

HUG

AUGUST 1984

HOUSTON USERS GROUP

MEETING SCHEDULE
FIRST SUNDAY OF EVERY MONTH

(2ND SUNDAY IF 1ST SUNDAY IS ON A HOLIDAY WEEKEND)
2:00 P.M.

HUG TIBBS - (713) 699-2073

24-HOUR BULLETIN BOARD

NEXT MEETING: SUNDAY, AUGUST 5, 1984

St. John's School - 2401 Claremont

PROP. of HUG
SET "A"
c/o R. Lumpkin
Houston Texas
713-469-5089

PRESIDENT'S COMMENTS

AS MOST OF YOU PROBABLY KNOW, THE HOUSTON USERS GROUP HAS A NEW BULLETIN BOARD ON LINE, THE "HUG-TIBBS". IT HAS BEEN IN OPERATION SINCE THE LAST COUPLE OF DAYS IN JUNE AND APPEARS TO BE A "HIT" WITH BOTH LOCAL USERS AND USERS AROUND THE COUNTRY. THANKS TO THE MEMBERS OF OUR GROUP FOR TAKING THE INITIATIVE TO SUPPORT THIS BULLETIN BOARD AND SPECIAL THANKS TO STEPHEN FOSTER, THE SYSOP, AND JERRY ILLING, HIS ASSISTANT. LET'S ALL DO OUR PART TO MAKE THIS PROJECT A CONTINUED SUCCESS.

THERE ARE A LOT OF OUR MEMBERS WHO ARE GETTING, OR PLAN TO GET, A MODEM AND TAKE THE PLUNGE INTO THE WORLD OF TELECOMMUNICATIONS. FOR THOSE OF YOU WHO DO NOT PLAN TO PARTICIPATE IN THIS PARTICULAR ACTIVITY, DON'T FEEL THAT YOU ARE BEING NEGLECTED. THERE ARE MANY SPECIAL INTEREST GROUPS (SIG'S) THAT CAN VERY LIKELY BE OF INTEREST AND HELP TO YOU. IN FACT, THE NEWEST ONE, CONCERNED WITH FORTH, HAS JUST BEEN FORMED AND HAD ITS FIRST MEETING A COUPLE OF WEEKS AGO. PLEASE CONTACT LARRY PIPKIN IF YOU ARE INTERESTED IN A HANDS-ON APPROACH TO LEARNING MORE ABOUT YOUR COMPUTER OR THE LANGUAGES AND ACTIVITIES INVOLVING IT. I DON'T BELIEVE YOU'LL BE SORRY IF YOU DO.

ANOTHER THING THAT I WANT TO MENTION IS THAT OUR LIBRARY IS GROWING BY LEAPS AND BOUNDS. BILL RISTER, OUR LIBRARIAN, HAS REALLY BEEN BUSY ADDING NEW PROGRAMS THAT HAVE BEEN SUBMITTED TO THE LIBRARY. THESE PROGRAMS, HOWEVER, HAVE COME FROM RELATIVELY FEW OF OUR MEMBERS. I URGE ALL OF YOU TO GIVE CONSIDERATION TO IMPROVING YOUR PROGRAMMING SKILLS AND ALSO HELPING OUR LIBRARY BY DEVELOPING NEW PROGRAMS AND MAKING THEM AVAILABLE TO THE GROUP. (THERE ARE SIG'S JUST FOR THIS PURPOSE.)

YOU HUG MEMBERS, KEEP UP THE GOOD WORK. SEE YOU ON AUGUST 5.

WAYNE WRIGHT

1984 HUG OFFICERS

THIS MEMBLER PUBLISHED MONTHLY BY THE HOUSTON USERS GROUP (TI HOME COMPUTERS). ANY OPINION OR ENDORSEMENT IS THAT OF THE AUTHOR, AND MAY NOT NECESSARILY REFLECT THE OFFICIAL OPINION OF 'HUG'. PERMISSION TO REPRINT GRANTED.

President - WAYNE WRIGHT Treasurer - DAVID MATHER
VP/Program - JANE McASHAM Librarian - BILL RISTER
VP/S.I.G. - LARRY PIPKIN Editor - BILL KNECHT
Secretary - SHARRON FOX Exec. asst - TOM JAY

HOW TO BUILD THE WIDGET THAT WORKS

BY BILL PALMER

Most of you have seen the ad from Navarone Industries that says "Give Your Console Eternal Life", or words to that effect. I am sure that many of you have purchased the "Widget", not only to extend the life of your computers, but also to eliminate a lot of the switching of command modules that we find so time consuming. Unfortunately, the "Widget" not only does not have eternal life, it also tends to start producing program-destroying glitches just about 91 days after it is purchased--the day after the warranty is up.

Well, weep no more, children! Uncle Bill is going to show you how to fix that "Widget" so it will work the way it was supposed to in the first place. You see, the main part of the problem is that there is not enough support for the command modules. The only thing holding them up is the edge connectors and that's not good. So we are going to add some supports to the "Widget".

You will need the following:

- 3 sections of structural plastic tubing 1/4" x 1/2" x 14", rectangular in cross section (available from model shops).
- Plastic cement. the kind that "welds" the plastic together.
- 5-minute epoxy
- A large flat file
- A razor saw to cut the tubing
- Flocked "Contact" paper or some kind of cloth tape

Cut 8 pieces of the tubing to the same width as the "Widget". That's about 4.25". Glue these together in pairs to give you 4 pieces 1/4" x 1" x 4.25". place these pieces aside to dry completely. Next, very carefully open up the "Widget", making sure you don't lose any of the screws. Before you make the final separation of the halves of the case, be sure you know how the reset switch is put together. It is quite simple, but all the parts have to go back into the same places or your "Widget" will not work. It is much easier to do this with the "Widget" upside down.

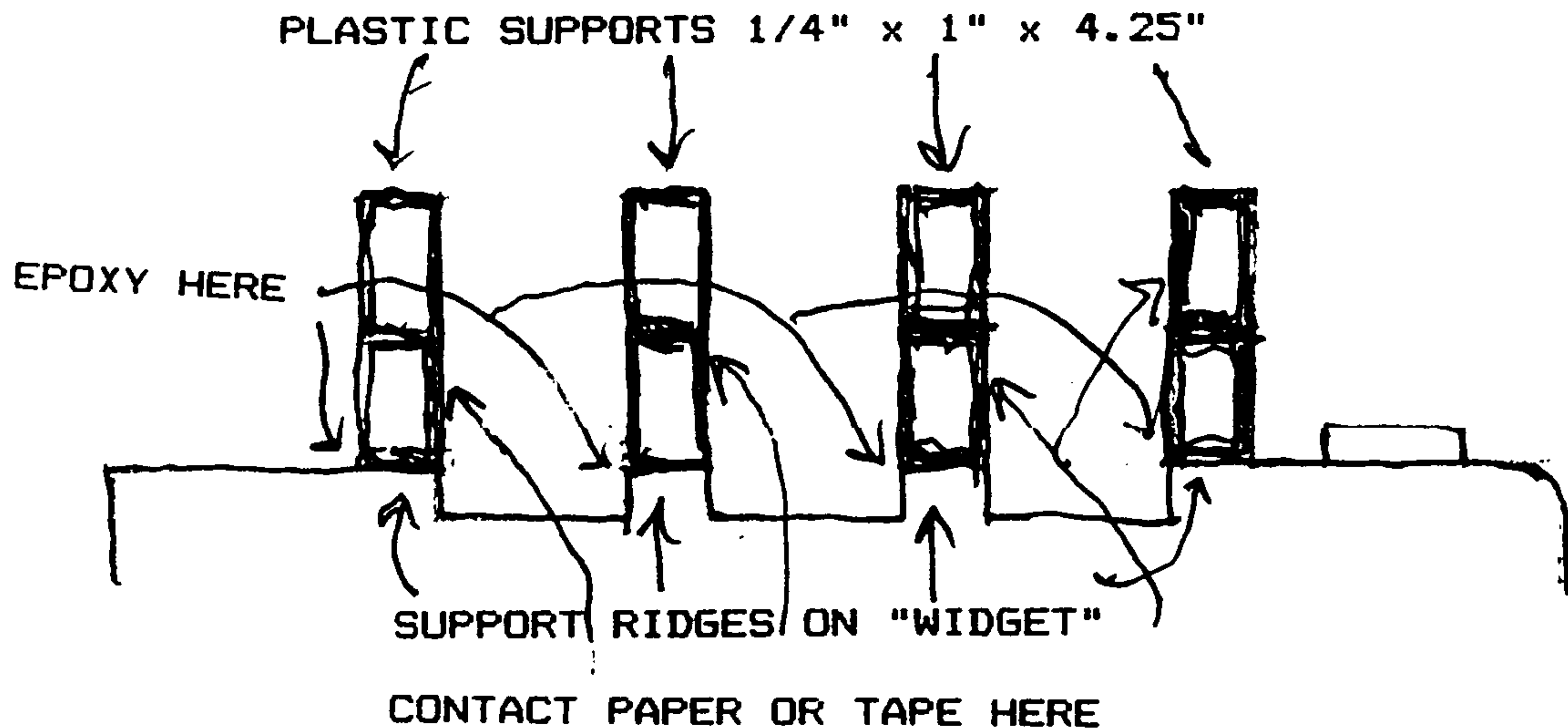
Take the upper half of the case and file the word "NAVARONE" flat and level with the surface. When the 4 plastic pieces you made have dried completely, glue one of them to each of the plastic ridges that supposedly supports the command modules when it is in place. Use the 5-minute epoxy for this. Use finger pressure to clamp the pieces in place so they don't move around while the epoxy is setting (glue one at a time--this keeps you from having to go back and do it over later.) See diagram for details.

After the epoxy has set completely, (usually 2-4 hours

depending on the brand), reassemble the "Widget" and place three command modules in the slots. You will see that there is still a little "play" in the fit of the modules. Shim the surfaces of the plastic supports with cloth tape or flocked "Contact" to eliminate most of the wobble. (Be sure to allow enough play to make insertion of the modules possible.)

You will find that most of the wobble that was causing problems with your computer has been eliminated. However, there is one other thing I would recommend that you do--carefully clean the contacts of your widget and your command modules to make sure that you have a good connection.

DIAGRAM



Editor's note - I couldn't locate the plastic tubing so I used 1/4" x 1" strips of clear plexiglas, covering it with black felt. It worked great!

FOR SALE

SPECIAL OFFER - SS/DD 5 1/4" DISKS - 10 FOR \$13.00 + .98 tax. MADE BY EXCELLENT IN FT. WORTH. AVAILABLE AT THIS PRICE THRU HUG. IF YOU WANT TO PURCHASE ANY DISKS, CONTACT DON LEWIS @ 353-5295 BEFORE AUGUST 5 AND HAVE YOUR MONEY READY AT THE MEETING AUG. 5th. DELIVERY AT SEPTEMBER MEETING. Don will check to see if there is any price change right before the meeting.

NEW MULTIPLAN FOR SALE. \$65.00 - SD DISK CARD \$110.00 - Contact FRANK SCHELB @ 277-6021.

NEW TI PACKAGE including PERIPHERAL EXPANSION BOX, 32K MEMORY, DISK CONTROLLER AND TI DISK DRIVE. ALL IN ORIGINAL BOXES WITH WARRANTY CARDS. Sug. Retail 799.80, SELL FOR \$575.00. ADD CHOICE OF TI WRITER OR MULTIPLAN FOR ONLY \$625.00. Call CHUCK SROITA @ 498-2927.

PERSONAL RECORDKEEPING Command Module NEW, UNOPENED. SELLS FOR \$20 BUT ASKING \$10.00. BILL KNECHT 473-5713

1 DUAL DISK DRIVE - \$318.00 / 3 SINGLE DISK DRIVES - \$212.00 ea. - call PAUL KENT @ 447-1291.

HUG TI BULLETIN BOARD

HUG TIBBS JULY 1, 1984
HOUSTON USER GROUP -- A CLUB SPONSORED PROJECT -- STEPHEN FOSTER, SYSOP

THIS IS A BRIEF TUTORIAL ON HOW TO USE THE TIBBS SYSTEM WE HAVE SELECTED TO USE

When logging on to HUG Tibbs you will see the two flash on messages then the Login Banner File. At the prompt to press enter you MUST press enter or you will get message 'Please Respond'. If you do not respond within a reasonable time you will be disconnected. During the Login Banner display you cannot abort the file as you can in the other file areas. A message 'sorry cannot abort the login message' is displayed. If you are on the BBS for the first time you are given an opportunity to enter 'H' to read a brief Help file to assist you in obtaining a USER NUMBER & PASSWORD. We are making User # and password use mandatory. Then you are told to enter a zero '0' for USER NUMBER AND PASSWORD ENTRY. At this point you have nothing to gain by entering anything other than a legitimate 1 to 5 character password in upper case letters. Also your legitimate NAME both first and last. We are not allowing handles. Any entry known to be phony or joke names such as 'COKE CAN' W I L L be deleted from the UserLog! This is a relatively open BBS to start with. You have not 'broken into' anything with such false entries! Merely wasting your time and that of Sysop to delete it! The system will automatically disconnect certain profanities at login or in the message base so if you are so inclined to use such, go to the x rated boards that abound around you. Such Behaviour is not welcome on HUG TIBBS!

That is not to say you cannot have a good time! Humorous messages are possible and can be a lot of fun. Just keep it clean. Ladies, Children, and most men do not enjoy trashy messages. Nuf said on that subject. After you get your ID or USER NUMBER and your assigned PASSWORD write them down!! You will need that information when you call back! Sysops take a dim view of anyone not remembering their Password and id number. Also remember to have your ALPHA LOCK DOWN when logging in first and subsequent times. You can enter messages in upper/lower case but password should be in uppercase. Either way tho be consistent. If you do not observe this your user log file will not be updated when you sign off. To sign off use the 'G' command. The system will not be hurt in anyway if you just hang up HOWEVER, YOUR user log entry will not be updated in such cases to keep track of last message read, number of times you have called, etc. ALSO if you get cut off or do not log off in normal manner i.e. 'G' command your user number and password are invalidated! When you call back under those circumstances you are given invalid signal but are allowed to log on anyway. The temporary entry however is deleted on sign off. The only way to correct this is to delete the invalidated entry, (sysop job) and then next time you log on get a new user number and password(which may be the same as first one).

For the most part if you can read you can use the board!! All you have to do really is read the prompts. Only real trap for beginners is to use the 'X' command. If you enter x you are in 'expert' mode and the menu line and some prompts are replaced by 'COMMAND >'. IF YOU GET STUCK IN THIS & just push 'X' again to get out of it! Run the menu to your printer and clip out, hang up by your monitor, and begin to use the expert mode! Possible trouble area here tho is to read msgs you also have to learn the subcommands under 'R' if you are in expert mode. In any case the Menu Clip will save you typing '?' all the time which wastes your time and ties up the board.

When using the Scan Feature of the board be sure to type in more than 'TO' 'FROM' & 'SUBJECT'. Such as Mary Jones, or Assembly. Otherwise your scan will be unfruitful. If you enter your own name you can thereby scan all messages to or from you! A nice way to see if you have any messages.

To find help on control S read the end of the message help file. If all else fails call me or Jerry Illing. We will help in any way we can.

Stephen aka Sysop

HUG TIBBS MENU

- | | |
|-----------------------------------|-------------------------------|
| (R)etrieve messages | (-)Not used |
| (A)lter TI screen and text colors | (L)ogical Tips Section |
| (B)ASSEMBLY Info File | (M)essage count/System Status |
| (C)hat with STEPHEN | (N)TEII FILE |
| (E)nter messages | (O)ther BBS Local & national |
| (G)oodbye | (S)earch/Scan Messages |
| (H)ardware/Software For Sale | (X)pert User Mode on/off |

HUG GRAPHICS DEMO PROGRAM

TI BASIC

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:00 REM GRAPHICS DEMO * TI BASIC * BY BILL KNECHT
110 CALL CLEAR
120 PRINT "THIS PROGRAM IS A GRAPHICS": "PROGRAMMING DEMONSTRATION": "IT ALLOWS Y
OU TO SELECT"
130 PRINT "ANY VARIETY OF COLORS FOR": "THE DISPLAY": "(SUGGESTED COLORS)": " 16
,2,15,9,11"
140 PRINT "or 8,5,2,5,11": "or 2,16,11,5,11": "
150 INPUT "SCREEN COLOR>": SCR
160 INPUT "LTR FOREGRND>": FORE
170 INPUT "LTR BACKGRND>": BAC
180 INPUT "BORDER FORE >": BORF
190 INPUT "BORDER BACK >": BORB
200 CALL CLEAR
210 CALL SCREEN(SCR)
220 CALL CHAR(112, "FFFFFFFFFFFFFF")
230 CALL CHAR(104, "FFFFFFFFFFFFFF")
240 CALL CHAR(105, "80C0E0F0F8FCFEFF")
250 CALL CHAR(106, "FF7F3F1F0F070301")
260 H1$="0000CCCC00CCCC00"
270 H2$="0000333300333300"
280 V1$="5858000058580000"
290 V2$="0000585800005858"
300 CALL CHAR(42, "FFFC3C3C3C3FFF")
310 CALL COLOR(11, FORE, 1)
320 CALL COLOR(10, BAC, SCR)
330 CALL COLOR(2, BORF, BORB)
340 IF SCR=2 THEN 350 ELSE 390
350 FOR I=5 TO 8
360 CALL COLOR(I, 16, 2)
370 NEXT I
380 CALL COLOR(1, 16, 2)
390 T=500
400 X=2
410 Y=6
420 Z=12
430 PRINT TAB(10); "WELCOME TO": "
440 CALL SOUND(T*2, 440, X, 349, Y, 175, Z)
450 PRINT " pi pi pi pi pppppi"
460 CALL SOUND(T*2, 523, X, 440, Y, 175, Z)
470 PRINT " ph ph ph ph phhhhh"
480 CALL SOUND(T, 349, X, 262, Y, 175, Z)
490 CALL SOUND(T, 392, X, 330, Y, 175, Z)
500 PRINT " ph ph ph ph ph"
510 CALL SOUND(T, 440, X, 349, Y, 175, Z)
520 CALL SOUND(T, 349, X, 262, Y, 175, Z)
530 PRINT " ph ph ph ph ph"
540 CALL SOUND(T, 392, X, 262, Y, 131, Z)
550 PRINT " ph ph ph ph ph"
560 CALL SOUND(T/2, 392, X, 262, Y, 196, Z)
570 PRINT " ppppph ph ph ph ppi"
580 CALL SOUND(T/2, 392, X, 262, Y, 196, Z)
590 PRINT " phhhph ph ph ph jph"

600 CALL SOUND(T, 392, X, 262, Y, 131, Z)
610 CALL SOUND(T/2, 440, X, 262, Y, 131, Z)
620 CALL SOUND(T/2, 392, X, 262, Y, 131, Z)
630 PRINT " ph ph ph ph ph"
640 CALL SOUND(T/2, 349, X, 262, Y, 131, Z)
650 CALL SOUND(T/2, 392, X, 262, Y, 131, Z)
660 CALL SOUND(T/2, 440, X, 262, Y, 131, Z)
670 CALL SOUND(T/2, 349, X, 262, Y, 131, Z)
680 PRINT " ph ph ph ph ph"
690 CALL SOUND(T, 392, X, 262, Y, 131, Z)
700 CALL SOUND(T, 196, Y, 131, Z)
710 PRINT " ph ph ph ph ph"
720 CALL SOUND(T*2, 440, X, 349, Y, 175, Z)
730 PRINT " ph ph ppppph ppppph"
740 CALL SOUND(T*1.5, 523, X, 440, Y, 175, Z)
750 PRINT " jh jh jhhhhh jhhhhh": " HOUSTON USERS' GROUP": "
760 FOR I=1 TO 5
770 READ A, B, C
780 CALL SOUND(T, A, X, B, Y, C, Z)
790 NEXT I
800 DATA 349, 262, 175, 392, 330, 175, 440, 349, 175, 349, 262, 175, 392, 262, 131
810 FOR I=1 TO 2
820 CALL SOUND(T/2, 392, X, 262, Y, 196, Z)
830 NEXT I
840 CALL SOUND(T, 392, X, 262, Y, 131, Z)
850 FOR I=1 TO 5
860 READ A
870 CALL SOUND(T/2, A, X, 262, Y, 131, Z)
880 NEXT I
890 DATA 440, 392, 349, 392, 440
900 CALL SOUND(T/2, 392, X, 262, Y, 131, Z)
910 CALL SOUND(T*4, 349, X, 262, Y, 175, Z)
920 CALL HCHAR(1, 2, 42)
930 CALL HCHAR(1, 3, 43, 29)
940 CALL HCHAR(1, 31, 42)
950 CALL VCHAR(2, 31, 44, 22)
960 CALL VCHAR(2, 2, 44, 22)
970 CALL VCHAR(24, 2, 42)
980 CALL HCHAR(24, 3, 43, 30)
990 CALL HCHAR(24, 31, 42)
1000 CALL CHAR(43, H2$)
1010 CALL CHAR(44, V2$)
1020 CALL CHAR(43, H1$)
1030 CALL CHAR(44, V1$)
1040 GOTO 1000

```

SPECIAL INTEREST GROUPS

SPECIAL INTEREST GROUPS - MEETING DATES AND PLACES

BASIC 1 (North)

Coordinator: Thad Aubin
Phone Number: 445-7275
Meeting Date: Weekends once a month
(mid-month)
Meeting Place: Members' Homes

ASSEMBLY 1 (North)

Coordinator: Don Lewis
Phone Number: 353-5295
Meeting Date: Tuesday or Thursday evenings
once a month
Meeting Place: 5207 Mossgrey West, Spring

BASIC 2 (West)

Coordinator: Tim Goddard
Phone Number: 492-0849
Meeting Date: 3rd Tuesday of each month
Meeting Place: Members' Homes

ASSEMBLY 2 (Northwest)

Coordinator: Mark Crump
Phone Number: 467-2541
Meeting Date: 2nd or 3rd Sunday of
each month
Meeting Place: Members' Homes

BASIC 3 (South)

Coordinator: David Mather
Phone Number: 941-1497
Meeting Date: 2nd Thursday of each month
Meeting Place: 1206 Edwards, South Houston

ASSEMBLY 3 (Southwest)

Coordinator: Bill Palmer
Phone Number: 668-8477
Meeting Date: Last Monday of each month
Meeting Place: 501 Wilmington, Bellaire

BASIC 4 (Southwest)

Coordinator: Ernie Perez
Phone Number: 774-1288
Meeting Date: 7:00 p.m. Wednesday
(mid-month)
Meeting Place: 7134 Leader, Houston

LOGO (Southwest)

Coordinator: Jane Rowland
Phone Number: 665-1694
Meeting Date: Weekends once a month
Meeting Place: 5405 Pine, Bellaire

ADVANCED BASIC 1 (Northwest)

Coordinator: Mark Crump
Phone Number: 467-2541
Meeting Date: 3rd Monday of each month
Meeting Place: Members' Homes

GRAPHICS (South)

Coordinator: Bill Knecht
Phone Number: 473-5713
Meeting Date: 3rd Saturday or Sunday of
each month
Meeting Place: 815 Yorkshire, Pasadena

ADVANCED BASIC 2 (Southwest)

Coordinator: Dan Gable
Phone Number: 271-7618
Meeting Date: 1st and 3rd Monday of
each month
Meeting Place: Members' Homes

SOFTWARE 1 (Southwest)

Coordinator: Chia Greer
Phone Number: 668-4500
Meeting Date: Weekends (mid-month)
Meeting Place: Members' Homes

ADVANCED BASIC 3 (North)

Coordinator: Don Lewis
Phone Number: 353-5295
Meeting Date: Tuesday or Thursday evenings
once a month
Meeting Place: 5207 Mossgrey West, Spring

SOFTWARE 3 (North)

Coordinator: Robert Wittliff
Phone Number: 448-7383
Meeting Date: Weeknight (mid-month)
Meeting Place: 6139 Imogene, Houston

FORTH (Southwest)

Coordinator: Larry Pipkin
Phone Number: 499-9991
Meeting Date: 2nd Wednesday of each month
Meeting Place: Members' Homes

SOFTWARE REVIEWS

POPEYE

POPEYE is one of the three modules currently manufactured by PARKER BROTHERS for the TI, sharing the stage with Q*BERT and FROGGER. Parker Brothers has a reputation for producing authentic arcade reproductions for home computers, and POPEYE has certainly lived up to my expectations. The game has excellent graphics, sprite animation and authentic "Popeye" music. These features set the stage for a very enjoyable game in which you become Popeye the Sailor, catching falling love mementoes from Olive Oly while evading Brutus, flying bottles and diving vultures. Your only chance to get the upper hand on Brutus is to grab your spinach and go after him. Bottles and vultures may be destroyed by using the fire button to punch left or right. Joysticks are required. The game has three different playing screens, with advancement taking place after you have caught a certain amount of the falling love mementoes. Other "extras" include a water bucket to drop on Brutus, a spring platform to catapult Popeye to rescue Swee' Pea and moving platforms. The sharp graphics look equally well on either a color or black & white monitor.

This game will hold your interest for quite a while. The good graphics, sound and sprite motion, as well as being an exciting game, make it a pretty good deal at \$36.95. This is the kind of game I would like to see more of.

Reviewed by Mark Chance

MOONSWEeper

MOONSWEeper is one of the recently released TI cartridges. Its excellent graphics, sound and playability, coupled with its reasonable \$24.95 retail price, make it an excellent buy. You become the captain of the U.S.S. Moonsweeper, a rescue ship, and you must brave the dangers of outer space and the moons of Saturn to rescue your fellow astronauts stranded on the moons. The game responds well and can be played equally well with either joystick or keyboard control. The only thing lacking is the documentation, obviously "post discontinuation" material, but this does not underscore the game one bit. I would highly recommend this cartridge to anyone looking for a playable game as well as proof that the TI is still the best home computer around. If you are looking for a playable, reasonably priced game with good graphics, MOONSWEeper may well be it.

Reviewed by Mark Chance

COMING AUGUST 1st

4A TODAY 4A TODAY 4A TODAY 4A TODAY 4A TODAY 4A TODAY 4A TODAY

A new publication covering the TI-99/4A like no one else has.....

FOR YOU.

Here are some of the monthly features you can look forward to...

- Software and hardware reviews-
- TI-Writer, FORTH, and assembly columns-
- Programming tips-
- Product Information-
- Letters to the Editor-
- Classified Ads-

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See our premier issue at the August HUG meeting.

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Single copy price-\$1.25

For more information, or to
subscribe, contact Mark Chance.

4A TODAY 15415 Ripplestream Dr.
Houston, TX 77068 Ph. 537-9295

TIPS ON CLEANING YOUR EQUIPMENT

As most of you know, dust is a major problem when it comes to computers. No matter how hard we try to keep it out, there will still be some dust around. The following is a few tips to help control this dust.

Suggested cleaning accessories: dust cover, disk drive cleaning kit, non-residue cleaner (available at Radio Shack), long-handle swabs, Dust blower aerosol (available at Target Comp. Dept.).

CONSOLE - Your console should be covered any time it is not in use. There are several commercial dust covers available, but if you use a "Widget", the covers will not fit. You can make them fit by cutting a 4X4 hole in the cover where the command modules stick up, then getting some plastic and build a sleeve to cover the modules. You can use one-inch clear plastic tape to secure the sleeve. I actually made by whole dust-cover using clear plastic and tape. To clean the console, just blow it off with your *dust blower*.

DISK DRIVE - To clean your disk drive, use a clean kit such as the one made by Datalife. You will probably notice that this cleans the heads, but does not get the dust out. To get the dust out, use the *non-residue cleaner* and spray some on a swab. Dab the dust out. Then use the *dust blower* to remove the rest.

PRINTER - You will probably notice little white paper-chips inside your printer. This is quite a problem, but a shot with the *dust blower* can get rid of them. Also use ribbons made for computer printers rather than typewriter ribbons. I heard printer ribbons have a special lubricant for the print head and typewriter ribbons don't.

COMMAND MODULES - The contacts on your command modules can be cleaned using the *non-residue cleaner* and a swab. Spray the swab (not the module) and push back the plastic plate. Gently rub the contacts with the damp swab. Also clean the contacts on your console.

CASSETTE RECORDER - Use a cleaning cassette to clean the heads on your recorder and *dust blower* to remove any dust.

EDITOR'S ROM

THIS IS THE LARGEST NEWSLETTER WE HAVE PUT OUT SINCE I TOOK OVER AS EDITOR LAST OCTOBER. I HOPE EACH OF YOU ARE AS PLEASED WITH IT AS I AM. IT JUST SHOWS WHAT CAN BE DONE IF YOU HAVE SOMEONE TO CONTRIBUTE ARTICLES. MY THANKS TO WAYNE WRIGHT, BILL PALMER, MARK CHANCE, STEPHEN FOSTER AND LARRY PIPKIN FOR THEIR ARTICLES THIS MONTH. THANKS ALSO TO OTHER WHO HAVE CONTRIBUTED IN THE PAST. IF WE ARE TO HAVE A SUPER NEWSLETTER, WE NEED MORE PEOPLE LIKE THIS.

I HAD A LETTER A FEW DAYS AGO FROM THE PRESIDENT OF THE TASMANIA, AUSTRALIA USER GROUP COMMENTING ON HOW SUCCESSFUL OUR GROUP LOOKED FROM COMMENTS READ IN OUR NEWSLETTER. SO I GUESS THE WHOLE WORLD SEES WHAT WE DO, SO LET'S KEEP SUPPORTING THE LIBRARY, BBS, SPECIAL INTEREST GROUPS, NEWSLETTER AND THE CLUB IN GENERAL.

FOR THE NEWER MEMBERS, I HAVE A COMMENT. IF YOU NEED HELP ON SOMETHING, LET US KNOW. I USUALLY GET 4-5 CALLS A WEEK FROM SOMEONE WANTING TO KNOW WHERE THEY CAN BUY A CERTAIN ITEM, OR HOW TO HOOK UP A PRINTER OR MODEM, OR PROGRAMMING QUESTIONS. MOST ANY OF THE OFFICERS CAN ANSWER YOUR QUESTION OR TELL YOU WHO CAN. PICK UP A COPY OF OUR CLUB ROSTER AT THE NEXT MEETING. THE OFFICERS HAVE A "B" LISTED UNDER CLASS CODES.

I HOPE MANY OF YOU HAVE HAD THE OPPORTUNITY TO LISTEN TO THE NEW FORTH DEMO DISK FEATURING THE BACH PIECE OF MUSIC. IT REALLY SOUNDS GREAT. I TOOK THIS "FREE" DEMO WRITTEN IN "FREE" TI-FORTH AND PLAYED IT WITH MY \$50.00 CONSOLE (NOT COUNTING DISK DRIVE, ETC.). IT DIDN'T SOUND AS GOOD AS I WANTED SO I HOOKED IT UP TO PLAY THRU A \$200.00+ SPEAKER (12 WOOFER & MID-RANGE & TWEETER HORNS). FINALLY GOT THE SOUND I WANTED. IF ONLY I COULD PROGRAM MUSIC LIKE THIS IN FORTH!

YOU MAY HAVE NOTICED THAT I AM JUST ROAMING AROUND WITH THIS ARTICLE, BUT I HAD 1/2 PAGE TO FILL IN THE NEWSLETTER. GUESS IT IS ABOUT FULL, SO I'LL EXIT.

-BILL

DISK CATALOG PROGRAM

TI BASIC

```

100 REM MAIN INDEX CATALOG
DISK
110 DIM TYPE$(5)
120 CALL SCREEN(11)
130 CALL CLEAR
140 PRINT "      *DISK CATAL
06*:" MAIN INDEX":::
:
150 PRINT "PRESS TO"::::
160 PRINT " 1 = DISPLAY C
ATALOG:" 2 = DELETE PROG
RAM"
170 PRINT " 3 = PRINT CAT
ALOG:" 4 = TERMINATE":::
:
180 INPUT P
190 IF (P<1)+(P>4)THEN 180
200 CALL CLEAR
210 ON P GOTO 230,420,510,81
0
220 REM DISPLAY TO SCREEN
230 GOSUB 850
240 OPEN #1:"DSK"&STR$(A)&".
",INPUT,RELATIVE,INTERNAL
250 INPUT #1:A$,J,J,K
260 DISPLAY "DSK";STR$(A);"-
DISKNAME=";A$;"AVAILABLE=";K
;"USED=";J-K
270 DISPLAY : "FILENAME  SIZ
E  TYPE  P": "-----
----- -";
280 FOR LOOP=1 TO 127
290 INPUT #1:A$,A,J,K
300 IF LEN(A$)=0 THEN 380
310 DISPLAY :A$;TAB(12);J;TA
B(17);TYPE$(ABS(A));
320 IF ABS(A)=5 THEN 350
330 B$=STR$(K)
340 DISPLAY B$;
350 IF A>0 THEN 370
360 DISPLAY TAB(28);"Y";
370 NEXT LOOP
380 CLOSE #1
390 INPUT "      *END OF FI
LE*      PRESS ENTER TO CO
NTINUE":X$
400 GOTO 130
410 REM DELETE A PROGRAM
420 INPUT "      DO YOU WIS
H TO      DELETE A PROGRA
M (Y/N)":X$
430 IF X$<>"Y" THEN 130
440 CALL CLEAR
450 INPUT "DSK#.PROGRAM NAME
?":D$
460 DELETE D$

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```

470 INPUT "MORE DELETIONS? (
Y/N)":X$
480 IF X$="Y" THEN 450
490 GOTO 130
500 REM PRINT SECTION
510 CALL CLEAR
520 INPUT "      DO YOU WIS
H TO      ENTER PRINT S
ECTION?   (Y/N)":X$
530 IF X$<>"Y" THEN 130
540 CALL CLEAR
550 PRINT "      WHAT IS THE
NAME OF": "  YOUR PRINTING
DEVICE?"
560 PRINT : "      (EXAMPLE:RS2
32 OR PIO)": "::::::::::
570 INPUT P$
580 GOSUB 850
590 CALL CLEAR
600 PRINT "      PLEASE WA
IT...     WHILE PRINTER IS
WORKING": "::::::::::
610 OPEN #1:"DSK"&STR$(A)&".
",INPUT,RELATIVE,INTERNAL
620 INPUT #1:A$,J,J,K
630 OPEN #2:P$
640 PRINT #2:
650 PRINT #2:"DSK";STR$(A);"
-DISKNAME=";A$;"AVAILABLE="
";K;" USED=";J-K
660 PRINT #2:" FILENAME  S
IZE  TYPE  P": "-----
----- -"
;
670 FOR LOOP=1 TO 127
680 INPUT #1:A$,A,J,K
690 IF LEN(A$)=0 THEN 770
700 PRINT #2:A$;TAB(13);J;T
AB(19);TYPE$(ABS(A));
710 IF ABS(A)=5 THEN 740
720 B$="&STR$(K)
730 PRINT #2:B$;
740 IF A>0 THEN 760
750 PRINT #2:TAB(32);"Y";
760 NEXT LOOP
770 CLOSE #1
780 CLOSE #2
790 GOTO 130
800 REM TERMINATE SESSION
810 INPUT "      DO YOU WIS
H TO      TERMINATE THIS
SESSION?   (Y/N)":X$
820 IF X$<>"Y" THEN 130
830 CALL CLEAR
840 STOP

```

```

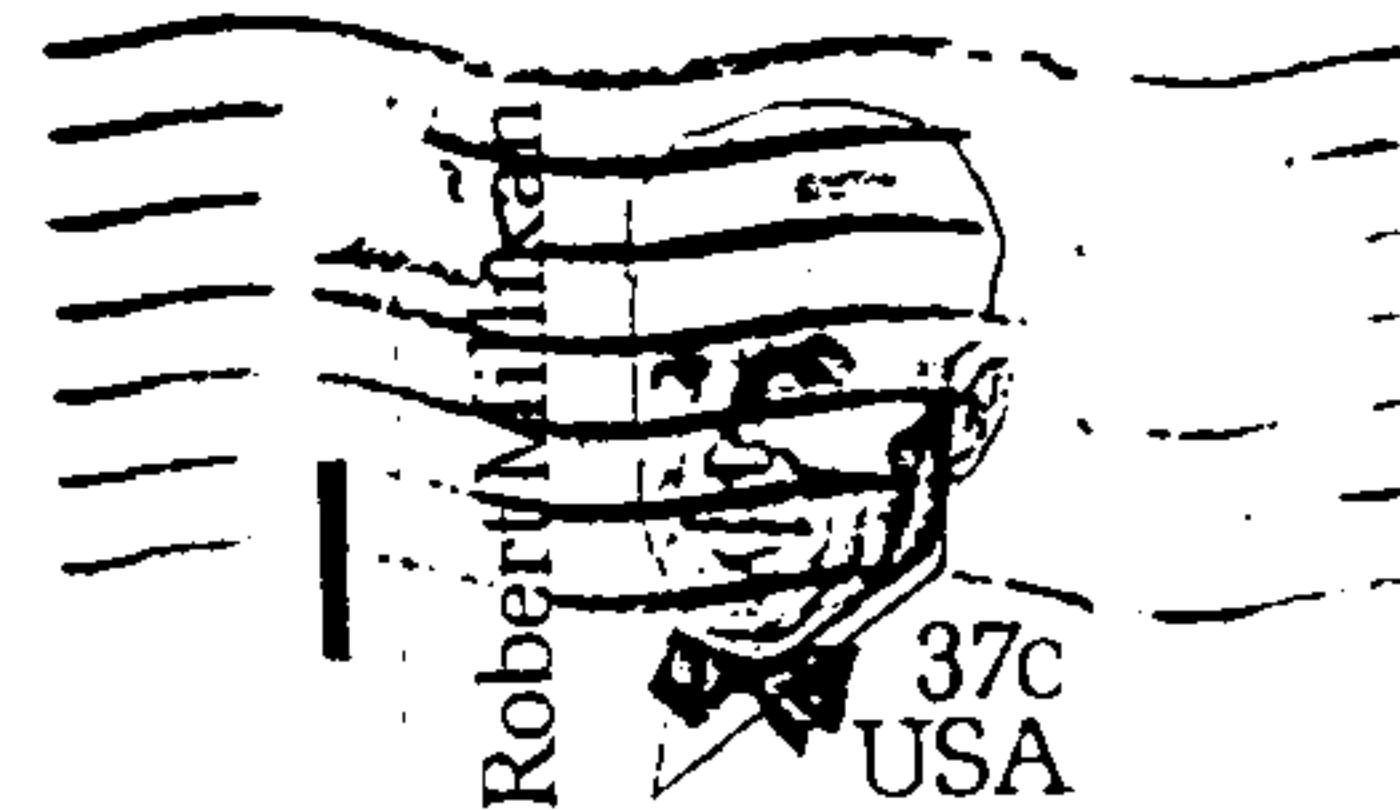
850 TYPE$(1)="DIS/FIX "
860 TYPE$(2)="DIS/VAR "
870 TYPE$(3)="INT/FIX "
880 TYPE$(4)="INT/VAR "
890 TYPE$(5)="PROGRAM"
900 INPUT "MASTER DISK(1-3)?
":A
910 A=INT(A)
920 IF (A<1)+(A>3)THEN 900
930 RETURN

```

This DISK CATALOG program is written in TI BASIC, and will display the catalog on the screen or printed copy. It also gives you the option to DELETE programs from the disk. (10 sectors)

*from Washington DC area Newsletter
with revisions by Bill Knecht*

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