99 HOCUS

Home Computer
Users Spotlight
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Milwaukee Area 99/4 Users Group

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I thought this was kind of cute.

Three women are sitting in a bar discussing their lovers. The first says, "Mine's a wrestler. He's very forceful and aggressive in bed." The second one says, "Mine's an artist. He's very delicate and gentle with me in bed." The third just stares bleakly down at her drink. "Mine's working on the new 'Myarc 9640 Geneve' computer," she says. "He just sits on the edge of the bed and tells me how good it will be when I finally get it !"

Gee! Do you think we're finally going to get it??

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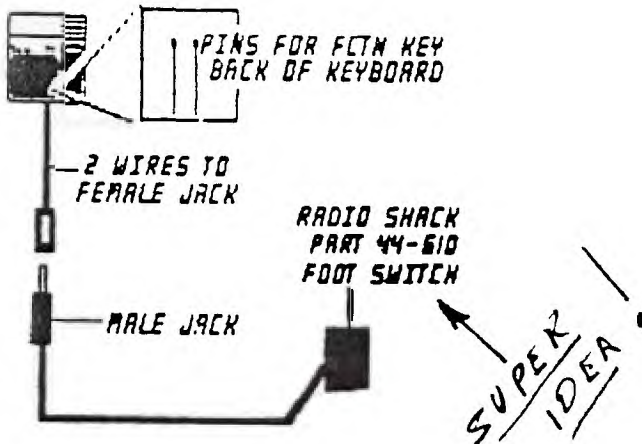
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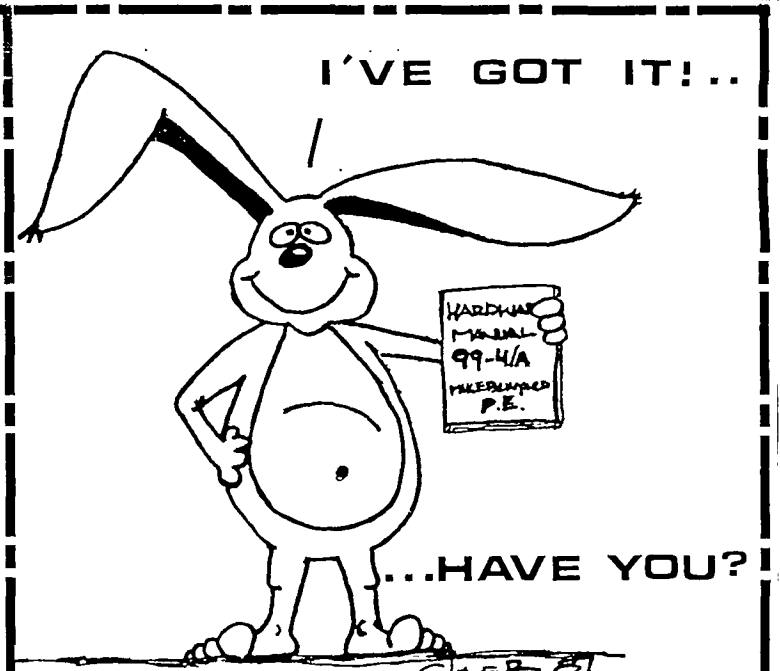
BRUCE'S COMPUTER MAGIC

by BRUCE KALVER

Here is a quick do-it-yourself project for all you TI-WRITER users out there. This is how t attach a footswitch to your computer to use instead of your FCTN key. It is very handy while using TI-WRITER so you don't have to do all those awkward positions to make things work. I learned about this while at a TI computer fair. I was standing around a table waiting for a demonstration on how to clean your computer when a member of the club asked me if I had invented any new gadgets for the TI. The guy behind me overheard this and one thing led to another and this guy told me about his footswitch. I jotted down some notes on a candy wrapper and thanked him. Alas I have misplaced my Cadbury Crunchie Bar wrapper so to the mystery man from Massachusetts, I thank you for the idea. The picture is pretty straight forward. The two wires are soldered on the two pins below the FCTN key then out as described in the picture.

Thanks to all the newsletters that have been reprinting my articles. Please remember to give credit to the North Eastern 99ers who publish my articles first.

FCTN FOOTSWITCH

PINS FOR FCTN KEY
BACK OF KEYBOARD

—2 WIRES TO
FEMALE JACK

—MALE JACK

RADIO SHACK
PART 44-610
FOOT SWITCH

SUPER IDEA

UTILIZING THE MERGE FORMAT
BY R. PETROCOME - VIA THE SOURCE
VIA THE K-TOWN 99ERS FEB 87

The merge option of XBasic opens up the possibility of doing many things far from its original purpose. Using the merge format to send programs via modem was, until recently, the only way a remote computer could send a program on its own. We have seen it used to convert text files to program allowing users to write programs on word processors and later convert them. It can also be used to enable one program to, in effect, write another program.

This can be useful, especially when you have to type the same command many times with different variables such as CALL SOUND, DATA, CALL CHAR, etc. By utilizing this format, a person would have to type in only the variables and the computer would write the line numbers and the command by itself.

FILE STRUCTURE

The first step in creating a merge format file is the OPEN statement. Merge files must be DIS/VAR 163 files. An example open statement is:
    OPEN #1:"DSK1.FILENAME",VARIABLE 163

CONDENSED CODING

In the merge format, most Extended Basic commands are represented by one ASCII character between 129 and 254. In order to write files in the merge format, it is necessary to know these codes. You can generate a list of the merge format codes by typing in the following program:
    100 OPEN #1:"DSK1.CODE",VARIABLE 163
    110 LINE=128
    120 FOR I=129 TO 254
    130 LINE=LINE+1
    140 PRINT #1:CHR$(0)&CHR$(LINE)&CHR$(I)&CHR$(0)
    150 NEXT T
    160 PRINT #1:CHR$(255)&CHR$(255)
    170 CLOSE #1 :: END
    When you run this, it will create a merge format file containing all the condensed format codes. After running it, type NEW and then MERGE DSK1.CODE. When the drive stops, and you list the program, you will notice that there will be one command or character per line, the line number will be the ASCII code of that command or character. Please note that the following lines will not be used and should be deleted.

WRITING A LINE OF CODE

The first part of a line of code is logically the line number. The line number is given by two CHR$ statements, the first one gives the number of 256's in the line number and the second gives the number of ones.
    EXAMPLES: CHR$(0)&CHR$(100) LINE 100
              CHR$(1)&CHR$(24) LINE 280
              CHR$(2)&CHR$(2)   LINE 770
    Next, you must write the command you wish to use by using the CHR$ of the ASCII value as generated by the program given earlier.

If the line you are coding requires that you use variable names then they must be enclosed in quotes. Suppose you wanted to enter the following line:
    100 PRINT A
    You would enter:
CHR$(0)&CHR$(100)&CHR$(156)&"A"&CHR$(0)
    :   :   :   : :
    :--------:   :   : :
        :   ASCII   : END OF
       100   CODE FOR PRINT : LINE
                                :
                           VARIABLE
                              A

This brings up another factor, you will notice that there is a CHR$(0) at the end of the line, this is an indicator which tells the computer that it is the end of the line and should be at the end of all lines of code.

Strings which would normally be quoted in Extended BASIC are also handled specially. Before the string to be printed, you must enter two CHR$'s, the first being CHR$(199) and the second being the length of the string that follows. The same also applies to all numeric constants with the exception that the first CHR$ should be CHR$(200) and not CHR$(199). Note that both constant and string are placed in quotes.
    EXAMPLE:
1 PRINT "YES",52
    You would enter:
CHR$(0)&CHR$(1)&CHR$(156)&CHR$(199)&
    :   :   :   :
    ---------   PRINT   QUOTED
        1   STRING

CHR$(3)&"YES"&CHR$(179)&CHR$(200)&
    :   :   :   :
    :   YES   ASCII   UNQUOTED STRING
LENGTH   CODE   OR
 IS 3   FOR COMMA   NUMERIC CONSTANT

CHR$(2)&"52"&CHR$(0)
    :   :   :
LENGTH   52   END
 IS 2   OF LINE

The final exception is when you have line numbers within a line, for example in GOTO's, GOSUB's, Etc. To include a line number like this you must first identify the coming line by typing in CHR$(201) and then you enter the line as you do a regular line number.
    EXAMPLE:
7 GOTO 1
    Written like this:

CHR$(0)&CHR$(7)&CHR$(134)&CHR$(201&
    :   :   :   :
    ---------   GOTO   LINE #
        7   NEXT

```
*****************************
*                           *
*    ELECTRONIC DATEBOOK     *
*    Dr. Roy T. Tamashiro    *
*                           *
*****************************
```

With the New Year upon us, it is time for reflections on the past year, and resolutions and planning for 1987. The program below, ELECTRONIC DATEBOOK, may be helpful in keeping track of appointments, birthdates, anniversaries and other important dates. It is a monthly calendar which allows you to enter notes or memos for any day of the year.

To use ELECTRONIC DATEBOOK, type the program listed below :. using Extended BASIC and save the program on your disk or cassette. When you RUN the program you will see the Main Menu, which asks whether you want to (1)View the Calendar, (2)Load the Date File, (3)Save the Date File, or (4)Exit. Choose option 1. At the next prompt, select the month you wish to view. For example, enter 1 for January.

You will see the calendar for the month you selected. You may then choose to (1)Select a date, (2)Print or (3)Return to the main menu. If you choose (1)"Select a date", you are asked which date of the month. When you do so, you are asked to enter your memo for that date. You have four screen lines to do so.

When the calendar for the month is redisplayed each date for which you have an memo entry is starred(*). If you choose option 1 again ("Select a Date"), you will see the memo displayed.

Once you have several memos in a given month, you may want to get a printout. To do so choose option 2 from the menu under the calendar, then enter your printer device name, such as "PIO" or

"RS232.BA=600", etc.

When you are finished entering information for the month, choose option 3 "Go to the main menu". From the main menu, choose option 3 "Save Date File". Pick DSK1 (disk), DSK2, or CS1 (cassette) for the device you are using. If you are using a disk, be sure you have at least 185 sectors free on your disk. Use a blank cassette if you choose CS1. The entire year's memos will be save on the disk or cassette file. Be patient as this process takes several minutes.

The next time you wish to consult the ELECTRONIC DATEBOOK, run the program and choose option 2 "Load Date File" from the main menu. All of the dates for which you made entries will now be ready for you to view, to revise or to print out.

```
100 !************
110 !* ELECTRONIC *
120 !* DATEBOOK  *
130 !* -- 1987 -- *
140 !************
150 !AUTHOR:ROY TAMASHIRO
160 !USES X-BASIC
170 DIM D$(11,31,4)
180 M$="5Jan311Feb281Mar314A
pr306May312Jun304Jul317Aug31
3Sep3C5Oct311Nov303Dec31"
190 GOSUB 500 :: W1$="Author
:Roy Tamashiro" :: R=3 :: GO
SUB 490
200 DISPLAY AT(8,7):"1 To Vi
ew Calendar":TAB(7);"2    Lo
ad Date File":TAB(7);"3    S
ave Date File":TAB(7);"4
Exit"
210 DISPLAY AT(19,5):"YOUR C
HOICE (1-4):" :: ACCEPT AT(1
9,24)SIZE(1)VALIDATE("1234")
:C$
220 GOSUB 500 :: ON VAL(C$)G
OTO 230,400,440,480
230 DISPLAY AT(4,1):"Enter M
```

onth (1-12):" :: ACCEPT AT(4
,21)SIZE(2)VALIDATE(DIGIT):M
 :: M=M-1 :: IF M<0 OR M>11
THEN 230
240 GOSUB 500 :: M1$=SEG$(M$
,M*6+2,3):: DISPLAY AT(4,10)
:M1$;" 1987" :: DISPLAY AT(5
,1):"Sun Mon Tue Wed Thu Fri
 Sat"
250 N=0 :: S=VAL(SEG$(M$,M*6
+1,1)):: W$="" :: FOR K=S TO
 7 :: N=N+1 :: IF D$(M,N,0)<
>"" THEN W$=W$&"*" ELSE W$=W
$&" "
260 W$=W$&STR$(N)&" " :: NE
XT K :: DISPLAY AT(6,(S-1)*4
+1):W$
270 W$="" :: L=VAL(SEG$(M$,M
*6+5,2)):: FOR K=N+1 TO L ::
 N=N+1 :: IF D$(M,K,0)<>"" T
HEN W$=W$&"*" ELSE W$=W$&" "
280 IF N<10 THEN W$=W$&STR$(
N)&" " ELSE W$=W$&STR$(N)&"
"
290 NEXT K :: DISPLAY AT(7,1
):W$ :: CALL HCHAR(12,1,45,3
2):: DISPLAY AT(13,1):"* ind
icates dates noted."
300 DISPLAY AT(15,3):"1 to S
elect a Date":TAB(3);"2 to P
rint":TAB(3);"3 to go to men
u":TAB(9);"Your Choice (1-3)
:"
310 ACCEPT AT(18,28)SIZE(1)V
ALIDATE("123"):C$ :: GOSUB 5
10 :: ON VAL(C$)GOTO 320,350
,190
320 DISPLAY AT(15,1):"Enter
Date:(1-";STR$(L);")" :: ACC
EPT AT(15,19)SIZE(2)VALIDATE
(DIGIT):DD :: IF DD<1 OR DD>
L THEN 320
330 GOSUB 510 :: DISPLAY AT(
15,1):"Type memo for ";M1$;D
D;"below." :: FOR I=0 TO 3 :
: DISPLAY AT(I+18,1):D$(M,DD
,I):: NEXT I
340 CALL VCHAR(18,2,62,4)::
FOR I=0 TO 3 :: ACCEPT AT(I+
18,1)SIZE(-28):D$(M,DD,I)::
NEXT I :: GOTO 240
350 DISPLAY AT(15,1):"Enter
Device Name:";"PIO" :: ACCEP
T AT(16,1)SIZE(-28):P$
360 OPEN #1:P$ :: PRINT #1:T

A6(30):M1$;" 1987"
370 FOR I=1 TO L :: IF D$(M,
I,0)<>"" THEN PRINT #1:M1$;I
;"1987" ELSE 390
380 FOR J=0 TO 4 :: PRINT #1
:D$(M,I,J):: NEXT J :: PRINT
 #1:" "
390 NEXT I :: CLOSE #1 :: GO
TO 240
400 W1$="Load Date File" ::
R=3 :: GOSUB 490 :: GOSUB 52
0 :: IF C$="4" THEN 190
410 OPEN #1:F$,INPUT ,INTERN
AL,FIXED 128
420 FOR I=0 TO 11 :: FOR J=1
 TO VAL(SEG$(M$,I*6+5,2))::
FOR K=0 TO 2 :: INPUT #1:D$(
I,J,K):: NEXT K :: INPUT #1
:D$(I,J,3):: NEXT J
430 NEXT I :: CLOSE #1 :: GO
TO 190
440 W1$="Save Date File" ::
R=3 :: GOSUB 490 :: GOSUB 52
0 :: IF C$="4" THEN 190
450 OPEN #1:F$,OUTPUT,INTERN
AL,FIXED 128
460 FOR I=0 TO 11 :: FOR J=1
 TO VAL(SEG$(M$,I*6+5,2))::
FOR K=0 TO 2 :: PRINT #1:D$(
I,J,K);:: NEXT K :: PRINT #1
:D$(I,J,3):: NEXT J
470 NEXT I :: CLOSE #1 :: GO
TO 190
480 CALL CLEAR :: END
490 DISPLAY AT(R,14-LEN(W1$)
/2):W1$ :: RETURN
500 CALL CLEAR :: W1$="ELECT
RONIC DATEBOOK: 1987" :: R=1
 :: GOSUB 490 :: CALL HCHAR(
2,4,45.25):: RETURN
510 CALL HCHAR(15,1,32,288):
: RETURN
520 DISPLAY AT(6,3):"1 for D
SK1":TAB(3);"2   DSK2":TAB
(3);"3   CS1":TAB(3);"4
None of the above"
530 DISPLAY AT(15,5):"Your C
hoice: (1-4)" :: ACCEPT AT(1
5,25)SIZE(1)VALIDATE("1234")
:C$
540 IF C$="3" THEN F$="CS1"
ELSE F$="DSK"&C$&".DATEFILE"
550 RETURN
```



ON THE FASTTRACK

FROM TITLE SCREEN:
        CATALOG DISK = DSK1. <ENTER>
        LOAD FILES: MAX-RLE will load:
                1) DIS/FIX 128 RLE's
                2) DIS/VAR 80  RLE's
                3) GRAPHX Files
                4) TI-ARTIST (V/2) Files

ONCE GRAPHIC IS LOADED:
        SCREEN DUMP TO PRINTER
                <P>rinter - Default = PIO.CR
        SAVE FILE TO DISK
                <S>ave - Default  = GRAPHX Format
                        <SPACE BAR>= TI-ARTIST Format
                        <SPACE BAR>= DIS/FIX 128
                        <SPACE BAR>= DIS/VAR 80
        CHANGE GRAPHIC COLORS

| COLOR | FOREGROUND | BACKGROUND |
|-------|------------|------------|
| Black | 1 | SHIFT 1 |
| Medium Green | 2 | SHIFT 2 |
| Light Green | 3 | SHIFT 3 |
| Dark Blue | 4 | SHIFT 4 |
| Light Blue | 5 | SHIFT 5 |
| Dark Red | 6 | SHIFT 6 |
| Cyan | 7 | SHIFT 7 |
| Medium Red | 8 | SHIFT 8 |
| Light Red | 9 | SHIFT 9 |
| Dark Yellow | a | A |
| Light Yellow | b | B |
| Dark Green | c | C |
| Magenta | d | D |
| Gray | e | E |
| White | f | F |

## FRBASE COMMANDS

A Add Record              L Print Labels
B Boot Data Base          N Go to Screen #
C Control Codes           O Program Options
D Delete Record           P Print Screen
E Edit Record             Q Quiet FRBASE
F Find String             R Print Reports
G Global Search           S Sort Index
H Display Commands        U Use Index to Find
I Build New Index         V View Index

FCTN X   Scroll to Next Screen
FCTN E   Scroll to Previous Screen
FCTN D   Next Alphabetical Screen
FCTN S   Previous Alphabetical Screen

CTRL X   Rapid Scroll Screen 1 - End
CTRL E   Rapid Scroll Screen End - 1
CTRL D   First Alphabetical Screen

CUSTOMIZING FUNNELWRITER
        (from ROM Newsletter, FEB.'87)

It has been said that
FUNNELWRITER may be the most
significant program written for the
TI. One could argue this point but
not easily dismiss it.

I have been working on getting
FUNNELWRITER to support the
utilities that I normally use. This
is the first of a series on
customizing FUNNELWRITER.

The first thing I wanted to do
was to enable FUNNELWRITER to load
FAST-TERM. When you press 5 on the
main menu, one of the options that
comes up for number 2 is MODEM. I
could not find, however, what file
name was needed. After a bit
searching (using DISK UTILITIES), I
found it: MD.

FAST-TERM comes with two files
named UTIL1 and UTIL2. You must
rename them (using DM1000) to MD and
ME and then copy the files to your
FUNNELWRITER disk. Change the names
before copying because there already
is a UTIL1 on the FUNNELWRITER disk
and you do not want to overwrite it.

When you switch item 2 to DISK
EDIT, FUNNELWRITER loads Disk Patch,
or Disco. This is a bare bones disk
sector editor. I wanted to load
DISK UTILITIES so I removed Disco
from my FUNNELWRITER disk, renamed
the two DISK UTILITIES Files (UTIL1
and UTIL2) to DP and DQ and copied
them.

I did all of this renaming and
copying on back-up copies. My
originals are safe and unmodified.
Always keep a master copy of
important programs.

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