

THE GUILFORD 99'ER NEWSLETTER

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The Guilford 99'er Users' Group Newsletter is free to dues paying members (One copy per family, please). Dues are \$12.00 per family, per year. Send check to 3202 Canterbury Dr., Greensboro, NC 27408. The Software Library is for dues paying members only. (George von Seth, Editor)

OUR NEXT MEETING

DATE: November 1, 1988 TIME: 7:30 PM PLACE: Glenwood Recreation Center 2010 S. Chapman Street.

Bring your blank disks!!! We are going to have a program swap with the entire users group library and several member's personal libraries. Everything you ever wanted will be there!!

Don't forget the coffee and fellowship on November 2nd to be at Bonnie Jones' house in Thomasville (see map on back page of this newsletter).

MINUTES

The monthly meeting of the Guilford 99er Users' Group was held on the 4th of October at the Glenwood Recreational Center in Greensboro, N.C. There were 9 members and 3 visitors present.

The meeting was opened by Secretary Jones as the President was not on time. President Hughes arrived after a bit and took over his duties.

There was no old business to discuss.

NEW BUSINESS:

Carl Foster made a motion that the secretary send a post card to a group of former members that have left the club. The motion carried. Carl will supply the list he has on hand with the old membership listing.

President Scott asked if any members were interested in "C" and there was not much interest shown. He gave members information he had on the subject and is in the process of compiling on his computer.

Herman told members that no one was using the BBS and that since the TI files are taking up around 20 MB of space, and the PC users are very active on the board, we will probably lose our space to them if not used. Those with modems were urged to use them to download the library files.

The disk from member Jim Everett was presented to the club and will be put in the library. Thanks Jim.

The disk of the month was offered and there were 4 sold.

PROGRAM:

The program this month was presented by Bob Carmany and was on music and the TI. Bob demoed a few music disks and how they were reproduced on the TI. It was a very good demo and enjoyed by the members.

After the program, members were reminded that the meeting for November will be held at Bonnie Jones' home in Thomasville, N.C. It will be the first Wednesday in November which will be on the 2nd. However, the members are invited to meet at the recreation center on Tues. the 1st. of November (which would be our regular meeting night) for a disk-swap session.

The meeting was adjourned at 9:00 P.M.

Respectfully submitted,

L.F. "Mac" Jones, Sect/Treas
Guilford 99er Users' Group US

RAMBLING BYTES

By: "Mac Jones"

It sure was nice to see some familiar faces that have been missing from the meeting lately. Carl came to see us and also Bill Woodruff. Nice to have visitors also, which included Mr. and Mrs. Chessire from Winston Salem and also Bill Prentice from Summerfield. It's been a long time since we had visitors.

There will be a disk swapping on the first Tuesday of November. It would ordinarily be our meeting night, but Mrs. Jones (Bonnie) has graciously invited the club to her home in Thomasville for the meeting, but it must be on Wednesday. So, we will have the regular meet in Thomasville. I will be glad to give anyone instructions to her home if they let me know. She gave me a map at the meeting.

Herman made some good comments about the BBS and those of us that have modems should be using the download to get the files there before they are gone. I am afraid that I am also guilty of not using it to the fullest, but I got "hooked" on the Echo and it takes most of the time just to read all of the WATS mail which is very interesting. There are quite a few subjects discussed and oft times cussed! If you want to express your views on something and are not afraid to have someone "come down on you", that's the place!

I had a right funny thing happen with the newsletter from our mates down under. About 2 weeks ago, we received the August issue. Then yesterday, we received the July issue! I guess one was on a boat and one flew, who knows?!

Anyhow, they are great newsletters and you should be checking them out for the great articles in them. As you know, our own Bob Carmany is a contributor to the Hunter Valley, so it's got to be good!!

I noticed in EAR that our friends in Great Britian, Scott and Jo Ann Copeland are having "moving pains" and seems it is causing some concern as to a meeting place. I mention this to remind all of our members how fortunate we are to have a regular meeting place provided complete with heat and air cond. which really means a lot to a club. I hope that with the coming of the "cool" season that some more of our members will show up again.

Well, as to the stand alone disk drive we (George and I) were working on, we came to an impasse and I must admit I can go no farther on it. We tried to hook the cable from the Pbox drive to the drive 2 and we strapped the head seek and dsk2 socket pins and tried it. It gave us a device error. We tried it with the resistor pack in and out and it made no difference. I called George McCormick, who said he had done this many times, and he said we needed to twist the cable hooking the two drives together. We did this and the LED on the Pbox drive stayed lit all the time. We did everything we knew to do to no avail. I must admit that I am not very learned in the electronics of a disk drive, so Bill Woodruff said he would give it a shot. I will gladly pass it to him at the next meeting.!

The weather is kinda getting to the point where it makes you want to put a log on the fire and curl up with a good TI program, doesn't it? I'm sure we will have some more hot weather before the "big freeze" rolls in so get everything ready cause it's coming! Until next time, enjoy the good Times.

Unlocking The Lockups

Having any problems lately like your computer locking up right in the middle of something important? Me too!! A few days ago I was typing in a short program, well under 100 lines, and about 50 lines down the road I got a steady cursor and I knew right away that all I had just typed in was going to be flushed! Yes, I know you are suppose to save to disk after about 10 lines or so, but how many really do it when it's a short program?

Anyhow, I didn't save it as I should have and it was all lost because of a dirty contact somewhere. I had had this happening with games and other programs lately, so I decided to do something about it. I disconnected all the wiring from

console and took it out in the shop along with the extended basic cartridge. First, I opened the cart by unscrewing the holding screw and prized the covers apart. After all the things I have done to the console, I was not at all bothered about opening the cart. There was a time when I was apprehensive about even jarring the console too hard fearing that I would damage it, but since over the years I have found this little rascal to be almost indestructive, I don't mind tearing into any part of the system. After removing the circuit board from the cart, I examined the fingers on the board and found a lot of dirty film there. By using a spray de-greaser and a soft pencil eraser I removed all film down to a shiny metal again. I was sure to clean both sides, as there are double (top and bottom) contacts. Then I placed the cleaned circuit board back into the halves and snapped them shut. By replacing the holding screw I was through with that part of my problem. Time, about 15 minutes.

Next came the console. By now it was old hat taking that apart! I removed the prom port and prided the plastic retainer that holds the felt slot that the cartridge plugs through, and discarded it. As friend John Willforth said to me once, "that thing causes more lockups than most anything else". I then cleaned the fingers on the board that plugs into the console slot. Next came the fingers on the I/O socket in the side of the console which completed my cleaning. Time, about 45 minutes.

Then, after taking it back in the house and hooking all the wires back up, I ran a few programs, tried typing about a dozen lines, and banged it around a little and not one lock up occurred. I have been using it for quite a while now and have had no lock ups. I have started remembering to save everything to disk after about a dozen line anyhow, cause you never know.

If you have been having lockups, and your equipment is getting that way if you have never cleaned it, then why not take about an hour of your time, say on the next rainy week end, and give it a good cleaning. You will be glad you did the next time you have run up the highest score around on your favorite game and all of a sudden.....LOCKUP!!! ("Mac")

A FEW WORDS

As everyone knows, TI has long since left the home computer market. But in spite of that fact, the 99/4A continues to survive despite the predictions of its demise some 5 years ago. One of the biggest reasons that we, as TI owners, still have software and hardware is the network of Users Groups scattered throughout the world. Did I say world? That's right! Some of the most active groups aren't here in the U.S. but in Australia, Sweden, West Germany and other places.

While our own UG has a dwindling membership, others are vibrant and very strong with their membership numbering in the hundreds of members. What does our own little group offer? Why should I renew my membership for another year?

Several of our members have direct contact with the most progressive software authors in the TI world. Where else could you get the latest copy of F'WEB ---probably the best software shell ever written for the TI. It replaces no less than 3 cartridges and will load any program imaginable! Oh yes, it is in our UG library and up on our local (and free!) BBS. In fact, there are some 6.5 megs of TI stuff up on our board at the present time. Besides, F'WEB, there is the QED loader for supercards, the latest version of ARCHIVER (Vn 3.02) and one of the very best terminal programs ever written for the TI ---TELCD (now in Vn 2.21). The professionally-written programs alone are worth the \$12 membership fee (I would encourage a software donation to the program's author as well). The list of programs goes on and on! There are label programs that will print graphics or just create a disk label, database programs and much, much more!

Besides the programs that are up on the BBS and in the UG library, our individual members have a wealth of programs in their personal libraries. In fact, some of the better programs are those user-written ones that never made it to the "fairware" circuit. There are utilities to manipulate text files in ways that you probably never dreamt of --- like totalling numerical entries in a TI-Writer file or sorting a text file in descending order in multiple fields. Interesting --- now a word processor can become a mini-spreadsheet or a mini-database. In fact, just about any kind of program that you want is available as a user-written program somewhere within our UG ---all you have to do is ask.

Technical expertise is another reason to be a member of a UG. We have members who are willing to spend their time and effort to help you if there is a problem with your system or if you just need some advice on any technical topic. All of this for the price of your yearly membership.

Not enough? Well, how about this! We are currently exchanging newsletters with a host of other Users Groups. Contained in the newsletters is a mountain of information to help just about any TIER from the novice to the expert. There are hardware projects---from building a simple joystick cable replacement to building an EPROMmer or a 3-slot PEB from scratch! There are programming tips in BASIC, FORTH, C-99, or just about any computer language that you can imagine. All of these exchange newsletters are available to be checked out from our secretary at our monthly meetings. All you have to do is ask!

Still not enough? Well various members also have sources of TI peripherals --- where to order that particular item that you need to complete your system. There are price lists, catalogs, and other materials available whenever you want them ---just ask.

The only requisite to access all of this is to show up once a month at our meeting. Pay your \$12 dues once a year and you get all of this with our own newsletter "thrown in". It is even mailed right to your front door!

Now that TI is completely out of the picture, the real strength of the 99/4A is the UG network. Renew your membership

next month or, if you aren't an active member, join us! Stop by a meeting and see what's going on in the TI world. This machine will still do things that are amazing!

QUICK AND DIRTY

Often times, programs are written in pairs or trios with the idea of a main application program and one or more "utilities" to go along with it to make everything easier to use. An excellent example is the TI-ARTIST series of supplementary programs that go along with the TI-ARTIST original. Sometimes, however, programs just seem to fit together as if they were meant to be so written. An excellent example of this is the series of two programs discussed in this article.

The two programs are CMINDEX by Francisco Garcia and a TI-WRITER (or F'WEB) SORT utility by David Romer and John Clulow. The two programs were written at completely different times and there was no attempt to have one work with the other. Fortunately for us, they do work very nicely together indeed!

Basically, it is a data-base program that will allow you to do some "quick and dirty" data-base manipulations. Granted, it isn't as versatile and powerful as PRBASE or some of the others but for magazine indexes, program indexes, and mailing lists it is superb.

Mr. Garcia, unfortunately, is afflicted with the same "malady" that afflicts many software authors. He can write an excellent program but the documentation is sadly lacking. Most programmers know intuitively how the program operates because they wrote it but they sometimes find it difficult to pass the information on to others. With this in mind, I have decided to "take a whack" at setting the record straight.

Before we go into the "nuts and bolts" of the program, let's take a look at the configuration options that are available. The first of these is 'SYSTEM CONFIGURATION'. To change any of the options, just press the corresponding number key (0 returns you to the main menu).

PAUSE controls the ability to pause, stop, continue, or selectively print a record to your output device --- all during the FIND portion of the program. All of these options are available if this option is ON.

SEEK controls whether you search all of the fields for a string or narrow your search to a specific field.

ISUPPER converts incoming strings to uppercase just for the purposes of comparison if it is ON.

INVERT toggles the inverse video display on and off -- a matter of personal preference.

PRN STAT tells the FIND portion of the program whether or not to print out the status reports designated by the TOP/OUTPUT CONFIGURATION.

STOP CHAR is the ASCII value of the character that you choose to stop or abort the string search during the FIND portion of the program.

HOLD CHAR is the ASCII value of the character that you choose to pause the display during the FIND portion of the program.

CONT CHAR is the ASCII value of the character that you choose to continue the string search in the FIND portion of the program.

HEADERS toggles the headers from magazine (Mag.), program (Prq.), or address list.

/TOP/OUTPUT CONFIGURATION works just like 'SYSTEM CONFIGURATION' as far as the selection and toggling of the options is concerned.

SPC determines where the output will go (ie. Prn/Scr, Prn, or Scr).

PRINTER NAME is usually used for the name of your printer and is set for the default of PIO. However, any valid peripheral

devicename can be used. For example, you could send the output to DSK2.filename (more later).

TOF TOGGLE is the Top Of Form toggle that determines whether or not a form feed will be sent after the last record is read at the end of a search.

TOF CODE is the ASCII value of the character used for a form feed by your peripheral device (ie. your printer). It is usually 012.

PRN TITLE tells the FINDER section whether or not to print the title headers.

SPACING is the spacing between the records as they are printed.

SELECT can be used when the output is directed to the screen to selectively print records to a printer or other peripheral device. It is reset to OFF when the SHOW option is changed but can be reset to your specification any time you wish.

PRN STYLE controls whether the output will be one 80-column line (LINE), in multi-line (BREAK) or in a mailing label format.

That covers the two system configuration options so let's take a look at the ENTER and FINDER options. Since you have to have some data entered before you can search, we will start with ENTER.

To do this right, we will start with a scenario that assumes that we are going to index the Guilford 99er newsletters. We will manipulate the data along the way as well.

The first thing that we need to do is load the program with either E/A option S or through F'WEB. Once the program is loaded, adjust INVERI to your preference and make sure that the HEADERS option is set to 'Mag.'. Then, press "0" to get back to the main menu and select the ENTER section. Then, just follow the prompts. Filename is in the form 'DSKx.filename' and the rest is "fill in the blanks". The program will periodically save the records to disk under your chosen filename or append them to an existing filename. To quit, type END on the first line of an entry.

It is now several hours later and we have typed in the complete index of HV99 newsletters under the filename of "NEWS". The file is a D/V 80 file that can be read (and modified) by F'WEB or TI-Writer.

The "NEWS" file is a long one and we have decided that it would be more manageable if it were split into individual years (ie. '85, '86, etc). To split the file (or reorder it) we must first select the OUTPUT CONFIGURATION menu. SHOW should be on 'Prn/Scr' and PRN STYLE should have 'LINE' selected. We want to save this lot to disk so we select PRN NAME and type in: 'DSK2.MAG85' at the prompt (remember ANY valid peripheral name fits here).

Go back to SYSTEM CONFIGURATION and toggle SEEK to a selected field for faster processing. Since we have entered the year in field #4, we will choose that field as the selected one (entries should be in the form AUG85).

Now go back to the main menu with "0" and select the FINDER section. At this point, the program is similar to the ENTER section. The filename is in the form 'DSKx.filename'. In our case, "DSK1.NEWS" and the string to be searched for is "85". The program will churn until it finds the first occurrence of the string and save it to DSK2.MAG85. When it pauses with a full screen, press "C" and it will continue until the entire file has been searched. Then, choose the other years in succession if you want.

One small task remains. After exiting the program, load up the F'WEB editor and load 'MAG85' from the appropriate drive. Remove the first couple of header lines at the very beginning of the file and the last couple of lines with the form feed and other FIND information. Save the file to disk and you have extracted the index for 1985.

Of course, you could search by any other field that you wanted and selectively extract whichever records that you want. In fact, it is a simple matter to use a sector editor and change the headers themselves as long as you use the same number of characters as the original and MAKE SURE THAT YOU DO IT ON A COPY!!!

Incidentally, the CMINDEX system is in the UG library along with indexes of MICROpendium and 99er/HCM.

So far, we have talked about a pseudo-reorder of the files that we were working with (ie. dividing them up by selected year). Now we will look at another utility that will do a true file sort of a D/V 80 file. In fact, it will turn that "quick and dirty" CMINDEX database into something that is really productive!

My wife was working on a membership listing and needed the data ordered in descending order. I knew that somewhere in the dark recesses of a disk box was a program that might do the job. I ran across a program that I had re-named FX-SORT (I don't remember what the original name was). Anyway, it is a utility originally written for TI-WRITER by John Clulow and Dave Romer that was designed to sort a D/V 80 file. It loads from E/A option 5 (or F'WEB) quite nicely. A CMINDEX data file loads easily!

The program is menu-driven and extremely easy to use. Choose LOAD DATA FILE and you are ready to sort. You are then offered two sort options: QUICK SORT and SHELL SORT. Choose the one that you prefer and a two-line display is shown with the first line of text and the column index below it. You are then prompted to define the primary and secondary field. This is done by entering the appropriate column numbers (and pressing <ENTER> after each). The program will then sort the data. When it is finished, you can save the re-ordered file to the appropriate storage device.

The program is very easy to use and the only limitation that I have been able to find is that you are limited to 300 lines of text (or 300 CMINDEX records) per sortable file. On the other hand, the sort routines are quick and accurate and it is very easy to use and the limitation can be easily overcome by creating several files of data.

All in all, the combination of CMINDEX and SORT takes the place of a more complicated database for all of those small jobs that weren't worth cranking up PRBASE to do. Besides, since CMINDEX creates a D/V 80 files that can be processed by F'WEB or TI-WRITER, you have much more flexibility when it comes to printing a finished product. You don't have a datafile that can only be read by the program that created it as is the case with PRBASE, for example. The combination of programs is definitely worth a long, second look!

SPIRITED SPRITES

by Mack Mc Cormick

Definition: Any shape or color. Can occupy screen positions independent of any character already present. Once set into motion, can move independently of direct program control. You can magnify or make double size.

How they can be used: Up to 32 sprites on the screen at any one time. Can be used in GRAPHICS and MULTICOLOR modes. Also can be used in BIT MAP mode but not the automatic motion feature. Sprites cannot be used in the TEXT mode.

There are three tables which contain all the information needed to use sprites:

1. SPRITE ATTRIBUTE TABLE
 - a. Sprite Position
 - b. Sprite Color
2. SPRITE DESCRIPTOR TABLE
 - a. Sprite Pattern Identifier
 - b. Specify magnified or double sized sprites.
3. SPRITE MOTION TABLE
 - a. Define X and Y velocities of Sprites.

DEFAULT LOCATIONS OF SPRITE TABLES

Table	Table Begins at this VDP address
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SPRITE ATTRIBUTE TABLE >0300
SPRITE DESCRIPTOR TABLE >0400
SPRITE MOTION TABLE >0780

Sprites are numbered from 0 to 31.

Here's how the screen is set up.

Here's how the screen is defined for Sprites:

Columns are labeled starting from the left from 0 to 255 (>00 to >FF). Rows are numbered from top left. the first row is numbered 256 (>100), followed by the numbers 0 to 190 (>0 to >BE). Each screen location defined in this manner is referred to as a pixel. A pixel is the smallest area of the screen you can turn on or off. Heres the way it looks:

Pixel 1 is in row >100 column >02. P4 is in row >BE column >01.

Here are the formulas to convert row and column locations to pixel locations:

GRAPHIC TO PIXEL CONVERSIONS

GRAPHIC ROW TO PIXEL ROW $GR*8-7=PR$
GRAPHIC COLUMN TO PIXEL COLUMN $GC*8-7=PC$

PIXEL ROW TO GRAPHIC ROW $INT(PR+7)/8=GR$
PIXEL COLUMN TO GRAPHIC COLUMN $INT(PC+7)/8=GC$

SPRITE ATTRIBUTE TABLE

Begins at VDP >0300 by default. Contains the present position of sprites and their colors. Each sprite takes up four bytes in the table. The first byte is the row or Y position of the sprite. The second byte is the column or X position. The third byte references the pattern of the sprite as to where it is located in the Sprite Descriptor Table. The fourth byte is the early clock attribute and also codes for the color of the sprite.

When the computer moves sprites it updates the information in the sprite attribute table. The more sprites it has to update the longer it takes to execute the program. To shorten this time place a value of >D0 as the Y location of the lowest numbered non-moving sprite. Always let the final unused sprite be undefined by specifying the Y location as >D0.

The third byte references a pattern in the Pattern Descriptor Table. Can range from >00 to >FF. For example if the third byte contained >80 it would point to >0400 through >0407 in the Sprite Descriptor Table.

The forth byte controls the early clock and color. The first four bits control the early clock. If the last bit (3) is reset to zero the early clock is off and the location of the sprite is said to be it's upper left hand corner. This means the sprite will fade in and out on the right hand side of the screen. If bit 3 is on the sprites location is shifted 32 pixels to the left. The sprite can then fade in and out from the left side of the screen.

Bits 4-7 of byte four contain the color. Same as other VDP colors 0 to 7.

Heres an example Sprite Attribute:

	Sprite 0	Sprite 1	
SAL DATA	>3356,>8001,>AB2B,>810F,>D0	-- Third Sprite Undefined	
	// //		
Y X / color			
pattern			

SPRITE DESCRIPTOR TABLE

Just like the pattern descriptor table for characters. Usually begins at >0400. Addresses >0400 through >0407 are defined as sprite pattern >80.

You can also make sprites magnified or double sized by writing a value to the two least significant bits of VDP register 1.

SPRITE MOTION TABLE

Describes the X and Y velocities of each sprite. This table begins at >0780. Before a sprite can be placed into motion several conditions must be met. Your program must allow interrupts using LIM1 2 but before accessing VDP RAM you must disable interrupts with a LIM1 0. You must indicate how many sprites will be in motion by placing a value at CPU address >837A. For example if sprites 2, 5, and 7 are in motion you must place an >8 at address >837A which will allow motion of 0 through 7. A description of the motion must be placed in the Sprite Motion Table. Each sprite takes up four bytes in the table. The first byte is the Y velocity, the second byte is the X velocity. The third and fourth bytes are used by the interrupt routines. Just be sure you leave space for them. The following are allowed as values for X and Y velocities:

A value of >01 will cause the sprite to move one pixel every 16 VDP interrupts. About once every 16/60 of a second.

A thought: Have you ever seen a screen dump program that would dump sprites? It could be done by obtaining their location and pattern and converting to printer bit graphics. Have fun!

TIW/INTRO

SO YOU HAVE THIS POWERFUL INSTRUMENT: THE T.I.WRITER. NOW WHAT DO YOU DO WITH IT? (ANSWER: ANYTHING!)

by Jack Suhrue

BUT FIRST YOU HAVE TO GET STARTED...

You're excited! At last you have a word processor. You open the package and see a cartridge, a disk, a very large notebook. All of a sudden the whole thing seems rather overwhelming. "I'll never be able to learn all this stuff. I thought it was going to be like a typewriter. You just plug it in and type."

If you felt that way when you opened the package, join the club. I felt that way and, with the exception of a few techies who thrive on that sort of thing, so did most people.

Computer word processors for most people tend to be rather overwhelming when first encountered.

No sweat.

The T.I. Writer, besides having all the marvelous features contained in processors costing as much as five times its price, is a relatively easy and very powerful tool (or toy, depending upon your perspective).

Let's skip the manual for a while. Instead, let's dip write in and print something we've typed (the purpose of a word processor, after all).

Turn on your P-Box. Turn on your monitor. Insert the T.I.Writer cartridge into the computer. Turn on the computer. Turn on your printer. Place the T.I.Writer disk into your drive. Press enter to move from the loop screen. Press <2> for T.I.Writer. Press <2> again for the English version. And we're all set!

Now, we're going to do a couple things without explanation just to get you started. Once you see HOW to do these things, we'll come back to explain these choices to you.

First, type <T>. This is for TABS. You'll see a line of numbers beginning with L. L is the Left Margin. Leave it. Move your cursor with the FCTN/S-combination to the first letter T. When you get there, change it to an I. This is an automatic Indentation. Then continue with your cursor beyond the Number 2 and beyond the Number 3 until you reach the B after the Number 3. Type an R. This, obviously, will be your (temporary) Right Margin. This will let you view all of your text right on the screen. We can quickly and very easily (in the same way you just made these changes) change the margins before we print.

We will not use the Formatter for our first few print jobs. No need.

Press <Enter>.

You are in the Edit mode. This is the mode on all word processors where you do the typing. On the left you'll see Line Numbers. Let's get rid of them by pressing the FCTN/Zero combo.

At this point, if you haven't substituted your T.I.Writer Strip for the regular Command Strip above the number keys, do so.

That's better.

Now we can see the processes we'll need to use now and then. (The process we just did, for example, is defined as "LINE #'s" on the strip. To get them back just press FCTN/Zero again. Many of the commands go in and out like that. It's called Toggling.)

When you look at the strip you can see that some of the functions are exactly the same for BASIC (1-Delete Character; 2-Insert Character; 3-Delete Line; etc.), but most are new.

We also finally get to use that Control Key, which usually sits doing nothing in BASIC. The Red Dot Strip on the top row is a Control Command Strip. The Grey Dot Strip on the bottom row is the Function Command Strip.

Forget all that for now.

Press the enter key a few times. This will jump down a few lines, indenting along the way.

Still, you'll see the annoying "End of File Version 1.0" at the bottom. That's just there to let you know where your text ends. After a while you'll forget it's there. But I wish T.I. had used asterisks instead.

Ah, well.

Take the Alpha Lock Key off. Use the Shift Key to make caps, just as you would on a typewriter, and begin typing.

If you can't think of anything to write, type what you had for breakfast or lunch. JUST KEEP TYPING. DO NOT PRESS ENTER AS YOU WOULD IF YOU WERE ENTERING LINES IN BASIC. The T.I.Writer word-wraps automatically.

Type and type and type until you have 10 or 20 lines. And stop.

See the command on the Grey Dot Strip above #9 Key? THIS IS THE BIGGIE! The Command/Escape Key on all word processors is the most important. It gets you back to the Command Menu.

Press FCTN/9.

Now we're back up to where we started with the cursor blinking under the Tabs statement.

This time type PF for Print File. And press <Enter>.

When it asks for Device, type <PIO> or RS232, if you're not using a Parallel printer. Press <Enter>.

What you've typed will print out immediately in the narrow screen width you've Tabbed.

Fast, eh?

Easy, too.

But you don't want that width, and you do want to learn how to do some of the neat things this processor has to offer.

My Old Pappy used to say, "Patience is a virtue that never can hurtue."

And you are back to exactly where you left off. With the cursor exactly where you ended. All commands when completed return you right to the exact location you finished. This is a powerful feature, as you'll soon learn.

Let's do one more thing before we get out of this Get You Started On Your Processor activity.

Press FCTN/9 again.

Then type T.

Where the T is change it to an L. Change the next T to an I. Then run the cursor through all the "Windows" until you get to the very end. Then back up to the 7 and type R and press <Enter>. When you get back to your text, run the cursor up to the first word in your text by using the FCTN/(arrow keys). Then press CTRL/2. This will Reformat your text into the new width. It'll do it right on the screen, creating those weird but marvelous "windows," and will do the same for your printer.

Let's try it.

FCTN/9 (the Command/Escape).

Type PF.

Now the PIO will appear with the cursor. Just press <Enter> and the printing will start immediately.

If you never learn another thing about your T.I.Writer, you can at least use it as a typewriter (and making those easy corrections word processors are most famous for).

You'll find, now that you are typing and printing with ease, that the manual will begin to make some sense. But the important thing is You have started!

For now, let's get out of the processor. FDTN/9 again. Type D for Quit. Type E for Exit. YOUR MASTERPIECE WILL BE LOST FROM THE COMPUTER MEMORY, but you have a printed copy of it in two forms, anyway.

If you had wanted to save the file to disk, you would simply go back to the Command Mode with FDTN/9, type SF (for Save File). Then you would type DSK1.FILENAME (FILENAME being whatever YOU name it in 10 letters or less without spaces, commas, or periods). The next time you load T.I.WRITER you could type LF (for Load File) if you wanted this file again. Then type DSK1.FILENAME and your file will load back up automatically. CAUTION: Each file name SAVED on a disk must have a DIFFERENT filename. You will overwrite any file of the same name on the same disk.

Anyway, experiment a bit. Once you've used the T.I.WRITER for a while, you'll probably want to graduate to enhanced and more user-friendly versions. Some are commercial, some public domain. Some Fairware (You pay a modest sum if you decide to use it.) Examples of the last: BA WRITER (from Italy), TK WRITER from America, and FUNLWRITER (and the further updated FUNLPLUS!) from Australia (and Canada and America). They are all excellent and are superior to their excellent grandfather discussed in this article.

Check with your user group for these disks. I use exclusively the FUNLPLUS! update of FUNLWRITER, but any of the above would greatly increase the power of an already powerful word processor.

A great part of the fun with a processor is discovering what it can do for you. Stay with it. Put in a half-hour a day for a month. After that, you will be changed for life. Never will you use a dinosaur (I mean, typewriter) again.

APOLOGY: I feel I owe you an apology for the missing map to Thomasville, but hunt as I may, I cannot find the directions Bonnie gave me at the last meet. I assume they were on the last minutes of meeting page and when I typed them into the computer, not noticing them I tossed the paper into the garbage. I can give the address however: Bonnie Jones, 609 Duke St., Thomasville, N.C. Sorry.

CATALOG DISK

Did you ever start to use one of the data base programs or mailing list programs and forget what you saved the file name as? If so, here is a little program that, after entering it into your program, will catalog your disk for you so you will not have to use the disk manager to find the file name. As I do not know as to where I got this program, I don't know who to give credit to.

You will have to have a program that you can get into by using the FCT/4 break option. Find the 'Choice' menu where you pick the function you want and add: 'Catalog Disk' as the next one on the list. Then I suggest you 'List' a high number so you can tell where your program ends. There you will type in the new catalog program which is follows:

```
2000 OPEN #3:"DSK1.", INPUT ,RELATIVE,INTERNAL :: INPUT #3:G#,N,N,
      N :: PRINT N;"FREE":;
2010 INPUT #3:G#,N,N,0 :: IF LEN(G#)>0 THEN PRINT G#,N :: GOTO
      2010
2020 PRINT :: CLOSE #3 :: INPUT "PRESS 'ENTER' TO CONTINUE":G# ::
      GOTO (line that starts your program)
```

If you have any problems, let me know. "Mac"

HERE'S THE DIRECTIONS

I felt bad about losing the directions to Bonnie's house in Thomasville, so since it was my fault they were lost I sprang for a few bucks and called to get them. Since the newsletter has already been printed, I will just include them in the membership newsletter as they would not benefit the out-of-towners.

Since these directions were given by the youngest member of the Jones family, I hope they are accurate.

From interstate 85 South, you will see a sign that says: TO HY 62. TURN RIGHT TO THIS ACCESS WHICH WILL BE FINCH FARM ROAD. FOLLOW FINCH FARM ROAD TO HIGHWAY 62. THIS SHOULD BE AT CIRCLE "O" MOBILE STATION. TURN LEFT AND SHOULD ENCOUNTER HOLLY HILL ROAD. FOLLOW HOLLY HILL DOWN A HILL AND PASS 2 GRAVEL ROADS. THE NEXT PAVED ROAD SHOULD BE DUKE STREET. TURN RIGHT ON DUKE STREET AND 609 SHOULD HAVE A LARGE MAGNOLIA TREE IN THE FRONT YARD.

Hopefully, we can find it!

"Mac"