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W-AGE/99 \* NEW-AGE/  
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\* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 \*

#13

### **the VCR CONNECTION**

I think one of the most exciting things to happen in our 99 world is the advent of tutorial and conference videos.

Almost everyone has a VCR, the ownership of which can now open new worlds to 99 and Geneve users. Now that VCRs are coming down in price, more and more groups and individuals are using this tool to enhance their computer activities and share their computer knowledge.

The unquestioned master of this new genre is Dr. Charles Good of the Lima, Ohio, group. Videos have been around for some time and made their first TI existence about five or six years ago at the Chicago Fair. Some of the big-wiggies were interviewed and some screens were shown of different pieces of software. This amateur tape circulated for a year or so around lots of user groups. We (then still in the millions, it seemed) watched transfixed as new and exciting things were explained and shown to us.

Then drought.

Well, even though there were some other videos around here and there, the drought really ended when Charlie took up the cause with a vengeance. Not only does the Lima group make a monthly tape of the demos of their meetings, but they have amassed a vast TI tape library. I have on my desk (all from Lima) the following: NEVER RELEASED OFFICIAL TI MODULES, TI MULTI-USER GROUP CONFERENCE 1988, CONFERENCE 1989 (2 tapes), CONFERENCE 1990 (3 tapes), MBX REQUIRED GAMES, FUNNELWEB v4.2 DEMO, and DON ALEXANDER'S GENEVE SOFTWARE DEMO. These 10 tapes run about 50 hours! They are filled with all sorts of people demonstrating (or discussing or teaching) all sorts of TI things. I'll list a few.

Karl Romstedt - friendly general loader and label printing software in XB with assembly routines; Harold Hoyt - useful applications of Steve Karesek's SUPER BASIC; Irwin Hott - using ALSAVE to imbed assembly code with an XB program; Bill Hudson - an assembly language prescan for XB; Multiplan Tutorial - presented by Great Lakes Computer Group; PLUS! - demonstrated by Jack Sughrue; Geneve - demonstrated by Edu Comp; Horizon Ramdisk - discussed by Bud Mills; Home Control 99 - demonstrated by Paul Wheeler; The Future of User Groups - discussion led by Charles Good and Dave Szippel of the Lima Group; A Blind Person Using the TI - demonstrated by Irwin Hott; NUTS & BOLTS - demonstrated by Jim Peterson; GENE III - demonstrated by Dick Berry; Output to a VCR - shown by John Perkins; 1000 WORDS - author Norman Rokke demonstrates this Artist/text conversion file; Barry Traver - contents of Genial Traveler and linking XB to assembly via CALL LINK; Chris Bobbitt - recent and future releases from Asgard; Andy Frueh - music programming on the 4a; Ron Markus - the DIJIT AVPC 80-column card; Jim Horn - services on COMPUSERVE; Martin Smoley - TI BASE tutorial; Paul Scheidemantle - converting from one Artist format to another and tips and tricks; Steve Karasek - SUPERBASIC 2.0; Karl Romstedt - Panorama, a new artist program; Milo Tsukroff - MX-DOS v3.0 an icon/joystick based program loader with disk management features; Beery Miller - future software for the Geneve; Jim Peterson - using Don Shorock's Kana Filer that speaks and writes (with TEII)

Japanese and drills vocabulary; Bruce Harrison - secrets of assembly language programming to make TI music; Gary Bowser - Rambo review module library box; Gary Taylor - demonstration of TI's Compact Computer 40, TI's Hex Bux peripherals, and Mechatronics Hex Bus Drive; and lots more.

This should give you a good idea of the kinds of things available each May just from the annual Lima Fair (called "T.I. Multi User Group Conference," for some unknown reason). Each of these six-hour tapes use cameras on the tutor while cutting into the screen electronically when something is being shown. These tapes get better and better each year, and the editing techniques are superb. Although I haven't been able to attend the last two years, I felt I got a big part of the fair sent to me. I know a lot of other homebound TI acquaintances feel the same. It's no real substitute for being at the fair, of course, but it's a great second best. The TI experts are at your beck and call in your home any time you want them.

In addition to all these fair tapes, there are numerous "single theme" jobs also available. Don Alexander of Macon, Georgia, for example, does a fine job with the Geneve. I think this one is better for someone who has used the Geneve for awhile, though. I hope someone eventually does a truly step-by-step basic tutorial of the Geneve, maybe even a full six hours. It is sorely needed.

Charlie has also done theme tapes, such as MBX (where he steps through all the MBX modules) and UNRELEASED (where he plays and discusses all the delightful unreleased TI modules). I found both these tapes fascinating, particularly the UNRELEASED, as I could load them onto my SUPERCART or my GENEVE. Charlie's FUNNELWEB 4.2 DEMO is a classic. The viewer is taken through every step of the FWB configuration process that (for some strange reason) frightened so many people. Though the tape is similar to Charlie's tutorials in the BITS, BYTES & PIXELS newsletter he edits for Lima, it is far more extensive and much clearer, as you can see and hear everything being done live. I can't imagine anyone not being able to perform FWB magic after viewing this tape.

To get more information about these tapes (and/or join the Lima Group by mail which I would HIGHLY recommend), contact Charles Good, PO Box 647, Venedocia, OH 45894.

## ANOTHER GOLDEN GOODIE

There is another great video now available to TI owners: the full-length LOGO video done by Eunice Spooner (RFD 1, Box 3720, Webb Road, Waterville, ME 04901). It is wonderful! It also comes with a disk full of lots of the items she demos and a hardcopy listing of the items and footage for easy tape locations.

Eunice is a certified elementary teacher and it is obvious on this tape. She's terrific: kind, patient, step-by-step logical, no panic; and she makes everything seem easy and fun. Which it is, if you do the things she suggests.

I always liked LOGO. Then I put it away for a long time. After viewing this tape and trying her programs, I discovered I ♣ LOGO.

If you own LOGO, get this package instantly. At \$10 it is a total steal. And it is used as a fundraiser to support the only ALL KIDS TI USER GROUP IN THE WORLD! If you don't own LOGO, buy it instantly. (It's on sale everywhere CHEAP! I paid \$119 for my first and recently bought an unboxed one for \$15.) But, new or used, pick one up for this video/disk set alone. You'll rediscover the joys of computing and the real fun (and learning, which is why it is fun) of your remarkable 4a. Don't delay.

(If you use NEW-AGE/99 please put me on your exchange list.)

By Earl Raguse

TIPS is a program written by Ron Wolcott, put in the Public Domain, and which is to graphics what FunnelWeb is to text. It first became available to me as Ver 1.2. It was written in XBASIC, with a few assembly Language routines which were linked. It was a very slow program, a little hard to learn, but it was worth it, because of the superb graphics one got for ones trouble. To my utter amazement, there appeared to be about 3000 separate graphics pictures available. It did Banners, Posters, Signs, Cards, Labels, and T-shirt iron on transfers, and who knows what else. A true marvel for the TI 99/4A.

I got my first revision, 1.3, along with more graphics yet, just before Christmas in 89. By that time Irwin Hott had written a LOADER program to load all the assembly parts of the program, and to provide a menu. Ver 1.3, was a little faster, and had more features. I fixed that with messages and displayed count down, so you knew your computer hadn't locked up in the 3 minutes or so of blank screen it took to load.

I vowed I would someday try to understand TIPS so I could split it up into several different programs which could be loaded from a menu to do a specific task, like Banners, Signs, Posters, Cards, T-shirt transfers, Calendars, Labels, Letterheads, and more, like color printing. The idea being to avoid loading all the stuff TIPS could do but you were not going to use that session.

Well, I never got around to it. Then Ron released Ver 1.6, which makes that really unnecessary, because it now loads in about 30 seconds, fonts load in about 10 seconds or less, images load faster, and you can view them faster. I still felt however, that there was room for improvement in the user interface.

I have been working on Ver 1.6 ever since I got it in late August, along with many new graphics. The supply of new graphics seems unlimited. My goal was to improve the User Interface. I was (am) very much handicapped by a severe lack of understanding of graphics and what Ron is doing when reading and printing files. After much struggling, I succeeded in following the reading of the files for names, and later searching for a particular one. I still have no comprehension of how one goes about storing and retrieving an image, much less the manipulations one must go through to convert them to printer pin

printing instructions. The more I learned, about the program, the more I marveled. I call my revision Ver 1.6/ER.

I added a title screen with some instructions. I changed all PRINT commands to DISPLAY AT, so I could use ERASE ALL and position information in the center of a clean screen, instead of the cluttered screen made by PRINT commands and scrolling. I retyped all the Menus (TIPS has at least 10 major ones) to Caps and lowercase for ease of reading. Selections are made by pressing the first letter only.

I used CALL KEY(3,K,S) instead of INPUT to get menu selections, this guaranteed an uppercase letter regardless of the Alpha Lock key position. It also provided "hot" key action. The latter terminology is due to Mary Philips of the Ozark 99ers. No ENTER key is required, except for text input.

I displayed the CALL KEY selection so one could see what one had pressed. I added informational notes for the action taken on some Menu selections that did nothing apparent, like NEGATIVE, POSITIVE, GAP, NOGAP so one could be assured that something had transpired.

I used ACCEPT AT for text inputs, as an adjunct to DISPLAY AT. ACCEPT AT allows vastly improved editing of verses, label text etc. The only disadvantage of ACCEPT AT is it does not accept lowercase so it will not allow lowercase in the labels or card verses. That's probably because the 99/4A initially didn't have lowercase. That can be fixed with an assembly version of ACCEPT AT, I wrote one, CALL TAKEAT, but I need to get it into the LOADER program, I don't know how to do that yet.

I repeated the Image name at several menus, one tends to forget after making so many transaction decisions that are required. I also tried rather unsuccessfully, to substantially reduce the number of variable names to be prescanned, this was to speed up operation once the program was loaded. I was able to delete a few, but not many, its a complex program. Also, of interest to programmers only, I used subprograms instead of some of the many subroutines, to make the program more readable. In particular, I added the musical Charge! instead of the drab honk that TIPS provided after displaying an image as a notification that it was done. I added a "press any key" instruction also, in case you didn't know what the honk wanted, and it was not obvious if you hadn't yet read TIPSDOCS.



I changed the menu sequence so one can go from the main menu right to posters without loading an image. If turns out that an image is wanted after all, one can go back for it. I fixed it so one can go from poster to font to poster without going through the image process. That way one can easily make a poster using all available fonts. I used the provided program to convert the TIPSFONT 7-9 files to FONTTIPS and put them all on the disk, so now there are 9 fonts plus normal printer font available.

I particularly appreciated the binary search for images. In a file of 126 max names, it guaranteed reading no more than 7 names before finding a match. I think almost everyone else would have done a linear search. I did, however, discover that when the image number, not seen by the user of course, was evenly divisible by three, the search was not always successful. I don't know why that was, but I fiddled with the search until I did understand it, then it worked as expected. In the end I had deleted some steps, and added information.

The List command listed all the images single file over 3 plus sheets of paper, not to mention spitting out a sheet of blank paper to start with. Shades of the original TI Writer! I couldn't tolerate that so I fixed it so it prints image names five across, like TIPSSHOW. Have not mentioned that yet have I? Another marvelous program by Ron to display all the images on a disk in five across the page, taking up to four pages for disks with 126 images on them. Many have only a hundred images.

I added a new command to the Label Menu called Put. This allows one to put the graphic (and text if any) at any column. That with the Space function, allows one to Put the label anywhere on the paper. This added to Ron's Header function lets you make letterheads located anywhere. The latter function has a built-in form-feed, so you can print letterhead paper to your heart's content. Put will work with printers which do not have a left margin command. I discovered that there are quite a few, and some that do not obey the Epson standard command.

I made it possible to specify the drive number for any disk access, instead of swapping disks. One can still use TIPS on a one disk system however. I keep TIPS and the font files on my Ram disk. I tried to make the menus more uniform. In particular, I changed all the menu terms like Back, Redo, Dsk, Exit, & Quit meaning back to Back. This allows one to go from the most remote menu to the Main menu just by repeated pressing of

the same key. I spelled out all menu words. In fact I did everything I could think of to make it easy for the novice user. We are all novices when we first run a program.

My major problem has been checking to see if everything still worked, and often it didn't. Then I would spend hours, in one case days, troubleshooting to find my error(s). Once, recently I found that the Banner, Totem Pole and Card images were not printing correctly. I compared a printout of the faulty program with a printout of a known working program, but could not uncover any error, unless it was in something that I just didn't understand.

Because the problem always seemed to revolve around areas with a CALL LINK, I finally asked myself, "What if the problem is not in TIPS, but the loader". I had no way to check that except with a sector editor, and then I didn't know what to look for. Finally I decided just to copy Irwin's LOADER from a working disk to the non-working one. PRESTO!! that immediately fixed the problem, but only after wasting 3 whole frustrating days troubleshooting the wrong problem. I was at first afraid that I had clobbered the LOADER by modifying it when I added several programs to it. As it turns out, I will never know what went wrong. I am always afraid there are still bugs in it that I haven't checked. I have finally been able to contact Ron. I have sent him a copy of Ver 1.6/ER.

Now that its all done after many many hours, Ron has now released Ver 1.7, that adds new features. I don't know how, or if, I am going to merge the two programs. At any rate, Ver 1.6/ER is now available to you, ENJOY ENJOY ENJOY!!

One thing that I originally intended for TIPS, I did finally do, I extracted the Label function to make a program called TIPSLABEL. It loads much faster and has a saving function for text. I hated to rewrite the text every time I wanted to print a label. I put in a good editing option also. It is combined with a menu and TIPSSHOW, so that it is stand alone. It will be available in the UGOC library as of the December meeting.

I will be giving a demonstration of TIPS at the December Meeting, so be sure to be there to see one of the best programs ever written for the TI.

THANKS TO WALT NOWAK FOR THE BEST TWO ARTICLES Ed.

## Files ?

Reprinted courtesy of "Bits, Bytes and Pixels" via Lincoln 99 Newsletter and Boston Computer Society Newsletter.

EDITOR'S NOTE: There are new members around who do not know as much as you old timers. There are also some of us old timers who need their knowledge refreshed from time to time. The following article on file types for the 99/4A is for these people.

Although the information in this article is probably old hat to many of you veteran TI users, I still get many questions at club meetings concerning how to load files and programs. "There is a name on the disk directory, but I can't seem to get it to load. What do I do?" If this is sometimes your problem, this article is for you.

Disk files that can be loaded directly into the computer are in the following forms:

PROGRAM, INT/VAR 254, DIS/VAR 163, DIS/VAR 80, DIS/FIX 80.

Any other file format represents a data file which can be loaded from within a program already in the computer. Examples are INT/FIX 108, INT/VAR 128, AND DIS/VAR 64.

PROGRAM. These files are the most common and the vast majority represent TI BASIC or Extended BASIC programs. Many TI BASIC programs load and run correctly from Extended BASIC (but not vice versa). However, if after loading the PROGRAM file into Extended BASIC you get a BAD VALUE IN XXX error

when you attempt to run the program, you need to reload the program into TI BASIC. The BAD VALUE error is caused by the use of chars above 143, which aren't allowed in Extended BASIC.

If you attempt to load an Extended BASIC program into TI BASIC it will seem to load properly. However, when you run the program, you will probably get a FOR-NEXT ERROR IN XXX message. Attempting to list line XXX gives a screen of nonsense. You cannot use TI BASIC to work with Extended BASIC programs.

If a file occupies more than 45 disk sectors and won't load in either version of BASIC you have to open up extra memory. Do this by typing the following:

```
CALL FILES(1) [enter]
NEW [enter]
OLD DSK1.FILENAME [enter]
```

The file will now probably load.

Occasionally a PROGRAM file will not load from either version of BASIC, giving an I/O ERROR 50 when you attempt to do so. These files are likely to be assembly language programs that need the EDITOR/ASSEMBLER module to load. Press "2" for EDITOR/ASSEMBLER. Then press "5" for "RUN PROGRAM FILE". When prompted, type DSK1.FILENAME, hit [enter], and the program should load and start running. Some assembly language programs of this type can also be loaded from the TI Writer option #3, UTILITY.

Finally, some specialized PROGRAM files can only be loaded from the ADVENTURE,

PERSONAL RECORD KEEPING, STATISTICS, or other specialized modules. These files are actually data bases that can only be used with their particular module.

INT/VAR 254. These files are normally long Extended BASIC programs that would OLD and RUN in a normal way if memory expansion is connected to the system. They usually exceed 45 sectors in length and do not require CALL FILES(1) to load. Once loaded, these long programs cannot usually be saved to tape (SAVE CSI) without special techniques. You cannot OLD any INT/VAR 245 programs from TI BASIC.

DIS/VAR 163. This type of file represents an Extended BASIC subroutine in MERGE format. They can be merged into a program already in memory. To load such files, type MERGE DSK1.FILENAME and hit [enter]. You must do this even if there is no other program in memory. You cannot use OLD with files of this type. To save a program in MERGE format, type SAVE DSK1.FILENAME, MERGE. The MERGE option is not available from TI BASIC.

DIS/VAR 80. These are text files which can be read from the screen, edited, and printed to a printer via TI-Writer, either by using the module or one of our Extended BASIC loaders such as in FUNNELWRITER. The Editor/Assembler will also read, edit, and print these files from E/A option #1 "TO EDIT". Many of our more complicated programs will



## Files ( continued )

have documentation files on the same disk as the program. These files usually have the program name followed by the letters DOC.

DIS/FIX 80. These are assembly language programs which must be loaded via Editor/Assembler or Mini Memory modules. Press #2 to load Editor/Assembler or #3 to load Mini Memory. Then press the number corresponding to the prompt

LOAD AND RUN. When asked for a FILENAME type DSK1.FILENAME and hit [enter]. The DIS/FIX 80 file will load and may start running. If it doesn't start running, press [enter] at the next FILENAME prompt. Then at the PROGRAM NAME prompt type the name that gets the program going, and press [enter]. Sometimes this name is START. The correct startup name can often be found in the

program docs, which may exist on the disk as a DIS/VAR 80 file

FINAL NOTES. Any of the above file types may also be used as a data file to be loaded only from another program. This means the file cannot be loaded directly by Extended BASIC. The computer will recognize that the data in the file is not similar to a long Extended BASIC program.

## READ THE DOCS by Stan Corbin

One of the most common complaints, expressed by someone trying to help another to understand a program, is the pupil did not read the docs. This can be very aggravating to the educator, because it makes it necessary to do a lot more "teaching" to help the student understand the problem. There seems to be a universal antipathy to reading the docs. We are all guilty of it, at least once in our life.

It is strange, most men will not ask for directions on the road. We wouldn't want anybody to suspect we can't read a map. Yet, when it comes to computers, we find it so easy to just ask someone else how to make it work, without so much as a perfunctory perusal of the documentation.

Part of this might be blamed on the writer of the documentation. Writers are often so steeped in the knowledge of the subject, that they think everyone

knows what they are talking about. If the readers understood it all, there would be no need for the docs. Some writers write about the program, describing its' virtues, but never give a hint about how one gets it to do those things. Often an otherwise good program gets trashed because the documentation was so poorly written. Writers should bring themselves down to the level of the novice and describe the method of making the program work, step by step, or by going through examples.

Almost everyone, who has just received a new program, wants to see it work - immediately - sooner if possible. The first thing he does is try to boot up the program. If the program boots up, he then starts finagling around to try to put it through its' paces. Often, he gets nowhere, so he calls his friend and asks for help. He might have

gotten all the help he needed by reading the docs, but that will take too long, he needs to know all about the program, now! Ah said naow! He can't be bothered reading the docs, besides, he might not understand them. So his friend has to explain the nuances of the program and read the docs to him.

Does this sound like someone you know? We all know someone like this - in fact, it might be us.

Computers are supposed to be fun, and reading the docs is work and time consuming. We're lazy, we don't want to work.

The moral of this story is, authors make it easy and fun to read your documentation, and then maybe - just maybe, we'll read it.

The above is reprinted from the Users Group of Orange County ROM newsletter.



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## NUTS &amp; BOLTS DISKS

These are full disks of 100 or more utility subprograms in MERGE format, which you can merge into your own programs and use, almost like having another hundred CALLS available in Extended Basic. Each is accompanied by printed documentation giving an example of the use of each. NUTS & BOLTS (No. 1) has 100 subprograms, a tutorial on using them, and 5 pp. documentation. NUTS & BOLTS No. 2 has 108 subprograms, 10 pp of documentation. NUTS & BOLTS #3 has 140 subprograms and 11 pp. of documentation. NOW JUST \$15 EACH, POSTPAID.

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\$ TIPS FROM TIGERCUB VOL.5 \$  
\$ Another 49 programs and \$  
\$ files from issues No. 42 \$  
\$ through 50. Also \$10 ppd \$  
\*\*\*\*\*

TIGERCUB CARE DISKS #1, #2, #3 and #4. Full disks of text files (printer required). No. 1 contains the Tips newsletters #42 thru #45, etc. Nos. 2 and 3 have articles mostly on Extended Basic

programming. No. 4 contains Tips newsletters Nos. 46-52. These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

This program uses the program that writes a program technique to create a program that can be used over and over to create quiz programs.

When you key in the these routines, DON'T change any line numbers!

First key in this routine and run it to create a D/V 163 file named ASCII on the disk in drive 1.

```
100 OPEN #1:"DSK1.ASCII",VARIABLE 163,OUTPUT
110 FOR J=1 TO 125 :: X=X&CHR$(J):: X2=X2&CHR$(J+125)
120 PRINT #1:CHR$(0)&CHR$(230)&"X"&CHR$(190)&CHR$(199)&CHR$(125)&X&CHR$(0)
130 PRINT #1:CHR$(0)&CHR$(240)&"X2"&CHR$(190)&CHR$(199)&CHR$(125)&X2&CHR$(130)&"J"&CHR$(190)&"X"&CHR$(184)&"X2"&CHR$(0)
140 PRINT #1:CHR$(255)&CHR$(255)
```

```
Next, key in this part -
220 CALL CLEAR :: CALL SCREEN(5):: FOR SET=1 TO 12 :: CALL COLOR(SET,2,B):: NEXT SET :: DIM L$(250,4)
```

```
230 !skip to line 280!
280 READ M$ :: DISPLAY AT(2,14-LEN(M$)/2):M$ :: FOR J=1 TO C :: READ M$ :: DISPLAY AT(6+J,4):J,M$ :: NEXT J
290 DISPLAY AT(12,1):"Category to match? (1-*)&STR$(C)&" :: ACCEPT AT(12,26)SIZE(1)VALIDATE("1234"):M :: IF M>C THEN 290
300 IF C=2 AND M=1 THEN A=2 :: GOTO 320 ELSE IF C=2 AND M=2 THEN A=1 :: GOTO 320
310 DISPLAY AT(14,1):"Match against (1-*)&STR$(C)&" :: ACCEPT AT(14,21)SIZE(1)VALIDATE("1234"):A :: IF A>C OR A=M THEN 310
320 DISPLAY AT(16,1):"How many choices? (2-5)" :: ACCEPT
```

```
AT(16,25)SIZE(1)VALIDATE("2345"):CH :: IF CH>N-1 THEN 320
330 FOR J=1 TO N :: FOR L=1 TO C :: READ L$(J,L):: NEXT L :: NEXT J
340 X$=SEG$(J$,1,N):: FOR J=1 TO CH :: RANDOMIZE :: X=INT(LEN(X$)*RND+1):: Y(J)=ASC(SEG$(X$,X,1):: X$=SEG$(X$,1,X-1)&SEG$(X$,X+1,255):: NEXT J
350 Z=INT(CH*RND+1):: IF L$(Y(Z),1)=Y$ THEN 350 ELSE Y$=L$(Y(Z),1)
360 DISPLAY AT(8,1)ERASE ALL:L$(Y(Z),M):: FOR J=1 TO CH :: DISPLAY AT(10+J,4):J;L$(Y(J),A)
370 NEXT J :: DISPLAY AT(23,1):""
380 DISPLAY AT(20,1):"(1-";STR$(CH);")?" :: ACCEPT AT(20,8)SIZE(1)VALIDATE(DIGIT):Q :: IF Q=0 OR Q>CH THEN 380
390 IF L$(Q,M)<>L$(Z,M)THEN 410 :: DISPLAY AT(23,1):"CORRECT!"
400 CALL SOUND(100,659,5):: CALL SOUND(100,784,5):: CALL SOUND(400,1047,5):: GOTO 340
410 DISPLAY AT(23,1):"WRONG!" :: CALL SOUND(300,110,0,-4,5):: GOTO 380
```

Enter MERGE DSK1.ASCII and then SAVE DSK1.QUIZ, MERGE Then key in -

```
100 OPEN #1:"DSK1.QUIZ",VARIABLE 163,INPUT :: OPEN #2:"DSK1.QUIZ/2",VARIABLE 163,OUTPUT
110 FOR J=220 TO 410 STEP 10 :: LINPUT #1:M$ :: CALL LINE(J,LN$)
120 PRINT #2:LN$&CHR$(156)&CHR$(253)&CHR$(200)&CHR$(1)&"1"&CHR$(181)&CHR$(199)&CHR$(LEN(M$))&M$&CHR$(0):: NEXT J
130 PRINT #2:CHR$(255)&CHR$(255):: CLOSE #1 :: CLOSE #2
140 SUB LINE(LN,LN$):: LN$=CHR$(INT(LN/256))&CHR$(LN-256*INT(LN/256)):: SUBEND
```

Run that to convert the merge file QUIZ into another merge file QUIZ/2. Then key this in -

```
100 CALL CLEAR :: CALL SCREE
```



```

N(5):: FOR SET=1 TO 12 :: CA
LL COLOR(SET,2,8):: NEXT SET
:: DISPLAY AT(2,5):"TIGERCU
B QUIZWRITER"
110 CALL CHAR(64,"JC4299A1A1
99423C"):: DISPLAY AT(4,1):"
@ Tigercub Software for free
":distribution - no copying
":fee may be charged."
120 DISPLAY AT(8,1):"This pr
ogram will write":multiple-
choice quizzes of":the cate
gory match type."
130 DISPLAY AT(11,1):"It wil
l accept up to 250":records
, if memory permits,":and u
p to 4 categories per":reco
rd."
140 DISPLAY AT(15,1):"For in
stance, a quiz on the":tabl
e of elements could have":t
he element name, its symbol
":and its atomic weight."
150 DISPLAY AT(19,1):"The pr
ogram will allow you":to se
lect which two cate-":gorie
s to match."
160 DISPLAY AT(23,8):"PRESS
ANY KEY" :: DISPLAY AT(23,8)
:"press any key" :: CALL KEY
(5,K,S):: IF S=0 THEN 160 EL
SE CALL CLEAR
170 DISPLAY AT(2,1):"The Qui
zwriter can be used":over a
nd over to write any":numbe
r of different quizzes,"
180 DISPLAY AT(5,1):"and eac
h quiz can be SAVED":and ru
n again and again."
190 DISPLAY AT(12,1):"Place
a disk in drive 1 with":eno
ugh space available for":th
e quiz."
200 DISPLAY AT(15,1):"What f
ilename will you use":for t
he quiz?":DSK1." :: ACCEPT
AT(17,6):F$ :: CALL CLEAR
210 OPEN #1:"DSK1."&F$,VARIA
BLE 163,OUTPUT
220 !skip to line 420!
420 DISPLAY AT(8,1):"TITLE O
F QUIZ?" :: ACCEPT AT(10,1):
T$
430 T$=CHR$(147)&CHR$(200)&C
HR$(LEN(T$))&T$ :: DISPLAY A
T(12,1):"NUMBER OF CATEGORIE
S (2-4)?"
440 ACCEPT AT(12,28)SIZE(1)V
ALIDATE("234"):C :: PRINT #1
:CHR$(0)&CHR$(250)&"C"&CHR$(

```

```

190)&CHR$(200)&CHR$(1)&STR$(
C)&CHR$(0)
450 FOR J=1 TO C :: DISPLAY
AT(12+J*2,1):"CATEGORY #";ST
R$(J);" TITLE?" :: ACCEPT AT
(13+J*2,1):C$(J)
460 T$=T$&CHR$(179)&CHR$(200
)&CHR$(LEN(C$(J)))&C$(J):: N
EXT J
470 PRINT #1:CHR$(1)&CHR$(14
)&T$&CHR$(0)
480 DISPLAY AT(2,1)ERASE ALL
:"INPUT DATA":;(input END
when finished)"
490 N=N+1 :: Z$="" :: DISPLA
Y AT(6,1):"RECORD #"&STR$(N)
&RPT$(" ",200):: FOR J=1 TO
C :: DISPLAY AT(7+J,1):C$(J)
:: ACCEPT AT(8+J,1)SIZE(20):
Y$
500 IF Y$="END" THEN N=N-1 :
: GOTO 530
510 Z$=Z$&CHR$(200)&CHR$(LEN
(Y$))&Y$&CHR$(179):: NEXT J
520 LN=1000+N*10 :: CALL LIN
E(LN,LN$):: PRINT #1:LN$&CHR
$(147)&SEG$(Z$,1,LEN(Z$)-1)&
CHR$(0):: GOTO 490
530 PRINT #1:CHR$(1)&CHR$(4)
&"N"&CHR$(190)&CHR$(200)&CHR
$(LEN(STR$(N)))&STR$(N)&CHR$(
0)
540 PRINT #1:CHR$(255)&CHR$(
255):: CLOSE #1
550 DISPLAY AT(8,1)ERASE ALL
:"Enter NEW":;:"Enter MERGE
DSK1."&F$;:"Enter SAVE DSK1
."&F$;:"RUN" :: END
560 SUB LINE(LN,LN$):: LN=C
HR$(INT(LN/256))&CHR$(LN-256
&INT(LN/256)): SUBEND
Enter MERGE DSK1. QUIZ/2
and SAVE the result as your
completed QUIZWRITER.

```

This truly remarkable one-line disk cataloger tinygram by John Martin was published in the Jackson County newsletter -

```

1 IF F THEN INPUT #1:A$,A,J,
K :: IF J THEN PRINT A$;TAB(
12);J;TAB(18);SEG$(B$,ABS(A$
2)+1,2);K;TAB(27);A<0 :: GOT
O 1 ELSE RUN ELSE B$="AVDFDV
IFIVP6" :: INPUT "DSK":F ::
OPEN #1:"DSK"&STR$(F)&".",IN
TERNAL,RELATIVE,INPUT :: GOT
O 1 ! BY JOHN M

```

```

And an ingenious tinygram
version of Wheel of Fortune,
in the West Penn newsletter.
1 ! $$$ FORTUNE OF WHEELS $$
$ A TINYGRAM $
$ by Mike & Ed Machonist
$$$$$$$$$$$$$$$$$$$$$$$$
2 CALL CLEAR :: INPUT "ENTER
THE MYSTERY PHRASE " :M$
:: CALL CLEAR :: L=LEN(M$)
3 D$=RPT$(CHR$(30),L):: FOR
J=1 TO L :: IF SEG$(M$,J,1)<
>" " THEN 4 ELSE D$=SEG$(D$,
1,J-1)&" "&SEG$(D$,J+1,L)
4 NEXT J :: PRINT D$
5 T=T+1 :: PRINT "TRY No. ";
T; :: INPUT "TYPE LETTER O
R ENTIRE PHRASE":A$ :: IF LE
N(A$)>1 AND LEN(A$)<L THEN 5
6 W=L+1-T :: IF A$=M$ THEN 9
7 FOR J=1 TO L :: IF SEG$(M$,
J,1)=A$ THEN D$=SEG$(D$,1,J
-1)&A$&SEG$(D$,J+1,L)ELSE 8
8 NEXT J :: PRINT :D$ :: GOT
O 5
9 FOR J=1 TO M :: CALL SOUND
(200+J*10,330+40*J,0):: NEXT
J :: PRINT "YOU WIN ";STR$(
M);",000 WHEELS!":; :: INP
UT "PRESS ENTER TO PLAY AGAI
N":6$ :: T=0 :: GOTO 2

```

```

100 ON WARNING NEXT :: DISPL
AY AT(3,10)ERASE ALL:"KALKUL
ATOR":;"Input 1st value an
d Enter.":"Input other value
s preceded":by +,-,& or / a
nd Enter." ! by Jim Peterson
101 DISPLAY AT(8,1):"Input =
and Enter to get":final re
sult."
110 R=14 :: C=1 :: ACCEPT AT
(12,1):N :: V=N :: F=1 :: N$
=STR$(N):: GOSUB 200
120 ACCEPT AT(12,1)VALIDATE(
"+-*/=",NUMERIC):N$ :: A=POS
("+-*/=",SEG$(N$,1,1),1):: 6
OSUB 200 :: IF A=0 THEN 120
:: IF A=5 THEN 160
130 ON ERROR 140 :: N=VAL(SE
G$(N$,2,LEN(N$)-1)): GOTO 1
50
140 CALL SOUND(200,110,5,-4,
5):: C=C-LEN(N$):: DISPLAY A
T(R,C):" " :: RETURN 120
150 IF A=1 THEN V=V+N :: GOT
O 120 ELSE IF A=2 THEN V=V-N
:: GOTO 120 ELSE IF A=3 THE
N V=V/N :: GOTO 120 ELSE IF
A=4 THEN V=V/N :: GOTO 120

```

```

160 DISPLAY AT(R,C):STR$(V):
: F,V=0 :: GOTO 110
200 DISPLAY AT(R,C):N$ :: C=
C+LEN(N$):: IF C>20 THEN C=1
:: R=R+1 :: RETURN ELSE RET
URN

```

Here is the world's short-est tic-tac-toe game, by R. Walters, converted to a tinygram by Jim Peterson

```

2 DISPLAY AT(5,1)ERASE ALL:"
LET'S PLAY TIC-TAC-TOE": "T
HE BOARD IS NUMBERED": :TAB
(10);"1 2 3": :TAB(10);"8 9
4": :TAB(10);"7 6 5":
3 A=9 :: GOSUB 8 :: S=8
4 DEF F(X)=X-4+4*SGN(8.5-X)
5 C=F(S+1):: GOSUB 6 :: C=F(
S+3):: GOSUB 6 :: C=F(S+6)::
IF S/2=INT(S/2)THEN 7 :: DI
SPLAY AT(20,1):"I MOVE TO";F
(S+4):"";"THE GAME IS A DRAM
" :: STOP
6 A=C :: GOSUB 8 :: H=B :: I
F H(>F(C+4))THEN 7 ELSE RETUR
N
7 DISPLAY AT(20,1):"I MOVE T
O";F(C+4);"AND WIN!" :: END
8 DISPLAY AT(20,1):"I MOVE T
O";A: "";"WHERE DO YOU MOVE T
O?" :: ACCEPT AT(22,23)VALID
ATE("12345678"):B :: RETURN

```

```

1 ! STRAIGHT-LINE CALCULATOR
TINYGRAM by Jim Peterson
Accepts input such as
6+6-11*2+3/4
2 T,F=0 :: C$="+-*/" :: ACCE
PT AT(12,1)ERASE ALL VALIDAT
E(NUMERIC,C$):F$ :: L=LEN(F$
):: FOR J=1 TO L :: X$=SEG$(
F$,J,1):: P=POS(C$,X$,1):: I
F P=0 THEN 5
3 IF F=0 THEN T=VAL(SEG$(F$,
1,J-1)): F=1 :: A=J+1 :: P2
=P :: GOTO 5
4 V=VAL(SEG$(F$,A,J-A)): A=
J+1 :: GOSUB 7 :: P2=P
5 NEXT J :: V=VAL(SEG$(F$,A,
255)): GOSUB 7 :: DISPLAY A
T(12,L+1):"=";STR$(T)
6 DISPLAY AT(24,1):"PRESS AN
Y KEY" :: CALL KEY(0,K,S)::
IF S=0 THEN 6 ELSE 2
7 IF P2=1 THEN T=T+V ELSE IF
P2=2 THEN T=T-V ELSE IF P2=
3 THEN T=T*V ELSE T=T/V
8 RETURN

```

That's all, folks!



SPIRIT OF 99



NEXT MEETING TUESDAY FEBRUARY 12, 1991. HAPPY PRESIDENT'S DAY !!!

MUNCH OFFICERS AND NUMBERS (all in 508 area unless noted)

President	W.C. Wyman	865-9683		
Vice President	Bruce Willard	852/3250	MUNCH DUES	
Secretary	Jim Cox			
Treasurer	Jim Cox	869-2704	NEW MEMBERSHIP	\$25.00
Acting Editor	Jim Cox		RENEWAL MEMBERSHIP	\$15.00
Adv.Prog. Chair	Dan Rogers	248-5502	NEWSLETTER ONLY	
Library	Al/Lisa Cecchini		SUBSCRIPTION	\$12.00
Disk Librarian	Lou Holmes	617 965/3584		
Tape Librarian	Walter Nowak	413 436/7675		
NEW-AGE/99	Jack Sughrue	476/7630		

JANUARY MEETING. We had a very interesting meeting this month with 14 members present. We started with Jack's demo of the latest version of Funnelweb, as usual, this latest and last (I hope not) version is outstanding. The group also decided to get as many of Jim Peterson's Tigercub discs as possible. A number of members volunteered to purchase 10 or more disks each, and make them available to the group. Jack will help to put this all together while recovering from his latest surgery. The DOM was the new Funnelweb set and we collected donations to be sent to the McGovern's, I will accept donations thru the end of the month. Suggested price for the set is \$10.00 with 8.00 to be sent "down under".

FEBRUARY MEETING. I am not sure what will be demoed at this meeting, but I am sure either Corson and/or Lou will come up with something interesting.

HELP WANTED!!! I will not be able to attend the New England Fayah which is scheduled for Saturday April 6, 1991; it will be held at the same location (Waltham) as last year. We need people to set up and man the tables and to come up with ideas of what to sell this year.

RAFFLE. Every month we have a raffle to help defer the cost of the monthly hall rental. The number of prizes awarded depends on the number of tickets sold. This month we have some TI T-Shirts, disk holders and some games for prizes. If you have some old things you no longer use how about some donations for the raffle, our prize chest is getting low!!!

LIBRARY NOTICE. Please return any items borrowed from our library. If you can not come to a meeting or give these items to someone who will be at the meeting.

REPRINTS. Reprints are permitted as long as credit is given to M.U.N.C.H.

ARTICLES. I am always looking for articles for this newsletter, anything which interests you will probably interest other members of the TI community, so please share your ideas and opinions with all of us.

DISK LIBRARY. The disk library will be at the meetings from now on. We have copies of all disks in the library and they are available to members for just \$1.50 each.

FOR SALE. The group has a TI Count Business Software package available for sale. If interested contact Jim Cox at the above number or the club address.

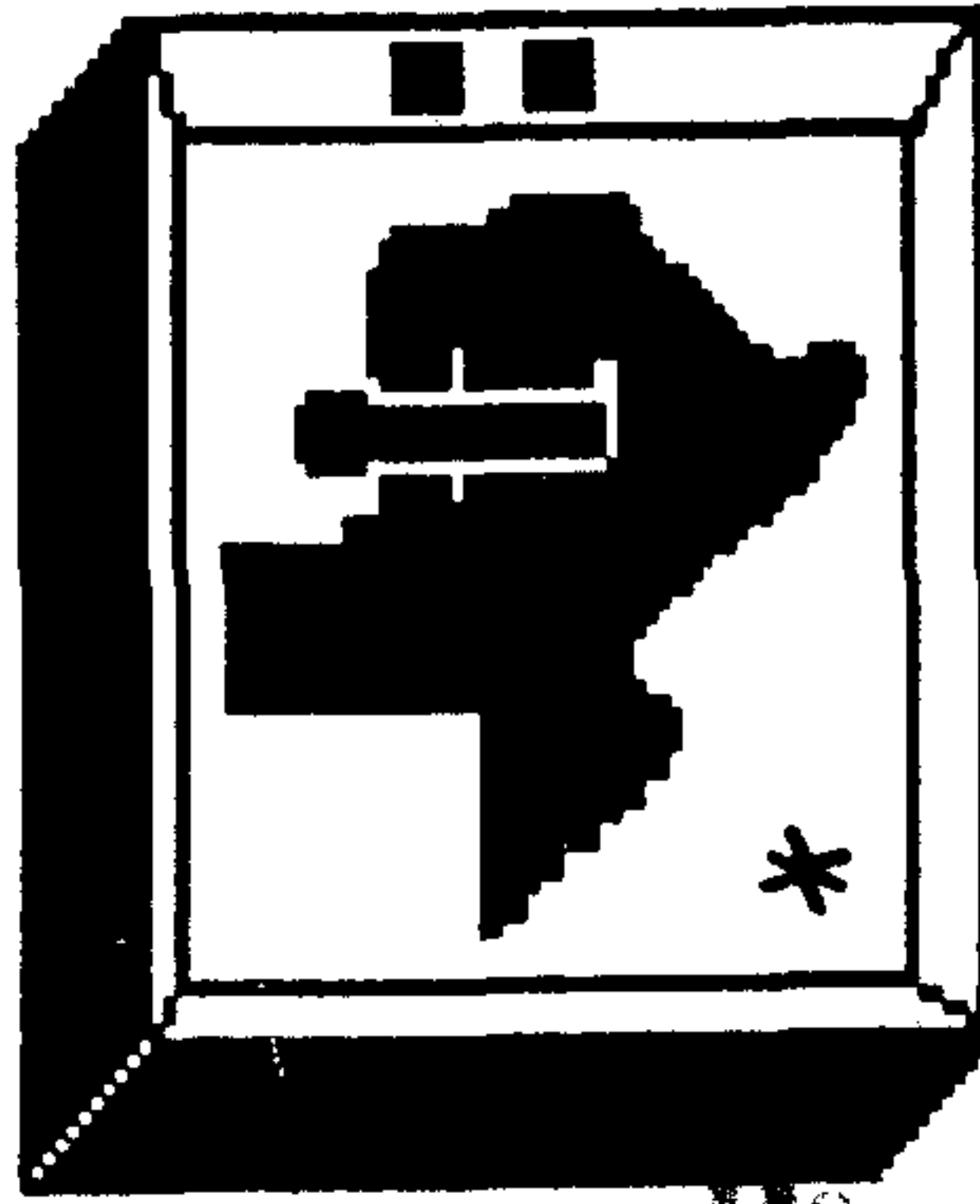
DISK OF THE MONTH. The DOM for this month is the latest updates to the TIPS disks. This is a four disk set which will sell for the special price of \$2.00.

```

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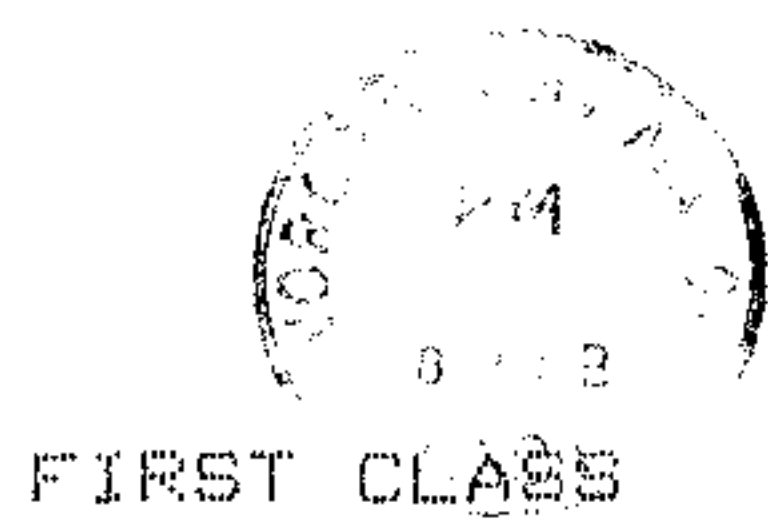
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Mass Users of the Ninety-nine and Computer Hobbyists  
 FEBRUARY 1991 Monthly Newsletter Version 10.02

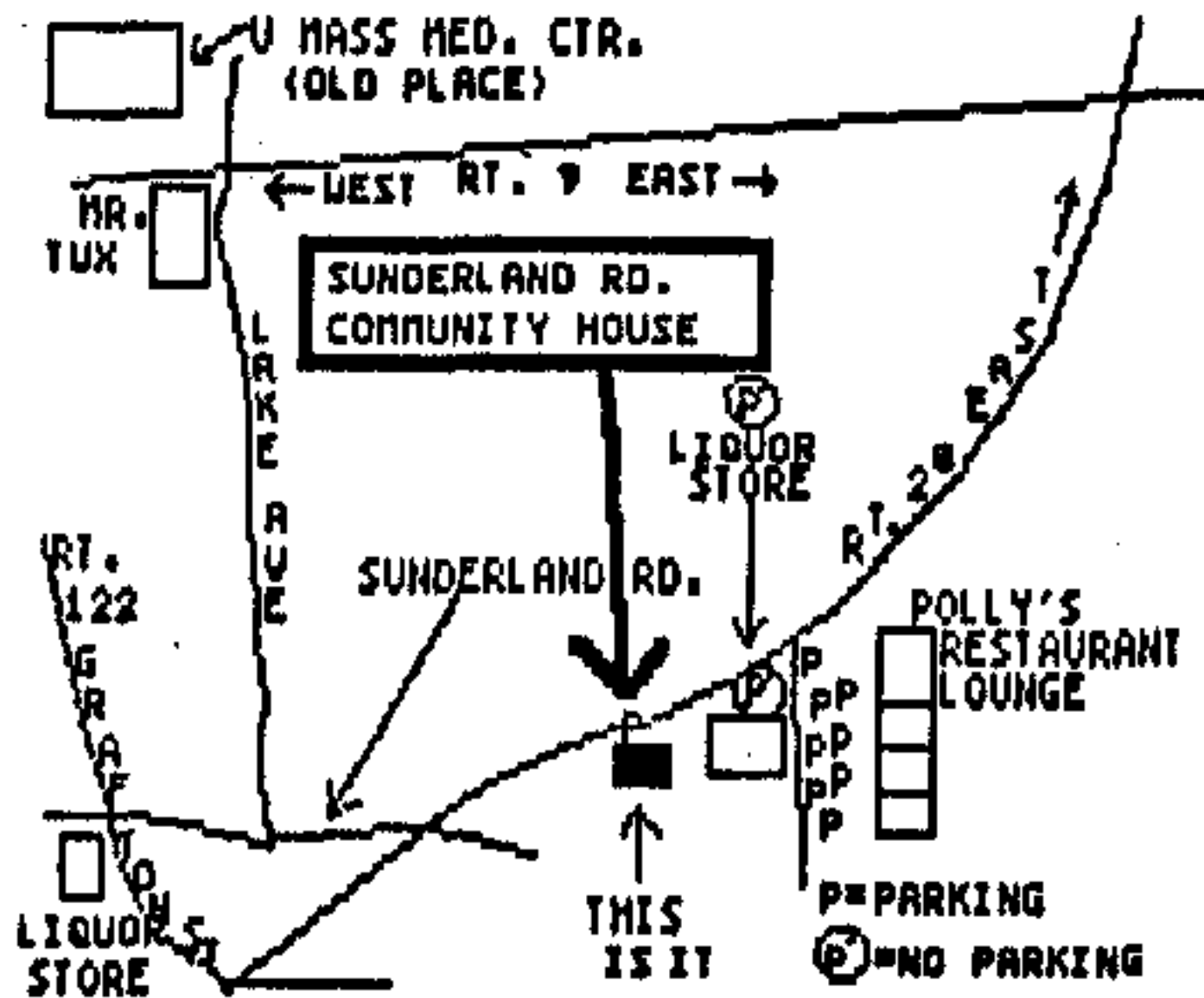


GET WELL JACK!

M. U. N. C. H.  
 560 LINCOLN ST.  
 P. O. BOX 7193  
 WORCESTER, MA. 01605-7193



Next Meeting FEBRUARY 12TH.



POSTMASTER: Forwarding and Address Correction Requested.

