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LONG ISLAND SOUND



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HAPPY NEW YEAR 1993

ESTABLISHED APRIL-1983





* 1993 FAIR SCHEDULE *

Compiled by Frank J. Bubenik Jr. (NL Editor)

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JAN 3, 1993 (SUN) BAYSIDE, NY. 10AM-3PM \$6.00. ADRIA HOTEL. CALL TSCF FOR MORE INFO. TSCF.

JAN 23/24, 1993 (SAT/SUN) FAIRLIRGH DICKINSON UNIV. HACKENSACK, NJ. ROTHMAN ATHLETIC CENTER. Route 4 to Hockensock Ave South- Left at light. 500 TABLES-2 DAYS. SAT 10-4 & SUN 10-3PM. KGP.

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>>>> MAY 14/15, 1993 (FRI/SAT) LIMA MULTI USER GROUP CONFERENCE. OHIO STATE UNIVERSITY LIMA CAMPUS. INFO:CALL CHARLES GOOD. (419) 667-3131 EVENINGS. WRITE: LIMA 99/4A UG. P.O.BOX 647, VENEDOCIA, OH 45894.

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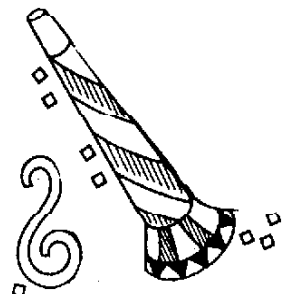
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HAPPY new year



XB MISCELLANY #18
By Earl Raguse

SO I LIED A LITTLE

I said last month I was going to give files a rest, and I am, DOT, I have found that my new version of CONVERT still will not read some Internal Variable (IV) files that have multiple fields. The problem seems to be that with IV files, as opposed to Internal Fixed (IF) files, which tolerated reading non-existent fields, if the reading of multiple fields does not come out even at the end of a file, it crashes, and you are accused of trying to read past the end of the file. A crime punishable by dire computer crashes.

I have found that I need to use the ! mark to cut off reading the extra field variables, to avoid the problem. I do not yet know of a universal solution. Yes, Come to think of it, I do, just learn what is going on in CONVERT, and then attack each file as a separate problem, writing a separate program if necessary. I did just that to convert all 100 of Jim Peterson's DV 254 Bible verses on his CRYPTO disk to a single DV80 file. Film at 11.

ELEMENTARY XB PROGRAMMING.

Like I said in last month's Editor Popping Off I am going to try vigorously to get everybody programming a little bit. That is where its at, in owning a computer. As long as you live by the rules, and don't get embroiled in problems like the one above, it can be easy. There are only about a dozen new words to learn in order for you to write some usefull programs.

You get into EXTENDED BASIC, by just plugging in the module and following screen instructions. I'm not going to teach II Console Basic, its too User Unfriendly. **DON'T FORGET TO PUT POWER ON**

New Words????? Most of these words you have been using all your life. The words I will cover today are: DISPLAY (or PRINT), ACCEPT, AT, FOR, NEXT, CLEAR, and GO TO (or GOTO). So what is so new about those words? The computer understands them almost the same way you do. The big thing to learn in programming is the rules of SYNTAX. Syntax is mainly punctuation. The book is very clear about the rules, and if you have no objections to reading a little it can be like ducksoup, I am told that is very easy.

What is syntax, besides punctuation that is? Well in the English language, to say, "Spot see run" is very poor syntax. "Run see Spot" is ok syntax, but it means something entirely different from, "See Spot run". A computer, actually a

language, can understand what you say, only if it is in a syntax that it has been taught. Then it only does what you tell it to do. I know a little poem about that.

USER'S LAMENT

Taken from the Suncoast Beeper July 1992

Sometimes I could smash this thing,
Or else, I would like to sell it,
It never does just what I want,
But only what I tell it.

The only way you can learn the proper syntax for using a command is to read the manual or else if someone beats you over the head with it. Computers do not use very strange syntax, but sometimes it is not what you would guess.

Now for some very elementary stuff. The 99/4A has two modes, one is called Immediate, in which you may give the computer a command via the keyboard, and it executes (does not mean kill) said command immediately, when you hit ENTER, hence the terminology.

Lets try it, Enter PRINT "T199/4A". The computer waits for you to press ENTER, which is its way of knowing that you are through with what you have typed on the keyboard, and that you want the computer to react. I sometimes call it the "happy" key, it means you are happy with what you typed, and do not want to edit it any more. Now enter CALL CLEAR ENTER. That is hit ENTER key don't type ENTER in. Always hit ENTER except, after numbers in the programming mode. WHY? Daddy Why? Because you will delete that line, that's why.

If what you typed is gibberish to the computer, it usually says, "SYNTAX ERROR". That just means the computer has not been taught that command series. Back to the books, or spelling classes, whatever.

Lets start with a simple computer "statement". We do this in the "programming" mode. A statement begins with a number, any number from 1 to 32676. By entering a number followed by something the computer will understand, you are making a "statement" in the "programming" mode. This means the computer will not "execute" (kill?) the statement when you hit ENTER, but will store it in "memory", waiting for you to enter "RUN".

It may be that the computer will cough when you enter your statement because it does not understand it, in which case it usually says, "SYNTAX ERROR". Even though it can understand it, it may not be able to execute it, and you will not get an error message until you try to run it. We will get into that kind of

stuff later, now we will assume that you make NO MISTAKES, and do what I tell you.

This time I will not explain too much, we will just do it. Enter the following little program.

```
100 ! SAVE DSK1 LESSON1
110 A$="your name here"
120 CALL CLEAR
130 DISPLAY A$
200 GOTO 200
```

We will talk about line 100 later. Right now, the ! sign simply says "computer ignore this". One can also use REM to indicate that that line is not to be executed. Line 110 defines a "string" variable A\$. We use the = sign to tell the computer to store in the string variable A\$ what we have between the . The = sign does not mean "equal" in the normal sense, read it as "replace with". A "string" variable always ends with the \$ sign. It may have any name less than 18 characters, the first of which is a letter. Numeric variables do not need the \$.

This program does not do much, but will CLEAR the screen on line 120 and it will DISPLAY the message that is stored in A\$. This is known as a "prompt". Then it goes into an endless loop from 200 to 200. EUM it and see. To stop enter PCTN 4 (CLEAR, or BREAK), then LIST.

Now we can add to this a little. as follows:

```
130 DISPLAY AT(12,1)ERASE AL
L:A$
140 ACCEPT AT(12,1)SIZE(-14)
:YMS
150 A$=YMS :: DISPLAY AT(10,
1)ERASE ALL:"Hi, I am glad t
o know you"
160 DISPLAY AT(12,1):A$
```

It does not matter if you enter these lines after line 200, the computer will put them in their right place. Enter this, and RUN it. The program will stop and wait for you to obey the prompt, before going on. This more complex, and I will have to explain it next time. BREAK (PCTN 4) it and add the following and RUN that.

```
170 FOR Z=1 TO 24
180 DISPLAY AT(Z,1):A$
190 NEXT Z
```

BREAK the program. Be sure you have an initialized disk in drive 1. Then enter 100 PCTN X ENTER, PCTN 8 (REDO), do 5 SPACES, then ENTER. The program will be saved as LESSON1. Until next time then, if you can't wait call me.



XB MISCELLANEOUS #19

By Earl Ragusa

ELEMENTARY PROGRAMMING (Cont)

I had to quit without explaining how things worked. The penalty of trying to keep articles short. We continue.

In the first set of lines, line 130 DISPLAYed the A\$ "prompt" at the bottom of the screen, just like when we used PRINT. When we added the second set of lines, we added a new line 130, even if you didn't notice that we were doing it. If you were smart, you noticed and just edited the existing line. New lines take precedence over old ones. When you RAN the new version, the "prompt" was DISPLAYed at row 12, and the screen was cleared with the ERASE ALL part of the statement.

Many people will say that what I am about to talk about is not elementary. As Sherlock Holmes used to say "Elementary, my dear Watson", when in fact it wasn't elementary to anybody but Sherlock. Elementary is in the eye of the beholder. If second graders can be taught Calculus, you can learn the following, elementary or not.

Now then, SYNTAX!! The SYNTAX for the the DISPLAY command is: DISPLAY [(AT(row,col))] [BEEP] [ERASE ALL] [SIZE(numeric expression)] : (print list). Items between () are optional, and the lowercase items in parentheses are to be supplied by you. Note the : after (numeric expression), before the (print list). That is a SYNTAX requirement of DISPLAY. Also, after AT, row and col must be enclosed in parentheses and separated with a comma, not a space, not a semicolon. XB is very particular about such things. Most SYNTAX errors are of this type. SIZE will clear a specified (numeric expression) area for placing the message. If SIZE is not included, the entire row will be cleared from the cursor to the right. BEEP sounds a short Beep to get your attention, and ERASE ALL will clear the entire screen.

Now we get into one of the most powerful statements available in XB, ACCEPT, one that is not available in other Basics, its SYNTAX is: ACCEPT [(AT(row,col))] [VALIDATE(datatype...)] [BEEP] [ERASE ALL] [SIZE (numeric expression)] : (variable name). Again, the words enclosed in [] are optional, the same rules as for DISPLAY apply. Its purpose is to permit accepting input from the keyboard, and validating that it is a correct input. If SIZE(numeric expression) has a negative value, it

does not erase the area of SIZE, this allows us to put a default string on the screen for acceptance or editing. The latter editing is the feature that most Basics do not provide. Give a command a lot of power and flexibility, and it gets complicated. That is part of the SYNTAX problem.

For now I am going to skip most of this power except AT(row,col) which is identical to DISPLAY AT(row,col) and SIZE(numeric expression). Notice that line 140 specifies (12,1) as (row,col). That is where the cursor will go, and where it will start taking your input. It also says SIZE(-14). That means it will allow you put in a name up to 14 characters. The sign says not to erase what is at the cursor, if anything. Later we will put a default string there to be accepted or edited. Why 14? We will see that later, because I want two names to fit on the screen side by each.

Following the ACCEPT AT(row,col)SIZE (value), we must include a colon, just before our String variable (just like DISPLAY AT) to contain what we type in. I used YN\$ for "Your Name", but any variable name with an \$ will do. Notice that in line 150, we have A\$=YN\$ followed by a double colon ::. That is a statement separator in XB. In Console Basic, you may have only one statement per line number. In XB you may have as many as you want, so long as the line is not longer than 140 characters.

Actually, what I did may be clearer, but it is wasteful programming, I could have used A\$ again in the ACCEPT AT statement, since we are through with the original use of A\$. Variable names may be used over and over again, if there is no conflict, they can not have two different values at once however.

The second half of line 150 DISPLAYs a new prompt at row 10, col 1, after ERASE ALLing the screen. Line 160 DISPLAYs your name at row 12, col 1.

Now we come to what gives us the real power in programming. We can cause the computer to repeat commands at will. We do this with a FOR ... NEXT loop. The SYNTAX for that is FOR (control variable) = (initial value) TO (limit) [STEP (increment)]. You must supply the lowercase values in parentheses. A control variable can be any name, but we generally use I, J, K, or X, Y, Z. Just so it is not another important variable. STEP increment may be negative. Numeric variables, like strings, can have only one value at a time. FOR is usually

followed by a statement causing some desirable action to be taken, and that must always be followed by a NEXT (control variable), the same one used above.

Lines 170-190 are a typical example. Note how the DISPLAY AT(row,col): A\$ uses the control variable Z as the row. This causes A\$ to be DISPLAYed at rows 1 through 24

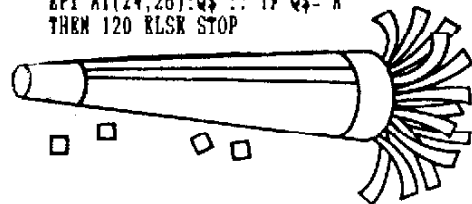
Now that we know how all this works, lets change it a bit. Let us add

```
185 DISPLAY AT(Z,15):A$
200 Display at(23,1):"Again,
Press A, Else Any Key": ACC
EPT AT(24,28):Q$ :: IF Q$="A"
THEN 120 ELSE STOP
```

This small change will cause A\$ to be DISPLAYed twice on each row. That was why I limited ACCEPT AT to 14 characters, so both would fit. Also line 200 will ask if we want to do more, and if so returns us to line 120, and displays A\$ as a default name. RUN this, then BREAK it and SAVE as LESSON1 as we did before. The program should now look as shown below.

So far we have done quite a bit with a very few new commands, but we have hardly done anything which might be called useful. We will later modify the program so that we can enter a list of things which we can later display, and later still even Edit, and subsequently print on a printer to make labels. The later part implies that we can get it back, from somewhere. If we turn off the 99/4A, we will lose our list, so we will have to save it to disk or tape. We will do that all in good time, stay with me.

```
100 ! SAVE DSK1.LESSON1
110 A$="your name here"
120 CALL CLEAR
130 DISPLAY AT(12,1)ERASE ALL:A$
140 ACCEPT AT(12,1)SIZE(-14):YN$
150 A$=YN$ :: DISPLAY AT(10,1)ERASE ALL:"Hi, I am glad to know you"
160 DISPLAY AT(12,1):A$
170 FOR Z=1 TO 24
180 DISPLAY AT(Z,1):A$
185 DISPLAY AT(Z,15):A$
190 NEXT Z
200 Display at(23,1):"Again, Press A, Else Any Key": ACC
EPT AT(24,28):Q$ :: IF Q$="A" THEN 120 ELSE STOP
```



HAPPY NEW YEAR



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INCOME TAX HELPER
modified by
Bob DeVilbiss

Shortly after I purchased my TI PEB and printer I received this program. Who gave it to me? I have no idea, but I find this program very useful when time comes to file my income tax returns. I have no idea who the author is, so I cannot give due credit.

My knowledge of programming remains a lot to be desired, but I was able to modify certain categories to fit my personal use.

The program is divided into two sections. The first section relates to all income that is received and the second section covers all expense items

When the program is printed, subtotals and totals are provided for all categories.

I find if I enter my income and expense items each month I am able to keep up with the paper work.

The program is written in BASIC and the input is entered in DATA statements. Instructions on how to enter the data are included in the program and they can either be viewed on the screen or sent to a printer.

The following is a list of the symbols and descriptions in case you want to modify the program:

SYMBOL	DESCRIPTION
M	Maximum number of categories.
NO	Maximum number of data reads
M1	Number of income categories
C1\$(i)	Master category code array
D1\$(i)	Master category description array

T\$	Income/Deduction code
C4	Transaction category code
D	Transaction amount
S\$	Transaction description
T1	Subtotal Income - Deduction
T2	Total Income/Deductions

```

100 CALL CLEAR
110 OPEN #1:"PID"
120 PRINT "INCOME TAX RECORD
ING PROGRAM"
130 PRINT
140 PRINT "DATA STATEMENTS S
TART WITH"
150 PRINT "LINE NUMBER 1990"
,,:
160 PRINT
170 PRINT "DO YOU WANT TO SE
E THE"
180 PRINT "INSTRUCTIONS? (Y
OR N)"
190 INPUT A$
200 CALL CLEAR
210 IF A$="N" THEN B40
220 PRINT
230 PRINT "THIS PROGRAM INIT
IALIZES"
240 PRINT "THE VARIOUS INCOM
E/DEDUCTION"
250 PRINT "CATEGORIES. OUTPU
T IS"
260 PRINT "PRODUCED IN SEPAR
ATE"
270 PRINT "SECTIONS FOR INCO
ME AND"
280 PRINT "DEDUCTIONS. SUBTO
TALS AND"
290 PRINT "TOTALS ARE PRODUC
ED FOR ALL"
300 PRINT "CATEGORIES."
310 PRINT
320 PRINT "ALL DATA IS ENTER
ED USING"
330 PRINT "--DATA-STATEMENTS."
"
340 PRINT "EXAMPLE:"
350 PRINT "DATA I,M,13.45,EM
PLOYER 1. (INCOME,WAGES,AND
UNT,SOURCE)"
360 PRINT
370 PRINT "PRESS ENTER TO CO
NTINUE"
380 INPUT B$
390 PRINT "INCOME ITEMS ARE:

```

```

*
400 PRINT " W,WAGES"
410 PRINT " P,PENSION"
420 PRINT " TR,TAX RETURN"
430 PRINT " I,INTEREST"
440 PRINT " D,DIVIDENDS"
450 PRINT " R,RENT/ROYALTY
"
460 PRINT " O,OTHER"
470 PRINT
480 PRINT "DEDUCTION ITEMS A
RE:"
490 PRINT " C,CONTRIBUTION
S"
500 PRINT " I,INTEREST"
510 PRINT " T,TAXES PAID"
520 PRINT " MD,MEDICAL/DEN
TICAL"
530 PRINT " CT,CASUALTY TH
EFT"
540 PRINT " M,MISC EXPENSE
"
550 PRINT " O,OTHER EXPENS
E"
560 PRINT
570 INPUT "DATA STARTS WITH
LINE 1990 PRESS ENTER":A$
590 PRINT "DO YOU WANT A PRI
NTOUT OF"
600 PRINT "THESE INSTRUCTION
S? (Y OR N)"
610 INPUT A$
620 IF A$="N" THEN B40
630 PRINT #1:"THIS PROGRAM I
NITIALIZES THE VARIOUS INCOM
E/DEDUCTION CATEGORIES"
640 PRINT #1:"OUTPUT IS PROD
UCED IN SEPARATE SECTIONS"
650 PRINT #1:"FOR INCOME AND
DEDUCTIONS. SUBTOTALS AND"
660 PRINT #1:"TOTALS ARE PRO
DUCED FOR ALL CATEGORIES."
670 PRINT #1:
680 PRINT #1:"ALL DATA IS EN
TERED USING -DATA-STATEMENTS
."
690 PRINT #1:"EXAMPLE:"
700 PRINT #1:"DATA I,M,13.45
,EMPLOYER 1"
710 PR
720 PR #1:"INCOME ITE. A
RE:"
730 PRINT #1:" W,WAGES B,B
BUSINESS F,FARM I,INTEREST D,
DIVIDENDS R,RENT/ROYALTY,O,TH
ER"
740 PRINT #1:
750 PRINT #1:"DEDUCTION ITEM
S ARE:"
760 PRINT #1:" C,CONTRIBUT
IONS,I,INTEREST T,TAXES PAID"

```

```

770 PRINT #1:" MD,MEDICAL/
DENTAL CT,CASUALTY THEFT M,M
MISC EXPENSE"
780 PRINT #1:" O,OTHER EXP
ENSE"
790 PRINT #1:
800 PRINT #1:"DATA ENTRIES S
TART AT LINE #1990. DATA ST
ATEMENT (DATA END) MUST FOLL
OW"
810 PRINT #1:"LAST DATA ENTR
Y."
820 PRINT #1: : : :
830 INPUT B$
840 CALL CLEAR
850 REM INCOME TAX RECORDING
PROGRAM
860 PRINT "INCOME TAX RECORD
ING PROGRAM "
870 REM **DATA INITIALIZATI
ON**
880 M=15
890 NO=10000
900 M1=8
910 DIM C1$(15)
920 DIM D1$(15)
930 C1$(1)= "W"
940 D1$(1)= "WAGES (1040 LINE
7)"
950 C1$(2)= "I"
960 D1$(2)= "INTEREST INCOME
(LINE B) & (SCHEDULE B)"
970 C1$(3)= "D"
980 D1$(3)= "DIVIDEND INCOME
(LINE 10) & (SCHEDULE B)"
990 C1$(4)= "TR"
1000 D1$(4)= "TAX REFUND (LIN
E 11)"
1010 C1$(5)= "P"
1020 D1$(5)= "PENSION BENEFIT
S (LINE 16a)"
1030 C1$(6)= "R"
1040 D1$(6)= "RENT/ROYALTY IN
COME (LINE 17) & SCHEDULE E)
"
1050 C1$(7)= "C"
1060 D1$(7)= "SOCIAL SECURITY
BENEFITS"
1070 C1$(9)= "C"
1080 D1$(9)= "CONTRIBUTIONS (
SCHEDULE A)"
1090 C1$(10)= "I"
1100 D1$(10)= "INTEREST EXPEN
SES (SCHEDULE A)"
1110 C1$(11)= "T"
1120 D1$(11)= "TAXES PAID (SC
HEDULE A)"
1130 C1$(12)= "MD"
1140 D1$(12)= "MEDICAL/DENTAL
(SCHEDULE A)"

```

NEXT PAGE

```

1150 C1$(13)="CT"1160 D1$(13
)=CASUALTY/THEFT (SCHEDULE A
)
1170 C1$(14)="MI"1180 D1$(14
)="MISC EXPENSE (SCHEDULE A)
"
1190 C1$(15)="D"
1200 D1$(15)="OTHER EXPENSES
"
1210 REM INCOME CATEGORIES
ARE FIRST 8 POSITIONS OF THE
ARRAY
1220 REM END OF CATEGORY ARR
AY INPUTS
1230 REM PRINT OF INCOME ITE
MS - BY CATEGORIES
1240 PRINT "ALIGN TO TOP OF
PAGE "
1250 PRINT
1260 PRINT "PRESS ENTER TO C
ONTINUE"
1270 INPUT G$
1280 PRINT #1:CHR$(14);"
INCOME TAX HELPER"
1290 PRINT #1: :
**
1310 PRINT #1: :
1320 PRINT #1:"*****
***** INCOME *****
*****"
1330 PRINT #1:

1340 FOR J=1 TO M1
1360 PRINT #1:D1$(J)
1370 FOR I=1 TO M0
1380 READ T$
1390 IF T$="END" THEN 1470
1400 READ C$,D,S$
1410 IF T$(">"I" THEN 1460
1420 IF C$(">"C1$(J) THEN 1460
;D
1440 PRINT #1:TAB(5);S$;TAB(
50);D
1450 T1=T1+D
1460 NEXT I
AB(50);T1
1480 PRINT #1:TAB(51);"-----
---"
1490 PRINT #1:TAB(42);"TOTAL
";TAB(50);T1
1500 T2=T2+T1
1510 T1=0
1530 PRINT #1:"-----
-----"
1540 RESTORE
1550 NEXT J
1560 RESTORE
COME";TAB(50);T2
1580 PRINT #1:TAB(36);"TOTAL
INCOME";TAB(50);T2
1590 T2=0
1600 T1=0
1610 J0=J

1620 REM ***** END OF INC
OME-START DEDUCTION PRINT **
*****
1630 REM PRINT "ALIGN TO TOP
OF NEXT PAGE AND PRESS ENTE
R KEY OR "
1640 REM INPUT Z$
1650 PRINT "*****DEDUCTIONS
*****"
1660 PRINT "ALIGN TO NEXT PA
GE AND PRESS ENTER";X$
1670 INPUT X$
1680 PRINT #1:"*****
***** DEDUCTIONS *****
*****"
1690 PRINT #1:
1700 FOR J=J0 TO M
1710 PRINT D1$(J)
1720 PRINT #1:D1$(J)
1730 FOR I=1 TO M0
1740 READ T$
1750 IF T$="END" THEN 1840
1760 READ C$,D,S$
1770 IF T$(">"D" THEN 1820
1780 IF C$(">"C1$(J) THEN 1820
1790 PRINT TAB(5);S$;TAB(50)
;D
1800 PRINT #1:TAB(5);S$;TAB(
50);D
1810 T1=T1+D
1820 NEXT I

1830 PRINT TAB(42);"TOTAL";T
AB(50);T1
1840 PRINT #1:TAB(51);"-----
---"
1850 PRINT #1:TAB(42);"TOTAL
";TAB(50);T1
1860 PRINT #1:"-----
-----"
1870 PRINT "-----
---"
1880 T2=T2+T1
1890 T1=0
1900 RESTORE
1910 NEXT J
1920 PRINT TAB(36);"TOTAL DE
DUCTIONS";TAB(50);T2
1930 PRINT #1:TAB(36);"TOTAL
DEDUCTIONS";TAB(50);T2
1940 T2=0
1950 T1=0
1960 PRINT #1:"*****
*****"
1970 REM ***** DAT
A ENTRIES FOR INITIALIZATION
*****
1980 REM DATA ENTRIES FOLLOW
1990 DATA END

```

END

KEYBOARD READER
by Bob Webb
Reprinted from
TISHUG NEWS DIGEST
April 1992

This small program is one of my most used programs. I can never remember the number associated with a key press or ASCII symbol, so I threw this thing together. Let me caution you before I continue- DO NOT run this program until you have saved it, as once you start it the only way to stop it is to turn your computer off. Once this program is running, press any key-it's associated number will be displayed. If an ASCII symbol is associated with the

particular key press it will be displayed just to the left of the number. This program does not break any new ground, however you might find a part of it to be of use. I have added one of my favorite little details to it. If no key is pressed for a given amount of time, it jumps to a screen saver type of sub-program. This BLANK variable is a counter. This clock ticks away and if a key is pressed it is reset to zero and begins again. If no key is pressed it jumps down to line 410 and stays there until a key is pressed. 100 ! KEY TO NUMBER PROGRAM

```

110 ! EXTENDED BASIC AND 32K
120 ! BY BOB WEBB, 4/92
130 ! CAUTION: YOU WILL HAVE
TO
140 ! TURN OFF COMPUTER TO E
ND
150 !
160 ! CALL LOAD DISABLES QUI
T
170 CALL INIT :: CALL LOAD(
31,806,16)
180 !
190 ON BREAK NEXT
200 !
210 CALL CLEAR
220 BLANK=0
230 DISPLAY AT(5,5):"KEY TES
T PROGRAM"
240 DISPLAY AT(7,5):"PRESS A
NY KEY"
250 DISPLAY AT(9,5):"IT'S NU
MBER WILL"
260 DISPLAY AT(10,5):"BE DIS

```

```

PLAYED"
270 DISPLAY AT(11,5):"ASCII"
:: DISPLAY AT(11,10):" KEY"
280 !
290 !
300 CALL KEY(0,K,S)
310 BLANK=BLANK+1
320 IF BLANK>1000 THEN 140
330 IF S=0 THEN 300
340 DISPLAY AT(12,4):K
360 BLANK=0
370 GOTO 300
380 !
390 !
400 !
410 CALL CLEAR
420 CALL KEY(0,K,S)
430 IF S=0 THEN 420
440 GOTO 410

```



1993 - THE TENTH ANNIVERSARY OF INDEPENDENCE FOR THE TI-99/4A

Eyewitness report of the 1992 Chicago TI International Faire.

By Dave Howell in consultation with Ross Caruana and Norb Sitter

(This is being written on the way home from the 1992 Chicago Faire - 460 miles from Erie and went to press within hours upon arrival in Erie.)

All those who attended the Faire left with no doubts in their minds that the TI community will see its 10th anniversary of independent existence at next year's Chicago Faire. The number hardware and software vendors in proportion to the number of TI systems in use today is as great today as it was in the mid-1980's. This was very apparent at the Faire. There were 23 booths listed in the Program Guide. We understand 2 more booths were added since the Guide was printed. Space does not permit listing all of them but some of the notable vendors often mentioned in TI literature include: Asgaard Software (Rockville, MD), Bud Mills Services-Western Horizon (Toledo, OH), C.a.D.D. Electronics (Raymond, NH), GENIAL COMPUTERWARE (Phila., PA), HARRISON SOFTWARE (Hyattsville, MD), L.L. Conner (Lafayette, IN), MICROpendium Magazine (Round Rock, TX), 9640 News (Memphis, TN), NOTUNG SOFTWARE (Tujunga, CA), OASIS PENSIVE ABACUTORS (Toronto, Canada) and RAMCHARGED COMPUTERS (Brookpark, OH).

There were also booths maintained by TI User Groups from as far away as Amsterdam, The Netherlands. They call themselves VERENIGING TI-GEBRUIKERSGROEP (Dutch TI Users Group).

In attending Faires like this, it never ceases to amaze us how many new ways to use the orphaned TI show up each year. As Norb commented after the Faire, "walking into the Chicago Faire was like walking into Disneyland for a TI'er. If there's something new to be seen, it's probably there."

Ross said that "the most impressive sight at the Faire was the TI Logo emulated on a "386" PC screen!"

A series of 13 seminars covering a variety of topics zeroed in on a number of new developments. Among them are:

1. Creating a TI-Emulator on an IBM-PC. Programs are available permitting the transfer of files from PC to TI and vice-versa.

2. Asgaard introduced a new P-box card, similar to the MEMEX card, that expands the RAM operating memory up to 128K and replaces the 32K card. But unlike the MEMEX unit, the memory in the Asgaard card is "transparent" to the 99 and needs no software to access it.

3. Western Horizon introduced a redesigned RAM card with sockets to accept enough chips to suit your needs. The demonstration card contained 16 megabytes of memory for data and programs. Up to 4 of these cards can be installed in the P-box. Together with the 4a MEMEX card, huge programs for DIGI-PORT and graphics can be instantly accessed and played.

Western Horizon also introduced its Digi-port - a unique combination of hardware and software to allow the TI-99/4A or 9640

to play true digitized sounds from a MAC, Amiga, PC or any other digitized sound through its PIO port. It sells for \$40. Horizon also announced that the ACCELERATOR is dead!

5. Western Horizon is working on a Small Computer Standard Interface (SCSI) card. This card will allow easy access to up to seven SCSI hard and floppy drives (both 3.5 and 5.25 with capacities up to 4 megabytes) and even Winchester drives up to 1.6 gigabytes of hard disk storage. It will read in all current formats including PC compatible data. (The PC TRANSFER is built-in without having to convert.) Cost is expected to be about \$170.

6. New software releases from Omegaard includes First Draft, a word processor with a built-in spell checker and pull down menus. The software will accept TI-Writer files and Page Pro graphics.

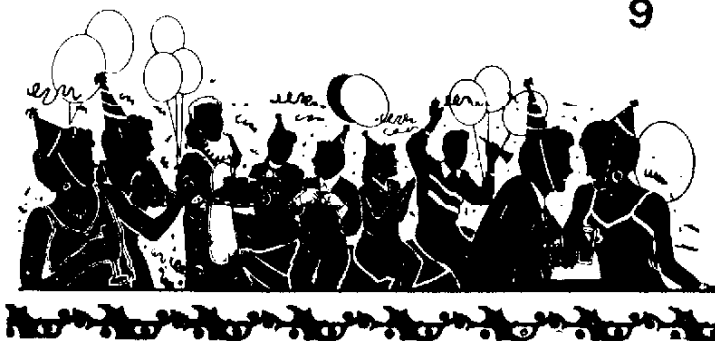
7. It seems the recent news of the M-DOS buyout spells the liberation of the Geneve 9640. Upon completion of the M-DOS configuration software, it appears the 9640 will finally have a stable environment within which its owners can realize their fondest but heretofore frustrated desires.

At the banquet following the Faire, it was announced that a chain of 50 hotels in southwest United States is using the TI-99/4A system for its operations. And you thought the TI is a "home computer." It seems its "user friendliness" with its immediate access to data counts for something after all.

The banquet was also the scene of the 2nd annual John Birdwell award for excellence throughout the TI community. The recipients of this years coveted award are John Kohoen and Laura Burns, Publisher and Editor respectively, of MICROpendium.

The award is given in honor of the deceased John Birdwell, a long time supporter of the TI and the author of the versatile "Disk Utilities."

In conclusion, it was never so obvious than at this Faire that the TI legend has no equal anywhere today or at anytime in the history of computing. Watching hundreds of people converging from afar at selected sites throughout the year, speaking the same language and striving to achieve new wonders and heights never dreamed possible by the TI-99/4A's original designers, is an amazing phenonemen for a machine orphaned for almost a decade! See Hal Shanafield's welcoming address (to the Faire) printed elsewhere in this Newsletter.



9



Happy New Year!

FEST WEST "NORTH" 93

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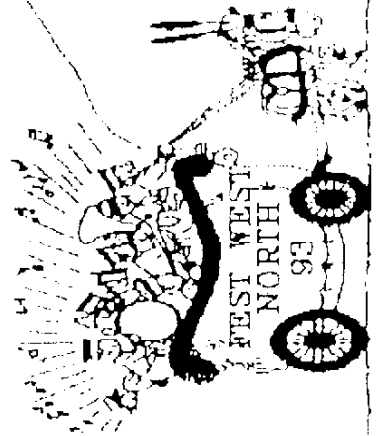
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What's up?
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