CHAIRMAN'S NOTES
April, 1987
by George Lempeotis
Chairman TI K*3 Users Group

At the April 26,1987 board meeting, there where three board members in attendance.

The TI K*3 Users Group is still holding at 25 paid members, and our treasury is in good shape.

The May 16,1987 main meeting will feature a demo by Bruce Shearer of the CSGD program (Super Character Sets and Graphics Design).

The June 20,1987 main meeting will feature a demo by Beverly Cook of the program The Printer's Apprentice. The board members will be up for approval by the membership at the June main meeting. The following members have volunteered, Roger Harrington, Bruce Shearer, Beverly Cook, Mark Harms, and George Lempeotis. If any other members are interested in serving as a board member, please contact one of the present board members at or before the June main meeting.

The board members decided not to put out a newsletter for the summer months of July and August, inorder to conserve funds. The July 18, 1987 and the August 15, 1987 main meetings will be public domain and Fairwaire trade and copy programs sessions. Bring some disk and programs to these meetings and trade for some new programs you need.

The club library will have disk for sale at these upcoming meetings at $5.00 per 10 disk, please attend and stock up on your disk needs.

Thats all for now, hope to see you at the next meeting.

IMPORTANT NOTICE

Due to printing costs and lack of summer interest, our July and August meetings will be shortened to 2 hours (1-3 pm). Also, there will be no newsletter sent out for July/August. We hope this will not cause any inconvenience for anyone. Our newsletter schedule will continue with a September/October issue. Anyone whose membership expires in July or August will receive the Sept./Oct. newsletter. Thanks for bearing with us. Hope to see you sometime this summer.

NOTES

Here are a few phone numbers for TI questions etc. from the Chicago TImes newsletter.

```
TICARES.......1-800-842-2737
TIRESPONSE....1-800-232-3200
BUSINESS COM..1-800-847-2787
SOFTWARE......1-800-858-4075
TECHNICAL.....1-806-741-2603
PARTS.........1-806-741-3064
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Courtesy of our own Vice-Chairman Bruce Shearer, comes this phone number for ordering a new print head for Star-Gemini printers.

COMPUTER SOFTWARE SERVICE....1-800-247-3778

MULTIPLAN FILE CHANGE TO LOAD FROM DSK2
Jim Ellis, Hoosier Users Group

You can change the default drive sought by Multiplan to access files, from DSK1 to DSK by revising the second sector of the MPINTR file. A portion is exerpted below with the dashes normally filled by hex digits 31 (which equate to "1" in decimal). Change them to 32 (which is hex for "2") by using a disk sector editor, then save the new sector back to your disk. When you load Multiplan, you won't see it display DSK2 under the TRANS/LOAD OPTION, but it will look at drive 2 for your files.

The sector looks like this in part:

```
392C 8320 3A4C 8320 38D8 8320 38FE 8320
35F2 8320 3DC6 8320 3F46 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 2EAA 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 0005 4453 4B-- 2E20 0010 4453  Change 4B31 to
4B2E 5449 4D50 2E4F 5645 524C 4159 000E  read 4B32.
4453 4B2E 5449 4D50 2E4D 5048 4C50 0000
0000 0000 0000 0000 0000 0026 0000 0000
etc.
```

Also from Jim Ellis-

From within an XB program (if you have 32K), you can run the CorComp Manager with this sequence:

CALL INIT :: DELETE "LD-CMDS" :: CALL LINK("MGR")

XB to TI-ARTIST INSTANCE...
By Terry Atkinson
Reprinted from 9T9 Newsletter, TI Users Group of Toronto

NOTE.. Line 4 in Version 1 of this program is the filename that
the   screen. will be saved as. Change it to whatever filename you
wish.

These programs were created to ease the pain of converting TI
EXTENDED BASIC screens to a DV/80 format which can be loaded by
TI-Artist 2. At present I have 2 versions. Version 1 is used for
XB.   This takes about 25 minutes to convert a screen to disk,
depending on how many characters are on the screen.   The maximum
sector size the program will take is 58 sectors. Version 2 takes
only about 7 minutes to convert a screen and requires the CorComp
disk controller, making use of the tool shed utilities built into
it.
There are two ways to run the program: either as a sub-program
merged within a program or as a program run from EX-Basic at the
appropriate break point. Instructions are geared toward that end.
To use this program, first run your program that contains the
graphics you want to convert, when the screen is displayed that
you want to convert, "BREAK" the program (FCTN 4) and lok at the
breakpoint in the program, making sure it does not contain a
FOR/NEXT loop.   Replace this line with the statement "RUN
DSK1.XB2ART" or whatever you have named the conversion program.
In teh case of the FOR/NEXT loop, it would be better to select
another line located before or after the breakpoint line.
The resultant file obtained after running this program can be
loaded directly into TI-Artist as an INSTANCE. After the INSTANCE
is altered, you can save it as a TI-Artist program file.

For any advice, contact the author,Terry Atkinson.

EXTENDED BASIC VERSION

```
1! Terry Atkinson 28 Savona
Court Dartmouth, NS B2W4R1 (
voice) 1-902-434-1346
2! This program may be freel
y distributed. Please do not
remove the authors name
3 DATA 1,24,1,32
4 DATA DSK1.SCREEN
5 READ SROW,EROW,SCOL,ECOL,O
UT$ :: IF POS(OUT$,"_I",1)=0
THEN OUT$=OUT$&"_I"
6 IF SEG$(OUT$,1,3)="DSK" AN
D LEN(OUT$)<16 THEN 8
7 CALL CLEAR :: PRINT "Pleas
e check filename in DATA sta
tement in program" :: END
8 FOR E=0 TO 14 :: CALL COLO
R(E,2,8):: NEXT E :: CALL DE
LSPRITE(ALL):: CALL MAGNIFY(
1):: CALL SCREEN(8) :: CALL
SPRITE(#1,32,16,1,1)
```

```
9 B$="123456789ABCDED" :: OP
EN #1:OUT$
10 PRINT #1:STR$(ECOL+SCOL+1
)&","&STR$(EROW-SROW+1):: FO
R F=SROW TO EROW::FOR G=SCOL
 TO ECOL::CALL GCHAR(F,G,H)
::IF H>32 THEN I=H ELSE I=95
11 CALL LOCATE(#1,F*8-7,G*8-
7):: CALL PATTERN(#1,I):: CA
LL CHARPAT(H+ABS(H=31),C$)::
GOSUB 13 :: NEXT G:: NEXT F
:: CLOSE#1
12 CALL SOUND(4000,400,1)::
CALL CLEAR :: END
13 FOR E=1 TO 15 STEP 2 :: D
$=SEG$(C$,E,2):: E$=E$&STR$(
POS(B$,SEG$(D$,1,1),1)+PO
S(B$,SEG$(D$,2,1),1))&"," ::
NEXT E
14 E$=SEG$(E$,1,LEN(E$)-1)::
PRINT #1:E$ :: E$="" :: RETU
RN
```

0! by Terry Atkinson Savona
Court Dartmouth, NS B2W4R1 (
voice) 1-902-434-1346 (TIBBS
)1-902-434-3121
1! This program may be freel
y distributed. Please do not
remove the authors name. AP
RIL 1986
2 CALL INIT :: DELETE "LD-CM
DS" :: CALL DELSPRITE(ALL) :
: CALL MAGNIFY(1):: A$,B$,C$
,D$,E$,F$,G$,H$,I$,J$,K$=" "
:: A,B,C,D,E,F,G,H,I,J,K=255
3 Y$=RPT$("80",7):: Z$=RPT$(
"01",7)
4 FOR I=0 TO 14 :: CALL COLO
R(I,2,8):: NEXT I :: CALL LI
NK("MOVEM")(2,0,40960,768)::
CALL CLEAR :: CALL LINK("MO
VEM")(2,880,41728,1920)
5 CALL CHARSET
6 CALL A(L$,L,M,N,O,Y$,Z$)::
CALL DELSPRITE(ALL):: CALL
CHARSET :: CALL LINK("MOVEM"
)(3,41728,880,1920):: CALL L
INK("MOVEM")(3,40960,0,768)
7 OPEN #1:L$ :: PRINT #1:STR
$(O-N+1)&","&STR$(M-L+1):: C
ALL SPRITE(#1,32,16,1,1) ::
FOR P=L TO M :: FOR Q=N TO O
:: R=(P-1)+Q-1
8 CALL LINK("VPEEK")(R,160,A
$)
9 IF ASC(A$)>32 THEN S=ASC(A
$) ELSE S=95
10 CALL LOCATE(#1,P*8-7,Q*8-
7):: CALL PATTERN(#1,S):: T=
768+8*ASC(A$):: CALL LINK("V
PEEK")(T,96,B,C,D,E,F,G,H,I)
11 PRINT #1:STR$(B)&","&STR$
(C)&","&STR$(D)&","&STR$(E)&
","&STR$(F)&","&STR$(G)&","&
STR$(H)&","&STR$(I):: NEXT
Q :: NEXT P :: CLOSE #1
12 CALL SOUND(4000,400,0) ::
CALL CLEAR :: END
13 SUB A(A$,A,B,C,D,Y$,Z$)::
CALL CHAR(34,"FF"&Y$&"FF"&Z
$&Y$&"FF"&Z$&"FF"):: CALL SC
REEN(8)
14 CALL SPRITE(#1,34,16,1,1,
#2,35,16,1,1,#3,36,16,1,1,#4
,37,16,1,1)
15 DISPLAY AT(1,1)ERASE ALL:
"THE SCREEN HAS BEEN SAVED A

ND WILL BE RESTORED LATER.":
: DISPLAY AT(4,1):"SAVE FILE
NAME: "
16 ACCEPT AT(4,16)BEEP SIZE(
-8)VALIDATE(UALPHA,DIGIT):A$
17 DISPLAY AT(5,1):"WHAT DRI
VE NR? 1" :: ACCEPT AT(5,16)
BEEP SIZE(-1)VALIDATE("1234"
):B$
18 A$="DSK"&B$&"."&A$&"_I" :
: DISPLAY AT(7,1):"FILENAME
IS: ";A$: :"DO YOU WISH TO D
UMP THE COMPLETE SCREEN? N"
19 ACCEPT AT(10,18)BEEP SIZE
(-1)VALIDATE("YN"):B$
20 IF B$="Y" THEN A,C=1 :: B
=24 :: D=32 :: SUBEXIT
21 DISPLAY AT(12,1):"DO YOU
KNOW THE ROW-COLUMN COORDINA
TES THAT YOU WISH TO DUMP? Y
" :: ACCEPT AT(14,7)BEEP SIZ
E(-1)VALIDATE("YN"):B$
22 IF B$="N" THEN 27
23 DISPLAY AT(16,1):"START R
OW: START COL: END
ROW: END COL:"
24 ACCEPT AT(16,11)SIZE(-2):
A :: ACCEPT AT(16,25)SIZE(-2
):C :: ACCEPT AT(17,11)SIZE(
-2):B :: ACCEPT AT(17,25)SIZ
E(-2):D
25 IF D<2 OR D>32 OR D<C OR
C<1 OR C>31 OR A<1 OR A>23 O
R A>B OR B<2 OR B>24 THEN 24
26 GOSUB 29:: DISPLAY AT(24,
1):"DOES THIS LOOK CORRECT?
Y":: ACCEPT AT(24,25)BEEPVAL
IDATE("YN")SIZE(-1):B$ :: IF
B$="N" THEN 24 ELSE SUBEXIT
27 DISPLAY AT(15,1):"RECOMME
ND YOU LOAD AND RUN THE GRAP
HICS PROGRAM YOU WISH TO DUM
P AND COMPUTE THE ROW/COLUMN
COORDINATES"
28 DISPLAY AT(19,1):"AND RE-
RUN THIS PROGRAM":"THANK YOU
-4,0) :: STOP
29 CALL LOCATE(#1,A*8-7,C*8-
7,#2,A*8-7,D*8-7,#3,B*8-7,C*
8-7,#4,B*8-7,D*8-7) :: RETUR
N
30 SUBEND

"RELEASE ALPHA LOCK"
By Mark Harms

      As Newsletter Editor, I come across many interesting
modifications. This one is quick, easy and a must. I don't
recall the originator, (you know who you are, THANKS!).
      I will outline this procedure briefly in cookbook fashion.

STEP 1. Remove the back of the console.
STEP 2. Remove the power supply and keyboard assembly. Watch the
         connector on the CPU board.
STEP 3. Locate the ALPHA LOCK key on the back of the circuit board.
         There will be either 2 or 3 connection points.
STEP 4. If there are 2, skip this step. If there are 3, locate the 2
         connections that are one above the other. Cut the trace
         between these two. Solder a 914 SIGNAL diode or equivalent so
         the black band is toward the keyboard connector. Go to step
         6.
STEP 5. If there are 2 connections, follow the trace that goes to the
         right (looking at the back of the board). It will go to one
         of a series of jumpers on the front side of the keyboard.
         Remove this jumper and replace the jumper with the diode,
         black band toward the keyboard connector. STEP 6. Reassemble
         the keyboard, (don't forget to plug in the keyboard
         connector), power supply, and the back of the console.
STEP 7. Grab your favorite module (like PARSEC or MUNCHMAN) and leave
         the ALPHA LOCK key down. You should be able to play the game
         normally.
STEP 8. Hit FCTN= and go into TI BASIC. Release the ALPHA LOCK. Type
         in a few letters, hold the SHIFT key down, type a few more
         letters, press the ALPHA LOCK down and type a few more
         letters. Everything should work as it did before the
         modification.

      I found this modification very useful. If you are worried
about doing it to your one and only keyboard, RADIO SHACK still
sells replacements for $5.00.

      This modification like all may cause damage if done
incorrectly. Attempt it at your own risk.
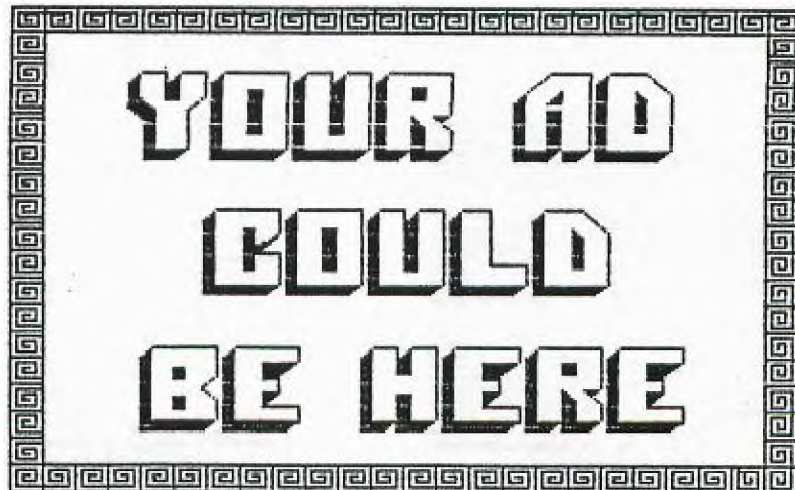
TAKE A LOOK

M A Y

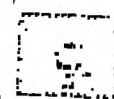|					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

J U N E

	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

J U L Y

			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

## A U G U S T

|						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

Remember to do a "CALL INIT" prior to the "CALL LOAD".

CALL LOAD(-31572,A).....USE A=0 TO 255 TO VARY KEYBOARD RESPONSE
        (-31740,A,B)...DIFFERENT VALUES OF A&B WILL CHANGE BEEPS, WARNING
        TONES ETC.
        (-31744,A).....CONTINUE LAST SOUND 0=LOUDEST, 15=QUIETEST
        (-31748,A).....USE A=0 TO CHANGE RATE OF CURSOR FLASH AND SOUND TONE
        RATES
        (-31788,160)...BLANKS SCREEN AT NEXT KEYSTROKE
        (-31788,192)...DISABLE SPRITE MOTION AND AUTOMATIC SOUND
        (-31788,224)...NORMAL SPRITE MOTION AND SOUND
        (-31788,225)...MAGNIFIED SPRITES
        (-31788,226)...DOUBLE SIZED SPRITES
        (-31788,227)...DOUBLE SIZED AND MAGNIFIED SPRITES
        (-31788,232)...MULTICOLOR MODE IN 48 BY 64 SQUARES
        (-31794,A).....FOR A=1 TO 255, COUNTDOWN TIMER FOR CALL SOUND
        (-31806,16)....DISABLES FCTN QUIT KEY
        (-31806,32)....DISABLES SOUND
        (-31806,-32)...CONTINUOUS SOUND
        (-31806,64)....DISABLE AUTO SPRITE MOTION
        (-31806,80)....DISABLE SPRITES QUIT KEY
        (-31806,96)....DISABLE SPRITES AND SOUND
        (-31806,128)...DISABLE QUIT, SOUND, AND SPRITE MOTION
        (-31808,A,B)...DOUBLE RANDOM NUMBERS (0 TO 255) NEED RANDOMIZE
        (-31860,4).....WILL GO TO CONSOLE BASIC AFTER "NEW" COMMAND
        (-31860,8).....AUTOMATIC RUN OF "DSK1.LOAD"
        (-31868,0).....DISABLES "RUN" OR "LIST" AFTER "BREAK" (FCTN 4) IS USED
        (-31868,0,0)...TURNS OFF THE 32K MEMORY EXPANSION
        (-31868,255,231)...TURNS ON THE 32K MEMORY EXPANSION
        (-31873,A).....SCREEN COLUMN TO START AT WITH A "PRINT" (A=3 TO 32)
        (-31878,0).....UNPROTECT EX-BASIC PROGRAMS
        (-31879,A).....FOR A=0 TO 255, TIMER FOR VDP INTERUPTS EVERY 1/60 OF A
        SECOND
        (-31880,A).....FOR A=1 TO 99, RANDOM NUMBER, NEED "RANDOMIZE"
        (-31884,A).....SELECTS KEYBOARD MODE AS IN CALL KEY(K,.); FOR A=0 TO 5
        (-31888,55,215).ENABLE ALL DISK DRIVES; ENTER "NEW" TO RECOVER BUFFERS
        (-31888,63,255).DISABLE ALL DISK DRIVES; ENTER "NEW" TO RECOVER MEMORY
        (-31931,0).....UNPROTECT EX-BASIC PROGRAMS
        (-31931,2).....SET "ON WARNING NEXT" COMMAND
        (-31931,4).....SET "ON WARNING STOP" COMMAND
        (-31931,14)....SET "UNTRACE" COMMAND
        (-31931,15)....SET "UNTRACE" AND "NUM" COMMAND
        (-31931,16)....SET "TRACE" COMMAND
        (-31931,64)....SET "ON BREAK NEXT" COMMAND
        (-31931,128)...PROTECT EX-BASIC PROGRAMS
        (-31962,32)....RETURN TO TITLE SCREEN
        (-31962,255)...RUN "DSK1.LOAD"
        (-32112,8).....SEARCHES DSK1. FOR ???
        (-32114,2).....GENERATES RANDOM GARBAGE ON SCREEN
        (-32114,13)....GENERATES A TOTALLY "WILD" SCREEN
        (-32114,119)...GENERATES LINES ON SCREEN
        (-32116,2).....GENERATES RANDOM CHARACTERS ON SCREEN
        (-32116,4).....WILL GO TO CONSOLE BASIC AFTER "NEW" COMMAND
        (-32187,0).....UNPROTECT EX-BASIC PROGRAMS
        (-32187,2).....SET "ON WARNING NEXT" COMMAND
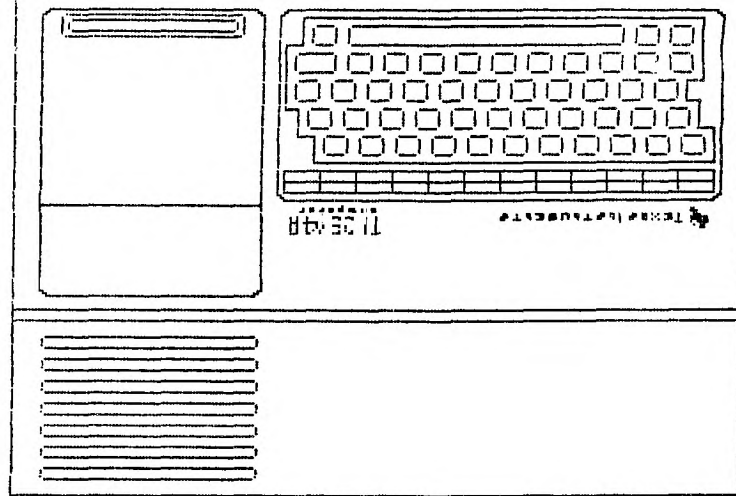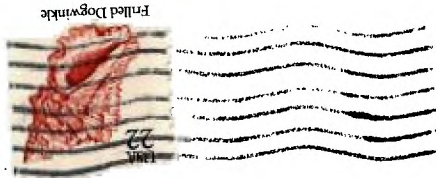
```
(-32187,4).....SET "ON WARNING STOP" COMMAND
(-32187,9).....SET LINE NUMBER ZERO
(-32187,14)....SET "UNTRACE" COMMAND
(-32187,15)....SET "UNTRACE" AND "NUM" COMMAND
(-32187,16)....SET "TRACE" COMMAND
(-32187,64)....SET "ON BREAK NEXT" COMMAND
(-32187,128)...PROTECT EX-BASIC PROGRAMS
(-32188,1).....CHANGE COLOR AND RECEIVE SYNTAX ERROR
(-32188,127)...CHANGE COLOR AND RECEIVE BREAKPOINT
(-32630,128)...RESET TO TITLE SCREEN
(-32699,0).....UNPROTECT EX-BASIC PROGRAMS
(-32699,2).....SET "ON WARNING NEXT" COMMAND
(-32699,4).....SET "ON WARNING STOP" COMMAND
(-32699,14)....SET "UNTRACE" COMMAND
(-32699,15)....SET "UNTRACE" AND "NUM" COMMAND
(-32699,16)....SET "TRACE" COMMAND
(-32699,64)....SET "ON BREAK NEXT" COMMAND
(-32699,128)...PROTECT EX-BASIC PROGRAMS
(-32700,0).....CLEARS SCREEN FOR AN INSTANT
(-32729,0).....RUN "DSK1.LOAD"
(-32730,32)....RESET TO TITLE SCREEN
(-32961,51)....RESET TO TITLE SCREEN
```