG_DATE OWN?YN [I MUST TYPE MY ORIGINAL TEMPLATE NAMES.] NOW I GET FOUR NICE COLUMNS ALL IN NUMERICAL ORDER.

I PLAY, THUS, FOR ABOUT A HALF HOUR TRYING ALL KINDS OF CONFIGURATIONS.

HOW DO YOU SUPPOSE ONE GOES ABOUT GETTING A HARDCOPY? RIGHT! I TYPE PRINT WITH ALL THE SAME COMBOS AS DISPLAY. WITH THE IDENTICAL RESULTS ON PAPER. THE PRINTER IS ON AND STARTS RIGHT UP PRINTING EXACTLY WHAT I ASKED FOR IN NUMERIC ORDER: PRINT ALL NUMBER TITLE ORIG_DATE OWN?YN. I HAD ALREADY SET MY NX-1000 FOR CONDENSED. A BEAUTIFUL FOUR-COLUMN READOUT IS IN MY HAND. I TYPE SORT ON TITLE; THEN PRINT ALL TITLE COMMENTS AND GET A QUICK, ALPHABETICAL COLUMN OF TITLES FOLLOWED BY MY COMPLETE COMMENTS.

I GUESS I DON'T HAVE TO GO ON WITH THIS, BUT IF I WANT TO DELETE I TYPE DELETE (AND WHAT I WANT DELETED) AND LATER I CAN RECALL IT (BY TYPING RECALL AND THE ITEM).

I CANNOT IMAGINE WHAT COULD BE EASIER. THIS IS WONDERFUL! AND I HAVEN'T EVEN TRIED THE TUTORIAL DISK YET, NOR HAVE I EVEN BEGUN TO EXPLORE EVEN A SMALL PART OF WHAT THIS DATABASE DOES. THIS IS GOING TO TAKE ME MONTHS. I DON'T CARE. I CAN USE IT INSTANTLY FOR 99% OF ALL MY DATABASE NEEDS WITHOUT EVEN LOOKING AT THE MANUAL ANY MORE. IT'S THAT EASY. BUT I STILL WANT TO DISCOVER THE SECRETS OF TI-BASE STILL HIDDEN FROM ME.

HOWEVER, MOST TI USERS (IF YOU'RE LIKE ME), WILL NEED JUST THE STUFF I DEALT WITH DURING THESE FIRST FEW HOURS WITH THIS NEW SOFTWARE. FOR THOSE PEOPLE WHO NEED A PROFESSIONAL DATABASE OF THE HIGHEST ORDER, THEY ARE IN LUCK. IT'S HERE, ALSO.

I'VE NEVER UNCONDITIONALLY RECOMMENDED ANY COMMERCIAL SOFTWARE IN THE 7 YEARS I'VE BEEN REVIEWING STUFF FOR THE TI. BUT I DO NOW WITH TI-BASE. THE PRICE OF $24.95 IS RIDICULOUSLY LOW FOR SUCH SOFTWARE AND IS OFFERED EVEN LOWER TO USER GROUPS ORDERING IN ANY SIZE BULK. IT COMES WITH TWO DISKS, A 40-PAGE MANUAL (WHICH I WISH WERE BIGGER AND IN BLACK AND WHITE INSTEAD OF BLUE AND GREY AND HAD SOME STEP-BY-STEP TUTORIAL-TYPE INSTRUCTIONS), AND A FUNCTION KEY STRIP. SEND YOUR ORDER (WITH $1.50 S&H) TO TEXAMENTS, 53 CENTER STREET, PATCHOGUE, NY 11772 OR CREDIT CHARGE AT 516-475-3480.

I THINK WE'RE GOING TO BE SEEING LOTS OF COMPANION DISKS, TEMPLATES, AND TEXTWARE FOR TI-BASE FROM USERS WORLD-WIDE.

EXCUSE ME. I THINK I'LL GET STARTED ON A FEW MORE TEMPLATES.

[JACK SUGHRUE, BOX 459, E.DOUGLAS, MA 01516]

```
Y 001 POTHUNTERS, THE
Y 002 PREFECT'S UNCLE, A
Y 003 TALES OF ST. AUSTIN'S
Y 004 GOLD BAT, THE
N 005 WILLIAM TELL TOLD AGAIN
Y 006 HEAD OF KAY'S, THE
Y 007 LOVE AMONG THE CHICKENS
Y 008 WHITE FEATHER, THE
Y 009 NOT GEORGE WASHINGTON
N 010 GLOBE BY THE WAY BOOK, TH
Y 011 SWOOP!, THE
N 012 MIKE
Y 013 GENTLEMAN OF LEISURE, A
Y 014 PSMITH IN THE CITY
Y 015 PSMITH JOURNALIST
N 016 PRINCE AND BETTY, THE
N 017 LITTLE NUGGET, THE
N 018 MAN UPSTAIRS, THE
Y 019 SOMETHING FRESH
N 020 UNEASY MONEY
Y 021 PICCADILLY JIM
```

Sample: 3 FIELDS, ASCENDING NUMERIC ORDER BY BIBLIO NUMBER; COLUMNIZED BY "OWN" # + "TITLE" — PRINTED EXACTLY AS IS (AND AS DESIRED) DIRECTLY THROUGH PRINTER.

TIGERCUB SOFTWARE
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 PP&M. 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.
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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.

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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
files from issues No. 42
through 50. Also $10 ppd
###############################

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.

This program uses the program that writes a program technique to create a program that can be used over and over to create quiz programs.
When you key in these routines, DON'T change any line numbers!
First key in this routine and run it to create a D/V 163 file named ASCII on the disk in drive 1.

```
100 OPEN #1:"DSK1.ASCII",VARIABLE 163,OUTPUT
110 FOR J=1 TO 125 :: X$=X$&CHR$(J):: X2$=X2$&CHR$(J+125):: NEXT J
120 PRINT #1:CHR$(0)&CHR$(230)&"X$"&CHR$(190)&CHR$(199)&CHR$(125)&X$&CHR$(0)
130 PRINT #1:CHR$(0)&CHR$(240)&"X2$"&CHR$(190)&CHR$(199)&CHR$(125)&X2$&CHR$(130)&"J$"&CHR$(190)&"X$"&CHR$(184)&"X2$"&CHR$(0)
140 PRINT #1:CHR$(255)&CHR$(255)
```

Next, key in this part -
```
220 CALL CLEAR :: CALL SCREEN(5):: FOR SET=1 TO 12 :: CALL COLOR(SET,2,8):: NEXT SET :: DIM L$(250,4)
230 !skip to line 280!
280 READ M$ :: DISPLAY AT(2,14-LEN(M$)/2):M$ :: FOR J=1 TO C :: READ M$ :: DISPLAY AT(6+J,4):J;M$ :: NEXT J
290 DISPLAY AT(12,1):"Category to match? (1-"&STR$(C)&")" :: ACCEPT AT(12,26)SIZE(1)VALIDATE("1234"):M :: IF M>C THEN 290
300 IF C=2 AND M=1 THEN A=2 :: GOTO 320 ELSE IF C=2 AND M=2 THEN A=1 :: GOTO 320
310 DISPLAY AT(14,1):"Match against (1-"&STR$(C)&")" :: ACCEPT AT(14,21)SIZE(1)VALIDATE("1234"):A :: IF A>C OR A=M THEN 310
320 DISPLAY AT(16,1):"How many choices? (2-5)" :: ACCEPT
```

```
AT(18,25)SIZE(1)VALIDATE("2345"):CH :: IF CH>M-1 THEN 320
330 FOR J=1 TO M :: FOR L=1 TO C :: READ L$(J,L):: NEXT L :: NEXT J
340 X$=SEG$(J$,1,M):: FOR J=1 TO CH :: RANDOMIZE :: X=INT(LEN(X$)*RND+1):: Y(J)=ASC(SEG$(X$,X,1)):: X$=SEG$(X$,1,X-1)&SEG$(X$,X+1,255):: NEXT J
350 Z=INT(CH*RND+1):: IF L$(Y(Z),1)=Y$ THEN 350 ELSE Y$=L$(Y(Z),1)
360 DISPLAY AT(8,1)ERASE ALL:L$(Y(Z),M):: FOR J=1 TO CH :: DISPLAY AT(10+J,4):J;L$(Y(J),A)
370 NEXT J :: DISPLAY AT(23,1):""
380 DISPLAY AT(20,1):"(1-";STR$(CH);")?" :: ACCEPT AT(20,8)SIZE(1)VALIDATE(DIGIT):Q :: IF Q=0 OR Q>CH THEN 380
390 IF L$(Q,M)<>L$(Z,M)THEN 410 :: DISPLAY AT(23,1):"CORRECT!"
400 CALL SOUND(100,659,5):: CALL SOUND(100,784,5):: CALL SOUND(400,1047,5):: GOTO 340
410 DISPLAY AT(23,1):"WRONG!" :: CALL SOUND(300,110,0,-4,5):: GOTO 380
```

Enter MERGE DSK1.ASCII and then SAVE DSK1.QUIZ,MERGE
Then key in -
```
100 OPEN #1:"DSK1.QUIZ",VARIABLE 163,INPUT :: OPEN #2:"DSK1.QUIZ/2",VARIABLE 163,OUTPUT
110 FOR J=220 TO 410 STEP 10 :: LINPUT #1:M$ :: CALL LINE(J,LN$)
120 PRINT #2:LN$&CHR$(156)&CHR$(253)&CHR$(200)&CHR$(1)&"1"&CHR$(181)&CHR$(199)&CHR$(LEN(M$))&M$&CHR$(0):: NEXT J
130 PRINT #2:CHR$(255)&CHR$(255):: CLOSE #1 :: CLOSE #2
140 SUB LINE(LN,LN$):: LN$=CHR$(INT(LN/256))&CHR$(LN-256*INT(LN/256)):: SUBEND
```

Run that to convert the merge file QUIZ into another merge file QUIZ/2. Then key this in -
```
100 CALL CLEAR :: CALL SCREE
```

N(5):: FOR SET=1 TO 12 :: CA
LL COLOR(SET,2,8):: NEXT SET
:: DISPLAY AT(2,5):"TIGERCU
B QUIZWRITER"
110 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(4,1):"
@ Tigercub Software for free
":"distribution - no copying
":"fee may be charged."
120 DISPLAY AT(8,1):"This pr
ogram will write":"multiple-
choice quizzes of":"the cate
gory match type."
130 DISPLAY AT(11,1):"It wil
l accept up to 250":"records
, if memory permits,":"and u
p to 4 categories per":"reco
rd."
140 DISPLAY AT(15,1):"For in
stance, a quiz on the":"tabl
e of elements could have":"t
he element name, its symbol"
:"and its atomic weight."
150 DISPLAY AT(19,1):"The pr
ogram will allow you":"to se
lect which two cate-":"gorie
s to match."
160 DISPLAY AT(23,8):"PRESS
ANY KEY" :: DISPLAY AT(23,8)
:"press any key" :: CALL KEY
(5,K,S):: IF S=0 THEN 160 EL
SE CALL CLEAR
170 DISPLAY AT(2,1):"The Qui
zwriter can be used":"over a
nd over to write any":"numbe
r of different quizzes,"
180 DISPLAY AT(5,1):"and eac
h quiz can be SAVEd":"and ru
n again and again."
190 DISPLAY AT(12,1):"Place
a disk in drive 1 with":"eno
ugh space available for":"th
e quiz."
200 DISPLAY AT(15,1):"What f
ilename will you use":"for t
he quiz?":"DSK1." :: ACCEPT
AT(17,6):F$ :: CALL CLEAR
210 OPEN #1:"DSK1."&F$,VARIA
BLE 163,OUTPUT
220 !skip to line 420!
420 DISPLAY AT(8,1):"TITLE O
F QUIZ?" :: ACCEPT AT(10,1):
T$
430 T$=CHR$(147)&CHR$(200)&C
HR$(LEN(T$))&T$ :: DISPLAY A
T(12,1):"NUMBER OF CATEGORIE
S (2-4)?"
440 ACCEPT AT(12,28)SIZE(1)V
ALIDATE("234"):C :: PRINT #1
:CHR$(0)&CHR$(250)&"C"&CHR$(

190)&CHR$(200)&CHR$(1)&CHR$(
C)&CHR$(0)
450 FOR J=1 TO C :: DISPLAY
AT(12+J*2,1):"CATEGORY #";ST
R$(J);" TITLE?" :: ACCEPT AT
(13+J*2,1):C$(J)
460 T$=T$&CHR$(179)&CHR$(200
)&CHR$(LEN(C$(J)))&C$(J):: N
EXT J
470 PRINT #1:CHR$(1)&CHR$(14
)&T$&CHR$(0)
480 DISPLAY AT(2,1)ERASE ALL
:"INPUT DATA":::"(input END
when finished)"
490 N=N+1 :: Z$="" :: DISPLA
Y AT(6,1):"RECORD #"&STR$(N)
&RPT$(" ",200):: FOR J=1 TO
C :: DISPLAY AT(7+J,1):C$(J)
:: ACCEPT AT(8+J,1)SIZE(20):
Y$
500 IF Y$="END" THEN N=N-1 :
: GOTO 530
510 Z$=Z$&CHR$(200)&CHR$(LEN
(Y$))&Y$&CHR$(179):: NEXT J
520 LN=1000+N*10 :: CALL LIN
E(LN,LN$):: PRINT #1:LN$&CHR
$(147)&SEG$(Z$,1,LEN(Z$)-1)&
CHR$(0):: GOTO 490
530 PRINT #1:CHR$(1)&CHR$(4)
&"N"&CHR$(190)&CHR$(200)&CHR
$(LEN(STR$(N)))&STR$(N)&CHR$
(0)
540 PRINT #1:CHR$(255)&CHR$(
255):: CLOSE #1
550 DISPLAY AT(8,1)ERASE ALL
:"Enter NEW":::"Enter MERGE
DSK1."&F$:::"Enter SAVE DSK1
."&F$:::"RUN" :: END
560 SUB LINE(LN,LN$):: LN$=C
HR$(INT(LN/256))&CHR$(LN-256
*INT(LN/256)):: SUBEND

Enter   MERGE DSK1.QUIZ/2
and SAVE the result as your
completed QUIZWRITER.

This truly remarkable one-
line disk cataloger tinygram
by John Martin was published
in the Jackson County news-
letter -
1 IF F THEN INPUT #1:A$,A,J,
K :: IF J THEN PRINT A$;TAB(
12);J;TAB(18);SEG$(B$,ABS(A*
2)+1,2);K;TAB(27);A<0 :: GOT
O 1 ELSE RUN ELSE B$="AVDFDV
IF1VPG" :: INPUT "DSK":F ::
OPEN #1:"DSK"&STR$(F)&".",IN
TERNAL,RELATIVE,INPUT :: GOT
O 1 ! BY JOHN M

And . . . .
version of Wheel of Fortune
in the West . . . . . .
1 ! ### FORTUNE OF WHEELS ##
A TINYGRAM
by Mike & Ed Machonist#
#######################
2 CALL CLEAR :: INPUT "ENTER
THE MYSTERY PHRASE   ":M$
:: CALL CLEAR :: L=LEN(M$)
3 D$=RPT$(CHR$(30),L):: FOR
J=1 TO L :: IF SEG$(M$,J,1)<
>" " THEN 4 ELSE D$=SEG$(D$,
1,J-1)&" "&SEG$(D$,J+1,L)
4 NEXT J :: PRINT D$
5 T=T+1 :: PRINT :"TRY No.";
T;:: :: INPUT "TYPE LETTER O
R ENTIRE PHRASE":A$ :: IF LE
N(A$)>1 AND LEN(A$)<L THEN 5
6 W=L+1-T :: IF A$=M$ THEN 9
7 FOR J=1 TO L :: IF SEG$(M$
,J,1)=A$ THEN D$=SEG$(D$,1,J
-1)&A$&SEG$(D$,J+1,L)ELSE 8
8 NEXT J :: PRINT :D$ :: GOT
O 5
9 FOR J=1 TO W :: CALL SOUND
(200+J*10,330+40*J,0):: NEXT
J :: PRINT :"YOU WIN ";STR$
(W);",000 WHEELS!":: :: INP
UT "PRESS ENTER TO PLAY AGAI
N":G$ :: T=0 :: GOTO 2

100 ON WARNING NEXT :: DISPL
AY AT(3,10)ERASE ALL:"KALKUL
ATOR":"":"Input 1st value an
d Enter.":"Input other value
s preceded":"by +,-,# or / a
nd Enter." ! by Jim Peterson
101 DISPLAY AT(8,1):"Input =
and Enter to get":"final re
sult."
110 R=14 :: C=1 :: ACCEPT AT
(12,1):N :: V=N :: F=1 :: N$
=STR$(N):: GOSUB 200
120 ACCEPT AT(12,1)VALIDATE(
"+-#/=",NUMERIC):N$ :: A=POS
("+-#/=",SEG$(N$,1,1),1):: G
OSUB 200 :: IF A=0 THEN 120
:: IF A=5 THEN 160
130 ON ERROR 140 :: N=VAL(SE
G$(N$,2,LEN(N$)-1)):: GOTO 1
50
140 CALL SOUND(200,110,5,-4,
5):: C=C-LEN(N$):: DISPLAY A
T(R,C):"" :: RETURN 120
150 IF A=1 THEN V=V+N :: GOT
O 120 ELSE IF A=2 THEN V=V-N
:: GOTO 120 ELSE IF A=3 THE
N V=V#N :: GOTO 120 ELSE IF
A=4 THEN V=V/N :: GOTO 120

C+LEN(N$):: IF C>20 THEN C=1
:: R=R+1 :: RETURN ELSE RET
URN

Here is the world's short-
est tic-tac-toe game, by R.
Walters, converted to a tiny
gram by Jim Peterson
2 DISPLAY AT(5,1)ERASE ALL:"
LET'S PLAY TIC-TAC-TOE": :"T
HE BOARD IS NUMBERED:": :TAB
(10);"1 2 3": :TAB(10);"8 9
4": :TAB(10);"7 6 5":
3 A=9 :: GOSUB 8 :: S=B
4 DEF F(X)=X-4+4#SGN(8.5-X)
5 C=F(S+1):: GOSUB 6 :: C=F(
S+3):: GOSUB 6 :: C=F(S+6)::
IF S/2=INT(S/2)THEN 7 :: DI
SPLAY AT(20,1):"I MOVE TO";F
(S+4):"":"THE GAME IS A DRAW
" :: STOP
6 A=C :: GOSUB 8 :: H=B :: I
F H<>F(C+4)THEN 7 ELSE RETUR
N
7 DISPLAY AT(20,1):"I MOVE T
O";F(C+4):"AND WIN!" :: END
8 DISPLAY AT(20,1):"I MOVE T
O";A:"":"WHERE DO YOU MOVE T
O?" :: ACCEPT AT(22,23)VALID
ATE("12345678"):B :: RETURN

1 ! STRAIGHT-LINE CALCULATOR
TINYGRAM by Jim Peterson
Accepts input such as
6+6-11#2+3/4
2 T,F=0 :: C$="+-#/" :: ACCE
PT AT(12,1)ERASE ALL VALIDAT
E(NUMERIC,C$):F$ :: L=LEN(F$
):: FOR J=1 TO L :: X$=SEG$(
F$,J,1):: P=POS(C$,X$,1):: I
F P=0 THEN 5
3 IF F=0 THEN T=VAL(SEG$(F$,
1,J-1)):: F=1 :: A=J+1 :: P2
=P :: GOTO 5
4 V=VAL(SEG$(F$,A,J-A)):: A=
J+1 :: GOSUB 7 :: P2=P
5 NEXT J :: V=VAL(SEG$(F$,A,
255)):: GOSUB 7 :: DISPLAY A
T(12,L+1):"=";STR$(T)
6 DISPLAY AT(24,1):"PRESS AN
Y KEY" :: CALL KEY(0,K,S)::
IF S=0 THEN 6 ELSE 2
7 IF P2=1 THEN T=T+V ELSE IF
P2=2 THEN T=T-V ELSE IF P2=
3 THEN T=T#V ELSE T=T/V
8 RETURN

That's all, folks!

Thank You

(Ed. note: I feel Marcy's comments were expressed extremely well about how all of us (the user's feel) about the TI. So even if you did not attend the Chicago Faire this year I wanted to share her word of thanks to those who make all of this possible.)

I would personally like to thank everyone for making the 1988 TI FAIRE/CONVENTION a success. A special thank you goes out to:
- THE PROGRAMMERS for giving the TI home computer more knowledge and food to stay alive.

- THE VENDORS for supplying a way to get the food for the TI home computer into the hands of the user.

- THE PUBLISHERS for giving public support for the TI home computer. For it is more known if it is talked about.

THE USERS of the TI home computer for keeping it active and its heart pumping.

The TI home computer has stayed alive and grown because we have believed in it. We have all worked together to help it keep growing.

We can see proof of this at all the TI faires around the nation. This is where we celebrate the fact that we may have been orphaned but we have found a family with each other.

Now and in the future we must remember to always work together to keep the TI faires going as a reunion of the family. For if the faires die, the union of the family will be broken. That is what will cause the TI home computer to die.

My heart filled with loves gives all of you a special thank you for breathing life into the TI home computer.

With Love,

Marcy

Marcy

FROM OUR EXCHANGE NEWSLETTERS

by Jean Hall

(If you read about an article that interest you, please check with Curt Borders - The Exchange Newsletter Librarian, and check out the issue you desire to read.)

TITLE OF ARTICLE	NEWSLETTER	MONTH/YR	PG#S
Error Codes	TIshug News Digest	Nov 1988	28
Program that generates four number additional problems	MOark	Nov 1988	5
Logix-chanllanging game	West Penn	Oct 1988	3
Ball Park-a Tinygram	West Penn	Oct 1988	2
TI/Templates-Genealogy & Student Organizers	Southwest Ninety Niners	Nov 1988	5
Flexi Label - a Tiny Gram	QB Monitor	Nov 1988	10
Easy Grader	St Louis Computer Bridge	Oct 1988	7
Tingo (like bingo)	Hocus	Oct 1988	4
Print a calendar	Kawartha	Nov 1988	V. 6
Disk Fix	Bytemonger	Nov 1988	3
Technical Note on Original T.I. Drives	Lima	Nov 1988	8
Fixing Glitched Xbasic Programs and DV/80 files	Great Lakes Computer, Inc	Oct 1988	5
Disk Drives (#2)	Pug Peripheral	Oct 1988	11
Kiddie Korner, The	Pug Peripheral	Oct 1988	8
Legends 1.1 - a review	Cinn-Day	Jul 1988	4
Wire Accessory I/O Controller	TIshug	Nov 1988	7
64K bytes of Memory on the 16 bit bus	TIshug	Nov 1988	9
PRTour-tutorial on PRbase	Chicago Times	Oct 1988	13
PRTour II-tutorial on PRbase	Chicago Times	Nov 1988	25

The following article was taken from the September issue of the St. Louis 99'ers newsletter "The Computer Bridge".

COMPUTING FOR YOUR RETIREMENT INCOME

Dr. Roy Tamashiro

Although many of us are quite a few years away from retirement, we might be hoping to retire early, or to spend more years in retirement. To get a truly realistic picture of your financial future, you should consult an expert in this field. The computer program below ("RETIREMENT INCOME ANALYSIS") gives a very rough estimate of how you might be able enjoy a financially comfortable retirement.

"RETIREMENT INCOME ANALYSIS" works in TI-BASIC or EXTENDED BASIC. Type in the program, proofread it, and SAVE it to a tape or disk. When the program is run you are prompted for the following items:

This year is: 19__	[Look at a calendar if you don't know.]
Current Monthly Income: $____	[Enter your gross monthly income.]
Inflation Rate (%) ____	[Make an educated guess. The inflation rate is about 4 percent now.]
Years to Retirement:___	[Subtract your present age from your retirement age.]
Amount Invested for Retirement $____	[Include all of your retirement assets including IRAs, pension plans, retirement annuities, etc., but do NOT include non-retirement investments, checking or savings accounts, or Social Security.]
Assumed Interest Rate (%) __	[Estimate an annual average of interest or dividends on your retirement investments between now and your retirement age.]
Annual Additions to Retirement Investments: $_____	[Estimate how much you will add per year to your investments.]

The program calculates how much income you will need when you retire. Many experts say that you need about 75 percent of your pre-retirement income, but with inflation included in the calculation, the monthly figure at retirement is likely to be higher than your present income.

Social Security benefits are not included in the analysis, nor are the taxes you will owe on your various tax-deferred investments. You may want to adjust the recommendations given to account for these and other omitted factors.

```
100 REM *************
110 REM * RETIREMENT *
120 REM *   INCOME   *
130 REM * ANALYSIS *
140 REM *************
150 REM 1988, ROY TAMASHIRO
160 DEF RATE=IT*.01
170 GOSUB 410
180 INPUT 'This Year is: 19':NOW
190 INPUT 'Current Monthly Income:$':MONTHLY
200 INPUT 'Inflation Factor (%):':IT
210 INPUT 'Years to Retirement: ':YEARS
220 NEEDED=INT(((.75*MONTHLY)*(1+RATE)^YEARS)+.5)
230 INPUT 'Amount Invested for retire-ment: $':B
240 INPUT 'Assumed Interest Rate(%):':IT
250 INPUT 'Annual additions to retire-ment investment $':ADD
260 FUTURE=INT(((B*(1+RATE)^YEARS+ADD*(((1+RATE)^YEARS-1)/RATE))*RATE)/12+.5)
270 GOSUB 410
280 PRINT 'You will need about $';NEEDED;'per month when you retire in';1900+NOW+YEARS
290 PRINT :'You can expect to receive':'about $';FUTURE;'per month on'
300 PRINT 'your investment interest or dividends.'
310 IF FUTURE>=NEEDED THEN 390
320 PRINT :'If you will have no other':'income, then you should':'increase your investments'
330 FIX=INT((((12*(NEEDED-FUTURE))/RATE)/(1+RATE)^YEARS+.5)
340 PRINT 'b) about $';FIX;'to':'$';FIX+B;'this year, or'
350 MORE=INT((((NEEDED-FUTURE)*12)/RATE)/(((1+RATE)^YEARS-1)/RATE)+.5)
360 PRINT 'raise your annual additions by $';MORE;
370 PRINT 'to total ':'$';MORE+ADD;'per year.'
380 GOTO 400
390 PRINT :'You are in an adequate    investment position for your retirement.'
400 END
410 CALL CLEAR
420 PRINT ' RETIREMENT INCOME ANALYSIS'
430 PRINT ' ================= ========='
440 RETURN
```

SECTOR SHARING

by Mark Schafer
BLUEGRASS 99 COMPUTER SOCIETY, INC.

They say necessity is the mother of invention. And in this case, I'm the father. I think I've discovered something you'll find intriguing. Take a look at the following disk catalog:

```
DSK1 - DISKNAME= FNWEB/4#1
   AVAILABLE=  7  USED= 351
FILENAME  SIZE    TYPE    P
--------- ----  --------- --

   AS       33  PROGRAM
   AT       22  PROGRAM
   CF       31  PROGRAM
   CG       25  PROGRAM
   CHARA1    5  PROGRAM
   D1       33  PROGRAM
   D2       33  PROGRAM
   D3       29  PROGRAM
   DU       33  PROGRAM
   DV       33  PROGRAM
   DW       29  PROGRAM
   EA        9  PROGRAM
   ED       33  PROGRAM
   EE       19  PROGRAM
   LH       12  PROGRAM
   LOAD     31  PROGRAM
   QD       12  PROGRAM
   SL       10  PROGRAM
   SYSCON    6  PROGRAM
   UL        4  PROGRAM
```

If you don't notice anything strange, add up the sizes of the files and compare that to the number of sectors used. How did I do that? Why did I do that? That's what I'm here to tell you.

The above is the catalog of my Funnelweb disk. What I've done is to make it so that some files take up the same space as other files which is the concept I call sector-sharing.

First, let's get into why I did it. I have Disk Utilities by John Birdwell. One of its features is the ability to change to default system setup. The trouble was sometimes I will want the defaults to be one way, and sometimes I will want them another. Now, I could change the setup in the program when I need to, but this is some -trouble. The ideal solution would be to have two (or more) copies of the program on the disk and boot the one with the defaults I want at the time. But I only have one SSSD disk drive, so I clearly don't have the room for this. Just like limited memory can lead to tight coding, limited disk space can lead to creative disk utilization.

All I wanted to do was to change the first sector. So I got the idea to create a file that would have a different first sector, but share the rest of the sectors with the original file!

The steps to do this, I believe, can be done in any order. Basically, it goes like this: creating the new header sectors, creating the modified sector, updating the disk catalog, marking the used sectors, and renaming the new files. The beauty is that Disk Utilities itself can handle all of the above in one session, but I suppose any sector editor and disk manager will do.

So let's create the new header sectors first. Each file on a disk has to have a sector that identifies the type of file it is and where it is on the disk. The first step here is to find out what sectors are free. One way to do this is to look at sector 0 starting at byte>38, look for non-F's, and figure out what sectors correspond to the blank bits. Or you could use Disk Utilities to print the disk report and figure out what sectors are contained in no file. In my case, sectors>13 to>16 were available. You could put them anywhere, but the normal thing is to put header sectors in the>02 to>21 range.

Next, I need to know where on the disk the files I'm going to "copy" are, as well as where their header sectors are. The disk report has this information. So now you edit the header sector of the these files. Go to the first one first. You need to change two things on it. Change the name to something that would fall at the end of the disk catalog. This way, we don't have to insert when we change sector 1. I called my new files ZX, ZY and ZZ. For the file that has the modified sector, you need to change the segments starting at byte>1C. Insert three bytes at this point. This may be a little more difficult with some sector editors. Put in the following three bytes at 1C: yz 0x 00, where xyz is the sector we're going to create in step 2. In my case, it was>16, so I inserted 16 00 00. Then add one to the next byte, so if it's>57, make it>58. This process makes it so this file is in the same place as the original file except its first sector is different. If you're changing a sector in the middle, this is a bit more difficult. When you save it back, put it at the first available sector you found. For the remaining header sectors, I just simply changed their names and saved them to next available sectors since they are to share exactly the same sectors.

Once you've got that done, the rest of it is a cinch. To create the modified sector, simply edit the sector you wish to change, make the appropriate changes, and save it to the free sector you indicated at step 1 (16 in my case.) Normally the sectors contained in a file are higher than>21, but I didn't have any free in that area.

Next, it's time to change the disk catalog at sector 1. Simply put the header sectors you created in step 1 at the first available 0000 in sector 1. I appended 0013 0014 0015 to add my three new files.

The next step is to tell the disk what sectors we've used. With disk Utilities, you just use the Mark Sector feature. With others, you may have to figure out what bits they correspond to in sector 0 and make the changes yourself.

The last step is to rename the new files what you really want to call them. I called mine D1, D2, and D3. The last bytes have to be consecutive so that they load as one continuous program. After this, I had to configure Funnelweb to be able to load my new program. So now, when I run Disk Utilities, I have the choice of the options in DU or the options in D1. They both load just fine.

But there are some consequences. There's the problem of copying. If you try to copy a sector-sharing disk by file, the duplicate will unshare them. Also, you may get an out-of-space error. So to copy such a disk, you should use a sector copier. Then there's the problem of what happens if you want to copy the sector-sharing files, but not the whole disk. If you can't do a direct copy sector x to sector x, I would recommend that you find a way to sector copy the whole disk and delete the files you didn't want. Or you could copy only one of them and start the operation over again on the new disk.

So to make a copy of this 95-sector program, it took only 4 additional sectors: 3 for each new header sector and 1 for the modified sector. Shorter files would need even fewer additional sectors. I could go on and make another version of this program, but I think I'm happy with just two. I wonder if I have any other files I can do this to...

by Phil Townsend

For the past two & a half years my printing needs have been faithfully met by my Roland DG printer. It is a wide carriage, model PR-1215, and up until a month ago has performed yeoman service. I say until a month ago because at about that time (shortly after the warranty expired of course -Murphy's 47th law!) paper began to jam underneath the platen. It didn't seem to matter what type, weight or quality of paper it all caught equally well!

After several long distance phone calls to the Roland DG head office in Toronto and then to the company which is currently doing Roland's servicing, again more long distance calls, I was told that the service costs to get my machine operating again would run about $100.00 and the printer would be gone from one to four weeks. These words of good news came from a "techie" over the phone without having seen the printer. I shuddered to think what the cost might become once the serviceman had possession! Both parts of this arrangement were disagreeable to me. The cost was out of line and I certainly couldn't do without a printer for that length of time!

I then thought of Jim Poster, a valuable "techie" in our group and Jim is also in the computer business and his company sells Roland equipment. A phone call to Jim told me that help might be close by.

The following day my printer and I stopped by Jim's. I think those wide carriage printers should come equipped with wheels, those suckers are heavy! Soon Jim had the outer case off and the control panel disconnected. Now to find the problem. Jim tried the paper feed and the first time, wouldn't you know it, the paper sailed through giving only a hint of the former problem. It was behaving in the same maddening matter as my car does when I take it to a garage for repair work! (one of Murphy's Laws again).

I convinced Jim that he really should try it again, he did and this time the paper gracefully jammed and began to crinkle itself until the printer was turned off.

My face glowed with vindication! Now to fix the "little" devil. We performed the usual feats of technical wizardry such as blowing out the amassed dust and paper bits. Actually there was very little of the former since I keep the printer covered when it isn't in use.

Next we used the hi-tech trick of cleaning the platen with a controls cleaner. This type was especially produced so that it left no residue and was safe to use near plastics. A word of caution here, some cleaners aren't like this and if you use them you will see important parts of your printer quickly dissolve in front of your very eyes!

Now for the all important field test, Jim fed the paper in, turned on the form feed and low and behold, the problem was as evident as when we first started! We were convinced that it was a dirty roller problem, but how to get at the rollers underneath the platen. to get at them directly we would have to tear down the entire machine, neither of us wanted to even think along those lines.

Suddenly, it hit...why not spray the paper with the cleaner and then feed the paper through the printer by hand. Using a high quality, medium thickness paper, we partially fed it under the platen. Then Jim heavily sprayed the exposed end of the paper with the cleaner. We fed the next few inches through and sprayed again. We kept this up until the entire sheet had passed between the platen and rollers and fed out of the printer. The underside of the paper had become smeared with ink stains from the bottom rollers.

We repeated this whole procedure several times each time using a fresh piece of paper. As we progressed the ink stains became fainter with each successive sheet, eventually disappearing altogether.

Once again the trial by fire. Hesitantly, my fingers trembling with excitement, I fed the paper under the platen, hit form feed and held my breath! The sweet sound of rollers and NO CRINKLING! Success had come with only an hour's worth of time invested and $5.00 for a can of contact cleaner. Soon the cover was back in place, with no screws left over, Murphy must have been on vacation.

I am pleased to announce that I have had no further problems with the printer, only my lack of typing skills. So if you run into similar difficulties, don't pay out the "big bucks" too soon, try a little common sense first.

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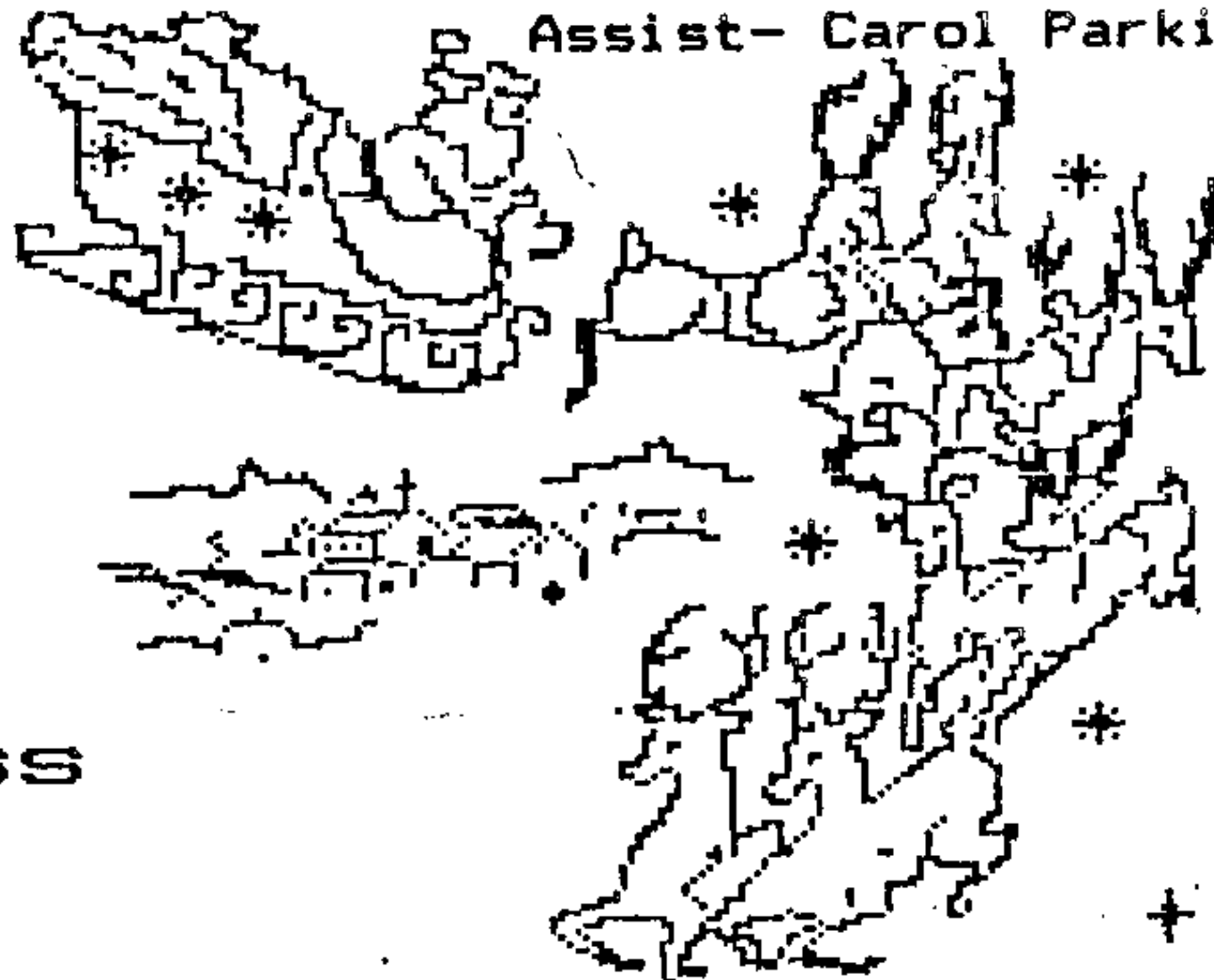
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