

# HUG

HOUSTON USERS' GROUP

NOVEMBER

1986

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

## MEETING SCHEDULE

FIRST SUNDAY OF EVERY MONTH

(2nd Sunday if 1st Sunday

is on a holiday weekend)

HUG TIBBS - (713) 475-8909

24-hour BULLETIN BOARD

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## AT THE NEXT MEETING

SUNDAY, NOVEMBER <sup>2</sup>5, 1986 2:00 P.M.

St. John's School - 2401 Claremont

There will be a business meeting to discuss a proposed amendments to the Articles of Association. Also nominations for next year's officers will be accepted at this meeting. If you are interested in serving as an officer contact Mark Crump, President

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## IN THIS ISSUE

TIPS FROM THE TIGERCUB CHANGES TO MILLER GRAPHICS "NIGHT MISSION"

PROPOSED AMENDMENTS TO THE ARTICLES OF ASSOCIATION MUSIC PROGRAMMING

SUGGESTIONS FOR IMPROVING HUG / PROPOSED POLICY CHANGES LIBRARY UPDATE

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## 1986 HUG OFFICERS

President --- MARK CRUMP .... unlisted  
VP/Membership DON LEWIS ..... 353-5295  
VP/Program -- DAVID SHOLMIRE 482-0186  
VP/S.I.G. --- ROGERS MILLS .. 930-0810  
Exec. Asst. - TOM JAY ..... 850-0222

Secretary - OPEN.....  
Treasurer - JERRY ILLING . 664-7059 ✓  
Librarian - LARRY PIPKIN . 499-9991 -  
TIBBS/SysOp BILL KNECHT .. 473-5713 -  
Editor ---- PHIL POXON .. 973-2362 -

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A business <sup>second</sup> meeting of the Houston Users' Group is being called on the ~~third~~ of November at 2 PM at St. John's Academy. The purpose of the meeting is to amend the Articles of Association. The president proposes to the Houston Users Group to Amend Article V (Directors), Section 10 (Officers of the Association) as follows:

A. President. The President shall be presiding at all meetings of the membership and Board of Directors and committees at which he is present. the President shall have general supervision and control over the affairs of the Association, execute contracts in behalf of the association, and act as Program Director.

B. Secretary-Treasurer. The Secretary-Treasurer shall have the custody of the Association funds and securities and shall keep full and accurate account of receipts and disbursements in books belonging to the Association. He shall deposit all moneys and other valuables in the name and to the credit of the Association in such depositories as may be designated by the board of Directors.

The Secretary/Treasurer shall disburse the funds of the Association as may be ordered by the Board of Directors, or the President, taking proper vouchers for such disbursements. He shall render to the President and Board of Directors at the regular meetings of the Board of Directors, or whenever they may request it, an account of all his transactions as Treasurer and of the financial condition of the Association. If required by the Board of Directors, he shall give the Association a bond for the faithful discharge of his duties in such amount and with such surety as the Board shall prescribe. The Association will pay the expenses of the bond.

The Secretary/Treasurer shall maintain the minutes of the meetings of the membership and Board of Directors. the Secretary/Treasurer will give, or cause to be given, notice of all meeting of the membership and board of Directors as called for by these Articles of Association or upon whose requisition the meeting is called. In the case of his absence, refusal, or neglect to do so, such notice may be given by those upon whose requisition the meeting is called as provided in these Articles of Association.

The Secretary/Treasurer shall maintain the official membership list of the Association.

C. Vice Presidents, for the following: Librarian, Newsletter Editor, and System Operator.

E. Executive Assistant. The Board may appoint a member as executive assistant if that member's participation is essential to the ongoing activities of the Association. Any executive assistant is a member of the Board.

END OF PROPOSED AMENDMENT.



OK FOR YOUR GROUP'S NEWSLETTER. -C.M. SAW + APPROVED THIS CHANGE

# KAZCO INTERNATIONAL

P. O. BOX 44023, SYLMAR, CA. 91342

PRESENTS

SUGGESTED CHANGES TO MILLERS GRAPHICS SPECTACULAR

## "NIGHT MISSION"

Those of us smart enough to be "NIGHT MISSION" owners, already know it is educational, as well as entertaining. It's documentation alone is well worth the price! With this in mind, KAZCO INTERNATIONAL in NO WAY presumes our change is an "improvement", but rather an "addition". Even so, once you've keyed in this HIGH SCORE FEATURE, we think you'll agree that it looks, sounds and acts as if belongs there.

You must FIRST change three EXISTING lines in the "game" programs of "NMJOY" or "NMKEY" (circled below) but make NO changes to "LOAD".

```
10 CALL MAGNIFY(3) :: CALL SCREEN(2) :: GOTO 30 :: CALL KEY :: CALL JOYST ::  
CALL SOUND :: CALL PEEK :: CALL HCHAR :: CALL VCHAR :: HS :: MAX
```

```
220 CALL COLOR(10,1,1) :: DISPLAY AT(7,16):"" :: CALL CHAR(108,E$&"55000061E  
1FFFFFF00000003"&E$&"5540E0F8E4E2E1F1FF7C45FE")
```

```
260 IF Z THEN B=B+Z*10000 :: GOTO 740 ELSE CALL CHAR(108,"FFB1BFA0AFB981FFFF  
81E71818E781FFE785B5BDBDADADE7E7A5A5BDA5A5A5E7")
```

Next, you must add THREE ENTIRELY NEW lines to "NMJOY" or "NMKEY":

```
272 DISPLAY AT(7,7):"o m l o" :: HS=MAX(HS,SC) :: IF SC<HS THEN 278 ELSE CALL  
COLOR(10,6,1) :: DISPLAY AT(7,16):HS
```

```
274 FOR X=0 TO 27 STEP 3 :: CALL SOUND(-155,550,X,557,X) :: DISPLAY AT(7,7):""  
:: DISPLAY AT(7,7):"o m l o "&STR$(HS) :: CALL SOUND(-1,4E4,30) :: NEXT X
```

```
278 CALL COLOR(10,6,1) :: DISPLAY AT(7,16):HS
```

That's all there is to it! Remember to SAVE your "altered" program to a NEW disk (with "LOAD") rather than on your "original" game disk. Any comments (good OR bad) you may have about this change, should be sent to the above address and would be MOST welcome. Happy computing!

RAY KAZMER, PRES., IS A MEMBER OF THE SAN FERNANDO VALLEY USERS GROUP

TIPS FROM THE TIGERCUB

#38

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\*\*\*\*\*  
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For descriptions of these send a dollar for my catalog!

I have discovered a rare bug in the 28-Column Converter, published in Tips #18, which will cause an I/O 25 ERROR if the very last line of the program being converted happens to have exactly 80 characters. You can fix it by adding a line -  
215 IF EOF(1)=1 THEN 260

There is also a rare bug in the SIDWAYS subroutine on my Nuts & Bolts #2 disk, which prevents turning some

redefined character sets sideways. If you are one of those who BOUGHT that disk from me, you can fix it by changing the L=LEN(B%) in line 21639 to L=64.

I was in too much of a hurry to go fishing when I put the last couple of Tips together. In the Gordian Knot in Tips #35, I left out some essential instructions. Please add -  
131 DISPLAY AT(11,1): "When you cross your track,": "press 0 to go over, 0 to go": "under, C to go across."

To make that fit, you will have to change the DISPLAY AT in line 130 to (8,1), in line 140 to (15,1) and in line 150 to (20,1), also the ACCEPT At in 160 to (20,11). And this change will prevent a lockup when you reach a border -

```
200 D=D-1 :: IF ABS(D-D2)=2  
OR R+(D=1)=0 OR R-(D=3)=25 0  
R C+(D=4)=2 OR C-(D=2)=31 TH  
EN 100 :: GOSUB 510 :: IF D<  
>D2 THEN GOSUB 450
```

I wrote the dulcimer music in Tips #36 in Basic, but I forgot to test it in Basic. It actually runs much better in Extended Basic, but will run fairly well in Basic if you delete the delays in lines 280 and 300.

If you liked the ESCHER ART in Tips #37, these modifications will improve it considerably -

```
110 DISPLAY AT(12,1): "Press  
-": " Q for new pattern": "  
B to change background": " F  
to change foreground": " R to  
reverse colors": " : "Any ke  
y to start"  
200 A=INT(6*RND+3):: H=INT(2  
4/A):: RX=24-H*A :: HC=INT(2  
8/A):: CX=28-HC*A :: W=ABS(H  
C/2=INT(HC/2))-(RX>0):: DIM  
M(8,8):: FOR P=1 TO A  
330 IF K<>66 THEN 346  
340 BC=BC+1+(BC=16)=15 :: IF  
BC=F THEN 340 ELSE 347
```

```
346 IF K<>70 THEN 360 :: F=F  
+1+(F=16)=15 :: IF F=BC THEN  
346  
347 FOR S=7 TO 14 :: CALL CO  
LOR(S,F,BC):: NEXT S :: GOTO  
310  
350 ! **DELETED LINE **  
360 IF K<>ASC("R") THEN 310 :  
: T=F :: F=BC :: BC=T :: GOT  
O 347  
600 GOSUB 900 :: FOR T=1 TO  
A :: DISPLAY AT(R-1+T,C):M$(  
V,T):: NEXT T :: NEXT C  
601 IF CX>0 THEN AA=A :: GOS  
UB 800  
605 GOSUB 1000 :: NEXT R  
606 IF RX=0 THEN 610  
607 GOSUB 1000 :: FOR C=1 TO  
A=HC STEP A :: GOSUB 900 ::  
FOR T=1 TO RX :: DISPLAY AT  
(R-1+T,C):M$(V,T):: NEXT T :  
: NEXT C  
608 IF CX>0 THEN AA=RX :: GO  
SUB 800  
800 GOSUB 900 :: FOR T=1 TO  
AA :: DISPLAY AT(R-1+T,C):SE  
6$(M$(V,T),1,CX):: NEXT T :  
: RETURN  
900 V=V+1+(V=4)=4 :: RETURN  
1000 V=V+W :: V=V+(V>4)=4 ::  
RETURN
```

I had a letter from a teacher who was using the PRK module to keep student grades, and wanted to know how to average them. It can be done, but is so impractical that I wrote this program. While I was at it, I speeded up the loading and saving to cassette greatly by converting the grades to an ASCII string and combining the student's name and all grades into one record.

```
100 DIM N$(50),T(50,20)  
110 CALL CLEAR  
120 PRINT " TEACHER'S  
HELPER": : :  
130 REM - by Jim Peterson  
140 PRINT "(1)CREATE A FILE?"  
": "(2)ADD TO FILE?": "(3)LOAD  
A FILE?": "(4)SAVE A FILE?":  
"(5)PRINT A FILE?"  
150 PRINT "(6)CORRECT A FILE  
?": "(7)COMPUTE AVERAGES?": "(  
8)QUIT?"  
160 CALL KEY(0,K,S)
```

```

170 IF (S=0)+(K<49)+(K>50)TH
EN 160
180 ON K-48 GOTO 190,250,610
,800,380,990,1120,1510
190 X=0
200 INPUT "SUBJECT? ":S$
210 GOSUB 1370
220 INPUT "TEST #? ":N
230 GOSUB 1440
240 GOTO 140
250 PRINT :;:"(1)ADD NAMES?"
:"(2)ADD GRADES?"
260 CALL KEY(0,K,S)
270 IF (S=0)+(K<49)+(K>50)TH
EN 260
280 ON K-48 GOTO 290,310
290 GOSUB 1370
300 GOTO 140
310 INPUT "TEST #? ":Q
320 IF T(1,Q)=0 THEN 350
330 PRINT :;:"TEST #";STR$(Q
);" ALREADY RECORDED"
340 GOTO 140
350 N=Q
360 GOSUB 1440
370 GOTO 140
380 CALL CLEAR
390 PRINT "OUTPUT TO:"(1)SC
REEN?:"(2)PRINTER?"
400 CALL KEY(0,K,S)
410 IF (S=0)+(K<49)+(K>50)TH
EN 400
420 IF K=49 THEN 460
430 INPUT "PRINTER DESIGNATI
ON? ":P$
440 OPEN #2:P$
450 F0=2
460 PRINT "PRESS ANY KEY TO
PAUSE":
470 PRINT #F0:S$:
480 FOR J=1 TO X
490 PRINT #F0:"":N$(J)&" ";T
AB(10);
500 FOR K=1 TO HN
510 PRINT #F0:T(J,K);
520 NEXT K
530 CALL KEY(0,K,S)
540 IF S<>0 THEN 530
550 NEXT J
560 PRINT #F0
570 IF F0=0 THEN 140
580 F0=0
590 CLOSE #2
600 GOTO 140
610 PRINT :;:"(1)CASSETTE?":
(2)DISK?"
620 CALL KEY(0,K,S)
630 IF (S=0)+(K<49)+(K>50)TH
EN 620
640 ON K-48 GOTO 650,670

```

```

650 OPEN #2:"CS1",INPUT ,FIX
ED
660 GOTO 690
670 INPUT "FILENAME? DSK":F$
680 OPEN #2:"DSK"&F$,INPUT
690 INPUT #2:X,HN,S$
700 FOR J=1 TO X
710 INPUT #2:K$
720 N$(J)=SE6$(K$,1,POS(K$,C
HR$(255),1)-1)
730 K$=SE6$(K$,POS(K$,CHR$(2
55),1)+1,255)
740 FOR K=1 TO HN
750 T(J,K)=ASC(SE6$(K$,K,1))
-50
760 NEXT K
770 NEXT J
780 CLOSE #2
790 GOTO 140
800 PRINT :;:"(1)CASSETTE?":
(2)DISK?"
810 CALL KEY(0,K,S)
820 IF (S=0)+(K<49)+(K>50)TH
EN 810
830 ON K-48 GOTO 840,860
840 OPEN #2:"CS1",OUTPUT,FIX
ED
850 GOTO 880
860 INPUT "FILENAME? DSK":F$
870 OPEN #2:"DSK"&F$,OUTPUT
880 PRINT #2:X:HN:S$
890 FOR J=1 TO X
900 K$=""
910 FOR K=1 TO HN
920 K$=K$&CHR$(T(J,K)+50)
930 NEXT K
940 PRINT #2:N$(J)&CHR$(255)
&K$
950 K$=""
960 NEXT J
970 CLOSE #2
980 GOTO 140
990 CALL CLEAR
1000 INPUT "STUDENT'S NAME?
":0$
1010 FOR J=1 TO X
1020 IF N$(J)=0$ THEN 1060
1030 NEXT J
1040 PRINT :;:"NAME NOT FOUN
D":
1050 GOTO 140
1060 INPUT "CORRECT WHICH TE
ST? (0 TO QUIT) ":C
1070 IF C=0 THEN 1110
1080 PRINT :;:N$(J);"S TEST
#";STR$(T(J,C)):
1090 INPUT "CORRECT TO? ":T(
J,C)
1100 GOTO 1060
1110 GOTO 140

```

```

1120 CALL CLEAR
1130 PRINT "OUTPUT TO:"(1)S
CREEN?:"(2)PRINTER?"
1140 CALL KEY(0,K,S)
1150 IF (S=0)+(K<49)+(K>50)T
HEN 1140
1160 IF K=49 THEN 1200
1170 INPUT "PRINTER DESIGNAT
ION? ":P$
1180 OPEN #2:P$
1190 F0=2
1200 PRINT #F0:S$
1210 FOR J=1 TO X
1220 PRINT #F0:N$(J);" AVERA
GE ";
1230 FOR K=1 TO HN
1240 TT=TT+T(J,K)
1250 NEXT K
1260 AV=TT/HN
1270 TAV=TAV+AV
1280 PRINT #F0:AV
1290 TT=0
1300 NEXT J
1310 PRINT #F0:"CLASS AVERAG
E ";TAV/X
1320 TAV=0
1330 IF F0=0 THEN 1360
1340 F0=0
1350 CLOSE #2
1360 GOTO 140
1370 PRINT :;:"STUDENT'S NAM
ES - ":type END when finish
ed":
1380 X=X+1
1390 M$="NAME #"&STR$(X)&" "
1400 INPUT M$:N$(X)
1410 IF N$(X)<>"END" THEN 13
80
1420 X=X-1
1430 RETURN
1440 FOR J=1 TO X
1450 M$=N$(J)&"'S GRADE? "
1460 INPUT M$:T(J,N)
1470 NEXT J
1480 IF N<HN THEN 240
1490 HN=N
1500 RETURN
1510 END

```

The reason that 50 is added to the value in line 920, before saving, and subtracted again in line 750 after loading, is because of a quirk of the computer that I don't recall seeing in print anywhere. Did you know that INPUT will read a string beginning with ASCII 0, 2, 4, 7, 10, 12, 14, 18,

20, 26, 27, 31, 32, or 44 as a null string (a blank), and will drop these characters at the end of a string? And ASCII 32 will be dropped at the beginning or end of a string. And ASCII 0 within a string, or ASCII 34 anywhere, will crash, while ASCII 44 within a string will lose the rest of the string. I should have known what ASCII 0, 32 (the space), 34 (quotes) and 44 (comma) would do, but why the others?

LINPUT will accept anything, of course, but I wanted to keep this in BASIC for the teachers who are struggling along without the XBasic module or disk drive.

Chick De Marti published in LA 99ers TOPICS the surprising discovery that PRINT USING and DISPLAY USING can read the IMAGE format from a variable, array or string!

Which led me to some fooling around -

100 !PRINT USING DEMO by Jim Peterson, based on a discovery by Chick De Marti

```

110 CALL CLEAR :: RANDOMIZE
:: CALL SCREEN(5):: FOR S=2
TO 14 :: CALL COLOR(S,S,S)::
NEXT S

```

```

120 N=INT(13*RND+1):: C$=CHR
$(8*N+32-(N=4)*11)

```

```

130 FOR J=N TO 12 :: A$=RPT$
(" ",J)&"#&RPT$(" ",26-J*2)
&"#": PRINT USING A$:C$,C$
:: NEXT J

```

```

140 FOR J=12 TO N STEP -1 ::
A$=RPT$(" ",J)&"#&RPT$(" "
,26-J*2)&"#": PRINT USING
A$:C$,C$: NEXT J :: GOTO 1
20

```

Here is one last Tigercub challenge. What is the longest possible one-liner? And what is the longest possible one-liner that actually does something?

MEMORY FULL

Jim Peterson

## SUGGESTIONS FOR IMPROVING HUG

an opinion by Bill Knecht  
(8/11/86)

Here are a few suggestions of ways we might improve our group. I have offered the suggestions before, but they were never acted upon. Maybe if the membership gets involved, action can be taken on some of these.

**WELCOME GUEST AT MEETINGS...**Something that has really been missing this year is welcoming "first-timers" and getting them to stand up and say a few things about themselves. Also welcoming out-of-towners. I know of one person from another group who came to our meeting a few months ago, yet few knew he was there because he was not introduced. (I was not at this meeting unfortunately). Also at this time the Membership VP or his representative should be introduced. I heard one person say that he tried to join, yet knew not who to see about it.

**WHO IS THE PRESIDENT...**Our President needs to have more contact with the membership. Several have asked me "if that tall guy" is the President, meaning Dave. Things that would help would be a short "state of the group" speech each meeting by the President, something like what we are doing or what we are planning. Another thing that is missing is a President's Report in the newsletter. These reports tend to build enthusiasm and make the newsletter more "localized".

**NEWSLETTER...**We need the newsletter out early! Traditionally the newsletter has been sent out so each member would have it the weekend BEFORE the next meeting, thus giving them time to read it and note any questions they have. It should be mailed at least 10 days before a meeting. Also our newsletter needs to have more local items in it. This is not the fault of the editor. He can only put into the newsletter articles he has or that he writes himself. Input from the members is almost ZERO. So when you complain about everything being re-prints from other newsletters, take out some back issues and count how many articles YOU have submitted.

**MEETINGS...**the programs have been pretty interesting this year, but with the mileage most of us have to drive to a meeting, we need something more than just a one-hour talk. If we could get several people to volunteer to bring their systems, we could have the program, then divide into several smaller groups for "more personal" sessions on things like TI-Writer, Multiplan, Assembler, Basic, communications, many other topics. We could also stand for the air conditioner thermostat to be raised a few degrees (just though I would throw that in too).

**SPECIAL INTEREST GROUPS...**We need education for our members. Whatever your interest is, when a group gets together, I am sure you can learn more than you already know. I would be glad to host a meeting on electronic communications... anything from calling a BBS to running a Bulletin Board System. (Bill R. might be interested in this one). We still have a few "experts" around, but they are not called upon for SIGS.

**DISCOUNTS...**many user groups buy hardware and software at discounts then pass the savings on to the members. Maybe we should try this.

**NEED VOLUNTEERS...**we need members who want to help the group. I was very pleased to see a fairly new member, KEVIN DOBSON, step forward when Mark asked for volunteers to serve as Secretary. Kevin is going to be a great asset to the group. But we need others to also help us out, on a large scale or even a small amount.

**NEW MEMBERS...**where can we get them? Chicago UG advertises nation-wide for members. We can also if we have a good library, newsletter and bulletin board to offer to out-of-staters.

**BULLETIN BOARD...**Houston is lucky to have TWO of the BEST TI bulletin boards in the country. But both systems need local input. Bill R. and I cannot write all the files. We do have a few dedicated members supporting us, but there could be more. Next time you call, take a close look at the stats (or hit M command) and see what your report looks like ... number of calls, downloads, UPLOADS, MESSAGES LEFT. The uploads and messages left indicate the success the BBS will have.

**HERE IS A THOUGHT...**I have not brought this idea up, but it may be something to think about. Several groups have gone together in publishing their newsletters. How does "HUG A JUG" sound? Could save both groups time on preparing the newsletter (as you would have co-editors), plus save printing costs and could mail bulk rate.

Well, these are my ideas for improvement. I cannot guarantee that any of them will come to be, as most of them have been brought up before, but I feel these things are needed if we are to continue to function as a successful TI users group.

---HUG TIBBS [6] SECTION---

## PROPOSED POLICY CHANGES

by Bill Knecht  
(10/2/86)

In November, HUG will be holding a meeting of the membership for the purpose of considering amendments to

our Articles of Association. Several of us feel that we have too many officers, thus making it difficult to get them together for making communication between officers difficult, and putting quite a burden on the nominating committee to try to find 9 members to run for the elected offices.

I have submitted proposed amendments that would cut the number of officers to five. Here is how it would be set up if approved.

SECRETARY/TREASURER - would be in charge of keeping minutes of meetings, collecting all money and paying bills, and be in charge of membership, such as keeping the roster updates, collecting dues and supplying potential members with applications.

The Treasurer has to handle the dues money anyway, so he is the best choice for keeping the membership records.

LIBRARIAN - would be in charge of the club's library, distributing program orders, accepting new programs, providing a catalog and updates.

NEWSLETTER EDITOR - would be in charge of editing, publishing and distributing a monthly newsletter.

PROGRAM DIRECTOR - would be in charge of the monthly program as well as any special interest programs.

SYSOP - would be in charge of running HUG TIBBS.

This would be the officers. As you probably noticed, a President is NOT listed. The Board would choose one of the elected officers to serve as President as well as his elected position. The reason for this is that the job of President is not that time-consuming, since it is mostly PR and presiding at meetings. Last year I ran HUG TIBBS (as Ass't SysOp) for 3 months while also serving as President. The reason I did not run for President this year was that I felt I would be wasting too much knowledge that I could be using for the club elsewhere. I am sure several other officers feel this was too. Don't get me wrong... I am not belittling the position of President, it is just that the President does not have to be proficient in Disk repair, Multiplan, Word processing or other areas that some of the officers have to know.

I have served in clubs where the membership elected the officers and then they picked a President among themselves, and it was worked well.

I have heard very few say that they would be interested in running for office this next year, so I feel we need the above changes. Look these over and if you have a better idea, let us know.

---HUG TIBBS SECTION [7]---

=====

MUSIC PROGRAMMING

=====

(10/08/86)

USING NOISE AS LOW BASS NOTES

by Bill Knecht

An article in the October 1986 HUG Newsletter by Jeff Gatlin prompted me to write this article on Low Bass Notes. Mr. Gatlin gave a good explanation on how the low note is created by using a CALL SOUND with Three Voices and One Noise, but there is an easier way to correct the affect of a Seventh Note being played.

The Seventh note is played for the bass note if you use a CALL SOUND(1000,330.0,392.0,523.0,-4,0). To correct this he suggested using a lower note, such as 494 instead of 523. Trouble is that if you are reading the music and typing it in, you have to remember to enter the "wrong" note, like C# for C or F for E.

The way I do it is to multiply the third note by 3.75. The Call Sound statement would look like this:

CALL SOUND(1000,330.0,392.0,523\*3.75,30,-4,0)

I use the 30 for the volume of the third note so it will be too low to be heard. Thus you have a Low C, two octaves below Middle C or the one below 131.

Below is a sample program you can type in to see how the low notes decrease:

```
100 CALL SOUND(1000,523,0)
110 CALL SOUND(1000,262,0)
120 CALL SOUND(1000,131,0)
130 CALL SOUND(1000,523,30,523,30,523
*3.75,30,-4,0)
140 CALL SOUND(1000,262,30,262,30,262
*3.75,30,-4,0)
150 END
```

This is the technique I used in my recent music program HOLIDAY ROAD and the technique used in the popular Pennsylvania Polka and Beer Barrel Polka. If you are into programming music, give it a try.

---HUG TIBBS NEW FEATURE [M]---



HUG LIBRARY CATALOG ADDENDUM  
October 1986

0200 CHAIN LINK SOLITAIRE\*\*XB

A program by Walter Howe that will let you play solitaire on the computer.  
34 sectors

0201 GAME OF LIFE\*\*EA/3

The "Game of Life" written by Robert Mirase. Very smooth running program with excellent graphics. F/N is LIFE.  
170 sectors

0202 CRYPTOGRAM\*\*XB

A nice running version of a Cryptogram solver from Don Lewis. 27 sectors

0203 MINI-GOLF\*\*TI BASIC

A cute 9 hole miniature golf game written in Basic. 42 sectors

0204 FOREST FIRE\*\*XB

See how quickly you can put out a forest fire and save the rackowg trees. Program written by John Bennwa.  
17 sectors

REVISED VERSIONS OF THE FOLLOWING EXISTING HUG PROGRAMS

4112 DM-1000 W/DOCS

Version 3.0 of DISK MANAGER 1000. This is the latest version of this Fairware program. Comes with complete documentation.

REQUIRED READER: 8000 DISK

4143 MASS TRANSFER W/DOCS\*\*XB

Version 3.9 of Stuart Olson's Mass Transfer. This is the best version yet. Comes with complete documentation.  
229 sectors

4151 C-COMPILER

This is the latest release of the C-Compiler released by Clint Fullev. Comes with complete documentation. This version will support sound and graphics. Also comes with several C programs. 1264 sectors

4204 C99/QUICK REFERENCE CHART\*\*DV80 Printer req.

A nice printout of C99 commands that can be printed out for easy access. 45 sectors

4205 MULTIPLAN HOME BUDGET\*\*I/F128 Printer recommended

A home budget plan written for multiplan. Comes with complete documentation. 75 sectors

4206 RETURN ADDRESS\*\*XB Printer req.

A program by Helen Girouard that will print 2 return addresses on a 1 X 3 label. 3 sectors

4207 MASTER'S FAST-TERM\*\*EA/5

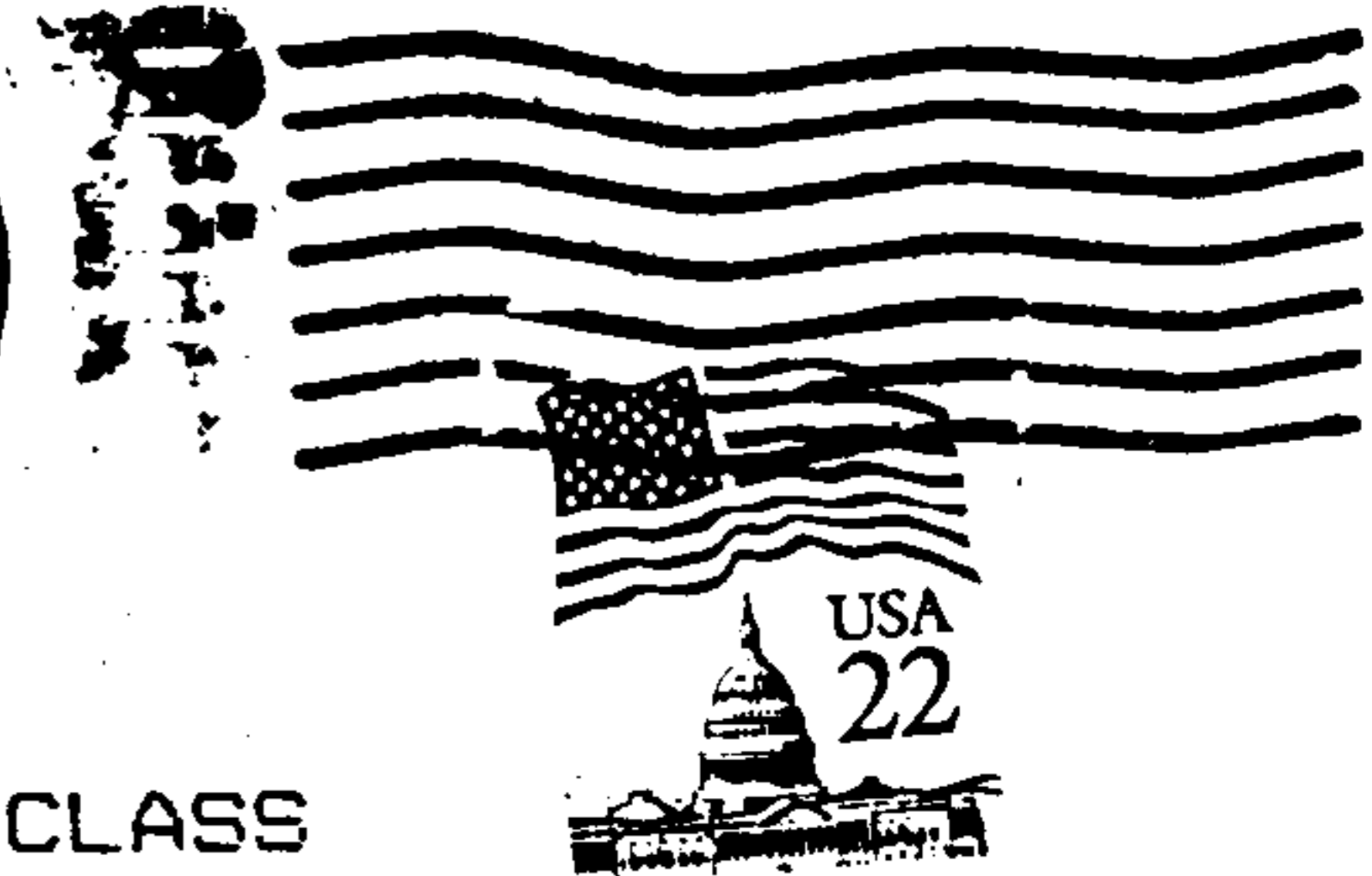
A program designed by "The Master" that will transfer complete disks. Not for use on a 555. 64 sectors

4208 TI-DOS\*\*XB

This set of routines on a disk has many of the features of other MS-DOS systems. Disk assembled by Mike Connell.  
471 sectors

- 4209 STAR\*\*XB**  
This is a Fairware program written by Michael Riccio that contains 53 TMS 9900 assembly routines that can be accessed by CALL LINK statements. 359 sectors
- 4210 SUPER SAVE\*\*EA/3**  
This Fairware program by Eric Olson will convert relocateable EA/3 files to EA/5 image format files. 27 sectors
- 4211 TOURIST\*\*XB Printer optional**  
Another fantastic program by Bill Knecht that will display or print out tourist information centers in all 50 states. Excellent for vacations. 71 sectors
- 4212 UNPACKER\*\*XB**  
Another fine program by Barry Traver that is a companion to Archiver 2. This program simplifies the unpacking process for those with 1 disk drive. 25 sectors
- 4213 GPL DISASSEMBLER\*\*EA/3 Printer optional**  
A GPL disassembler written by Michael Hubert from Germany. Will output to screen or printer. PPN is START. 40 sectors
- 4214 UTILITY 1 SORT\*\*EA/5 TI Writer required**  
This "Fairware" program written by B. Rozer will sort TI Writer files and save to disk. 33 sectors
- 5245 BACH PRELUDE\*\*XB**  
Prelude of Johann Sebastian Bach. Pretty music. 31 sectors
- 5246 WEDDING SONG\*\*XB**  
New music by John Taylor with some excellent graphics. Wedding song "There is Love". 30 sectors
- 5247 THEME FROM BRANDENBURG\*\*MUSIC MAKER CARTRIDGE**  
This is the theme from Brandenburg's Concerto #2 in F Major by Bach. 29 sectors
- 5248 SOLFEGGIETTO\*\*MUSIC MAKER CARTRIDGE**  
This is from Solfeggiatto by Bach. 29 sectors

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