HAPPY NEW YEAR

E.o.m. 01/88

CHANNEL 99 EXECUTIVE

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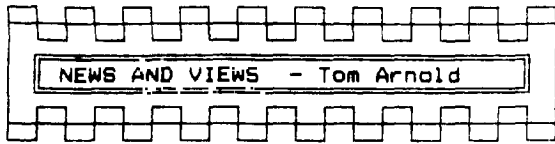
I should point out before I begin that we are putting this issue out in early December so that your Executive can avoid having to do it during the Christmas season. You are reading this in early January so some of this news is a bit out of date.

First I should mention that we did not have any elections as it is apparent that most people who want to join the executive are already on it. In my 6 years of association with this club I can only remember one election where we actually had to vote. If you want to join the Executive then call me, we can always use another hand.

You will find an ad for our current contest in this issue. I would like to comment on this. First we are trying to generate some interest in this club. We also want to appeal to everyone not just the artists and programmers. So we came up with the idea of having a "Review" contest. Simply this is a contest for the best review of a piece of public domain or faireware software. We don't want reviews of commercial software as we can read them in Micropendium. What we are looking for is a review of a program you have in your library that you have used and can tell us how it works, why it is useful or not and any little tricks you may have discovered in useing it. The prize is a copy of PRESS or monetary equivalent if you have PRESS. Regular contributors of this newsletter are not eligible to compete. I might comment here that I feel that this is a little unfair to us but we realize that someone who has never written an article before might feel intimidated by competing with us. One should really not be so as we just sit down in front of the key board and write what we would speak if you were in this room. Except for going over the article for gramatical errors and spelling mistakes, what you read here is what we would say to you in a conversation.

All submissions to the above contest will be used in the newsletter, so here is your chance to see your name in print.

I sold all my copies of Home Publishing For the 99/4A by Harry Brasbear. This manual and disk is a nice value at $16 CDN and I am ordering 5 more copies as I still owe 3 copies to people who did not attend the last meeting. If you want one of the remaining copies let me know as soon as possible as I will not place another order.

I bought some software off of Rodger Merrit of Comprodine at the Chicago Faire. I had problems with one package called Form Shop and returned the disk to him in order to see if there was any problem. Rodger phoned me from California to answer my questions and spoke to me for over half an hour! My problem was with the Geneve, I have to load the program with EA rather than XB. These programs are quite good you will see reviews

of them in the newsletter elsewhere. I have ordered several programs from Rodger which I should have at the next meeting. These include PRINTIT ($8 US), JIFFY FLYER ($10 US), FORM SHOP ($15 US) and possibly JIFFY CARD ($15 US). There will be a group discount so I may be able to give a deduction from these prices. Exchange rate will be that of the day of sale. Bring your money to the next meeting.

I am trying to arrange to have Bob Boone of Computer Download to come to one of our meetings with all his TI hardware and software. Bob carries the Horizon Ram Disk (I'm waiting for mine) as well as most of the current software. Bob has moved to North Bay from Ottawa, his new address is 126 Sage Road, North Bay, Ontario P1A 3A4 (705-476-0265). If Bob can make it I would expect this to be at our March meeting as we would want to publize this so we can get a good turn out.

Speaking of good turn outs, our numbers are shrinking and I feel we must do something about it. If all the systems were being abondoned then I would say we had to accept this. However most systems are being bought by new people, usually new to computers. If we could attract 10% of them we would have to get a bigger hall. What you can do is get all the people you know to join the club. I know most of the new buyers are friends of current TI owners, that's how they find the used systems. So encourage all these new owners to come out to our meetings.

As I write this all those people who ordered PRESS from me still are waiting for it. I have read of a person in Australia, of all places, who has his copy. So they must be shipping it and I hope every one has his or her copy for Chistmas.

The recent issue of Micropendium has a review of TI-BASE and I noticed that there is a new version. The newest version 2.0 has many new features and bug fixes as well as a new and improved manual. The price is the same but it does not mention how people who have version 1.0 can update. Considering that there is a new manual I would expect the update to be more than the normal price for updating.

Speaking of Micropendium I noticed that they are addressing one of my complaints. I missed the August issue so wrote to complain, explaining that I felt the problem was probably caused because the cover got torn off and my address was lost. I have had a few arrive in deplorable condition. Micropendium is considering mailing in an envelope but only for US customers. Another case of Canadians getting the short end of the stick. Actually this is the result of mailing cost to us, if they sent it in an envelope you would pay another $10 a year.

I should remind everyone that if you do not renew this is your last issue. Actually last issue was your last but we wanted to give you one more chance to renew before cutting you off. You will note that we are mailing all issues and your cost this year is down to $15.00. If you renewed at $17.50 then we will refund the $2.50.

A BIT OF NEWS
by Rick Lilley

Last Wednesday night, I was awakened by my wife about 12:30 A.M., to answer the phone. Long distance, FROM AUSTRALIA! You can imagine my fuzzy-headed, not too sharp, reaction to this strange event! I had totally forgotten about sending a note to the MELBOURNE T.I.User's Group, a month or so earlier (at least temporarily, anyway). Who was on the line? Peter Gleed, the group co-ordinator, the very fellow whose Multiplan tutorials I had been enquiring about in my letter.

It took me a few moments to get my bearings, while Peter apoligized for the hour, forgetting as he said, about the time difference between our big islands. When I did get it together (sort of), I was still a little overwhelmed, to realize that someone would actually take the trouble to phone me all the way from Australia, to answer my request. Now THAT is the reason I love being a T.I.er so much! Take note all you "clone buying bailer outers". (also the fencesitters wondering whether to go with a T.I. or not). What other (Fraternity, Brotherhood,) Group, would go to all that bother and expense and be that thoughtful?

Peter wanted to let me know that he was going to begin his tutorials again in December, and that I personally was to receive the newsletters. Can you beat that? He also asked a favour of us, our group, your group, all groups, and that was to request that we put on the various bulletin boards, the disk he is going to send us. This disk is)I think) to outline a worldwide contest they are going to be sponsoring, with a prize of $100.00 (Australian). (I was a little sleepy). Poor Peter, he must have thought he was talking to a robot. He sounded like quite a guy, and mentioned also that he would be coming over here to the L.A. area in a few months, so some of you people out there will be getting to meet him if you have'nt already.

I never cease to be amazed at the closeness and camaraderie of our T.I.ers around the world. So many people, so willing to help, and share their knowledge and time, sometimes at great inconvenience and expense to themselves. While I'm on this subject, I have heard through the grapevine, about a wonderful lady named Eunice Spooner, who has founded the Oakland Computer Club. They meet at the Atwood-Tapley School in Oakland, Maine. This lady is a school volunteer worker, a former teacher (she is now a quadriplegic due to a car accident in 1982), and now teaches 11 T.I. computer classes a week to elementary school children, including special needs students. She is, I understand, desperately in need of T.I.STUFF! Hardware,(consoles, T.V.s, cassette recorders) software,(primarily educational I think), on cassette, disk, or cartridge. How about it gang, why don't we send her those spare cartridges that we have never got around to selling (they wouldn't bring in much anyway), and I know I, for one, have some educational programs on disk that she could probably use. Let's help her out! The mailing address is Eunice Spooner, Box 3720 Webb Rd., Waterville, ME 04901 U.S.A. By the way Eunice is a sysop, on her own board. Credit system, upload first, Northeaster BBS-207 465-9065. Here's the opportunity to prove once again what T.I.ers are made of!

That's all for now, catch you later, and keep on computing.

CLUB NEWS

By Tor Hansen

According to Tom, just back from the Chicago TI Fest, the TI world, while down slightly in numbers, is still thriving. There is new software coming up all the time, and the people in Chicago, at least, still seem enthusiastic about our machines.

Which brings me to the point I wanted to mention... Malcolm seems to be selling TI equipment in his store at a fairly brisk pace. This must mean that someone is buying this stuff (look out Sherlock, here I come with my deduotive powers).

What is happening to these people? We don't seem to be seeing them at the monthly meetings.

If anyone has any ideas at all about how to attract these people to our meetings, please feel free to speak up and let us know.

Those of you who have been attending on a more or less regular basis must have noticed the gradual decline in attendance at the monthly meetings. There must be a whole lot of new people out there just looking for a way to learn more about their new machines.

There must be a way of reaching these people and enticing them to come to the meetings.

As I say, any ideas at all will be weloomed.

Not too much else at the moment, so we'll see you next month.

EXECUTIVE COMMENTS

By Tor Hansen

As seems to be the case with all the TI user groups in the world, club memberships seem to be on the decline. This is not totally surprising, yet Tom Arnold tells us that the times he has been to Malcolm's store, he has seen TI equipment move out in a space of time as fast as 24 hours.

There still seem to be people buying this hardware, and this brings to mind the question, Who?

I'm sure that some of it is sold to current TI owners who are expanding their systems as the money becomes available, and maybe many of these are already members of our group. I don't think that it explains all the sales, however.

There must be some of it sold to people who have never owned a home computer before, and these people are still to learn the value of the User's Group.

The question then becomes, how do we make these people aware of the group, and how do we convey what the group can do for them?

One solution is to set up a booth near Malcolm's store and man it during his business hours. Tehn, as these people come out of his store, laden with (hopefully) TI hardware, give them the hard-sell on the group.

Another way would just be to sit back and wait to be noticed.

While the impracticality of both these ideas should be readily apparent, there must be something in between that will work.

I want to now toss this back into the laps of the membership. Any bright bulbs out there with an idea?

Let us know. PLEASE!!

If the membership becomes so anemic that the club folds, not only will all those potential new members be deprived of what we have to offer, so will all of us.

Something to think about?

DEBUGGING

By Debugger

At the risk of sounding repetitive, I have to report that yet another issue has gone to press without a discernible error. But there is hope in the future!

There is an Assembler tutorial starting in this letter this month, and if there is one column that seems to have lent itself in the past to errors (or seeming errors), it is this one.

But for the time being, I'll have to be satisfied telling you that I have nothing to tell you.

So, until next month, when I'll hopefully have more to tell you, I'll have to tell you that I'll be telling you more in the future (I hope).

I know that sounds ridiculous, but it gets boring here with nothing to tell anyone.

See you next month.

CLUBPAGE

By Tor Hansen

I got to sit on the sidelines at the last meeting, as Tom was back to open the December session.

There must have been alot of people doing Christmas shopping, as there were only about thirty people at the meeting. Tom was the only one who brought his system in, too, which was highly unusual, as there usually are at least three systems at each meeting.

Tom's remarks were mainly concerned with the Chicago TI Fest that occurred last month.

He had also brought back some software that was on sale at the meeting. The main item was the Home Publisher that Harry Brashear put together.

It had been hoped that the Press would also be available, but it appears that the author had a fight with a virus (and lost), so he wasn't able to finish the package in time for Chicago.

The rest of the meeting seemed to conclude fairly quickly (and I know it had nothing to do with the lack of systems), so I'll conclude here quickly, too.

COPOLA CORNER

by Wayne Anderson

Are there any LOGO II users out there? I haven't seen a LOGO program in ages but for the few of you who drag out the module from time to time these two packages may be of interest.

First is LOGO DUMP which will print shapes and tiles to an Epson compatible printer. The printer codes may be changed to accomodate specific printers and the archived source code is included for the ambitious types who wish to make alterations to the program itself.

LDUMP runs from E/A 5. The catalogue number is A0249-SAF/DISK

LOGO AUTOSTART patches a LOGO file so that it will start automatically when loaded using the LOGO module. LAS is also an E/A program file. Order catalogue number A0250-SAF/DISK

CATALOGING LIBRARY used in conjunction with CAT COMPANION allows the creation of a very versatile database of your disk library. CATLIB builds the actual catalogue and CATCOM is used to add comments and/or keywords to allow for searches by subject, filename etc.

Both programs come in versions for use with Epson or Okidata printers. A third version may be configured for any other printer type.

| CATLIB (Version 1.5) | A0205-SAF/2 |
| CATCOM (Version 1.0) | A0253-SAF/DISK |

TELCO (Version 2.3) from Charles Earl may be the most-used terminal emulator program for the TI and Geneve computers. I do not have a modem and therefore cannot comment on the actual use of the program but the pull-down menus are impressive enough to convince me that this is a program worth having in your library. TELCO comes on two SSSD disks. The catalogue number is A0245-SAF/2/3

The final addition to the library this month is Volume 4/88 of the Disk of the Month. It includes a disk cataloguer which identifies E/A and BASIC program files, version 2 of the Graphic Labeler program and an editor for creating graphics for the labeler program. A more complete description of the entire contents of this disk appeared in the October edition of TI FOCUS. CAT# E0252-DOM

FASTLANE 1

By Tor Hansen

Since Iain's input to this publication has been missing (and missed) for so long, I thought that I might take a stab at running an assembly language tutorial for any of those interested in learning.
To some, this will be so basic as to be boring.
Needless to say, this is not aimed at these people.
To those taking their first look at the Editor Assembler manual, and who feel positively daunted by the sheer mass of inforamtion it contains, I hope this will help a little.
My first comment to these people does not, however, contain good news. You are going to have to become reasonably proficient in two forms of numeric notation (and decimal is not one of them... if you have trouble counting to 100 by ones, then you had better grab the funnies and look at the pretty pictures).
These two forms are HEXADECIMAL and BINARY. I'll cover more about these as this tutorial progresses and the need arises.
To make you feel more at home, I'm going to (almost) pull a line from the E/A manual... as you read this, it is assumed that you have had some programming experience ...
In this case, any language will do, as it is not my intention to teach you how to program, but how to use a specific language.
Whenever you start a M/L program, system requirements dictate that you give the program a name. This is the name you put into the DEF table, and it helps define the start of the program for various system utilities that check for things like program length, etc.

```
* DEF START
```

The next table you have to worry (or not worry) about is the REF table. The only time you really have to set up this table is if you plan on using system utilities (such as KSCAN, VSBW, VMBW, etc., etc.).

If you are writing your own utilities (much more preferable, as it will give your program portability through all the modules capable of using M/L coding, and not only will it save you the worry of the different utility locations in the E/A and X-Basic modules, it will also save you the code necessary to unload the utilities from the E/A module not done by the RUN PROGRAM FILE option) you won't have to worry about this table.
If you don't, however, your next step is:

```
* REF KSCAN,VMBW,VSBW,DSRLNK
```

According to Hansen's Beginners Guide to Proper Programming Technique and How To Set Up A Routine (not yet published), your next step is setting up your EQUATES.
All an Equate does is tell the computer that a label of your creation is to refer to a specific memory address (also chosen by you).
This is also a good time to set up your buffers and any other data you may want in your program/routine.

```
*STAT EQU >837C :STATUS BYTE
*MYWS EQU >8300 :YOUR WORKSPACE
*KEY BYTE >01 :VALUE FOR 'KEY'
*MESS TEXT 'This is a Test'
```

As you may have noted from the above example, I have used the '>' sign before the numbers. This tells the computer (or, more properly, the assembler) that the notation is HEXADECIMAL. But more about that next issue.
This is intended as only a start, and there is still alot of ground to cover, and alot of things to explain. I'll do my best to cover as much as possible in the ensuing issues. If you have any questions, or want me to cover something in greater detail, drop me a line at the mailing address elsewhere in this issue.
See you next month.
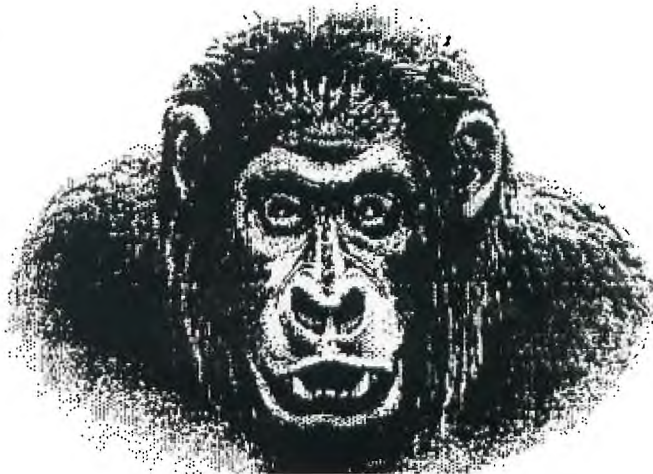
Version 16 Nov 88
===

The 'PTRCHARF' programme is a printer
character editor with the following
features.

1) Screen editor for printer down loadeable
character definition
2) A number of printer down loadeable
character definitions can be done in one
session. Each individal character definition
can assigned to a user chosen character.
3) The results can be saved on disk in two
formats.
a) IV254 : For future on screen display or
further editing.
b) DV80 : For incorporating into TI-writer
compatible word processor files providing
in-text printer down loadeable character
definition.
4) The results can be printed out; ASCII code
#, unmodified character, modified character,
the nine decimal numbers used to define the
new character to the printer
5) Previous printer down loadeable character
definitions can be loaded in two manners.
a) IV254 file generated by the programme in a
previous sessions, XB file.
b) Keyboard, key in the printer down loadeable
character definitions codes-sequence of nine
decimal numbers.
The programme is suiteable for Epson 9 pin
compatible printers.
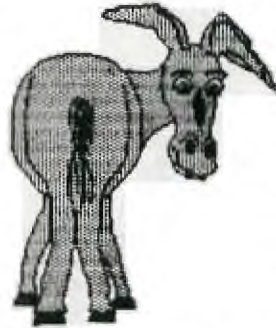
Eric C. Wiklund
2415 Applewood Dr
Oakville, Ontario

```
10 GOTO 40 :: ANS$,ANY$,BLS$
,BLN$,CHF$,DR$,IV$,TIW$,C,C9
,CHA,H,H1,I,K,NC,NCR,NH,R,R2
,S
20 CALL CHAR :: CALL CLEAR :
: CALL COLOR :: CALL KEY ::
CALL SCREEN :: CALL SOUND ::
 CALL VCHAR :: DIM D$(40),P$
(40),CH(40),D(10,10),N(10)
30 !@P-
40 ! Downloadable Characters
 for KX-P1091&PR-1111 Printe
rs V1.6 XB by George & Marth
a Wentzel 4-13-85; MicroPend
ium/May&Aug85
50 ! Modified & extended; TI
Wtr files, keyboard input, r
econstruction, etc., by Eric
C. Wiklund 2415 Applewood D
r. Oakville Ont. 14 Nov 88
60 !
70 CALL CLEAR :: CALL SCREEN
(13):: FOR I=1 TO 8 :: CALL
COLOR(I,16,13):: NEXT I :: C
ALL CHAR(64,"3C7E7EFFFF7E7E3
C")
80 DISPLAY AT(10,11):"PTRCHA
RDF" :: DISPLAY AT(12,3):"Pr
inter Character Editor" :: D
ISPLAY AT(14,9):"Eric C. Wik
lund"
90 DISPLAY AT(16,4):"Oakvill
e,Ontario,Canada" :: ANY$="(
Press any key to continue)"
100 DISPLAY AT(22,3):ANY$
110 FOR I=0 TO 30 STEP 5 ::
CALL SOUND(-99,698,I,1924,I)
:: NEXT I
120 FOR I=0 TO 30 STEP 5 ::
CALL SOUND(-99,554,I,1527,I)
:: NEXT I
130 CALL KEY(3,K,S):: IF S=0
 THEN 130 ELSE CALL CLEAR
140 FOR I=1 TO 12 :: CALL VC
HAR(I,5,ASC(SEG$("DOWNLOADAB
LE",I,1))):: CALL VCHAR(I,8,
ASC(SEG$(" CHARACTERS ",I,1)
)):: NEXT I
150 H1=1 :: NH=H1 :: BLS$=RP
T$(" ",6*28):: BLN$=RPT$(" "
,8*28):: IV$="PTRCHRDEF1" ::
 TIW$="PTRCHRTIW1" :: DR$="1
```

```
" :: CHF$="255"
160 DISPLAY AT(20,1):"Data D
isk Drive(1->3):1" :: ACCEPT
 AT(20,23)VALIDATE("123")SIZ
E(-1):DR$ :: DISPLAY AT(19,1
):BLS$
170 ! ***********************
*****************************
*****************180
FOR R=1 TO 8 :: FOR C=1 TO 9
 :: DISPLAY AT(R*2,C+9)SIZE(
1):"o" :: D(R,C)=0 :: NEXT C
 :: NEXT R
190 R,C=1 :: R2=2 :: C9=10 :
: DISPLAY AT(22,1):"^~E  <~S
 >~D  v~X  @~.  o~O": :" Fi
nished Load"
200 ! ***********************
Charaacter Editor***********
*****************210
CALL KEY(3,K,S):: IF D(R,C)=
1 THEN 240 IF D(R,C-1)=1
OR D(R,C+1)=1 THEN 230
220 IF K=46 THEN DISPLAY AT(
R2,C9)SIZE(1):"@" :: D(R,C)=
1 :: GOTO 210
230 DISPLAY AT(R2,C9)SIZE(1)
:" " :: DISPLAY AT(R2,C9)SIZ
E(1):"o" :: IF S=0 THEN 210
! Blink cursor fcn
240 R=R+(K=88)*(R<8)-(K=69)*
(R>1):: C=C+(K=68)*(C<9)-(K=
83)*(C>1):: R2=R+R :: C9=C+9
 :: IF S=0 THEN 210 ! Cursor
 movement
250 IF K=70 THEN 300 ! Finis
hed
260 IF K=76 THEN 760 ! Load
File
270 IF K=79 THEN D(R,C)=0 !
Restore 'o'
```

```
280 GOTO 210
290 ! ************************
Printer Character code gener
ation ****************300
DISPLAY AT(19,1):BLS$ ! Clea
r previous prompt line
310 DISPLAY AT(22,1):"New Ch
aracter-ASCII code:"&CHF$
320 ACCEPT AT(22,26)VALIDATE
(DIGIT)SIZE(-3):CHF$ :: CHA=
VAL(CHF$):: IF CHA<0 OR CHA>
255 THEN 310
330 IF CHA>255 OR CHA<0 THEN
310 ELSE CH(H1)=CHA :: DISP
LAY AT(19,1):BLS$
340 D$(H1),P$(H1)="" :: FOR
C=1 TO 9 :: N(C)=0 :: FOR R=
1 TO 8
350 IF D(R,C)=1 THEN N(C)=N(
C)+2^(8-R)
360 NEXT R
370 D$(H1)=D$(H1)&STR$(N(C))
&"," :: P$(H1)=P$(H1)&CHR$(N
(C)):: NEXT C
380 D$(H1)=SEG$(D$(H1),1,LEN
(D$(H1))-1)
390 ! ************************
************************
************************400
DISPLAY AT(17,1):H1;CHR$(CH(
H1)):: :D$(H1)
410 DISPLAY AT(22,6):"Alter
Next Print": :" Tiwtrfile Sa
ve-iv254 Quit"
420 ! ************************
'Finished' Menu ************
************************430
CALL KEY(3,K,S):: IF S=0 THE
N 430
440 IF K=81 THEN STOP
450 IF K=83 THEN 850 ! IV254
file save
460 IF K=84 THEN 660 ! TIWtr
file save
470 IF K=65 THEN D$(H1)="" :
: DISPLAY AT(17,1):BLN$ :: G
OTO 190 ! Alter character de
finition
480 IF K=80 THEN 580 ! Print
er O/P
490 IF K=78 THEN DISPLAY AT(
17,1):BLN$ ELSE 430 ! Next a
ction
500 ! ************************
'Next menu' *************
************************510
H1=H1+1 :: IF H1>NH THEN NH=
H1 :: GOTO 180 ELSE DISPLAY
AT(22,1):"New/Old character
: N" :: ACCEPT AT(22,21)VALI
DATE("NO")SIZE(-1):ANS$
520 IF ANS$="N" THEN H1,NH=N
H+1 :: DISPLAY AT(19,1):BLS$
:: GOTO 180
530 DISPLAY AT(23,1):"Old Se
lection 1->"&STR$(NH)&":"
540 ACCEPT AT(23,21)VALIDATE
(DIGIT)SIZE(2):ANS$
550 H1=VAL(ANS$):: IF H1>NH
THEN H1=NH ELSE IF H1<1 THEN
H1=1
560 GOSUB 1050 :: GOSUB 970

:: GOSUB 1010 :: DISPLAY AT(
17,1):BLN$ :: GOTO 400
570 ! ************************
* Printer routines *********
************************580
OPEN #1:"PIO" :: FOR I=1 TO
NH :: CHA=CH(I)
590 PRINT #1:CHA;" "&CHR$(CH
A);" ";
600 PRINT #1:CHR$(27)&"y"&CH
R$(CHA)&P$(I);
610 PRINT #1:" ";CHR$(CHA);"
";RPT$(CHR$(CHA),3);"    ";D
$(I);
620 PRINT #1:CHR$(27)&"z"&CH
R$(CHA);
630 PRINT #1:"    ";CHR$(CHA)
640 NEXT I :: CLOSE #1 :: GO
TO 400
650 ! ************************
* TIWtr file ***************
************************660
DISPLAY AT(17,1):BLN$ :: DIS
PLAY AT(22,1):"TIwtr F'Name:
DSK"&DR$&"."&TIW$
670 ACCEPT AT(22,19)SIZE(-10
):TIW$
680 ON ERROR 930 :: OPEN #1:
"DSK"&DR$&"."&TIW$,DISPLAY ,
VARIABLE 80,OUTPUT
690 FOR I=1 TO NH :: CHA=CH(
I)
700 PRINT #1:CHA;" ";CHR$(CH
A);" -> ";
710 PRINT #1:CHR$(27)&"y"&CH
R$(CHA)&P$(I);
720 PRINT #1:CHR$(CHA)&" ";D
$(I);" -> ";
730 PRINT #1:CHR$(27)&"z"&CH
R$(CHA);" "&CHR$(CHA);CHR$(1
3)
740 NEXT I :: CLOSE #1 :: ON
ERROR STOP :: DISPLAY AT(19
,1):BLS$ :: GOTO 400
750 ! Routines for Loading I
nput *********************
760 DISPLAY AT(17,1):BLN$ ::
DISPLAY AT(22,1):"Keyboard
Disk Back"
770 CALL KEY(3,K,S):: IF S=0
THEN 770
780 IF K=68 THEN 880 ELSE IF
K=75 THEN 800 ELSE IF K=66
THEN DISPLAY AT(19,1):BLS$ :
: GOTO 180 ELSE 770
790 ! ************************
* Keyboard Load ************
************************800
DISPLAY AT(19,1):BLS$ :: DIS
PLAY AT(22,1):"D1,D2,D3,D5,D
6,D7,D8,D9"
810 FOR C=1 TO 9 :: DISPLAY
AT(24,1):C
820 DISPLAY AT(24,1):C :: AC
CEPT AT(24,5):N(C):: IF N(C)
<0 OR N(C)>255 THEN 820 ELSE
NEXT C
830 GOSUB 970 :: GOSUB 1010
:: DISPLAY AT(19,1):BLS$ ::
GOTO 190
840 ! ************************
* Routines for Disk Output O

peration ****************850
DISPLAY AT(17,1):BLN$ :: DIS
PLAY AT(22,1):"DV-File Name:
DSK"&DR$&"."&IV$ :: ACCEPT A
T(22,19)SIZE(-10):IV$ :: OPE
N #1:"DSK"&DR$&"."&IV$,INTER
NAL,VARIABLE 254
,OUTPUT
860 PRINT #1:NH :: FOR I=1 T
O NH :: PRINT #1:CH(I),P$(I)
,D$(I):: NEXT I :: CLOSE #1
:: ON ERROR STOP :: DISPLAY
AT(19,1):BLS$ :: GOTO 400
870 ! Routines for Disk Read
Operation ****************
880 DISPLAY AT(17,1):BLN$ ::
DISPLAY AT(22,1):"IV-File N
ame:DSK"&DR$&"."&IV$ :: ACCE
PT AT(22,19)SIZE(-10):IV$
890 ON ERROR 930 :: OPEN #1:
"DSK"&DR$&"."&IV$,INTERNAL,V
ARIABLE 254,INPUT
900 INPUT #1:NH :: FOR I=1 T
O NH :: INPUT #1:CH(I),P$(I)
,D$(I):: NEXT I :: CLOSE #1
:: ON ERROR STOP
910 GOSUB 1050 :: GOSUB 970
:: GOSUB 1010 :: DISPLAY AT(
19,1):BLS$ :: H1=1 :: GOTO 4
00
920 ! ************************
Disk Operation Error Routi
ne *********************930
DISPLAY AT(22,1):"Disk R/W E
rror!!":ANY$
940 CALL KEY(0,K,S):: IF S=0
THEN 940 ELSE DISPLAY AT(19
,1):BLS$ :: ON ERROR STOP ::
GOTO 400
950 ! ************************
* Subroutines **************
************************960
! Reconstruction of D(R,C) m
atrix, deo->binary
970 FOR C=1 TO 9 :: NC=N(C):
: FOR R=1 TO 8 :: NCR=2^(8-R
)
980 IF NC>=NCR THEN D(R,C)=1
:: NC=NC-NCR ELSE D(R,C)=0
990 NEXT R :: NEXT C :: RETU
RN
1000 ! ************************
* Reconstruction of charact
er grid ***************1010
FOR R=1 TO 8 :: R2=R+R :: F
OR C=1 TO 9 :: C9=C+9
1020 IF D(R,C)=1 THEN DISPLA
Y AT(R2,C9):"@" ELSE DISPLAY
AT(R2,C9):"o"
1030 NEXT C :: NEXT R :: RET
URN
1040 ! **** Reconsruction of
N(C) from P$(H1), string to
sequence of numbers ***1050
FOR C=1 TO 9 :: N(C)=ASC(SE
G$(P$(H1),C,1)):: NEXT C ::
RETURN
1060 !@P+
1070 END
```
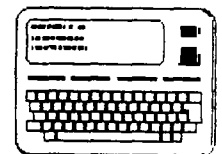
One of the "Gems" that I picked up in Chicago was a program called JIFFY FLYER. This progam allows you to create flyers, notices, signs, etc. using various fonts and pictures. One of the best features of this program is that it allows you to design your flyer on screen so what you see is what you will get. Due to memory limitations the page is shown on screen as the top half of the page or the bottom half. You can toggle between either half so this is not a problem.

Jiffy flyer comes on a single disk with the documents on disk. The program runs out of extended basic and prints to any Epson Compatible printer. It is compatible with both the TI99/4A and the Geneve. It does have the capability of using the special features of the Star NX1000 Rainbow printer.

As usual I booted up the program and started designing my first flyer without reading the documents. Most steps to be taken were obvious so not reading the docs didn't matter much. However you may never learn how to go from the top half to the bottom half of the page if you do not read them. Your first decision is how you wish to lay out your graphics. These are "GR" graphics which have been used with CSGD, TI Artist and Graphic Labeler programs. All are interchangable and many are the same graphics. Jiffy Flyer provides you with about 60 of these graphics but you may use any other you might have. You must decide where you want them. There are two layout options available when you load up but there are several additional layouts available by loading the sample flyers.

The next item on the list selection is the "Large Type" selection. You now type out the large header. You are limited however, in the number of letters you can print. The limit is one line or 11 letters. This poses a problem when you want to have a larger title. By using a little ingenuity you can over come this by thinking up shorter titles. I would have liked to see two lines of large letters however. You cannot vary the font here either, there is just the one type style. The letters A-Z can beused, both upper and lower case as well as "0-9" and "!$%?".

Now you load the graphic without using the "GR" suffix.

The next selection you must make is the selection of borders. By pressing the space bar you can view 45 borders, certainly enough for the average user. Pressing "Enter" selects your border. Now that you have your graphics and large title you are prompted to type in the smaller text. There is lots of space for this, you move about the screen using the arrow keys. The program does not allow you to overwrite your graphics. When done you can toggle through 7 fonts for this text. Some are not too clear so I prefer the more conventional fonts.

Now you are prompted to "Load", "Save" or "Catalog". The latter can be handy if you cannot remember the file name. Since all

selections can be reached by pressing the "Enter" key you can perform these functions at any time. In the natural flow of the program you will have designed your flyer and now is the time you would save it.

The print option asks if you have a NX1000 Rainbow printer. If you do it prints the flyer in 7 colours. As I don't I answered "No" and was asked the name of my printer which is "PIO.CR". The flyer then prints out at a reasonable pace.

All in all this is one of the best programs I have come across to print out a notice quickly with little effort. There is an example of this flyer in the ad for our contest.

Jiffy Flyer sells for $10 US and is available from Rodger Merritt, 1949 Evergreen Ave., Fullerton, CA 92635. If you are interested in this program, I will be receiving a shipment from Rodger probably before this goes to print.

TEXTWARE,   SOFTWARE,   and   ELSEWHERE

Goings-on in the TI Community

by Jack Sughrue

TRANSLATIONS

All our text sources are drying up. Boohoo! No more options. And I do like typing in programs. What's to become of me. Alas!

Or so the scenario is supposed to go for we poor orphaned types.

But No More Options? Never! We 99ers are too ingenious for such talk. OPTIONS is the name of our game. IGENUITY and PERSEVERANCE are our methods.

This is an article about work ethic and possibilites and noble stuff like that.

First, the reason.
There are still zillions of books out there with programs in them. Lots of programs you and I do not have and may find useful or fun. These programs just don't happen to be LISTed in TI BASIC. That's all.

Second, the effort.
We'll have to learn how to translate from other BASICs to our own. Some labor and time are required.

Third, the how.
Okay, we're willing, but how do we go about this?

To start with, there are some readily-available books around which can give you the resources.

THE BEST OF 99er (1981-3, Emerald Valley Publishing Co., Eugene, OR; $19.95) gives a couple tutorials on converting from Apple and TRS-80 to TI.

BASIC PROGRAMMING FOR KIDS (by Roz Ault, 1983, Houghton Mifflin Co., Boston, MA; $7.95) is just as handy for adults wanting to learn to make translations from and to TI, Apple, Atari, Commodore, Radio Shack, and Timex/Sinclair. This is probably the best starter of all the resources.

THE BASIC BOOK: a cross-referenced guide to the BASIC language (by Harry Helms, McGraw-Hill Book Co., 1221 Avenue of the Americas, New York, NY, 10020; $6.95)

cross-references TI, Apple, Atari, Commodore, IBM1, Radio Shack. It explains in details and clear charts what functions each computer has and how to access them and convert them. This would be a good follow-up to the book above and kept handy as a guide while doing the actual conversion/typing of the "foreign" programs.

BASIC FUN: Computer Games, Puzzles, and Problems Children Can Write (by Susan Drake Lipscomb and Margaret Ann Zuanich, Avon Camelot Books, 959 8th Avenue, New York, NY, 10019; $2.25) is really the first level of conversions. If you're really wary of the attempt, this is the easiest and least

expensive. My fifth-graders had no problem with this book, and the programs are cute (sometimes cutesy).

Four books: COMPUTER CRAZINESS, MONSTERS, OLYMPICS, SPACE ADVENTURES (by Stephen Manes and Paul Somerson, Hard/Soft Inc., P.O. Box 1277, Riverdale, NY, 10471; $4.95 each) offer conversions for TI, Commodore, Vic, Apple, IBM, Atari, TRS-80 computers in simple, staightforward ways. Programs are fun for young kids (7-11) and are easy to type in and translate with LOTS of help and MANY specifics. No guess work here. A perfect starter series (and reasonably cheap for the large 172-page, 9x12, easy-to-read format. Don't expect great programs, but they serve their pupose, which is fun. 1 BASIC PROGRAM FOR SMALL COMPUTERS (by C. Regena, COMPUTE! Books, P.O.Box 5406, Greensboro, NC, 27403; $12.95) is the one I personally found the most helpful. Probably because I involved myself more in this one than in the others. She is very clear and concise and gives precise changes. Later in the book she lists specific programs for TI, TRS-80, MC-10, VIC-20 (with earlier suggestions for Timex and Apple). By the time I had reached these later chapters, I found it was more fun to try and type in the "foreign" programs while converting than it was to type in the TI LISTings. When these translations worked, I knew I was on my way to bigger and better things.

But some words of warning. Do not try to convert programs which are primarily graphic. You're better off doing the non-graphic programs and adding your own graphics later than to attempt translating. This is advice I got from far wiser heads than my own. And I pass it on to you.

Then (you may ask) What's out there?

Lots.

But I'll just give you examples from two authors, David H. Ahl and Tim Hartnell, both long-time writers, editors, programmers.

Ahl: BASIC COMPUTER GAMES, MORE BASIC COMPUTER GAMES, BIG COMPUTER GAMES [about 200 games and not-quite games] (70s and 80s, Creative Computing, P.O.Box 789-M, Morristown, NJ, 07960; $7.95-$9.95) are all non-graphic (or non-redifined-graphic) programs just waiting for conversion into your personal BASIC (easier, still, into TI Extended BASIC) language. These books are made for adaptation and, particularly in BIG COMPUTER GAMES are really interesting. This last book contains only 12 programs, but they are blockbusters, including ELIZA. You'd probably be better off to start with his other two books. Some are a little difficult to debug. First, try to follow the logic of the things to see if you want to attempt the typing. Then do the typing with your conversion information in front of you. Very rewarding when you finally get these programs up and working.

Hartnell: GIANT BOOK OF COMPUTER GAMES, SECOND GIANT BOOK OF COMPUTER GAMES, CREATING ADVENTURE GAMES ON YOUR COMPUTER [about 100 programs, most larger than the Ahl programs] (1983-5, Ballantine Books, New York, NY; $7.95-$12.95) gives you, on the whole, better programs then the first two Ahl books. Hartnell also gives more conversion help and more resources to go to for other things.

The Hartnell programs are much easier to read, have better references within the tutorial sections, have more satisfying results. But both authors do a fine job with these works.

Both authors in their last of their three books spend lots of time and space on adventure programming. (Hartnell actually devotes his entire book to the subject.) If you are really interested in learning how adventure programming works and how you can actually write your own, I would highly recommend Hartnell's Creating Adventure Games... It is an unusually well done book; a highly readable one even if you decide not to do the programs within. Everything about understanding the workings of adventure programs is explained in short, lucid concept chapters: mapping the environment, building a travel table, moving about, consistency and reality, modular construction, and so on. Because each concept is presented in such a concise, direct way, there is no feeling of being overwhelmed. And because each step adds a little bit to an actual program, a pleasant surprise results when you suddenly discover you've written a complete adventure.

After that, the world's your oyster (providing you can discover the magic amulet that changes it to an oyster while preventing the Balrog from eating your monk's pet black widow talisman). But your oyster, eventually.

This is a start. At the end you may be 300 programs richer and very much wiser in the ways of computing and how our 99 is still a long way from death (or even illness).

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As an afterword: I have a TRS-80 Model I; two Timex/Sinclair 1500s; an Apple II-Plus; and two TI-99/4As in my classroom. Over all the years I had this stuff it never occurred to me to do conversions.

Last year one of my fifth-grade students took one of my TI books home to convert a few programs to her Apple. Then she came in and converted a few TRS-80 programs to the Timex and TI computers. She helped me a lot.

Then I bought the Regena book and the BASIC Book and they helped me more.

Then I bought the others mentioned in this article and am still in the learning stage (the exciting stage) of this language-translation business. Such fun! And hard work.

I also have a PD conversion chart I got from my user group in Worcester (M.U.N.C.H.). Some time soon I will update it and write an article about specific conversions which will include the updated chart.

****

NO-NO of the Day! This outing brings us three NO-NOs: 222 BASIC Computer Programs for Home, School, and Office and MICRO ADVENTURE: Space Attack and, finally, THE BYTE BROTHERS: Input an Investigation. The first, put out by ARCsoft Publishers of Woodsboro, Maryland (whose books should, in general, be avoided), is a ripoff (a $9.95 ripoff). Supposedly "edited" by Don Roberts, this book merely xeroxes pages form all their old (very inane) books for Atari, TI, Timex, IBM, Apple, TRS-80, Vic-20, and lord knows what else. There is no help on how to convert. There isn't even a note that these different programs (shoved into this 288-page book willy-nilly) even have to beconverted! There isn't even a letter code to tell you what computer the listing is for! This is a useless book, absolutely of no help to anyone trying to learn how to convet (or even anyone trying to locate the programs they can use on their own computer), and is the biggest waste of ten bucks I've ever put down for textware.

The second book (by Eileen BLuckholtz and Ruth Glick, Scholastio Inc, NY, NY; $1.95) at least is cheap. It's the first of a too-long series of rather dull adventures. You are supposed to type in eight programs to help the novel's adventurers along. The programs are a strain and are pretty much irrelevant. (The strain grows with each book and could have been avoided by getting creative people involved in the project after the original idea - which is good - was proposed.)

But at least there is a conversion chart and some very specific changes. There is also a 20-odd page reference manual at the back which I DO feel is worth more than the novel. If it were not for the boring novel, this book would be as much on my YES-YES list as the Avon Camelot book above. A very weak no-no.

I guess I feel similarly to the BYTES BROTHERS series "written" by Lois and Floyd McCoy and put out (for $2.25) by Bantam Books of New York for older kids (but DUMB older kids). Purporting to be solve-it-yourself computer mysteries, the books, if possible, are even more boring than the Micro Adventure books. The programs are better, but the reference section is pitiful. Not much conversion help here.

[Jack Sughrue, Box 459, E.Douglas, MA 01516]

COLOURED LABELS - Tom Arnold

I tried a new idea (to me anyway) the other day that added a little colour to my life!! Well to my labels anyway. I had seen multi coloured labels on some software and had asummed that they were created on a colour printer such as the Star NX1000 Rainbow. Not having the money for one of these I decided to create mutli coloured labels using my current printer an Epson RX80.

I use Graphic Labeler to create my labels and decided to make up a pre-printed lot with specific colours for different areas of the label. I loaded up the graphic I was going to use and then printed out 50 red coloured labels with the graphic only on them. I took the strip of labels and reloaded the labels adjusting them so that the next pass would be lined up with the first printing.

Now I took out the red ribbon and placed a green ribbon in the printer. The graphic is then cleared from the screen and I typed in my name and address on the last three lines. Now I print out in green the same 50 labels.

Again out with the ribbon and in with the black ribbon. Again reload the strip of labels and now I print out each individual label with a customized header and first two lines. Remeber to clear out any previous entry before doing this. So each label is different but each has 3 colours, red, green and black.

Coloured ribbons are available at most computer stores. As you do not use the colours as much as the black they last a long time. My red ribbon is two years old and still going strong.

CHANNEL 99 MEETING DATES FOR 1989

January 13, 1989 - 7 pm to 10 pm
February 10, 1989 - 7 pm to 10 pm
March 10, 1989 - 7pm to 10 pm
April 15, 1989 - 10 am to 2 pm
May 12, 1989 - 7 pm to 10 pm
June 9, 1989 - 7 pm to 10 pm
July 14, 1989 - 7 pm to 10 pm
August 11, 1989 - 7 pm to 10pm
September 15, 1989 - 7 pm to 10 pm
October 13, 1989 - 7 pm to 10 pm
November 10, 1989 - 7 pm to 10 pm
December 1, 1989 - 7 pm to 10 pm

meetimgs are held at the Hamilton
Spectator building 44 Frid Street

FORM SHOP CREATED THIS T. Arnold

Undoubtably the program that I have used the most since coming back from Chicago is Form Shop by Rodger Merrit of Comprodine Software. This is a little program that is almost not a program in that you can port it to your favourite TI Writer clone. Let's start at the beginning, the program comes as an extended basic program that is really a TI Writer editor. However it has special features that allow you to do things you could not do before with TI Writer. By putting the editor into Control "U" mode you can create special graphics within your text. Graphs, boxes, maps, calendars are some of the examples shown. I like to use boxes, have done so at work but have never been able to do this easily with TI Writer. You could do this using the Transliterate command but it was not easy. How about an example. The box you see is created right in the centre of my document, I have not pasted it there. He we go: As you see the box can be created in with you text. There is a small limitation, you must create the boxes in program format so that you do not reformat the graphics. However you can type up your text and then insert graphics later. Forget right justification however.

I will not go into the details on how you do this, you will have to buy the programs to see how. This is one program that you need the manual or you would never figure out how it works. The manual is 4 pages including the cover. It takes a little effort to get the program to print out correctly but if you follow the example then all works well. Actually I don't use the program disk at all as I have ported the key files to my MyWord disk so it is available all the time. The extended basic version does not work on the Geneve so you have to run it from EA #5 which is not too convient, so the porting to your TI Writer clone is the best use of the program. FORM SHOP is available from Rodger Merritt, 1949 Evergreen Ave. Fullerton, CA U.S.A. 92635. I am getting an order from Rodger so hopefully this program will be for sale at the January meeting. A great buy for $15 US.

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